

WARHAMMER



RULEBOOK

WARHAMMER

FANTASY 8.1

BATTLEBIBLE

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WARHAMMER FANTASY

8.1 BATTLEBIBLE

Welcome to the Warhammer Fantasy 8.1 Battle Bible. This tome collects all of the rules of Warhammer Fantasy Battles 8th edition updated with official Games Workshop Errata and contains extra chapters to expand on the game as originally published, as well as the two most played rulespacks of Warhammer 8th edition; the ETC Pack (used by the European Team Championship) and the Swedish Pack which took different ways in attempting to balance the game to varying degrees. Also included is the rulebook FAQs that were released by GW back when the game was being supported.

The WHFB 8.1 Battlebible was created to make available the world's most popular tactical mass combat game after GW decided to reboot the Warhammer Game into Age of Sigmar. While Age of Sigmar is a fine game, there are many fans who want a mass combat game to use all the miniatures (as well provide incentive for purchases for many years to come!)

Descriptions of some of the expansions contained within the Battlebible follows;

Regiments of Renown is a way to play Warhammer designed for games of 200pts. This is a low cost entry point to the hobby that is a great introduction to the game and demonstrates its expandability as well as varied ways to play the game. Starting off with the Warhammer Fantasy Hobby doesn't need to start big!

Warhammer Skirmish is designed from 400pts up to 1000pts. This way of playing is designed for slightly smaller games than the standard 2000pts/2400pts of 8th edition Fantasy, but allows you fast and furious games of Warhammer. Without magic and Battle standard bearers or mighty heroes winning the day, you must rely on your tactical skill to triumph over your opponents troops.

Legendary Battles is for those who want to scale up from regular games of Warhammer. This expansion allows you to take mighty units of multiple monsters like Giants or Dragons. Artillery trains and grandiose alliances feature in seriously large battles of 5000pts or more!

Warhammer Raids is an example of a campaign you can play with your friends; rules include scenarios based around a Raiding army and defending army as well as the framework of a small campaign that can be run.

Warhammer Civil War is an expansion based around the simple concept of 'mirror matches' (ie games played where both sides are the same race.). No more would you need to justify a 'training exercise' but rather fun rules are included for themed bonuses or penalties for each army.

Keep watch for 8.1 versions of the Armybooks and other expansions for Warhammer for you and your friends to play!

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INTRODUCTION

This section is intended to provide you with an overview of this book's contents. Here you will find a brief summary of what to expect from the rest of the rulebook, as well as a straightforward to introduction to Warhammer as a game.

In addition, this section provides you with an idea of the kind of things you will need to play Warhammer. From advice on recommended gaming peripherals such as dice and tape measures, through a brief idea of what collecting an army entails right up to what your tabletop battlefield can look like, this section gives an overview of it all.

Welcome to Warhammer. Sound the trumpets and beat loud the drums of war, for the tome you hold in your hand is your key to entering a dark and bloody land. It is a world of Daemons and sorcery, a brutal era of warfare and conquest. Warhammer, the game of fantasy battles, brings all the action onto your tabletop. You command armies of miniatures in a game that promises bold maneuver, daring riposte and untold slaughter.

The game of Warhammer makes you the general of an army of Citadel miniatures. Regiments of resplendent High Elves, the ragged hordes of ravenous ratmen known as Skaven, the Undead legions of the Vampire Counts or any of the other dozen army types, march, maneuver and charge into the fray on your orders. At your command, hails of arrows and eldritch bolts of magic are unleashed upon the foe. But it is in the brutal close quarters of combat that most battles must be won, by stalwart troops and legendary heroes.

THE WARHAMMER HOBBY

Warhammer is a game unlike any other because it is so much more than a game. It is an engaging and engrossing pastime – a full-blown hobby with a full-blown hobby with a host of different aspects. There are armies of Citadel miniatures to collect and paint, fantastical battlefields to model, a rich history to explore, and an unending list of gaming challenges. It is a hands-on hobby as wide open as your imagination. If all this sounds like a lot of work – it is! But glory won lightly is not glory at all.

HOW THIS BOOK WORKS

This book lays out the full rules for how to move, shoot, cast magic and fight with your models. In addition to the core 'how to play' rules you'll find rules for monsters, heroes, weapon types, war machines, terrain, allies, army selection rules and, of course, how to go about playing a battle.

To clarify rules along the way you will find both illustrative diagrams and helpful side notes with practical advice scattered throughout the book.

WHAT YOU NEED

Between yourself and your opponent, you will need to have the following things to recreate the bloody battles of the Warhammer world:

ARMIES OF CITADEL MINIATURES

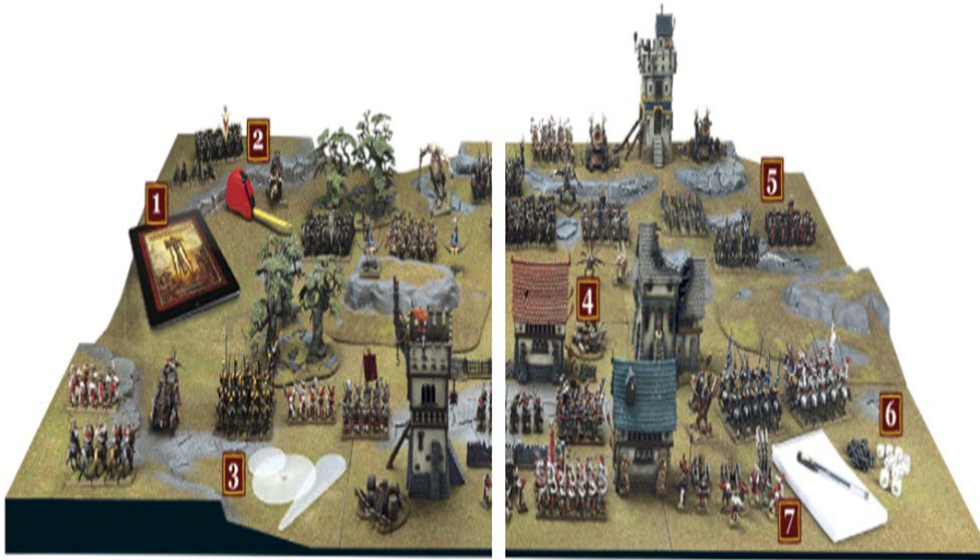
Both you and your opponent will need an army to battle with! From fast, lithe armies like Dark Elves that mix infantry, cavalry, and monsters to the slow but solid infantry lines and devastating war machines of a Dwarf army, Warhammer has over a dozen army types to choose from. Each force is different and characterful in its own right, but best of all each army can be built in countless combinations. Players can choose their favourite models, exploit a favourite game tactic or collect as their whims dictate. No two armies need be alike.

It might take a while to amass a large collection of painted figures, but a finished army gloriously arrayed upon a battlefield is a rewarding sight and well worth the effort.

In this battle an Empire army, including war machines and mounted knights, takes on an invasion of Warriors of Chaos bolstered by hideous beasts and even a Giant. The fate of this village hangs in the balance.

All the scenic pieces on top of the gaming table are plastic Citadel kits, assembled and painted just like the model soldiers themselves.

The gaming table shown here is the Citadel Realm of Battle Gameboard, which is made up of 2' by 2' tiles that can be rearranged in different configurations to vary your battles.



1. RULEBOOK

When first learning how to play you'll find yourself consulting the rulebook fairly often during the course of a battle. After a few matches, however, the bulk of gameplay will become second nature and you'll soon find that you only need to check the book for occasional reference or to find clarification for an unusual game situation.

2. TAPE MEASURE

The bounce of a cannonball, the flight of a Griffon, the charge of a regiment of knights mounted atop giant lizards or the range of a wizard's fireball are all measured in inches. A tape measure or other measuring device marked in inches is therefore a necessity.

3. TEMPLATES

Some weapons, such as stone throwers or the highly feared Flame Cannon of the Dwarfs, affect a large area and can destroy many models at once. By placing the correctly sized template in place, players can determine how many models are hit.

4. A BATTLEFIELD

What turns your flat surface into a battlefield is the addition of terrain. This could consist of any number of strange magical features such as a fungal forest, a river of blood, a fell temple to some dark power, or the heaped skull-totems of a barbaric race. You will need at least a few terrain pieces to play Warhammer because the tactical demands that terrain puts on commanders is an important and exciting part of the game (although when you're starting out, many gamers use piles of books for hills, cardboard boxes for buildings and other stand-in solutions). Often the player who can best read the 'lay of the land' to his army's advantage wins the battle.

5. A PLAYING SURFACE

Any flat surface can become the battlefield for armies to fight over. A dedicated playing space is ideal, but a kitchen table, flat workbench or even the floor will do. Try to avoid having to disassemble an ongoing battle to accommodate a family meal or, in the case of a 'floor war', having some of your troops trodden upon by unwary interlopers.

6. DICE

Warhammer uses six-sided dice to work out effects such as combat and shooting. It's useful to have quite a few dice on hand as combats are tumultuous affairs requiring fistfuls of dice to be rolled at a time. A few differently coloured dice are handy to work out specific rolls for heroes. You will also need an artillery dice and a scatter dice to work out certain spell and war machine effects (see the General Principles chapter).

7. PEN & PAPER

In the midst of a bloody Warhammer battle it is easy to forget key information. Having pen and paper handy so you can jot down how many wounds have been inflicted upon large monsters, or which unit has been cursed with an ongoing spell, will allow you to get on with the game instead of trying to remember minutiae.

MOVEMENT TRAYS

In Warhammer a grouped formation of troops is called a unit. Some units can be fairly large, consisting of 20, 30 or even more models. Moving these models individually can take quite a bit of time, so many players keep the units 'blocked' together by use of a base or movement tray. These can be custom-made or bought and will greatly aid moving larger units— don't field a horde without them!



These units are ranked up on movement trays, making it easy for a player to move them around.

MUSTERING YOUR FORCES

Warhammer is a game of armies clashing on the tabletop. In order to play, you'll need an army of your own, but which will you choose? Perhaps a black-hearted and monster-filled force of Dark Elves, or an army from Bretonnia, the knights bedecked in armour and magnificent heraldry, the magically animated Tomb King hordes or ironclad elite Warriors of Chaos?

Warhammer presents over a dozen army types, each with its own unique look, troop types, game rules, and defining attributes. For instance, a High Elf army is characterised by its relatively low numbers of highly skilled warriors, its wide choice of fighting elites, and its access to elegant, yet deadly monsters like Dragons and Griffons. High Elves are masters of powerful, but largely defensive magic. Conversely, the chaotic ratmen known as Skaven are a horde army – a fighting force whose common tactic is to swamp their enemies with an expendable tide of cheap troops. Mixed in with the massed assaults are devastating, but occasionally self-destructing arcane war machines. Skaven magic is wildly offensive but occasionally risky to its own side.

Not only is there a wide variety of different army types with varying characteristics to choose from, but each army is itself made up of many unique troop choices and options. It is possible to compose armies of the same type in countless different and rewarding ways. So how do you choose an army and how big should it be?

There are as many different reasons to choose an army as there are gamers. Some collect armies based on the look of the models, the army's tactics or special rules, or perhaps the force's background or ethos. Some players can't settle on a single force and purchase miniatures from a spectrum of different armies. The only 'right way' is the method that feels right for you.

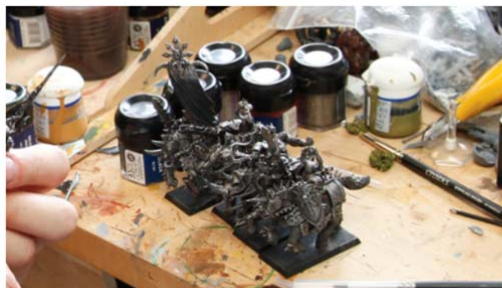
It is possible to start playing small games of Warhammer with an army made up of three to four units, including a model to represent the army's General – the hero (or villain!) that is commanding the force. Such a game can be played within an hour. There is no upwards limit to the size of an army and some particularly avid collectors can field massive forces that include hundreds or even thousands of models. In addition, many players are fortunate enough to have amassed more than one army to game with.

WARHAMMER ARMIES

Players seeking more information about a chosen army should reference the Warhammer army books. Each book in this supplemental series focuses on a single army, providing in-depth background, a bestiary that lists all the troop types and their rules, plus new magical weapons and other items, expertly painted example models, and an army list that will help you to organize your army.



Nick Bayton, long-time fan of the Warriors of Chaos army, makes a selection from the Games Workshop Warhammer World store.



The new regiment of Chaos Knights assembled, undercoated, and with a first coat of paint.



Nick transports his Warriors of Chaos army to battle safely in a figure case.



Over a few more sessions, Nick finishes painting his new miniatures.



The new regiment fights in its first Warhammer battle – and does rather well!

UNBRIDLED ZEAL

Unless you too are bitten by the collecting bug, it is hard to understand (or explain!) the passion a player will put into his army. Competitive players hone their forces by playing many practice matches, forever tweaking their army selection between games and agonizing over equipment options. Top model painters lavish incredible levels of detail upon each and every model, spending particular attention to the centerpiece figures like monsters and leaders.



Above: Jeremy Vetock's Orc & Goblin army has grown very large indeed, and includes pieces of 'Orcy' terrain and specially converted monsters.

Some enthusiasts read and re-read every scrap of background text, pondering how their force fits into the Warhammer world, perhaps even making up their own stories. Everyone studies the available Citadel miniatures and the inspirational examples painted by the 'Eavy Metal team. Many catalogue their existing collection (sometimes in their heads, sometimes on paper), plan out future purchases, and look forward with anticipation to their next painting or gaming session.

FIGHTING A BATTLE

So what is it like to play a Warhammer battle? The next few pages will give you a general idea – running through the stages of setting up the battlefield, deploying the armies, fighting out the battle, and determining if you have won glorious victory or suffered ignominious defeat.

SETTING UP THE BATTLE

Once you and your opponent have your armies mustered ready for battle, the first step in playing a game of Warhammer is setting up the battlefield.

Both players work together to place pieces of terrain on the tabletop, representing haunted forests, rocky hills and magical monuments. The best battlefields not only pose tactical challenges to the players, but also look great. This is your chance to set the scene of your battle and bring a bit of the Warhammer world alive.

THE ARMIES DEPLOY

With the terrain set up it is now time to choose table sides and deploy armies. Each player rolls a dice and whoever rolls highest picks the side of the table he wishes his army to start on. The player that lost the dice roll will set up on the opposite side. The two players then take it in turns to place their regiments, war machines, monsters, etc.

This is where you must start applying tactical thought – from which direction will the enemy troops advance? Is there high ground from which archers or war machines can rain death upon the foe? Can your models reach any special terrain features that grant useful benefits to your army? In other words, how can you best exploit the lay of the land to give your army a better chance of destroying your enemy?

This battle was fought between a Skaven army played by Mat Ward and a High Elf force commanded by Jervis Johnson. Jervis and Mat set up their battlefield to represent a once-peaceful corner of Ulthuan, the island home of the High Elves. The obelisks are Elven Waystones and the building in the center is a Wizard's Tower, filled with arcane secrets.



As neither Mat nor Jervis yet knows which side of the table their army will start on, they set up the terrain so that both sides have benefits and disadvantages.



Jervis places his Elven Prince on Griffon on the battlefield, ensuring this important model is out of the range of the dangerous Skaven war machines.



1. Wizards in close proximity to Elven Waystones gain extra power.
2. Some units, like these Shadow Warriors, have special rules, allowing them to set up outside of their deployment zone before the game begins.

Mat deployed his Skaven army with a strong attacking centre and fast expendable flanks. Jervis countered with hard, fast units on his flanks and all his shooting troops around a hill in the middle.

FIGHTING THE BATTLE

Now that both sides are deployed it is time to fight the battle! Players take turns to act with their armies. During a turn a player will first manoeuvre his units, perhaps charging some into combat with the foe. Next he will unleash magical spells from his Wizards, and shooting attacks such as archery or cannon-fire. Lastly, any close combats are fought out, after which his turn is over and the other player takes his turn.

During your own turn you will be busy trying to apply your masterful battle plan. You will be moving models, measuring the range of potential bowfire (or other missiles and spells), working out close combat results and generally trying your best to destroy your foe's army.

During your opponent's turn, in addition to watching him trying to dismantle your forces, you will have to make various dice rolls, such as testing to see if your armour protects you, if you can dispel enemy magic or if any of your units panic due to the onslaught of the foe.

Casualties – models that are slain over the course of the battle – are removed from play and placed somewhere safe off the battlefield. Thus, as the game progresses, units dwindle in size or disappear altogether in the bloody fighting.

When selecting his army Mat chose a Grey Seer (a powerful Wizard) mounted atop the Screaming Bell, a notorious Skaven war machine. He placed this powerful combination into a horde of Skaven Clanrats, making for a very destructive unit.

During the game both players kept up a steady stream of chat about the back and forth of the battle, the shortcomings of their plans, and their good (or bad) luck. There was even time for a tea break.



1. The Elven flank takes casualties from Warplock Jezzails but advances into charge range.
2. Mat's long-ranged weaponry, Warplock Jezzails and a Warp Lightning Cannon, attempt to destroy the powerful Elf units before they can charge into combat.
3. The Rat Ogres defend the rear of the large Skaven unit.
4. Three Elven units line up charges against the formidable Skaven regiment with the Screaming Bell
5. Jervis used his Archers and Eagle Claw Bolt Throwers on the hill to slay many Skaven.
6. The High Elf Phoenix Guard and Skaven Stormvermin square off, ready for bitter combat.
7. Sneaky Skaven Gutter Runners advance into the Wizard's Tower.
8. A Doomwheel kills the Shadow Warriors and crashes through into the Elven Dragon Princes.
9. Additional Skaven units move up to support the Doomwheel.

VICTORY

After six turns, the Warhammer battle is concluded. There are set rules to work out who has won, but often it will be obvious – one side's troops will be mostly dead or fleeing, perhaps with their General slain.

Regardless of outcome, conqueror or vanquished, it is customary to shake your opponent's hand.



After shaking hands both players retired to Bugman's for a drink and a chance to talk about the game – discussing the 'what-ifs' of the battle and lamenting the failure of critical dice rolls.

THE RULES

This section starts with the basic rules as they apply to the most common type of model – infantry. This means you can get playing as quickly as possible, learning to move, cast spells, shoot and fight in close combat with your models without having to read for hours first.

Don't worry about trying to memorise all the rules – you'll get by in most games with the basics of Movement, Magic, Shooting and Close Combat. Other 'layers' of rules, only come into play under particular circumstances, or in regard to other types of models, such as thundering chariots, mighty monsters, courageous heroes and devastating war machines.

From there, the only limits are your imagination and your dreams of conquest. This section, therefore, is more than a mere set of rules – it is your first step on the path to becoming a Warhammer general...



OVERVIEW OF THE GAME

This chapter simply summarizes the sequence of playing a Warhammer battle, and points you to the relevant parts of the book that explain how each stage works.

1. MUSTER YOUR FORCES

You will need two armies to play a Warhammer battle, so the first thing to do is assemble your forces. You can simply use all the models in your collection, but most players use the system of points values and army lists to ensure their forces are evenly matched for a closely fought game. This system is explained in the Choosing Your Army chapter.

2. CHOOSE A PITCHED BATTLE

The Fighting a Warhammer Battle chapter presents six 'pitched battles'. Each of these explains how to play a slightly different type of battle, ranging from a straightforward clash of battlelines to a fight in a mountain pass or the defence of a watchtower. Players can roll a dice to decide which pitched battle they will play or simply choose one.

3. SET UP THE BATTLEFIELD

Next, you will need a battlefield, be it the kitchen table, the floor or a fully modelled wargames board.

The players set up terrain for their armies to fight over, representing haunted woods, fortified watchtowers and other strange features that make up the landscape of the Warhammer world. How to do this is also covered in the Fighting a Warhammer Battle chapter.

4. DEPLOY ARMIES

The two armies are deployed facing each other across the battlefield, ready to fight. Details on how to deploy can be found in the Fighting a Warhammer Battle chapter.

Each of the pitched battles includes a map showing you where on the table each player can place his models, and also tells you which side will take the first turn of the game.

5. FIGHT!

Fight out the battle, with players taking turns to act with their army, using the rules that follow. This chapter starts with basic rules that apply to all models, and cover the standard sequence of moving, shooting and fighting. These basic rules are all you will need for infantry models, and will get you by for your first game or two. They are followed by extra rules that apply only to certain models such as monsters, heroes or warriors armed with unusual weapons. Finally there is a chapter that explains the effects of the fantastical terrain of the Warhammer world.

6. DETERMINE THE WINNER

Each pitched battle explains how many turns to play for and how to work out who has won the game. In most cases the victor is the side that has destroyed more of the enemy, and so it is often obvious who has won, as the other side's army is in tatters – dead or fleeing! Other battles are decided by seizing enemy banners or capturing a watchtower. Whatever the outcome, only a rematch will give you the chance for further glory or sweet revenge.

The Most Important Rule

In a game of the size and complexity of Warhammer, there are bound to be occasions where a situation is not covered by the rules, or you can't seem to find the right page. Even if you know the rule, sometimes it is just a really close call, and players don't agree on the precise outcome.

Nobody wants to waste valuable gaming time arguing, so be prepared to interpret a rule or come up with a suitable solution for yourselves (in a manner befitting gentlemen, of course). If you find that you and your opponent cannot agree on the application of a rule, roll a dice to see whose interpretation will apply for the remainder of the game – on a result of 1-3 player A gets to decide, on a 4-6 player B decides. Then you can get on with the fighting! Once the game is over, you can happily continue your discussion as to the finer points of the rules.

MODELS & UNITS

The Citadel miniatures used to play games of Warhammer are referred to as ‘models’ in the rules that follow. Models represent a huge variety of troops, ranging from cowardly Goblins and noble Elves, to mighty Dragons. Each model is an individual playing piece with its own skills and capabilities. To reflect all the differences between such warriors, each model has its own characteristics profile.

CHARACTERISTICS OF MODELS

Warhammer uses nine different statistics or characteristics to describe the various attributes of the different models. All characteristics are rated on a scale from 0 to 10 – they cannot go below 0 or rise above 10.

MOVEMENT ALLOWANCE (M)

Often called Move, this shows the number of inches a model can move on the battlefield under normal circumstances. For example, a Man with a Move of 4 (M4) can move up to 4" when moving at full rate. A horse moves far faster and therefore has M8.

WEAPON SKILL (WS)

This defines how accomplished or skilled a warrior is with his weapons, or how determined and vicious a monster is. The higher the score, the more likely the model is to hit an opponent in close combat. An ordinary Man has WS3, whilst a battle-hardened hero might have WS4, WS5 or possibly even higher!

BALLISTIC SKILL (BS)

This shows how accurate a warrior is with ranged weapons such as bows or handguns. The higher this value is, the easier a creature finds it to hit with missile attacks. An ordinary Man has BS3, but a keen-eyed Elf has BS4. Some monsters have natural weapons that can be used at range (they might spit venom, for example) and they often use BS to determine whether they hit or not.

STRENGTH (S)

Strength gives a measure of how strong a creature is. An exceptionally puny creature might have a Strength characteristic of 1, while a mighty Giant has S6. Men have S3. Strength tells you how hard a model can hit and how easily it can hurt an opponent it has struck in close combat.

TOUGHNESS (T)

This is a measure of a creature’s ability to resist physical damage and pain, and reflects such factors as the resilience of a creature’s flesh, hide or skin. The tougher a model is, the better it can withstand an enemy’s blows. A normal Man has T3, but a creature such as a Treeman, with tough wooden flesh, has T6!

WOUNDS (W)

This shows how much damage a creature can take before it dies or is so badly hurt that it can’t fight any more. Most men and man-sized models have a Wounds characteristic value of 1. Large monsters and mighty heroes are often able to withstand several wounds that would slay a smaller creature, and so have W2, W3, W4 or even more.

INITIATIVE (I)

This indicates how fast a creature can react. Creatures with a low Initiative score (Orcs, with Initiative 2) are slow and cumbersome, while creatures with a high Initiative score (Elves, with Initiative 5) are quicker and more agile. Humans have Initiative 3. In close combat, Initiative dictates the order in which creatures strike.

ATTACKS (A)

This shows the number of times a creature attacks during close combat. Most warriors and creatures have an Attacks value of 1, although some elite troops, monsters or heroes may be able to strike several times and have A2, A3 or more.

LEADERSHIP (Ld)

Leadership shows how courageous, determined, and self-controlled a model is. A creature with a low value is very unruly or cowardly, to say the least! Men have Ld7, which is average, whilst easily scared Night Goblins have a Leadership value of only 5.

The Spirit of the Game

You will realize soon that Warhammer is different to any other game you have played. It is important to remember that the rules are just a framework to create an enjoyable game. Winning at any cost is less important than making sure both players – not just the victor – have a good time. What's more, Warhammer calls on a lot from you, the player. Your job isn't just to follow the rules, it's also to add your own ideas and sense of fun to the game. Much of the appeal of Warhammer lies in the freedom and open-endedness that this allows, and it is in this spirit that the rules have been written.

THE CHARACTERISTICS PROFILE

Every Warhammer model has a profile that lists the value of its different characteristics. The examples below show the profiles for an Orc, a Man, an Elf and a Skaven.



Empire Halberdier

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7



High Elf Spearman

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	8



Orc Boy

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7



Skaven Clanrat

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	5

As you can see, an Orc and a Man are similar in many respects. They both move at the same speed (4"), and they both have the same Weapon Skill and Ballistic Skill values, which means they are very evenly matched in combat. Both have the same Strength value, so they can deliver blows with equal potency. When it comes to Toughness, however, the Orc wins over the Man – the Orc's value is 4 compared to 3. This is not a vast difference, but it does make the Orc better able to withstand blows and gives it the edge in any hand-to-hand fighting.

Both creatures have 1 Wound, which is the normal value for man-sized creatures. The Orc loses out, however, when it comes to Initiative. This is not a terrible disadvantage, but it does mean that the Man will get to strike his blows before the Orc does when they get stuck into hand-to-hand fighting. Both races have the same Leadership of 7, which is average.

The Skaven is noticeably quicker than a Man or an Orc, with both Movement and Initiative values higher. However, the Skaven ratmen are distinctly cowardly, with their Leadership of 5. The Elf meanwhile is clearly superior, with above-average Movement, Weapon Skill, Ballistic Skill, Initiative and Leadership characteristics. Only Strength and Toughness remain at a normal level for these elite warriors.

OTHER IMPORTANT INFORMATION

In addition to its characteristics profile, each model will have a troop type, such as infantry or cavalry, which we discuss in more depth in the Troop Types chapter. It might also have a save of some kind, representing any armour or magical protection it might have, and it could be carrying one or more shooting or close combat weapons (see Weapons) or might have one or more special rules (see Special Rules). Don't worry about any of this for now – for the moment it's enough that you know about these aspects of the model.

CHARACTERISTICS OF ZERO

Some creatures have been given a value of '0' (often shown as a dash: '-') for certain characteristics, which means that they have no ability whatsoever in that skill. This usually applies to creatures unable to use missile weapons, so they have BS0 or BS-, but it might equally well apply to other characteristics too. For example, some creatures or war machines may have no Attacks (A0 or A-).

If any creature or object has a Weapon Skill of 0 then it is unable to defend itself in close combat, and any blows struck against it will therefore automatically hit.

If at any time a model's Strength, Toughness or Wounds are reduced to 0 or less by magic or a special rule, it is slain and removed from play.

FORMING UNITS

The models that make up your Warhammer army must be organised into 'units'. A unit usually consists of several models that have banded together, but a single, powerful model such as a lone character, a chariot or a Dragon, a war machine and its crew, and so on, are also considered to be a unit.

A unit consists of 1 or more models that are arranged in orthogonal base contact with each other, which is a fancy way of saying 'edge-to-edge and front corner to front corner'. See the diagrams below – it's much clearer as a picture than it is in words.

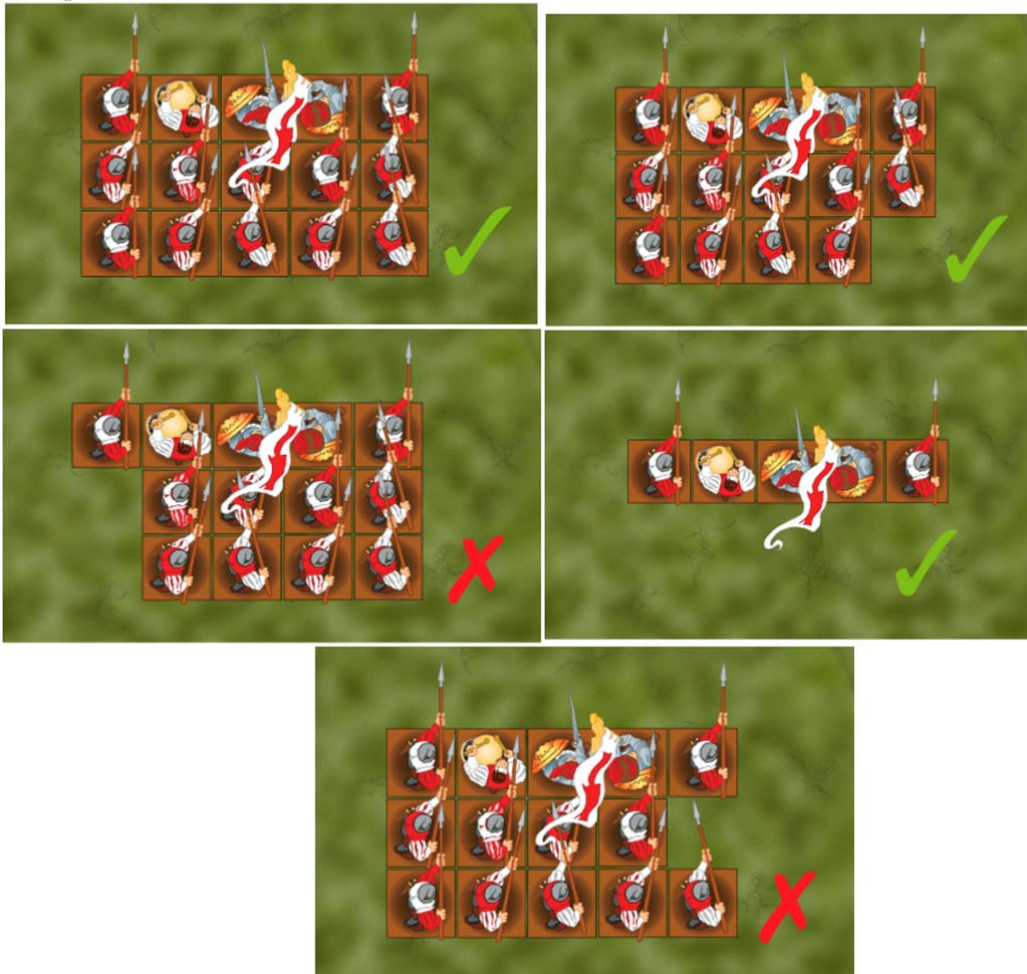
All models in a unit must face the same direction.

In addition, all models in the unit must be arranged in a formation that consists of one or more horizontal lines, called ranks and a number of vertical lines, called files. This is why we often refer to basic warriors as 'rank and file' troops.

As far as possible there must be the same number of models in each rank. Where this is not possible it must be the rear rank that has fewer models. Once formed into a unit, the models move and fight as a single entity for the rest of the battle.

Here, you can see examples of correct and incorrect formations.

Forming Units

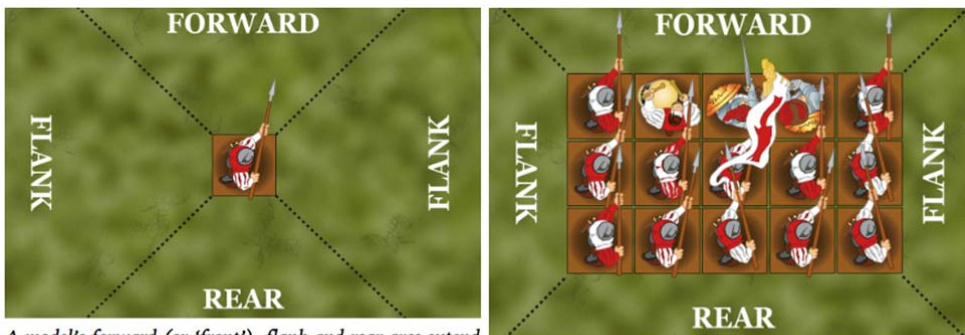


REMOVING CASUALTIES

Some of the models in a unit (probably quite a lot of them) will die as the battle progresses. When casualties occur, models are removed from the back rank of the unit. If the unit is reduced to a single rank, casualties must be removed evenly from either end of the line.

UNIT FACING

Last, but not least, a model has a forward, flank and rear arc based on the direction that it is facing. We'll be using this later to work out what the model can attack, as well as calculating which side of the model an enemy will be able to charge as the game goes on.



A model's forward (or 'front'), flank and rear arcs extend out from its corners at 45° angles, forming four 90° quadrants, as shown here.

A unit's facings therefore are determined by the facing of its constituent models.

Facing Front

It's normally easy to tell which direction a model is facing – he'll (it'll?) be aligned squarely with one of his base's edges.

Sometimes, however, it's not so clear. This doesn't tend to be a problem in a unit, where all the models are assumed to face the same way (and a command group can normally be found in the front rank). If you have a single model, such as a monster or character, whose facing is not obvious, make sure that your opponent can tell which way it's facing – it could prove crucial in the battle!

GENERAL PRINCIPLES

We're almost ready to dive into the turn sequence that drives the bloody business of Warhammer. However, before we begin, there are few basic ideas and game mechanics that it's worth discussing. These are essentially principles that are so broad that they pop up again and again while you're playing a game, so it makes a lot of sense to establish them before getting caught up in the more specialised rules that you'll find later on.

MEASURING DISTANCES

In Warhammer, distances are measured in inches (") with a tape measure. You can always check the distance before you declare an action, such as charging or shooting.

This allows you to check whether your units are in range of their target before they launch an attack. After all, our warriors are all led by experienced campaigners and we can assume that they can accurately judge the range of their weapons, even if we, their generals, cannot (one does not, after all, keep a dog and then bark himself).

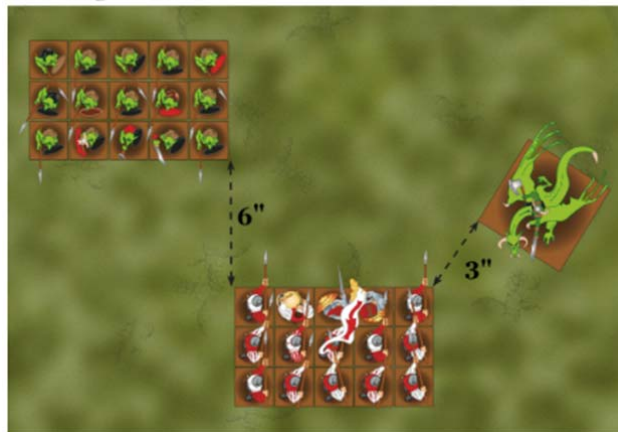
Distances between models and all other objects (which can be other models, terrain features and so on...) are always measured from closest point on one base to the closest point on the other base.

Distances between units are always measured to and from the closest models in each of the units (see the diagrams below). Sometimes units will be mounted on movement trays for ease of use. Nevertheless, always use the model's base, and not the movement tray, as the reference point when taking your measurements.

So, for example, if any part of a model's base is within 6" of the base of an enemy model, the two models are said to be within 6" of each other.

Sometimes the rules will call upon a unit to move directly towards another unit, or some other feature on the battlefield. Where this is the case, draw an imaginary line between the centre of the unit and its destination, and move the unit forward along this line a number of inches equal to the distance stated.

Measuring Distances



The distance between the Empire Spearman unit and the Goblins is 6". We therefore say that the Goblins are within 6". The distance between the Empire Spearman unit and the Wyvern is 3". We therefore say that the Wyvern is within 3".

DICE

You'll often need to roll dice to see how the actions of your models turn out – how effective their shooting is, what damage they've done in close combat, and so on.

Almost all the dice rolls in Warhammer use standard six-sided dice, also known as D6, but there are some exceptions, which we will look at next.

ROLLING A D3

In rare circumstances you may be told to roll a D3. As there's no such thing as a three-sided dice, use the following method to determine a score between 1 and 3. Roll a D6 and halve the score, rounding up. Thus 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

ARTILLERY DICE AND SCATTER DICE

Warhammer uses two special dice: the artillery dice (marked 2, 4, 6, 8, 10 and Misfire) and a scatter dice (marked with arrows and Hit! symbols). These dice are mostly used to represent the effects of various war machines, such as cannon and stone throwers.

Note that, except where clearly specified, the artillery and scatter dice cannot be re-rolled. We've not talked about re-rolls yet, but we will do shortly.

Misfire!

It's common practice for players to refer to the artillery dice as a 'misfire dice' – chiefly because you can guarantee that it'll roll a misfire at the most inappropriate moment. Conversely, more superstitious players refer to it slavishly as an artillery dice, simply because they believe that saying the word 'misfire' is enough to jinx a forthcoming dice roll. Thus has been borne the convention that it is an 'artillery' dice when you roll it, and a 'misfire' dice when your opponent does.

CHOOSING A RANDOM DIRECTION

Some rules require that you choose a random direction. To do so, roll the scatter dice, and use the direction indicated by the direction of the arrow. If you roll a Hit!, use the arrow shown on the Hit! symbol to determine the direction.

DIVIDING TO CONQUER

Sometimes you'll be called upon to divide the result of a dice roll, a characteristic or some other value. Where this happens, any fractions should always be rounded up. So a 2D6 roll of 7, halved, would be a result of 4 (3.5 rounded up). Similarly, 10% of a unit of fifty one models, rounded up, would be 6 models.

MODIFYING DICE ROLLS

Sometimes, you may have to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1. Roll the dice and add or subtract the number given to or from the score (as appropriate) to get the final result. For example, D6+2 means roll a dice and add 2 to the score, giving a total between 3 and 8.

You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6 and so on. Roll the indicated number of dice and add the scores together, so a 2D6 roll is two dice rolled and added together for a score of 2-12. Another method is to multiply the score of a dice by a certain amount, such as D6x5 for a total of between 5 and 30.

RE-ROLL

In some situations, the rules allow you to pick up and re-roll a dice. This is exactly what it sounds like – pick up the dice you wish to re-roll, and roll it again. The second score counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once, regardless of the source of the re-roll.

If you re-roll a single 2D6 or 3D6 roll, you must re-roll all of the dice and not just some of them, unless the rule granting the re-roll specifies otherwise.

ROLL-OFF

If the rules require players to roll-off, this simply means that each player rolls a dice and the player that scores the highest result wins the roll-off. If the players roll the same result, both dice must be re-rolled again until one player is the winner – any modifiers that applied to the first dice roll are also applied to any further rolls.

RANDOMISING

Sometimes you'll be called upon to randomly select something – often a model, but sometimes a magic item, a spell or similar. Where this is the case, simply assign a D6 result to each of the things the random selection must be made from, and roll the dice to make your random choice. If you have fewer than six items to randomise between, simply re-roll any unassigned results until you roll an assigned number.

For example, a player has to randomly select one of five models. He assigns each model a number between 1 and 5, and rolls a D6, re-rolling results of 6 until he gets a number between 1 and 5.”

Cocked Dice

There'll be occasions when a dice will end up not lying flat – normally because it's got caught in a wedge of terrain or propped up against a unit. Such 'cocked dice' are a touch inconvenient, and certainly they seem to bedevil important rolls more often than trivial ones. I find the best way of dealing with a cocked dice is to re-roll it if the result isn't clear. Other players prefer to re-roll any dice that isn't totally flat (thus avoiding any subjectivity) or eliminate the problem altogether by making sure they only roll dice on a totally flat surface.

TEMPLATES

Some spells and war machines are so powerful that they don't just target a single model or unit, but have an 'area effect' which might encompass (and often utterly devastate!) several different units. To better represent these, Warhammer uses a series of three different templates:

- A small round template (3" in diameter)
- A large round template (5" in diameter)
- A flame template (a teardrop-shaped template roughly 8" long)

In the Island of Blood boxed set we have included transparent plastic versions of these templates to use in your games.

The templates are used as a way of determining whether or not models have been hit by an attack that has an area of effect or blast radius. When an attack uses a template, it will explain how the template is positioned, including any kind of scatter that might occur (scatter is discussed more completely next in this chapter). To work out which models are hit, you normally need to hold the template over an enemy unit or a particular point on the battlefield, and then look underneath to see which models' bases lie partially or completely underneath the template.

Normally, any model that is fully or even partially underneath the template is hit automatically with the effect described in the special rules for the attack. Some models, such as characters riding chariots and monsters, might have several different locations that can normally be hit separately – in these cases a template is assumed to hit all the locations on the model. Remember that a model's base is counted as being part of the model itself, so as long as any part of the base is under the template everything is hit.

SCATTER

Sometimes a rule will call for an object (a template, counter or even a unit) to be placed on the battlefield and then scattered. When this occurs, follow this procedure:

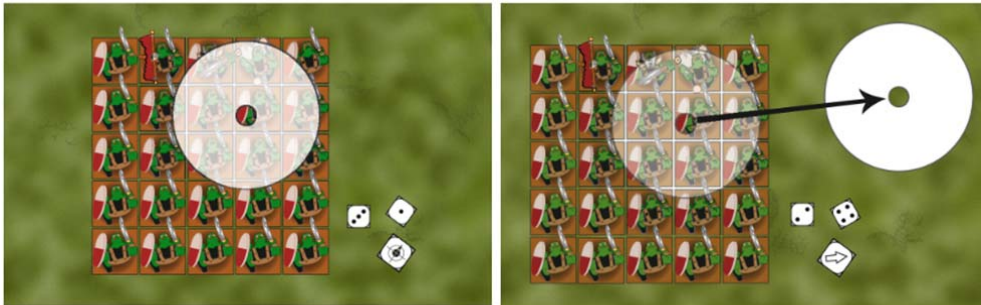
Place the object on the battlefield, as instructed by the rule. Roll a scatter dice to determine the direction of scatter, and any other dice required by the rule to determine the scatter distance. For example, if something is said to 'scatter 2D6" in a random direction' then you'd roll the scatter dice for the direction and 2D6" for the distance. It's normally a good idea to roll these as close to the scattering object as possible, to minimise the inaccuracy that will inevitably creep in as you attempt to match the vector.

If a Hit! is rolled on the scatter dice, the object does not move – leave it in place and resolve the rest of the rule.

If an arrow is rolled, move the object in the direction of the arrow and the distance (in inches) shown on the other dice, ignoring intervening terrain, units, etc, unless the rule states otherwise. Once the object has scattered to its final position, you can resolve the effects of the rule.

Note that war machines usually use the artillery dice to determine the distance scattered.

Scatter



The scatter dice shows a Hit! so the template does not move - the 2D6 result is ignored.

The scatter dice shows an arrow so the template moves the distance shown on the 2D6.

CHARACTERISTIC TESTS

A model will sometimes be called upon to take a characteristic test. Such a test could be applied against any characteristic the model has, save Leadership. A Toughness test is a characteristic test, as is a Strength test or an Initiative test, and so on.

Models will not normally have a choice of which characteristic they must use – the characteristic to be tested will be specified in the rule.

To make a characteristic test, roll a D6 and compare the score to the relevant characteristic in the model's profile. If the score is equal to or less than the number in the profile, the test is passed with no ill effect. If the score is greater than the number in the model's profile, the test has been failed, and something nasty will occur, as detailed in the rule that called for the test.

Where a model (or a unit) has more than one value for the same characteristic, as is the case with cavalry, for example, a characteristic test is always taken against the highest of the values.

AUTOMATIC PASS AND FAIL

When taking a characteristic test a natural roll of 6 is always a failure, and a natural 1 is always a success, regardless of any other modifiers. However, if the model has a characteristic of 0 or – it automatically fails the test.

Is it Natural?

You'll notice that some of the rules refer to a 'natural' dice roll – this refers to the actual number the dice rolled, ignoring any modifiers that might apply. This phrase is quite useful as there are quite a few dice modifiers sloshing around in the Warhammer rules, and we sometimes want the dice scores themselves (without the modifiers) rather than the total result (including the modifiers).

LEADERSHIP TESTS

At certain times, a model or unit might be called upon to take a Leadership test. This represents them drawing upon their courage to face disheartening circumstances.

To take a Leadership test, roll 2D6. If the result is equal to or less than the model's Leadership value, then the test has been passed. If the result is greater than the model's Leadership value, a suitably dire consequence will occur, as detailed in the rule that called for the test. This will normally involve the unit turning tail and fleeing from the enemy. Note that a natural, unmodified, roll of 2 (i.e. rolling a double 1) is always considered to be a pass, regardless of any modifiers that might apply.

If a unit includes models with different Leadership values, always use the one with the highest Leadership – warriors naturally look to the most steadfast of their number for guidance.

LINE OF SIGHT

Line of sight determines what a model can 'see'. Many situations call for you to determine whether or not a model has line of sight. A model normally needs line of sight whenever it wishes to attack an enemy, whether with sword, spell or bow.

Line of sight literally represents your warriors' view of the enemy – they must be able to see their foe through, under or over the battlefield terrain, and other models (friendly or enemy).

For one model to have line of sight to another, you must be able to trace an unblocked line from its eyes to any part of the body (i.e. the head, torso, arms or legs) of the target.

Sometimes, all that will be visible of a model is a weapon, banner or other ornament he is carrying. In these cases, the model is not visible. Similarly, we ignore wings and tails, even though they are technically part of a model's body. These rules are intended to ensure that models don't get penalised for having impressive banners, swords, and so on.

Naturally, you can't ask your models what they can see – they're plastic and metal, so a reply will be some considerable time in coming – therefore you'll have to work it out on their behalf. In many cases, this will be obvious – if there's a hill or building in the way, the enemy might be blatantly out of sight. In other cases, two units will be clearly in view of each other as there is nothing at all in the way. On those other occasions where it's not obvious whether or not one unit can see another, the player will have to stoop over the battlefield for a 'model's eye view'. This means getting down to the level of your warriors, taking in the battlefield from their perspective to 'see what they can see'.

Sequencing

Whilst every effort has been made to make sure that the sequencing of rules is utterly clear, occasionally you'll find that two or more rules are to be resolved at the same time – normally 'at the start of the Movement phase' or similar. When this happens, and the wording is not explicit as to which rule is resolved first, then the player whose turn it is chooses the order.

BASIC RULES AND ADVANCED RULES

Finally, it's worth remembering that the rules for Warhammer are broken up into two distinct halves: basic rules and advanced rules.

Basic rules apply to all the models in the game, unless specifically stated otherwise. They include the rules for movement, shooting, close combat and so on, as well as the rules for Panic tests. These are all the rules you'll need for your average infantry model.

Advanced rules apply to specific types of model, whether because they have a special kind of weapon (such as a spear), unusual skills (such as flaming attacks or the ability to regenerate damaged flesh), because they are different to their fellows (such as a standard bearer or a mighty hero), or because they are not normal infantry models (a knight, a cannon or even a Dragon). The advanced rules that apply to a unit are indicated in the entry for the unit in their relevant Warhammer army book.

BASIC VERSUS ADVANCED

Where rules apply to a specific model, they always override any contradicting basic rules. For example, the basic rules state that a model must take Panic test under certain situations.

If, however, that model has a rule that makes it immune to Panic, then it does not test for Panic – the advanced rule takes precedence.

On rare occasions, a conflict will arise between a rule in this rulebook, and one printed in a Warhammer army book. Where this occurs, the rule printed in the Warhammer army book always takes precedence.

THE TURN

A Warhammer battle is a chaotic thing. Units of bellowing warriors charge and counter-charge, hacking at the foe with axe, sword and cleaver. The ground trembles to the hooves of galloping cavalry. Archers blacken the skies with arrows, cannons belch forth death and puissant sorcerers wield devastating magic's.

In order to turn the maelstrom of battle into a manageable game, players alternate moving and fighting with their units. So, one player will move and fight with his forces first, and then the opponent will move and fight. This process is then repeated, with the first player moving and fighting again, and so on until the game is done.

During his turn, a player can usually move and fight will all of his units. For convenience and flow of game play, we divide a player's turn into four main phases: Movement, Magic, Shooting and Close Combat.

This means you move any models you want to first, then cast spells, then shoot and finally resolve any close combats. This process helps to keep track of what is going on and makes it easier to know when one player's actions are over and the opponent can start his turn (and take his revenge).

THE TURN SEQUENCE

In a complete game turn, both players get a player turn, each divided into the Movement, Magic, Shooting and Close Combat phases, as shown below.

One game turn will therefore comprise two player turns, each with its own Movement, Magic, Shooting and Close Combat phases. Whenever a rule refers to a 'turn', whether in this book, a Warhammer army book or an expansion, it means 'player turn', otherwise it will specifically state 'game turn'.

EXCEPTIONS

While playing your game of Warhammer, you'll occasionally discover exceptions to the general turn sequence, when things are worked out as they occur rather than in any strict order, or perhaps that both players will have to do something at the same time. Occasionally the actions of one player will trigger the sudden appearance of a particular troop type, or may activate some special rule or occurrence. When this happens, the exceptional rule will contain all the information you need to resolve it.

TURN SUMMARY

1. Movement Phase

Here, you move any of your units that are capable of doing so. See the Movement rules for more details of how to do this.

2. Magic Phase

In the Magic phase your Wizards can cast spells, whilst your opponent attempts to dispel them. See the Magic rules for more details on casting spells.

3. Shooting Phase

You now shoot with any of your units that are capable of doing so. See the Shooting rules for more details on how to resolve this.

4. Close Combat Phase

During the Close Combat phase all troops in close combat fight. This is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting close combats can be found in the Close Combat rules.

MOVEMENT

Mastery of the Movement phase is vital to your victory on the battlefield. It is in this phase that you'll attempt to outmaneuver your foe, by moving your archers and cavalry units to where they can best dominate the battlefield, positioning regiments to threaten the enemy flank and charging your warriors into close combat when the time is right. The Movement phase is broken down into four sub-phases: Start of Turn, Charge, Compulsory Moves and Remaining Moves, which are covered in this chapter.

Moving an army is an important and often decisive part of the Warhammer game. When opposing commanders are well matched, movement can be as challenging and satisfying as a good game of chess. However, unlike a chessboard, the tabletop is not divided into exact squares. Instead, movement is determined using a measuring tape or ruler.

This chapter starts with the common rules for moving units on the tabletop and making basic maneuvers, before diving into the sequence of the Movement phase itself. The same rules govern almost all movement.

Any exceptions that apply to chargers and fleeing troops are discussed in the relevant sub-phase. Also, a few units move in a special way (flying creatures for example). These are exceptions to the usual rules which, for the sake of convenience, are discussed later in the book.

MOVING YOUR UNITS

A unit can move straight forward any distance up to its Movement value (M) in inches.

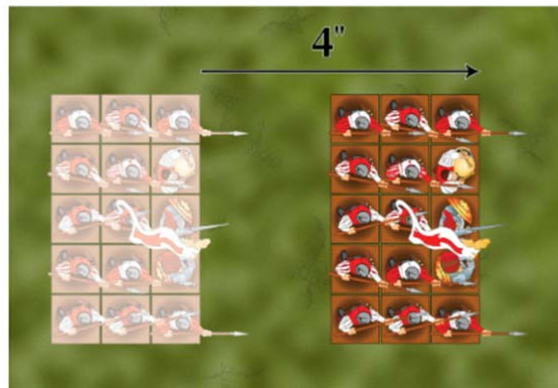
In Warhammer, a basic move for any model, and therefore any unit of models, is to move forward a number of inches up to their Movement characteristic.

Remember that individual models are not permitted to leave their units and so a unit effectively moves as a single entity. If, for whatever reason, there is more than one Move characteristic in the unit, then the entire unit is treated as having the same Move value as the slowest model.

Units are cumbersome, and find it hard to change direction. Models (and units) must move forward in a straight line, unless performing a maneuver, which we'll discuss in a moment.

When moving models it is a common mistake to measure the distance from the front of the base and then place the model so the back of its base is on the far side of the tape measure. This is incorrect, as it adds the entire length of the model's base (or the unit's bases) to the distance moved. Always use a common measuring point – in this example, the front of the first rank.

Moving Your Units



1" APART

Whilst moving, a unit is not allowed to approach closer than 1" to another unit, friend or foe, or impassable terrain.

This rule is purely for clarity. It's important to be able to tell at a glance where one unit stops and another begins. If they're too close together, this can be particularly difficult – especially if both units look the same. Similarly, in the case of two units from opposing sides, the 1" apart rule makes it absolutely clear whether or not the two units are merely close to one another (in which case there will be an inch between them) or in close combat (they'll be in base contact).

You'll notice that this rule does not apply to the charge moves discussed later. This is quite sensible, as the whole point of charging is to get a unit into base contact with an enemy. Occasionally, a unit will have approached to within 1" of a unit it did not charge as the result of moving into contact with a unit it did charge. This is perfectly acceptable, although players may wish to nudge the units further apart to maintain a suitable degree of clarity.

Give 'em an Inch...

For many years, gamers have noted the ease with which their opponents have mis-measured, all the while trusting to their own precision. The truth of the matter is, of course, that we all make measuring mistakes from time to time – the odd imprecision is inevitable. The best attitude is to be as precise as you can in your own measurements, be tolerant of any genuine mistakes made by your opponent and to measure the distances for any crucial action before any models are moved or dice are rolled. Of course, if your opponent consistently tries to take advantage in this manner, he's clearly not someone you want to play again.

MANOEUVRES

There are two specific manoeuvres that enable a unit to change direction or rearrange its ranks: wheel and reform.

As with a normal move, a unit cannot carry out a manoeuvre if doing so would take it to within 1" of another unit.

Also, none of the models in the unit may move more than twice their Movement rate as a result of a manoeuvre (i.e. Men with Move 4 can move up to 8").

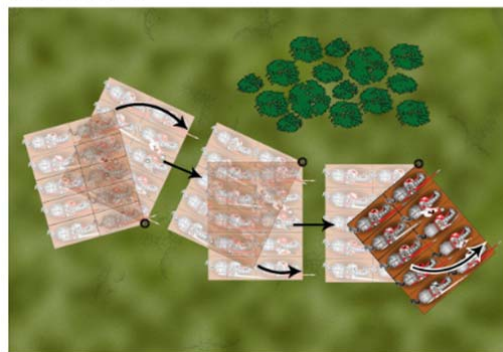
WHEEL

A wheel manoeuvre is a basic turn performed by pivoting the unit around one of its front corners.

Performing a wheel is often the best way of making a modest alteration to the direction a unit is facing whilst still being able to advance. When performing a wheel, the leading edge of the formation moves forward, pivoting round one of the front corners. The unit swings round like the spoke of a turning wheel and completes the manoeuvre facing a different direction. You don't need to measure the distance wheeled by a charging unit, but during the Remaining Moves sub-phase, wheels are measured as follows:

When a unit performs a wheel, every model counts as having moved as far as the outside model. Once the wheel is complete, you may use any movement that the unit has remaining. A unit that is not charging can wheel several times during its move, and indeed can mix forward movement and wheeling, as long as it has enough movement to do so. Units are not allowed to wheel backwards.

Wheel Manoeuvre



To wheel, one corner of the formation is moved forward while leaving the opposite corner stationary to act as a pivot. The unit swings round the wheel and completes the manoeuvre facing a different direction. Here we see a unit making three wheels to move round a wood.

REFORM

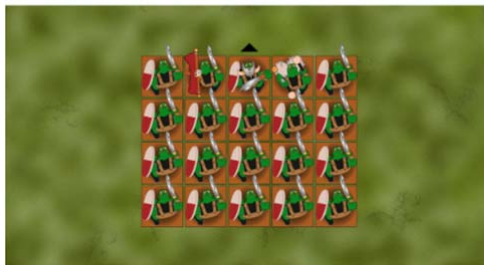
You can completely rearrange your unit, so that it is facing in any direction, by giving up all other movement and shooting.

A unit of troops can change the direction in which it is facing and rearrange its formation all at once by means of a maneuver called a reform. The leader issues the order to adopt a new formation and the troops move to assume their new positions.

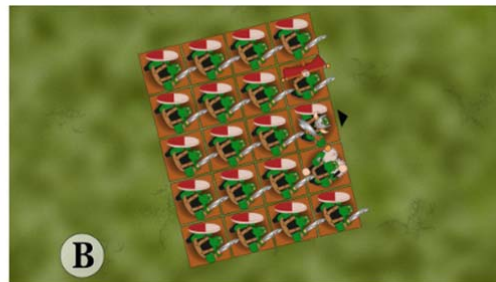
Keeping the center point of the unit the same, arrange the unit into a new formation of as many ranks as you please, facing whichever direction you wish. Remember that none of the models in the unit can move more than twice their Movement rate.

A reform is a complicated manoeuvre and ordinarily prevents the unit from moving any further that turn, and also stops it from firing missile weapons in the Shooting phase. However, it's worth noting that if the unit has a musician, there is a chance it will be able to carry out the reform and still be able to move, and even shoot if it has the appropriate weapons (see Command Groups for more details).

Reform



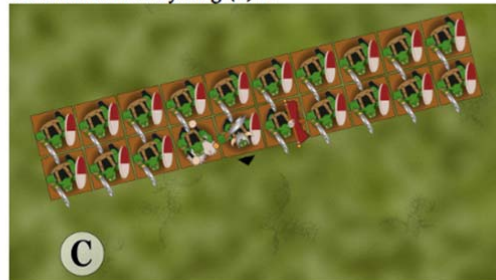
When a unit reforms...



...the direction it is facing (B)...



...it can change its number of ranks or files (A)...



...or both (C).

THE MOVEMENT PHASE SEQUENCE

Work your way through the sub-phases shown in the summary below. The units in your army can act in whatever order you wish within each sub-phase, providing that you complete one sub-phase before moving onto the next.

Each unit will normally only be allowed to act in one sub-phase (with the exception of Start of Turn) unless it has special rules that permit it to do otherwise.

THE FIRST TURN

At the very start of a battle, it is unlikely that there will be any units in range to charge, and there shouldn't be any fleeing models just yet either.

This means that unless some specific special rules are in play, or you have a model such as a Chaos Spawn that always moves in the Compulsory Moves sub-phase, you can skip straight to remaining moves in the first player turn.

MOVEMENT PHASE SUMMARY

1. Start of Turn

Some models have particular actions they must take at the start of the turn.

2. Charge

The player can now attempt to have his units charge into close combat.

3. Compulsory Moves

Sometimes a player has no choice over whether or not or how to move a unit, most commonly when they are fleeing.

4. Remaining Moves

As the name suggests, this is where all other movement is resolved – 'normal' moves, for want of a better phrase.



1. START OF TURN

The player first resolves any actions or rules that must happen at the start of the turn.

Some warriors will have special actions they have to perform at the start of the turn (Orcs and Goblins have to test for Animosity, for example). Such rules are not common, and their details will be clearly stated in the relevant Warhammer army book. If you don't have any actions to perform during the Start of Turn sub-phase, it's worth using it as a tide break (or breathing space) between one turn and the next where you can remove stray casualties, errant dice and all the other bits of gaming detritus that builds up on the battlefield as the game goes on.

2. CHARGE

The Charge sub-phase is perhaps the most important part of the Movement phase – this is where you'll unleash your forces to the bloody work of close combat. Battles can be won or lost on the timing of a charge. Charge too soon, and your troops will tire and lose momentum before they reach the enemy and the charge will fall short; wait too long and the enemy will instead charge you; but choose the right moment and the momentum of the charge will sweep your warriors to glorious victory.

In this sub-phase, you'll choose one of your units and declare the charge you want it to make. Your opponent will then have the chance to have his unit hold its ground or react to the charge, either by standing and shooting or fleeing.

Once the charge reaction has been resolved, you can nominate another of your units to declare a charge, and so on, until all of your charges have been declared and reacted to – then you get to make your charge rolls and resolve the charges.

Chances of Charging

To maximise your chances of making a successful charge, it's worth knowing that your average charge range will be equal to the unit's Move value added to 7 (this being the statistically most likely result of rolling 2D6). So, for example, a unit of Skaven (Move 5) is quite likely to charge around 12". A shorter distance is a safer bet, but if attempting a longer charge, you will need a bit of extra luck on your side.



DECLARE CHARGE

The player picks one of his units and announces which enemy unit it will charge. The enemy must make its charge reaction before another charge can be declared.

The first thing you need to do in the charge sub-phase is to declare any charges you wish to make. Except in a few unusual circumstances, you are never forced to charge. It's almost always your decision, so don't let a glib-tongued opponent tell you otherwise! However, charging is the only way for units to reach close combat with the foe. If you want to attack an enemy then you must charge him – you simply cannot move into close combat without having declared a charge.

To declare a charge you must indicate which of your units is charging, and which enemy unit it is going to charge. For example, you might wish to declare that your Skaven Clanrat unit is charging the High Elf Spearmen.

You're always allowed to measure the distance between the charger and the potential chargee before declaring the charge, as this might well affect your decision whether or not to declare a charge!

When you declare a charge, one or more of the models in your unit must be able to trace a line of sight to the enemy unit, and the target must lie at least partially within the charging unit's front arc.

CHARGE SUMMARY

- i. Declare a charge.
 - ii. Resolve charge reaction.
 - iii. Go back to step i, until all units you wish to charge have done so.
 - iv. Move all charging units, in any order you like.
-

CAN I CHARGE?

Not all units can charge. The most common reason for a unit being unable to charge is because it is already fighting in close combat, but other circumstances, such as fleeing, or the effect of a special rule, can also prevent a unit from declaring a charge. These other situations are fairly rare, and they will be clearly explained when you encounter them.

A unit cannot declare an impossible charge – i.e. one that it cannot possibly complete, either because the enemy unit is outside of the chargers' maximum possible charge range, or because intervening obstructions make it impossible for the unit to make a charge move that allows it to move into contact. Note that if such obstruction is another unit, and there is a chance that the intervening unit will move out of the chargers' way before the charge is completed, the charge is 'possible', and therefore can be declared (remember that you still need to see the target to declare the charge though!).

To make such a judgment, you'll need to know how a charge move is completed.

CHARGE REACTION

An enemy unit that has had a charge declared against it must hold or perform a charge reaction — shooting at the chargers or retreating from the threat. Once the charge reaction is complete, the charging player can declare a charge with another unit, until he has declared all the charges he wishes to.

When you declare a charge, the target unit isn't necessarily going to sit there passively waiting for your warriors to bear down on it, oh no!

Depending on the target's armament and general fighting ability, it might choose to steel itself for the charge's impact, all the better to fight off the attackers, fire a volley of arrows or other missiles into the oncoming chargers, or simply decide to opt for discretionary valour and flee from the foe.

The response your unit makes when a charge is declared is referred to as a charge reaction. As your opponent declares a charge, you can declare a charge reaction for your charged unit. There are two types of charge reaction: Stand and Shoot and Flee! A unit that does not make a charge reaction is always considered to Hold.

HOLD

If a unit Holds, it stands fast in place to receive the charge.

A unit will normally elect to Hold if it has no missile weapons and fancies its chances in the coming fight. Units that are already in close combat can only Hold. Holding units stay exactly as they are and await the charging foe.

STAND AND SHOOT

If a unit elects to perform a Stand and Shoot reaction it readies its missile weapons and gives the charging unit a swift volley. Obviously, a Stand and Shoot reaction can only be declared if the unit has missile weapons of some kind.

As the unit requires time to aim and fire its weapons, a Stand and Shoot reaction can only be declared if the range to the enemy is greater than the charging unit's Move characteristic.

For example, if a unit of Orcs (Move 4) declares a charge against a unit of Empire Handgunners, the Handgunners can only declare a Stand and Shoot if the Orcs are more than 4" away.

If a Stand and Shoot charge reaction is declared, the unit makes a normal, although out of sequence, shooting attack against the charging unit (see the Shooting Phase for more details on shooting attacks). Once the shooting attack, and any Panic test caused by it, have been resolved, the unit is treated as having declared a Hold reaction.

A Stand and Shoot reaction can be declared against an enemy unit that starts its charge outside the firing unit's maximum range — the shooting is resolved normally assuming the enemy is just within maximum range of the shooting unit's shortest-ranged weapon. If the charge fails, for whatever reason, we assume that the chargers closed to within the weapons' maximum range before being driven off.

In most cases, there's no downside to a Stand and Shoot over simply holding. You'll probably manage to pick off a few enemies as they charge, so it's normally a good idea to shoot if you can.

FLEE!

Finally, a Flee! reaction is exactly what it sounds like: the unit turns tail and runs rather than receive the charge.

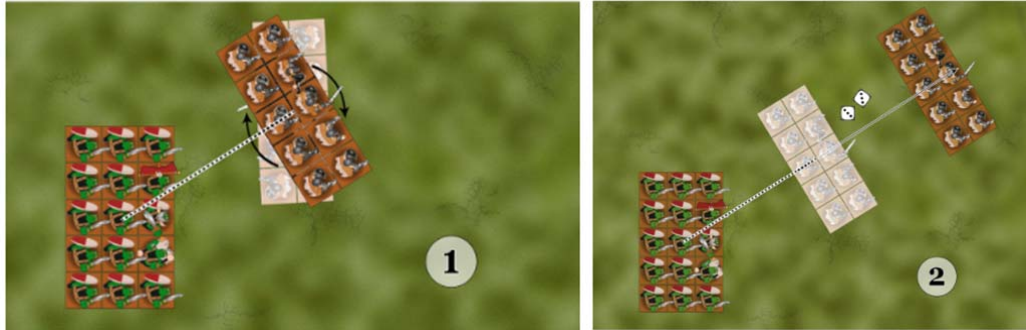
You'll normally want to declare a Flee! reaction if you think that your unit has no chance of surviving the ensuing fight. A Flee! reaction is not always voluntary — units that are already fleeing must declare a Flee! reaction, and certain terrifying creatures may force an otherwise steady to unit to Flee! instead of other options (see the rules for Terror in the Special Rules chapter).

If a unit chooses a Flee! reaction, for whatever reason, use the following procedure:

- Immediately turn the unit about its center so that it is facing directly away from the center of the charging enemy unit (ignore other units or impassable terrain). This turn is 'free' and does not reduce the distance the unit will flee.
- After turning, the unit flees 2D6" in the direction it is facing, as described under Move Fleeing Units in the Compulsory Moves sub-phase.

It should be noted that a Flee! reaction does not guarantee escape from oncoming chargers. If the fleeing unit rolls poorly and the chargers roll well, the fleeing unit might yet be caught, as we will discuss later.

Flee



(1) The Chaos Warriors Flee! from the Orc Boyz. They pivot around their center until they are facing directly away from the center of the Orc unit.

(2) They then flee straight forward a distance equal to their Flee! roll (in this case $3+3=6$ ").

Let me just get something from my wagon...

Fleeing isn't just the last resort of cowards and scoundrels. A canny general can use a timely Flee! to pull a hot-blooded enemy out of their battleline.

REDIRECTING THE CHARGE

If the target unit declares a Flee! reaction, the charging unit now has a choice: it can either attempt to complete the charge against the now-fleeing unit, or try to redirect its charge by making a Leadership test. If the test is failed, the charging unit must attempt to complete the charge against its original target. If the test is passed, however, the charging unit can declare a fresh charge against another viable target (the chargee may declare a charge reaction as normal). If there are no other suitable targets to charge, a charging unit cannot test to redirect.

Each unit can only make one redirect per turn.

FLEEING OFF THE BATTLEFIELD

If a fleeing unit touches the edge of the battlefield (or indeed has spilled over it), the entire unit is removed from play and counts as destroyed. We assume that having fled so far from the battle, the remaining troops scatter, regrouping only after the battle is over.

CHARGING MORE THAN ONE UNIT

A unit can normally only declare a charge at a single enemy unit. However, if there is no way at all of completing the charge against an enemy unit without touching another (sometimes known as 'clipping') then the charging unit must also declare a charge against the other unit(s).

Each target unit must declare and resolve its own charge reaction (in the order chosen by their controlling player). As normal, any units that do not declare charge reactions are assumed to hold.

THERE'S TOO MANY OF THEM!

A unit might well be called upon to make several charge reactions over the course of a Charge sub-phase, if it is charged by several enemy units.

A unit can only Stand and Shoot once in a Charge sub-phase – there is no time to reload. This is not to say that the Stand and Shoot must be used against the first charging unit – the chargee can opt to Hold against the first charge and Stand and Shoot against the second charge. It could even then elect to Flee! in reaction to a third charge if it wished!

A unit that Flees! once in a Charge sub-phase will have to keep fleeing if it has more charges declared against it, as described earlier.

For example, a unit of Night Goblins declares a charge against a unit of High Elf Archers. The Elves could stand and shoot at the Goblins, but think they might well be charged by the Wolf Riders lurking nearby so elect simply to Hold in response to the Night Goblin charge. As it turns out, the Wolf Riders do then declare a charge against the Elves, who take the opportunity to Stand and Shoot against this second charge. Finally, the Orc and Goblin player unleashes his true attack – a charge by a unit of Black Orcs. Having already ‘used up’ their Stand and Shoot, the Elves declare that they will turn tail and Flee!

Unlikely Flights

Sometimes you’ll find that the Flee! rules create unusual situations, for example, a unit running headlong towards the enemy lines, or perhaps fleeing from a small enemy unit and hurling itself into the arms of a much more dangerous foe. This may seem peculiar at first, but is entirely deliberate. Fleeing troops don’t have much situational awareness – they’re so fixated on the thing that spurred them to flight that they don’t recognize other dangers until it’s too late.



ROLL CHARGE RANGE AND MOVE CHARGERS

With all the charge reactions declared and resolved, it's time to see whether or not the charges were successful! There are many factors that can prevent a charge hitting home. The unit might become disordered as it surges forward, with warriors jostling one another in their haste to reach the prey. Perhaps the charging unit is simply unwilling to close with the enemy, and therefore hesitant in their advance. Or it may simply be a loss of momentum as the chargers tire more quickly than it was believed that they would.

Work through the charges one at a time, in any order decided by the player whose turn it is, calculating the charge distance for each and resolving the resultant successful or failed charge before moving on to the next unit (the only exception is when several units charge a single target – see Multiple Charges on a Unit, below).

CALCULATING CHARGE RANGE

A unit's charge range is equal to $2D6''$ plus its Movement value. If the charge range is equal to or greater than the distance to the enemy unit, the charge is successful. If the charge range is less than the distance to the enemy, the charge is failed.

As you might expect, the charge range of a unit is based on its Move value – a faster unit can charge further than a slow unit, as is entirely sensible. That said, it is only right that units can charge further than their Move value, as we're assuming them to be going all-out in order to get to grips with the foe. To represent this, as well as the caprices of fate, a unit's charge range is the sum of its Move value and a $2D6$ roll in inches or $2D6+M$. This can make charges somewhat uncertain at greater distances – just as they would be in real life.

With the unit's charge range established, measure the distance between the charging unit and its target. If the distance is greater than the charge range, then the charging unit realises that it has insufficient momentum to reach the enemy and instead makes what we call a failed charge. If the distance is less than or equal to the charge range, then the charging unit has reached the enemy and makes a successful charge.

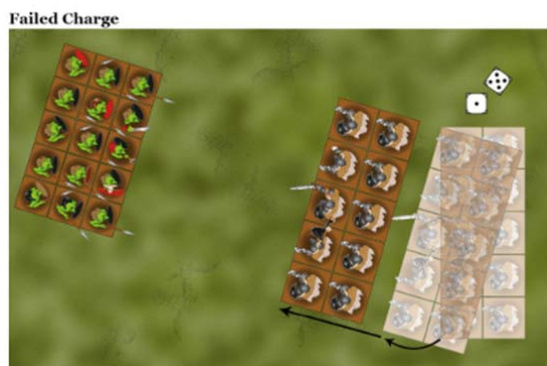
If you're charging several enemy units, remember that the rolled charge distance must be sufficient to reach both units, otherwise the charge can only be resolved against those units within range.

FAILED CHARGE

A unit that makes a failed charge moves directly towards its target a number of inches equal to the highest dice rolled for the charge.

A unit that makes a failed charge has started towards the enemy, but soon realises that it is impossible to cover the distance. The warriors in the unit lose impetus as the enthusiasm for the charge peters out.

If a unit makes a failed charge it moves directly towards the target a distance equal to the highest score rolled on the $2D6$ of the charge roll (i.e. if the dice showed 2 and 5, the failed charge move would be 5"), wheeling around impassable terrain and units, both friends and enemies, by the shortest route.



The Chaos Warriors have declared a charge against the Goblins. The Chaos Warriors' normal move is 4", and they manage a roll of 6, for a total charge range of 10". Alas, the Goblins are 11" away – the charge has failed.

The Chaos Warrior unit must now move 5" (the highest result of the two dice they rolled), wheeling to face directly towards the Goblins.

Unexpected Problems

Sometimes you'll declare a charge thinking that it can be completed, but then discover that proximity of other units, terrain or just whimsical and unkind geometry (by which I mean 'it won't fit') prevents the charge from being completed. In such circumstances, I find it best to treat the charge as having failed, using the rules given earlier. Alternatively, you and your opponent might agree that the sensible thing to do is declare that the charge never actually happened.

MOVE CHARGERS

Successful chargers now move into base contact with the enemy. They move directly forward, but are permitted one wheel of up to 90° as they move, and another of unlimited arc once in contact. As many models as possible from the two units must be brought into base contact.

If your charge range was sufficient, it's time to complete the charge and move into base contact with the enemy. A charging unit can move an unlimited amount – it's already been found to be within charge range, so we don't worry about distance from this point on.

That said, the charge move is subject to an important restriction: the unit must move straight ahead, except that, during this move, it may make a single wheel of up to 90°.

You are free to make this wheel in order to place your unit wherever you like against the facing of the enemy unit that is being charged, but remember that you must bring as many models into base contact with the enemy as possible, from both sides! Therefore this wheel cannot be used to reduce the number of models in base contact, unless of course you have no choice, and you need to wheel for the unit to avoid intervening units and impassable terrain in order to complete the charge.

It's important to note that a unit can move to within 1" of another unit when charging – not just the one that it is charging – this is the only time that this is normally allowed.

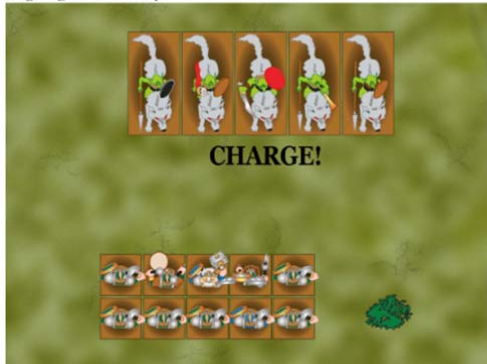


Aligning to the Enemy

On most occasions, moving the chargers in the manner described previously will leave the charging unit and the target unit in base contact at a peculiar angle with an odd gap in between, which looks fairly strange. Of course, what would happen in a real battle is that the warriors of the two units would quickly move to attack their enemies and, in so doing, close the gap – so this is exactly what we do in Warhammer.

Once the charging unit contacts the enemy unit, it must perform a second, bonus wheel if required to bring its front facing into flush contact with the facing of the enemy unit that has been charged, maximizing the number of models in base contact on both sides. We refer to this as ‘closing the door’.

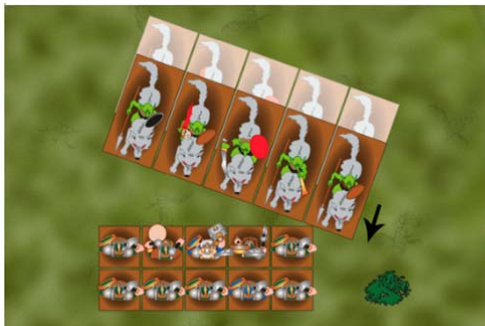
Aligning to the Enemy



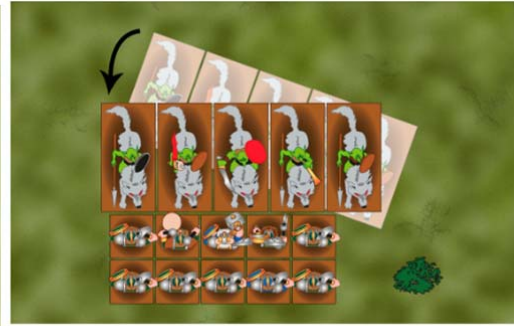
Declare Charge



Wheel to maximise models in contact.



Move in.



Close the door.



FLANK AND REAR CHARGES

Sometimes you may find that your models are able to charge an enemy unit in the flank or rear. This is particularly good because an attack from an unexpected direction gives you an advantage in combat.

A charging unit's position when the charge is declared determines whether it charges into the front, flank or rear of the enemy unit. If the charging unit is in the target's frontal zone when the charge is declared then it charges into the front.

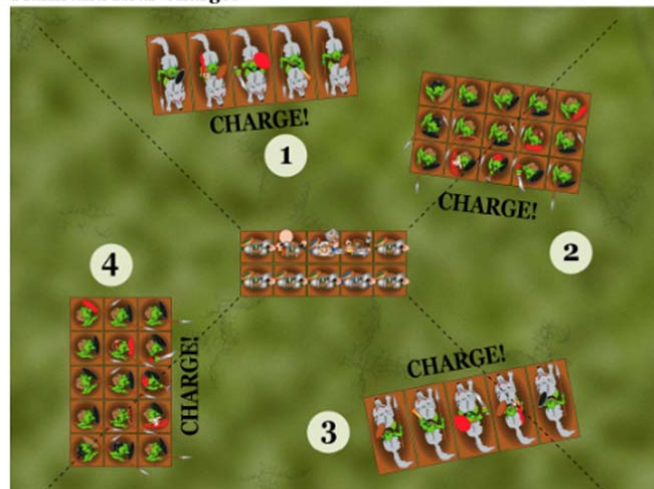
As units generally begin the game facing each other, this is the most common situation that will arise. However, if the charging unit comes from the flank zone, it charges into the side; if in the rear zone, it charges into the rear. Whether a charger is in the front, flank or rear of its intended target is determined before charges are declared, so make sure you check before charge reactions are declared.

If a charging unit straddles two zones, then the unit is considered to be in the zone where the majority of the models in its front rank are. If there is no clear majority, roll a dice.

Front to Back

Facing is hugely important in a close combat – if you're attacking the enemy in the flank or rear, you're much more likely to win the fight. That's why it's absolutely crucial that, if there's doubt as to which facing your unit will be charging, you discuss it with your opponent when the charge is declared – he might not be expecting your unit in his rear!

Flank and Rear Charges



1. These Goblin Wolf Riders are wholly within the Dwarfs' forward arc, so charge the front of the enemy unit.
2. In this unit, three out of the five Goblins in the front rank are in the Dwarfs' flank, so the unit charges into the flank.
3. The majority of these Wolf Riders are in the rear arc of the Dwarfs, so they make a rear charge.
4. In this case it is hard to tell where the majority of the front rank lies, so it is best to roll a dice to decide between a flank and rear charge.

UNUSUAL SITUATIONS

Sometimes a charging unit can move into contact with its target, but cannot close the door because something else lies in the way, normally another unit or a piece of terrain. Where this happens, the charging player should attempt to complete the charge in such a manner as to avoid the obstruction. This can normally be achieved by increasing or decreasing the amount the charging unit wheels as it moves, or changing how the charging unit closes the door. In some cases the enemy unit might have to close the door with the chargers instead (see diagram below), as they would do in reality.

If no amount of finagling can allow the unit to avoid the obstacle, the charge fails.

There is one important principle that you should always keep in mind when charging: under no circumstances can a unit use its charge move to move into contact with an enemy it has not declared a charge against.

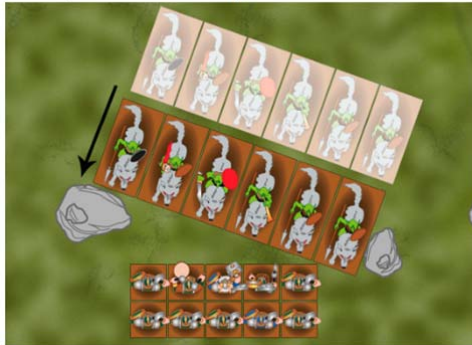
Unusual Situations – Blocked Charges



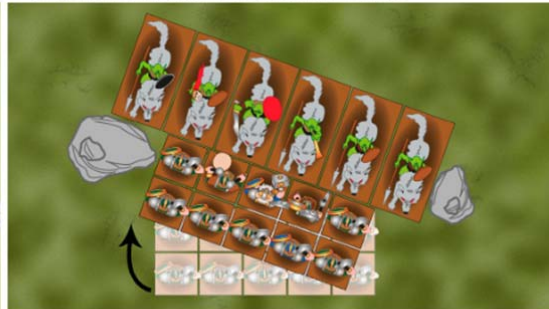
The Wolf Riders declare a charge.



They wheel to maximise and avoid the terrain.



They move into contact with the enemy.



The charging unit cannot close the door, because a rock is in the way, so the enemy unit does instead.



CHARGING A FLEEING ENEMY

If, for whatever reason, a unit completes a charge against a fleeing enemy, move the charging unit(s) into contact with the fleeing enemy as described earlier and then the fleeing unit is run down by the chargers. Most of the unit is hacked apart or trampled to death, and the few survivors head for the hills with no intention of fighting further – remove the entire unit as casualties.

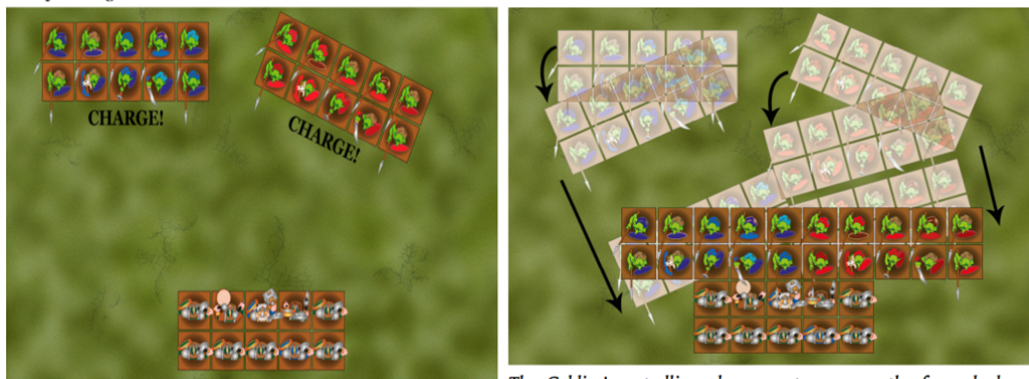
A charging unit that destroys fleeing troops in this way will often find itself pulled out of position and vulnerable to enemy counter-charges. Accordingly, we allow the charging unit to attempt a reform by passing a Leadership test. If the test is failed, the troops are so overcome with hacking at the fallen corpses that they do not have the chance to reform. If the test is passed, the unit immediately makes a reform maneuver as described earlier. In either case, the unit cannot move further during this Movement phase.

MULTIPLE CHARGES ON A UNIT

If several units have declared a charge against a single unit, then roll the charge distance of these units at the same time. The charge moves of the charging units must be made as far as possible to equalize the number of models fighting from each charging unit. Remember, however, that your primary goal is always to maximize the number of models fighting – it is acceptable to have more models fighting from one unit than from another, if to do otherwise would reduce the overall number of models fighting.

On occasion, exceptional dice rolls from charging units might mean that more units can complete the charge than can fit in base contact with the target. When this happens, the controlling player of the charging units must nominate which units complete the charge. Those units that cannot complete the charge against the target are counted as having made a failed charge.

Multiple Charges on a Unit



Both Goblin units have declared charges against the Dwarfs, and have rolled sufficiently high to complete their charges successfully.

The Goblins' controlling player must now use the free wheel and alignment moves to bring an equal number of models from both his units (or as near as possible) into contact with the Dwarfs.

3. COMPULSORY MOVES

Generally speaking, a player can move his units however he wishes within the confines of the rules governing movement. However, sometimes troops go out of control for some reason, either because they are overcome by sheer terror, because they are compelled by magic, or because they are disorientated (or just not very bright to begin with). The player has no control over the movement of such troops and so these are referred to as compulsory moves.

All compulsory movement is carried out after charges have been resolved, but before other movement takes place.

Fleeing is the most common type of compulsory move – only the luckiest general will not have to witness the unhappy spectacle of his own troops attempting to escape the battle. You must resolve the actions of any fleeing troops before those of other compulsory moves. Happily, before your faithless dogs continue their flight, you have a chance to rally them!

Movement Etiquette

The nature of a game of Warhammer, the varied terrain it is fought over and the stability of the models themselves means that it is impossible to be absolutely accurate about the movement of troops – the odd fraction of an inch will inevitably appear or disappear as lines are neatened and models edged together. On the whole, this need not cause concern during play as it is better to keep the game flowing rather than worrying about unavoidable imprecision. Where a move is especially important or an exact measurement is critical, it is good practice to agree what you are doing with your opponent before moving any troops.

RALLY FLEEING UNITS

The player takes Leadership tests for each fleeing unit he has. If the test is passed, the unit stops fleeing and immediately reforms. A unit that has 25% or less of its starting models left can only rally on a roll of double 1.

Battlefields are grim and deadly places, where the threat of death (or a fate worse than death!) forever lurks. As the game goes on, some of your warriors will inevitably lose heart or be terrified out of their wits by the unremitting carnage all around them. It is a fortunate general who can rely on his men to press on through thick and thin, no matter what horrors the day brings. All too often, warriors will break from the fight and flee the battle, electing for a chance of survival over martial duty. Fortunately for you, during the Compulsory Moves sub-phase you are allowed a chance to whip some discipline into these cowardly curs and get them back into the fight, where they belong.

During the Compulsory Moves sub-phase, the player picks any one of his fleeing units and tests to rally it (as explained below). He then proceeds to the next fleeing unit and attempts to rally it, and so on, in any order he wishes, until all units that are able to make a rally attempt have done so.

If the unit started to flee in this turn it cannot attempt to rally – there's too much momentum built up already!

A unit attempts to rally by taking a Leadership test (as described in General Principles). If the fleeing unit has been reduced in size to a quarter (25%) or less of the number of models with which it began the game, it can only pass its Rally test on a double 1, regardless of its Leadership value (the survivors are too demoralized to give all but the scantest consideration to rallying).

If the Rally test is failed the unit continues to flee, as described below.

If the Rally test is successful, the unit stops fleeing. Order is restored as chieftains, champions and leaders bash a few heads together, or manage to bellow a few well-chosen motivational words (or bare-faced threats) over the thunder of running feet. Whilst the unit is not yet ready to rejoin the fight, it will be able to make some very basic maneuvers and will be fully fighting fit in time for your next turn. You may like to mark freshly rallied units with a coin or counter of some description, so you don't get them confused with other troops.

A unit that has successfully rallied immediately makes a reform maneuver (as described earlier), so that the controlling player can at least get his troops pointed towards the enemy again, rather than the wild blue yonder. A rallied unit cannot perform further actions during the Movement phase, and loses its opportunity to make a shooting attack in the Shooting phase, as the troops are too busy reorganizing themselves after their headlong flight.

MOVE FLEEING UNITS

Any units that do not rally must immediately flee 2D6" in the direction they are facing. Every model that flees through an enemy unit or impassable terrain must take a Dangerous Terrain test.

If, despite the player's best efforts, a unit continues to flee, it will continue its headlong flight for safety, moving 2D6" straight ahead in the direction it is facing. Some particularly swift units flee faster, but we'll discuss those later on.

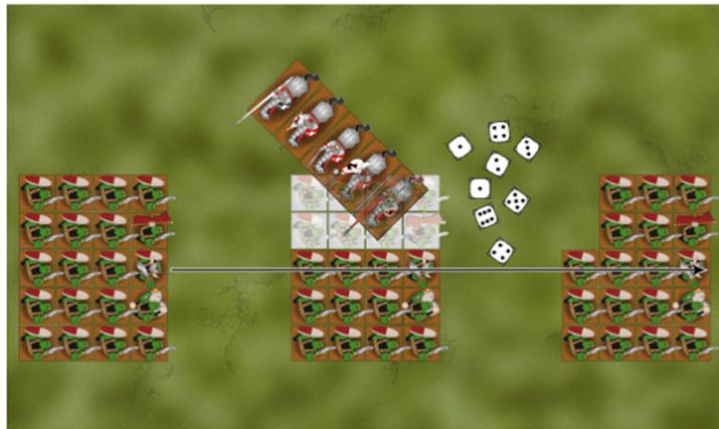
As fleeing troops are assumed to have broken formation, they ignore obstacles of any kind as they retreat. Fleeing troops move through other units (friend or foe) and impassable terrain, as they are assumed to run around the obstruction, or force their way through, fuelled as they are by sheer desperation. If the flee move would result in the fleeing unit ending up 'on top' of or within 1" of another unit or impassable terrain, then it carries on fleeing straight forward until it is past the obstruction, and will then halt.

Fleeing through enemies or impassable terrain is not without its dangers. Enemies may be quick-witted enough to capture or slay several of the fleeing troops as they run past, while the sheer drops, deep water and dense undergrowth of impassable terrain present all kinds of hazards to a warrior more concerned about what he is running from than what he is running into. Accordingly, each fleeing model must pass a Dangerous Terrain test for each enemy unit or area of impassable terrain that it flees through. More information on Dangerous Terrain tests and impassable terrain can be found in the Battlefield Terrain chapter.

There are consequences for a unit fleeing through friends as well – having allies stream past you in a panicked state is not conducive to maintaining your confidence in victory, after all! Any unit that has friends flee through it must take a Panic test (as described in the Panic chapter), as soon as the fleeing unit has completed its move.

As soon as a fleeing unit moves into base contact with the battlefield edge, it flees the battle and does not return – we assume that its warriors scatter to the four winds. Such a unit counts as destroyed to all intents and, more importantly, all rules purposes.

Fleeing Through an Enemy Unit



As the Orc unit is fleeing through an enemy unit, any fleeing models that move through enemy models (marked here in white) must take a Dangerous Terrain test. Two fail and are removed as casualties.

OTHER COMPULSORY MOVES

Aside from fleeing troops, units that are forced to move in the Compulsory Moves sub-phase otherwise follow the normal movement rules, unless clearly stated. Any further rules that apply to units that have a compulsory move will be described in their entry in the relevant army book, for example, they will often have to move at a set speed or in a given direction. These compulsory moves can be resolved in any order the controlling player wishes, providing that all flee moves have already been completed.

4. REMAINING MOVES

With all your charges and compulsory moves attended to, you can now move the rest of your army. While it might lack the drama of the charge, the remaining moves sub-phase is no less important. It is here that you'll manoeuvre your units in order to set up your own charges of future turns, as well as attempt to deny future charges your opponent will wish to make. Remaining moves can also be used to manoeuvre missile troops and wizards so that they have suitable targets, seize important areas of the battlefield, and so on...

All the Right Moves

It's easy to see remaining moves as being a little unimportant after the intensity of the charging, but nothing could be further from the truth. It's here that you're going to set up your next turn's charges (to say nothing of this turn's magic and shooting attacks). Just remember, that the closer you move to the enemy, the more likely he is to charge you in his following turn.

MOVING YOUR UNITS

During the Remaining Moves sub-phase, units that did not charge, flee, rally or compulsorily move this Movement phase, and which are not engaged in combat, can now move and perform maneuvers (as described earlier).

The player picks one of his units and moves it a distance up to the unit's Move value (M) in inches. Once the chosen unit has finished its movement, the player can pick and move another unit, until all the eligible units the player wishes to move have done so.

MOVING BACKWARDS

Units can not only move forward, they can also move backwards. Moving backwards is a tricky proposition, and warriors tend to shuffle carefully rather than stride purposefully when moving backwards. To represent this, a unit that moves backwards moves at half rate, i.e. it counts the distance moved as being double what it actually is.

MOVING SIDeways

To get a body of warriors to move to either flank is no small challenge, especially if you want to maintain a viable fighting formation (as you do). To represent this, a unit that moves sideways moves at half rate, i.e. it counts the distance moved as being double what it actually is.

Units may not mix forward, backward and/or sideways movement as part of the same move. Remember that units can only wheel when moving forwards.

For example, a unit of Elves (Move 5) would be able to move 5" forwards or 3" (2.5" rounded up) backwards or to the side.



MARCHING

Troops can move at double speed. If they start their move within 8" of an enemy, they must pass a Leadership test to do so.

Marching at the double allows troops that are away from the heart of the battle to move more rapidly. This represents the swift movement of reserves to a critical area by means of a rapid march and helps to ensure that units do not get stranded away from the fighting.

Marching troops move at twice their normal Movement rate, with weapons sheathed or shouldered. They are literally 'going at the double'. A unit on the march is not permitted to reform, as this would disrupt its movement, nor is it allowed to move backwards or to the side. It can wheel as normal, as you might imagine a column of troops would in order to follow a road, for example.

It's also worth noting that a unit that has marched in the Movement phase cannot shoot missile weapons during the Shooting phase, so think carefully before you commit your missile troops to a march.

ENEMY SIGHTED!

A unit that is on the march is not prepared for combat, so troops are reluctant to march whilst a potentially threatening enemy is nearby. If you wish a unit to march when a non-fleeing enemy unit is within 8", it will first have to take a Leadership test. If the test is passed, the unit disregards the nearby foe and marches as ordered. If the test is failed, the unit refuses to march and will only be able to move normally. Note that if a unit attempts an Enemy Sighted! test and fails, it is still treated as having marched, even if its controlling player then elects not to have the unit move at all.

LONE MODELS AND MOVEMENT

Units that consist of a single model, such as monsters, chariots, lone characters or sole survivors of annihilated units, are mostly moved the same as other units.

They move, wheel and march just like a larger unit. The one exception is that a single model can pivot on the spot as many times as it wishes over the course of its move. It can do so without penalty and so pivoting does not prevent models from marching, or even from shooting later in the turn. This represents the greater freedom of movement that an individual creature enjoys over its fellows in a ranked-up and disciplined unit; although a lone model that pivots on the spot does count as moving for the purposes of shooting and so on.

On some occasions, notably when charging, a lone model has to perform a wheel (when charging, a lone model must follow the normal charge rules, which do not allow pivots, only one wheel whilst moving, and another to 'close the door'). In this case, wheel from one of the front corners as you would for other units.

MOVING OFF THE BOARD

Except in the case of fleeing troops (as discussed earlier) and pursuing troops (see the Close Combat Phase) units are not permitted to move off the board.

REINFORCEMENTS

Sometimes the rules will call for a unit to enter the battle. Where this happens, we refer to the unit entering play as reinforcements.

Units that enter the battle (also referred to as moving onto the board) as reinforcements are placed in base contact with the board edge (upon which board edge, and where, will depend upon the rule that triggers the reinforcements) facing directly towards the battlefield and with all of its rear rank touching the battlefield edge.

A unit that enters as reinforcements cannot charge, as it has missed its opportunity to declare charges, and may not march, but can otherwise participate in the game normally. It's worth bearing in mind that the unit counts as having moved for the purposes of shooting. In addition, all the models in the unit must be set up so that they are within twice their Movement rate of the battlefield edge that they entered from.

MAGIC

The Warhammer world is an intrinsically magical place, where mystical energy infuses the very land itself. In battle, magic is a force as real and potent as a sword blade. The battlefield use of magic is limited only by the imagination and skill of the Wizard that wields it. Magic can be a subtle force, infusing allies with strength and valour, and enemies with frailty and dread. More commonly though, wizards unshackle the raw power that is at the heart of magic's chaotic nature, summoning hungry firestorms or devastating bolts of eldritch power.

With the Movement phase completed, it's time for your Wizards to unleash their powerful sorceries. You'll find that the Magic phase taps into some of the rules detailed later in the book, so if you're not yet familiar with much of Warhammer be prepared to do a little flicking back and forth as you read through this chapter. As with everything in Warhammer, the more you play, the more you'll remember without having to constantly refer to the rulebook.

WIZARDS

Models that can cast spells are known collectively as Wizards, although specific armies might use other terms.

Before we get into discussing the Magic phase proper, it's worth taking a little time to introduce the idea of Wizards and their spells. Only beings that possess awesome mental might can even hope to bend the powers of magic to their will. Lesser persons would be consumed in an instant, their souls torn apart by unfettered energies or devoured by cackling Daemons. Even the most accomplished of sorcerers walk a narrow path at the edge of sanity, between ultimate power and total annihilation. In Warhammer, we commonly refer to a model able to cast spells as a Wizard. Some races use different terms, such as sorcerer, shaman or seer, but all of these and others are considered to be types of Wizard.

WIZARD LEVEL

Wizards have a level from 1 to 4. The higher a Wizard's level, the more powerful he is.

Naturally, not all Wizards are equals – mastery of magic increases through dedicated practice. As one might expect, a thousand-year-old High Elf mage will likely have more magical power in his little finger than an upstart acolyte of one of the Imperial Colleges of Magic has in his entire body. We need a system for sorting between these levels of wizardly potency, and that system is the Wizard level.

The higher a model's Wizard level, the more accomplished a spellcaster he is. A higher-level Wizard will know more spells than a lower-level Wizard. Similarly, he'll be able to put more power behind his spells and receive higher bonuses when attempting to cast them. There are four Wizard levels, each more powerful and learned than the next. If you're unsure what level any of your Wizards are, refer to the relevant Warhammer army book for details

SPELLS

Each Wizard knows a number of spells equal to his level, chosen randomly at the start of each battle.

In the Magic phase your Wizards unleash their magical power in the form of spells. Spells can be terribly destructive or powerfully protective, or might confer special abilities of some form.

Wizards are assumed to know dozens of different spells, or even hundreds, from complicated time-consuming rituals to party tricks, charms and minor alchemies. However, when it comes to a battle only a limited selection of magic is of any value.

The number of spells a Wizard takes into battle is equal to his Wizard level. Some powerful Wizards have more, but this is most definitely the exception to the rule. You must roll for each of your Wizards' spells before they are deployed to the battlefield – see the Reference section.

THE LORES OF MAGIC

The Lores of Magic are lists from which Wizards generate their spells. Different Wizards have access to different Lores of Magic. The eight most common lores are presented in the Reference section.

As has already been hinted at, the possible applications of magic are many and varied, leading to a potentially vast array of spells to choose from. Fortunately for our gaming convenience (to say nothing of our already tenuous sanity) very few Wizards in the Warhammer world have the gumption to harness the full spectrum of magic, and instead concentrate on mastering one or more magical disciplines, or lores.

There are many magical lores. Most represent fragments of 'pure' magic as practiced by the High Elves. Each lore has a particular character, which is reflected by each spell within it. The Lore of Metal, for example, is grounded in alchemy, and its spells therefore act through the transmutation of one substance into another. The eight most common lores, echoing the eight disciplines that the High Elves once taught to men, are collated at the back of this book. Almost all races can use one or more of these lores, depending on the character of said race, and its magical methods. Many races also have access to their own, unique spell lores, such as the fearsomely destructive Waaagh! magic of the Orcs and Goblins. Where this is the case, the relevant Warhammer army book will contain the necessary spell list(s).

Choosing Your Lore

The choice of which lore each of your Wizard models know for a particular battle must be made when choosing your army (as explained in the Choosing Your Army chapter).

A Lore unto Itself

Each of the Warhammer spell lores (whether found in this book, or in a Warhammer army book) has its own strengths and weaknesses. Bear this in mind when choosing the lore(s) you want to use. Sometimes it's fun to pick a lore which is particularly effective against a certain group of armies but, as you don't always know what you're up against, it may be best to go for a lore which is good against all foes.



THE MAGIC PHASE SEQUENCE

Now we've established the basic principles of Wizards and their spells, it's time to dive into the Magic phase. The Magic phase starts with both sides determining how much magical power can be tapped into this turn. The player whose turn it is (the casting player) will be seeking to draw down enough power to cast his spells, whilst his opponent (the dispelling player) will be gathering magical energy to dispel any spells being cast.

MAGIC SUMMARY

1. ROLL FOR WINDS OF MAGIC

The Winds of Magic are generated by rolling 2D6. The strength of the Winds of Magic will determine how many power dice the casting player has, as well as how many dispel dice the dispelling player has.

2. CAST

One of the casting player's Wizards now attempts to cast a spell, using power dice. If the casting attempt fails, that Wizard cannot attempt another this turn.

3. DISPEL

If the spell was cast, one of the dispelling player's Wizards can now attempt to counter the spell using dispel dice. If the dispelling player does not have any Wizards, a dispel can still be attempted, but the number of dice is limited.

4. SPELL RESOLUTION

Assuming the spell has been cast and not dispelled, its effect is now applied.

5. NEXT SPELL

Repeat steps 2 through 4 until the casting player cannot cast, or no longer wishes to cast, any more spells.

1. ROLL FOR WINDS OF MAGIC

Roll 2D6 to determine the strength of the Winds of Magic.

At the start of each Magic phase, the casting player determines the strength of the Winds of Magic by rolling 2D6.

THE POWER POOL

The amount of power available to the casting player is equal to the total rolled for the Winds of Magic.

He takes a number of dice equal to the Winds of Magic roll and makes up a 'pool' of power dice to represent this reservoir of power. When a Wizard casts a spell, he takes a number of dice from the power pool in order to make the attempt. Accordingly, each time a spell is cast, the power pool will shrink a little, thus limiting the number of spells the casting player can attempt each Magic phase.

CHANNELLING POWER DICE

The casting player rolls a D6 for each of his Wizards. An extra dice is added to the power pool for each roll of a 6.

Whilst a Wizard cannot control the amount of power present in the Winds of Magic, he may be able to channel what power there is and make it go further. To represent this, the casting player rolls a D6 for each Wizard in his army. For each result of a 6, the Wizard has been able to siphon a little more power from the Winds of Magic – he generates another power dice, which is immediately added to the power pool. Fleeing Wizards and Wizards that are not on the battlefield (for whatever reason) are not able to channel. Fleeing Wizards are considered to be too busy to attempt to channel, whilst absent Wizards are too far away to contribute.

POWER LIMIT

There is a finite limit on the amount of power a Wizard can control. The casting player's power pool can never exceed 12 dice at any point in the phase – any dice generated beyond this number are lost.

This limit applies to all power dice, regardless of the source, and includes dice gained through the Winds of Magic, channelling, from magic items, special abilities and so on.

THE DISPEL POOL

The dispelling player gets a number of dispel dice equal to the highest D6 roll of the two Winds of Magic dice.

With the power pool determined, the dispelling player now determines what resources he has at his disposal with which to counter his enemy's spells. By its very nature, disrupting magic energy is far more difficult than harnessing it, so a player's dispel pool will almost always be smaller than his opposite number's power pool. The number of dispel dice available to the dispelling player is equal to the highest D6 rolled for the Winds of Magic. So, for example, if the Winds of Magic dice are rolled and show a 2 and a 6 the casting player will get 8 power dice (the total) and the dispelling player will get 6 dispel dice (the highest value shown). These dice are then placed in a dispel 'pool' in a similar manner to power dice. Each time a Wizard attempts a dispel, he takes dice from the dispel pool to do so.

CHANNELLING DISPEL DICE

Extra dispel dice can be generated in exactly the same way as power dice.

The dispelling player's Wizards can now attempt to channel further dispel dice into their pool. Roll a D6 for each Wizard. For each roll of a 6, add an extra dispel dice to the pool. Again, as when channelling power dice, fleeing Wizards and Wizards not present on the battlefield cannot attempt to channel dispel dice.

DISPEL LIMIT

As with the power pool, the number of dice in the dispel pool can never exceed twelve, regardless of how those dice are generated. Any excess is lost.

For example: It's the start of the Magic phase, and the casting player rolls to generate the Winds of Magic. He rolls his 2D6 and scores a 3 and a 5. The casting player therefore adds a total of 8 (3+5) power dice to his pool, whilst the dispelling player adds 5 dispel dice to his pool. Furthermore, both players can have their Wizards attempt to channel. The casting player has 3 Wizards, so can roll 3 dice in his channelling attempts. Alas, he doesn't roll any 6s, so gains no extra dice. The dispelling player has only 1 Wizard, so rolls a single dice, but gets a 6, increasing his dispel pool by 1 to an impressive 6 dice!

How many Magicians?

In the Warhammer world, all magic is derived from the same source – the fickle Winds of Magic that spill across the world from the Realm of Chaos in the far north. The potency of the Winds of Magic vary from time to time, waxing and waning to an incomprehensible pattern. Wizards must therefore learn to use whatever power the Winds of Magic provide, whether in empowering their spells, or disrupting those of enemy sorcerers. Thus, magic is not a sure strategy for any general, for though it can sweep aside entire armies when the Winds of Magic are strong, it is almost without power when the Winds of Magic are lulled.

2. CAST

The casting player's Wizards can attempt to cast each of their spells once during each Magic phase, provided they have enough power and don't fail a casting attempt.

Each Wizard can only attempt to cast each spell once per turn. Wizards cannot try to cast spells if they are fleeing or not on the battlefield.

To cast a spell, a Wizard nominates one of his spells to cast, and declares the target of the spell. Before choosing, it's worth examining the rules of the spell to determine its maximum range – remember that you can normally measure to see if a target is in range before you try to cast a spell. Spells also have targeting limitations, as we'll discuss now.

Spell Priority

In the Magic phase it's a lot of fun blasting the enemy to smithereens, but that's not the only viable tactic. A lot of spells, hexes and augments in particular, can help your units win fights in the forthcoming Close Combat phase, or help them weather the enemy Shooting and Magic phases.

CHOOSING A TARGET

Targeting restrictions vary from spell to spell. However, unless stated otherwise the following rules apply;

- The target must lie within the Wizard's forward arc.
- The Wizard does not need line of sight to his target.
- The target must lie within the spell's range.
- Wizards cannot target spells at units engaged in close combat.

Some spells have a type that enforces additional casting restrictions, or waives others. There are five distinct types of spell: augment, direct damage, hex, magic missile and magical vortex. Some unique spells, or spells that are printed in older Warhammer army books, do not have a type – their text will contain any casting restrictions that apply.

Targeting Lone Models

When choosing a spell's target, remember that lone models are units in and of themselves, and therefore legitimate targets for many spells.

Direct damage spells are deadly attacks that strike the foe without warning. Direct damage spells can only ever be cast on enemy units. Sometimes a direct damage spell will use a template to determine which models are hit. When this happens, the template cannot be placed in such a way that it touches friendly units or enemy units that are in close combat – this is not to say that the template won't scatter onto friends later, depending on the spell.

Magic missiles are sorcerous projectiles that the Wizard hurls at his foe. Magic missiles can only be cast on enemy units. Unlike other types of spells, magic missiles do require the Wizard to be able to see his target. Accordingly, a Wizard can only cast a magic missile at a target that lies within his forward arc and to which he can trace line of sight (just as if the wizard was firing a missile weapon). Magic missiles cannot be cast at all if the Wizard (or his unit) is engaged in close combat. Magic missiles always hit their target automatically.

Augment spells empower the caster's allies, protecting them with sorcerous wards and magically enhancing their fighting prowess. Augment spells can never be cast on enemy units, no matter what benefit the player believes he might get. Augment spells can even be cast onto units in close combat to give them a much-needed boost. Also, targets of augment spells need not lie in the the caster's forward arc.

Hex spells are the counterpoint to augment spells, weakening the enemy and making them easier to slay. Hex spells can only ever be cast on enemy units. Hexes can be cast onto units in close combat. Targets of hex spells need not lie in the the caster's forward arc.

Note that bonuses and penalties from Hex, Augment and other spells are cumulative, but normally cannot take any characteristics above 10 or below 1.

Magical vortexes are roiling globes of magical energy that travel across the battlefield, wreaking all kinds of unusual (and often deadly) effects. A magical vortex does not have a target – instead it uses one of the round templates, which is placed in base contact with the caster and with its centre within the caster’s front arc, and then moves as described in the spell.

Unlike most other spells and other gaming effects that use templates in Warhammer, magical vortexes remain on the battlefield (unless they move off it). At the end of every subsequent Magic phase, each magical vortex moves in the direction and distance stated in the spell. If a magical vortex ever ends its move over a unit, place it 1" beyond the unit in the direction it was moving. Magical vortexes are always remains in play spells (see Spell Duration, below).

CHOOSE NUMBER OF POWER DICE

When casting a spell, a Wizard can use from one to six power dice.

Once the Wizard, spell and target have been chosen, the player then declares how many power dice from his pool the Wizard will use in his attempt to cast the spell. At least one dice must be taken from the power pool, and a maximum of six dice can be used on each spell.

CASTING VALUE

For a spell to be cast, the total of the dice rolled, added to the Wizard’s level, must equal or beat the spell’s casting value.

The chosen dice are then taken from the casting player’s power pool and rolled. The results are added together, and then added to the casting Wizard’s level to give a casting result. So, if a level 4 Wizard attempts to cast a spell with three dice, rolling 1, 3 and 6, the total casting result would be 14 (1+3+6=10 for the power dice roll, added to 4 for the Wizard’s level). Keep the dice in front of you for the moment – you’ll need the scores if your opponent attempts a dispel, as we’ll discuss later.

Each spell has an associated casting value, any number from 3 upwards. Spells with a higher casting value have greater effect, but require more power.

If the casting result equals or exceeds the spell’s casting value, the spell is cast (though it may be subsequently dispelled and neutralised by the opposing player, as we’ll discuss later).

If the result is less than the casting value, the casting attempt has failed. The spell is not cast.

For example, a Level 2 Empire Bright Wizard is attempting to cast Fulminating Flame Cage from the Lore of Fire. Fulminating Flame Cage has a casting value of 11+, so the Wizard needs to score a total of 11 or more.

With this in mind, the Wizard’s controlling player decides to roll three dice in the attempt to cast the spell, and scores 2+4+4 (for a total of 10). This in itself is not enough to cast the spell, but by the time the Wizard’s level is added, it gives a total of 12 (the 10 rolled on the dice plus 2). The spell is therefore cast!

Boosted Spells

Some spells allow the Wizard the option to focus more magical force into their casting, thus extending the effective range, amount of damage caused or area of effect. Where this is an option, it is clearly stated in the spell’s effect, as is the extra casting cost required to achieve the additional effect.

Note that if the controlling player does not state otherwise before rolling the dice, a Wizard is assumed to be casting the standard (and therefore less difficult to cast) version of the spell, so be sure to let your opponent know if you’re going to attempt a boosted version!

For example, the aforementioned Empire Bright Wizard could have cast Fulminating Flame Cage at a higher level, increasing its range from 24" to 48", but increasing its casting value from 11+ to 14+. If he had wished to do so, his controlling player would have had to declare this intention before the dice were rolled.

NOT ENOUGH POWER!

No matter how powerful a Wizard might be, he cannot cast a spell where the total of the natural dice scores is less than 3. A dice total of 1 or 2 is always considered to be a failure, despite the level of the Wizard. This is true regardless of any bonuses, from any source. Even the mightiest and most learned Wizard needs to coax a certain amount of raw power out of the Winds of Magic in order to cast a spell.

BROKEN CONCENTRATION

If a Wizard fails to equal a spell's casting value, or the total of the natural dice scores is 1 or 2, not only is the spell not cast, but the Wizard breaks his concentration and is unable to cast spells for the rest of the Magic phase.

For example, a Level 4 Wizard attempts to cast *The Flock of Doom* (casting value 5+). Assuming that his innate magical ability (the +4 bonus for being a Level 4 Wizard) is sufficient to ensure that the spell is cast, the controlling player chooses to use a single D6 in the casting attempt. Alas, the dice scores a 2 and, even though the casting total (2+4=6) is higher than the spell's casting value (5+), the spell fails. The Wizard will not be able to cast any further spells that turn.

IRRESISTIBLE FORCE

If two or more 6s are rolled when casting a spell, it has been cast with irresistible force. The spell will be cast automatically and cannot be dispelled, but the Wizard has to roll on the Miscast table when the spell has been resolved.

Magic is fickle, and writhes like a thing alive even whilst a Wizard shapes it to his will. Magic always strives to be free of constraint, and should the Wizard mispronounce a single word, or otherwise miscast the spell, the magic will shatter its bindings in a burst of incredible energy. Wizards can therefore be described as not trying to empower their spells, but to hold that same energy in check lest it prove to be their undoing.

If a Wizard rolls two or more unmodified 6s when determining his casting result, the spell has been cast with irresistible force. When seeing if irresistible force has occurred, always use the actual dice scores, irrespective of bonuses from special rules or magic items. If a Wizard is called upon to re-roll the dice for any reason, it is the second result that stands, as is normal for a re-roll.

All dice rolled count towards irresistible force, regardless of whether the dice were power pool dice, or granted as a bonus from a special rule or magic item.

*For example, a Level 1 Wizard attempts to cast the formidable *Life magic* spell, *The Dwellers Below* (casting value 18+) and rolls four dice, scoring 1, 2, 6 and 6 (for a casting total of 15+1 for the Wizard's level). As two 6s were rolled in the casting attempt, the spell is cast with irresistible force – it doesn't matter that the casting total is lower than the spell's casting value.*

On the one hand, irresistible force is a good thing, because the unshackling of power ensures that the uncontained raw magic pulses through the Wizard's spell and empowers it in such a manner that it cannot be prevented.

A spell cast with irresistible force automatically succeeds, even if the casting total is not enough to reach the spell's casting value. More importantly, perhaps, a spell cast with irresistible force is impossible to dispel – your opponent cannot even attempt to prevent the magical mayhem soon to be unleashed – go straight to Step 4, Spell Resolution.

However, irresistible force is also a very bad thing indeed. When irresistible force occurs, the wildly arcing magic inevitably proves dangerous to the Wizard and to anyone nearby. Naturally, the Wizard will do his best to contain the uncontrollable energy, but success is by no means guaranteed – this is what we refer to in rules terms as a miscast.

Minimising Your Miscasts

As you've probably noticed, the chance of getting a miscast increases rather rapidly the more power dice you use when attempting to cast a spell. This is only right and proper, as the more power the Wizard calls down, the less likely he is to be able to control it. Players will therefore want to think carefully before deciding how many power dice they wish to allocate to a spell. Whilst it can be very satisfying to get a spell off using irresistible force, I always find the joy to be tempered when a smouldering crater is the only thing I have left afterwards to remind me of my Wizard.

MISCASTS

When irresistible force occurs, first resolve the effect of the spell that the Wizard was attempting to cast. As the spell has been cast with irresistible force, the casting player can at least enjoy the effect of his spell before something almost indescribably bad happens to the Wizard and everyone nearby.

Once the effect of the spell has been resolved, the Wizard now needs to roll 2D6 on the Miscast table to see what happens to him.

You'll notice that many of the results on the Miscast table call for damage (in the shape of automatic hits) to be caused upon the Wizard or nearby models. Though we've yet to talk about how damage is worked out, you'll find all the information you need in step 4 of the Shooting phase.

Our Wizard from the previous example has presumably wrought significant destruction on the enemy with his irresistibly cast *The Dwellers Below*. However, it's now time to pay the piper. As the spell was cast with irresistible force it was also miscast, and the Wizard must roll on the Miscast table to discover his fate. He rolls 2D6 on the Miscast table and scores a 7, resulting in a *Detonation!* result. As a result, all models in base contact with the Wizard suffer a Strength 10 hit and D6 dice are lost from the power pool. Painful, but it could have been much worse for the Wizard!

Note that some magic items and special rules talk of automatically triggering a miscast or irresistible force. This is the only occasion on which one can be had without the other.

So, for example, a magic item that caused a Wizard to miscast automatically would force that Wizard to roll on the Miscast table, but the spell would not be cast with irresistible force.

Similarly, an item that automatically generates irresistible force would not require a roll on the Miscast table.



MISCAST TABLE

2D6 Result

2-4 DIMENSIONAL CASCADE

The summoned magics wrench free of the Wizard's control, laying waste to anyone unfortunate enough to be nearby.

Centre the large round template over the Wizard – every model underneath the template (including the hapless Wizard – he is not entitled to a Look Out Sir! roll in this case) suffers a Strength 10 hit.

Once the damage has been resolved, roll a D6. On the score of 3 or less, the Wizard is cast into the Realm of Chaos – remove him as a casualty. On a roll of 4-6, D6 dice are lost from the power pool instead.

5-6 CALAMITOUS DETONATION

In his battle to contain the roiling energies, the Wizard somehow manages to make the situation worse, feeding more power into what promises to be a devastating explosion.

Centre the small round template over the Wizard – every model underneath the template suffers a Strength 10 hit (including the foolish Wizard – note that he is not entitled to a Look Out Sir! in this case). Additionally, D6 dice are lost from the power pool.

7 DETONATION!

The energy explodes without warning!

All models in base contact with the Wizard (friend and foe, but not the Wizard himself) suffer a Strength 10 hit. Additionally, D6 dice are lost from the power pool.

8-9 MAGICAL FEEDBACK

The Wizard disperses the excess magical energy, but the resulting feedback leaves him unable to harness the Winds of Magic for a time.

The Wizard and every model on the same side that can channel/generate power or dispel dice suffer a Strength 6 hit as a result of the magical backlash. Additionally, D6 dice are lost from the power pool.

10-12 POWER DRAIN

Through a combination of luck and skill, the Wizard manages to dissipate most of the spell's excess energy, leaving him with a splitting headache and pervading amnesia.

His Wizard level is permanently reduced by D3, to a minimum of 0 and he forgets a single spell for each Wizard level lost (the first is always the spell that was just miscast – other spells lost are determined randomly). The Wizard cannot attempt to cast further spells this phase.

3. DISPEL

If the Wizard was able to cast his spell (and it was not cast with irresistible force) the opposing player now has a chance to prevent the spell's effects by attempting to dispel it.

CHOOSE WIZARD

In order to attempt a dispel, the dispelling player first nominates one of his Wizards to make the dispel attempt. Unlike spells, dispels do not have a range and never require the Wizard to see either the target or the caster – you can simply nominate any Wizard on the battlefield.

If the dispelling player does not have an eligible Wizard to attempt a dispel (or simply does not want one of his Wizards to make the attempt) his army can attempt to dispel the spell instead.

CHOOSE NUMBER OF DISPEL DICE

When dispelling, a Wizard can use any number of dispel dice.

Once the Wizard has been chosen, the player declares how many dispel dice the Wizard will use in his dispel attempt. Unlike casting, there is no upper limit on the number of dice that can be used in a dispel attempt – though you must use at least one dice from the pool if you wish to attempt a dispel.

Dwarfs and Dispelling

Dwarfs turned away from spellcraft long ago. As a result of this, there are no Dwarf Wizards, but their race has become highly resistant to magic.

Accordingly, when a Dwarf army attempts to dispel, the innate magic resistance of the Dwarfs grants the army a +2 bonus to all dispel attempts. Note that if the Dwarfs are fighting alongside a Wizard (either in the same army, or as part of an allied force) for whatever reason, this bonus is lost – the Wizard's presence disrupts the Dwarfs' natural resistance.

DISPEL VALUE

For a dispel to succeed, the total of the dice rolled, added to the Wizard's level, must equal or beat the spell's casting result.

The number of dice chosen are taken from the player's dispel pool and rolled. The results are added together, and then added to the Wizard's level to give a dispel result, exactly as if he were casting a spell. If the army is attempting the dispel, no bonus is added to the total.

If the dispel result equals or exceeds the spell's casting result, the dispel is successful and the spell does not take effect. For example, if the caster scored a casting result of 15, the dispelling Wizard would need to score a result of 15 or more to make a successful dispel.

If the result is less than the spell's casting result, the dispel attempt has failed. Furthermore, the Wizard is so preoccupied by his collapsing dispel that he is unable to attempt another later in the phase. Just as when casting a spell, a total natural dice score of 1 or 2 is always considered to be a failure, despite any modifiers. This is true regardless of bonuses, from any source. Note that the army can always attempt to dispel, regardless of previous failures.

For example, a Level 3 Wizard is attempting to dispel an enemy casting of The Purple Sun of Xerens. Fortunately, the spell was not cast with irresistible force, but with a casting total of 23, so a dispel attempt can be made. The dispelling Wizard rolls six dice, scoring 1, 3, 4, 4, 5 and 6. Added to his Wizard level, this yields a dispel value of 26, higher than the 23 required, so the dispel is successful and the spell does not take effect.

DISPELLING WITH IRRESISTIBLE FORCE

If two or more 6s are rolled in a dispel attempt, the spell is dispelled automatically.

If two or more unmodified 6s are rolled when making the dispel attempt, the dispel is granted irresistible force and succeeds automatically, regardless of whether or not it beats the casting result of the spell (although it still cannot help if the spell was cast with irresistible force in the first place). If a player is called upon to re-roll the dice for any reason, it is the second result that stands, as is normal for a re-roll. Note that a dispel that achieves irresistible force does not cause a miscast roll.

Dastardly Dispelling

Remember, you don't have to dispel everything your opponent throws at you – in fact, you're not likely to have enough dice to do so. With that in mind, prioritise dispelling the spells that are really going to bring your army to a screeching halt. Unless you're in real dire straits, you can afford to lose a few rank and file models far more than having your prize combat unit immobilised or weakened. As a final thought, if you think your opponent has something nasty up his sleeve, it's best not to commit your highest level Wizard to earlier dispels – you're going to need his dispel bonus later on, and you won't get it if he fails a dispel roll earlier in the turn.



4. SPELL RESOLUTION

Follow the instructions in the spell's text.

If the enemy has failed his dispel attempt (or not even attempted one!), the spell is cast successfully and its effect is now resolved. Each spell in Warhammer provides all the information you need. Many spells inflict hits or wounds on your enemies – you can find out how to resolve these in the Shooting phase chapter.

Remember that if your spell was cast with irresistible force, you'll need to go back and resolve the result of the miscast as soon as you've finished resolving your spell effect.

SPELLS AND PANIC

Quite a lot of spells inflict damage in one manner or another and, as with shooting attacks, if enough damage is caused, can cause the enemy to flee from battle. Damage from magic can provoke Panic tests, as described in the Panic chapter.

SPELL DURATION

Most spells are cast instantly and their effect is worked out at once. In this case, the spell has no further effect in the game until cast again. Some spells last for longer than this, for one or more phases, or turns.

Duration, Duration, Duration

A clever sorcerer takes note of the duration of his spells – there's no point wasting power on a spell that won't give you any effect between now and the next Magic phase. The only exceptions to this are 'remains in play' spells. As these hang around for several turns, investing a little power into them early in the game frees up your later Magic phases. Of course, your opponent can dispel remains in play spells in later turns, but to do so he's going to have to use dice out of his power or dispel pools.

REMAINS IN PLAY SPELLS

Spells marked 'remains in play' stay in effect indefinitely when cast. They only come to an end when the target is slain, or else the caster is slain, chooses to end the spell (which he can do at any time, except for magical vortexes, which he can only choose to end at the start of a phase) or leaves the battlefield. The Wizard can continue to cast other spells (but not the same remains in play spell in subsequent turns) as he requires only a little concentration to keep a remains in play spell going. If they are not dispelled immediately when they are cast, remains in play spells can be dispelled at any point during a subsequent Magic phase, using dispel dice as normal, or dice from the power pool as if they were dispel dice if it is your turn.

Remains in play spells do not retain the energy of their casting, and so a Wizard does not need to beat the original casting dice roll if attempting a dispel in subsequent turns, but rather the minimum casting value listed in the spell's description (so there is no need to make note of each spell's casting roll). For this reason, remains in play spells cast with irresistible force can be dispelled as normal in subsequent turns. A Wizard who fails to dispel a remains in play spell during his own or the enemy Magic phase, cannot attempt further dispel or casting attempts for the remainder of the phase.

SPELLS LASTING MORE THAN ONE TURN

Some spells do not specifically remain in play, but have effects that last one or more turns. Once in play, such spells cannot be dispelled, and remain in effect even if the caster is slain or leaves the battlefield, unless the spell description specifies otherwise.

BOUND SPELLS

Some magic items, often rings and amulets, and certain troop types, have the ability to use a form of magic called a 'bound spell'. Bound spells can be used even if the bearer has broken his concentration or is not a Wizard at all. Possessing a bound spell does not make a character a Wizard – he just has an item that can cast a spell.

CASTING BOUND SPELLS

A bound spell is cast just like an ordinary spell – using dice from the power pool (the model may do so even if it is not a Wizard). The required casting value is equal to the bound spell's power level. Note that bound spells never benefit from any casting modifiers that the user might have (for Wizard level, magic items, and so forth). On the other hand, failing to cast a bound spell does not break a wizard's concentration, as using an item that contains a bound spell normally would not require anything more complex than uttering a single word of activation.

For example, a High Elf Noble has the Ruby Ring of Ruin, a magic item that contains the lowest level of Fireball as a bound spell of power level 3. Therefore, when the Noble attempts to cast the spell, the casting roll must be equal to or greater than 3. If the Ruby Ring of Ruin was instead borne by a Level 2 High Elf Mage, he too would need the casting roll to be equal to or greater than 3 – he cannot use his +2 level bonus to boost the score.

As in the example above, bound spells are often tied into a spell from a magic lore. Where this is the case and there is a choice of casting levels, the bound spell is always the easier 'unboosted' version with the lower casting level.

DISPELLING BOUND SPELLS

Bound spells are dispelled exactly as other spells – the dispelling Wizard must equal or beat the casting result for a successful dispel.

IRRESISTIBLE FORCE

A bound spell can be cast with irresistible force, just as a normal spell, by rolling two natural 6s in the casting roll. The bound spell is then cast automatically, and cannot be dispelled (but, of course, causes a miscast).

Miscasts

What happens when a bound spell is miscast depends on the nature of the bound spell.

- If the bound spell is contained within a magic item of some kind, the item crumbles to dust and cannot be used again during the game. Do not roll on the Miscast table.
- If the bound spell is an 'innate' ability – such as those used by a Warrior Priest, for example, then the model simply cannot cast further bound spells during this phase. Do not roll on the Miscast table.

5. NEXT SPELL

With the spell resolved, the casting player can now have the same or another of his Wizards attempt to cast another spell.

Wizards can cast spells in any order, and a player is free to switch between Wizards at any time provided that he does not do so until the casting of the current spell has been resolved.

Remember that, unless specified otherwise, each Wizard can cast each spell only once per turn. When the casting player has finished all his casting and dispelling attempts, either because he has run out of power dice or has no remaining or useful spells to cast (or if all his Wizards have had their concentration broken by failing to cast a spell) the Magic phase ends, and the Shooting phase begins.

Spell Types	Direct Damage	Magic Missiles	Augment	Hex	Magical Vortex
Lie within forward arc?	Y	Y	N	N	Y
Needs Line of Sight?	N	Y	N	N	Y
Must be within range?	Y	Y	Y	Y	Y
Can be targeted into combat?	N	N	Y	Y	N/A
Targets friends	N	N	Y	N	N/A
Targets enemies	Y	Y	N	Y	N/A



SHOOTING

During the Shooting phase, your army lets fly with the missile weapons at its disposal, be they bows, cannons or fantastical war machines. Most armies will have a unit or two of archers, crossbowmen or mighty war machines, and use these missile units to thin the enemy ranks before the bloody press of melee begins in later turns. Other armies will field masses and masses of missile units, intending to seize victory in the Shooting phase by obliterating the enemy at long range.

This chapter covers the shooting rules for common weapons and the majority of troop types. War machines and other, more peculiar, devices of destruction are covered in their own chapter. However, even the most colossal trebuchet is governed by many of the same rules as the humble bow and arrow, so it's worth reading through this chapter before unlimbering your cannon or organ gun.

PHASE SEQUENCE

Nominate one of your units that you want to shoot with and select one enemy unit you wish your unit to shoot at. Once you have declared your target, resolve shooting using the rules described.

Then proceed to the next unit that is shooting and continue as above until you have shot with everything able to do so.

SHOOTING SUMMARY

1. NOMINATE UNIT TO SHOOT

2. CHOOSE A TARGET

- *Check the shooter can see the target*
- *Check the target is in range of the weapon*

3. ROLL TO HIT

- *Shooting modifiers*

4. ROLL TO WOUND

5. TAKE SAVING THROWS

6. REMOVE CASUALTIES

1. NOMINATE UNIT TO SHOOT

During the Shooting phase, a model armed with a missile weapon can use it to make a single shooting attack. Models that have marched, reformed or rallied this turn cannot shoot, nor can those that have made a failed charge, are fleeing or are fighting in close combat.

WHO CAN SHOOT?

To launch a successful shooting attack requires a degree of preparation as most weapons take a long time to load or aim. As a result, a model that wishes to make a shooting attack must have had a relatively uneventful Movement phase. The most common reasons a model cannot shoot are:

-
- They marched in the preceding Movement phase – weapons will have been shouldered and ammunition secured while the unit advanced.
 - They reformed, rallied or declared a charge.
 - They're fighting in close combat (and therefore for their lives).
 - They're fleeing – such models are far more interested in saving their skins than firing their weapons.
 - The model is under the influence of a specific spell or special rule that prevents it from making a shooting attack.
-

This is, of course, not a comprehensive list. Other situations will doubtless arise, due to spell effects, army special rules and other factors. Fear not! These will be explained by the relevant rule as and when they occur



2. CHOOSE A TARGET

A model can shoot at an unengaged enemy unit that is at least partially within its forward arc, and to which it has an unblocked line of sight. The enemy must also lie within range of the weapon being used.

Now you've chosen the unit that will make the shooting attack, you need to choose a target for it to shoot at. All models in the same unit must shoot at the same target, so choose carefully.

CHECK THAT THE SHOOTER CAN SEE THE TARGET

As you might expect, to shoot at an enemy your warriors need to be able to see it. We use two straightforward rules to determine whether or not an enemy can be seen. Firstly, the target enemy unit must lie at least partially within the shooting model's forward arc, just as it would if your shooting model wished to declare a charge (if you need to refresh your memory about forward arcs, see Unit Facing, earlier). Secondly, the shooting model must be able to trace a line of sight to the target (information on line of sight can be found in General Principles, earlier).

Fire in two ranks

The rules given so far allow front rank models to shoot, but we also want to allow models in the second rank to shoot (they take aim over crouched or stooping fellows in the front rank). Therefore, models in the second rank can use the line of sight and forward arc of the model directly in front of them for the purposes of all shooting attacks (including stand and shoot reactions). In simple terms, this allows units to fire in two ranks.

Models further back than the second rank of a unit are assumed to have their line of sight blocked by models further forward, and so will not normally be able to shoot.

Target Priority

As with any other attack, take care to make sure your shooting hits home where you need it the most. There's no denying that a distinct feeling of glee can be found from eliminating a small unit, but sometimes your slings and arrows are far more suitably employed whittling down that massive infantry block that's working its way towards your lines. Make no mistake, shooting is unlikely to win the game for you, but every casualty it causes will help you when close combat starts.

CHECK THE TARGET IS IN RANGE OF THE WEAPON

All missile weapons have a maximum range that indicates the furthest distance they can shoot. A detailed summary of shooting weapons and their ranges can be found in the Weapons chapter.

A model can normally only shoot at a target if it lies within the maximum range of the weapon it is shooting with. The one exception to this is when a unit Stands and Shoots – here we assume that the charging enemy has entered the weapons' range before the unit shoots.

WE CAN'T ALL FIRE!

All models in a unit have to shoot at the same target. Due to the relative positions of the shooting unit and the target, it might happen that some models in a firing unit can shoot the target while other models in the unit cannot (the target may be out of their forward arc or completely obscured by terrain or other models). Sometimes, some models in the shooting unit

will be out of range. In these situations, you're free to continue with the shot, but only those models permitted to shoot the target (and that have it within their weapons' range) will fire.

such circumstances, we assume that disciplined troops such as Elves simply do not fire at all and conserve their ammunition. On the other hand, it's easy to imagine that more boisterous warriors, such as Goblins, loose their arrows in an impressive looking (but hopeless and impossibly inaccurate) volley.

In either case, for gaming purposes, these models do not shoot.

SHOOTING INTO COMBAT

Models are not permitted to shoot at enemies that are engaged in close combat, for the simple reason that there's too much danger of hitting a friend! Remember that while a fight may look like two separate blocks of troops fighting head-to-head, it's actually a swirling melee where no one stays still long enough to offer a safe shot!

Some war machine weapons, particularly those that use templates, can accidentally hit friends whilst aiming at the enemy. The key word here is 'accidentally' – you cannot purposefully aim a template so that some of your models will be hit. See the War Machines chapter for more details on these weapons.



3. ROLL TO HIT

Roll a D6 for each shot fired. The model's Ballistic Skill determines what score they must equal or beat to hit their target after any modifiers have been applied.

Not all shots have the same chance of hitting. Some warriors are simply better at aiming than others, as reflected in a higher Ballistic Skill (BS). The higher the individual's BS, the greater his chance of hitting.

To determine whether you hit, you must make a roll to hit, i.e. you roll a D6 for each model that is shooting. Note that the number of Attacks a model has will not affect the number of shots – each model can shoot only once.

Count how many models in your unit are shooting and roll that number of dice. It is easiest to roll all the dice at once, although you don't have to. If there are a lot of models shooting, you might need to roll several batches of dice. The following table shows the minimum score you will need to hit.

Ballistic Skill	1	2	3	4	5	6	7	8	9	10
To Hit score	6	5	4	3	2	1	0	-1	-2	-3

Each dice that rolls a number equal to or greater than the value required has scored a hit. Each dice that rolls less is a miss.

For example, you fire with five Empire Archers. Men have BS 3, so you need a score of at least 4 to hit. You roll five dice and score 1, 2, 2, 4 and 6, which equals two hits and three misses.

Troops with a high BS have a To Hit score of 1, 0 or even a negative number (as shown above). Of course, you cannot roll less than 1 on a D6 so in Warhammer a To Hit roll of 1 on a D6 always fails, regardless of the dice modifiers and Ballistic Skill of the model.

Remembering the roll To Hit

To Hit scores are easy to remember if you simply subtract the BS of the shooter from 7. This will give you the number you need. E.g. a model with a BS of 2 would need a roll of 5 or more to hit (7-2=5).



SHOOTING MODIFIERS

Raw skill is not the only factor to determine the difficulty of a shot. Many battlefield conditions can alter the accuracy of missile fire, and we represent these with a series of shooting modifiers. Shooting modifiers are applied to the dice rolls before they are compared to the score needed to hit, making the shot more difficult, and therefore less likely to succeed.

Continuing the earlier example, if the five Empire archers had a -1 modifier applied to their shooting attack, all of the dice would count as rolling one point lower than they actually did. As a result, those dice would need to score a point higher, and instead of needing 4s to hit, they would now need 5s. Accordingly, only one archer would have hit.

7+ To Hit

If shooting modifiers result in a required score of 7 or more, it is still possible to hit the target. As it is impossible to roll a 7 or better on a D6, you will first need to roll a 6. Then, for each shot scoring a 6, you need to roll a further score as shown on the chart below. So, for example, in order to score an 8, you must first roll a 6 followed by a 5 or better. If you require a score of 10 or more then it is impossible to hit the intended target – the shots are lost.

7	- 6 followed by a 4, 5 or 6
8	- 6 followed by a 5 or 6
9	- 6 followed by a 6
10+	- Impossible!

The shooting modifiers are cumulative (except when noted otherwise), and are as follows:

Moving and Shooting	-1
Firing at Long Range	-1
Standing and Shooting	-1
Target Behind Soft Cover	-1
Target Behind Hard Cover	-2

MOVING AND SHOOTING

Models that moved for any reason this turn will have less time to aim, making their shots less accurate and suffering a shooting modifier of -1.

FIRING AT LONG RANGE

Missiles lose power and accuracy long before they reach their maximum range, so any shots taken at an enemy that is further away than half the weapon's maximum range suffer a -1 shooting modifier.

For example, a short bow has a maximum range of 18". Targets within 9" are in short range. Targets that are more than 9" and within 18" are in long range and so the firers suffer a -1 shooting modifier.

STANDING AND SHOOTING

Having a bellowing enemy bear down on you whilst you're trying to aim is most distracting. Models that are making a stand and shoot reaction suffer a -1 to shooting modifier.

COVER

If the majority of the models in the target unit (or, when firing against a single model, more than half of the target model) is obscured from the shooting model's view by other models (friend or enemy) or by terrain then an additional To Hit modifier is applied. This will be classed as either soft or hard cover – see below. It is common for some models in the firing unit to have something in the way, and for others to have a clear shot. Where this happens, simply resolve the two sets of shots (and thus the two sets of To Hit modifiers) separately.

Target Behind Soft Cover

Soft cover offers a little protection against missile fire, but its main advantage is to hide the target from view. If the majority of a unit is obscured by hedges, fences, wagons or other 'soft' terrain, it is said to be in soft cover. Soft cover inflicts a -1 shooting modifier.

Target Behind Hard Cover

Hard cover represents cover of a more durable kind, like that offered by stone walls, boulders, buildings and suchlike. We also count intervening units as hard cover (if they obscure the line of sight to the majority of the target, of course) as their presence will play havoc with the shooters' accuracy. If the majority of a unit is obscured by such 'hard' terrain, it is said to be Hard cover. Hard cover inflicts a -2 shooting modifier. Note that the To Hit penalties for hard and soft cover do not stack – in a situation where a target would benefit from both soft and hard cover, simply apply a -2 shooting modifier for cover.

Automatic Hits

Some unusual attacks (most commonly those made by magic missile spells – see the Magic chapter, earlier) hit automatically. Where this is the case, it is exactly how it sounds – do not roll for the attack, it instead automatically causes the number of hits stated within the wording.



If this was the 'model's eye view' then: The Swordsmen (1) are completely visible – there is nothing in the way, and no cover modifiers apply. The Giant (2) is more than half hidden by the building, so shots against it would suffer from a -2 penalty for hard cover. Similarly, the Knights (3) would benefit from the -2 penalty for hard cover – which is the Swordsmen in this case. The Flagellants (4), with a front rank 8 models wide, are clearly more than half visible, and so do not benefit from cover. Although the majority of the Bright Wizard (5) is visible, he is in base contact with a fence and so benefits from the special rules conferred by obstacles (see Battlefield Terrain), counting as in soft cover (-1 To Hit).

Fast Dice Rolling

When a unit of models fires, all of its weapons are fired together, so you should ideally roll all of its To Hit dice at the same time. Sometimes there will be different weapons firing, firers with a different BS or firers subject to different shooting modifiers. In this case, you'll find it easiest to use different coloured dice, so that those shots can be picked out. This most commonly crops up where some (but not all) of a shooting unit has the target at long range – I simply roll white dice for the short range shots, and red dice for those shots subject to the long range modifier. I always find red dice to be luckier (I'm not sure why) so I save them for trickier rolls if there's a choice.

4. ROLL TO WOUND

For each shot that hits, roll again to see if it wounds the target. The score needed is determined by comparing the Strength of the firing weapon with the Toughness of the target.

Hitting your target is not always enough to put it out of action – sometimes the shot results in little more than a graze or trivial flesh wound.

To determine whether a hit causes a telling wound, compare the weapon's Strength (not the Strength of the firer) with the target's Toughness characteristic. Each weapon has a Strength value, given in that weapon's description in the Weapons chapter – some examples are shown below.

<i>Weapon</i>	<i>Strength</i>
Bow	3
Crossbow	4

Pick up all the dice that have hit, and roll them again. Then, consult the To Wound chart, cross-referencing the weapon's Strength (S) with the target's Toughness (T). The number indicated is the minimum score on a D6 needed to convert the hit into a wound. Any dice that equal or beat the score shown on the chart have successfully scored a wound! A To Wound roll of a 1 on a D6 always fails, regardless of any dice modifiers.

For example: An Empire Archer shoots his bow at an Orc. The soldier has a Strength 3 bow and the Orc is Toughness 4. The Archer therefore needs to score a 5 or more to inflict a wound. If the soldier had fired a Strength 4 crossbow instead, he would have needed a 4 or more to inflict a wound.

Resolving Unusual Attacks

There are several circumstances in Warhammer that call upon you to inflict hits upon an enemy – spells being an obvious example (the Fireball spell causes D6 Strength 4 hits on an enemy unit), as well as things like the Impact Hits made by a charging chariot (covered in the Special Rules chapter). Such hits are resolved using steps 4, 5 and 6 of the rules for shooting attacks.

The only exceptions are hits caused by close combat attacks – these are discussed in the Close Combat chapter.

Memorizing the To Wound chart

The To Wound chart can seem a little baffling at first – it's got a hundred results to choose from, after all. There is, however, a method to its madness.

If your Strength is the same as the target's Toughness, you always need a 4+ to wound. If it's one point higher, you need a 3+. If your Strength is higher still, you need a 2+ (1s always fail, after all). Conversely, if your Strength is a point lower than the target's Toughness, you need a 5+ to cause a wound, and if it's lower still you're going to need a 6 – time to break out the red dice.

5. SAVING THROWS

Each wound suffered may be cancelled if the controlling player makes a saving throw. There are two types of saving throw: armor saves and ward saves. Armor saves suffer modifiers based on the Strength of the weapon, but ward saves are never modified.

Models that are wounded still have a chance to avoid a grisly death by ‘saving’ the wound. Hand your opponent all the dice that scored successful wounds – he then rolls these in an attempt to ‘save’ his models. If he rolls equal to or greater than the model’s save, the wound has been deflected by its armor or some other form of protection.

Note that a save of any kind can never be better than 1+. This does not prevent a model having items or special rules that would take the save even lower, it simply caps the saving throw at 1+. Also, remember that a roll of 1 is always a failure.

There are two main kinds of save: armor saves and ward saves.

ARMOR SAVES

Few warriors venture onto the battlefield without some measure of protection, be it only a padded leather jerkin or battered shield. Of course, the more elite or better funded a warrior is, the quality of his armor is likely to be better, so some troops wear chain-, scale- or plate mail, dramatically increasing their chances of survival. The level of this physical protection is represented by the armor save – the more armor a model is wearing, the higher his armor save becomes.

The value of a model’s armor save is determined by the equipment it carries, as detailed in its entry in the relevant Warhammer army book. Light armor provides a 6+ armor save, meaning that a 6 must be rolled to save a wound, whilst heavy armor bestows a 5+ armor save. Some special types of armor, such as Chaos armor or the Gromril armor of the Dwarfs, grant a formidable 4+ armor save.

SHIELDS

A model’s armor save is boosted still further if it carries a shield. Shields are highly effective in battle, as they can be used to fend off both shooting and close combat attacks.

If a model carries a shield, the score it needs to save is reduced by 1 (though this can’t take the save to beyond 1+). If a model has no armor save apart from a shield, it gains a 6+ armor save.

For example: A Dark Rider is mounted, giving it a save of 6+. It also has light armor, which increases its save to 5+. If it also carried a shield, its armor save would increase to 4+.

The table below shows the most common combinations, and their associated armor saving throws. Note that there are other armor saving throw modifiers to encounter in Warhammer – notably for riding a cavalry mount of some kind (as discussed in the Troop Types chapter).

<i>Armour worn</i>	<i>Saving Throw</i>
None	None
Light armour	6+
Light armour and shield	5+
Heavy armour	5+
Heavy armour and shield	4+

ARMOUR SAVE MODIFIERS

Some weapons or creatures are so powerful that they can punch right through armor. Such attacks inflict a modifier on the saving throw, just as shooting modifiers affect the To Hit roll.

An attack of Strength 4 inflicts a save modifier of -1, with the modifier growing a point higher for each additional point of Strength. Note that this means a model could be hit by an attack whose armor save modifier makes the armor save impossible to pass – in which case, the save is automatically failed.

For example: A crossbow bolt (Strength 4) hits a warrior wearing light armor and carrying a shield. Normally, the warrior would need to roll 5 or 6 to make his armor save and avoid taking the wound but, because of the crossbow's hitting power, a -1 modifier is applied to the dice roll. Therefore, the warrior must now roll a 6 to save.

Dice Overboard

I find it best to ignore the results of dice that have escaped the playing area for the vast and musty areas of carpets below, and always re-roll the results (hopefully on the battlefield this time). Quite apart from the problem of convincing your foe that, no, honestly, the score was a 6, errant dice often find their way into the most unlikely of nooks and crannies, and can prove extremely difficult to track down without the aid of a torch as well as copious amounts of time and patience – both of which are better employed in the spirited continuance of the game.

WARD SAVES

Of course, the Warhammer world is a place of magic, of spell crafted armor and magical protection, where creatures can have an arcane resilience at odds with a sometimes frail appearance. For such circumstances we have the ward save. A ward save represents some form of magical protection, be it a spell, enchanted armor or perhaps even the innate nature of a Daemon or other magical creature. Ward saves are not necessarily represented by a model's equipment – unbound by physical laws, Daemons and their ilk have no need to burden themselves with weighty armor, for example.

The value of a ward save will always be shown in a model's entry in the relevant Warhammer army book. Daemons, for example, have a ward save of 5+, meaning that a score of 5 or more is required to prevent a wound. The key difference between ward saves and armor saves is that ward saves are never modified by the Strength of the attack. Just as with armor saves, a roll of a 1 is always failure, however good the save.

Note that different ward saves cannot be combined to increase a model's chance of saving. If a model has more than one ward save, simply use the best.

More than one save

Sometimes a model has both an armor save and a ward save. Where this is the case, the model takes its armor save as normal.

If the armor save is failed (or modified to the point at which the model cannot pass it) then the model takes its ward save.

'Instant Kills'

Some special attacks don't inflict wounds, but require models to be removed as casualties (after failing a Ld or T test, for example). Where this is the case, not only are no saves of any kind allowed (unless specified otherwise), but the number of wounds on the victim's profile is completely irrelevant – just remove the model from play, and hope for better luck next time!

6. REMOVE CASUALTIES

The target unit suffers casualties for any wounds that have not been saved. Casualties are always removed from the rear of a unit.

For every model that fails its save the target unit suffers an unsaved wound (any saves that were not possible because the modifier was too high also count as having been failed). Most models have only a single Wound on their profile, in which case a single model is removed for each unsaved wound caused. Individual warriors are not necessarily dead, they may just be too badly wounded to fight on. For our purposes, the result is the same, so we treat all casualties as if they were killed and remove them from play.

Although casualties would normally fall amongst the front rank, for the purposes of game play we remove models from the rear rank of the unit. This keeps the formation neat and represents rear rankers stepping forward into gaps formerly filled by fallen comrades. If the unit is deployed in a single rank, then casualties are removed equally from both ends.

MODELS WITH MORE THAN ONE WOUND

Some particularly huge or hardy troops, such as Ogres, have more than one Wound on their profile. Should such a unit suffer wounds, you must remove as many whole models as possible. You are not allowed to spread the wounds throughout the unit to avoid suffering casualties, tempting though it may be to do so.

In this situation, divide the number of wounds caused by the Wounds characteristic of the models in the target unit, removing this number of models from the rear-most rank. Any leftover wounds that were not enough to remove a model are carried over and will be added to the wounds inflicted by any subsequent attacks.

For example: A unit of Ogres suffers 5 wounds from arrow fire. Ogres are huge creatures and each model has 3 Wounds. So, 5 wounds equals one model dead (3 wounds) with 2 wounds left over. The wounds left over are not enough to remove another model, so the player must make a note that 2 wounds have been suffered by the unit. If the unit takes another wound from some other attack later in the game, then another Ogre model is removed.

Wound Markers

It's always worth placing a marker next to a wounded model in order to remind you of just how much damage it has taken. Whilst you'll not normally have many multi-Wound models on the battlefield, it's the kind of detail that gets forgotten when the battle heats up, and can prove crucial later in the game. I normally use a coin or counter to represent wounds, as these can't be easily confused with anything else.

A lot of people use dice, but I have a tendency to pick them up and roll them by mistake, erasing the record of wounds with one fell swoop...

HITS INFLICTING MULTIPLE WOUNDS

Some war machines, spells or magic weapons are so destructive that if a model suffers an unsaved wound from them, the victim doesn't lose only 1 Wound, but 2 Wounds, or a number of Wounds equal to the roll of a D3, D6, etc, as noted in the weapon's rules. In such cases, roll to hit and to wound as normal and then take any armour saves and ward saves that apply. Finally, for each such wound that is not saved, roll the appropriate dice to determine how many wounds are caused.

A model cannot suffer more wounds than it has on its profile. Should the model do so, it dies instantly and any excess wounds are wasted. You'll notice a single hit causing many wounds works differently to multiple hits that each cause a single wound. This is quite deliberate – it's easy to imagine a volley of arrows falling amongst the members of a unit and killing several, but a cannonball that hits a single Elf should always only kill a single Elf, regardless of how mighty the blow.

MULTI-WOUND MODELS AND MULTI-WOUND WEAPONS

If a unit of creatures with more than 1 Wound on their profile is hit by a weapon that causes multiple wounds, determine how many wounds are caused on each model individually (remember that each model cannot suffer more wounds than it has on its profile). Add up all wounds caused on the unit and then remove the appropriate number of models, noting any spare wounds on the unit.

This method is also applied if such a unit is attacked by a spell or weapon that causes a hit on every model in the unit.

SHOOTING AND PANIC

If a unit suffers too many casualties during the Shooting phase, there is a chance that it will panic and flee. Full rules for Panic tests can be found in the Panic chapter.



CLOSE COMBAT

You've outmaneuvered your foe, weakened him through spellcraft and shooting – now it's time to finish the job! The Close Combat phase is easily the most decisive part of Warhammer. It's here that swirling melees are resolved, as your warriors hack, slice and pummel their way through the enemy ranks. Make no mistake, a successful Close Combat phase can change forever the fortunes of your army. If you've prepared well in the Movement, Magic and Shooting phases, victory is likely to be your reward.

Unlike other phases of the game, the combat phase offers both sides a chance to inflict damage on the foe, although you, as the player whose turn it is, will be the one choosing the order of the combats.

All close combats must be resolved during this phase – a unit in combat cannot choose not to fight, for whatever reason. After all, once your warriors have charged into the enemy, they are not going to simply sit down and amicably discuss their differences!

Most combats involve a single unit fighting a single opposing unit, so that's what we'll discuss first. Sometimes however, you'll end up with a multiple close combat where there is more than one unit fighting on one or both sides. Multiple close combats have some additional rules, which you'll find discussed towards the end of the chapter. As all the rules for a normal close combat also apply to a multiple close combat, you'll probably find it easier (and clearer) if you just work your way through the chapter.

CLOSE COMBAT PHASE SEQUENCE

The player whose turn it is nominates a close combat involving one or more of his units and fights a round of close combat using the rules described. Then proceed to the next close combat and continue until all units have fought. Resolve each combat completely, including any flee and pursue moves, before moving on to the next combat

Oops, forgot...

There's a lot to think about when you're commanding an army – even the most alert of us occasionally have lapses and forget to declare a charge, cast a spell or shoot with a unit.

In fact, I've been known to completely forget entire phases in some games. If your opponent looks like he's forgotten to do something fairly crucial, such as not declaring a charge with a killer unit, firing a war machine or similar, it's considered good form to politely remind him – you want to win through your own skill and not through your opponent's lapses, after all...

On the other hand, if you realize that you forgot to do something in a previous phase of the game, you should go on with the game and try to remember it next time. Back-tracking several phases of a game is very impractical, if not impossible!

CLOSE COMBAT SUMMARY

1. FIGHT A ROUND OF CLOSE COMBAT

- *Who can strike?*
- *How many attacks?*
- *Striking order*
- *Roll to hit*
- *Roll to wound*
- *Saving throws*
- *Remove casualties*

2. CALCULATE CLOSE COMBAT RESULT

- *Combat Result bonuses*
- *Who's the winner?*

3. LOSER TAKES A BREAK TEST

- *Taking a Break test*
- *Combat reform*

4. FLEE AND PURSUE

- *Restrain or pursue*
 - *Roll flee distance*
 - *Roll pursuit distance*
 - *Caught!*
 - *Move fleeing unit*
 - *Restraining units reform*
 - *Move pursuers*
-

1. FIGHT A ROUND OF CLOSE COMBAT

Just as all eligible units (i.e. those in base contact with the enemy) must fight in close combat, similarly all models in base contact with an enemy must fight. Models cannot elect not to strike, nor can they normally be prevented from doing so.

Occasionally a spell or special effect will stop models from fighting, but more often will simply reduce a model's chances of landing a blow – the will to survive is particularly strong when a six-foot-tall, heavily muscled killing machine is laying about you with an axe.

WHO CAN STRIKE?

Models can fight if they are in base contact with an enemy model when it is their chance to attack, even if the models' bases only touch at the corner.

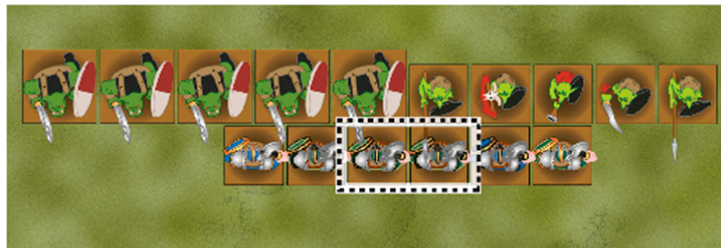
Even models attacked in the side or rear may fight. In such cases the models are not actually turned to face their enemy – we simply assume that the individual warriors twist around as best they are able in the tight press of warriors.

Normally, a warrior can only strike blows against an enemy model in base contact. The most common exception is if he is making a supporting attack.

Who Can Strike?



Models in base contact with an enemy, even just corner-to-corner, can attack (marked red).



These two Dwarfs are in contact with both an Orc and a Goblin, so can choose to direct their attacks at either unit.

HOW MANY ATTACKS?

Models in base contact with one or more enemies strike a number of blows equal to their Attacks characteristic.

For most troops this will normally be 1, although bonuses for additional hand weapons (see the Weapons chapter), spells or special rules can raise or lower the total. More powerful creatures, characters and monsters will often have 2, 3, 4 or even more Attacks.

DIVIDING ATTACKS

Sometimes a particular model will find itself in base contact with two different kinds of enemy, perhaps warriors from two different units, or even a rank-and-file warrior and a character.

If a model is touching enemies with different characteristic profiles, for two or more characters or units with the same characteristic profiles, it can choose which one to attack when its turn to strike comes (before any dice are rolled).

For example, if faced with an enemy character and an enemy warrior, you might decide to attack the warrior because he is easier to kill, or you could take a more heroic path instead and attempt to slay the enemy character.

Similarly, if a model has more than 1 Attack, it can divide its attacks as the player wishes. Only the most skilled, experienced or formidable warriors have more than a single Attack on their profile, and it seems sensible that such fighters would have the wits to strike at more than one foe should the opportunity present itself.

There's no right or wrong in such a decision – just make sure you declare your intentions to the opponent before any dice are rolled.

SUPPORTING ATTACKS

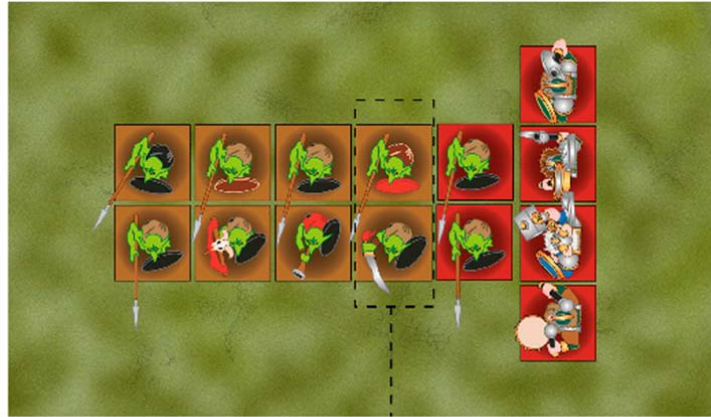
Warriors in the second rank do not sit idly by whilst their comrades battle away, but muster forward to strike blows of their own. We refer to the attacks made by these models as supporting attacks.

A model can make a supporting attack if it is directly behind a friendly model that is itself fighting an enemy in base contact, as shown in the diagram below.

Supporting Attack



Models (marked blue) can make supporting attacks as they are directly behind a model attacking normally (marked red).



The models in base contact are fighting to their flank, so no supporting attacks can be made by these two models.

Supporting attacks cannot be made to the side or rear. Nor can they be made by models that are in base contact with enemies – they must fight the more immediate foe!

Of course, a warrior making a supporting attack is rather more constricted by the press of bodies than one who is face to face with his foe. To represent this, he can only ever make a single Attack, regardless of the number of Attacks on his profile, or any bonus Attacks he might otherwise be entitled to because of special rules or other unusual effects.

Supporting attacks are made against models in base contact with the front rank model that is being fought ‘through’. If the front rank model is in base contact with two or more enemies with different profiles, the attacking player can choose which model to direct the supporting attack against (before dice are rolled).

THE HORDE

Any unit that is at least ten models wide is counted as being a horde. Warriors in a horde can make supporting attacks from the third rank, not just from the second!

This represents the crush of bodies driving yet more warriors into striking distance, as well as the back ranks surging forwards to assail the unengaged enemy warriors. If the unit drops below the minimum frontage it ceases to be a horde and loses the ability to make these extra supporting attacks.

The Horde



The unit of Dwarfs is ten models wide, so an extra rank can make supporting attacks.

Red = Attacks normally Blue = Can make a supporting attack

INCOMPLETE RANKS

Strange gaps where models are missing from a rank do not prevent warriors from fighting.

If a unit is fighting to its flank, the models in the incomplete rank are moved into contact with the enemy, there to fight and be fought normally. If the unit is fighting to its rear (or fighting to both flanks) some enemy models might not end up in base contact because of the models in the incomplete rear rank. In this specific situation, the models can fight across the gap, even if not physically in base-to-base contact. In reality, the chargers would not have stopped one step away from the enemy and would have moved in to continue the fight – treat these models as being in base contact with the enemy.

Incomplete Ranks



The models in the incomplete rank are moved to be in contact with their enemies (see next diagram).



If casualties inflicted on the Goblins cause the unit to be separated, move the Dwarfs unit forward to maximise contact.

Red = Attacks normally Blue = Can make a supporting attack.

STRIKING ORDER

Blows are struck in Initiative order. If a model is killed before its turn to strike, it does not fight. If Initiative values are drawn, blows are struck simultaneously.

In the desperate hack and slash of close combat, the advantage lies with those warriors swiftest of mind and reaction. Slow opponents will often be dispatched by a faster foe before ever striking a blow. In essence: he who strikes first, strikes to the most devastating effect.

A model's Initiative characteristic determines who attacks first in close combat. Work your way through the Initiative values of the models, starting with the highest and ending with the lowest. Models make attacks when their Initiative value is reached, assuming of course that they haven't already been killed by a model with a higher Initiative and that there is still an enemy in base contact. Where models have the same Initiative, their attacks are made simultaneously.

For example: A unit of Dark Elf Dreadspears are charged by a unit of Orc Boys. The Dark Elves have an Initiative of 5, while the Orcs only have Initiative 2. The Elves will go first because of their higher Initiative.

Drawn Initiative

Making attacks simultaneously doesn't necessarily mean both players need to roll both sets of dice at once. You can, of course, make simultaneous rolls, but it often gets a little confusing with so many dice rattling around in one go.

A far tidier way of resolving drawn Initiatives, is for one player (it doesn't matter which) to resolve blows with his models first. When this has been completed, his opponent resolves blows made by his models as if no casualties had been caused by his opponent's set of rolls. You'll find that resolving drawn Initiatives in this manner is much less confusing than the alternative methods.

SPLIT PROFILES AND STRIKING ORDER

Where a model has Attacks at two or more Initiative values, such as a knight or other cavalry models (see the Troop Types chapter), resolve each set of Attacks in the relevant order.

If the model is slain before it can finish striking all of its blows (because one set of Attacks is at a lower Initiative than the enemy) then obviously these are lost, just as a model with a single profile would lose all of its Attacks if it were slain before striking blows.

Similarly, on rare occasions, a model with a split profile might be unable to strike some of its blows because all eligible enemies have been slain. Take heart from the fact that such situations are normally caused by your warriors having killed a great deal of the foe.

ROLL TO HIT

Roll a D6 for each attack. Compare the Weapon Skill of the attacker and the defender to determine the score required to hit.

To determine whether or not hits are scored, roll a D6 for each Attack a model gets to make. The dice roll needed to score a hit on your enemy depends on the relative Weapon Skills of the attacker and the target. Compare the Weapon Skill of the model striking blows with that of the target model and consult the To Hit chart (shown below) to find out the minimum score needed to hit.

If you look at the chart, you will see that equally matched models hit an enemy on a 4+, but if the attacker's Weapon Skill is greater than that of his target, he will hit on a dice roll of 3+. In the rare cases when an targets's Weapon Skill is more than double that of the attacker, a 5+ is required for a successful hit.

If you roll too low, the Attack has missed, and if you equal or beat the required score, the Attack has hit. Sometimes modifiers apply to these rolls, but a natural dice score of 6 always hits and a natural dice score of 1 always misses.

Continuing our earlier example, the Dark Elf Dreadspears are Weapon Skill 4, whilst the Orc Boyz are Weapon Skill 3. Looking at the To Hit chart, we can therefore see that the Dark Elves will require 3s to hit, whilst the Orcs will need 4s. Naturally, if there's a higher Weapon Skill present, you'll want to represent it with a different set of dice. This is not only because the model(s) with the better Weapon Skill will probably be more likely to hit the foe, but also because they'll probably have a higher Strength, more devastating weapon or special rules that otherwise help cause damage. Even if none of these things are true in a particular combat, I like to roll dice separately for important models. That way I can be sure that my characters, monsters and so on have lived up to their fearsome reputation and, what's more, so can my opponent!

TO HIT CHART

		Target's Weapon Skill									
		1	2	3	4	5	6	7	8	9	10
Attacker's Weapon Skill	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

ROLL TO WOUND

Roll a D6 for each attack that hit. Compare the Strength of the attacker and the Toughness of the defender to find the score required to wound.

Not all hits are going to harm your enemy – some bounce off tough hide, while others cause only superficial damage. As with shooting, once you have hit your foe, you must roll again to see whether or not each hit inflicts a wound. Pick up all the dice that scored hits and roll them again.

Consult the To Wound chart, cross-referencing the attacker's Strength with the defender's Toughness. Both values appear on the profiles of the creatures that are fighting. The chart indicates the minimum score required on a D6 to cause a wound. In most cases, you use the Strength on the attacker's profile regardless of what weapon they are using. However, some close combat weapons give the attacker a Strength bonus, as we'll discuss in the Weapons chapter. Remember to roll dice separately for models with different Strength values. A To Wound roll of a 1 on a D6 always fails, regardless of any dice modifiers.

Continuing the example above, the Dark Elves are Strength 3 and Toughness 3, whilst the Orcs are Strength 3 and Toughness 4. Looking at the To Wound chart, we can see that the Orcs will need 4s to wound, whilst the Elves will need 5s.

TO WOUND CHART

		Target's Toughness									
		1	2	3	4	5	6	7	8	9	10
Attacker's Strength	1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
	2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
	3	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
	4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
	5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

TAKE SAVING THROWS

The enemy now rolls a D6 for each wound suffered. If the score is equal or greater than the model's saving throw, the wound is discounted.

As before in the Shooting phase, the enemy player can try to 'save' models that have been wounded. He rolls a D6 for each wound suffered by his troops. If he rolls equal to or greater than the model's save (after any modifiers have been applied) the wound has been deflected by its armour. See the Saving Throws section in the previous chapter if you need a reminder about the different types of save and how they work. Remember that wounds caused by Strength 4 or higher inflict a saving throw modifier on armour saves.

Strength	4	5	6	7	8	9	10
Armour save modifier	-1	-2	-3	-4	-5	-6	-7

REMOVE CASUALTIES

Casualties are removed from the rear rank, just like models killed by shooting attacks. Models that have stepped up to replace the fallen can fight, provided that their Initiative step has not passed.

With saving throws made or failed, you now need to remove the slain. Close combat casualties are removed in the same way as shooting ones. Although we can imagine casualties falling amongst the fighting rank, warriors in the ranks behind will step forward to fill any gaps that appear. Casualties will therefore be removed straight from a unit's rear rank. This means that if a unit is big enough, taking a handful of casualties will not reduce the number of Attacks the unit can make back.

It can happen that a model causes more casualties than it has enemies in base contact. The excess casualties are removed as normal from the unit as a whole, representing the attackers fighting over the fallen foes.

It is a good idea not to immediately remove models that are slain from the table, but instead temporarily place them next to their unit – you will need to know how many casualties have been caused when working out who won the combat.

2. CALCULATE COMBAT RESULT

Once all the models engaged in the combat have fought, this concludes what we call a 'combat round' or 'round of close combat'.

Now you must determine which side has won. Inflicting casualties plays a huge part in seizing victory, but other factors, such as the sheer mass of a unit, the momentum of a charge and fighting downhill, can also prove to be telling.

The winner of a combat is decided by the number of casualties, plus certain other bonuses. To calculate which side has won the combat, we first need to work out each side's Combat Result score. We determine Combat Result score by adding up the following bonuses:

WOUNDS INFLICTED

+1 Combat Result for each wound inflicted.

Inflicting wounds on the foe is an important factor when determining Combat Result – perhaps the most important.

Each side's basic Combat Result is equal to the wounds caused in the combat. It's important to tally up the number of wounds, rather than the number of casualties – most characters and monsters have more than one wound and it can take several rounds of combat to slay them.

Nonetheless, our warriors take heart from the harm inflicted on such powerful foes, even if they are not yet down for the count. Do NOT count wounds that were saved (in other words, only count unsaved wounds).

Attacks that kill a model outright (made with a Killing Blow, say – see Special Rules) score the same amount of Wounds as the slain model has on its profile.

CHARGE!

+1 Combat Result if the unit charged.

The momentum of a charge can give your unit a much-needed boost when breaking the spirit of your enemy. If your unit charged this turn, it receives +1 Combat Result.

EXTRA RANKS

+1 Combat Result for each extra rank with at least five models, to a maximum of +3.

The extra ranks of a unit's formation are not solely there to provide replacements to the fighting rank – they push the front rank forward and this momentum can swing a fight all by itself.

If your unit's formation is at least five models wide, you can claim a bonus of +1 Combat Result for each extra rank of five or more models behind the fighting rank, at the end of the fight, up to a maximum of +3. Note that this bonus can be claimed for an incomplete rear rank, as long as there are five models in it.

STANDARD

+1 Combat Result for a standard bearer.

Most troops fight all the harder beneath the colours or symbols of their city, nation, tribe or god. If your unit includes a standard bearer, it receives +1 Combat Result.

FLANK ATTACK

+1 Combat Result if your unit is fighting the enemy unit's flank.

Fighting a foe in its flank is a great advantage. The enemy warriors cannot easily turn to combat their attackers, and the sudden appearance of an enemy from an unexpected quarter has a psychological value all of its own. Therefore, if your unit is fighting the enemy in its flank, it receives +1 Combat Result. Remember that if your unit has two or more ranks of at least five models, it's likely to disrupt the enemy formation into the bargain as well (see Disruption, below).

REAR ATTACK

+2 Combat Result if your unit is fighting the enemy unit's rear.

Fighting the enemy in the rear has all the advantages of a flank attack, only more so. If your unit is fighting the enemy in the rear, it receives +2 Combat Result.

THE HIGH GROUND

+1 Combat Result if the unit charged downhill.

The added momentum gained when charging downhill is a significant advantage. Therefore, if your unit charged and the majority of the models in your unit began the turn higher up than the enemy unit that was charged, you receive +1 Combat Result. This might seem like an odd way to phrase it, but allows the rule to cover most situations.

Disruption

A unit does not receive Combat Result points for extra ranks as long as it is disrupted.

A unit is disrupted if an enemy is attacking it in the flank or rear, and that enemy unit has two or more ranks of at least five models. Smaller units are assumed to have insufficient mass to cause disruption.

Sometimes, an enemy unit will begin the round of close combat with enough ranks to cause disruption, but takes enough casualties so that it no longer has two or more ranks of five or more models. In this case, it can no longer disrupt the unit it is fighting and the extra ranks are counted as normal

UNCOMMON BONUSES

In addition to the Combat Result bonuses already covered, there are two other types of bonus that it's worth mentioning, but that won't crop up so often in your games. Each is tied to a special rule that we'll be discussing in more detail later in the book, but for completeness they are presented here:

Battle Standard

+1 Combat Result if the unit includes a Battle Standard Bearer.

Troops fight harder under the personal banner of their lord. Therefore, if your unit includes a battle standard, it receives +1 Combat Result, cumulative with any bonus for a 'normal' standard. See the Characters chapter for more about battle standards.

Overkill

+1 Combat Result per excess wound caused in a challenge, to a maximum of +5.

When a unit sees their enemy's best fighter cut to ribbons, the carnage most definitely influences their will to fight. If a character fighting in a challenge kills his opponent and scores more wounds than his enemy has remaining, then each excess wound scores +1 Combat Result, up to a maximum of +5.

Challenges are a special type of close combat performed only by characters, and are covered in more detail in the Characters chapter.

WHO'S THE WINNER?

The unit with the highest Combat Result score wins the fight.

After adding together all the Combat Result bonuses, you'll be able to determine the winner, i.e. the side that scored the most. The other side has lost and might even run from the fight, as we'll discuss in the next step. If both sides have the same score, the result is a draw and the combat will continue in the next turn.

The higher the difference between the winner's Combat Result score and the loser's, the bigger and more decisive the victory. An 8 against 7 victory, for example, is only a slight win because the difference in scores is only 1. An 8 against 2 victory, however, is extremely decisive, as the difference in scores is a whopping 6. This difference is important because it is used when working out whether a defeated enemy stands its ground or turns and flees.

For example: A unit of High Elf Archers is fighting a unit of Goblins. The Goblins inflict 3 wounds on the High Elves, and the High Elves inflict 4 wounds on the Goblins. However, the Goblins have four complete ranks in their unit, each rank beyond the first adding +1 to their score, and have charged the High Elves, adding another +1. This gives them $3+3+1 = 7$ points against the High Elves' score of 4.

The High Elves have therefore lost the combat, even though they have caused more casualties – the vast numbers of Goblins have overwhelmed them. The High Elves will now have to take a Break test to avoid fleeing from combat.

WIPEOUT!

Of course, if one side has been completely wiped out in the fight, the other side is automatically the winner. In such cases the unit automatically restrains pursuit and reforms (as described in Flee and Pursue, below). Alternatively, if the unit charged this turn it can choose to overrun (also described in Flee and Pursue).

3. LOSER TAKES BREAK TEST

The losing unit in a combat must pass a Leadership test or flee! This Break test is modified by the amount by which the unit lost the combat.

In the brutal hack and slash of close combat, it is rare for warriors to fight to the last man. Defeating the enemy is much easier if you can break the resolve of your opponent.

The side that loses a round of close combat must take a test to determine whether it continues to stand and fight, or breaks from the combat and runs away. This is called a Break test. Troops that are better led, braver, and more professional are more likely to stand firm, while wild, temperamental troops are far more likely to run for it.

TAKING A BREAK TEST

A Break test is a type of Leadership test. However, before rolling the dice, the difference between the winner's Combat Result score and the loser's is applied as a penalty to the defeated unit's Leadership. If the total is less than or equal to the loser's modified Leadership, the unit stands its ground and settles in for another round of fighting – this close combat has finished for the turn. If the total is greater than the unit's modified Leadership value then the unit has broken and will flee. Note that this modified Leadership is used only for the Break test and any subsequent attempt to make a combat reform (see below).

From our earlier example, the High Elves must take a Break test with a -3 penalty to their Leadership, because the difference between the scores was 3. High Elves have a good Leadership value (8) but with the extra -3 penalty their Leadership is reduced to 5 for this test, therefore the player will have to roll 5 or less to stand and fight. The player rolls 2D6 and scores 7 – this is greater than the unit's modified Leadership, so the Elves have broken and will flee.

STEADFAST

If a defeated unit has more ranks than its enemy, it takes a Break test without applying the difference in the Combat Result scores. You should include the front rank for the purposes of determining whether or not a unit is steadfast.

When at war, there's definitely something to be said for having vast numbers at your disposal. Not only will your warriors be worried far less by the odd fallen comrade (there's plenty more where they came from) but they'll also take heart from being more numerous than the enemy. To represent this in our games, we have something called the Steadfast rule.

Simply put, a unit is considered to be steadfast if it has more ranks than its enemy. As with calculating extra ranks for the purposes of Combat Result, the ranks have to be five or more models wide for the unit to be treated as being steadfast. The last rank doesn't have to be complete, but must have at least five models. Similarly, the enemy's ranks also have to be five or more models wide to counter your unit from being steadfast.

Steadfast units don't apply the difference in Combat Result scores to Break tests.

It should be noted that a unit does not lose its steadfast status for being disrupted. A flank charge might be able to disrupt a unit, but it can't prevent the warriors in that unit realising they outnumber the foe.

For example: A unit of Empire Halberdiers is attacked in the rear by a unit of daemonic Bloodletters. Unsurprisingly, the Halberdiers take quite a beating, and end up losing the combat by 7. However, the Bloodletter unit has only 12 models, arranged into two complete ranks and a third rank of 2 Daemons, whilst the Halberdiers still have 30 models left, giving them five ranks of 6 models. As the Halberdiers have more ranks than the Bloodletters, they are Steadfast and will test on their unmodified Leadership of 7.

Steadfast



Despite being disrupted by a flank attack, this Goblin unit is steadfast, because it has more ranks of five or more models than the enemy unit.



This Goblin unit is not steadfast, because it does not have more ranks of five or more models than the enemy unit.

INSANE COURAGE

If a unit rolls double 1 for its Break test, it passes it, regardless of any other modifiers.

Occasionally, in the middle of a battle, even the humblest regiment becomes filled with steely courage and discipline, deciding to stand their ground, no matter the odds! Such unpredictable occurrences are represented in the game by the Insane Courage rule. This simply means that if a unit rolls a double 1 for its Break test, it will stand its ground, regardless of how badly it has lost the fight.

For example: A unit of Night Goblins is charged in the flank by a unit of Chaos Knights. The combat is resolved and the Chaos Knights win the fight by 10 points. The Night Goblins' Leadership of 5 means that they would need to roll -5 or less (assuming, of course, that they are not Steadfast), which is obviously impossible. There still is a point in rolling the dice for the Night Goblins though, because there is a remote chance of rolling a natural, unmodified, double 1, meaning that the Goblins would brave the onslaught & heroically (foolishly?) stand their ground.

COMBAT REFORM

Assuming that a unit doesn't flee the fight, its leader can attempt to bring more warriors to bear against the foe. This is far easier for the winning side, as they have sufficient momentum, but a disciplined unit can manage this even if on the losing end of a combat.

REFORMING FROM VICTORY

If your unit wins the close combat but the enemy does not flee, or the combat was a draw, your unit can immediately make a combat reform manoeuvre.

A combat reform is essentially a standard reform (see Movement) save for the fact that the centre point of the reformed unit does not have to stay in the same place. The most common usage of a combat reform is to allow the unit to turn to face its enemy (if attacked in the flank or rear), although it can also be used to bring more models into the fight by increasing the unit's frontage. There are two special restrictions on a combat reform, however – it cannot be used to get a model (friend or foe) out of base contact with the enemy if it was in contact before the reform was made, and the unit may not reform in such a way as to contact a different facing on any enemy unit it is in contact with. The model can be in base contact with a different enemy at the end of the reform if you wish.

REFORMING AMID DEFEAT

If your unit loses the combat, but does not flee, it can still attempt a combat reform.

In this case, your unit must pass a Leadership test to muster the necessary discipline to alter its formation. Note that this Leadership test is subject to any modifiers from having lost the fight, just like a Break test. If your unit is steadfast (or has the Unbreakable special rule – see Special Rules) the test is taken on the unit's unmodified Leadership. If the test is failed, your unit cannot make a combat reform. If the test is passed, the combat reform can be carried out as described above.

UNUSUAL SITUATIONS

If both sides wish to make (or attempt to make) a combat reform, take any Leadership tests required in order to make the reforms, then roll off to determine which side makes all of his reforms first (the winner of the roll-off decides). If a unit is engaged to more than one facing (say to the front and one flank), it cannot make combat reforms.

4. FLEE AND PURSUE

If a unit fails its Break test it must flee and might be destroyed as it runs.

However great the slaughter that occurred in the clash of swords, the subsequent flee and pursuit may well be bloodier still. When a unit flees from close combat, it does so with wild abandon. Warriors run from the enemy with all possible haste, casting aside anything that might encumber them and giving thought to nothing other than survival. For the pursuing unit, such warriors are easy prey, to be hacked down, captured as slaves or driven from the field of battle. A regiment that flees from combat, therefore, is almost certainly doomed. Only by outpacing the enemy do they have any chance of survival.

RESTRAIN OR PURSUE?

The victorious unit can choose to pursue or restrain pursuit.

If the losing unit failed its Break test, it must flee, but the winning unit now has a choice of actions. It can pursue the foe, seeking to solidify the victory by scattering or slaying the survivors of the fight. Alternatively, the victorious unit can attempt to stand fast, using the precious seconds earned by its victory to reorder itself and prepare for other fights to come. Restraining from pursuit in this manner requires a degree of organisation and discipline that does not come easily in the heat of battle.

Accordingly, if you wish your unit to restrain pursuit, it must first take a Leadership test to see whether or not its leaders have been able to keep it in order. If the test is passed, the unit conforms to your wishes and holds position, and can choose to reform once the defeated enemy has fled. If the test is failed, then no amount of bellowing or bullying will be sufficient to keep the unit in order – they elect to pursue the enemy anyway.

Should We Stay or Should We Go?

Your decision to hold or pursue will almost always come down to how the battle fares when the combat is won. Pursuing a beaten foe is always tempting, as it has a good chance of taking an enemy unit out of play for good, thus handing you a significant advantage for the rest of the game. On the other hand, a pursuing unit is likely to find itself pulled out of position, and quite possibly surrounded by enemies just itching to take revenge for fallen comrades.

There are other factors to consider as well. There's little point pursuing an enemy that has such poor Leadership that it's unlikely to rally in the next turn, is there? That said, if there's no threat to your pursuers, then why not run the enemy down anyway and thus make sure? It's up to you to weigh the various factors in the balance, knowing that, whatever you decide, the dice might just betray you anyway, because that's what dice do. At least to me.

ROLL TO FLEE

A unit flees 2D6".

With the intentions of the victorious unit declared, it's time to see just how badly the losing unit wants to escape and calculate the distance that it flees.

It is difficult to say precisely how far fleeing troops will run because they are no longer fighting as a body but milling around in a frightened mob. Indeed, unless the fleeing troops are all of one mind, confusion is likely slow their escape, making it all the more likely they are caught by their pursuers. To represent the fleeing unit swiftness of foot and reaction, the controlling player rolls 2D6, the result is the Flee roll.

ROLL TO PURSUE

A unit pursues 2D6".

Can the fleeing troops escape their pursuers? To find out, the pursuing unit needs to make its Pursuit roll. Like fleeing, pursuit is a hectic and uncontrolled affair, so we roll 2D6 to determine if the pursuers were quick-witted and quick-footed enough to catch their prey.

CAUGHT!

If a pursuing unit rolls equal to or higher than the fleeing unit, the fleeing unit is destroyed.

If the victorious unit's pursuit roll is equal to or greater than the Flee roll scored by the fleeing enemy unit, the fleeing unit is completely destroyed where they stand. All the troops are cut down as they turn to run, or are scattered beyond hope of regrouping – remove the entire unit as casualties. In reality not all the fleeing troops will have been slain, but any who've survived will be so broken in spirit that there's no chance of them fighting again this day.

MOVE FLEEING UNIT

Fleeing units turn around to face away from the victor and then move directly forward a number of inches equal to their Flee roll.

If the fleeing unit rolls higher than the pursuers, or has not been pursued at all, then it has escaped. With a bit of luck, the warriors will come to their senses once the immediate danger has passed, and might yet play a useful part later on in the battle.

To resolve the flee move, turn the unit around about its centre so that it is facing directly away from the enemy unit (ignoring the enemy unit).

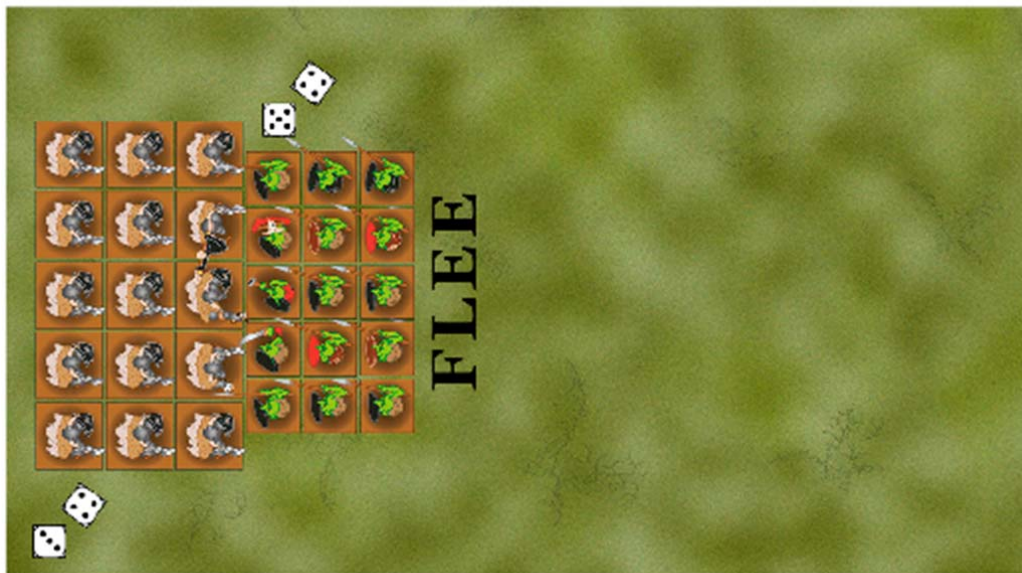
The unit then flees straight forward a distance equal to the result of the Flee roll. This is otherwise treated exactly the same as a flee move in the Movement phase. You'll remember that fleeing troops are assumed to run around, force their way through or otherwise avoid other units and impassable terrain in their desperate flight.

RESTRAINING UNITS REFORM

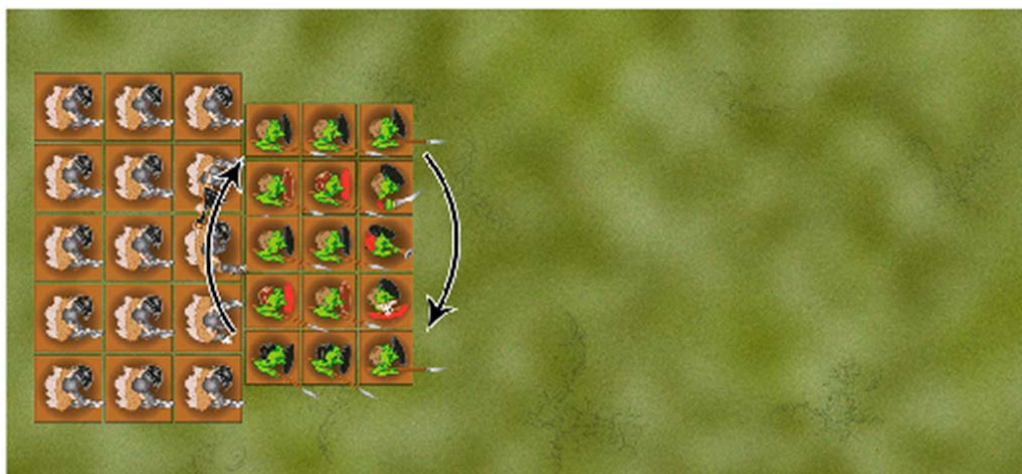
A unit that does not pursue can perform a reform maneuver.

If your unit elected to restrain and passed the test to do so, or wiped out the enemy and did not overrun, it can now perform a reform maneuver, as described in the Movement phase.

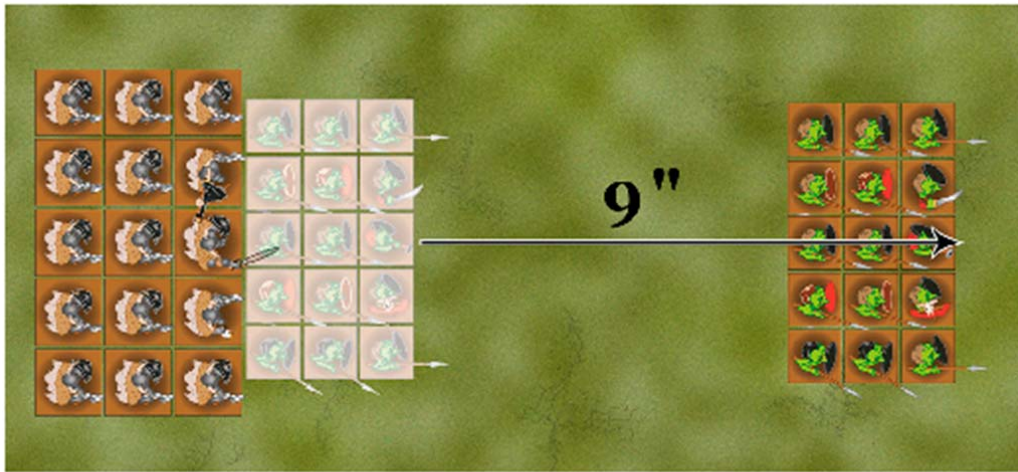
Flee and Pursue



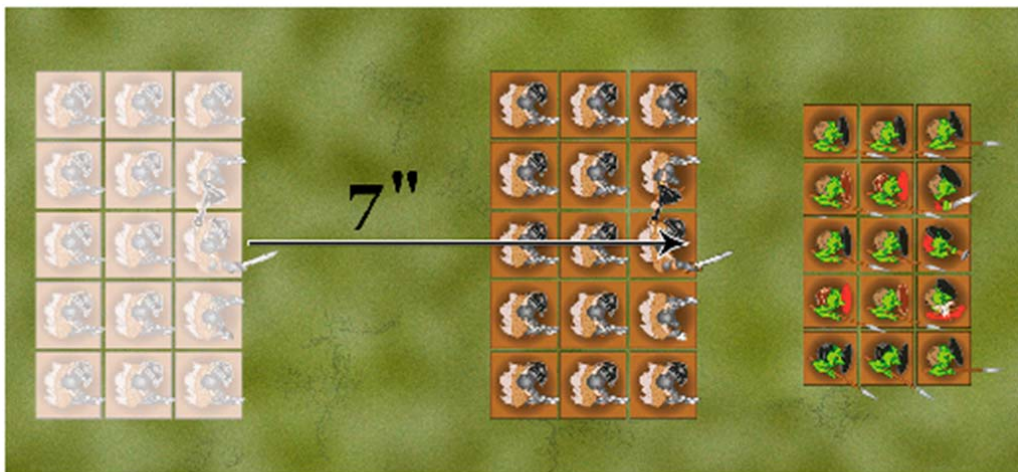
The Goblins roll their flee distance and the Chaos Warriors roll their pursuit. The Goblins have rolled higher and escape.



The Goblin unit pivots around its centre until it is facing directly away from the Chaos Warrior unit.



The Goblin unit then flees directly forwards a number of inches equal to its Flee roll.



The Chaos Warriors then move directly forwards a number of inches equal to their pursuit roll.

MOVE PURSUERS

The pursuing unit pivots to face the centre of the fleeing unit and moves directly forward equal to its pursuit roll. It will stop 1" away from any friendly units or impassable terrain, and will charge an enemy in the way.

With the final position of the fleeing unit now determined, it's time to move the pursuers. Turn the pursuing unit about its centre so that it is facing directly towards the unit they are pursuing – the pursuers then move straight forward a number of inches equal to the amount rolled on the dice.

Note that pursuers make this move even if the fleeing unit was caught, as described earlier – the 'pursuit' move in this case represents them surging forward to cut down any stragglers.

PURSUIT INTO AN OBSTRUCTION

Unlike fleeing troops, pursuers maintain some manner of order and formation. Therefore, if the pursuit move would take the pursuers into contact with (or through) a friendly unit or area of impassable terrain, they automatically halt 1" away.

PURSUIT INTO A NEW ENEMY

If a pursuit move would take the pursuer into contact with an enemy unit, then the pursuers must charge the enemy unit.

Carry out the charge as you would in the Movement phase, following all the normal restrictions. However, you do not need to roll for the charge range – we already know from the pursuit roll that these unwitting chargers have momentum to reach the foe, whether they wished to or not. The charging unit must wheel and close the door in such a way as to maximise contact, as they would with a normal charge.

Naturally, the charged unit is taken by surprise by this impromptu assault – it is not allowed to take any charge reactions and must Hold.

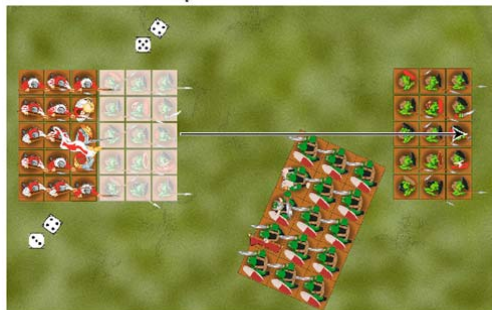
If this enemy unit was already engaged in close combat, and that fight has not been resolved for this turn, then the pursuing unit will get to fight another round of close combat! If a pursuing unit is lucky enough to win a second fight in the same turn, it cannot overrun and automatically restrains pursuit (and can reform!).

If the unit that has been charged as a result of pursuit was not engaged in combat from the beginning of this combat phase, or if it was engaged but that fight has already been resolved in this combat phase, the combat is not resolved straight away, but in the combat phase of the following turn.

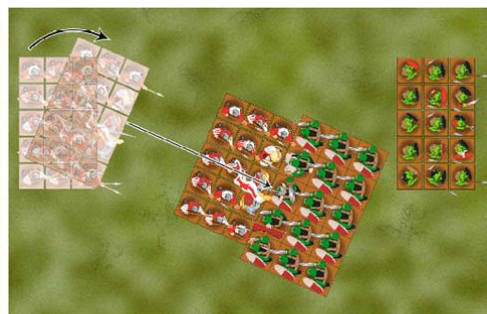
In the following turn's combat phase, the pursuers will still count as charging.

This might result in both sides having charging units in the same fight, in which case the charging units on both sides will get the normal bonuses conferred by charging (e.g. causing impact hits, benefiting from a lance's Strength bonus, etc., and other bonuses described later in this Rules section). Also, both sides will get the +1 Combat Result bonus, which will effectively cancel each other out.

Pursuit Into a New Enemy



The Goblins have rolled high enough to escape their pursuers, and move through a friendly Orc unit as they flee.



The Empire Spearmen's pursuit move would take them into contact with the Orcs, so they must charge this new enemy, wheeling to maximise contact as normal.

Pursuit into Fleeing Foes

Even if the charged unit was already fleeing, it still cannot take any charge reactions. Move the pursuers into contact with it as you would for a unit completing a charge against a fleeing unit (see the Charge chapter). The fleeing unit is then immediately destroyed & the pursuing unit is allowed a final reform.

OVERRUN!

If the victorious unit charged into combat and the enemy was wiped out, it can move 2D6" straight forward.

If a unit charges into combat and, by the end of that round of close combat, all its enemies have been wiped out as the result of the combat (rather than the pursuit) the unit can choose to make a pursuit move, even with nobody left alive to pursue. This is an overrun move and represents the unit surging forwards, hungry to find more enemies to fight.

An overrun is essentially a special pursuit move. When making an overrun, the victorious unit moves 2D6" directly forwards, as if they were pursuing a fleeing enemy to their front. All other rules governing pursuit moves, such as intervening units and terrain, apply to overruns.

SWIFTSTRIDE

Some troop types, such as cavalry, can flee and pursue more swiftly, as we'll discuss in the Troop Types chapter.

PURSUIT OFF THE BATTLEFIELD

A pursuing unit that moves into contact with the battlefield edge moves off the battlefield. They're so caught up in their pursuit of the foe that their momentum carries them clean off the battlefield!

Unlike troops fleeing the battlefield, however, such pursuers are good and keen to come back to the fray. Accordingly, we allow them to re-enter the board in their next Movement phase, using the rules for reinforcements (see the Remaining Moves chapter). The unit is placed back as close as possible to the same point from which it left the battlefield, in the same formation. Remember that it needs to face directly towards the battlefield and have all of its rear rank touching the battlefield edge. It's often a good idea to leave a model from such a unit in order to mark the position from which it left the battlefield (a standard bearer is ideal).

MULTIPLE CLOSE COMBAT'S

It is possible (indeed, rather likely) that more than two units can become involved in the same close combat.

A multiple combat is a fight that involves more than one unit on either (or even both!) sides. Some examples of multiple combats are shown in the diagrams below. Unless otherwise stated, all the rules for a one-on-one close combat also apply to a combat with multiple units on each side. Bear in mind, however, that multiple combats often create situations not entirely covered by the rules. I've included a commentary for the most common occurrences here, but remember: if in doubt discuss the matter with your opponent before any dice are rolled.

MULTIPLE COMBAT RESULTS

Combat Result works slightly differently in a multiple close combat. All the casualties inflicted by both sides (including overkill bonuses) count towards the result as normal, but most other modifiers have limitations.

Standards

In a multiple close combat, you receive +1 Combat Result if your side has one or more standards present in the fight.

Extra Ranks

Similarly, your side receives a Combat Result bonus based on the best rank bonus in the fight, not the total rank bonus.

For example, if a unit of Goblins (with 2 extra ranks) and, from the same army, a unit of Trolls (with 1 extra rank) are involved in the same multiple combat, then the Extra Ranks Combat Result bonus earned is +2 – the Trolls' rank is ignored.

Flank and Rear

Bonuses for flank and rear attacks can only be earned once per unit attacked in the flank or rear – having multiple units attacking the same unit does not grant additional bonuses.

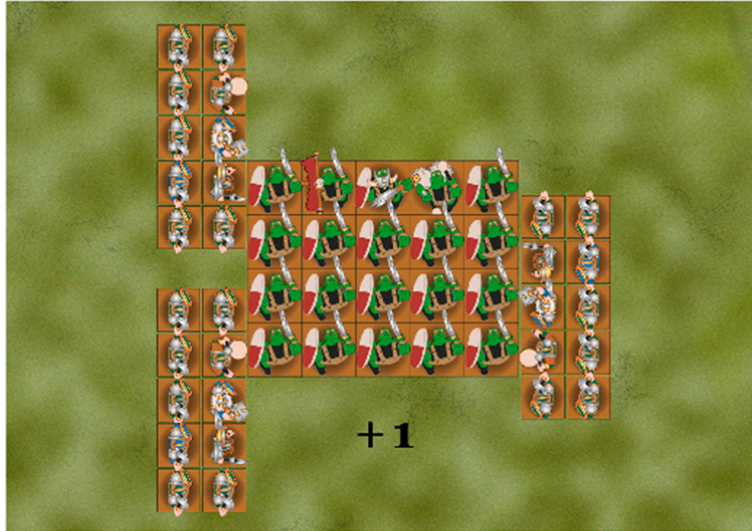
Charging

In a multiple close combat, you receive +1 Combat Result if your side has one or more units that charged this turn.

The High Ground

The Combat Result for charging downhill can only be counted once, by the side with the highest charging unit (i.e. the one that started the turn highest up).

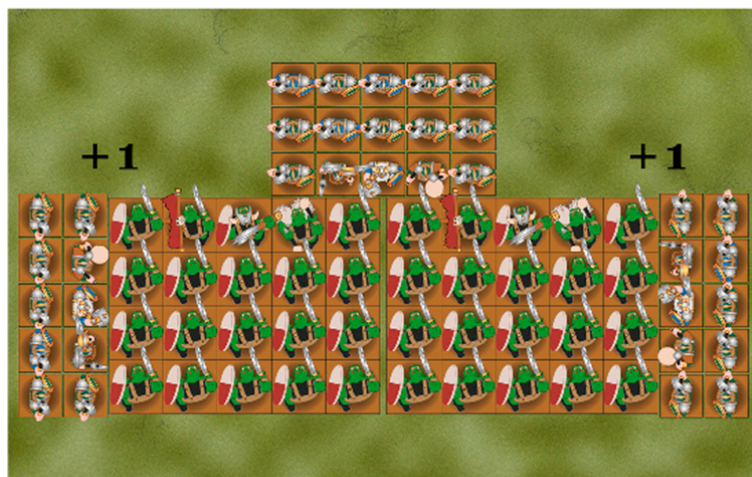
Multiple Combat Results



If two units of Dwarfs are attacking a single unit of Orcs in the same, or both, flanks, then they would only receive +1 Combat Result.



If one unit of Dwarfs is attacking the rear and the other is attacking the flank, they would receive a combined Combat Result bonus of +3 (+1 for the flank and +2 for the rear).



If the two units of Dwarfs are attacking two different units of Orcs in the flank, and those Orcs were all part of the same multiple combat, then the Dwarfs would score +2 Combat Result (+1 for each flank attack).

MULTIPLE COMBATS AND BREAK TESTS

All units on the defeated side must take a Break test.

When the winning side has been determined in a multiple combat, you need to take a separate Break test for every unit on the losing side, using the difference in the two Combat Result scores as normal.

STEADFAST

Any unit on the losing side doesn't apply the difference in Combat Result scores for Break tests so long as its number of ranks is higher than that of all of the enemy units in the close combat – compare the unit's ranks to the enemy unit with the most ranks in the combat. If even one enemy unit has an equal or higher number of ranks, then the unit must test using its modified Ld.

Note that this applies on a unit by unit basis – having one unit with a higher number of ranks does not make all of your units steadfast. Units that have more ranks than all of the enemy units are steadfast; units that do not, are not.

MULTIPLE COMBATS AND PURSUIT

It can happen that one or more victorious units have defeated several enemies that were engaging them from different sides.

Where this happens, bear the following in mind:

PURSUIT

Units on the winning side are each only permitted to pursue a single enemy unit that they are in base contact with (declare this before any Flee rolls are made). In addition, they cannot choose to pursue if one or more of the units they are in base contact with pass their Break tests. This is quite realistic – your warriors are hardly likely to go haring off after a broken enemy if there are still fresh and eager foes to face. If there is more than one pursuing unit, the controlling player can choose the order in which they move.

FLEE!

Fleeing units must roll greater than the scores rolled by all of their pursuers in order to get away. If even one of their pursuers equals or beats the fleeing unit's score, then the fleeing unit is cut down, and the models are removed as casualties.

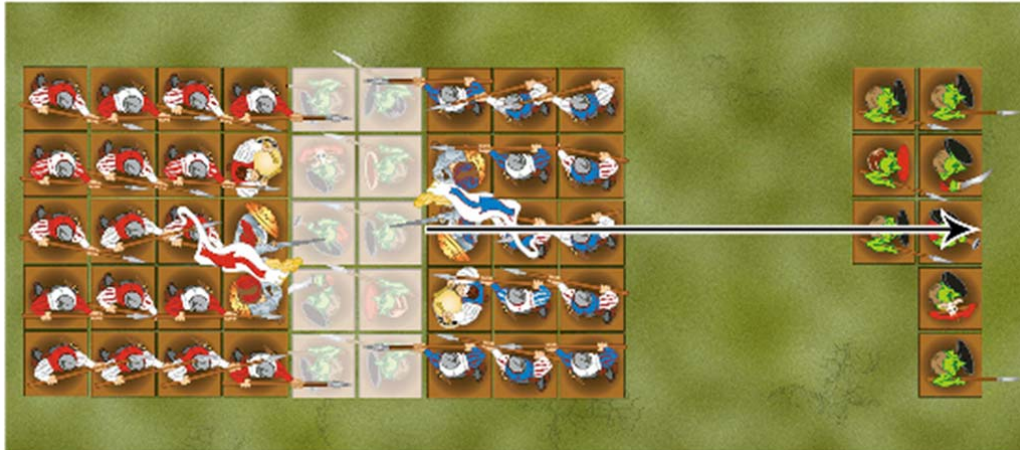
DIRECTION OF FLIGHT

Where there is a choice of foes to flee from, warriors will always be more determined to avoid the most numerous enemy. The controlling player decides the order in which units flee.

Each fleeing unit pivots about its centre (ignoring enemy units) so that it is facing directly away from the enemy with the most ranks of five or more models (select a unit randomly if there is a tie). It then flees straight forward in this direction as described earlier.

You may find that this involves the fleeing unit turning so that it overlaps one or more other units in the fight. If this happens, don't worry. Simply estimate the unit's new position as best you can by holding it above the rest of the units in the fight – it'll only be there for a moment before making its flee move, after all!

Direction of Flight



The Goblins turn to face directly away from the enemy unit with the largest number of ranks, and flee. As every model in the unit has fled through an enemy model, they each have to take a Dangerous Terrain test. Two of the Goblins have failed the test and are removed as casualties.

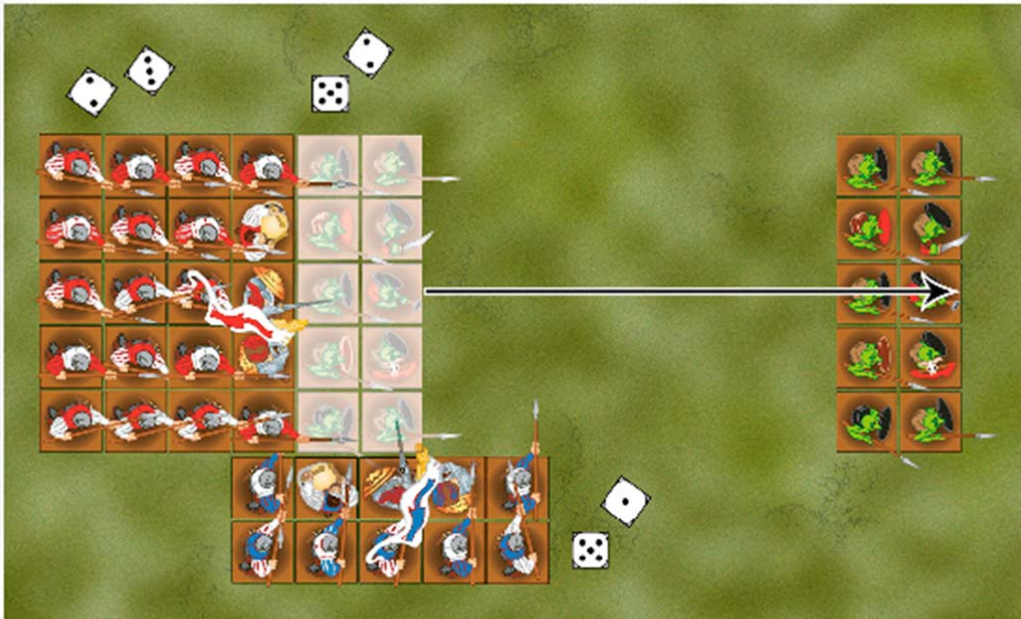
Staying Sane Through Multiple Combat Results

As you might expect, the more units that get involved in a multiple combat, the greater the chance for confusion as you begin to tot up the various Combat Result bonuses involved. Fortunately, because wounds are counted across the whole fight, it's never as bad as it seems (after all, you're looking for the highest rank bonus, one standard and so on). That said, I've always found it useful to work out Combat Results one unit at a time, placing dice or small notes as you go to keep track of the score. You can then easily add each unit's Combat Result bonuses to the number of wounds scored to get your final Combat Result score.

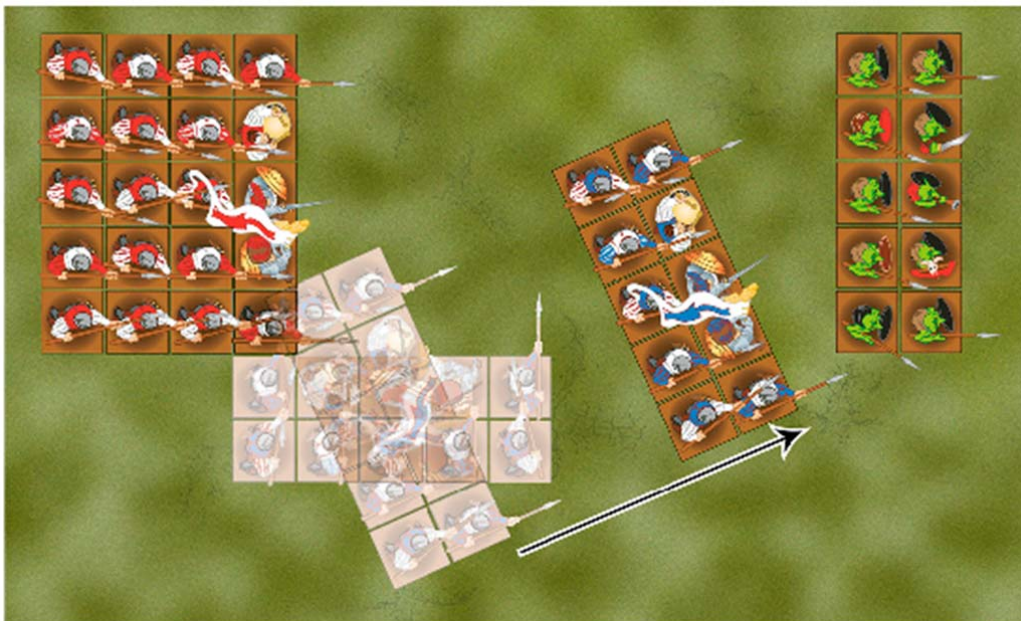
DIRECTION OF PURSUIT

Once all flee moves have been resolved, resolve any pursue moves one at a time. In an order chosen by the controlling player, each pursuer pivots about its centre so that it is facing directly towards the fleeing unit of its choice, and then pursues, as described earlier. Note that this will sometimes lead to a pursuing unit 'catching up' with a fleeing unit that has rolled high enough to escape. In this case, the pursuing unit must stop 1" away (see the diagrams below).

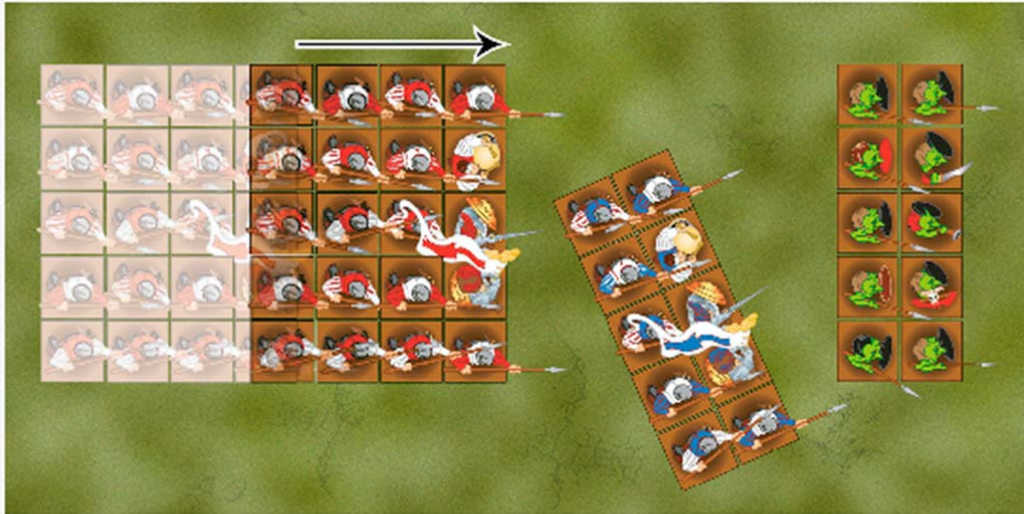
Multiple Combats and Pursuit



Unsurprisingly, these Goblins have lost the combat and failed their Break test. They have rolled high enough to escape, and make their flee move of 7".



The Empire player decides to move his smaller unit of Spearmen first. The Spearmen pivot to face the fleeing Goblins and start their pursuit move of 6". Because of their position, this move would bring them back into contact with the Goblins, so they have to stop 1" away.



The larger Spearman unit then makes its pursuit move, but must stop 1" away from its comrades.

SHRINKING UNITS AND MULTIPLE FIGHTS

Occasionally, a situation can arise when one or more units are no longer in base contact with the enemy, but at least part of the enemy unit is still alive. This normally occurs when an enemy has been charged in the rear – as casualties come from the rear rank first, this would in theory leave the attackers stranded from their foe. Clearly this is wrong, just as warriors on a real battlefield would push on to continue the fight, and would not stop fighting if the enemy was standing a few paces away, so must warriors on the miniature battlefield.

Whenever a unit becomes stranded in this manner, the attacking unit is immediately nudged (by as small an amount as possible) to bring it back into contact with the foe. This move cannot be used to alter the facing the attacker is in base contact with, nor is it an opportunity to change the attacker's formation or charge a unit not engaged in the fight. If the attacker cannot be moved in this manner, then the defending unit is moved instead.

NO MORE FOES

In multiple combats it can sometimes happen that at the end of a round of close combat some units are no longer engaged with any enemy unit (normally because the unit they were engaged with has been completely destroyed). Such units are out of combat for all purposes and can move normally from then on. Any Combat Result points that unit would have added to the fight for wounds inflicted are still counted for the fight's overall Combat Result, but other bonuses, such as standards, charges and so on. are not. Note that such a unit cannot cancel out steadfast in an enemy

PANIC

The battlefield is a disconcerting place, to say the least, full of confusion, death and unsettling circumstances. Under such conditions, it's not entirely surprising that troops might not perform in the manner that you wish them too. Faced with allies and comrades being slain at the hands of the foe, you may find that your warriors scatter and leave the battlefield, rather than fight on. In Warhammer we govern these situations, and the likelihood of them occurring, with the rules for panic

Panic (and more importantly, resisting panic) is an important factor in Warhammer. Battles can sometimes be won and lost because an army panics and flees, even though it may not have been beaten in combat.

Troops who are nearby when their friends are destroyed or run away can easily lose their nerve and flee, causing other nearby troops to lose heart until the whole army routs in blind panic.

PANIC TESTS

In earlier chapters I've hinted at the times a unit will be called on to take a Panic test, but now we're going to discuss it in detail.

A Panic test is simply a Leadership test as described in General Principles. If the test is passed, everything is fine, but if the test is failed the unit will immediately flee as described later in this chapter.

Note that a unit only needs to take one Panic test in each phase (Movement, Magic, Shooting and Close Combat) even if there are multiple reasons to take Panic tests. Some Panic tests are taken immediately, and in larger games you'll find it helpful to mark units that have already taken Panic tests, in order that you don't end up mistakenly taking another as the phase goes on.

If two or more units from the same army have to take Panic tests at the same time, the controlling player chooses the order in which tests are made.

It's worth noting however that there are three circumstances under which even the most cowardly of units are not forced to take Panic tests.

- A unit does not take Panic tests if it is in close combat – the immediate fray blots out all other events going on around them.
- A unit does not take a Panic test if that unit is already fleeing – fear has already lent wings to these warriors, the prospect of further jeopardy does not accelerate their flight.
- Finally, remember that a unit does not take a Panic test if it has already passed one earlier in the phase – its nerve has been tested already!

Assuming a unit is not subject to the circumstances described above, the most common circumstances under which it must take a Panic test are:

HEAVY CASUALTIES

A unit must take a Panic test immediately if it loses 25% or more of the models with which it started the phase.

This test will most commonly be taken as a result of shooting attacks or damage caused by enemy spells, but can also be triggered by other factors that cause casualties, such as miscasts, misfires, Dangerous Terrain tests or other special rules. Rather than having a series of very specific triggers for a Panic test, we use this as a 'catch-all' to cover units that suffer high casualties for any reason.

For example: A unit of 21 models is shot at by an enemy unit and suffers four casualties – not enough for a Panic test. In the same phase, another enemy unit fires against them, causing two more casualties. Six out of twenty-one is above 25%, so the unit must take a Panic test.

A Heavy Casualties Panic test must also be taken (immediately!) by a charging unit if its enemies Stand and Shoot and inflict 25% or more casualties. Where this happens, it can sometimes result in the charging unit panicking while it is still technically out of range of the enemy unit's missile weapons, which can look a little odd. Under these circumstances, we assume the charging unit to have been shot at as soon as it entered range, panicked and then fled out of range again – rather than make all of these individual moves, we let the abstraction save us time and complication.

NEARBY FRIEND ANNIHILATED

If a unit is destroyed for any reason, all friendly units within 6" must immediately test for panic.

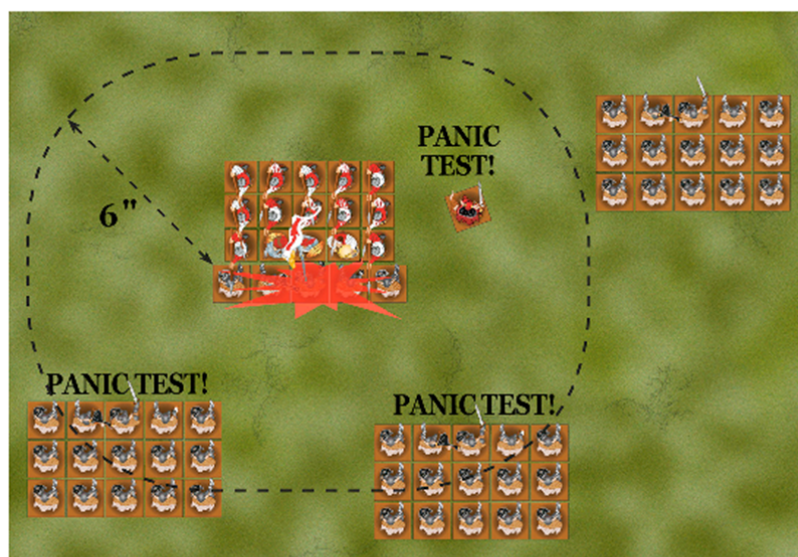
This covers situations such as when a unit is wiped out by missile fire, magic, close combat, pursuit or indeed any other occurrence. Obviously, it's best to leave the annihilated unit in place until the tests are taken in order to give a point to measure from.

NEARBY FRIEND BREAKS

If a unit breaks from close combat, all friendly units within 6" must immediately test for panic.

Measure from the unit's position before it makes any flee move.

Panic



The Chaos Warrior unit has been destroyed in close combat. All friendly units within 6" must immediately test for panic – the destroyed unit is left in place until the tests are made to ensure an accurate measurement.

FLED THROUGH

A unit must immediately test for panic if fleeing friends move through it.

For simplicity, resolve the movement of the fleeing friends before taking and resolving the Panic test.

This is the most destructive form of panic, as one unit can panic and flee through another unit, which in turn might panic and flee through a further unit, and so on until your battleline is reduced to tatters.

DIRECTION OF FLIGHT

If a unit fails a Panic test:

- **Brought about by heavy casualties.** Pivot the unit on the spot (ignoring other units) so that it is facing directly away from the unit/terrain that caused the most casualties in that phase – it then flees as described in the Movement chapter.
- **Brought about by any other reason.** Pivot the unit on the spot (ignoring other units) so that it is facing directly away from the closest enemy unit, and then flees as described in the Movement chapter.

Providing that the panicked unit doesn't carry itself off the board with its first flee move, you'll have a chance to rally it in later turns, as we discussed earlier.

The foundation is complete!

The Panic rules mark the end of the basic Warhammer rules. You should now know how the game turn works, and how to move, shoot and fight, as well as cast spells. It's perfectly possible to play games only with the rules we've just discussed, and if you're new to Warhammer it may be worth doing so to get them fixed in your mind.



SPECIAL RULES

A Warhammer battle is packed with fantastic creatures and skilled warriors whose abilities are so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



SPECIAL RULES

When a creature has an ability that breaks or bends one of the main game rules, it is often represented by a special rule. A special rule can boost a model's chances of causing damage, such as by granting poisoned weapons, or enhance its Strength. Alternatively, a special rule can improve a model's survivability, by granting it a better armour save or the ability to regrow damaged flesh. It is through the use of the special rules that Dragons breathe fire, Assassins strike with lightning speed and Giants cause bowel-loosening terror in their enemies.

A Compendium of Special Rules

The reason we are talking about special rules so early is that many of the other rules we will be covering later are tied into the special rules given here. Rather than have the special rules scattered around the book, and have you bounce back and forward like a maddened Squig Hopper, we have accumulated the majority here for easy reference.

WHAT SPECIAL RULES DOES IT HAVE?

It may seem obvious, but unless stated otherwise, a model does not have a special rule. Most special rules are given to a model by the relevant entry in its Warhammer army book. In addition, a model's attacks can gain special rules because of the equipment it is using. Similarly a model might get special rules as the result of a spell that has been cast upon it or perhaps even as the result of it being in a particular type of terrain. Where this is the case, the rule that governs the equipment, spell or terrain feature in question will make this clear. Unless otherwise noted, the effects of different special rules are cumulative. However, unless otherwise stated, a model gains no additional benefit from having the same special rule multiple times.

Most of the more commonly used special rules in Warhammer are listed here, but this is by no means an exhaustive list. Many troop types have their own unique abilities laid out in their Warhammer army book. Remember, that if there is a conflict between the rules presented here and in a Warhammer army book, the latter takes precedence.



ALWAYS STRIKES FIRST

Some warriors are fast beyond belief and can strike with supernatural speed. Whether this ability is innate or the result of enchantment matters little to the foe, who is often slain before he has a chance to acknowledge the attack.

Models with this special rule (or who are attacking with a weapon that grants this special rule) always strike first in close combat regardless of Initiative.

In addition, if the model's Initiative is equal to or higher than his enemy's, he can re-roll failed misses when striking in close combat – he moves so fast that he can land his blows with incredible precision. If the model with this rule is fighting an enemy with the same ability, the Attacks are made simultaneously, and neither model benefits from the re-rolls normally granted by this rule.

ALWAYS STRIKES LAST

Some warriors are incredibly ponderous by nature, or else encumbered by massive weapons that slow them down.

A model with this special rule (or who is attacking with a weapon that grants this special rule) always strikes last in close combat, regardless of Initiative.

If the model with this rule is fighting an enemy with the same ability, the Attacks are made simultaneously. If a model has both this rule and Always Strikes First, the two cancel out and neither applies so use the model's Initiative.

ARMOUR PIERCING

Some attacks can penetrate armour with an ease that belies their meagre strength.

Wounds caused in close combat by a model with this special rule (or who is attacking with a weapon that has this special rule) inflict a further -1 armour save modifier, in addition to those for Strength.

For example, a Strength 4 model with the Armour Piercing special rule would inflict a -2 armour save modifier when striking in close combat, rather than the usual -1.

If a model has a weapon with the Armour Piercing rule, only attacks made or shots fired with the weapon are Armour Piercing.

BREATH WEAPONS

Some creatures have the ability to belch clouds of flame or noxious choking fumes at their foes. Dragons are the most famous of such beasts, but they are by no means alone.

A model with a Breath Weapon can use it to make a special attack once per game. A model with two or more different Breath Weapons can use each one once. The form that this special attack takes depends on whether or not the creature is in close combat.

In the event that a model has more than one Breath Weapon attack, it is permitted to use only one in a single turn.

BREATH WEAPON SHOOTING ATTACK

Provided the model is not in close combat, it can use its Breath Weapon during its Shooting phase. A Breath Weapon shooting attack can be made even if the model marched or reformed during the same turn.

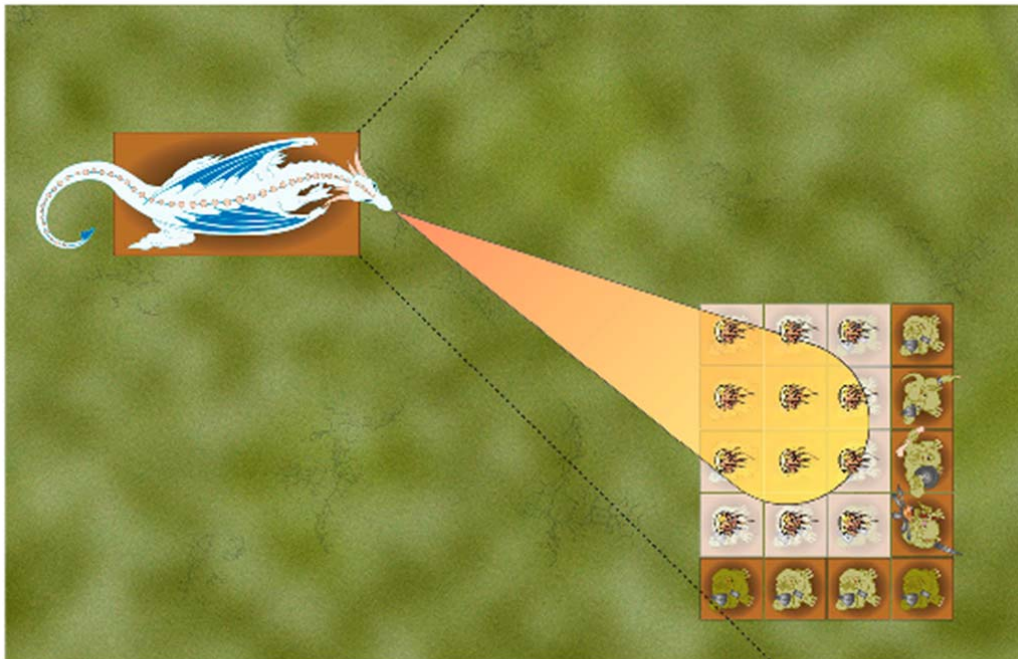
To perform the attack, place the flame template so that it lies entirely within the model's forward arc, with the narrow end touching the creature's mouth, and so that it is not touching any friendly units or enemy units that are in close combat.

All models that lie even partially under the template are automatically hit, as covered in General Principles. The Strength and any special effects of the creature's Breath Weapon will be covered in its rules.

BREATH WEAPON CLOSE COMBAT ATTACK

If the model with this special rule is in close combat, it can use the Breath Weapon to make an additional close combat attack at its own Initiative (in either player's turn). A model that makes a breath weapon attack in this way inflicts 2D6 automatic hits on a single enemy unit in base contact – if there is more than one enemy unit in base contact with the model, the controlling player chooses which enemy unit suffers the hits. As with breath weapon attacks made in the Shooting phase, the Strength and any special effects of the creature's Breath Weapon will be covered in its rules. Wounds caused by a Breath Weapon in close combat count towards Combat Result

Breath Weapons



The teardrop-shaped template is placed with the thin end at the Dragon's mouth and the wide end over the target unit. In this example 12 models are under the template and so are hit automatically.

DEVASTATING CHARGE

Some creatures charge home with such fury that the very ground shakes beneath their feet.

Models with this special rule have +1 Attack during a turn in which they charge into combat.

ETHEREAL

There are creatures whose physical bodies have long since rotted away, if indeed they ever existed. Such beings are immune to normal weapons – only magic can harm them.

Ethereal creatures treat all terrain as open terrain for the purposes of movement. They may not finish their movement inside impassable terrain – though they can pass through obstructions of this kind, they cannot linger. They are also never slowed by any special rule, spell or item that would otherwise reduce their movement or stop them from moving completely.

The close combat attacks of Ethereal creatures are magical. Conversely, Ethereal creatures can only be wounded by spells, magical attacks and magic weapons or effects. This is not to say that Ethereal creatures cannot be beaten in close combat by mundane troops, because combat results are not wholly dependent upon casualties.

Ethereal creatures block line of sight normally and cannot see through anything that would block the line of sight of normal units.

Characters that are not themselves Ethereal are not permitted to join units that are (even if they become temporarily Ethereal for some reason).

EXTRA ATTACK

Through fury, extra limbs or being armed to the teeth, this warrior can strike more blows.

A model with this special rule (or who is attacking with a weapon that bestows this special rule) increases his Attacks value by 1. Unlike most special rules, the effects of multiple Extra Attack special rules are cumulative.

FAST CAVALRY

Fast cavalry (sometimes called light cavalry) are riders of exceptional prowess, trained in lightning-fast manoeuvres and flank attacks. They are more lightly armed and armoured than other cavalry, but make up for this with their flexibility. In battle, they act as scouts and outriders for the army, and harry the flanks of enemy formations.

VANGUARD

Fast Cavalry are inevitably at the forefront of any advance – Fast Cavalry automatically have the Vanguard deployment special rule (see Deployment Special Rules later in this chapter).

FREE REFORM

Unless it charges, a Fast Cavalry unit is allowed to reform as many times as it wishes during its move, even if it marches, provided that no model ends up moving a number of inches higher than double its Movement value.

CHARACTERS

If a Fast Cavalry unit is joined by a character without the Fast Cavalry rule, the unit loses the rule until the character leaves.

FEIGNED FLIGHT

Fast Cavalry are extremely good at escaping from the foe and regrouping. A unit of Fast Cavalry that chooses to flee as a charge reaction and subsequently rallies at the beginning of their next turn may reform as normal, but is then also free to move during the remaining moves part of the Movement phase. The unit is also free to shoot as normal (but always counts as having moved). Note that if the flee move of the Fast Cavalry does not take them beyond the charge reach of their enemies, the unit is caught and destroyed as normal.

FIRE ON THE MARCH

Fast Cavalry armed with missile weapons are expert at shooting from horseback (or wolfback!) and can therefore shoot during a turn in which they marched or reformed (providing their weapon doesn't have the Move or Fire special rule). However, the normal -1 To Hit penalty for moving and shooting still applies.

The Fast Cavalry rule is sometimes given to troop types other than cavalry – note that it does not change the model's troop type to cavalry.

FEAR

Some creatures are so large or disturbing that they provoke an irrational fear in the foe.

At the start of each Close Combat round, a unit that is in base contact with one or more enemy models that cause Fear must take a Leadership test, before any blows are struck.

If the test is passed, all is well – the unit has mastered its fear, at least for now. If the test is failed, the unit's fear goes uncontrolled and the warriors cower defensively from the horror before them – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that round of close combat.

Models that cause Fear are themselves immune to Fear, and are not affected by any of this rule's effects (even if their unit fails its test, for example). This includes characters riding Fear-causing mounts, who count as causing Fear themselves (see the Troop Types chapter).

FIGHT IN EXTRA RANKS

These troops can fight in extra ranks, perhaps because they have been trained to do so, or because their sheer ferocity means they willingly trample their comrades in order to reach the foe.

If a unit has this special rule then supporting attacks can be made by an extra rank than normal on a turn in which the unit did not charge. Accordingly, a unit with this special rule can normally make supporting attacks with two ranks. Remember that supporting attacks cannot be made to the side or rear, but only to the front.

A horde with this rule will make supporting attacks with three ranks!

Unlike most special rules, the effects of multiple Fight In Extra Ranks special rules are cumulative.

FLAMING ATTACKS

Fire is a fearsome thing on the battlefield, but some creatures are more vulnerable to it than others.

Whilst Flaming Attacks do not give bonuses against most troops (we assume the weapon blow to be far deadlier than the flames that wreath it), they can be Fear-inducing in wild creatures, as well as prove fatal against some of the Warhammer world's more peculiar monsters.

Enemies with Flaming Attacks cause Fear in war beasts, cavalry and chariots (we talk about troop types in the following chapter). Flaming Attacks also have special properties against creatures that have the Flammable and Regeneration special rules, as explained later on.

Fire can be a valuable weapon for driving out the defenders of a fortification. Every model with Flaming Attacks rerolls failed To Wound rolls when shooting at or assaulting a building, to represent the added peril for the occupants of being inside the burning structure.

Unless otherwise stated, a model with this special rule has both Flaming shooting and close combat attacks (though any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding).

FLAMMABLE

Some creatures are naturally vulnerable to fire. Once flame has been set amongst such a beast's flesh, it will run rampant, causing terrible harm.

If a model with the Flammable rule suffers one or more unsaved wounds from a Flaming Attack, each unsaved wound is doubled. So, for example, if an attack would normally cause 1 wound, the Flammable creature would take 2 wounds. If the number of wounds are randomly determined by a dice roll, double the result of the dice, rather than rolling two dice and adding the scores together.

I Bring Fire!

Flaming Attacks don't come into effect very often, but when they do, they really pay off. Though Flammable creatures are not particularly common they're normally pretty fearsome beasts, against whom any extra advantage is welcome. Similarly, Flaming Attacks are worth their weight in gold when attacking a building – a bunch of extra hits can swing any combat and, in a building (where combat results are based on casualties alone) this is doubly true.

FLY

Some creatures of the Warhammer world have wings and can fly, soaring quickly from one side of the battlefield to the other. Such creatures are often potent forces on the battlefield, able as they are to easily outmanoeuvre clumsy, ground-bound troops.

Whether they fly or move on the ground, all flyers have the Swiftstride special rule (see below). In addition, because of their loose fighting style, flying units consisting of more than one model have the Skirmishers special rule (see below).

MOVING FLYERS

In Warhammer, flight is represented by a swoop or glide of up to 10". The flyer starts off on the ground, takes off, flies to where it wishes to go, and then lands. Flyers, therefore, begin and end their movement on the ground. This is chiefly because it's impractical to suspend models over the battlefield, so we use the 'glide' for the sake of simplicity.

Units made up entirely of models that can fly can move or charge normally on the ground, using their Movement value, or instead choose to fly. A unit that flies can move over other units and terrain as it does so, treating the entire move as taking place over open ground. It may not finish the move on top of another unit or in impassable terrain. Depending on the flying model's height and/or position, it will sometimes be able to draw a line of sight over intervening units to a more distant target and make a flying charge over the intervening unit.

A unit that makes a flying charge does so using the glide move of 10" as its Movement characteristic.

FLYING MARCH

A unit that is flying can march as normal, doubling its flying move to 20", representing a particularly long swoop or glide.

FLEE AND PURSUE

Flyers always move on the ground when attempting to flee or pursue – there simply is no time for them to take off properly. Note that they still benefit from their Swiftstride rule as they flee and pursue.

FLYING CAVALRY

Some units, such as the noble Bretonnian Pegasus Knights, have the Flying Cavalry special rule – a particularly effective type of flying unit. In rules terms, flying cavalry are treated as Fast Cavalry with the Fly special rule. See above for more details on Fast Cavalry.

FRENZY

Certain warriors can work themselves up into a fighting frenzy, a whirlwind of destruction in which all concern for personal safety is overridden in favour of mindless violence.

To represent their fighting fury and lack of self-preservation instincts, Frenzied troops have the Extra Attack and Immune to Psychology special rules (detailed elsewhere in this chapter).

BERSERK RAGE

If, during the Charge sub-phase, a unit that includes one or more Frenzied models could declare a charge, then it must do so unless a Leadership test is passed. If the Leadership test is failed, the Frenzied unit must declare a charge against the nearest viable enemy.

A unit that includes one or more Frenzied models cannot choose to restrain pursuit if it beats a foe in close combat. It will either pursue (if the enemy has fled) or overrun (if the enemy was wiped out in combat).

Note that if the enemy is wiped out in combat but the Frenzied unit did not charge that turn (or if the combat was the result of a pursuit or overrun charge in the same turn), then the Frenzied unit will reform as normal as it has no other choice of action.

In addition, Frenzied models cannot parry (see Weapons).

LOSING FRENZY

Unlike other special rules, Frenzy can be lost as the game goes on. Models retain their Frenzy for the entire game unless beaten in combat, at which point the enemy have succeeded in knocking them into a less fanatical state and the Frenzy (together with all associated rules) is lost.

HATRED

Enmity is rife in the Warhammer world, where many races have nurtured grudges and animosities against others for thousands of years, and overwhelming hatred is a potent force in battle.

A model striking a hated foe in close combat re-rolls all misses during the first round of combat – this represents the unit venting its pent up hatred upon the foe. After this initial blood-mad hacking, the impetus is considered to be spent – the rest of the combat is fought normally. Sometimes a model will only Hate a specific foe (rather than everyone). Where this is the case, the type of foe will be expressed in the special rule, for example Hatred (Dwarfs).

HOVER

Some creatures do not fly, but rather hover on a cushion of air or magical energy.

Models with the Hover special rule follow all the rules for Flyers, but cannot march.

IMMUNE TO PSYCHOLOGY

There are those warriors who are especially brave, or are so jaded by the dangers of the world that they heed personal peril somewhat reluctantly...

If the majority of the models in a unit have the Immune to Psychology rule, the unit automatically passes all Panic, Fear and Terror tests it has to take. It should be noted that they have to take Break tests (and other Leadership tests) normally – being stoic does not necessarily make a warrior entirely heedless of mortal danger.

If the majority of the models in a unit have the Immune to Psychology rule, the unit cannot choose Flee! as a charge reaction. Pride, or a sluggish acceptance of the situation, prevents them from doing so.

IGNORES COVER

Some shooting attacks are incredibly precise, whether because they are magically guided, blanket the area with roiling flame or are merely aimed with impossible skill.

If a model's shooting attacks have the Ignores Cover special rule, they ignore To Hit penalties imposed by soft cover, hard cover and obstacles (other To Hit penalties apply as normal).

IMPACT HITS

The impact of a charge can itself sometimes cause severe casualties amongst the foe.

Some models, notably chariots, have so much impetus that they cause considerable damage when they crash into the enemy. To represent this, these models cause Impact Hits.

The number of Impact Hits caused varies from creature to creature, or troop type to troop type, but is shown in brackets after the special rule. Such as Impact Hits (D6+1) or Impact Hits (D3).

If a creature is granted two sets of Impact Hits, normally because its troop type and special rules both bestow Impact Hits, use the highest set, rather than a total.

RESOLVING IMPACT HITS

Impact Hits are only made on the turn the model charges into close combat. If the model with Impact Hits is itself charged, or is fighting in a second or subsequent round of combat, then this rule gives no benefit. Note that if the model does not complete the charge for any reason (for example, because it is destroyed) then no Impact Hits will take place.

Impact Hits are resolved at the very beginning of the close combat, before challenges are issued and attacks of any other kind are made. They hit a unit in base contact (if in base contact with more than one enemy unit, split the hits as evenly as possible, randomising any 'spare' hits). If the model with Impact Hits is not in base contact with the enemy, no Impact Hits are inflicted.

Impact Hits hit automatically, and roll to wound using the Strength of the model making the Impact Hits. The hits are distributed exactly as if they were shooting attacks. "Look Out Sir!" rolls cannot be taken against Impact Hits (see the Shooting and Characters chapters for more information).

Finally, as Impact Hits are close combat attacks (albeit of an unusual type) any unsaved wounds they inflict count towards Combat Result, just as any more conventional close combat attacks would.

Brace for Impact

Impact Hits can seem pretty fearsome when you're on the receiving end, but take heart! If you can weather this initial, well, impact, then the combat should start to go your way. Most models with the Impact Hits special rule rely on breaking the enemy on the charge. In subsequent rounds, they're likely to struggle unless other units move in to support – you've got that long to take them out of action.

KILLING BLOW

Tales are told of warriors who can slay their opponents with but a single strike of a blade that seeks an armour's merest gap. Whether such an attack is wrought by skill or ensorcelment matters not – the target is just as dead.

If a model with the Killing Blow special rule rolls a 6 to wound in close combat, he automatically slays his opponent – regardless of the number of wounds on the victim's profile. Armour saves and regeneration saves cannot be taken against a Killing Blow. A ward save can be attempted – if passed, the ward save prevents all damage from the Killing Blow.

Killing Blow is only effective against infantry, cavalry and war beasts – all other creatures are considered either too large to be felled by a single blow (monsters, monstrous infantry /cavalry/beasts, chariots and so on) or too numerous for a well-placed strike to slay them all (Swarms).

Note that if a Killing Blow attack wounds automatically, then the Killing Blow special rule does not come into play.

Unless otherwise specified, Killing Blow applies only to close combat attacks.

HEROIC KILLING BLOW

Heroic Killing Blow is a skill possessed by truly mighty warriors. It functions exactly like a normal Killing Blow, except it works on any creature, regardless of size and troop type, except for swarms. A model with Heroic Killing Blow can take the head off a Dragon with a single swing – its scaly hide matters naught!

Chop!

Make those 6s work for you! Units with Killing Blow are best employed against elite, heavily armoured troops – the more elite and heavily armoured the better, as those natural rolls of 6 are no respecters of Toughness values or armour saves. Conversely, if you know you're going up against enemies with Killing Blow, it's worth bringing along a little fodder to keep them busy whilst your shock troops fight elsewhere.

LARGE TARGET

Some mighty creatures tower over the battlefield, able to see and be seen over the heads of more diminutive warriors.

Large Targets are models that are especially tall, such as Dragons, Giants and Greater Daemons. Such foes cannot easily take cover behind obstacles that would shelter lesser troops. Large Targets cannot claim cover modifiers for obstacles (see the Battlefield Terrain chapter).

However, if your General or Battle Standard Bearer is a Large Target (or is mounted on one), then the range of their respective Inspiring Presence and Hold Your Ground! abilities is increased from 12" to 18" to represent the ease with which your troops can see them.

LOREMASTER

There are some wizards whose knowledge of their chosen discipline is all-encompassing.

A Wizard with the Loremaster special rule knows all the spells from his chosen lore – he does not need to roll randomly. The lore in question is normally given in brackets as part of the Loremaster special rule. For example, a model with Loremaster (Fire) would know all the spells from the Lore of Fire.

MAGIC RESISTANCE

Through natural quirk or potent artefact, some warriors have an innate resistance to magical attack.

A model with Magic Resistance has a bonus to its ward saves when saving against damage caused by spells. This bonus is based on the number shown in brackets after the Magic Resistance special rule. Magic Resistance (2) would give a +2 bonus (turning a 5+ ward save into a 3+ ward save, for example). Magic resistance can even give a ward save to models that do not have one at all. A model with Magic Resistance (3) and no ward save normally would therefore have a 4+ ward save against damage from spells. If a character with Magic Resistance joins a unit, all models in the unit benefit from the Magic Resistance. If a model has two sets of Magic Resistance, the two do not combine, it uses the highest.

MONSTER AND HANDLERS

Some armies drive colossal beasts to battle, beastmasters hurrying at the monster's heels as they goad it into the foe.

The handlers aren't really a combat unit per se, so we ignore them for most gaming purposes, treating the monster itself as the extent of the unit. When the monster suffers an unsaved wound, roll a D6. On a roll of 1-4 the monster suffers the wound as normal, but on a roll of 5-6 a handler model is removed instead. Once all the handlers have been removed, the monster must take a Monster Reaction test just like a ridden monster that loses its rider.

In close combat, the handlers can direct their attacks against any enemy in base contact with their monster. The handlers are otherwise assumed to have their hands too full controlling the monster to carry out any actions like shooting, or casting spells, etc. In addition the handlers cannot be charged, attacked or otherwise affected separately from their monster – if they are found to be blocking movement or line of sight, the controlling player simply alters their position, just as you would for any other battlefield marker or counter. If the monster is removed, so are its handlers.

MOVE OR FIRE

Some weapons sacrifice a speedy reload for hitting power, making them impossible to fire on the move.

A weapon with the Move or Fire special rule cannot be fired in the Shooting phase if the model moved earlier in the turn. This even applies if the model in question was forced to move as the result of a spell or other such compulsory action.

MULTIPLE SHOTS

Some weapons are designed to fire a fusillade of shots, sacrificing accuracy for sheer volume.

A weapon with this special rule enables its wielder to fire several shots at a time, rather than a single shot. The number of shots the weapon can fire will normally be given as part of its description. Such weapons can either fire once without penalty, or as many times as indicated in their rules with a -1 To Hit penalty (this is in addition to any other modifiers for range, cover and so on). All models in the unit must fire either single or Multiple Shots – the player cannot choose to fire single shots with some and Multiple Shots with others.

Quantity or Quality?

There's an age-old debate about when it's best to fire Multiple Shots, and when it's not. Personally, I always fire Multiple Shots when given the choice – my warriors have already paid a points premium for the ability, and more shots means the possibility of more kills.

MULTIPLE WOUNDS

The most powerful attacks strike home with crushing force, and cause massive damage to their victim.

Each unsaved wound inflicted by an attack with the Multiple Wounds special rule is multiplied into more than one wound. The exact number of wounds caused will vary from model to model and weapon to weapon, but will normally be shown in brackets as part of the special rule.

For example, Multiple Wounds (2) would mean that each unsaved wound would multiply to 2 wounds, whilst Multiple Wounds (D6) would mean that each unsaved wound would multiply to D6 wounds.

Where the number of Multiple Wounds is generated by a dice roll, roll a dice separately for each unsaved wound and use the total of all the dice rolled for the final number of wounds inflicted.

POISONED ATTACKS

There are many warriors who use deadly toxins to overcome their foes, turning an otherwise minor injury into a mortal wound.

A model with the Poisoned Attacks special rule wounds his target automatically if his natural dice roll to hit is a 6. Armour saves are modified by the Strength of the attack as normal. Note that if a Poisoned shooting attack needs to roll a 7 or more to hit, or hits automatically, then the Poisoned attacks rule does not come into play.

Unless otherwise stated, a model with this special rule has both Poisoned shooting and close combat attacks. Any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding, whether they be shooting or close combat attacks.

QUICK TO FIRE

Not all weapons are cumbersome – some can be brought to bear in less than a heartbeat, and let fly shortly after.

Quick to Fire weapons do not suffer the usual -1 To Hit penalty for moving and shooting – we assume that the wielders can aim and fire them swiftly enough to remain accurate. Furthermore, Quick to Fire weapons can always be used to Stand and Shoot against a charging enemy, even if that enemy would normally be too close for such a charge reaction to be declared.

RANDOM ATTACKS

Not all creatures fight with discipline, but flail about in an uncontrolled manner, with unpredictable consequences.

Models with the Random Attacks special rule do not have a normal number for their Attacks characteristic, but rather a dice roll, such as D3, D6 or D6+1. Each time a model with this special rule comes to strike blows, roll the indicated dice, adding any modifiers shown, to determine the number of attacks that the model will make, then roll to hit as normal. If a unit contains more than one model with Random Attacks, roll separately for each model, unless specified otherwise.

RANDOM MOVEMENT

Some creatures do not advance in an even manner, rushing forward at one moment, only to falter clumsily in the next.

Models with the Random Movement special rule do not have a Movement characteristic, but rather a dice roll, such as D6, 2D6 or 3D6. This is the distance they move, charge, pursue, overrun and flee – they cannot march. If a model has the Random Movement and Swiftstride special rules (a chariot with Random Movement, for example), then the Swiftstride special rule is not used.

Models with Random Movement cannot declare charges, and are always moved in the Compulsory Moves sub-phase. When the model moves, first pivot it about its centre to face the direction in which you wish it to travel. Then, roll the dice shown in the model's profile. Finally, move the model directly forwards a number of inches equal to the total rolled by the dice. No other pivots can be made.

There's a chance that the model's peculiar movement will cause it to come into contact with an enemy, so measure the distance in a straight line before the model is moved. If the move is found to take the unit into contact with an enemy, then it counts as charging, and this is resolved using the normal rules for charges and using the distance rolled as its charge range. Charge reactions cannot be declared against enemies with the Random Movement special rule – the enemy find it impossible to recognise the danger until it is far too late!

If the random move brings the unit to within 1" of a friendly unit or impassable terrain, it stops immediately and cannot move further during that Movement phase.

If two or more models in a unit have the Random Movement special rule, pivot the unit about its centre, then roll the dice only once to determine how far the unit moves. If models in the unit have a different Random Movement value, use the slowest for the entire unit.

REGENERATION

Trolls and other particularly hardy creatures can regenerate damage at an incredible rate.

A model with the Regeneration special rule is permitted a special regenerate saving throw after it has failed any armour save it may have, instead of taking a ward save (if it has one). If a model has both a ward save and Regeneration, you must choose which save is used.

To take a regeneration save, roll a D6. On a 1-3, the wound affects the model normally, even its incredible constitution has not prevented this injury. On a 4-6, the damaged flesh regrows, leaving not even so much as a scar to indicate the injury was ever there – the wound is discounted, exactly as if it had been saved by other means.

Whilst the type of regeneration described above is the most common form, some creatures do have a lesser or greater chance to regenerate. Where this is the case, the score required to regenerate will be shown in brackets after the special rule, e.g. Regeneration (5+) would indicate that the model had the Regeneration rule, but that it only worked on a 5+, whilst Regeneration (2+) would mean that the creature would pass its regeneration save on a 2 or more!

Wounds caused by Flaming Attacks (as described earlier in this chapter) cannot be regenerated, and if a unit is wounded by a Flaming Attack it loses the Regeneration rule for the remainder of the phase (it can be used later in the turn, though – it just takes a short time for the Regeneration to overcome the flames).

REQUIRES TWO HANDS

Many weapons are cumbersome to wield, requiring a firm two-handed grip in order to use effectively.

If a weapon requires two hands to use, it is not possible for a model to use a shield or an additional hand weapon alongside it in close combat (although a shield can still be used against wounds caused by shooting or magic). We assume that the warrior in question slings the spare wargear on his back, or simply drops it, until the fight is done.

SCALY SKIN

Many creatures have gnarled, tough or scaly skin that offers the same protection as wrought armour.

The hide of some creatures, the reptilian Lizardmen in particular, forms a kind of natural armour that grants the model an armour save. The degree of the scaly skin save varies from model to model, and will be stated in the relevant Warhammer army book.

Scaly Skin can be combined with normal armour for even greater protection. To determine a model's combined armour save, take the value of its scaly skin save and modify it one point better for light armour, one point better for a shield, two points better for heavy armour, and so on.

For example, a model with a scaly skin save of 5+ would have a total armour save of 4+ if he also carried a shield, and 3+ if he both carried a shield and wore light armour.

SKIRMISHERS

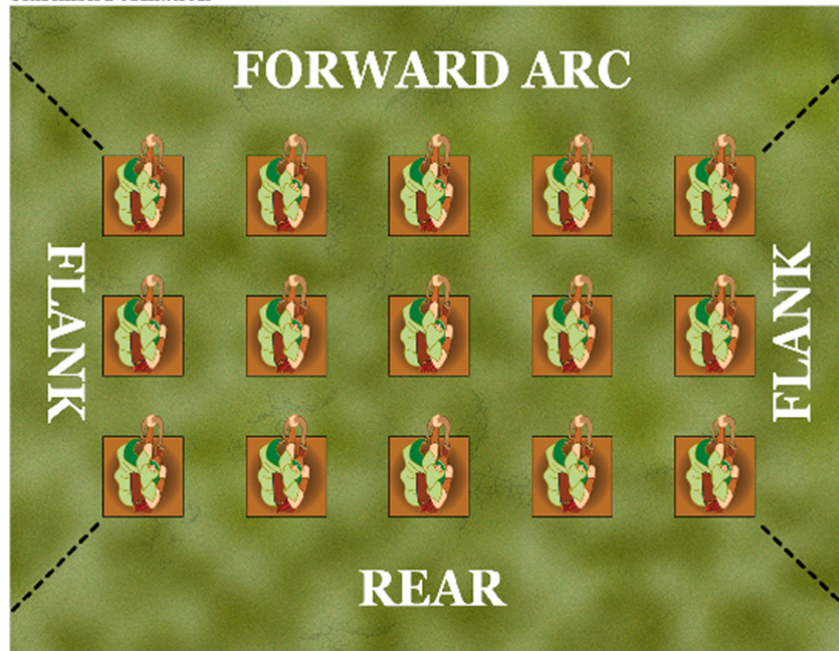
Skirmishers are light infantry troops sent ahead of the main battleline in a dispersed formation. Such troops are normally no match for a ranked-up unit, but can be used to harry and harass the foe.

SKIRMISH FORMATION

Skirmishers are deployed in a 'loose' formation, where the models are not placed in base contact, but are positioned roughly 1/2" apart. The models in the unit must still face the same direction and the unit will still have a front, two flanks and a rear – essentially the only difference is that the models are slightly spaced out.

This dispersed formation allows Skirmishers to move and shoot with greater freedom than other troop types

Skirmish Formation



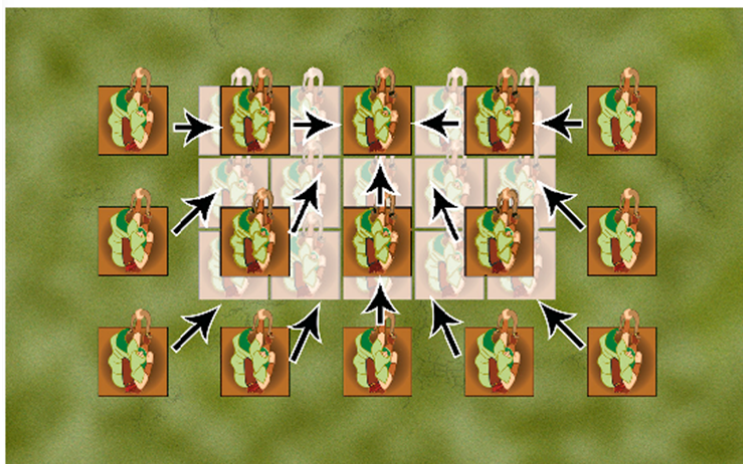
SKIRMISHERS & CHARGING

If skirmishers declare a charge (or a charge reaction that does not involve fleeing) they immediately tighten their loose formation into a 'normal' formation before the charge distance is rolled. This happens 'for free' at the moment the unit declares the charge or is called upon to make a charge reaction. The unit immediately forms up in base contact around the centremost model in the front rank – if the front rank has an even number of models, and therefore two centremost models, the Skirmishers' controlling player can choose which of the two models the unit will form up around.

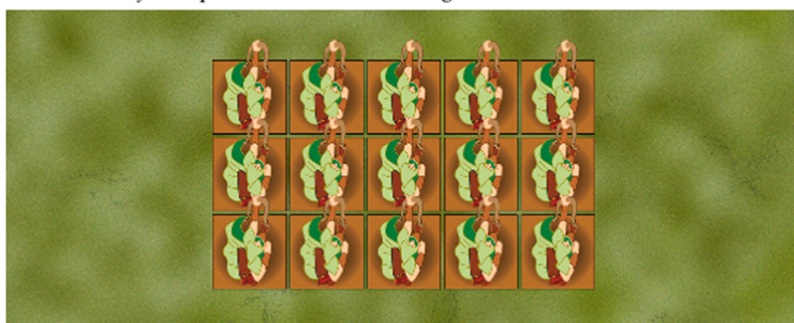
The number of ranks, files and the formation's facing do not alter as the Skirmishers tighten up – all that happens is that models that were previously spaced out are now in base contact with one another. This has the effect of rendering the Skirmishers' loose formation into a regular shape so that other units can fight them in the normal way.

If the Skirmishers are not in base contact with an enemy in the Remaining Moves sub-phase, the controlling player must move them apart so that they readopt their loose formation

Skirmishers and Charging



Skirmishers form up to make or receive a charge.



Skirmishers form up to make or receive a charge.

FREE REFORM

A unit of Skirmishers moves, wheels, marches and charges just like other troops. However, due to the incredible flexibility of its formation, unless it charges, a skirmishing unit is allowed to reform as many times as it wishes during its move, provided that no model ends up moving a number of inches higher than double its Move value.

FIRE ON THE MARCH

As with Fast Cavalry, Skirmishers are normally trained to aim and shoot more swiftly than other warriors. They can even shoot if they marched or reformed earlier in the turn (providing their weapon doesn't have the Move or Fire special rule). However, the normal -1 To Hit penalty for moving and shooting still applies.

LIGHT TROOPS

Skirmishers' natural inclination to a sparse formation makes them much less likely to suffer hits from missile fire – all shots aimed at a unit of Skirmishers suffer an additional -1 To Hit penalty. Skirmishers simply lack the necessary mass to push forward onto the enemy and are easily overwhelmed by troops used to fighting in grinding melee. Skirmishers always count as having zero ranks, and therefore cannot claim a rank bonus, be steadfast, or disorder an enemy with a flank or rear attack – they make supporting attacks as normal, however.

CHARACTERS

A character model that joins a unit of Skirmishers gains the Skirmisher special rule as long as he stays with the unit.

A character on a mount cannot join a unit of Skirmishers.

SEA CREATURE

In the deep oceans of the Warhammer world lurk all manner of foul and wondrous denizens, from the killer Kraken to sinuous Sea Serpents and black-scaled Leviathans. Such creatures can move through the water as easily as a man walks the land, but are somewhat ponderous when out of their element.

Sea Creatures can move within any area of water on the battlefield, including rivers and even deep water that players may have deemed impassable to other models, as if it were open ground (see Battlefield Terrain for more on terrain types). However, when out of the water they cannot march. Sea Creatures are still subject to any special effects that specific terrain may have (e.g. we don't exempt Sea Creatures from the dangers of marshes). Being a denizen of the deep seas does not necessarily equate to protection from a choking quagmire.

SLOW TO FIRE

Some missile weapons are so cumbersome that they cannot aim swiftly enough to shoot a charging foe. Weapons with the Slow to Fire special rule cannot be used to Stand and Shoot.

SNIPER

Most shooting attacks are not aimed at specific foes, but fired indiscriminately into a knot of troops. Those shots aimed more carefully are greatly feared, for no chieftain or general is safe from their vengeance.

A model with the Sniper special rule can make a special Sniper shot instead of shooting normally. A Sniper's shot suffers an additional -1 To Hit penalty, in addition to any other modifiers, but can be aimed with great precision.

Unless making a Stand and Shoot reaction, a model making a Sniper shot can shoot at a different target from the one chosen by his unit. A hit from a Sniper shot is not distributed in the same manner as other shooting attacks. The Sniper can shoot at any model he can see, including characters or champions within a unit and so on – the controlling player simply declares which model will be the Sniper's target – "Look out Sir!" cannot be taken.

A Sniper shot can even target a character riding on the back of a ridden monster or chariot if he wishes, or indeed a specific model where the target is usually rolled for randomly (such as a character who has joined a war machine).

STOMP

Some creatures are so massive that their sheer bulk is a threat all of its own.

A model with this special rule can make a Stomp in addition to its other close combat attacks. A Stomp has the Always Strikes Last special rule, and inflicts 1 automatic hit, at the model's Strength, on one enemy infantry, war beasts or swarm unit in base contact with the model. This represents the creature crushing the foe beneath its ponderous feet, or knocking their broken bodies aside with one sweep of its mighty tail (probably while it's roaring in a most intimidating fashion).

Thunderstomp

Particularly massive monsters have an altogether more devastating stomp.

A Thunderstomp makes D6 hits on the target unit, rather than the single hit for a normal Stomp. It is otherwise treated exactly like a normal Stomp.

The bigger they are...

The Stomp special rule is a great equaliser – a good round of stomping can garner your monster a good few extra combat result points, hopefully enough to overcome the enemy's rank bonus. Just bear in mind that the Stomp comes right at the end of combat. It can be easy to forget in the heat of the moment, and it means all enemies in base contact are going to have a crack at taking your monster down before he can start a-tramplin'.

STRIDER

Some well-trained or naturally skilled warriors can traverse unhindered through the densest terrain.

Warriors with the Strider special rule are rare – normally, a model will have a subset of Strider, such as Forest Strider, River Strider or Marsh Strider and the rule only applies in terrain of the specified type. Warriors with the Strider rule do not have to take Dangerous Terrain tests.

In older army books, this rule is presented as something along the lines of 'ignores movement penalties for <terrain type>'. Treat such rules as being the relevant version of Strider. For example, 'ignores movement penalties for forests' equates to the Forest Strider rule.

STUBBORN

Whether because they hold themselves to be elite, or because they are too slow-witted to flee, some troops fight on almost regardless of casualties.

Stubborn units are always steadfast, whether or not they have more ranks than their enemy (see Close Combat for details). If a character joins a Stubborn unit, he gains the Stubborn special rule as long as he is part of that unit. If a Stubborn character joins a unit, that unit is Stubborn whilst he remains amongst its ranks.

STUPIDITY

Some creatures are so dull of mind that events on the battlefield can sometimes leave them rather distracted and confused.

Models that are subject to Stupidity are also Immune to Psychology – they just don't get frightened that easily, and by the time they do, it's normally too late.

Provided that they are not engaged in close combat, a unit that contains one or more models with the Stupidity special rule must try to overcome its Stupidity at the start of its turn by taking a Leadership test. If the test is passed, all is well – the creatures have risen above their dull-witted nature and will act normally. If the test is failed, the warriors succumb to their stupidity and amble forward, perhaps drooling a little, eating grass or cackling in silly voices, as explained below

ME 'EAD 'URTS

A unit that fails its Stupidity test immediately stumbles D6" directly forwards – this move is otherwise treated in exactly the same manner as a failed charge. The Stupid unit cannot take any further action that turn, so cannot declare charges or make a shooting attack. Wizards that have failed a Stupidity test cannot attempt to cast or channel power dice or dispel dice until a Stupidity test is passed (there's a lot of hand waving and chanting, but for some reason the magic just doesn't seem to work).

SWIFTSTRIDE

Just as not all warriors are not equal in their might and resolve, so too are some fleet of foot (or hoof).

When charging, units entirely made of models with the Swiftstride special rule roll 3D6, discard the lowest result, and add the result to their Move value.

For example: A unit of Harpies charge and roll 3D6, with results 2, 4 and 5. Thus they charge 4 (their Movement) + 4 + 5 = 13".

When fleeing and pursuing, units entirely made of models with the Swiftstride special rule roll 3D6 and discard the lowest result.

For example: Dark Riders flee and roll 3D6, with results 1, 3 and 5. They can therefore flee: 3 + 5 = 8".

TERROR

There are creatures so large and horrifying, or supernatural horrors so unboly and terrible, that their mere appearance on the battlefield can cause the bravest and most steadfast of veterans to turn tail and flee.

Models that cause Terror also cause Fear, as discussed earlier in the chapter. In addition, a model that causes Terror is so, well, terrifying, that other rules also apply. It should be noted at this point that Fear-causing models, being quite scary themselves, treat Terror-causing monsters as causing Fear, rather than Terror – this is an exception to the rule that makes Fear-causing creatures immune to Fear. Terror-causing models are themselves immune to both Fear and Terror. This includes characters riding Terror-causing mounts, which count as causing Terror themselves (see the Characters chapter).

RUN FOR YOUR LIVES!

When a unit is charged by a Terror-causing creature, there is a chance that the warriors will abandon their position, fleeing before the creature rather than fighting it. If a Terror-causing creature declares a charge, the target unit must immediately take a panic test to quell their Terror. If the test is passed, all is well and the unit can declare charge reactions normally.

If the test is failed, the unit must make a Flee! charge reaction. Units composed entirely of Fear- or Terror-causing models are immune to Terror and so do not take this test. Note that, if the target

unit is not allowed to take any charge reaction (if, for example, the Terror-causing unit charged as a result of a pursuit or a random move), then the target does not take this test.

UNBREAKABLE

Some creatures are utterly fearless, and will never give up a battle, no matter how hopeless the situation. This is occasionally due to bravery, but more commonly because the troops in question are mindless, insane or magically controlled.

A unit composed entirely of Unbreakable models is Immune to Psychology and passes Break tests automatically, no matter the odds!

Characters that are not themselves Unbreakable are not permitted to join units that are (even if a character was to become temporarily Unbreakable for some reason, because of a spell or suchlike).

Steady as a Rock

Unbreakable troops are great for holding a vulnerable section of your battleline – they're especially good for pinning a rampaging enemy unit in place and giving you time to set up a counter-charge, or perhaps a good old-fashioned ambush. For this to work though, you're going to need to make sure that your Unbreakable unit is big enough to absorb plenty of casualties – if it is destroyed before the trap is sprung, the sacrifice will have been for naught.

UNSTABLE

Many warriors in the Warhammer world are not alive in the true sense, but are magical constructs bound to the will of a wizard.

The magic that empowers Unstable creatures is prone to ebbing and flowing with the tide of battle. The more heavily beset the Unstable creatures are, the more likely that the magic that binds them will fade away.

Unstable units that lose a combat suffer one extra Wound for every point by which they lose the combat, with no saves of any kind permitted against these wounds.

If an Unstable unit also contains Unstable characters, or is an Unstable character riding an Unstable monster, the controlling player first allocates wounds to the unit/monster, then divides any remaining wounds (if any) as equally as possible amongst the characters.

Characters that are not themselves Unstable are not permitted to join units that are (even if they become temporarily unstable for some reason).

VOLLEY FIRE

Bows and other weapons can loose their projectiles in a high-arching volley. Even warriors who cannot see the foe can contribute to the attack by following suit to their friends.

A unit with this special rule can choose to Volley Fire instead of making a normal shooting attack.

If it does so, half the models in the third and any subsequent ranks, rounding up, are allowed to shoot (in addition to the usual firing models in the front and second ranks). Models in rear ranks can use the line of sight and front arc of the first rank model directly to their front for the purposes of Volley Fire.

A unit cannot Volley Fire if it moved earlier in the turn, or as a Stand and Shoot reaction.

DEPLOYMENT SPECIAL RULES

Deployment special rules affect how a unit is set up at the start of the game, and cover advance scouts, units that arrive through magical means, and so on. It should be noted that deployment special rules may not be permitted in some scenarios. Where this is the case the unit can still be used, but it must instead deploy in the same manner as the rest of the army.

Some scenarios may add deployment special rules if it fits with the narrative of the battle – if this is the case, the scenario will explain.

AMBUSHERS

There are those troops who specialise in outflanking the foe, appearing from an unexpected quarter to wreak maximum damage.

A unit with the Ambushers rule does not deploy at the start of the battle. Instead, from Turn 2 onwards, the controlling player rolls a dice at the start of the turn for each unit of his Ambushers that have yet to arrive. On a 1 or 2, the Ambushers have been delayed – but you'll be able to roll for them again next turn. On a 3 or more, the unit of Ambushers arrives, and will enter the board during the Remaining Moves sub-phase. If the Ambushers do not turn up for the entire game, they are assumed to have got lost, and are treated as having fled the battle for the purposes of determining the victor.

Arriving Ambushers enter the battlefield from any point on any battlefield edge, and move on using the rules for reinforcements (see the Movement chapter).

SCOUTS

Scouts are advance troops who sneak onto the battlefield in order to seize vital locations before the two armies clash.

Scouts are set up after all other non-Scout units from both armies have been deployed. They can be set up either in their controlling player's deployment zone, or anywhere on the battlefield more than 12" away from the enemy. If deployed in this second way, Scouts cannot declare a charge in the first turn if their side goes first.

If both players' armies contain Scouts, players should roll off. The players then alternate deploying their scouting units one at a time, starting with the player who won the roll-off.

VANGUARD

An army's vanguard troops advance to engage the foe before their comrades. Sometimes this is a point of honour, sometimes because they are eager to fight the foe and occasionally because they are expendable, and their general wishes to tire the enemy out.

After both sides have deployed all their other forces (including Scouts), but before either side has taken a turn, units with the Vanguard special rule can immediately make a 12" move regardless of their Movement value (they can't march, and are affected by terrain as normal). This cannot be used to move the Vanguard troops to within 12" of the enemy.

If both players' armies contain Vanguard troops, players should roll off. The players then alternate moving their Vanguard units one at a time, starting with the player who won the roll-off.

Units that have made a Vanguard move cannot declare a charge in the first turn if their army goes first.

TROOP TYPES

So far, the rules we've discussed cover the most important and most prevalent of troop types – infantry. We've started there because infantry are the 'standard' troop type in Warhammer. Of course, a Warhammer battlefield is home to all manner of weird and wonderful creatures, from charging knights to towering Giants, mighty cannons to multitudinous swarms. These more unusual troop types have particular rules attached to them, or use elements of the main rules in a different way to infantry, so let's take a moment to look at them now..

In most cases it'll be fairly obvious which troop type category a model falls into, but as troop type is essentially an extension of the characteristic profile, you'll find that information in the relevant Warhammer army book. If your Warhammer army book doesn't contain this information (as will be the case with some of the older volumes) then check the back of this book – you'll find an at-a-glance bestiary that lists your unit's troop type. Most units in Warhammer conform to one of the following types. Some particularly unusual units are literally in a class of their own – we call these 'unique' units. Such troop types have special rules that govern them and only them, clearly stated in their entry.

CHARACTERS

In addition to their troop type, some models might also be noted as being characters. We're not going to worry about characters here, however – characters are such a powerful and important part of Warhammer that they have a chapter all to themselves later in the book.

MODELS AND BASE SIZES

A model should always be mounted on the base it is supplied with. That said, some models aren't supplied with a base. In these cases you should feel free to mount the model on a base of appropriate size, or simply pretend that the model is on a suitably sized base

INFANTRY

Infantry includes all units of foot troops, be they Men, Elves, Goblin, Orcs, Zombies or any of the other anthropomorphic races that inhabit the Warhammer world. Infantry will normally be the core of your Warhammer army, the troops upon which you rely to get the job done.

The basic rules of Warhammer are designed around infantry, so no further rules apply.

MONSTROUS INFANTRY

The monstrous infantry category covers things like Trolls, Ogres and Minotaurs - creatures that are man-shaped and fight on foot, but are two or three times the size of normal infantrymen. We could perhaps have honestly called this category 'Big Infantry', but it does lack a certain gravitas. For the most part, monstrous infantry work exactly the same as normally infantry (i.e. follow the standard rules) but have a couple of extra facets to represent just how massive they are.

STOMP!

Monstrous Infantry have the Stomp special rule.

MONSTROUS RANKS

As monstrous infantry are so much larger than normal troops, they require fewer warriors to fill out a rank. Where most troop types need five models for the rank to count towards rank bonus, steadfast and so on, a unit composed purely of monstrous infantry needs only three models. Essentially, wherever the rules say 'a rank of five or more models' treat it as reading 'a rank of three or more models'. Following the same logic, a unit of monstrous infantry only needs a frontage of six models to count as a horde, rather than the normal ten.

MONSTROUS SUPPORT

A monstrous infantry model can make as many supporting attacks as are on its profile, up to a maximum of three, rather than the usual one supporting attack.



CAVALRY

The term cavalry refers to roughly man-sized riders mounted on war beasts – commonly warhorses, or similar creatures. Good examples of cavalry are things such as Bretonnian Questing Knights, Orc Boar Boyz or Dark Elf Cold One Knights. Cavalry specialise in performing devastating charges, using the momentum of mount and rider to smash the enemy formation apart whilst skewering the unlucky foes with lance, spear or sword.

SPLIT PROFILE

Although a cavalry model has two sets of characteristics, one for the rider and one for the mount, it is treated in all respects as a single model – the rider cannot dismount. When moving, the cavalry model always uses the Movement characteristic of the mount, and never that of the rider.

Example cavalry profile:

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Chaos Knight	4	5	3	4	4	1	5	2	8
Chaos Steed	8	3	0	4	3	1	3	1	5

The rider and mount use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the cavalry model is in base contact with.

The mount's Wounds and Toughness are never used. We assume that the enemy always strikes at the rider, so his Wounds and Toughness are used instead – if the rider is slain, we treat the mount as having fled the battle or been slain alongside its master.

Similarly, it is the rider's Weapon Skill that is used for the purposes of the enemy rolling to hit – the mount's Weapon Skill is used only when the mount strikes blows. We assume the rider to be in complete control of his mount, so the mount's Leadership is never used, unless a special rule states otherwise.

If the rider has a missile weapon, he always uses his own Ballistic Skill, rather than that of his mount (as most mounts have a Ballistic Skill of 0 anyway, this should be fairly obvious).

CHARGING, FLEEING AND PURSUING

Cavalry have the Swiftstride rule.

CAVALRY AND SUPPORTING ATTACKS

When a cavalry model makes supporting attacks, only the rider can strike – we assume that the mount lacks both the discipline and the reach to fight through those ahead of it.

CAVALRY AND SPECIAL RULES

Unless otherwise noted, special rules that apply to the mount do not normally also apply to the rider, and vice versa. There are, however, a few exceptions:

- If the rider or the mount causes Fear or Terror, then the entire combined model is assumed to cause Fear/Terror.
- If either the rider or the mount is subject to Stupidity, then the whole model is affected by the result of the test.
- If either the rider or the mount are Immune to Psychology or immune to Fear, Terror or Panic, then so is the whole model.
- If either the rider or the mount have Frenzy, then the whole model is subject to the Berserk Rage, but only the element with the Frenzy rule gains an Extra Attack.
- If the mount has the Fast Cavalry special rule, then the whole model has it.

CAVALRY ARMOUR SAVES

If a cavalry model is called upon to take an armor save, it is the rider's armor save that is used. However, the rider does receive a modicum of additional protection from his mighty mount. A cavalry model's armor save is treated as being one point better than normal, so a model with heavy armor and shield, who would normally have a 4+ armor save if he were infantry, has a 3+ armor save for being cavalry. Furthermore, if the mount has barding (i.e. armor of its own), the rider's armor save is increased by two points, rather than one, which would give the model described above a massive 2+ armor save.

Barding and Movement

Troops riding mounts with barding are better protected, as explained above, but the mount is slowed by the extra weight of the barding. Accordingly, a cavalry model with barding has its Move characteristic reduced by 1". So, for example, a knight riding a horse can normally move 8", but if the horse is wearing barding, he will only move 7"

CAVALRY AND TERRAIN

Cavalry have to take Dangerous Terrain tests if they move swiftly over anything other than open ground or hills (see the Battlefield Terrain chapter).

Cavalry and Buildings

As we'll discover later, buildings can often be occupied by units as the game goes on. However, as you might expect, cavalry cannot garrison buildings – most riding beasts are too large to fit through ordinary doors, and the riders won't abandon their mounts.

Nevertheless, we do allow cavalry models to assault buildings (as covered in the Battlefield Terrain chapter). We assume that the riders tether their mounts a short way from the fight before charging home on foot – accordingly, the mounts cannot fight, only the riders (and clearly the riders will not receive any armour save bonus from their mount during the fight!). Obviously, should the assault successfully drive the defender out of the building, the cavalry models cannot garrison the structure in their place

Hammer and Anvil

After infantry, cavalry are probably the most common troop type in Warhammer.

Whilst infantry are masters of the multi-turn close combat 'grind', cavalry excel at delivering a hammer blow with a good chance of breaking the foe in a single round of combat.

However, because enemy infantry are almost always going to have more ranks (and therefore be steadfast) when fighting my cavalry, I like to throw a ranked-up infantry unit of my own into the fight, hopefully allowing my cavalry to tear the enemy infantry to red ruin.



MONSTROUS CAVALRY

Just as horse-sized beasts can be pressed into service as mounts, so can their monstrous cousins. Such monstrous cavalry are incredibly rare, as most such creatures are so strong-willed that great patience (or violence) is needed to break them to the point at which they can safely be used as a mount. This combination of mass and stubborn muscle makes regiments of monstrous cavalry a much-feared force upon the battlefields of the Warhammer world.

Example monstrous cavalry profile:

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Bloodletter	5	5	5	4	3	1	4	1	7
Juggernaut	7	5	0	5	4	3	2	3	7

All the cavalry rules apply to monstrous cavalry, with two exceptions – monstrous cavalry always use the highest Toughness and Wounds characteristics the model has, rather than automatically using the rider's – indeed, this will normally mean that the model uses the mount's Toughness and Wounds characteristics.

STOMP

Monstrous cavalry have the Stomp special rule.

MONSTROUS RANKS

A rank of monstrous cavalry needs only three models to count for rank bonus, steadfast and so on, and only need a six model frontage to count as a horde, as described under monstrous infantry (above).

Monstrous Support

Furthermore, the rider of a Monstrous Cavalry model can make as many supporting attacks as are on its profile, up to a maximum of three.



SWARMS

Swarms are seething masses of small creatures, such as rats, snakes or insects, summoned to the battlefield by magical means and set loose upon the enemy. Individually, the critters in a swarm are little threat, but their sheer weight of numbers more than compensates for their size. Swarms are made of a number of bases. Each base includes many creatures, but counts as a single model with a profile like the one below:

Example profile of a swarm's base:

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Rat Swarm	6	3	0	2	2	5	4	5	10

SKIRMISHERS

Swarms fight in a loose and shifting formation, achieving through animal instinct what other troops achieve through rigorous training. Swarms have the Skirmishers special rule.

UNBREAKABLE

Swarms are utterly unthinking, and completely devoid of self-awareness – they have the Unbreakable special rule.

SQUISH!

Whilst swarms are particularly nasty foes if the fight goes their way, it's easy for the enemy to inflict plenty of damage on the swarm once they've built up momentum. Most creatures in a swarm don't tend to die to weapon strikes, but are crushed underfoot once the fight goes against them. Swarms have the Unstable special rule.

Note that swarms who are subject to special combat result rules (such as Undead and Daemon swarms) do not have the Unbreakable or Squish! rules, but use their army's own special rules instead



WAR BEASTS

Some armies employ hunting animals, such as hounds or wolves. Whilst not particularly intelligent, such creatures can be formidable foes in close combat, and cover ground at an incredible rate.

Example war beast profile:

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Warhound	7	4	0	3	3	1	3	1	5

CHARGING, FLEEING AND PURSUING

War beasts have the Swiftstride special rule.

CHARACTER MOUNT

Some characters can ride war beasts, in which case the model uses the rules for cavalry.



MONSTROUS BEASTS

There are many mighty and wondrous creatures in the Warhammer world that, whilst not large enough to classify as being full-blown earth-shaking monsters, are still formidable foes. We refer to such creatures as monstrous beasts.

Example monstrous beast profile:

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Great Eagle	2	5	0	4	4	3	4	2	8

STOMP

Monstrous beasts have the Stomp special rule.

CHARGING, FLEEING AND PURSUING

Monstrous Beasts have the Swiftstride special rule.

MONSTROUS RANKS

A rank of monstrous beasts needs only three models to count for rank bonus, steadfast and so on, and only need a six model frontage to count as a horde, in the same way as monstrous infantry (see above).

CHARACTER MOUNT

Some characters can ride monstrous beasts, in which case the model uses the rules for monstrous cavalry (see above).

Monstrous Support

Furthermore, a Monstrous Beast can make as many supporting attacks as are on its profile, up to a maximum of three



MONSTERS

Monsters are the largest beings in the Warhammer world, creatures so powerful that they normally don't form into units, but roam the battlefields on their own. Generally speaking, any single model bigger than a monstrous beast is a monster. This category includes Dragons, Greater Daemons and so on.

Example monster profile:

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Kharibdyss	6	5	0	7	5	5	4	5	6

THUNDERSTOMP!

Monsters have a more destructive version of Stomp, called Thunderstomp.

MONSTERS AND BUILDINGS

Monsters are far too enormous to enter buildings, though they can still assault them.

RIDDEN MONSTERS

Some characters can ride monsters as described in the Characters chapter



CHARIOTS

A chariot is a wheeled war vehicle drawn into battle by beasts of some kind and crewed by warriors that are armed to the teeth.

In a similar manner to cavalry, a chariot has more than one set of characteristics, one for the beasts, one for the crew and one for the chariot itself, and is treated as a single model. When moving, the chariot model always uses the Movement characteristic of the beasts, although as the beasts are somewhat slowed by the chariot chassis, a chariot cannot march. Example chariot profile:

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Lion Chariot	-	-	-	5	4	4	-	-	-
Crew	-	5	4	4	-	-	5	1	8
War Lions	8	5	-	5	-	-	4	2	-

The crew and the beasts use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the chariot model is in base contact with, although the beasts can only fight enemies to the front. If the crew models have missile weapons, they use their own Ballistic Skill when making Shooting attacks.

The Wounds, Toughness and armor saves of the crew and the beasts are never used – hits are resolved against the chariot's Wounds, Toughness and Armor Save. It is the crew's Weapon Skill that is used for the purposes of the enemy rolling to hit, just as with cavalry. We assume the crew to be in complete control of the beasts that pull the chariot, so the beasts' Leadership is never used.

IMPACT HITS

Chariots are huge crushing contraptions – they have the Impact Hits (D6) special rule. Some chariots are equipped with massive scythes and instead have Impact Hits (D6+1). This will be specified in their entry.

CHARIOTS AND SUPPORTING ATTACKS

Chariots cannot make supporting attacks – the rigid body of the chariot prevents other ranks from forcing their way through to attack the foe

CHARIOTS AND SPECIAL RULES

Just as with cavalry, we assume that special rules that apply to the mounts do not normally also apply to the chariot or its crew, and vice versa. Remember though that there are exceptions, as detailed under the rules for cavalry (see above).

ARMOUR SAVES

Chariots have a fixed armour save, as detailed in their army list entry. Such an armour save takes into account the hardness of the chariot, the armour worn by the crew and any barding on the mounts (but barding still slows the model down).

CHARIOTS AND TERRAIN

Chariots are primarily created to operate over firm, even ground. As a result, a chariot that finds itself moving through terrain is likely to have a very bumpy (and possibly fatal) ride. See the Battlefield Terrain chapter for details on chariots and Dangerous Terrain tests.

CHARGING, FLEEING AND PURSUING

Chariots have the Swiftstride rule.

CHARIOTS AND BUILDINGS

Obviously, chariots cannot enter or assault buildings – such actions would result in a very broken chariot for no tangible gain.

NO STOMP

Sometimes a chariot will either be pulled by monstrous cavalry or crewed by monstrous infantry. In either case, no stomp attacks are permitted (the crew can't reach and the steeds are hampered by their yokes and chains).

WAR MACHINES

War machines such as Empire Great Cannons, Orc Rock Lobbers and Dwarf Bolt Throwers are powerful units on the field of battle, able to pulverise whole regiments, breach stone walls or even slay fearsome monsters with a single, well-placed shot.

War machines form a distinct troop type. However, as their rules are rather unusual, and cover many different weapons that can be found in the Warhammer world, they are dealt with in their own chapter later on.



UNIQUE UNITS

Some mechanical constructs or magical monstrosities are so bizarre or unusual that they have rules entirely unique to themselves. Such troop types might well use some of the rules elements from other, more common troop types, or else have entirely distinct rules that do not appear anywhere else. Where this happens, the unit entry in the relevant Warhammer army book will contain all the special rules and information you need to get your unique unit into the fray!



WEAPONS

In the grim and dangerous world of Warhammer, warriors employ many different types of weapons against a multitude of foes. From the fine swords of the Elves or the well-wrought axes of the Dwarfs to less-sophisticated choppas of the Orcs or the huge spiked clubs used by Ogres, every race has weaponry fitted to its preferred style of fighting.

It is usual for all the models in a unit to carry the same weapons. A unit of Spearmen, a unit of Crossbowmen and so on. It is acceptable for a unit to include a minority of models that are differently armed for the sake of a varied and interesting appearance, but the unit still counts as being armed as the majority. Where models are varied in this way, it is important that the overall appearance of the unit is not misleading.

HAND WEAPONS

Up until now, we've assumed that all models have been armed with a hand weapon. Swords, axes, clubs and maces are all hand weapons, as are more esoteric weapons, such as punch daggers, brass knuckles and fighting claws. We even use this rule to cover natural weapons, such as claws, teeth and horns.

We assume that all troops and characters have turned up to the battle with at least one suitable fighting hand weapon each, although many troops are also equipped with one or more other, more specialised weapons. As the main rules assume that every warrior has a hand weapon, we don't need to discuss further special rules – a model with a hand weapon fights precisely according to the rules laid out in earlier chapters. However, there are many other types of weaponry available to the warriors of Warhammer.

Hand weapons for everybody

Why do we assume every model has a hand weapon? The same pragmatism that leads a warrior to favour the weapon with which he is most skilled also drives him to carry a spare weapon of some kind (normally a short sword, dagger or other non-encumbering weapon) in case his main weapon is lost or destroyed. This doesn't happen that often in Warhammer, and is normally due to the effect of a spell cast by the enemy, but we retain the 'every model has a hand weapon' rule to ensure that our warriors always have a chance to fight the enemy.

HAND WEAPON AND SHIELD

Remember earlier when I said fighting with a hand weapon doesn't confer any special rules? Well, that's not exactly true – there is one case where it does. Some warriors carry a hand weapon in one hand and a shield in the other, a common combination which grants the warrior a fighting chance to parry or block almost any attack, no matter how powerful.

Parry Save

If a warrior is fighting with a hand weapon and a shield, then he has a 6+ ward save, representing his chance to parry the blow – even the mightiest axe strike can be turned aside at the last moment if the timing is right.

This parry save only works against attacks made in close combat. It cannot be used against attacks made against the warrior's flank or rear (he doesn't have enough freedom of movement to turn around quickly enough), nor can it be used against Impact Hits or hits from Stomp attacks (there's no parrying something that big).

As a final caveat, the parry save cannot be claimed by Frenzied warriors – they're far too bonkers to think overmuch about their own personal safety – nor can it be used by mounted models.

SPECIAL WEAPONS

We use the term 'special weapon' to cover anything that isn't a hand weapon. Special weapons include missile weapons, such as bows and throwing axes, as well as fearsome close combat weapons such as halberds and lances.

MISSILE WEAPONS

Normally a model cannot make a shooting attack unless he has a missile weapon of some kind – a bow, crossbow or sling perhaps. If for some reason a model has more than one missile weapon, he is allowed to choose which one to fire during the Shooting phase.

CLOSE COMBAT WEAPONS

If a model carries a special close combat weapon, he must fight with it in the Close Combat phase – he cannot elect to wield his hand weapon instead. The reason for this is quite straightforward. Almost all warriors train exclusively with one particular weapon, honing their skills of attack and defence with the chosen tool of slaughter. Such warriors are reluctant to surrender advantage to the foe by fighting with a less familiar, or less powerful, weapon. Should the special weapon be destroyed then, and only then, can they use their hand weapon.

The one exception to this rule is that if the model also carries a magical close combat weapon of some kind, he will always use it in preference to other weapons he carries. If the magical weapon is somehow destroyed or rendered useless, the warrior will then use his special close combat weapon (if he has one) finally resorting to his hand weapon if the special close combat weapon is also destroyed or rendered useless. Hand weapons cannot be destroyed (well, they can, but we assume that the warriors are always able to immediately find plenty of replacements among the debris littering the battlefield!). Further details on magic weapons and other items can be found in the Reference section.

Two Special Close Combat Weapons

If the models in a unit carry two special close combat weapons, they must choose which of the weapons to use at the start of the first round of a close combat (the entire unit must use the same weapon, but characters can always choose separately). Whichever weapon they select must then be used for the entire combat, unless the weapon they are using is somehow destroyed – it's no easy thing to change to a different weapon partway through a fight.

If an infantry model is armed with an additional hand weapon or a brace of pistols, these grant an extra attack. A model can't, however, wield a brace of pistols or additional hand weapon alongside another type of special weapon such as, say, a halberd.

WEAPON PROFILES

Each 'special' weapon confers a number of abilities onto the warrior wielding it. This will sometimes be a bonus to their characteristic profile (normally Strength) or perhaps grant the wielder one or more special rules, as detailed in the weapon's rules.

In order to keep a weapon's abilities nice and clear, we give each a characteristic profile, much as we do for a warrior. There are four sections to a weapon's profile: Name, Range, Strength and Special Rules.

Two example weapon profiles are shown below;

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Halberd	Combat	+1	Requires Two Hands
<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Bow	24"	3	Volley Fire

Name

A weapon's name is what you'd expect, a descriptive title that distinguishes the weapon from other ones.

Range

The range tells you at what distance the weapon can be used. If a weapon's range is 'combat' then it can only be used in close combat. If the range is a number of some kind, it is a missile weapon and the number is its maximum range.

Strength

A weapon's Strength can take three forms. If the Strength is shown as a modifier, for example +1, +2 or -1, then this is the modifier the weapon applies to the wielding model's strength. A Man (Strength 3) wielding a Halberd (Strength +1) would therefore strike Strength 4 blows when fighting in close combat.

If a weapon's Strength is shown as 'as user' then attacks made with the weapon use the wielder's own unmodified Strength.

Alternatively, if a weapon has a fixed Strength, then all attacks made with that weapon use the Strength value shown – the wielder's Strength is ignored. For example, shots fired by a Man (Strength 3) with a crossbow (Strength 4) would use the crossbow's Strength of 4, not the Man's Strength 3.

Special Rules

Many weapons confer special abilities on the attacks made by the wielder, such as the ability to fight in an extra rank. Sometimes the special rule will be explained immediately after the weapon profile. Otherwise, details on these special rules can be found in the chapter of the same name.

WEAPONS

Listed on the following pages are some of the many types of weapon used in the Warhammer world. Unusual weapons that are specific to individual races or armies are covered in the army book for that particular race.

You'll see that the spear has two different entries, one referring to the use of spear on foot and the other referring to mounted models (cavalry of all kinds and models riding monsters or chariots).

BOW

The bow is used extensively in warfare. It is a compact, long-ranged weapon that is cheap to make and easy to maintain.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Bow	24"	3	Volley Fire

CROSSBOW

A crossbow consists of a short, strong bow stave mounted on a wooden or metal stock. It takes a long time to load and wind a crossbow, but each shot has tremendous range and power.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Crossbow	30"	4	Move or Fire

FLAIL

A flail is a cumbersome, heavy weapon used with both hands. It consists of heavy weights, often spiked, attached to a pole or handle by heavy chains. A flail drains the user's stamina quickly, but is incredibly destructive on the charge, its impact smashing shields and splintering bones.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Flail	Combat	+2*	Requires Two Hands

* A flail's

Strength bonus applies only in the first round of close combat.

GREAT WEAPON

Great weapons are especially large and heavy weapons wielded with both hands. This includes great hammers, great axes, two-handed swords and suchlike. A blow from a great weapon can cut a foe in half and break apart the thickest armour.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Great Weapon	Combat	+2	Requires Two Hands, Always Strikes Last

HALBERD

The halberd is a heavy bladed weapon mounted on a sturdy shaft. The steel blade has a point like a spear as well as a heavy cutting edge like an axe. It is held in both hands and used to chop as well as thrust.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Halberd	Combat	+1	Requires Two Hands

HANDGUN

A handgun is a simple firearm consisting of a metal barrel mounted on a wooden stock. Some of the more advanced versions have levers and springs that hold the burning match or flint and release the firing mechanism to trigger the gun.

Handguns have a long range and hit very hard, making them valued weapons indeed

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Handgun	24"	4	Armour Piercing, Move or Fire

JAVELIN

The javelin is a light spear designed for throwing, too flimsy to be used in hand-to-hand fighting. It is not a very common weapon as it has a short range, but the amphibious Skinks of Lustria use javelins extensively. A model is assumed to have sufficient javelins to last the battle.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Javelin	12"	As user	Quick to Fire

LANCE (MOUNTED MODELS ONLY)

A lance is a heavier, longer version of the spear, which cannot be used by models on foot.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Lance	Combat	+2*	-

* A lance is only used in a turn in which the wielder charged into combat. In subsequent turns (or if the wielder did not charge) the model uses its hand weapon.

LONGBOW

A longbow is a dangerous weapon – a skilled archer can hit an enemy from a great distance with punishing force.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Longbow	30"	3	Volley Fire

MORNING STAR

A morning star is a single-handed weapon that consists of one or more spiked balls on a chain. Like the larger flail it resembles, it is a tiring weapon so its advantage lies with the initial blow.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Morning Star	Combat	+1*	-

* A morning star's Strength bonus applies only in the first round of combat.

PISTOL

Pistols are small weapons that employ a noxious and unreliable form of gunpowder to propel a small lead or stone ball. Unlike other weapons, a pistol can be used as both a missile weapon and a close combat weapon, following the same rules as an additional hand weapon.

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Pistol (Shooting)	12"	4	Armour Piercing, Quick to Fire

Brace of pistols

If a model carries two or more pistols (a 'brace') it uses them simultaneously, both in combat and when shooting.

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Brace of Pistols (Combat)	Combat	As user	Extra Attack*, Requires Two Hands

* Grants an Extra Attack to models on foot only.

SHORTBOW

Shortbows are small, short-ranged bows that are favoured by Goblins. Some cavalry also carry a shortbow because it is easier to shoot from horseback.

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Shortbow	18"	3	Volley Fire

SLING

Slings consist of a looped string of cloth or leather into which a stone is placed and then thrown with surprising strength and accuracy.

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Sling	18"	3	Multiple Shots (2)

SPEAR (FOOT)

Spears are long shafts of wood with a sharp metal tip. Because braced spearmen can fight in an additional rank, spears are ideal defensive weapons for infantry.

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Spear	Combat	As user	Fight in Extra Ranks*

*Does not apply on a turn in which the model charged.

SPEAR (MOUNTED)

Riders armed with spears ride down footmen, spitting them as they gallop into their ranks.

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Spear	Combat	+1*	-

* A spear is only used in a turn in which the wielder charged into combat. In subsequent turns (or if the wielder did not charge) the model uses its hand weapon.

THROWING AXES

These weapons are keenly balanced so they can be thrown accurately despite their weight. Even so, the strongest warrior cannot throw such a weapon very far, but if a throwing axe hits its target, the effect is devastating. A model is assumed to have sufficient throwing axes to last the battle.

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Throwing axe	6"	+1	Quick to Fire

THROWING WEAPONS

Throwing weapons, such as stars and knives, are small, easily concealed weapons and, consequently, they are favoured by assassins and lightly armed infiltrators. A model is assumed to have sufficient throwing weapons to last the battle.

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Throwing weapon	6"	As user	Quick to Fire

TWO/ADDITIONAL HAND WEAPONS (MODELS ON FOOT ONLY)

Some warriors carry two hand weapons, one in each hand, and can rain down even more blows on their enemy. An additional hand weapon cannot be used by a mounted model, or by a model that has a magical close combat weapon

<u>Name</u>	<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Two/Additional Hand Weapons	Combat	As user	Extra Attack, Requires Two Hands



COMMAND GROUPS

So far, we've assumed that all models in a unit are equal – that they are all rank-and-file troops with identical influence on the fray. However, it is commonplace for warriors to march into battle under the leadership of a sergeant or other champion, with banners flying proud in the mist-strewn air and the rattle and pounding of drums driving the warriors onward. A unit's champion, standard bearer and musician are collectively referred to as the unit's command group, and that's what we're going to discuss in this chapter. Before we delve into the nitty gritty of individual rules for command group models, let's cover off the basics.

FIELDING COMMAND GROUPS

Many units can include a command group of some kind, dictated on the whole by the miniatures that are available, and detailed in the relevant Warhammer army book. Most units can take what we refer to as 'full command' – a champion, standard bearer and musician – whilst others will only be able to take perhaps one or two of these options. Light troops, for example, often do not have an option for a standard bearer, preferring not to draw the enemy's attention by waving a big gaudy flag. Command group models are always chosen as upgrades to normal rank-and-file models.

WHAT'S IN A NAME?

In most army books, the term standard bearer is used throughout, though the model in question might actually be carrying an icon, pennant or other such token. Similarly, a musician might be carrying a drum, horn, zither, hurdy-gurdy or some other weird and wonderful instrument – he'll still be described as a musician.

Champions, however, are a different kettle of fish. You'll rarely find a champion option referred to as simply a champion – he'll be listed under the rank or name given to the champion of that particular unit. For example, the champion of an Empire Flagellant Warband is known as a 'Prophet of Doom' whilst the champion of a Bretonnian Peasant Bowmen unit is called a 'Villein'. As you can see, there is a little potential for confusion here, as a champion is not so clearly identified as a standard bearer or a musician. Fortunately, this distinction makes the champion easy to identify – if a unit has a champion option, it'll be the one that isn't clearly labelled musician or standard bearer. Furthermore, a champion always has a slightly different characteristic profile to the other troops in a unit, so if in doubt you can always identify him that way!

POSITION WITHIN THE UNIT

Command groups must be placed in the unit's front rank and move automatically if the unit reforms.

Champions, standard bearers and musicians can always be found in the forefront of the fighting, as is entirely fitting as they lead their comrades through personal example.

Any models that make up a unit's command group must be placed in the front rank of the unit, unless there is not enough room for them to fit. Where this happens, as many command group models as possible must be placed in the front rank and any remaining models are placed in the rank behind.

If the unit changes formation then the command group automatically pushes its way back to the front. Accordingly, when a unit reforms, the models of the unit's command group must be repositioned into the unit's new front rank as described above (regardless of the distance).

Now we've got all that out of the way, let's take a look at the command group's members.

CHAMPIONS

CHAMPION PROFILE

A champion always has a slightly better profile than his fellows, having improved his skills over the course of several battles. Normally, this increase will take the form of an extra Attack (in the case of a champion whose unit specialises in close combat) or an extra point of Ballistic Skill (if the champion's unit employs chiefly ranged weapons). In some more unusual cases, a champion will have other characteristics bonuses, in which case these will also be shown in his characteristic profile.

ARMS AND ARMOUR

A champion model will normally have different wargear to his fellows, in order that he should stand out from the crowd! However, he counts as having exactly the same weapons and armour as the other members of his unit.

That said, some champions do have the option to take equipment that is not available to other members of their unit – where this is the case it will be clearly stated in the appropriate Warhammer army book.

CHAMPIONS AND SHOOTING

As you might expect, a champion uses his own characteristics when he shoots. If making a shooting attack, the champion must shoot at the same target as the rest of his unit – you'll normally want to roll different coloured dice for the champion's shots if he has a different Ballistic Skill.

A champion cannot normally be targeted by enemy shooting attacks – he can only be removed as a casualty if there are no other rank-and-file members of his unit left (not even the standard bearer or musician).

The only exceptions to this are attacks that use a template (such as cannons, stone throwers, breath weapons, magical vortexes and so on).

Fortunately, in these cases, a champion is so beloved by his unit that ordinary rank and file troops will attempt to save him – as represented by the “Look Out Sir!” rule below.

CHAMPIONS AND CLOSE COMBAT

In close combat, a champion can attack any enemy model he is in base contact with, using his own characteristic profile, as normal. Similarly, enemy models in base contact can direct attacks against the champion if they wish. If the champion is slain then the model is replaced with a rank and file model from the back rank of the unit, if one is available. Note that any extra wounds inflicted upon a champion do not carry over onto the rest of the unit – once the champion is slain, excess wounds are lost.

Unless a champion is slain by a direct attack, then he must be the last rank and file model to be removed as a casualty. So if a unit of three models suffers 3 or more unsaved wounds, the champion is removed as one of the casualties. In essence, wounds inflicted on the unit can overflow onto the champion, but wounds inflicted on the champion cannot overflow onto the unit.

CHAMPIONS AND CHALLENGES

Champions can accept and issue challenges in the same manner as a character. If you want to read more about challenges, you will find the information in the Characters chapter.

“LOOK OUT SIR!”

If a champion is hit by a template as described earlier, there is a good chance a comrade will shout a warning or physically push him clear of incoming harm. Roll a D6. On a 1, the champion fails to hear the warning, or is too far away. He is hit and damage is resolved against him as normal. On a 2-6, the champion dives clear or is shoved aside – he is not hit by the attack. Unfortunately, another member of the unit takes the strike meant for the champion (normally the noble soul who pushed the champion clear) – resolve the hit against the unit instead.

A “Look Out Sir!” roll cannot be made if there are less than five rank-and-file models (including the musician and standard bearer, but not the champion) left in the unit

STANDARD BEARERS

A unit of troops often fights below a standard or banner of some kind, a glorious token of their allegiance, history and pride. Such a standard is much treasured by the soldiers that fight and die beneath it, and they will battle on all the harder whilst it still flies.

PROFILE AND WARGEAR

A standard bearer always has the same profile as the other rank and file models in his unit. Similarly, we also treat him as being equipped with the same weapons and armour as other models, although the model itself might not be armed the same way.

In reality, the standard bearer model will probably lack a shield, or will have exchanged a weighty lance for a sword. Such is to be expected – a standard is a terribly weighty thing, and standard bearers often shed other burdens in order to keep the flag flying. The standard's the important thing after all – we can well imagine the bearer setting aside other trivial burdens to allow the mighty flag to be held aloft.

We furthermore take this deficiency in wargear to be compensated for by the sheer fighting skills and tenacity of the warrior in question. Only the toughest soldier in a unit will be given the honour of carrying the standard, and therefore we assume the standard bearer fights as if he has the same equipment as his fellows (which makes things far easier to keep track of!).

COMBAT RESULT BONUS

As we already discussed in the Close Combat chapter, a standard bearer is almost invaluable in a fight. If a unit includes a standard bearer, it will be more determined than ever to beat its foe, and so adds +1 to its combat result. Remember that in a multiple close combat this bonus is limited to a maximum of +1 if any unit has a standard, not +1 for each one present in a fight.

STANDARD BEARERS AND CASUALTIES

We assume that if the standard bearer is slain, another warrior will step forward to raise the fallen standard aloft. Accordingly, the standard bearer cannot normally be removed as a casualty unless only he and the champion (if there is one) remain in the unit. This applies even if the standard bearer is the target of an effect that affects only a single model, such as a dangerous terrain test, or an attack made with the Sniper special rule. Another rank and file warrior is still assumed to pick up the banner. If the only other remaining model in the unit is the champion, the standard bearer must be removed as a casualty before him.

Last Stand

The only time a standard bearer can be removed as a casualty before the musician and other rank-and-file models is if the unit breaks from combat. When this happens, we assume that the standard bearer fights to the very last, defending the honour that the rest of his unit have abandoned in their flight. If a unit breaks from combat, the standard bearer is slain immediately – remove the model. His place must be taken by a rank-and-file model from the rear rank of the unit, if there is one available. The victorious enemy can still overrun or pursue as normal.

MUSICIANS

When an army marches, it does so to the beat of drums and the call of blaring horns. These instruments are used to announce a unit's presence on the battlefield, bringing fresh hope to friends and worry to enemies. More than this, a unit's musician is crucial to keeping order when the unit attempts to change formation or should it need to rally. For trained troops, a prearranged sequence of notes can carry as much information as a bellowed order, and can do so more clearly and with greater speed.

PROFILE AND WARGEAR

As with a standard bearer, we assume a unit's musician to have the same characteristic profile and wargear as other models in the unit, with the warrior's skill and determination compensating for any lack of equipment. An enemy can suffer quite a nasty wallop from a drumstick, after all!

“ONWARDS, MEN!”

If a combat goes poorly, a unit's musician plays ever louder, to rouse the spirits of his fellows and drive them forward into the fray with greater vigour. As a result, the side that has a musician in its front rank of one or more of its units wins any drawn close combat by 1, unless the opposing side has a musician also, in which case the redoubled efforts (and almighty clamour) cancel each other out.

“FORM ON ME!”

A musician forms a clear and vital rallying point for a fleeing unit and can spell the difference between a brief retreat and a headlong flight. If a fleeing unit has a musician, it gains a +1 bonus to its Leadership whenever it attempts to rally. Remember that Leadership, as with all characteristics, cannot exceed 10.

MUSICIANS AND CASUALTIES

As with the standard bearer, we assume that if the musician is slain, another warrior will retrieve the instrument from his corpse and continue to play (probably not as well, but near enough for our purposes).

The musician cannot be removed as a casualty unless only he, the standard bearer and the champion (if either are present) remain in the unit. If only the standard bearer and/or the unit champion remain beside the musician then the musician must be the next casualty.

SWIFT REFORM

A unit that is not fleeing and not engaged in combat can attempt to make a swift reform during the Remaining Moves sub-phase, if it has a musician, by taking a Leadership test before it moves. If the test is passed, the unit immediately makes a swift reform – if failed, the unit makes a normal reform instead, with all the penalties that apply (see the Movement chapter). A swift reform is treated exactly like a reform manoeuvre, however such is the speed and efficiency with which the reform was carried out that the following exceptions apply:

- A unit that has made a swift reform can immediately make a full normal move, even though a reform would normally prevent it from doing so. Note that a unit that carries out a swift reform cannot march – they haven't been that swift!
- A unit that has made a swift reform can still shoot, although it will count as moving, whether or not it moves further after the reform has been completed. This means that it will suffer the -1 modifier for moving and firing, and will not be able to shoot Move or Fire weapons (such as crossbows).

COMMAND GROUP CASUALTIES SUMMARY

- Rank-and-file models are always removed first.
 - When no rank-and-file models remain, the musician is removed.
 - If there is no musician, or he has been slain, the standard bearer is removed.
 - The champion is always removed last (unless specifically targeted by an attack)
-

CHARACTERS

The Warhammer world would not be what it is without the presence of great lords, valiant heroes and mighty wizards. Such powerful individuals add a new dimension to your games of Warhammer, either as inspiring leaders or skilled warriors able to trounce hordes of lesser fighters. Such potent personages are called ‘characters’.

Characters are generally known by different names appropriate to their nation or race. Orc characters, for example, are known by suitably ‘Orcy’ names such as Big Boss and Warboss, whilst the leaders of the Empire are Captains, Warrior Priests and Engineers.

The types of character available to an army will vary with the personality of that army. Most races in Warhammer can call upon the services of powerful fighters and puissant wizards in equal measure, some have unique types of specialist character, and a few have jack-of-all- trades characters that are adept in many different aspects of war.

CHARACTER MODELS

Characters are a special type of unit that can either operate on their own, or join another unit from the same side. They often have superior characteristic values compared to ordinary members of their race, for example;

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Man	4	3	3	3	3	1	3	1	7
Captain	4	5	5	4	4	2	5	3	8

As can be plainly seen, the Captain is far superior to the common man in almost every way – a powerful force on the battlefield if he is used correctly.

LONE CHARACTERS

Being dangerous and canny fellows, characters are permitted to move around the battlefield as individuals, fighting a solitary battle against the foe. Indeed, many characters excel at this role, having the raw power to take on entire enemy units and still prove victorious.

Characters that have not joined another unit are treated as a separate unit of the appropriate type for all rules purposes. They move, shoot and fight as described in the relevant chapter of the rules. For ease of reference, we will call such models ‘lone characters’.

SHOOTING AT LONE CHARACTERS

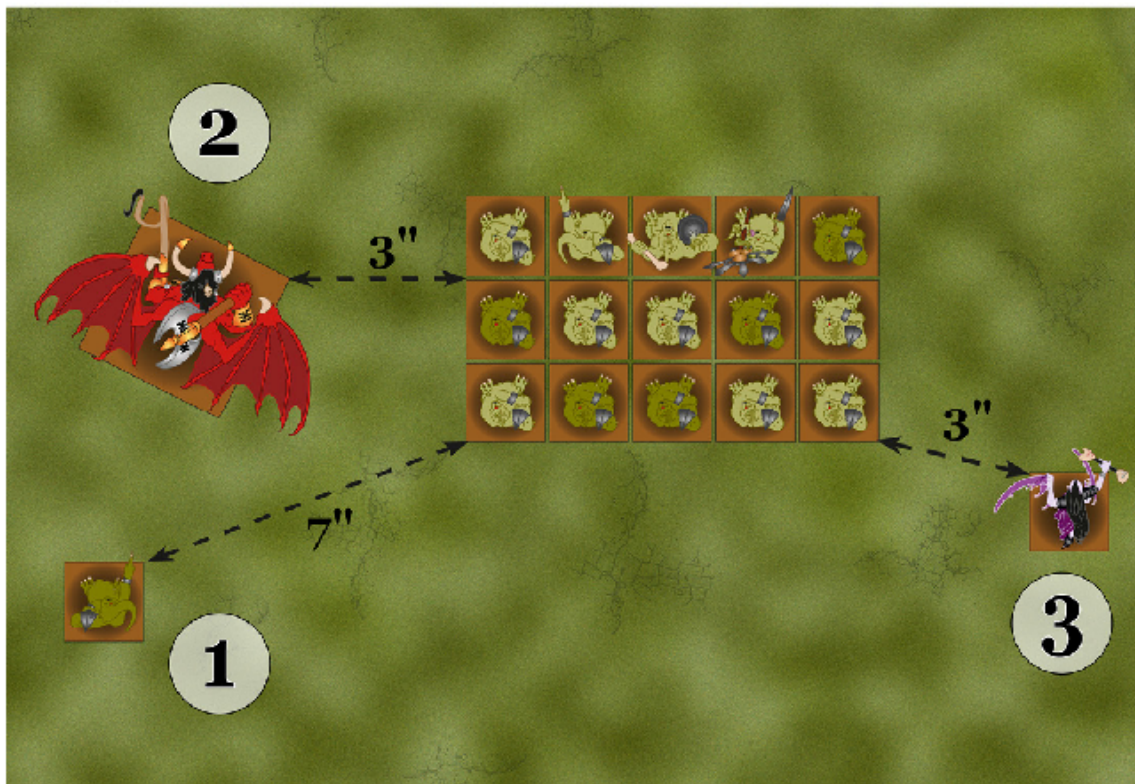
Characters are tempting targets for the marksmen in the enemy army – one well-placed volley and a powerful foe can perhaps be brought down before he has the chance to wreak ruin. However, picking out a lone character in the midst of a clamorous battle is harder than you might think. At a distance it can be hard to tell officers and common soldiers apart, particularly when units are advancing, marching and charging all around you, so we give lone characters a little protection to represent this.

If a lone character is hit by a shooting attack of any kind (including shots fired using ballistic skill, templates and so on) a “Look Out Sir!” roll can be attempted, provided there is a friendly unit consisting of five or more rank and file models of the character’s troop type within 3". Roll a D6. On a roll of 4+, the character has been successfully forewarned or otherwise preserved from harm by his nearby allies – the hit is transferred to a model in the friendly unit (if there is more than one eligible unit within 3", the controlling player can decide which made the honourable sacrifice). Otherwise, the hit is resolved against the character as normal

You’ll notice that the chance of this “Look Out, Sir!” roll succeeding is far slimmer than the one discussed elsewhere. This is only fitting as it’s far harder to warn a friend from a distance than if he’s stood a few paces away.

The most useful thing about a character is his ability to join other units. The character receives a greater degree of protection for being in the unit, becoming far harder to assassinate from range. In return, the unit gains the character’s formidable fighting and leadership skills – all the better to help them crush the foe.

Shooting at Lone Characters



The Herald of Nurgle (1) is too far away to gain any benefit from being near the Plaguebearers. The Bloodthirster (2) is a monster, and therefore receives no protection as the Plaguebearers are infantry. The Masque of Slaanesh (3), however, is infantry, and close enough to receive a 4+ “Look Out, Sir!” against shooting attacks.

CHARACTERS AND UNITS

WHAT UNIT CAN I JOIN?

Most characters are allowed to join certain types of unit over the course of the battle. A character is normally permitted to join units of infantry, beasts, cavalry, monstrous infantry, monstrous beasts or monstrous cavalry. Characters can also join other characters belonging to one of the troop types listed above, thus forming an impromptu unit entirely made of characters.

Unless otherwise stated, a character cannot join a unit of monsters (too much danger of being stood on), a unit of flyers (too many ill-disciplined wings buffeting the sky), a unit of chariots (too much danger of being run over), a unit of swarms (too much chance of being eaten) or a war machine (too much danger of being obliterated). Similarly, a character that is itself a monster, or riding a monster or a chariot cannot join other units – it's just too dangerous for the members of the unit in question. A character cannot join a unit that is already engaged in close combat or is fleeing.

JOINING A UNIT

To join a unit a character must move into base contact with it during the Movement phase. Once a character has joined a unit in this way, neither character nor unit can move further, so it's a good idea to plan your moves in the correct order.

As a unit can move only before the character joins, it's better to move the unit first and then have the character move to join it. A unit which has been joined by a character in the Movement phase only counts as having moved if it has itself moved, not if a character has moved to join it.

POSITION IN THE UNIT

When characters join a unit, they are placed in the front rank (regardless of distance). Rank-and-file models, except for the command group that must remain in the front rank, are moved to the back ranks to make room for the characters. If there is no more room in the front rank, some characters will have to go in the second rank.

SPELLS

When a character joins a unit that is under the effect of a spell that affects the entire unit, the character only benefits or suffers from the effects of the spell whilst he remains in the unit. Similarly, if a character is the subject of a spell that is capable of affecting a unit, the effect will also apply to any unit he joins, for as long as he remains part of it, and the spell lasts.

CHARACTERS IN FLEEING UNITS

If the character has joined a unit and this later flees, he will count towards working out if the unit is still at or above 25% of its initial numbers for the purposes of Rally tests (see the Compulsory Moves section in the Movement chapter).

DIFFERENT-SIZED BASES

Most of the time, a character is mounted on the same size of base as the unit he decides to join. In this case, the character can simply be added to the front rank, displacing another model as described earlier. Naturally, this gets a little more involved if the character has a different-sized base to the members of the unit. Here we have to use a little common sense to make everything work.

If a character's base is larger than one model, but has exactly the same size area (or 'footprint') as two or more models, simply displace those models to the back rank and position the character in their place

Different-sized Bases



For example, this Chaos Lord is riding a Chaos Steed, so has a 25mm x 50mm footprint. He can still join the Chaos Warrior unit, but will displace two models as the Chaos Warriors have a 25mm x 25mm footprint.

Rank Width

I've used the standard rule as the example as this applies to most troop types, but remember that monstrous infantry, monstrous beasts and monstrous cavalry units only need to be three models wide to count rank bonus, etc.

If your character(s) fit into the unit in this manner, work out the unit's ranks (and therefore its rank bonus) as if the space was filled with rank and file troops

Fit Into Unit



For example, all the units shown above have three complete ranks, and therefore a rank bonus of +2.

When Footprints Collide

If a character's footprint does not fit neatly into a unit, place him on the edge of the unit, beside the front rank, facing the same direction as the rest of the unit, as shown below. In this case we do not assume the character's footprint to be filled by rank-and-file troops, and the character is ignored when working out the number of ranks in the unit and if it counts as a horde.

Footprint Collides 1



Neither of these characters' base footprints fit neatly into their units, so they are placed at the side instead.

Footprint Collides 2



In the examples shown above, the first unit would count as having three ranks, as it is five models wide (the character is ignored). In the second example, the unit does not count as having ranks, as they are not five models wide without the character.

There's No Room!

If a character cannot be placed within the unit, or beside the front rank, then he cannot attempt to join that unit. This is obvious, perhaps, but worth saying nonetheless.

COMBINED UNITS

Whilst a character is part of a unit, both he and the unit (including any other characters that have joined that unit) are treated as a single combined unit for all rules purposes, save for the exceptions listed here.

MOVEMENT

A unit always moves at the same rate as the slowest model, so when the unit moves, charges, flees or pursues, always use the lowest Movement characteristic and rules of the slowest troop type. Similarly, if the character is subject to any movement restrictions, then those restrictions apply to whole combined unit whilst the character remains part of it, and vice versa.

SHOOTING

'Normal' shooting attacks – by which we mean to say shooting attacks that use the firer's Ballistic Skill – cannot hit a character in a combined unit if there are five or more rank and file models from the same troop type (including musician and standard bearer, but not the champion) left in the unit. We assume that the enemy cannot pick the character out. All hits are allocated onto the unit's rank and file models.

If there are fewer than five rank-and-file models left in the unit (or the character is of a different troop type) there is a chance that any characters in the unit could be hit – the controlling player decides who is hit, but must allocate one hit on each model before he can add a second hit on a model; he must allocate two hits on each model before he can allocate a third, and so on.

Unusual Shooting Attacks

The only exceptions to this are shooting attacks that do not use the normal shooting rules, specifically, shooting attacks that use some form of template (such as cannons, stone throwers, breath weapons and so on).

If a character is hit by such an attack, and he is in a unit of at least 5 rank-and-file models (excluding the champion, if there is one) and he is of the same troop type as the unit, then his controlling player is permitted to make a "Look Out Sir!" roll to save him from harm. This works exactly as the "Look Out Sir!" rule as described in the Command Groups chapter. Simply put, on a roll of 2 or more, the hit does not strike the character, but instead is allocated to a rank-and-file model. If there are less than 5 rank-and-file models, the character does not get a "Look Out Sir!" roll and is hit.

CLOSE COMBAT

In the Close Combat phase, enemy models in base contact with both the character and one or more models from the character's unit can choose to attack the character or the unit, or split their attacks between them. You need to declare where attacks are being allocated before they are rolled. If the character is slain, any excess wounds do not carry over onto the rest of the unit but are simply lost.

Remember that models can only attack enemies in close combat if they are in base contact. Therefore, if enemy models are only in base contact with the character, then they can only attack him. If enemies are only in base contact with models from the character's unit, they must attack the unit.

MAKE WAY!

Should a combined unit be fighting in close combat, it is only right and proper that a mighty hero will push his way through to the fighting. At the start of the combat (before Impact Hits are resolved), if a character's unit is in combat, but the character is not in base contact with the enemy, the controlling player can swap his position with another model that is in base contact. You can exchange him with rank-and-file model(s), including the command group, that are in base contact with the enemy. If there are one or more stranded characters on both sides, the players roll off and the winner decides which character makes his Make Way! first. Players then alternate choosing characters to do their Make Way! moves. Only characters whose footprint is compatible with the unit's rank and file can do this.

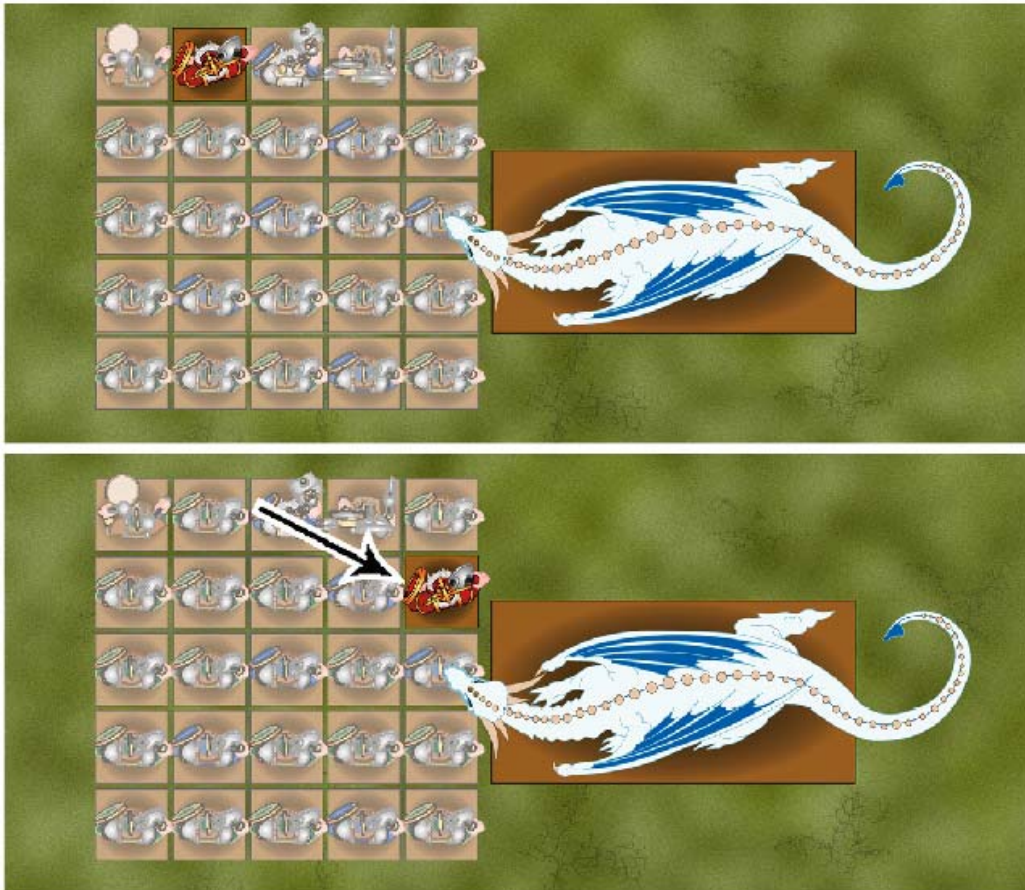
Make Way!



For example, the Goblin Big Boss is not in base contact with the enemy at the start of the combat, and so is allowed to perform a Make Way! move to get into contact.

Making Way to Another Rank

Characters can use a Make Way! move in order to move to another rank – most commonly if their unit is charged in the flank or the rear. Once the unit is no longer in close combat, such characters automatically return to the front rank of their unit at the start of their following Movement phase



For example, these Dwarfs have been charged in the flank by a Dragon. The Dragon is not in contact with the Dwarf unit's front rank, so the Dwarf Thane is permitted to move to another rank in order to fight it.

I Think I'll Sit This One Out, Chaps

A character is under no obligation to muscle his way forward into the fight, so don't feel you have to put him in harm's way if you don't want to. Wizards are almost always better off staying out of a close quarters scrum if they can manage it, and even tooled-up combat specialists might want to opt for discretion if they've already lost a lot of Wounds. Just remember that if the unit breaks from combat, any characters in it will suffer the same fate, and a character's striking power might prevent the unit from breaking in the first place...

LEADERSHIP TESTS

As we already mentioned in General Principles, Leadership tests are always taken using the highest value present in the unit. In the case of a combined unit, this will normally be the character, but might occasionally prove to be the rank and file of the unit themselves, particularly in the case of elite warriors.

SPECIAL RULES

Unless otherwise noted in the text of the rule itself, a special rule applying only to a character does not apply to the unit, and vice versa. Most special rules are there to represent specific skills or powers – you couldn't learn to shoot a longbow by standing next to someone who could, so why would you become able to perform a Killing Blow, deploy as a Scout, and so on?

On the other hand, many spells and magic items bestow special rules and other effects on units. In this case, everyone (including the character) in the combined unit will be affected.

LEAVING A UNIT

Whilst a character might well stay with a unit for the entire course of a battle, there often comes a time when he departs for pastures new. This might be because you need your character to take charge of another section of the battlefield, or because the character's current unit has been so mercilessly butchered by the enemy that he's no longer safe within it. Whatever the reason, we're going to need rules to allow a character to leave a unit.

A character can charge out of a unit, by declaring a charge in the relevant phase – in which case, he will move and his unit will stay still – it is not permitted to declare a charge of its own, though it can move during the Remaining Moves phase.

If a Stand and Shoot reaction is declared against a character charging out of a unit, the shots are fired at the character as if he was a separate target – he does not gain the same protection as being inside a unit, but he does get a 4+ "Look Out, Sir!" if the unit he is leaving is the same troop type as he is.

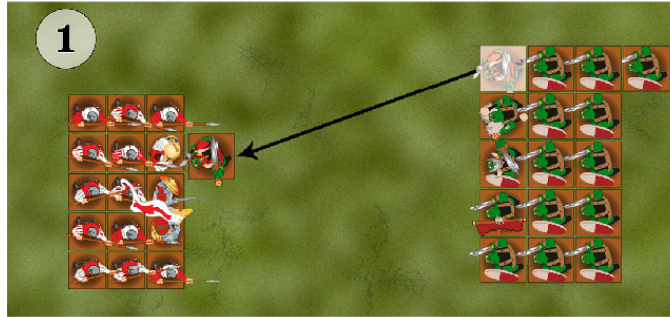
Alternatively, a character can leave his unit during the Remaining Moves sub-phase by moving away from the unit before that unit makes its own move. If the unit cannot move in this phase for any reason, the character may not leave the unit. A character may not leave a unit on the same turn that they join it.

For example, a character cannot leave if:

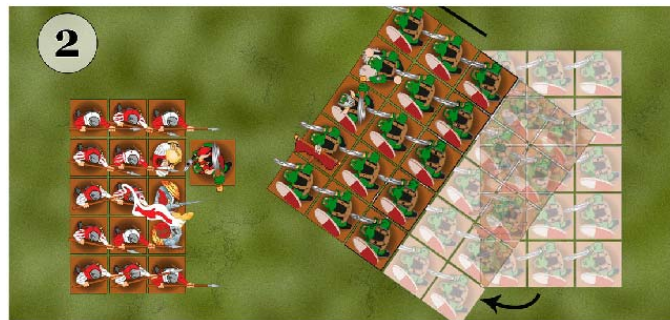
- His unit is fleeing.
- The character himself or his unit is not permitted to move by a spell or other effect.
- The unit is in combat.
- The unit has made a failed charge.
- And so on...

When leaving a unit, the character reverts to his normal rules for movement. The distance of his move is worked out from his actual position in the unit before the unit moves. He can even join another unit as part of the same move if his controlling player wishes, and the character has enough movement, although the unit he joins cannot move if it hasn't done so already.

Leaving a Unit 1

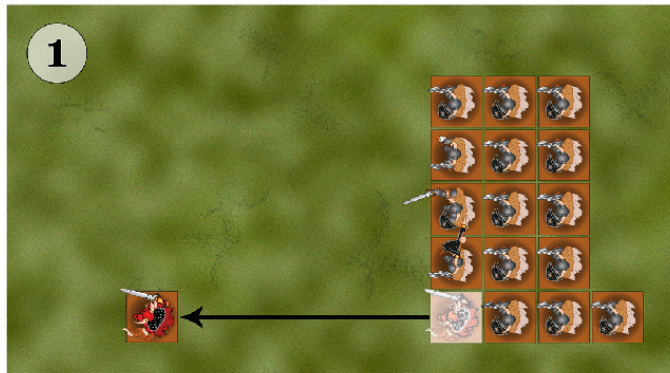


The Orc Big Boss charges out of the unit in the Charge sub-phase.

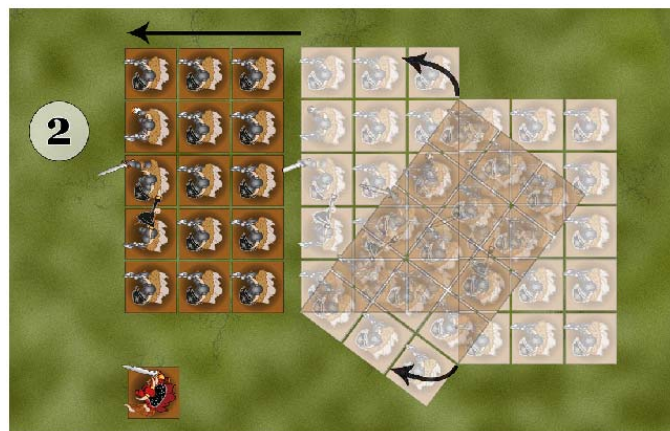


The Orc Boyz unit moves off in the Remaining Moves sub-phase.

Leaving a Unit 2



The Chaos Lord moves out of the Chaos Warriors unit in the Remaining Moves sub-phase.



The unit of Chaos Warriors then moves away.

CHALLENGES

No matter his race or allegiance, the quickest and easiest route for a warrior to earn glory and a dread reputation is by killing enemy heroes in close combat. I don't mean through a chance blow in the brutal crush of melee – after all, even the most cowardly peasant can poke a spear through an enemy warlord's back, should he get the opportunity. No, what I'm referring to is a duel between mighty warriors, the clash of sword upon and sword and axe upon shield as two doughty fighters strive against one another in a contest of battle-skill. In Warhammer, we refer to such battles as challenges.

Challenges are one of the most dramatic parts of Warhammer, representing as they do the final showdown between opposing warlords or hated rivals. It's not unusual for the result of a battle to hinge on who wins a challenge!

ISSUING A CHALLENGE

Challenges are issued at the start of the combat round, before any blows are struck (but after Impact Hits). Only one challenge can be issued per close combat – the side whose turn it is has the opportunity to issue a challenge first. If that side chooses not to, then the other side can issue a challenge.

The player issuing the challenge nominates one of his character or champion models to issue the challenge. If he does not have a suitable model in the fight, a challenge cannot be issued. Similarly, if there are no characters or champions in the enemy units, a challenge cannot be issued – there's no one to fight!

Quite how individual warriors issue their challenges varies from race to race. An Elf or Man might salute his opponent, whilst an Orc bellows insults at his foe. To issue a challenge, choose one of your characters or champions in one of your units in the combat – this is the model that issues the challenge. Proceedings will be enhanced considerably if you actually frame a suitable challenge, perhaps along the lines of "Who's a-comin' out tae fight me, ya scurvy, no-good, cowardly rat-infested spawns o' unmentionable descent. I can smell ya fouled britches and hear ya knees a-knockin' together with fear!" Once one challenge has been made, further challenges cannot be issued in that combat.

ACCEPTING A CHALLENGE

If your opponent has issued a challenge, you can now accept it with one of your characters or champions whose unit is in base contact with the unit containing the issuer of the challenge. Note that a character does not have to be in base contact with an enemy to accept or issue a challenge, just part of a unit that is. The two models will now fight, as described in Fighting a Challenge, below.

REFUSING A CHALLENGE (BOO! HISS!)

If no enemy character steps forward to meet the challenge, one of them must retire in ignominy. This character is nominated by the challenger – though he may not nominate a character that could not have accepted the challenge, or a unit champion – champions can accept challenges, they do not have to. The retiring character slinks off to the back ranks and is not allowed to attack that round – move the model into a rank where he's not in base contact with the enemy. Another model will step up and fight in his place, just as if he'd been slain. Furthermore, the model's Leadership cannot be used for any Leadership tests that take place that turn.

Once a challenge has been refused, the issuer can fight normally in that round of combat.

Nowhere to Run, Nowhere to Hide

A character cannot refuse a challenge if his model cannot be placed so that he is not in base contact with an enemy model – he can't evade his opponent and so must fight for his life. This most commonly happens if a lone character is the subject of a challenge, or if his unit is small and engaged on all fronts, so that every model in the unit is in base contact with an enemy.

FIGHTING A CHALLENGE

If a character accepts the challenge, move him into base contact with the challenger – after all, what good is the narrative of a challenge without the visual reality? If, for whatever reason, this is not possible, assume that the two models are in base contact (this might require a little gumption to work out, so it's best to move the model if you can). These two characters must direct all of their attacks against each other – they cannot be attacked by any other model for that round of close combat.

Overkill

If one model slays the other, then any excess wounds they inflicted above and beyond those needed to slay the opponent, up to a maximum of +5, are counted towards their side's total number of wounds for close combat result. More on this bonus can be found in the Close Combat chapter.

Note that this is an exception to the rule stating that a model can only suffer as many wounds as it has on its profile. This time you need to add up all of the wounds inflicted on the victim, even those from a weapon causing multiple wounds, or by repeated Killing Blows (each successful Killing Blow scores the same amount of wounds the slain character has on its profile), etc. This is great fun, albeit a little one-sided.

For example: A Chaos Lord fights a champion in a challenge. He slays the champion before he has a chance to attack and causes seven wounds! The combat result score is 1 (the original wound of the champion) plus 5 (the maximum overkill bonus) for a total of 6 combat result points. The last of the seven wounds is wasted.

Round Two?

If both competitors survive a challenge, and the combat continues, then they will continue to fight in the next round of close combat. Further challenges cannot be issued in that combat until the existing challenge has been resolved.

Challenges and Mounts

If a competitor in a challenge is riding a mount, then that mount (including the crew of a chariot, if the character is riding one) must direct its attacks against either the other competitor or that competitor's mount (if he is riding one). If the opponent is slain before all of a model's attacks are made (because a competitor and his mount strike at different Initiative steps, for example) then any excess Attacks are lost and cannot be directed against other models.

Excess wounds caused against mounts count for the purposes of overkill. If a character is slain but his mount is not, the mount will (after taking its Monster Reaction tests) continue fighting in the challenge until it or the foe is slain (or flees).



CHARACTER MOUNTS

Many characters ride into battle on a mount of some kind. Character mounts can range from the fairly common and straightforward, such as warhorses, giant wolves or a chariot of some kind, through to the rare and wonderful, such as colossal Dragons, clockwork steeds or bizarre Daemons. Many mounted character models are available, while occasionally Warhammer army books will include further options that you might wish to ‘model up’ yourself.

As a general rule, character mounts are broken down into four types:

- Cavalry
- Monstrous Cavalry
- Chariot
- Monster

A character and his mount are treated as a single character model for all rules purposes, except as noted below.

CAVALRY

A cavalry mount is the most straightforward thing a character can ride – this category includes things like horses (and their mechanical or undead equivalents), giant wolves, boars and other horse-sized or shaped steeds. As with the definition for the cavalry troop type, a cavalry mount’s key definition lies in the fact that it has only a single Wound. Therefore, if a character is riding a mount with a single Wound, he is riding a cavalry mount.

If a character has a cavalry mount, the whole model is treated as having the troop type ‘cavalry’ and follows all the rules for both characters and cavalry models.

MONSTROUS CAVALRY MOUNT

Very rarely, a character will have the option to ride a monstrous beast. In this case, the whole model is treated as having the troop type ‘monstrous cavalry’ and follows all the rules for both characters and monstrous cavalry models, even if he is riding a monstrous beast with only one Wound.

It’s worth noting (as the wording is rather similar) that the rules for Ridden Monsters do not apply to monstrous cavalry mounts – they are two distinct troop types.

Riding High

Putting a character on a mount comes with all kinds of advantages: he gets a better armour save, increased movement and might even pick up some juicy special rules from his steed (to say nothing of the particularly impressive attacks some ridden monsters can make). All these elements taken in combination can turn even a mediocre fighter into something your opponent will hate and fear, but heed a word of warning. The bigger your character’s mount, the easier it will be for your foe to single him out with missile fire and spells. Cannons, in particular, are rather tasty in this regard – a single well-aimed shot can sweep away mount and rider in a heartbeat, so take care to keep your character as safe as possible from such contraptions.

CHARIOT MOUNT

If a character has taken a chariot as a mount, the whole model is treated as having the troop type ‘chariot’ and follows all the rules for both characters and chariot models. Characters riding on chariots cannot join other units.

A chariot mount otherwise follows all the rules for ridden monsters (see below), save for the fact that a chariot does not need to take a Monster Reaction test if the character is slain.

RIDDEN MONSTERS

Monsters are often employed as mounts for characters – an Orc Warboss could be riding a Wyvern perhaps, or an Elven Prince a mighty Dragon. If a character model is riding a monster, it does not use the rules for cavalry or monstrous cavalry, but rather those given here.

If a character has a ridden monster, the whole model is treated as having the troop type monster and thus follows all the rules for both characters and monster models. A character on a ridden monster cannot join other units.

Whilst a cavalry model is treated as a single model for the purposes of hitting and wounding, a character and his ridden monster can be attacked separately. As the battle goes on, the character may find himself unhorsed (well, un-Griffoned, or un-Dragoned anyway) or the monster might have its rider slain from off its back.

RIDDEN MONSTERS AND SPECIAL RULES

We assume that special rules that apply to a ridden monster do not normally also apply to character riding it and vice versa (with the same exceptions that apply to cavalry models, see the Troop Types chapter). Likewise, ridden monsters are still monsters, and benefit from the rules for monsters as well.

RIDDEN MONSTERS AND ARMOUR SAVES

Just as with regular cavalry, a ridden monster affords its rider an element of additional protection. A character on a ridden monster counts his armor save as being 1 point better than normal (see cavalry in the Troop Types chapter).

SHOOTING AT RIDDEN MONSTERS

As a single model, the monster and its rider are considered to be a single target. It is not possible to shoot specifically at either the rider or the mount unless the shooting model has the Sniper special rule.

Once you have established how many hits have been scored, you must apportion them between the rider and the monster. For each hit scored roll a D6: on a roll of 1-4 the monster has been hit. On a 5-6 the rider has been hit. If a monster has two or more riders (a very unusual combination) then on a result of 5 or 6, randomize any hits among the riders.

Roll to wound the monster and rider as normal, remembering to roll the dice separately so you can tell the two sets of hits apart. Once you know how many wounds have been inflicted on the monster and the rider, they can each take any saves to which they are entitled.

Templates

If you use a weapon or spell that uses a template against a monster mount, both the riders and the mount are automatically hit if the monster's base is touched by the template (note that this includes bouncing cannonballs!). In the case of a stone thrower, which inflicts hits at two different Strengths, only one model will be hit at the higher Strength (assuming that model's base is under the centre of the template). Randomise, as for a shooting attack, to see whether one of the riders or the mount is unlucky enough to take the high-Strength hit. All other models are hit at the lower Strength value.

MONSTER MOUNTS IN COMBAT

In close combat, the monster attacks using its own characteristics, and the rider attacks separately using his characteristics. As the monster and rider are likely to have different Initiative values, they might strike their blows at different times. These attacks are worked out entirely normally, one batch for the rider and one batch for the monster, against any enemies in base contact with the model.

When it comes to attacking back, enemies in base contact with the monster have two potential targets: the rider and the monster. The enemy can choose to direct his attacks against either the rider or the monster, and can distribute attacks between them in any way he likes. The opposing player must state how many attacks are against the monster and how many are against the rider before he rolls any dice, otherwise all attacks are assumed to be against the monster.

Attacks are worked out exactly as normal, and the score required to hit will depend upon the relative values of the monster or the rider's Weapon Skill and the attacker's Weapon Skill.

Casualty!

The character and his ridden monster will inevitably die at different stages of the battle, leaving you with the problem of how to represent the survivor now that his comrade has suffered a messy death.

Sometimes your character model will not be glued onto his mount, so if he's slain first you can just remove him. However, as most of us glue our characters in place, this is not always possible. In these circumstances, I normally just make a note that the character has been slain, leave the monster in place and leave it at that.

Should the reverse happen (i.e. the character outlives his mount) the character will revert to the rules for his troop type, normally infantry, and as he's not going to drag the slain corpse of the monster around the battlefield, you'll want a model on an infantry base to represent him. Some players specifically paint a model to represent an unseated character in this manner. Others (of which I am one) refuse to embrace the idea that their monster is mortal, and therefore don't have an alternate version of the character. We end up using a representative (or 'proxy') model on the correct size base that is distinct enough to be recognised as the character in question). Either method is perfectly acceptable.

EXCESS WOUNDS

If a character is slain and suffers more wounds than he has on his characteristic profile, excess wounds are discounted. They are not carried through onto the monster, nor onto a second rider if one is present, although they do count towards overkill in a challenge (see above).

Similarly, any excess wounds inflicted on the monster are discounted; they are not carried over onto the rider, although they do count towards overkill in a challenge.

SLAIN RIDERS OR MOUNTS

Wounds must be recorded separately for the rider and his mount. If the mount is slain, the rider continues to fight on foot.

If the rider is slain, the monster must immediately take a Monster Reaction test: take a Leadership test on the monster's own Ld. If the test is passed, the monster fights on as normal. If the test is failed, roll a D6 and consult the Monster Reaction table.

If a Stand and Shoot reaction kills the mount during a charge, the model is replaced by a foot version of the rider and attempts to complete the charge normally (i.e. using his own Movement value and special rules rather than the mount's). If it kills the rider, take the test for the monster and then finish the charge if possible

MONSTER REACTION TABLE

D6 RESULT

1-2 UH? Free of the will controlling it, the monster now has to think for itself and might find its presence on the battlefield extremely confusing. The monster fights on as normal, but is subject to **Stupidity** for the remainder of the game.

3-4 GRRRRR. The monster stops moving immediately, remaining where it is to guard the fallen body of its master. From this point onwards, the monster is **Unbreakable**. The monster will not move for the rest of the battle, except that it will always turn to face towards the closest enemy in its Movement phase and use any breath or other ranged weapon against the closest enemies within range if possible. If the monster is engaged in close combat it will fight, but it will not pursue fleeing enemies.

5-6 RAAARGH! The monster is maddened by grief and rage at the death of its master, or simply reverts to its feral instincts. The monster fights on as normal, but is subject to **Frenzy** and **Hatred** of all enemies for the rest of the game (it can never lose its Frenzy, even if defeated in combat) and will always charge the closest eligible enemy target.

THE GENERAL

Every army is led by a General, a heroic character to whom command of the various warriors, war machines and wizards has been entrusted (or who has seized control over the army by brute force or nefarious means). The General model is a miniature representation of you as the controlling player – he is your physical avatar upon the battlefield and the heart of your army.

SELECTING THE GENERAL

The General is the character in your army with the highest Leadership. If more than one character share the highest Leadership value, you must choose which one is the General and tell your opponent before deploying your army.

INSPIRING PRESENCE

Warriors fight all the better under the stern gaze of their General, taking heart from his noble presence (or perhaps fearing his anger more than the blades of the enemy). Providing that the General is not fleeing, all friendly units within 12" may use his Leadership instead of their own (so rally your General first!). Remember that a General with the Large Target rule (or who is riding a Large Target) has his Inspiring Presence range increased to 18".



THE BATTLE STANDARD BEARER

Armies often include a Battle Standard Bearer – a trusted warrior who holds aloft the General’s personal heraldry. A Battle Standard Bearer is a rallying point for the army, from which friendly soldiers can take heart and draw strength. If a Battle Standard Bearer is in a unit that Refuses a Challenge and is subsequently moved to the rear of its unit, it loses the Hold Your Ground special rule until the end of the turn. Note, however, that if the Battle Standard Bearer has a magic standard its effects continue to apply as normal (it cannot be ‘switched on or off’).

The Battle Standard Bearer Model

A Battle Standard Bearer is a heroic model carrying a particularly impressive banner, and it will be presented as an option in your Warhammer army book. The battle standard is carried by a character model and, unless specified otherwise, the model that carries the battle standard cannot be the General.

Unlike normal standards, the battle standard is lost if the bearer is slain – other models cannot pick it up, even if they are in the same unit. As with other standard bearers, the battle standard bearer is automatically killed if he flees from combat – he dies on his feet, defending the precious standard to his last breath.

Combat Result Bonus

Like a normal standard, a battle standard adds +1 combat result in a close combat if it is in a friendly unit. Unlike a normal standard, a battle standard adds this +1 even if another standard is present. If, by some unusual circumstance, there are two battle standards on the same side in the combat, you can only count the bonus for one (this might happen with allied armies, see the Allied Armies chapter).

Hold Your Ground!

To represent the battle standard’s steadying presence, friendly models within 12” of the Battle Standard Bearer re-roll failed Leadership tests of any kind, including Panic tests, Break tests, Fear tests, Rally tests and so on. This ability cannot be used if the Battle Standard Bearer is himself fleeing – no one takes heart from the sight of a coward. With this in mind, it’s always best to attempt to rally your Battle Standard Bearer before you take other Rally tests, if you can.



WAR MACHINES

War machines are mechanical constructions that hurl massive projectiles at the foe. Bolt throwers, cannons and stone throwers are all war machines, and there are many other bizarre contraptions to be found in the Warhammer world.

War machines are very powerful and can vary greatly in form and function. For simplicity and sanity, we therefore divide a war machine's rules into two parts. The first part of rules pertains to the rules for the war machine troop type – essentially its chassis and crew – which apply to all war machines. The second part consists of the rules for how each specific type war machine fires (and how it slaughters your foe).

Example war machine profile;

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Mortar	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

Split Profile

War machines have two profiles, one for the war machine itself, and one for the crew.

You always use the Movement, Weapon Skill, Ballistic Skill, Strength, Initiative, Attacks and Leadership of the crew. The Toughness of the war machine is used against ranged attacks and the majority Toughness of the crew is used against close combat attacks. The crew's armour save (if any) is used against both ranged and close combat attacks. A war machine's Wounds are always considered to be equal to the number of remaining crew models (which is stated in the war machine's entry) – the Wounds value on its profile is included only out of completeness.

Characteristic Tests

War machines automatically fail all characteristic tests, save for Toughness and Leadership tests.

THE CREW

A war machine unit comprises the machine itself, plus its crew. As the crew aren't really a combat unit, per se, we ignore them for most gaming purposes, treating the war machine itself as the extent of the unit. When the war machine suffers a wound, remove a crew model. Once all the crew have been removed, the war machine itself is removed from play. Similarly, if the war machine is removed as a casualty, all remaining crew are also removed. The crew are used only to indicate the remaining number of Wounds and the number of attacks the war machine can make in close combat, so players should simply arrange their crew in a pleasingly aesthetic fashion within 1" of the war machine.

The crew cannot be charged, attacked or otherwise affected separately from their war machine – if they are found to be blocking movement or line of sight, the controlling player simply alters their position, just as you would for any other battlefield marker or counter

THE WAR MACHINE

War machine models do not normally have bases, and so the usual convention of measuring to the model's base cannot be used. When measuring to and from the war machine, measure to or from the body of the machine, by which we mean the closest part of the chassis, wheels or the weapon itself (ignore any spikes, piles of cannonballs, sprockets, banners and so on).

There is one notable exception. When firing a war machine's weapon, ranges are measured from the muzzle of the gun (in the case of a cannon, volley gun or similar) or the crossbar (in the case of a stone thrower or similar catapult). If your war machine is particularly unusual and does not have any of these features, you should choose a suitable point from which you will measure all your shooting attacks, so long as you are consistent.

MOVEMENT

We assume that a war machine's crew are able to wheel or drag it short distances at a time. The war machine can move using the rules for lone models (see the Movement chapter for more detail). Use the crew's Movement characteristic to determine how far the war machine can move. Remember that all distances are measured from the war machine model itself – move the war machine and then place the crew within 1" of it.

War machines can never charge or march: they're too ponderous for the latter, and the crew too keen for their own survival to attempt the former – and who wouldn't be if armed only with a sponge on a stick?

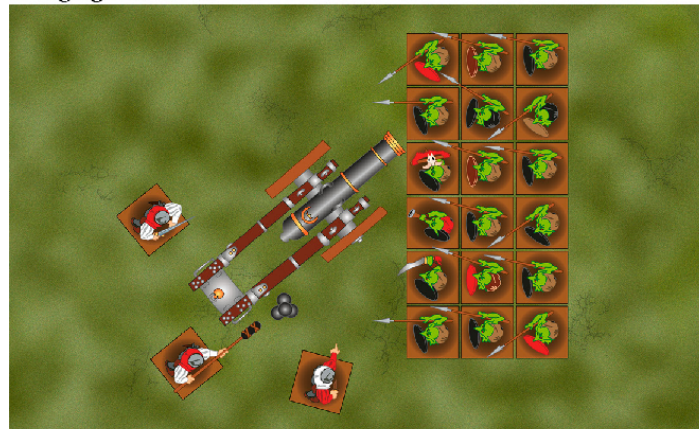
If charged, a war machine can only choose to hold – even in mortal danger the crew are loathe to abandon their pride and joy. If forced to flee (because of a failed Break test, for example) the war machine is destroyed. In such cases we assume that the crew sabotage their war machine to prevent the enemy making use of it, before fleeing the battle with no intention of returning.

War machines treat all terrain other than open ground and hills as impassable. That said, a war machine is permitted to deploy in a building or terrain, but if it does, it cannot move during the game except to pivot on the spot. It should be noted that this rule is intended to allow players to deploy their war machines in sensible and dramatic locations, such as a cannon in a wood or a mortar on top of a tower. It should not be seen as licence to deploy war machines in absurd locations, such as putting a stone thrower inside a roofed building, for example.

CHARGING A WAR MACHINE

As a war machine does not have a base, units charging a war machine do not have to 'close the door' to align – they just have to complete the charge in such a manner that they are touching the war machine's body (as defined in 'The War Machine' above).

Charging a War Machine



The Goblins have charged so that they are touching the cannon and so can fight it in the ensuing combat.

SHOOTING AT WAR MACHINES

When shooting at a war machine, resolve the attack as normal, using the Toughness value of the war machine – the crew are doubtless covering behind their war machine, using its iron and timber hide to preserve their altogether more fragile ones. The crew's armour save is still used to attempt to prevent any wounds inflicted, as it is they that the attack is attempting to slay.

SHOOTING WITH WAR MACHINES

Unless specified otherwise all weapons in this chapter (and all other weapons mounted on war machines) have the Move or Fire and Slow to Fire special rules. Each type of war machine weapon is fired differently, as described in its own set of rules. Line of sight is always taken from the chosen firing point (i.e. its muzzle or crossbar, in the same way as for its range) – before you fire the war machine, pivot it to face your chosen target (this doesn't count as moving). For war machine weapons that require Ballistic Skill, use the highest Ballistic Skill amongst the crew to resolve the shot.

WAR MACHINES IN CLOSE COMBAT

War machine crews are not especially known for their valour, and will normally defend their machine from behind, beneath (or within) its frame. This is a valid defensive tactic, as there is a limit as to how many enemy warriors can physically crowd around a war machine.

At the start of the Close Combat phase, before any blows are struck, the player whose unit(s) are attacking the war machine must choose six models who will fight in the combat (the assault party, if you will) – the rest cannot get close enough to land blows.

Only six models can be chosen per war machine being fought, regardless of the number of units that are fighting. Obviously, some models are bigger than others, so monstrous infantry/cavalry/beasts each count as three models when selected to fight a war machine, while a monster (including any rider) counts as five models.

All models chosen for the fight are considered to be in base contact with the war machine. Models that are in base contact with other enemies cannot be chosen to be part of a war machine's assault party – they're too busy fighting their more immediate foes.

The combat is otherwise resolved normally. In particular, casualties are taken from the 'back' of the unit as normal – models step up and join the fight in place of fallen comrades, assuming there are enough survivors to do so. When it comes time to fight, the war machine makes a number of attacks equal to the number of surviving crew models, using their Weapon Skill, Strength and Initiative. Enemy models strike at the war machine normally, resolving their attacks against the crew's Weapon Skill and Toughness. The crew can then take any saves to which they are entitled.

A war machine does not have any flanks or a rear for the purposes of combat results. If a war machine manages to win its combat, it is not allowed to pursue and restrains pursuit automatically. The crew always hold their ground and continue the business of operating the machine. If the war machine loses the combat and fails its Break test it is destroyed.

WAR MACHINES AND PANIC

If a war machine fails a Panic test (due to friends being destroyed within 6" and so on) it does not flee. The crew dive for cover underneath their machine and cannot shoot in their next Shooting phase – this does not prevent the crew clearing jams or other misfire results.

BOLT THROWERS

Bolt throwers are huge crossbows that shoot a spear-sized missile. A crew of two or more is required to wind back the powerful torsion arms and position the huge bolt ready for firing

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Bolt Thrower	48"	6	Multiple Wounds (D3), Ignores armour saves*

*Armour saves are not permitted against wounds caused by bolt throwers.

FIRING A BOLT THROWER

To fire a bolt thrower, select a target according to the normal rules for shooting.

With the target chosen, roll to hit using the crew's Ballistic Skill, just as you would for a normal missile weapon. All the normal To Hit penalties apply to a shot from a bolt thrower – it is essentially just a massive crossbow, after all.

If the shot misses, the bolt hits the ground or sails into the air, only to land harmlessly some distance away from the target. If the shot hits, damage can then be resolved using the rules given below.

Resolving Bolt Thrower Hits

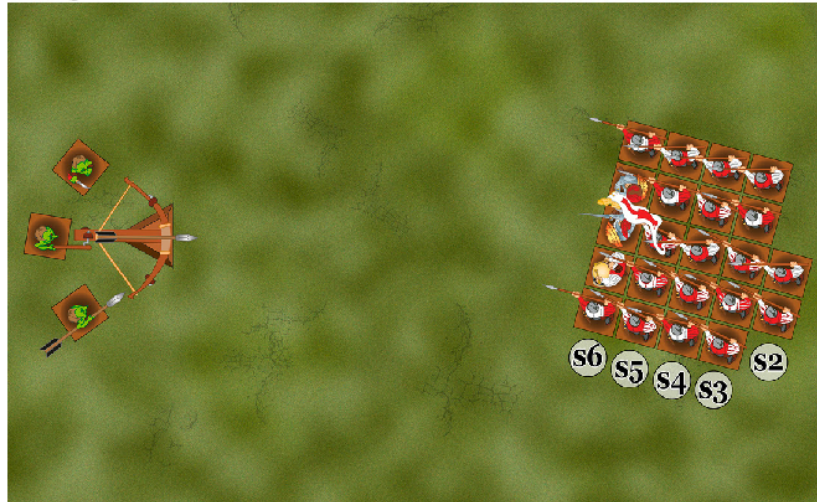
If the target is a unit of five or more ranked-up models, the bolt will always strike a regular trooper (as opposed to a champion or character in the unit) in the unit's first rank if the bolt thrower is in the unit's front arc, or the last rank if the bolt thrower is in the unit's rear arc. If the bolt thrower is in the target unit's flank, the target's files count as ranks for the purposes of resolving the shot.

The sheer mass of a bolt thrower shot means that it can hurtle through several ranks of troops, piercing each warrior in turn. If the shot hits, resolve damage against the target using the bolt thrower's full Strength of 6. If this model is slain, the bolt then hits one of the warriors in the rank behind, although it will have been robbed of a little force – this next warrior is hit with -1 Strength (normally Strength 5). If the second trooper is slain, a model in the next rank is hit at -2 Strength (normally Strength 4) and so on, until either the unit runs out of ranks or the bolt fails to slay a target (remember that all hits, at any Strength, inflict multiple wounds).

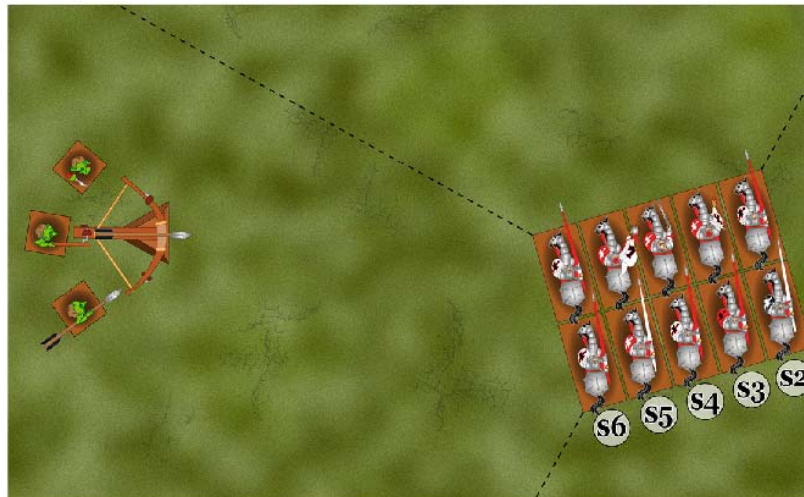
Bolt Throwers and Characters

If the rank hit by the bolt is made entirely of characters and champions, or if the total number of rank and file models in the unit is less than five, it will be necessary to randomise which model in the rank is hit.

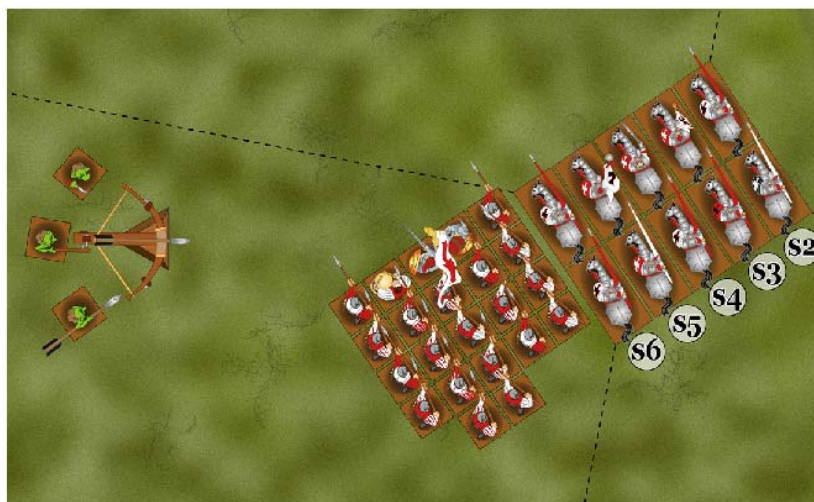
Firing a Bolt Thrower



Up to five spearmen can be killed by the shot of this bolt thrower. The Strength that each rank is hit at is shown next to it.



As the bolt thrower is in their flank arc, up to five knights can be killed by its shot.



The bolt thrower can see the knights, and so it can fire against them (with the hard cover modifier). If it hits, it will skewer the flank of the unit, as shown in the diagram, as it is in the knights' flank arc.

CANNONS

Cannons are devastating, if sometimes unpredictable, weapons whose manufacture is limited to few races. When they work, cannons can shatter the most determined enemy, slamming roundshot after roundshot into massed formations. However, cannons can go wrong. The black powder charge can fail to ignite, or explode prematurely. Worse, weaknesses in casting methods can leave minute cracks or other deficiencies, which lead to the cannon exploding when fired.

There are two different kinds of cannon profile, representing the differing size and power of various cannons.

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Cannon	48"	10	Multiple Wounds (D6)

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Great Cannon	60"	10	Multiple Wounds (D6)

FIRING A CANNON

Cannons do not use their crew's Ballistic Skill and instead rely on their crew's expertise in judging distance, elevation and the correct amount of black powder to propel the shot the desired distance.

CHOOSE TARGET

Nominate a point within the war machine's line of sight and that is not outside the cannon's maximum range. Your target does not have to be an enemy model; it can be a point on the ground if you wish. Remember that war machines are allowed to pivot in the Shooting phase, the better to bring your chosen target into the weapon's line of sight.

When choosing your target point, it's best to bear in mind that, unless something goes wrong, the cannonball will always overshoot by between 2" and 10", so you'd be well served to aim a few inches short of the enemy you wish to hit.

Note that you are not allowed to make a cannon shot in such a way that it has a chance of hitting a friendly unit or an enemy unit that is engaged in close combat.

When you have chosen your target, place a small coin or counter in the correct position as a reminder of where the shot is intended to land.

FIRE!

Using your tape measure, extend a 'shot' line from the cannon's barrel all the way to your target point. Roll the artillery dice and extend the line away from the cannon the number of inches shown – this is where your cannonball strikes the ground (see diagram below)

If you roll a misfire, something goes wrong when the cannon fires. You'll now need to roll on the Black Powder War Machine Misfire chart to discover the seriousness of the situation. Regardless of the result rolled, the cannon does not shoot this turn.

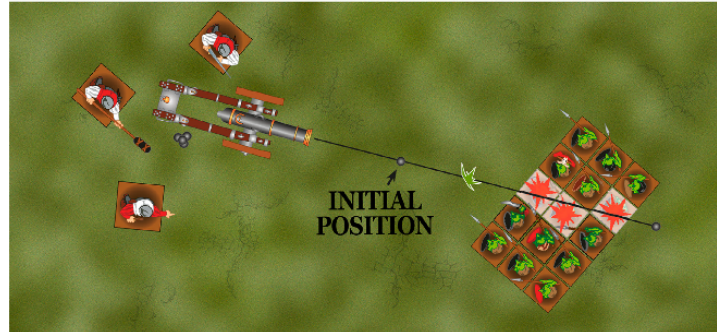
BOUNCE

Assuming that the cannon did not misfire, then hopefully the cannonball will bounce straight forward and crush any targets in its path.

To determine how far the cannonball bounces, roll the artillery dice again. If the result is a misfire then the cannonball does not bounce – it thuds into the ground and comes to rest. Any model under the spot where the cannonball comes to rest is hit, see below for details of how to resolve the hit, but he is the only victim!

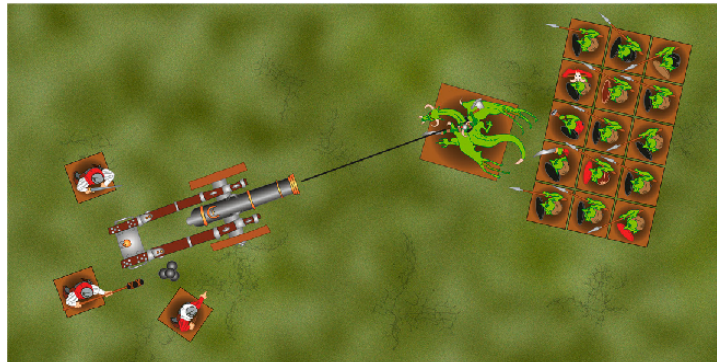
Assuming you don't roll a misfire, then the cannonball bounces the distance rolled straight forward – extend your tape measure a distance equal to the roll of the dice. If the cannonball bounces into impassable terrain that would, in reality, stand in the way of the shot, such as a sheer cliff, it stops immediately

Cannonball Bounce

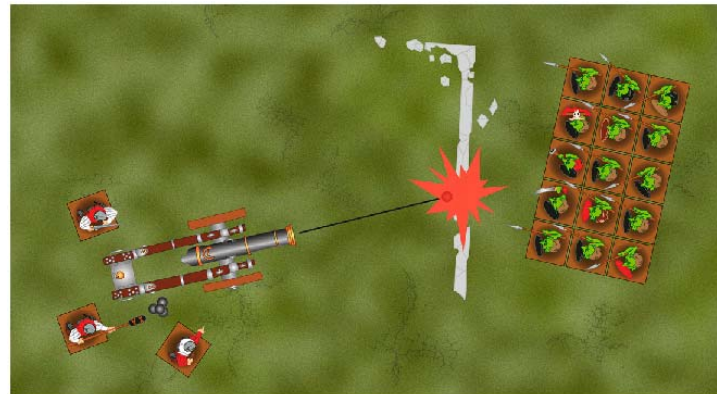


The bounce goes through all three ranks of the unit, scoring three hits. The first roll of the artillery dice is a 2, so the cannonball lands two inches forward. The second roll is an 8, so the cannonball bounces eight inches!

Cannonball Bounce 2



The cannonball strikes the Wyvern, kills its rider, but not the monster, so the shot doesn't go through the Goblins behind.



The cannonball strikes the wall, destroying it, but travelling no further.

WHO'S BEEN HIT?

The bounce of the cannonball is treated exactly like a special kind of template, which we assume to be about the width of the cannonball itself.

On most occasions, any model whose base is between the point where the cannonball first strikes the ground and where it eventually comes to land is hit automatically! However:

- A maximum of one model per rank struck can be hit. If the cannon is in the target's flank, the target's files count as ranks.
- If the cannonball bounces into a monstrous infantry/beast/cavalry or monster, that model suffers a hit. However, if the monster or monstrous infantry/beast/cavalry model is not slain, the sheer bulk of the creature robs the cannonball of all momentum and the shot travels no further.
- If the cannonball bounces into an obstacle (see the Battlefield Terrain chapter) then that obstacle is destroyed, but the cannonball travels no further.

GRAPESHOT

Instead of firing normal shot, cannon crew can opt to fire grapeshot. They do this by loading the gun with rusty nails, handgun bullets and other small projectiles – effectively creating a huge blunderbuss.

FIRING GRAPESHOT

To fire grapeshot, select a target according to the normal rules for shooting.

With the target chosen, roll an artillery dice to find out how many shots are fired. If the artillery dice result is a misfire, roll a D6 on the Black Powder War Machine Misfire chart to find out what has gone wrong.

Assuming that a misfire did not occur, roll to hit the target with a number of shots equal to the number rolled on the artillery dice, resolving any successful hits using the grapeshot profile.

BLACK POWDER WAR MACHINE MISFIRE CHART

D6 RESULT

1-2 Destroyed!

The gun explodes with a thunderous noise. Shards of metal and wood fly in all directions, leaving a hole in the ground and a cloud of black acrid smoke.
The war machine is destroyed.

3-4 Malfunction.

The charge fails to ignite and the barrel must be emptied before the war machine can fire again.
The war machine cannot fire this turn or in the controlling player's next turn. Either turn the war machine model round or place a marker of some kind to indicate this.

5-6 May not Shoot.

A minor error has occurred, perhaps the fuse was not properly set or the crewmen mishandled the loading procedure.
The war machine is unharmed and can shoot as normal again in the controlling player's next turn.

FIRE THROWERS

Though its designs are many and varied, a fire thrower always consists of an airtight copper-lined barrel and a fluid chamber filled with a sticky alchemical sludge – normally a mixture of sulphurous compounds, black powder and combustible oils.

When triggered, the fire thrower sets loose a burst of these noxious chemicals, which immediately set light upon contact with the air, incinerating anyone unfortunate enough to be caught in the blast.

Unless otherwise specified, a fire thrower has the following profile

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Fire Thrower	n/a	5	Flaming Attacks

FIRING A FIRE THROWER

Place the teardrop-shaped template with its narrow end touching the fire thrower barrel and the large end aimed at any target in line of sight. Roll the artillery dice and move the template directly forward the number of inches indicated – this is where the burst of flame lands. The template can overshoot a target, representing the crew firing in too high an arc.

All models underneath the template are hit automatically. Wounds caused by a fire thrower have the Flaming Attacks special rule. A unit suffering any casualties must take a Panic test.

A misfire means the weapon does not fire – roll on the Black Powder War Machine Misfire chart above to find out what went wrong.

BLACK POWDER WAR MACHINE MISFIRE CHART

D6 RESULT

1-2 Destroyed!

The gun explodes with a thunderous noise. Shards of metal and wood fly in all directions, leaving a hole in the ground and a cloud of black acrid smoke.

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The war machine cannot fire this turn or in the controlling player's next turn. Either turn the war machine model round or place a marker of some kind to indicate this.

5-6 May not Shoot.

A minor error has occurred, perhaps the fuse was not properly set or the crewmen mishandled the loading procedure.

The war machine is unharmed and can shoot as normal again in the controlling player's next turn.

STONE THROWERS

Stone throwers are destructive weapons that lob large rocks into the air, sending them crashing down into the enemy ranks. The largest stone throwers can hurl a projectile big enough to flatten monsters or knock down city walls.

Unless otherwise specified, a stone thrower has the following profile:

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Stone Thrower	12-60"	3(9)	Multiple Wounds (D6)

You'll notice that a stone thrower has two Strength values, one of which is in brackets – don't worry about this for now.

FIRING A STONE THROWER

To fire a stone thrower, take the small round (3") template and place it anywhere with the central hole within the war machine's line of sight, outside of the stone thrower's minimum range and within its maximum range.

The template cannot be placed over friendly models, or enemy models from a unit that is engaged in combat, as the crew refuse to deliberately target their allies (although the shot might well go wide and hit friends by mistake as we'll discover later).

If placed over an enemy unit, the hole in the middle of the template must be placed over a single model.

SCATTER

Once the template has been placed, roll for scatter using a scatter dice and an artillery dice. If a misfire is rolled on the artillery dice, something has gone wrong – roll on the Stone Thrower Misfire table to discover just what that is. Regardless of the result rolled, the stone thrower does not shoot this turn.

Assuming that you didn't roll a misfire on the artillery dice, it's now time to find out whether or not your shot was on target.

If a hit is rolled on the scatter dice, the shot has landed on target – any creature foolish or unlucky enough to be nearby is going to regret it very soon. In this case, we ignore the number shown on the artillery dice – the hit is all we need.

If an arrow is rolled, the shot has missed its original target and scatters off elsewhere. The full rules for scatter are given in General Principles, but in summation: move the template a distance in inches equal to the result of the artillery dice, in the direction shown on the scatter dice.

DAMAGE

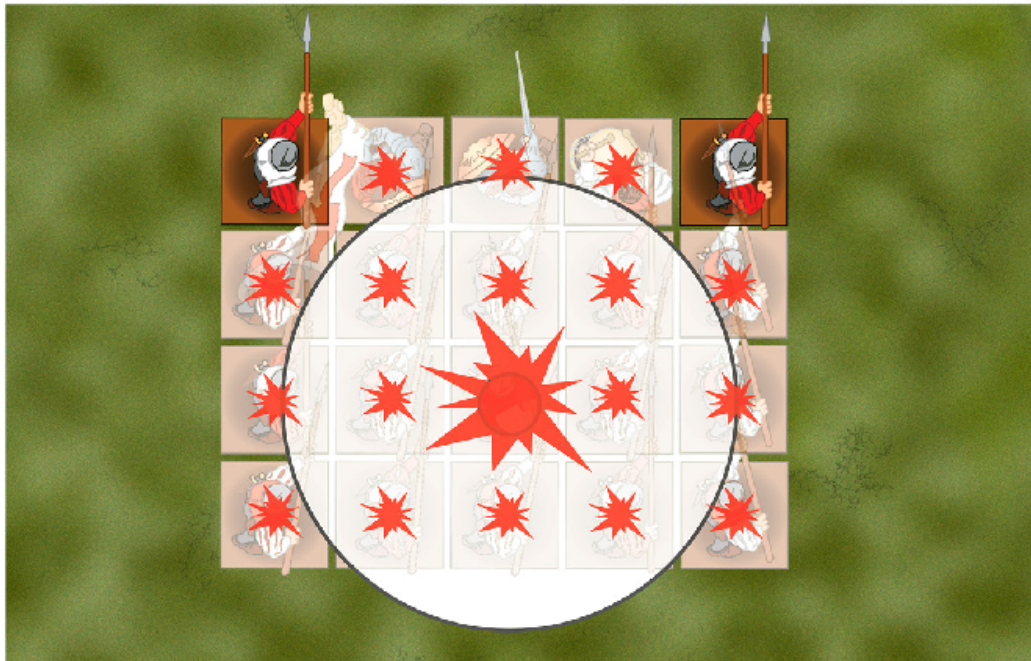
Regardless of whether or not your shot landed exactly where you intended, it's time to see who's been flattened by it.

The model (if there is one) under the template's central hole is unlucky enough to be hit directly by the stone thrower's massive payload – he takes an automatic hit at the higher of the stone thrower's two Strengths (normally 9). If the template has scattered, there's a good chance the centre hole will lie over two or more models. Nonetheless, only one can be hit by the higher Strength, so select one randomly.

Other models wholly or partially beneath the template avoid being clobbered by the main payload, but instead are showered by bits of loose rock and, after the payload has landed, fast-moving chunks of battlefield (and possibly bits of the warrior who took the full brunt of the shot). Such models are hit automatically at the stone thrower's lower Strength (normally 3).

The stone thrower's Multiple Wounds (D6) special rule applies only to the high-Strength hit caused against the model under the template's central hole – unsaved wounds from the low Strength hit are not multiplied. This makes the stone thrower very good at disposing of enemy monsters and other resilient models as well as dealing horrendous damage to massed ranks of enemy warriors.

Stone Thrower Damage



Here, 18 models are hit, with the model under the hole suffering a Strength 9 hit, rather than Strength 3.

FIRING INDIRECTLY

As a stone thrower lobs its shots in a high arc, it can be used to attack enemies that are hidden from its view. Such shots are inaccurate at best, as the stone thrower's crew essentially have to guess where their foe lies, working from fragmented and often unreliable information provided by other warriors.

If you wish to fire indirectly, declare that you will do so before taking the stone thrower's shot. An indirect shot does not require line of sight, but is otherwise treated as a normal shot and has the usual requirements (the target needs to be in range and outside the minimum range of the stone thrower)

An indirect shot is not as accurate as one where the crew can see their target. If an arrow is rolled on the scatter dice, resolve the scatter as normal. If however, you roll a Hit! on the scatter dice, the shot does not land on target (as would normally be the case) but merely scatters less – how much less depends greatly on the skill of the crew. You'll notice the Hit! symbol has a small arrow at the top of it – this indicates the direction of scatter for an indirect shot – the distance travelled is equal to the score shown on the artillery dice minus the crew's Ballistic Skill characteristic (to a minimum of zero!).

Other than the aforementioned inaccuracy of the scatter, an indirect shot from a stone thrower is treated exactly according to the rules given for normal shots

STONE THROWER MISFIRE CHART

D6 RESULT

1 Destroyed!

The stone thrower cannot take the strain! Bits of wood and metal fly all around, the stone tumbles to the ground, crushing the war machine and throwing debris into the air. The war machine is destroyed.

2-3 Disabled.

A freak occurrence disrupts the normal smooth operation of the stone thrower, and one of the crew has been caught in the firing mechanism.

The stone thrower suffers a wound, with no armour saves allowed. This problem can only be fixed by partially dismantling the war machine and so the stone thrower therefore cannot fire this turn or in the controlling player's next turn. Either turn the war machine around or place a marker of some kind to indicate this.

4-6 May Not Shoot.

A minor error has occurred, perhaps the stone was dropped or part of the machinery jams. The stone thrower is unharmed and can shoot as normal again in the controlling player's next turn.



PLAYING THE GAME

This section deals with the rules you will need to actually play a game of Warhammer. Included here you will find a guide to setting up battlefield terrain, and how your models interact with it, how to choose an army using points and your chosen Warhammer army book, and a set of rules showing you how to ally one army to another.

As well as the above, this section provides you with a set of scenarios to play with your opponent, from the straightforward Meeting Engagement through to more complex battles such as the Battle for the Pass or the Watchtower. These scenarios will provide you and your opponent with varied challenges and ensure that every game of Warhammer you play is a fresh and exciting experience.



BATTLEFIELD TERRAIN

A Warhammer battle can take place anywhere, on the edge of a town, amid cursed ruins, in the uttermost depths of a Dwarf hold, on the treacherous and frozen slopes of a mountain pass or even amid the upper minarets of an Elven city. The Fighting a Warhammer Battle chapter explains how to set up your battlefield. Here you will find the rules for the many types of terrain and building you can fight over.

TYPES OF TERRAIN

In the Warhammer world, even something as familiar as a stone wall can offer all manner of possibilities. Granted, the wall might just be a boundary line of some kind – but there's probably more to it than that. It might be the remains of a mighty Bretonnian castle, warded against the Undead. Or it could be that the wall was made from stolen grave markers, and unquiet spirits linger nearby. Perhaps the wall is the remains of some calcified Daemon just waiting for a magical charge to bring it back to life. There are dozens upon dozens of possibilities, and that's just a wall. You'd be hard-pressed to find something more ordinary in the normal run of things – but this is the Warhammer world, and almost nothing here is normal.

Over the next few pages you'll find some examples of terrain rules, covering the mundane through to the arcane. Many of the terrain pieces in the Warhammer range have specific rules that apply to them, and you'll find that whatever you have in your terrain collection there will be suitable rules here, or at least inspiration for devising your own. The rules for placing terrain pieces on your tabletop can be found in the Fighting a Warhammer Battle chapter, later.

OPEN GROUND

Open ground is the most prevalent type of battlefield terrain and thus the 'default' setting – any terrain not specifically classed as something else is to be treated as open ground. All the rules as presented thus far assume that your game is being played on open ground – grassy fields, sandy flats, sun-parched earth, and so on. It therefore doesn't affect the game, and we don't need to provide any further detail.

IMPASSABLE TERRAIN

Impassable terrain covers those areas of the board that our warriors physically cannot enter as a matter of course, or to which they cannot seek entry without an immediate and probably messy death. Impassable terrain therefore covers such things as lava fields, deep lakes or chasms. Units cannot voluntarily enter, move or cross through impassable terrain – they must go around. Remember that units can flee through impassable terrain, although they will have to take Dangerous Terrain tests if they do so (see the Movement chapter and Dangerous Terrain, below, for details).

MYSTERIOUS TERRAIN

Not all terrain surrenders its secrets to a mere visual appraisal – sometimes the only way to find out its properties is to venture inside...

The effect of a piece of mysterious terrain is not decided at the start of the battle. Instead, it is rolled for immediately when a model enters it (or is deployed within it). Once rolled for, the mysterious terrain feature is no longer quite so enigmatic – it retains that effect for the duration of the game. If the unit whose model has triggered the effects is moving under its own volition, it can decide to continue its move as normal or immediately stop, so that only the first model to enter is inside the terrain feature. On the other hand, if the unit is charging, fleeing, pursuing or subject to some kind of compulsory movement, it must complete its move – good luck to them!

DANGEROUS TERRAIN

Some areas of terrain are incredibly treacherous and present a very real risk to life and limb. When a model marches, charges, flees, overruns or pursues into or through an area of dangerous terrain, it is called upon to take a Dangerous Terrain test – roll a D6. On a 2-6, the model successfully negotiates the dangers of the terrain and reaches its destination safe and sound. If a 1 is rolled, however, the model has suffered a terrible mishap and suffers a wound with no armour saves allowed.

A mounted warrior has many advantages over his footslogging comrades, but does risk being thrown from the saddle when riding at speed. A galloping horse can trip on a tree root, hurling the rider into a boulder, or can duck low under a branch, but alas not quite low enough for the rider... As such, cavalry, monstrous cavalry and chariots treat all terrain other than open ground as being dangerous terrain, as described above. A chariot that fails a Dangerous Terrain test suffers D6 Wounds instead of 1

The Importance of Definition

Always agree the types and boundaries of your gaming terrain with your opponent before the battle begins. This is perhaps obvious, but what can seem like a fairly unimportant detail at the start of the game can quickly become a matter of victory or defeat. A few minutes' discussion to cover what each piece of terrain represents will save a lot of potential confusion (and even arguments) as the game unfolds.



HILLS

Hills are natural outcrops of rock and earth. Few pieces of terrain are as strategically important as a hill. From its slopes your troops can rain missile fire down upon the foe, or form a battleline upon its crest.

All hills use the rules given below.

HILLS AND MOVEMENT

Unless otherwise stated, hills are treated as open ground. Amongst other things, this means that hills do not cause Dangerous Terrain tests in cavalry and other mounted models.

HILLS AND SHOOTING

Models on a hill are more likely to be able to trace a line of sight past other models on a lower level, making hills practical vantage points for your missile troops (see General Principles for a reminder of how line of sight works).

HILLS AND CLOSE COMBAT

Remember that if your unit charged and the majority of the models in the unit began the turn uphill from the enemy unit(s) that were charged, you receive +1 combat result.

EXAMPLES OF HILLS

Hills have almost infinite variety. They can be different shapes, varied heights and composed of diverse materials.

ANVIL OF VAUL

The legends of Ulthuan tell that when the Daemons first broke into the world, the smith-god Vaul descended from the heavens. It is said that he travelled to every corner of the globe, raising stone anvils from the living rock upon which he crafted blades of great potency, which the Elves used to defend their realms. Though the weapons and their wielders have long since gone, many of the anvils remain. Mere proximity to an Anvil of Vaul bestows a warrior's weapons with incredible enchantment.

Any unit within 6" of an Anvil of Vaul has both magical attacks and the Flaming Attacks special rule

SCREE SLOPE

The slopes of this hill are covered with loose shards and splinters of rock, making the going incredibly treacherous. Many approaches to Dwarf holds are flanked by such slopes, providing an extra layer to their defence.

Models charging, marching, fleeing, pursuing or overrunning up, down or through a scree slope must take a Dangerous Terrain test.

TEMPLE OF SKULLS

There are many unholy sites dedicated to the worship of the Chaos Gods and this is but one of them. Ruin and war may have laid it waste, have scattered its trophies and tumbled its grim statues, but the gazes of the Dark Gods still rest upon its battered stones, hungrily seeking a new champion to bend to their perverse amusements...

At the beginning of each player turn, any character or champion on the Temple of Skulls can choose to embrace the favour of the Chaos Gods. If he does, roll a D6. On a roll of 2-6, one randomly chosen characteristic increases by D3 points. On a 1, the Chaos Gods take his soul (or his purehearted comrades turn on him) – remove the model as a casualty with no saves of any kind allowed.

FORESTS

Forests are excellent places for troops to lurk in ambush – the choking foliage offers a great deal of protection against missile fire.

All forests and woods use the rules given below.

FORESTS AND MOVEMENT

If a cavalry, monstrous cavalry or chariot model marches, charges, overruns, flees or pursues through a forest, it must take a Dangerous Terrain test (see earlier in this chapter). Models with the Fly special rule that begin or end a flying move in a forest must take a Dangerous Terrain test.

FORESTS AND SHOOTING

A unit in a forest counts as being in soft cover (see the Shooting chapter) provided that the majority of its models are within the forest. Similarly, if a model in a shooting unit has to trace its line of fire through a forest (because it's shooting at a target beyond the forest), then the target benefits from soft cover. This applies even if during the game you rearranged a forest's trees around a unit, or even removed them – just imagine the trees are still in their original position.

This penalty does not apply if the shooting model is drawing a line of sight out of a forest it is in.

FORESTS AND CLOSE COMBAT

It is difficult to form tight ranks when fighting in a forest. A unit with the majority of its models fighting in a forest can therefore never be steadfast (unless it is Stubborn.) On the other hand, units of Skirmishers (and lone infantry characters) are always Stubborn if the majority of their models is in a forest – light troops excel in the uneven terrain of woodland.

MYSTERIOUS FORESTS

Forests are mysterious terrain – who knows what hellspawn lurks in there? As soon as a unit enters (or deploys in) the forest, roll to determine what sort of forest it be.

D6	
1	It's an 'ordinary' forest. Phew!
2	Abyssal Wood.
3	Blood Forest.
4	Fungus Forest.
5	Venom Thicket.
6	Wildwood.

2 - ABYSSAL WOOD

A cloud of malice lies over this wood, provoking irrational fears and dark imaginings in the minds of those that enter.

A unit with the majority of its models within an Abyssal Wood causes Fear.

3 - BLOOD FOREST

Though these trees slumber fitfully through the cycles of the world, nearby use of magic infuses them with bloodlust...

Whenever a spell is successfully cast by (or at) a model in a blood forest, all units wholly or partially within it suffer D6 Strength 4 hits as the trees go into a feeding frenzy.

When any hits have been resolved, the Blood Forest moves 2D6" in a random direction, moving around any intervening terrain features by the shortest route. This does not move the models that were in the Blood Forest, it simply 'walks' off, and leaves them behind.

4 - FUNGUS FOREST

These trees are infested by a chromatic array of mushrooms. It's best not to breathe in too deeply...

Any unit at least partially within the Fungus Forest is subject to the rules for Stupidity. Any Goblin unit at least partially within the Fungus Forest is also Stubborn.

5 - VENOM THICKET

Poisonous creatures abound within. Provided you do not succumb to it first, their venom can be used against the foe.

Any model in a Venom Thicket has the Poisoned Attacks special rule (applies to close combat attacks only). However, any model moving through a Venom Thicket must take a Dangerous Terrain test, to represent their attempt to fend off the venomous critters within.

6 - WILDWOOD

To walk beneath the twisted boughs of a Wildwood is folly indeed, for the trees are wrathful.

Roll for any unit at least partially within the Wildwood at the end of the Movement phase. On a 4+, the unit suffers D6 Strength 4 hits

RIVERS

The reassuring and impeding flow of a river can help an army protect its flank or otherwise slow the enemy advance. Launching an assault across a river is no easy task, and often the fords, bridges and other crossing points become crucial objectives for the opposing armies.

All rivers use the rules given below.

RIVERS AND MOVEMENT

The crushing weight of the water makes it impossible to march through a river. Movement is otherwise unaffected.

RIVERS AND COMBAT

Rivers make for very treacherous footing and, as such, are about the last place a ranked-up unit wants to conduct its battles. A unit at least partially in a river can never be steadfast (unless they are Stubborn). Additionally, units even partially in a river cannot claim rank bonus.

BRIDGES AND OTHER CROSSINGS

Most rivers have at least one place at which they can be crossed, such as a bridge or a ford. Such crossing points should normally be treated as open terrain, but only if the unit attempting to use the crossing point is in a narrow enough formation to fit across, otherwise treat the entire unit as being in the river! Whether or not a unit is narrow enough will normally be fairly clear.

MYSTERIOUS RIVERS

Rivers are mysterious terrain – it might look like water, but is it really? As soon as a unit enters or deploys in the river, roll on the following table to determine what it has put its collective feet in.

D6

- 1** It's probably just a normal river. Don't drink the water though.
- 2** Boiling Flood.
- 3** Necrotic Ooze.
- 4** Raging Torrent.
- 5** River of Blood.
- 6** River of Light.

2 - BOILING FLOOD

This river's waters are boiling with incredible fury – it's best to cross quickly, lest you never leave the river at all.

Any model at least partially in the boiling flood at the end of any turn suffers a Strength 4 hit with no armour saves allowed. Models that are immune to Flaming Attacks do not suffer from this effect.

3 - NECROTIC OOZE

Only the stench of this thick and lifeless sludge can compete with its toxic virulence. Those crossing this river had best hold their breath.

Necrotic ooze counts as dangerous terrain for all models. Additionally, a unit that moves through necrotic ooze gains the Poisoned Attacks special rule until the end of the following player turn, so vile are the waters that cling to their blades.

4 - RAGING TORRENT

The icy rivers of the high mountains run clear, pure and very swift indeed.

A raging torrent is dangerous terrain. However, such are the invigorating effects of the icy waters that any models that are in the river (or left the river earlier in the turn) have +3 Initiative.

5 - RIVER OF BLOOD

When the rivers of the world turn to blood it is a sign that Khorne has regained ascendancy at the head of the unboly pantheon of the Realm of Chaos. The time of the Blood God has come!

A unit that moves or charges through a River of Blood is counted as causing Fear until the end of the following player turn, so ghastly is their blood-slicked appearance.

6 - RIVER OF LIGHT

This is no mere river, but a swirling and seething mass of Light Magic.

When a unit enters a River of Light, it is immediately the target of a randomly chosen Light Magic spell. The spell is automatically cast and cannot be dispelled. If the spell has a choice of different casting values, it is assumed to be cast at the lower value.

Not only rivers...

Even though the rules presented here refer to rivers, they can also be used for other shallow water features that might appear on your battlefield, such as lakes, ponds or the tidal plains of a flat coastline.

For example, you could model the forbidden Lac Sanguinai in Bretonnia, whose shores use the rules for the River of Blood, or allow your models to wade through the choppy water on a coastal gaming board, using the Raging Torrent rules to represent the surf

MARSHLAND

A battle in a marsh can easily end in disaster – the footing is unstable, the mud clings to weapons and as many warriors drown as are hacked apart by the foe. Marshes are therefore best employed as traps to suck your enemy into, rather than bastions from which to fight.

All marshland uses the rules given below.

MARSHLAND AND MOVEMENT

Marshland is dangerous terrain for all units, other than those with the Skirmish special rule. Cavalry, monstrous cavalry and chariots that enter marshland fail their Dangerous Terrain tests on a 1 or 2, rather than a 1.

EXAMPLES OF MARSHLAND

Although all marshland is dangerous, its nature (and degree of the peril) can vary greatly.

EARTHBLOOD MERE

Raw magical power of the lifewind Ghyran bubbles through the waters of this marsh.

Any unit with the majority of its models within the mere has Regeneration (6+).

KHEMRIAN QUICKSAND

The burning desert hides a multitude of traps. Many an unwary warrior has been sucked to his death by the shifting sands of Khemri – the larger the victim, the more certain the fate.

A monster, monstrous infantry or monstrous cavalry model that fails its dangerous terrain test for Khemrian Quicksand is removed as a casualty with no saves of any kind allowed.

MIST-WREATHED SWAMP

The vapours of this swamp hang in the chill air, hiding those within from the gaze of their enemy. Yet who knows what horrors lurk within the mist, just waiting to pounce?

If the majority of a unit's models are wholly within a mist-wreathed swamp, the unit counts as being in hard cover.

However, at the end of each Movement phase, the unit must pass an Initiative test, or have D6 models dragged to their doom by the monstrous Fimir lurking in the mist (the victims are selected in the same manner as the allocation of shooting hits)

OBSTACLES

This category covers all long and narrow terrain types, such as fences, walls and hedges.

All obstacles use the rules given below.

OBSTACLES AND MOVEMENT

If a cavalry, monstrous cavalry or chariot model marches, charges, flees, pursues or overruns over an obstacle, or charges an enemy on the other side of an obstacle, it must take a Dangerous Terrain test (see earlier in this chapter).

Obstacles do not otherwise impede movement. If a unit ends its move with some of its ranks or files on different sides of the obstacle, simply place the models appropriately on both sides of the obstacle – the unit suffers no ill-effects.

OBSTACLES AS COVER

An obstacle offers a greater measure of protection against missile fire to models hiding behind it. If a firer is shooting at a model that is behind an obstacle and in base contact with it, the target model counts as in cover (of the appropriate type), regardless of how much of it is visible above the obstacle. We assume that the warrior takes shelter behind the obstacle. When firing against a unit, the majority of its models must be behind the obstacle in order to benefit from this additional protection.

Firing models that are themselves in base contact with an obstacle may ignore it for the purposes of line of sight, just as if the obstacle was not there – they will lean over it as they fire.

OBSTACLES AND COMBAT

If one of your units is charging an enemy who is touching the other side of an obstacle, the obstacle counts as ‘defended’. Measure the charge distance to the obstacle, rather than the enemy unit. Similarly, if the charge is successful, move your unit into contact with the obstacle rather than the unit itself.

Essentially, we assume the enemy push forward to fight over the obstacle – your models count as being in base contact with the enemy behind the obstacle, as if it wasn’t there, and must charge in such a way as to maximise the number of models from both sides that can fight, using the normal rules for charging that are presented in the Movement chapter.

To represent the formidable defensive position offered by the obstacle, any models from a charging unit that are in base contact with an obstacle (or are providing supporting attacks for a model in base contact) will suffer penalties depending on the type of obstacle. This modifier only applies when the unit charges, not in subsequent rounds of the combat.

If the charged unit is not in contact with the obstacle, treat it just as you would for the purposes of movement. If there isn’t room for a rank of charging models to fit between the obstacle and the charged unit, it is perfectly acceptable to remove the obstacle whilst the combat goes on (put it back again as soon as possible).

EXAMPLES OF OBSTACLES

Here are a few examples of obstacles you can use in your Warhammer games – this is by no means a definitive list, but should prove a fertile starting point for your own imagination.

BLAZING BARRICADE

The original blazing barricades were magical obstacles called into existence by High Elf mages as they fought for survival during the initial daemonic invasions. Though that was now thousands of years ago, the magic that created the blazing barricades still dwells within the ground

Blazing barricades grant soft cover to units behind them. If a unit completes a charge against a defended blazing barricade, it immediately suffers one Strength 4 hit on each of its models in contact with the obstacle.

BLESSED BULWARK

It is common practice in the Empire for a Warrior Priest to bless any wall which might have to serve in the battle against the foul creatures of Chaos. Such enchantment lingers on long after it takes root, and even endures through the destruction of the wall itself. Many farming fields and fortress walls in the Empire are bounded by walls constructed of stolen fragments from the blessed bulwarks, and retain a portion of that power.

Blessed bulwarks are obstacles that grant hard cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them. In addition to this, models from the Forces of Destruction (see the Allies chapter) that are in base contact with the obstacle must halve their Initiative.

FENCE

Fences are gnarled and twisted constructions of wood and lath. Though fences are chiefly designed to keep herd animals in a particular location, determined warriors can also use a fence as a rough bulwark in order to keep enemies out!

Fences are obstacles that grant soft cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them.

GHOST FENCE

A Ghost Fence is a barrier with little physical substance – merely a series of poles or posts upon which are hung accursed fetishes and totems to which daemonic or Undead spirits have been bound with forbidden spells. Only a brave or foolish warrior crosses a ghost fence without good cause – or without powerful protective wards.

Ghost Fences are obstacles that grant soft cover to units behind them. A unit that is defending a Ghost Fence causes Fear in the first round of any close combat.

WALL

Walls are a common sight, serving as boundaries between fields, estates and even burial sites.

Though such a wall is seldom more than chest-height, it makes for an incredibly effective impromptu defensive position, and can save the warriors sheltering in its lee from otherwise fatal encounters with arrows, crossbow bolts and buckshot.

Walls are obstacles that grant hard cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them

Over the hedge

When you're fighting a combat over a wall or hedge, you'll have to apply a little gumption in order to work out which models can fight, and who they can strike blows against. The reason? Well, as your two units aren't actually in base contact, it's not always easy to tell what the base contact would be if the wall weren't there. The solution? Well, if the wall isn't glued down to the battlefield, then you can just whisk it away for a moment and push the two units into true base contact to resolve the issue. Once you know who's fighting, put the units and the wall back in their original positions, and have at it once more!

MYSTICAL MONUMENTS

Thousands of years of struggle and conquest have left the Warhammer world strewn with mystical relics, monuments and ruins. A battle will often be fought for the control or the defence of such a place, and for the awesome power it commands.

This is essentially a catch-all category for things that don't fit comfortably in other sections. Mystical Monuments are best treated as impassable terrain for the purposes of movement. Particularly large or complex Mystical Monuments might be made up of several terrain elements, such as hills or obstacles (see above for details).

EXAMPLES OF MYSTICAL MONUMENTS

As with the arcane architecture that follows later, the sky really is the limit for Mystical Monuments. Who knows what mighty magical constructs await discovery by your armies?

ALTAR OF KHAINE

Though his worship is now relegated chiefly to the chill land of Naggaroth, many altars consecrated to the Elven god of murder remain throughout the world. Warriors who fight in Khaine's shadow do so with bloodlust awakened in their souls.

All units within 6" of an Altar of Khaine are subject to the rules for Frenzy – as soon as a unit moves out of range, the Frenzy is lost.

ARCANE RUINS

The stones of fallen temples still resonate with magical energy centuries after their final celebrants crumbled to dust.

Any wizard within 6" of an arcane ruin can choose to roll up to four dice when channelling, rather than one. However, if three or more dice come up as 6s, the wizard must immediately roll on the Miscast table.

BANE STONE

Not even the most learned of scholars knows the origins of the Bane Stones. Some folk maintain that the Beastmen raised them in tribute to their blasphemous gods, others that they are jagged shards of magic made manifest through careless sorcery. Whatever the truth, to battle in a Bane Stone's shadow is to invite swift death, for the stones are hungry and fresh souls are their food.

Hits made against units within 6" of a Bane Stone have a +1 bonus to wound.

CHARNEL PIT

In a world of unrelenting war, a decent burial is something granted to only the luckiest. For the remainder, eternal repose begins in a mass grave, with enough stones atop to deter wild beasts, and enough icons to draw down the blessings of various gods of the dead. Alas, most such charnel pits attract Necromancers and other dark sorcerers like, well, vultures to carrion. By the time these foul folk have finished with the pit's contents, it is sure to be little more than a blood-slicked pit, strewn with body parts and a lingering unholy taint that instills fear in all but the bravest warriors.

All units within 6" of the charnel pit suffer a -1 penalty to their Leadership. Undead units within 6" of the charnel pit have the Regeneration (6+) special rule to represent their easy access to replacement parts.

ELVEN WAYSTONE

There are countless Elven Waystones scattered throughout the world, ancient monuments to the once globe-spanning glory of the children of Ulthuan. Yet these towering edifices are more than mere markers of a sundered past. It is through the Waystones that the Elves siphon excess magical energy from the world. A learned enough wizard can tap into the Waystone's magical current and thus purloin its energies for his own use.

Any Wizard within 6" of an Elven Waystone adds +1 to his channelling attempts.

IDOL OF GORK (OR POSSIBLY MORK)

Prior to a great battle, Orcs raise crude idols of their brutish gods so that their deities might find amusement in the forthcoming destruction. Many of these idols are crafted from mud and dung, and so are quickly worn away by the elements. Some, though, are roughly hewn from boulders or the defaced statues of other races. These can stand against the weather for centuries, allowing Mork (or possibly Gork) an uninterrupted grandstand view of the passing centuries' carnage.

Any warriors fighting under the grim gaze of Mork (or possibly Gork) are infused with the greenskin gods' lust for battle. Units that start the turn within 6" of the Idol can re-roll a failed charge distance roll.

MAGIC CIRCLE

Ancient mannish ruins, raised to empower primitive rites, magic circles can dissipate harmful sorcery and offer protection to those nearby.

Units within 6" of the Magic Circle have the Magic Resistance (2) special rule.

SINISTER STATUE

Witless watchmen, set to stand sentinel over secret shrines by an ancient and unknown force, these sinister statues take exception to interlopers in a most forceful fashion.

At the start of each player turn, roll a dice for every unit within 6" of the Sinister Statue.

On a 4 or more, nothing happens – the statue either doesn't notice the unit, or recognises it as an ally of its forgotten master. On a 1-3, beams of light blaze out of its stone eyes – the unit suffers D6 Strength 4 hits.

SORCEROUS PORTAL

A sorcerous portal is prone to appear where certain contours of hill and valley funnel the Winds of Magic in unexpected ways. Many are caged and harnessed by ambitious sorcerers, but wood and stone cannot easily contain raw magic.

At the start of the Magic phase, after power and dispel dice have been generated, but before spells are cast, the sorcerous portal belches forth energy in the form of a spell. Roll 2D6 on the table below each time to see what spell is cast.

2-4	<i>Soulblight</i> (Lore of Death)
5-6	<i>Wyssan's Wildform</i> (Lore of Beasts)
7	<i>Plague of Rust</i> (Lore of Metal)
8-9	<i>The Speed of Light</i> (Lore of Light)
10-12	<i>Fireball</i> (Lore of Fire)

The spell does not need line of sight, always targets the closest unit (regardless of range, if the unit is in combat and so on), is automatically cast and cannot be dispelled. If the spell has a choice of casting values, it is assumed to be cast at the lower value.

WYRDING WELL

It is said that Wyrding Wells are set upon sites where the blood of the world bubbles to the surface. This amber liquid has magical, if unpredictable, properties and is a prized ingredient in many potions and elixirs.

Providing it is not in combat, a unit within 3" can drink from the well at the end of its Movement phase. Roll a D6 on the following table to discover the outcome of the unit's incautious imbibing:

- 1** **Magical Poisoning.** Models in the unit cannot make any voluntary action (including shooting, casting spells, channelling, using magic items and so on) until the start of the following turn, whilst copious vomiting ensues.
- 2-4** **Ailments Banished.** The unit immediately recovers 2D6 wounds' worth of models, as described for the Lore of Life *Regrowth* spell.
- 5-6** **The Gift of Oblivion.** The coursing earthblood erases all fear and sensation from the minds of the drinkers. The unit is subject to the rules for *Stupidity* and is *Unbreakable* for the remainder of the game.



BUILDINGS

Buildings are, without doubt, amongst the most important pieces of terrain on a battlefield. They offer substantial protection to those inside, are a good vantage point for models that can make ranged attacks. Warriors firmly ensconced in a building can only be driven out by a determined assault.

As with other terrain elements, players should identify at the start of the game all pieces of terrain for which they are going to make use of the buildings rules given here. This is important, as during the game these rules may give a clear advantage to some units.

As with any terrain pieces, a small amount of common sense will go a long way when dealing with buildings. Players may agree to treat some buildings as impassable (very small ones, or those with a strange shape, for example). Similarly, players may want to divide very large buildings into several parts, each of which counts as a separate building for the purposes of the following rules. We'll discuss that in a little more detail later – for the moment, let's take a look at the overall rules for buildings.

BUILDINGS AND MOVEMENT

For the most part, buildings act as impassable terrain (the rules for which were given earlier in this chapter). That said, we do allow units to enter buildings and 'garrison' them. This might seem a bit strange, but it's nice and clear in terms of rules. Basically, we don't want units moving through a building as if it were not there, and nor do we want them 'sitting' on top of it. If it's a building and you're a unit, you're either garrisoning, or not in contact with it – nice and clear.

GARRISONING A BUILDING

A unit can enter and garrison an unoccupied building if it can move into base contact with the building during the Movement phase. Some units simply cannot enter buildings – the members of the regiment are just too big – unless differently specified, only infantry, monstrous infantry, war beasts, monstrous beasts and swarms can garrison a building. Remember that war machines can also be deployed in buildings. Units cannot garrison a building in the same turn in which they have marched – swiftly getting a formation of ranked up troops into a building is not easy.

When a unit garrisons a building, you'll normally find that there's not enough room for the models in or on the structure (or that placing them in the building just looks silly). It's perfectly acceptable to place a representative model from the unit in, on or next to the building to remind you that the unit is inside (standard bearers are the best for this!), and place the rest of the unit aside from the battlefield. The main thing you're trying to achieve is to leave a recognisable reminder as to the building's occupants for both you and your opponent as the game goes on.

ONLY ROOM FOR ONE

Each building can hold a single unit of any size and any characters that have joined it – once garrisoned, no other units can enter the structure unless the previous tenants have left (or been driven out). Note that characters can join a garrison unit by moving into base contact with the building.

ABANDONING A BUILDING

A garrison unit can exit a building in their Remaining Moves sub-phase, though not in the same turn that it garrisoned the structure. Place the unit in any desired formation, with at least one model of the rear rank 1" away from the building, and no model within 1" of the building. No model in the unit may be placed more than twice its normal Movement distance from the building. The unit may not move any further in a turn that it exits a building – it's too busy reordering its battle formation. This is the only way a garrison can voluntarily leave a building – it cannot charge out of a building, for example.

A unit that is Frenzied, or is otherwise forced to charge, still cannot do so if it is in a building – it must instead exit the building as close as possible to the enemy instead of charging.

BUILDINGS AND MAGIC

Buildings do not offer any additional protection against magic missiles, spells that affect the entire unit, that target individual models, etc. Spells that use templates and damage inflicted by Miscasts will follow

the rules given later for templates, hitting D6 models. Wizards inside a building may cast spells as normal following the rules for line of sight and range given below.

BUILDINGS AND SHOOTING

Most buildings can easily be pressed into service as impromptu firebases. Most have plenty of windows, doors or otherwise gaping holes in the structure through which a warrior can poke a crossbow or other such ranged weapons. Even if there aren't any pre-existing firepoints in a building, the garrison can normally knock their own loopholes in the wall as needed.

A garrison unit can shoot in the Shooting phase, tracing line of sight from any point on the building. The forward arc of the garrison unit is assumed to be 360 degrees (i.e. all around) so we don't need to worry about that either. The range for a garrison's shooting attacks is always measured from the closest point of the building.

FIVE PER FLOOR

When a garrison unit shoots, there are only so many vantage points to shoot from. We normally assume only five models can shoot per floor of the building, although you may want to agree a different number with your opponent before the game begins.

Just how many can we fit in here?

You'll notice that the rules do not place a limit on the number of models that can fit in a particular building. This is quite deliberate – remember that a garrison does not have to look like it's capable of fitting in a building – some of the warriors could be in a basement, or standing guard outside.

SHOOTING AT A GARRISON UNIT

Enemy models can shoot at the building's garrison, provided that they can trace line of sight to the building and that it lies within their forward arc. Naturally, we assume that the building itself provides a certain amount of protection, so we treat the garrison as being in hard cover – shots are otherwise resolved normally. Note that the garrison unit is considered to be too spread out to be affected normally by attacks that can affect multiple ranks, such as bolt throwers – shooting attacks of this nature will only hit one model.

TEMPLATE WEAPONS

Weapons that use a template, such as a stone thrower or cannon, inflict D6 hits on any unit in a building that is touched by the template. If a building is hit by a stone thrower, these hits are resolved at the higher Strength only if the centre of the template lies over the building, otherwise the lower Strength is used instead.

For example: A building is hit by a cannonball. The unit inside suffers D6 Strength 10 hits. As the cannon has the Multiple Wounds (D6) special rule, all unsaved wounds will multiply to D6.

ASSAULTING A BUILDING

The only way to take an occupied building is by the bloody tactic of storming in with one of your units. This is called an assault. Each occupied building may be assaulted by a single unit during each Movement phase. The assaulting unit must declare a charge against the unit in the building. There can be no multiple assault charges against a building, as the assaulting unit is imagined to surround it. If multiple units are forced to declare a charge against an enemy-occupied building, only one can complete the charge – the controlling player decides which one will do so after rolling the charge distances. The other units automatically fail their charges.

An assault charge is resolved just as if the building were the target unit. If the unit's charge distance is equal to or greater than the distance to the building, it is successful, otherwise the charge is failed as normal. A unit that is assaulting the building is not allowed to charge another target at the same time – it must wheel to bring as many models as possible into contact with the building and close the door in such a manner that it does not contact any enemy units when the charge is completed.

CHARGE REACTIONS

A garrison unit can only choose to Hold or Stand and Shoot, it cannot choose to Flee! – it would take far longer for the garrison to exit the building than for the enemy to flow around the sides and run the garrison down. Even a failed Terror test will not exhort a garrison to Flee! – it's better to face a mind-numbing peril with four solid walls around you! Accordingly, a garrison that fails its Terror test does not flee as normal, but is forced to Hold. It does, however, count as having automatically failed its Fear test at the start of the ensuing round of combat.

FIGHTING THE ASSAULT

An assault isn't resolved in the same manner as a regular combat, as the two units involved are not in base contact with one another. Rather, we assume that a swirling melee takes place around the building's door, windows and other entryways, with the best fighters from either side pushing their way forwards into the fray.

It's hard to maintain the impetus of a charge in a confined area, so models assaulting a building lose all charging bonuses. This means, for instance, that they do not receive the normal +1 combat result, gain no bonuses for lances and similar weapons, and do not make Impact Hits.

Who Can Strike?

At the start of the Close Combat phase, before any blows are struck, both players choose ten models from their unit to form the courageous assault party that will fight in the assault (if the unit numbers less than ten, there is no choice!). Most of the time this will mean ten identical warriors, or at least nine warriors and the unit champion, will form the assault party on each side in the assault, but where there are characters in one or both the units, this selection becomes very important. When it makes a difference, players should roll off to determine which side picks his assault party first.

We is Bigger dan Dem...

As we limit the number of models due to a lack of space brought on by the cramped surroundings of a building, it would be unfair to allow, say, ten Ogres to attack in the same space as ten Goblins. Therefore, monstrous infantry/cavalry/beasts models each count as three models when selected for an assault party, and a monster (including any riders) counts as five models.

Allocating attacks

Blows are struck in Initiative order as normal and, unless the player specifies otherwise, are directed against any rank-and-file models involved in the assault. If characters, champions, or other models that can normally be singled out if they are in base contact are involved in the assault, then up to half the enemy models can choose to attack them (as often such heroes will be performing derring-do in the thick of fighting, at doorways or atop stairwells).

Note that casualties are taken from the 'back' of the unit as normal. If one side suffers casualties before it fights, extra models are assumed to step up and join the assault party in place of fallen comrades,

assuming there are enough survivors to do so. So ten models will always get to fight, assuming there are enough left to do so!

Challenges

A single challenge may be issued and accepted as normal, but only models chosen as part of the two sides' assault parties can issue, accept and refuse challenges – you can't use the challenge to increase the number of models fighting.

Special Attacks

For special attacks (such as stomps) and items that affect models in base contact, a model fighting in a building is assumed to be in base contact with one enemy model nominated by the enemy player unless fighting in a challenge, of course, in which case they are in contact with the model they are fighting!

COMBAT RESULT

The victor of an assault is calculated as for a normal close combat, however combat result points can only be scored by inflicting wounds (including overkill wounds scored in a challenge, if there are any). Standards, ranks, flank and rear bonuses, and so on do not apply (the last two primarily because a unit in a building cannot really be said to have a flank or rear). A musician will still win a drawn combat, however (he spurs his fellows on to greater efforts). Otherwise, the close combat result is based purely on casualties.

Defender Loses

If the attacker wins, the defender must take a Break test. Note that units garrisoning buildings are always considered steadfast.

If the defender fails the Break test, then the garrison unit is placed outside, directly opposite the assaulting unit, as described for a unit abandoning a building (see above). If this cannot be done, place it as near as possible to this position. It then makes its fleeing move as normal.

The attacker cannot pursue, but can enter the building if its controlling player wishes (and is of a troop type that is permitted to enter the building). If the unit does not enter the building it is moved directly backwards 1".

Other Outcomes

If the garrison doesn't flee the building, either because they've held the attacker to a draw or beaten them, or have lost the combat but passed their Break test, then the attacker must withdraw from the assault, and is nudged directly backward 1". The close combat ends, and the attacker must launch a new assault next turn if he wishes another attempt at driving the garrison out.

The assaulting unit does not have to take a Break test if the combat was lost. The warriors in the attacking unit know full well that the garrison cannot run them down if the combat goes poorly and automatically retreat in good order with no chance of a rout.

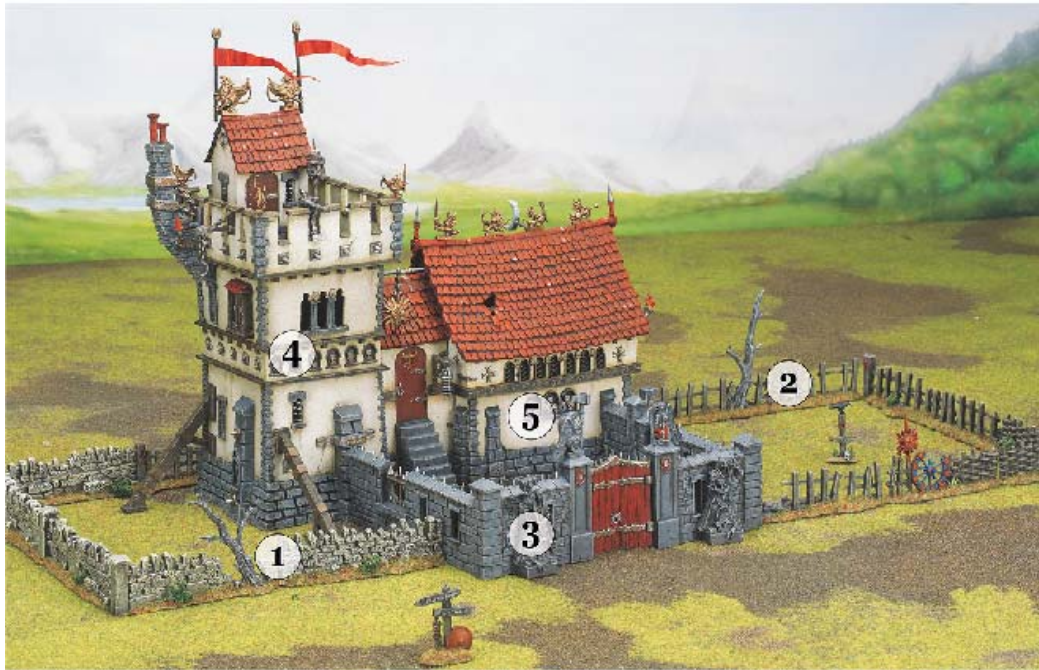
BUILDINGS AND PANIC

Units garrisoning buildings take Panic tests normally – measure distances to the edge of the building. If the test is failed, they flee as described for units that break from combat.

In the same way, a unit that breaks from combat in a building, is destroyed while garrisoning a building, and so on. can trigger Panic tests in friendly units as normal.

MULTIPART BUILDINGS

The rules given here assume that your building is of a fairly small size (less than 6" x 6") and composed of a fairly homogenous structure (i.e. is made out of the same kinds of materials). None of this is to say that you can't use bigger or more complicated buildings in your games, but you'll probably want to break them down into several sections, each to be treated as its own building, which can be occupied and assaulted separately.



The fortified manor above is a large and impressive building and will certainly require defining before the game begins. We've decided to split it into the following sections:

Using their appearance as a guide, the various obstacles are treated as walls (1), fences (2) and Blessed Bulwarks (3), as detailed earlier in this chapter. The tower (4) is treated as one building, whilst the great hall (5) is treated as another. Furthermore, we've decided that a garrison in one of the manor sections is allowed to launch an assault against a different section, even though that would not normally be allowed. Naturally, such a fight would require a certain amount of cooperation between the players – there's no real way of placing the models, so it might become a little abstract – but it'd be great fun!

ARCANE ARCHITECTURE

Buildings of great power or importance are plentiful in the Warhammer world. Sometimes, this prominence comes from the magical nature of the place, at others, it comes from the resonance and sanctity awoken in the hearts of its defenders. Regardless, a battle fought over such a building will be a slaughter indeed.

A piece of arcane architecture can either be treated as a building or as impassable terrain (the doors are sealed by the defenders). Models that are inside Arcane Architecture are automatically in range of its effect.

EXAMPLES OF ARCANE ARCHITECTURE

Only your imagination can limit the types of arcane architecture you will battle over. Perhaps it's worth considering the kinds of buildings over which your army would be eager to fight?

ACROPOLIS OF HEROES

This ancient place was built long ago – perhaps it was even raised by the Old Ones themselves. Amongst its walls, half-buried by moss and rubble, lie the statues of fallen kings and heroes whose bold essence lingers on.

Units within 6" of the Acropolis of Heroes are Stubborn. A unit garrisoning the Acropolis of Heroes gets +1 to hit in close combat.

DWARF BREWHOUSE

Dwarf ale is by far the most famous and sought after beverage in the whole of the Warhammer world. Indeed, entire armies have been known to make a detour to a brewery in order to purchase (or, more normally, acquire by force of arms) a supply of heady Dwarf ale. It is little surprise, therefore, that most Dwarfs go to great lengths to fortify their brewhouses, and are careful to place several barrels of cheap, but highly intoxicating ale, beyond the walls as soon as a marching army enters view.

All units within 6" of a Dwarf Brewhouse have the Immune to Psychology and Stubborn special rules (the rich blend of hops, malts and secret ingredients renders them almost totally insensate to mortal fears). Dwarf units within 6" of the brewhouse are so fanatically defensive of it that they are Unbreakable, but must first pass a Leadership test, with a -3 modifier, if they want to move out of range of the building's effects

GRAIL CHAPEL

Grail Chapels can be found throughout the world. They are built upon sites where Bretonnian Knights have encountered the Lady of the Lake. Though Grail Chapels are often seemingly abandoned and ruined, the power of the Lady permeates every stone, focusing energies of renewal and rebirth.

All units belonging to an army from the Forces of Order within 6" of a Grail Chapel have the Regeneration (6+) special rule. Bretonnian units within 6" of a Grail Chapel also have the Stubborn special rule.

HAUNTED MANSION

Many an abandoned tower or mansion was once the abode of a Necromancer, whose dark sorceries could only be practised in secret. The Necromancer may be long gone, but the poltergeists and revenants remain – as any who enter will doubtless discover.

A haunted mansion is normally a building of some kind, but there's no reason why it can't be a ruin, or a cave. At the end of the Shooting phase, all units within 6" of the Haunted Mansion suffers D6 Strength 1 hits to represent the spectral strikes of the mansion's guardians. Due to the ghostly nature of these attacks, armour saves cannot be taken against them. A unit inside the haunted mansion causes Fear.

NEHEKHARAN SPHYNX

Long ago, the rulers of Nebekbara bound the trickster spirits of the deserts into great temples. Legend tells that those who entreat a Sphynx receive great power – if they can quench the spirit's thirst for trickery and deception.

At the start of each player turn, the player whose turn it is can choose one of his characters within 6" of the Nehekharan Sphynx to challenge the spirit to a riddling contest. The challenger must take an Initiative test. If the test is failed, the Sphynx devours part of the challenger's soul and the model suffers a wound, with no armour saves allowed. If the test is passed, the challenger receives one of the following special rules, determined randomly, for the rest of the game: Devastating Charge, Heroic Killing Blow or Loremaster (Death) – this last one has no benefit to non-Wizards (i.e. only Wizards can actually use the spells!) but that doesn't stop the Sphynx bestowing it inappropriately.

SIGMARITE SHRINE

Sigmar Heldenhammer fought many battles to defend the nascent Empire from the forces of destruction. Though Sigmar has long since passed, the folk of the Empire still believe that he watches over his land. This might be thought mere superstition, save for the fact that evil creatures seem rather more vulnerable when they draw near to a Sigmarite Shrine...

Any models belonging to an army from the Forces of Destruction must re-roll successful ward saves if they are within 6" of the Sigmarite Shrine.

TOWER OF BLOOD

The walls of this tower constantly ooze pulsing gore. The unnatural stench has a profound effect upon even the most feeble of fighters, engorging bloodlust and so transforming them into voracious slaughterers.

Units within 6" of the Tower of Blood have the Hatred special rule. Units from the Forces of Destruction within 6" of the Tower of Blood also have the Frenzy special rule – as soon as a unit moves out of range, the Hatred/Frenzy is lost.

WIZARD'S TOWER

Wizards are solitary folk, little able to abide the simplistic minds of the mundane multitudes. Little wonder therefore that the mightiest wizards construct great towers to serve as lodging, library and stronghold.

A Wizard who is within 3" of the tower at the start of the Magic phase is assumed to ransack the tower's library in search of additional spells – he is treated as knowing all the spells from his chosen lore(s) of magic for that phase. If more than one Wizard is within 3", randomly choose which one has control of the tower at the start of each Magic phase (no room can hold two wizardly egos in search of knowledge).

CHOOSING YOUR ARMY

So you've read through the rules, and now you're itching to start putting your generalship to the test. It's time to build an army.

ARMY BOOKS

Each of the races or realms in Warhammer has its own Warhammer army book.

In addition to being crammed full of history, information and inspiring painting guides, along with all the rules and characteristic profiles for the army in question, each Warhammer army book also contains an army list that you can use to forge your miniatures into an army.

POINTS VALUES

Every model in Warhammer has been assigned a points value, given in the relevant army list. Points values reflect a model's worth within its army.

The higher a warrior's points value, the better that warrior will be – it might be stronger, tougher, faster, have higher leadership, wear better armour, and so on.

A humble Empire Spearman is a fairly average soldier, costing around 5 points, whilst a mighty Dragon costs in the realm of 300. Most warriors have a basic cost that increases as you upgrade their equipment and abilities, giving you a wide range of options that you can choose to spend your points on.

By adding together all the points costs of the warriors you have selected you can find out the points value of your army. Knowing the points value of your models is important, as it gives you a handy way of reckoning your army's effectiveness. A horde of two hundred Goblins can be just as mighty a force as a score of heavily armoured Knights – something not necessarily apparent from looking at the models themselves. Most games of Warhammer take place between armies of an equal points value.

SIZE OF GAME

To play a game of Warhammer, you and your opponent will need to decide the size of battle to fight – the larger the game you want to play, the larger the total points values of your armies. The total points value determines the maximum points you can spend on your army.

For example, you may decide to play a 3,000-point game, in which case the total points value of all models in each players' army must come to 3,000 points or less. Normally, this will mean that the armies will actually be a shade less than 3,000 points, as it's quite hard to spend every last point.

Quite what that value is will depend upon how long you want the game to take. At 2,000 to 3,000 points per side you'll have enough models for a battle, yet small enough to be over in the space of an evening. On the other hand, many an entertaining game has been played at 1,000 points, or even lower. Such battles normally take around an hour – perfect for a smaller warband-sized games, or 'practice' battles where you can try out new units and strategies. Larger games take proportionately longer (and take up a lot more space) with games of 4,000 points or more providing enough miniature carnage to occupy a goodly portion of a day.

In the Balance

On a slight tangent, it's worth mentioning at this stage that your games don't have to be balanced – i.e. you don't have to have the same number of points on both sides. This is quite unusual, but allows you to tweak your games to enact a last stand by a hopelessly outnumbered defender, a suicidal charge of 'Light Brigade' proportions, or simply impose a handicap on a more experienced player.

THE ARMY LIST

With the points total agreed, players need to pick their forces using the army list in the relevant Warhammer army book, and the system presented here.

THE GENERAL

An army must always include at least one Lord or Hero to be its General.

Every army must have a General to lead it into battle. The General represents you – he issues the orders that lead to the moves, shots, spells and attacks that your troops make.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes.

An army just isn't an army unless it has plenty of warriors in its ranks.

Older Books

At the time of writing, some Warhammer army books contain a different army selection system from the one presented here. However, and in a one-off contradiction to the principle stated under Basic Rules and Advanced Rules in the General Principles chapter, the system included here replaces and takes precedence over whatever system is printed in your Warhammer army book.

SPECIAL CHARACTERS

The Warhammer army books each include the rules for several Special Characters within their pages. They are famous, named war leaders and mighty mages, tales of whose legendary (or nefarious) deeds have travelled far and wide, such as the Emperor Karl Franz, Grom the Paunch of Misty Mountain, the infamous Vampire Lord Vlad von Carstein and many more besides.

Special Characters are exceptional individuals but, more importantly for our army selection purposes, they are unique – each can be included in an army only once.

DUPLICATE CHOICES

An army cannot contain more than 3 Special choices of the same type and 2 Rare choices of the same type.

To further represent the scarce nature of Special and Rare choices there is a limit on how many duplicates of each troop type you can include in your army. This is only right and proper – whilst not every Empire army will contain the same number of Great Cannons, say, there will be an upper limit as to how many such machinery will be available. Remember, this limit applies only to duplicate Special or Rare unit choices of the same type, not to the total number of Special and Rare units overall.

For example, an Empire army with its maximum allocation of 3 regiments of Greatswords could also include a couple of Mortars, a pair of Great Cannons and some Pistoliers too – provided the points don't run out, of course.

Note that this limit applies to the basic troop type and isn't dependent on the size of the unit or optional wargear. If a High Elf player takes one unit of 20 Silver Helms with shields, and one unit of 10 with shields, or one unit of 20 without shields, then he has still taken two units of Silver Helms – the difference in unit size or equipment does not matter.

Two Units For One Choice

Some units are listed as taking up a single choice, for example 1-2 Chaos Spawn can be taken as a single Rare choice. As implied, this means that these two units count only as one choice. So a Warriors of Chaos army of 2,000 points could contain between 1 and 4 Chaos Spawn. If it included 1 or 2, they would count as a single Rare choice; if it included 3 or 4 they would count as two Rare choices.

UNIT CATEGORIES

Each army list divides the forces available into several categories. In a standard game, players are limited as to how many of their points can be spent from any particular category.

LORDS

You can spend up to 50% of your points on Lords.

Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.

HEROES

You can spend up to 50% of your points on Heroes.

Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.

WIZARDS AND SPELL LORES

Some Lords and Heroes are Wizards, and have access to one or more spell lores. Although you won't generate the spells that your Wizards know until you start to play your game (see the Fighting a Warhammer Battle chapter) you do need to make a note in your army roster of which spell lore each of your Wizards will use. If you have a Wizard that is allowed to choose specific spells, you must select which spells they are at the time you pick your army.

CORE UNITS

You must spend a minimum of 25% of your points on Core units.

Core units are the heart of your army, the iconic troops who make up the bulk of every warband and warhost. Unlike other types of unit, there is no maximum to the proportion of your points that you can spend on Core units.

Some Core units do not count towards the minimum points you must spend on Core units (sometimes written as 'do not count towards the minimum number of Core units you must include' or variations thereof) or indeed the minimum number of units you must include in your army. In fact, such units don't count towards any category, just the points value of the army.

SPECIAL UNITS

You can spend up to 50% of your points on Special units.

Special units are invariably elite troops, capable of anchoring a battleline of lesser warriors, or performing great deeds in their own right.

RARE UNITS

You can spend up to 25% of your points on Rare units.

Rare units are the most unusual warriors in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill. Rare units are often fantastically powerful, but often require a canny general to get the most from them

GRAND ARMY

In a grand army, you can include up to 6 duplicate Special choices and 4 duplicate Rare choices.

If choosing an army of 3,000 points or more, we consider this to be a 'grand' army, with enough patronage, cash or muscle to get a larger supply of scarce units: up to 6 duplicate Special choices, and up to 4 duplicate Rare choices.

For example, if the Empire army we discussed earlier was increased in size from 2,000 points to 3,000 points, it could then include as many as 6 regiments of Greatswords in addition to its other Special choices

ARMY SELECTION SUMMARY TABLE

You must always include at least three non-character units, plus one Lord or Hero to be your General.

	POINTS LIMIT	DUPLICATE CHOICES
LORDS	Up to 25%	No limit
HEROES	Up to 25%	No limit
CORE	25% or more	No limit
SPECIAL	Up to 50%	Up to 3 (6 if a Grand Army of 3,000 points or more)
RARE	Up to 25%	Up to 2 (4 if a Grand Army of 3,000 points or more.)



ALLIED ARMIES

Warhammer is normally a clash between two mighty armies, striving for dominance upon their chosen battlefield, but this doesn't mean that it is a game solely for two players, oh no! By combining several players' armies into alliances, it's possible for any number of players to join the battle. Games involving allies will often trigger all sort of bizarre alliances, depending on the armies available to the players. You may wish to invent a narrative to explain the reasons behind the alliance, or simply decide not to worry about it and get stuck in the game. It's entirely up to you

To forge your alliances, split the players into two teams. The teams don't need to have the same number of players, but if you're playing a game that uses points values (see the Choosing Your Armies chapter) it's best to give a little thought to the relative sizes of the players' collections when assigning teams, so that you can be happy that the balance of the game is as you wish it to be. The players can now pick their armies and begin to play.

For example, five players (including the humble author) decide to play a multi-player game, with 5,000 points per side. Phil collects Ogres, Alessio has Skaven, Jervis has a Tomb Kings army, Jeremy has Orcs & Goblins and I collect Wood Elves.

We want to create a story to explain how this battle come about and decide that the Tomb Kings army represents the Undead warriors of an ancient barrow-king that was buried at the edge of the forest of Athel Loren – home of the Wood Elves. Coveting the warpstone artefact that, according to legend, was buried with the barrow-king, the Skaven have bribed an Orc tribe and hired an Ogre mercenary band to sack the burial grounds. However, the Skaven have not counted on the hostile reaction that their presence so close to Athel Loren would inevitably cause in the Wood Elf inhabitants.

Based on our narrative and the size of each player's armies, we therefore agree that 2,000 points of Skaven, 2,000 points of Orcs & Goblins and 1,000 points of Ogres will be on one side. On the other side there will be an unlikely alliance of 2,500 points of Tomb Kings and 2,500 points of Wood Elves.



ALLIANCE AND ALIGNMENT

Not all armies make natural allies – the Warhammer world’s history of blood and battle (to say nothing of deep-held grudges, rampaging nihilists and incompatible worldviews) ensures that some army combinations will make for stronger alliances than others. To work out how harmonious an alliance between two or more different armies is likely to be, we first need to discuss the alignment of the Warhammer world’s armies – the age-old division between Order and Destruction

THE FORCES OF ORDER

The armies of the Forces of Order are considered to have the same broad goals as one another (though the details may be different). Essentially, they are builders, not destroyers. The Forces of Order want prosperity and peace for their peoples, to build (or rebuild) their realms. It should be borne in mind, however, that ‘peace’ is a relative term. The Forces of Order are not a united front, and spend much of their time pursuing border wars and settling matters of diplomatic insult with one another as they do battling the Forces of Destruction. Nonetheless, when dire times are loose upon the world, the Forces of Order inevitably set aside their differences to fend off the larger threat.

The Forces of Order are: the High Elves, the Dwarfs, the Wood Elves, the Empire, Bretonnia and the Lizardmen.

THE FORCES OF DESTRUCTION

The Forces of Destruction seek only to topple civilisation, to shatter the shining cities of the High Elves, burn the towns of the Empire and despoil the Dwarf holds. Where the Forces of Destruction march, they leave only carnage and sorrow in their wake. This should not be taken to mean that the Forces of Destruction are any more a unified alliance than the Forces of Order.

They are just as likely to battle amongst themselves as with a common foe, whether in appeasement of an unholy god, to further some despicable scheme or simply because their boiling blood lusts for constant battle.

The Forces of Destruction are: the Skaven, the Warriors of Chaos, the Beastmen, the Daemons of Chaos, the Dark Elves, the Vampire Counts and the Orcs & Goblins.

NON-ALIGNED FORCES

All the realms and races we have discussed so far have been fairly easy to categorise. Politicking and backstabbing aside, each race presents a united front – their armies march either in civilisation’s defence or to its destruction. There are, however, a handful of races whose alignment is not so easily judged. Ogres, for example, are famous (or perhaps notorious) sell-swords and mercenaries, happy to fight for any master provided that the gold and grub keeps flowing in equal measure. Elsewhere, the Tomb Kings are less a united race than a series of ancient kingdoms, each acting to the dictats of its ruler. Such armies can march to war in service to the goals of either Order or Destruction.

The Non-aligned Forces are: the Ogre Kingdoms and the Tomb Kings.

‘But in my Army Book it Says...’

Alliances invariably trigger rules questions, mostly to do with how the rules from one army interact with those of another allied army. With so many special rules out there, it’s impossible to cover every kind of possible interaction – sometimes you will just have to agree a solution with your opponent(s) and keep the game flowing. The guidelines given in this chapter are just that: a guide. If they don’t quite fit the circumstances that have popped up in your game, then by all means find another way.

TRUSTED ALLIES

Units from different armies, but which share the same alignment (i.e. either Order or Destruction – non-aligned units are always treated as being suspicious allies, as detailed later) are considered to be ‘trusted’ allies when they fight in an alliance. They are battling towards the same goal (or one so similar as makes no difference) and this common cause is likely reinforced by centuries-old oaths and the weight of a shared history.

Trusted Allies units are treated as ‘friendly units’ from all points of view. However, if a rule only affects a specific race, it will not affect friendly units of another race.

This means that, to give some examples, Trusted Allies units:

- Can use an allied General’s Inspiring Presence special rule.
- Can be joined by allied characters.
- Cause Panic tests in allies when they are destroyed, flee through allies, and so on.
- Are counted as being ‘friendly’ units from the point of view of targeting spells, abilities and so on. E.g. They can be targeted by augment spells, but not hex, direct damage or magic missile spells, and so on.

Bound by Blood

Trusted allies can use an allied battle standard’s Hold Your Ground! special rule, but only if they are from the same race/realm as the allied battle standard (in other words, chosen from the same Army book). For example, a Dwarf unit could not use an allied High Elf army’s battle standard, but could use an allied Dwarf army’s battle standard.

Magic

If the alliance contains only Trusted or Suspicious Allies, power and dispel dice generated by the Winds of Magic can be split between the allied armies as the controlling players wish, but this must be done before any spellcasting is attempted. Dice generated by channelling must only be used by the channelling Wizard’s army, as must any dice generated by magic items, special abilities and so on.

SUSPICIOUS ALLIES

Units from the non-aligned forces are always considered to be suspicious allies – one can never entirely rely upon them. That’s not to say either party necessarily has any reason not to trust the other – they just can’t quite bring themselves to do so. This is true even in an alliance between two such armies – it’s quite easy to imagine two Tomb Kings uniting to fight against an invader, with each never quite taking his eye off of the other even in the midst of battle.

Suspicious Allies work exactly like Trusted Allies, except that they:

- Cannot use an allied General’s Inspiring Presence special rule.
- Cannot use an allied battle standard’s Hold Your Ground! special rule.
- Characters cannot join units of Suspicious Allies.

DESPERATE ALLIES

Order and Destruction only find common cause in the most desperate of circumstances. Units from the Forces of Order always treat units from the Forces of Destruction as being desperate allies, and vice versa.

Units in your army treat desperate allies as enemy units that cannot be charged, shot or targeted with spells. The only time that desperate allies count as friendly is if a spell or other effect causes damage to friendly units.

In this case the desperate allies will be damaged as well, just like friendly units would. This means that, for example, desperate allies units:

- Cannot use an allied General's Inspiring Presence special rule.
- Cannot use an allied battle standard's Hold Your Ground! special rule.
- Cannot be joined by allied characters.
- Have to take Dangerous Terrain tests when fleeing through allies.
- Are not counted as 'friendly' units from the point of view of targeting spells.
- Do not cause Panic tests in allies.

Magic

If the alliance contains one or more desperate allies, the power and dispel dice generated by the Winds of Magic must be split as equally as possible between the various allied armies. If the dice cannot be split equally, roll off to allocate any spare dice. Dice generated by channelling must only be used by the channelling Wizard's army, as must any dice generated by magic items, special abilities and so on. Note that Wizards are not permitted to dispel an enemy spell that targets only desperate allies.

FRAGILE ALLIANCES

Some races, specifically Skaven and Dark Elves, are so untrustworthy that not even their own kin can trust them for long. Worse, their manipulative presence tends to sour relations between other allied parties. An alliance that includes Skaven or Dark Elves is automatically a fragile alliance.

All relations in a fragile alliance start out normally, according to the various alignments. However, each player in a fragile alliance must roll a D6 at the start of his turn – on a roll of 1-3, all of that player's alliances immediately become one step worse for the rest of the game (unless they're already desperate allies).

GRAND ALLIANCE

The allies rules can be used for battles of all scales, from skirmishes of a few hundred points to slaughters many thousands of points in size. To help lend a suitably epic scale to these larger games, any alliance that contains at least three armies, each of at least 2,000 points or more, is considered to be a grand alliance under the shrewd command of a particularly charismatic or mighty hero.

A grand alliance uses all the normal ally rules presented earlier in this chapter. In addition, each side nominates one of their Generals to be their supreme commander – the head honcho by whose will the assembled warriors fight and die upon the field of combat. Such is the supreme commander's force of personality and voice of command, his Inspiring Presence range is doubled for the course of the battle!

ALIGNMENT SUMMARY			
Forces of Order	Forces of Destruction	Non-aligned Forces	
High Elves	Warriors of Chaos	Ogre Kingdoms	
Dwarfs	Beastmen	Tomb Kings	
Wood Elves	Daemons of Chaos		
Empire	Vampire Counts		
Brettonia	Orcs & Goblins		
Lizardmen	Dark Elves		
	Skaven		

	Trusted	Suspicious	Desperate
Can use allied General's Inspiring Presence	Yes	No	No
Can use allied battle standard's Hold Your Ground	*	No	No
Can be joined by allied Characters	Yes	No	No
Cause Panic tests in allies	Yes	Yes	No
Are treated as friendly units for the purposes of spells	Yes	Yes	No
Have to take Dangerous Terrain tests when fleeing through allies	No	No	Yes
Can use allied battle standard if the same race	Yes	No	No

* Only if they are chosen from the same Armies book.

FIGHTING A WARHAMMER BATTLE

So you've read the rules, assembled your glorious army and are even now champing at the bit to unleash a smiting upon your opponent! That being the case, it's time to set up and play a Warhammer battle.

Two armies, met by chance or purpose, must now battle for supremacy! Who knows what grim deeds have brought them to this bloody ground? Whether they fight for glory, vengeance, justice or the act of slaughter itself matters not. When the sun rises the carnage will begin, and only the elimination of the foe or the fall of night will bring it to an end.

Of course, not all battles are the same – quite the opposite in fact – so we vary certain details, such as deployment and how the winner is determined. Doing this allows us to reflect the particular situation of the clash – classic battlelines, a fight in a mountain pass, the defence of a watchtower, and so on – creating a 'scenario' for the game.

The scenarios given on the following few pages represent pitched battles, where the armies are of roughly the same size and the situation gives neither side a particular advantage. They are each designed to give both sides an equal chance of winning, and have few, if any, scenario special rules.

One of the great things about Warhammer is that there are lots of different ways to fight a battle. Unlike games like chess or checkers, where there is only one way to play, with Warhammer the pieces you will use and the battlefield over which you will fight will be different in every game. As you play more games, you're likely to want to experiment with different deployments, army sizes and even add special rules – the possibilities really are endless. Ultimately, your imagination is the only limit!



There are two ways that you can choose which pitched battle to use. The first is to pick randomly, by rolling on the Pitched Battle table shown below.

D6 Pitched Battle

- 1 Battleline**
- 2 Dawn Attack**
- 3 Battle for the Pass**
- 4 Blood and Glory**
- 5 Meeting Engagement**
- 6 The Watchtower**

The second method is to discuss the matter with your opponent and agree which battle you both want to fight. This gives the maximum amount of choice and ensures that you don't end up in a scenario that neither of you wants to play.

Each pitched battle contains the information you need to get set up and playing, broken down into the following categories: The Armies (this will normally be two armies of equal points values, see Choosing Your Army, earlier), The Battlefield, Deployment, First Turn, Game Length, Victory Conditions and Scenario Special Rules. This format governs all Warhammer scenarios – not just the ones found in this volume.



THE BATTLEFIELD

With your armies selected, the next thing you will need to do is to set up a suitable battlefield using the wargames terrain in your collection.

Place at least D6+4 pieces of terrain upon the battlefield, choosing the pieces from your terrain collection (selecting which rules you will use to represent each piece).

Alternatively make at least D6+4 rolls on the Random Terrain Chart that follows to determine what kind of terrain your army will fight over.

RANDOM TERRAIN CHART	
2D6 Result	2D6 Result
2 Settlement of Order D3 buildings, D3 sets of obstacles, plus one roll on the Steadfast Sanctum part of the Random Terrain chart.	8 Obstacles Three 6" sections of one of the following obstacles – roll a D6: 1 – Fence 2 – Wall 3 – Blazing Barricade 4 – Blessed Bulwark 5 – Ghost Fence 6 – Roll again
3 Steadfast Sanctum Roll a further D6: 1 – Grail Chapel 2 – Acropolis of Heroes 3 – Wizard's Tower 4 – Sigmarite Shrine 5 – Elven Waystone 6 – Dwarf Brewhouse	9 Mysterious River Roll a further D6: 1 – 'Normal' river. 2 – Boiling Flood 3 – Necrotic Ooze 4 – Raging Torrent 5 – River of Blood 6 – River of Light
4 Sinister Structure Roll a further D6: 1 – Altar of Khaine 2 – Charnel Pit 3 – Bane Stone 4 – Haunted Mansion 5 – Idol of Gork 6 – Tower of Blood	10 Magical Mystery Roll a further D6: 1 – Sinister Statue 2 – Arcane Ruins 3 – Nehekharan Sphynx 4 – Sorcerous Portal 5 – Wyrding Well 6 – Magic Circle
5 Hill Roll a further D6: 1, 2 or 3 – 'Ordinary' Hill 4 – Temple of Skulls 5 – Scree Slope 6 – Anvil of Vaul	11 Marsh Roll a further D3: 1 – Earthblood Mere 2 – Khemrian Quicksand 3 – Mist-wreathed Swamp
6 Building A watchtower, mansion or other similar 'ordinary' building.	12 Encampment of Destruction D3 buildings, D3 sets of obstacles, plus one roll on the Sinister Structure part of the chart.
7 Mysterious Forest Roll a further D6: 1 – 'Ordinary' forest. 2 – Abyssal Wood 3 – Blood Forest 4 – Fungus Forest 5 – Venom Thicket 6 – Wildwood	

Once you've determined the pieces of terrain your game will use, roll off with your opponent. Starting with the player who scored the highest, the players then alternate placing terrain pieces (or group of terrain pieces) until all the terrain has been placed on the battlefield.

Note that the Watchtower scenario specifies the first piece of terrain that should be placed. If you roll this scenario and do not have a watchtower to hand, you'll need to use a different building or roll again for a different pitched battle.

Impromptu Terrain

Don't worry about using stand-in props as terrain when you're getting started. We've all used a shoe box or two as a ruined castle, or books and bedsheets to represent hills. The important thing is to get plenty of terrain on the table – Warhammer inevitably plays better the more elements of terrain you have to battle over.

Building a Better Battlefield

While you can just plonk your chosen terrain pieces down when setting up the battlefield, to get the most out of your game you'll need to employ a little nous. A battlefield looks (and plays) better if your terrain is spread out fairly evenly – not only does this make the game more exciting, but it does a much better job of recreating a 'realistic' setting. Similarly, you might want to group similar terrain pieces together to create a narrative for your battlefield. If you've several buildings and walls, why not place the buildings as a small village and use the walls to define the edges of roadways or field boundaries? Or perhaps arrange your hills in such a way that your armies will be fighting across a valley or mountain pass? All of the battlefields in this book have been set up with such a narrative in mind, but these are by no means the only options. The possibilities are endless...

DEPLOYMENT

With the armies chosen and the terrain set up, it's now time to deploy. Typically, a pitched battle will have two deployment zones marked out on map, as well as instructions governing how the forces should be deployed. Before you deploy any of your Wizards, remember to generate their spells, as described in the Reference section.

ALTERNATING UNITS

Where a battle calls upon you to alternate deployment of units, roll off to see who sets up the first unit, and then take it in turns to deploy a single unit in your deployment area. All an army's war machines are set up at the same time (taking just one of the player's 'turns') but can be placed at separate locations in their deployment zone. All characters must be deployed last, again taking up just one turn, but may be set up in separate locations or units in their deployment zone. When using this method the players roll off to see who gets the first turn, but the player that finished deploying his army first is allowed to add +1 to his dice roll.

RESERVES

Some battles call for units to enter play as reserves. These units use the rules for reinforcements (see the Movement chapter). The following additional caveats also apply:

- Units that are not normally allowed to move (certain altars or war machines spring to mind) are placed touching the table edge.
- Characters can choose to either enter the battle on their own or as part of a unit they are allowed to join. If the battle uses dice to determine when and where reserves enter, state if the character is joining a unit before making any rolls. If so, make a single roll for both.

FIRST TURN

To find out which player takes the first turn, follow the instructions in the scenario. Some scenarios instruct you to roll off with your opponent, while others depend on which player set up first, for example.

GAME LENGTH

Most pitched battles run for six game turns, at the end of which the winner of the battle is determined using the Victory Conditions. Some scenarios use alternate methods to determine the game length – where this is the case it will be clearly outlined in the scenario.

It should go without saying that if one player concedes the battle, the game ends and victory goes to his opponent. At this point the only gentlemanly thing to do is offer him a rematch!

VICTORY CONDITIONS

Each scenario has its own Victory Conditions by which players can judge who has won.

VICTORY POINTS

Many pitched battles use victory points as convenient shorthand for calculating the winner of a battle. In order to win you must either wipe the opposing army out completely, or score at least 100 victory points more than your opponent – if you score at least twice as many victory points as your opponent, then you have achieved a crushing victory! Any other result is a draw.

Victory points are, first and foremost, awarded for destroying enemy units, but other pivotal actions, such as slaying the enemy General, or capturing their standards are also assigned victory point values, to represent their effect on the battle's outcome. Essentially, anything that enheartens your army or demoralizes your opponent's curs is worth victory points. At the end of the game, you are awarded victory points for the following achievements:

Dead or Fled

Each enemy unit that has been destroyed or has fled the table is worth a number of victory points equal to the number of points it cost to include the unit in the army.

For example: A unit that cost your opponent 351 points to field would be worth 351 victory points to you. This means you earn more points for destroying powerful units than you do for weaker ones.

The King is Dead

If the enemy General is slain or has fled the table, you score an additional 100 victory points.

For example: A General that cost your opponent 234 points is worth a total of 334 victory points to you if he is dead or fled (234 victory points for his points cost, and 100 for being the enemy General).

Seized Standards

You score an additional 25 victory points for every enemy standard bearer that was removed due to the Last Stand rule (see the Command Groups chapter), or was slain in close combat (remember this can only happen once the rest of his unit, except the champion, are dead). If the enemy Battle Standard Bearer is slain under these circumstances, his death instead scores an additional 100 victory points.

For example: A Battle Standard Bearer that cost your opponent 95 points is worth a total of 195 victory points to you under these circumstances (95 victory points for his points cost, and 100 for being the enemy Battle Standard Bearer). Note that if a standard bearer of any kind is killed by a shooting attack, spell or anything else outside of close combat, these extra victory points are not scored (the enemy is assumed to whisk their prized banner away before your troops can get abhold of it).

Underdog Challenge

If one of your unit champions slays an enemy character in a challenge, you score an additional 50 victory points in recognition of his deeds.

For example: If one of your champions slays an enemy character worth 92 victory points, you score 142 victory points (92 for the character's points cost and 50 for the Underdog Challenge).

SCENARIO SPECIAL RULES

Some scenarios use unique special rules that confer extra abilities, restrictions or effects onto your games. We group all such elements into the Scenario Special Rules section, where they can be fully explained

Placing Terrain

Creating a miniature battlefield to fight over can be a thoroughly entertaining business. The best battlefields present an evocative landscape and a host of tactical challenges for the commanders to use to their best advantage.

Pitched Battle Maps

The maps throughout this chapter mark out deployment areas but do not show any battlefield terrain. However, remember that you must set up at least D6+4 pieces of terrain, and the more the better.



1 - BATTLELINE

In the Warhammer world, disputes are settled upon the bloody field of battle. An abortive raid by an unruly warlord, a dispute over a piece of territory, or any number of a perceived slights can lead to two nations going to war. The conflict will be settled in a battle between the rival armies, with the spoils going to the victor, and death and dishonour to the loser.

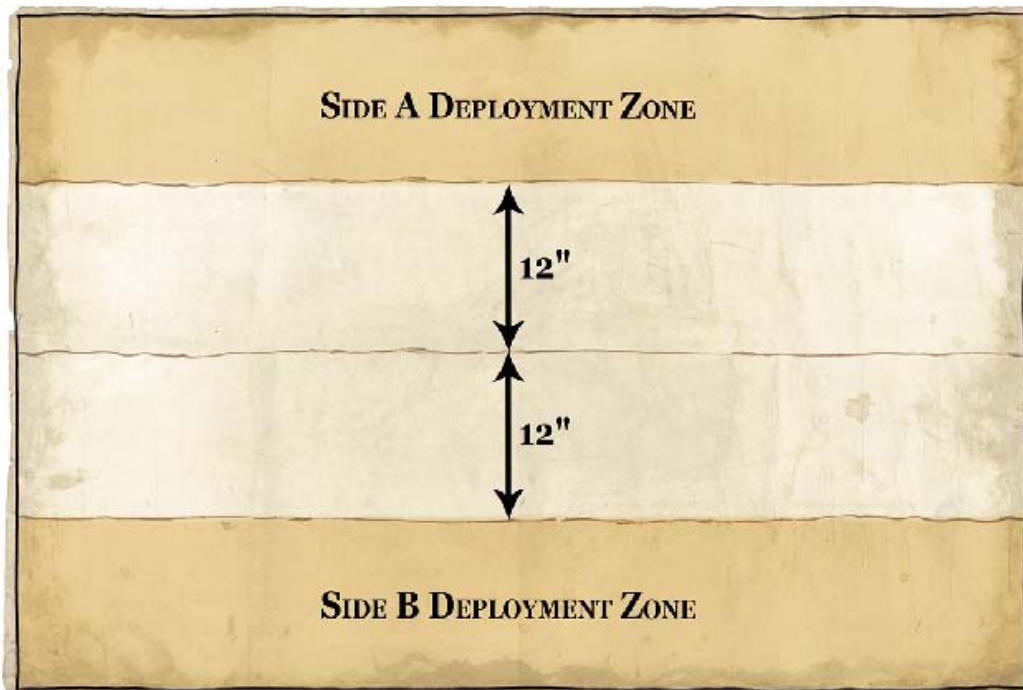
THE ARMIES

Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game.

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment as described earlier in this chapter. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.



FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described earlier in this chapter.

SCENARIO SPECIAL RULES

None.

2 - DAWN ATTACK

When two armies first encounter each other they will usually make camp and wait until the next day before taking to the field of battle. As the first rays of light sweep the horizon the two sides will march forth, advancing through the gloom towards the battle positions their generals have decided upon. Sometimes units will become confused and lost, forcing their commander to modify his plan of battle.

THE ARMIES

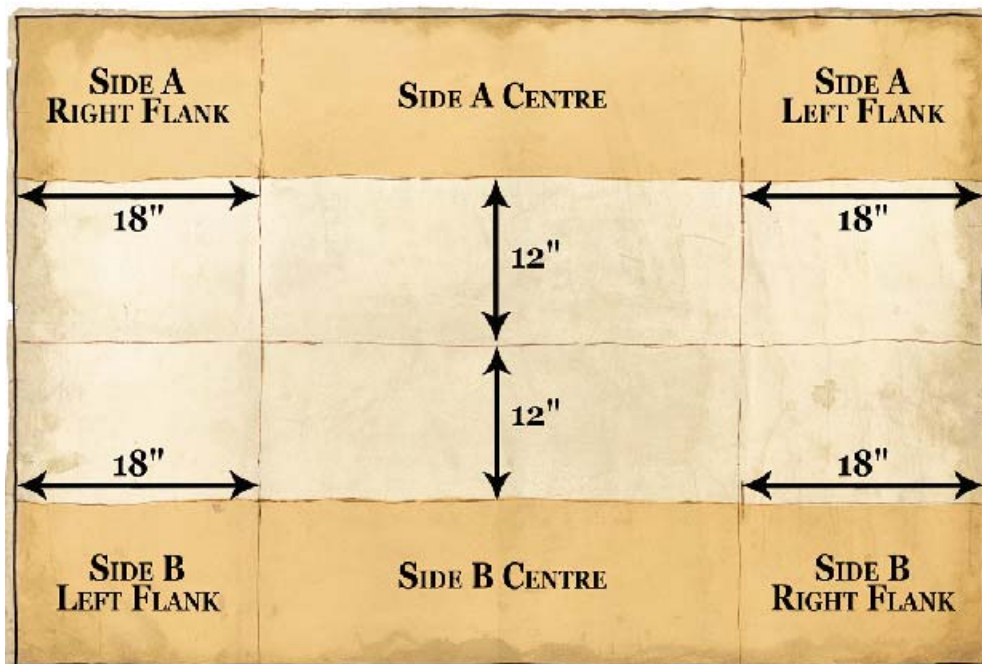
Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game.

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

The player that won the roll off must deploy his entire army first. Before deploying each unit, roll a dice and refer to the Deployment table to see where the unit must deploy – this represents them groggily making their way to the battlefield in the darkness just before dawn breaks. Units with the Scouts special rule do not roll on the table, and deploy using their own special rules after normal deployment is complete. Characters may either deploy on their own, rolling on the table like any other unit, or deploy as part of a unit they are allowed to join (state that the character will join the unit before rolling to see where the unit and character will deploy).

Once the first player has deployed, his opponent must do likewise, rolling for each unit as described above.



DEPLOYMENT TABLE

1: Left Flank. The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's left.

2: Right Flank. The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's right.

3-5: Centre. The entire unit must be placed in the player's half, more than 12" from the centre line, and more than 18" from either narrow table edge.

6: Choose. The entire unit must be placed in the player's half, anywhere more than 12" from the centre line.

FIRST TURN

After deployment, the player that set up second rolls a dice. On a roll of 6 he can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has the first turn.

GAME LENGTH

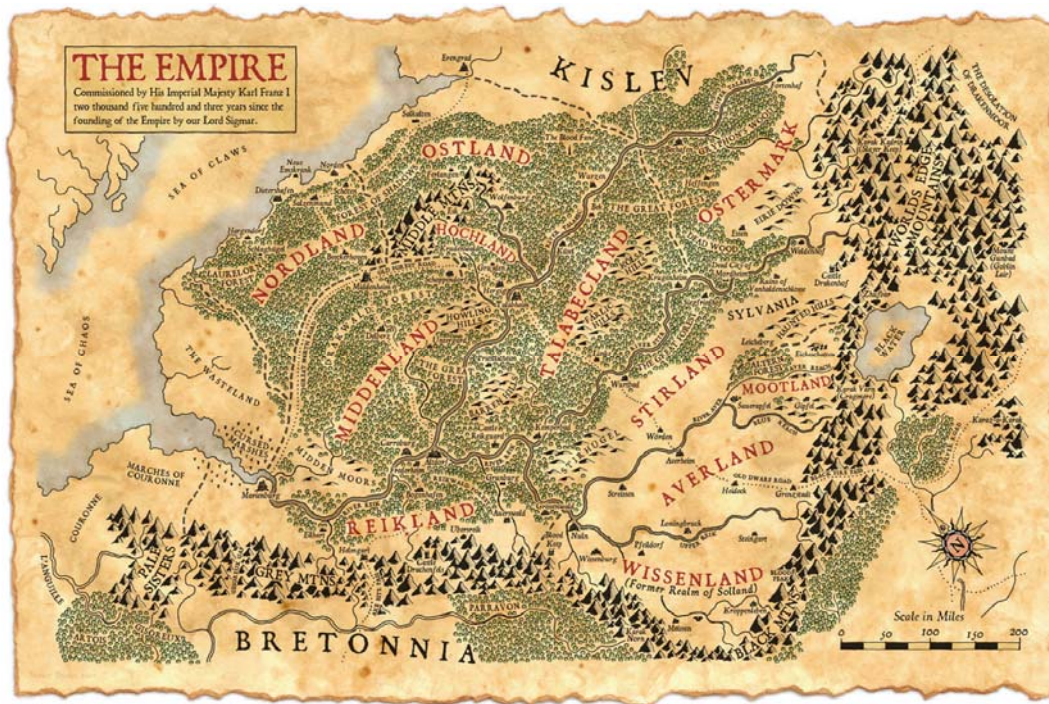
The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle as described earlier in this chapter.

SCENARIO SPECIAL RULES

None.



3 - BATTLE FOR THE PASS

Many of the kingdoms of the Warhammer world are separated by towering mountain ranges that can only be crossed at the occasional mountain pass. These narrow defiles are of vital strategic importance, and present a defender with the perfect location to confront an invading army.

THE ARMIES

Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game.

THE BATTLEFIELD

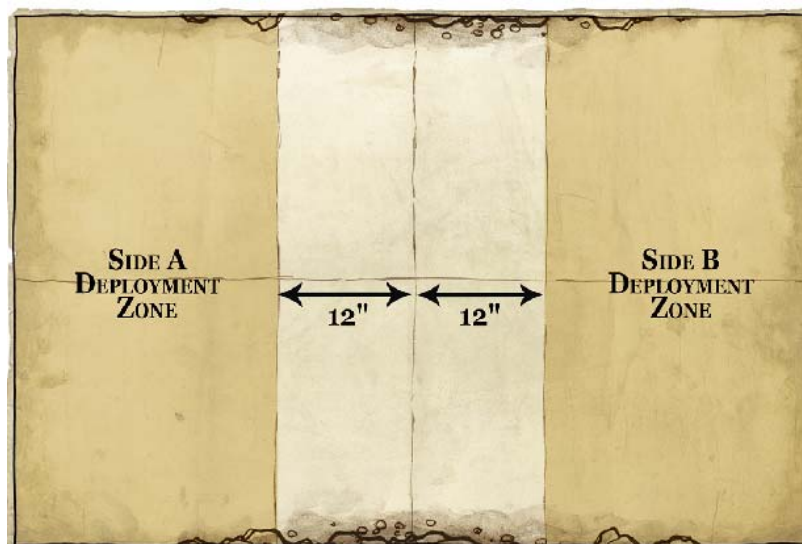
Set up terrain as described earlier in this chapter. It's worth keeping in mind when setting up the terrain that the battle will be fought down the length of the table, in a narrow pass with impassable mountains just off each of the long table edges.

DEPLOYMENT

Roll off to see which player picks the half of the table they want to deploy in. The opponent deploys in the other half. Note that in this pitched battle the game is fought down the length of the table rather than across its width, as shown in the deployment map below.

Units may be placed anywhere in their half that is more than 12" from the center line.

Players take it in turn to place units on the table, using the alternating units method of deployment as described earlier in this chapter



Do I Need a Mountain Pass?

Our map shows a vague hint of the mountain pass along the long table edges, however, it is by no means necessary to actually place the cliff faces on the battlefield – the table's edge will serve just as nicely.

FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

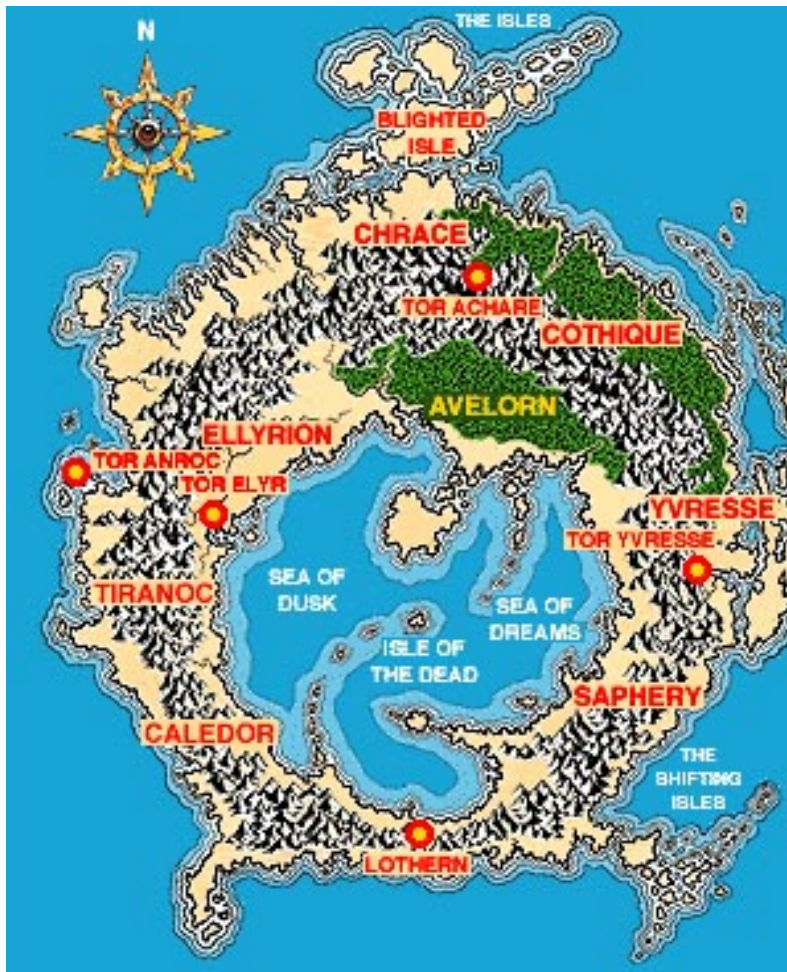
The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle as described earlier in this chapter.

SCENARIO SPECIAL RULES

Bottleneck: The battle is being fought in a narrow pass enclosed by high cliffs. Because of this, the long table edges count as impassable terrain. Following the normal rules, fleeing units can force a way through the impassable terrain and disappear from the table (or die trying!). Other units (including reinforcements) may not enter or leave via a long table edge unless they are Ethereal or a Flyer. This means that pursuing or overrunning units, other than Ethereals and Flyers, must stop 1" away from the long table edges.



4 - BLOOD AND GLORY

The battles fought in the Warhammer world are bloody affairs. Eventually, worn down by destruction, one of the battlelines will break and flee, leaving their opponents in control of the field.

THE ARMIES

Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up terrain as described earlier in this chapter.

DEPLOYMENT

Roll off to see which player chooses the half of the table they will deploy in. The opponent will deploy in the other half. Players then take it in turns to place units on the table, using the alternating units method of deployment as described earlier in this chapter.

Units may be placed anywhere in their half of the table that is more than 9" from the center line, and more than 9" away from either narrow table edge.

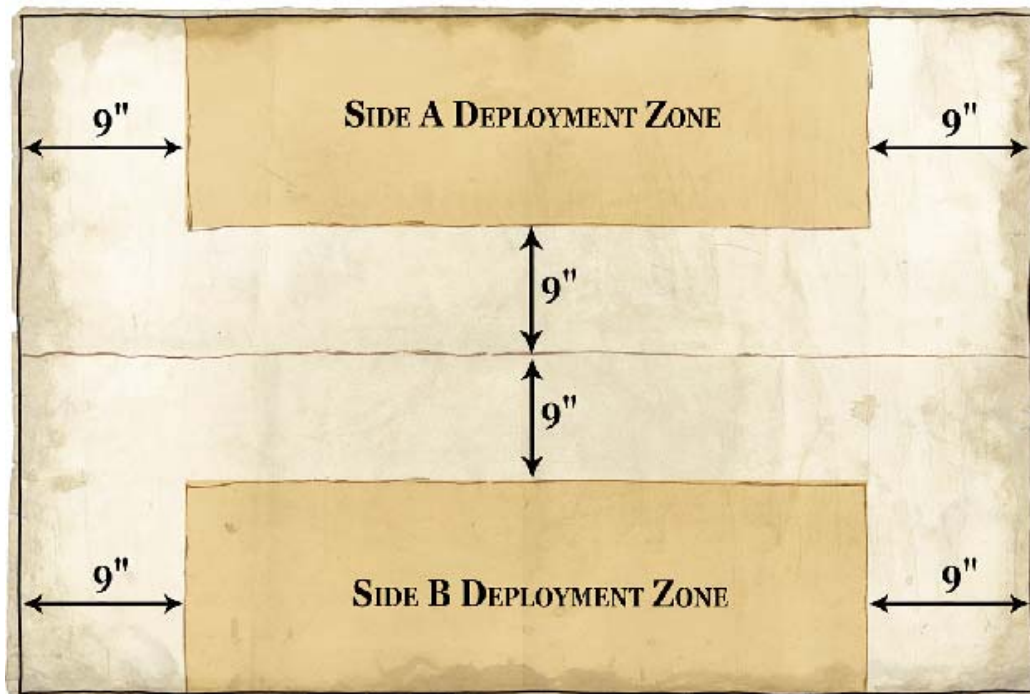


Table Size

Generally our maps are presented as a 6' by 4' playing surface. However, if you keep the basic proportions, these maps can accommodate any table size. Note that the distance armies start apart from each other should remain the same.

FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The game ends at the end of the 6th game turn or as soon as an army breaks. An army immediately breaks when its Fortitude is equal to or less than its Breaking Point.

VICTORY CONDITIONS

The first army to break the enemy wins the battle (see Game Length). If neither army has broken by the end of the game, or if both were to break simultaneously, use victory points to determine the winner as described earlier in this chapter.

SCENARIO SPECIAL RULES

Breaking Point: An army's breaking point is equal to one for every thousand points in the army, rounding any fractions up. So, an army of up to 1,000 points has a breaking point of one, an army worth 1,001 to 2,000 points has a breaking point of two, etc.

Fortitude: Any army's fortitude is equal to the current number of standards in the army (including the battle standard), plus two for the General. Fleeing units and units that are only temporarily off-table still count.

For example: A 2,000 point army (breaking point 2) has three unit standards, a battle standard, and a General, giving it a starting fortitude of six ($3+1+2=6$). It would break as soon as its fortitude was reduced to two.

Minimum Standards

The 'sudden death' victory conditions used in this scenario mean that it's important to have enough standards in an army to stop it breaking immediately as the game starts. For example, in a 2,000 point battle you will need the general and at least one standard to avoid instantly breaking.



5 - MEETING ENGAGEMENT

It is not uncommon for two armies to come across each other and immediately deploy straight from column of march. More often than not, the fighting starts while elements of the army are still marching towards the battlefield. In such a battle there is little time for careful consideration or planning.

THE ARMIES

Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up terrain as described earlier in this chapter.

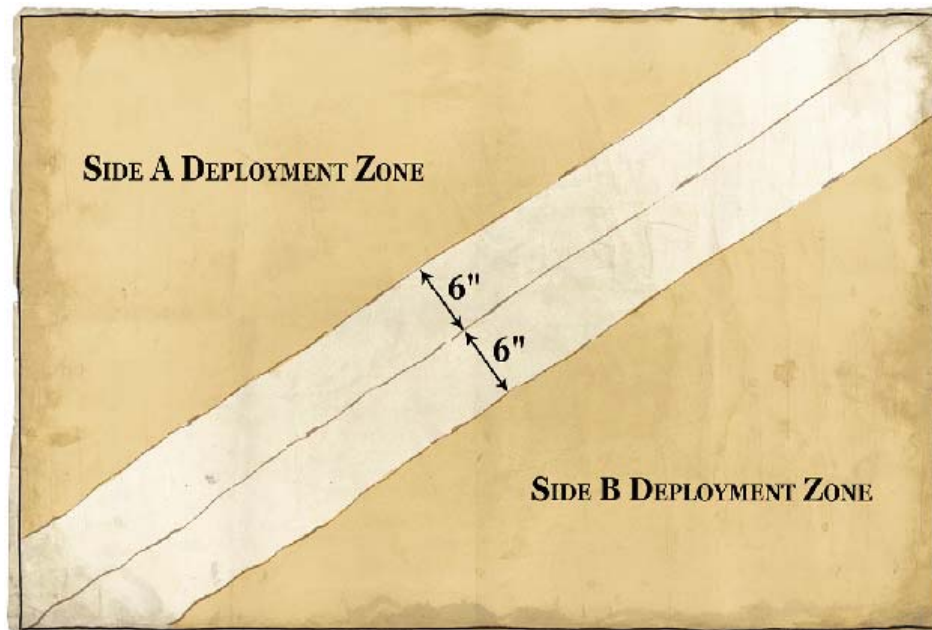
DEPLOYMENT

In this scenario the table is divided into two halves from corner to corner, as shown on the deployment map. The players roll off and the winner chooses the two opposite corners to be used and which half of the table each player will deploy in.

The player that won the roll-off must deploy their entire army first. Before deploying the army, roll a dice for each separate unit, including each individual character and war machine.

On a roll of 1 the unit must be held back as reserves. After all units have been rolled for, those that are not reserves can be deployed in their side's deployment zone, anywhere that is more than 6" away from the centre line.

Once the first player had deployed, his opponent does likewise, in exactly the same manner



Who is the Best General?

There is endless debate about how to best decide who is the better tabletop tactician. Playing a 'best of' series of three or more games gives more evidence than a single match-up. An interesting option is swapping sides and refighting the same battle with your foe's army.

FIRST TURN

After deployment, the player that set up second rolls a dice. On a roll of 6 they can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has the first turn.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle as described earlier in this chapter.

SCENARIO SPECIAL RULES

Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play on any turn of their player's choosing, using the reinforcements rules as described in the Movement chapter. They may enter at any point on the long table edge of their deployment zone.

Random Factor

This scenario has a random element – units that might be held back as reserves – a factor that can ruin even the best laid plans. To overcome sudden and unexpected events is a true test of one's generalship. On the other hand, should your opponent arrive disoriented, will you press your advantage or play more cautiously?



6 - THE WATCHTOWER

A wise warlord will protect his territory by building watchtowers at strategic locations. These fortified towers will have a small garrison, whose duty is to watch out for enemy incursions into their ruler's territory. They are expected to hold out long enough for the rest of the army to arrive and bring the enemy to battle.

THE ARMIES

Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up the watchtower as described below, and then set up any remaining terrain as described earlier in this chapter. The watchtower counts as the first of the D6+4 terrain pieces that must be set up.

The Watchtower

A building must be set up at the centre of the table. Any building model can be used, but there are a number of Citadel models which are ideal. If you don't have a building model, use any other terrain feature of your choice.

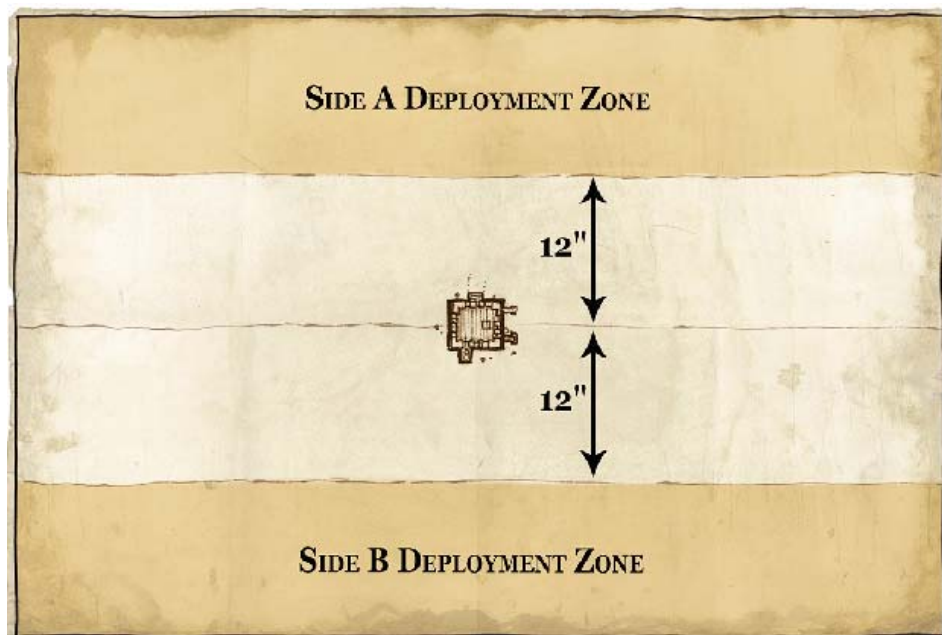
DEPLOYMENT

Roll off to see who controls the watchtower at the start of the battle. The player that controls the tower may deploy a single Core infantry unit of no more than 20 models in the tower if they wish to do so. The unit is not allowed to voluntarily leave the tower until after the first game turn of the battle has been completed.

The opposing player then picks the half of the table they will deploy in. Players then take it in turn to place units on the table, starting with the player that doesn't control the watchtower, using the alternating units method of deployment as described earlier in this chapter. Units may be placed anywhere in their half that is more than 12" from the centre line.

The Watchtower

A watchtower is a useful and multi-purpose piece of Warhammer terrain. There are a number of suitable Citadel models available to represent the watchtower



FIRST TURN

The player that does not control the watchtower receives the first turn

GAME LENGTH

Roll a D6 at the end of each game turn, starting with the end of game turn 4. Add the turn number to the dice roll. If the score is 10 or more, then the battle ends immediately. If the total is less than 10 then the battle continues for at least one more game turn.

VICTORY CONDITIONS

At the end of the battle, the side that controls the watchtower is the winner. The watchtower is controlled by the unit inside or, if it is unoccupied, the closest unit that is not fleeing. In the unlikely event that neither player can claim to control the watchtower, use victory points to determine the winner of the battle as described earlier in this chapter.

SCENARIO SPECIAL RULES

None.

'No tower can stand without the courage of men to fortify it.'
- Graf Boris Todbringer, Elector Count of Middenheim



REFERENCE

The final section of the book is full of helpful, practical information.

The eight battle magic spell lores are presented next – an array of sorcerous pyrotechnics that you’ll have tremendous fun unleashing upon your opponent’s army.

Also included are more than 80 magic items, ranging from weapons and armour to standards and protective talismans, all of which are available for use in your army.

Finally, we have created a handy summary, so you can quickly find the rules you need during your Warhammer battles.



THE LORES OF MAGIC

Wizards are a formidable force on the battlefield, able to wreak incredible destruction, weaken or strengthen other warriors, or summon terrible beasts to fight at their side. We've already covered the rules for the Magic phase – in this chapter, we'll discuss how spells are generated, and present the eight Battle Magic spell lores.

SPELL GENERATION

Before you deploy your Wizards, you need to determine which spells they know. The usual method for selecting spells is for each player to randomly generate spells for each Wizard.

When you chose your army, you should have selected which Lore of Magic each of your Wizards is going to use (if you haven't, shame on you. Go back, choose now and remember to do it properly for your next game). This will sometimes be one of the Lores of Battle Magic – the eight most commonly used sorcerous disciplines included in this rulebook, but many Wizards have race-specific spell lores to choose from as well, as described in the appropriate Warhammer army book.

The spells a Wizard knows are determined by rolling dice and consulting the Lore of Magic in question. This is done openly, so both you and your opponent will be aware of the spells each Wizard has generated. If your army includes more than one Wizard, you can choose the order in which you generate their spells.

Regardless of the Lore of Magic your Wizard has chosen to use, you'll notice that the spells are numbered between one and six. To randomly generate the Wizard's spells roll a D6 for each of his Wizard levels and consult the chosen lore to see what spells have been generated.

Ordinarily, each spell can only be known once in the same army. The only exceptions are where a spell is not generated randomly, such as:

- If a model has no choice over which spell(s) it knows, either because it is fixed by the model's rules, or because it has 'bought' a specific spell as part of army selection.
- If the army book or spell lore clearly states that a model can exchange another spell for the spell in question.

Otherwise, if you roll a spell twice (whether for the same Wizard or for a different Wizard in the army) you must normally replace the duplicate spell with another of your choice from the same Lore. If you cannot, because all the other spells have already been taken by other Wizards, for example, then this extra spell slot is lost.

SIGNATURE SPELLS

Some Lores of Magic have signature spells. A signature spell is so intrinsic to the lore's character that we can assume that any practitioner of that lore will know how to cast it. After choosing replacements for duplicate spells, a Wizard can always choose to substitute one of the spells he rolls with the signature spell of a lore – even if another Wizard in the same army already knows the signature spell.

Regardless of the spells your Wizards have generated, it's worth making a note on your army roster – its all too easy to forget which Wizard has exactly which spells otherwise!

Jervis has a Level 4 Celestial Wizard, who knows spells from the Lore of Heavens. When the Wizard is deployed, Jervis rolls four dice to generate his spells. He rolls 1, 2, 4 and 4, thus generating Harmonic Convergence, Wind Blast and two Urannon's Thunderbolts. As each spell can only be known once in the same army, Jervis must swap one of the Urannon's Thunderbolts for a different spell in the Lore of Heavens. In the end, he chooses to swap one Urannon's Thunderbolt for the formidable Chain Lightning! Jervis also wants to get hold of Iceshard Blizzard, the signature spell from the Lore of Heavens. He can exchange any of his spells to get Iceshard Blizzard, so, figuring that Chain Lightning will give him all the zap he requires, Jervis exchanges his remaining Urannon's Thunderbolt, leaving him with Iceshard Blizzard, Harmonic

Convergence, Wind Blast and Chain Lightning. If Jervis had another Celestial Wizard in his army, that Wizard would only be able to learn the remaining spells from the Lore of Heavens, and the signature spell Iceshard Blizzard.

LORE ATTRIBUTES

Some Lores of Magic, including those presented in this book have something called a 'lore attribute'. This is essentially a grouping of one or more special rules that are applied to certain spells for that lore. A lore attribute might give certain spells an extra effect against a particular troop type, or alter the way a spell behaves. Regardless of the detail, a lore attribute only has an effect on spells from its own lore.

THE LORES OF BATTLE MAGIC

Each lore presented on the following pages is but a splinter of the pure magic practiced by the High Elves; one focused shard of magical energy, with a particular trait all of its own. The Lore of Fire, for example, is chiefly a repository of raging and destructive spells, whilst the Lore of Life specialises in spells of protection and healing. Each of the eight lores harnesses energy from one of the divisions in the Winds of Magic. Some kinds of energy are denser than others and sink low to permeate the ground, others are more rarefied, billowing like high clouds through the upper atmosphere.

Your choice of lores will depend on how you want to use your Wizards, and also upon how many you plan to field. Presented on the following pages are eight magical lores, the eight sorcerous traditions as taught by the High Elves to the Wizards of the Empire. Although many of the Warhammer world's races practise their own magical traditions and thus have their own spell lores (as detailed in the relevant Warhammer army book), most also have some understanding of at least one of the eight lores described in this section.

The Lore of Fire has its basis in powerful ranged attack spells, designed to wreak massive damage on your foes. If you see your Wizards as essentially 'magical artillery' then the Lore of Fire is probably the one for you.

The Lore of Beasts is dominated by augmentative spells that grant your models extra capabilities. It's best chosen if your army intends to win its battles in close combat, as a few timely spells from the Lore of Beasts can transform mediocre troops into fearsome battle winners.

The Lore of Metal is based around the manipulation and transformation of metals. As you might expect, enemies that rely heavily on armour should beware the Lore of Metal, as its spells either ignore armour, or turn it against its wearer with horrendous consequences

The Lore of Light can broadly be described as protective magic, granting defensive bonuses to your troops. It also contains a few 'exorcism' spells that can banish Undead and Daemonic creatures.

The Lore of Life unleashes the power of the natural world. It is primarily a defensive lore, with an array of spells that heal your troops and augment their resilience.

The Lore of Heavens manipulates the forces of the sky, harnessing destructive weather or drawing upon the predictive power of astrology to alter probabilities – it's particularly effective against flying enemies.

The Lore of Shadow is a force of illusion and deception, relying chiefly on phantasmal attacks to sap the enemy's will (or ability) to fight.

The Lore of Death has a formidable battery of short-ranged damage spells that specialise in zapping enemy characters. Death magic is more destructive even than Fire magic, but the Wizard has to be pretty close to his foe (perhaps dangerously close) to use the Lore of Death to its full, fearsome potential.

THE LORE OF FIRE

KINDLEFLAME (Lore Attribute)

All of the spells in the Lore of Fire are Flaming Attacks. In addition, if a *direct damage* or *magic missile* spell from the Lore of Fire is cast at a unit that has already been hit by a *direct damage* or *magic missile* spell from the Lore of Fire in the same Magic phase (even if the spell was cast by a different Wizard) the casting Wizard adds +D3 to his casting total.

FIREBALL (Signature Spell)

Cast on 5+

The Wizard conjures a roiling ball of magic flame and hurls it at a nearby foe.

Fireball is a *magic missile* with a range of 24" and causes D6 Strength 4 hits. The Wizard can choose to extend the range of this spell to 36" and the number of hits to 2D6. If he does so, the casting value is increased to 10+. Alternatively, the Wizard can choose to extend the range of this spell to 48" and the number of hits to 3D6. If he does so, the casting value is increased to 18+.

1. CASCADING FIRE-CLOAK

Cast on 5+

A shield of flame appears around the Wizard, scorching nearby foes.

Remains in play. Cascading Fire-Cloak is an *augment* spell cast upon the Wizard and his unit (if any). At the end of each Magic phase, any enemy unit in base contact with the target immediately suffers 2D6 Strength 4 hits.

2. FLAMING SWORD OF RHUIN

Cast on 8+

The Wizard ensorcells his allies' weapons, making them burn with a savagely hungry flame.

Flaming Sword of Rhuin is an *augment* spell with a range of 24". The target unit has a +1 bonus when rolling to wound with all shooting and close combat attacks until the start of the caster's next Magic phase. The target unit also counts as having both magical attacks and the Flaming Attacks special rule. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 11+.

3. THE BURNING HEAD

Cast on 10+

A cackling visage, wreathed in flame, appears before the Wizard. With a final screech of glee, it bounds towards the enemy.

The Burning Head is a *direct damage* spell. Extend a straight line, 18" in length, within the caster's front arc and directly away from his base. Each model in the way (determined as for a bouncing cannonball) suffers a Strength 4 hit. A unit that suffers one or more casualties from the Burning Head must take a Panic test. The Wizard can choose to extend the Burning Head's 'bounce' to 36". If he does so, the casting value is increased to 13+.

4. PIERCING BOLTS OF BURNING

Cast on 10+

Focusing all his mystical might, the Wizard strikes his foe with a flurry of incandescent missiles.

Piercing Bolts of Burning is a *magic missile* with a range of 24" and causes D3 Strength 4 hits for each rank of five or more models in the target unit. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. FULMINATING FLAME CAGE

Cast on 11+

Searing rods of magical flame shoot from the Wizard's out-stretched hands, trammeling his chosen foe in a fiery prison.

Fulminating Flame Cage is a *hex* spell with a range of 24". The target unit immediately suffers D6 Strength 4 hits. In addition, if the target unit moves for any reason, every model in the unit suffers an immediate Strength 4 hit and the spell ends. If the unit does not move, Fulminating Flame Cage automatically ceases at the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 14+.

6. FLAME STORM

Cast on 13+

A column of roiling flame bursts from the battlefield, the roar of its creation almost drowning out the screams of its victims

Flame Storm is a *direct damage* spell. Place the small round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 4 hit. The Wizard can choose to create a larger conflagration, using the large template rather than the small template. If he does so, the casting value is increased to 16+ and the template scatters 2D6" rather than D6".

THE LORE OF BEASTS

WILDHEART (Lore Attribute)

If a spell from the Lore of Beasts is targeted on one or more units of war beasts, cavalry, monstrous beasts, monstrous cavalry, chariots, monsters, swarms or any unit from Warhammer: Beastmen, then the casting difficulty of the spell is reduced by 1.

WYSSAN'S WILDFORM (Signature Spell)

Cast on 10+

The Wizard unleashes the beast within, shaping its fury to transform his allies into bestial forms.

Wyssan's Wildform is an *augment* spell with a range of 12". The target unit gains +1 Strength and +1 Toughness until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 13+.

1. THE FLOCK OF DOOM

Cast on 5+

With a mighty bellow, the Wizard invokes Corvus the Crow Lord, summoning his servants to peck at the foe's eyes.

The Flock of Doom is a *magic missile* with a range of 24" and causes 2D6 Strength 2 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 8+.

2. PANN'S IMPENETRABLE PELT

Cast on 8+

Calling upon the beast-spirits of the wild, the Wizard sheathes his vulnerable flesh in unyielding fur and hide.

Pann's Impenetrable Pelt is an *augment* spell that is cast upon the Wizard or another friendly character within 12". The target gains +3 Toughness until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 16+.

3. THE AMBER SPEAR

Cast on 9+

Sounding a gnarled horn, the Wizard summons a glowing amber spear. Seizing hard upon the spear's translucent shaft, he burls it at the foe with uncanny accuracy.

The Amber Spear is a *magic missile* with a range of 24". It inflicts a single Strength 6 hit that causes Multiple Wounds (D3) and then penetrates ranks in the same manner as a shot from a bolt thrower if the first model is slain – the Strength of the hit is reduced by 1 for each subsequent rank. Armour saves are not permitted against wounds caused by the Amber Spear. The Wizard can attempt to call forth a larger, deadlier spear that inflicts a Strength 10 hit, causing Multiple Wounds (D6). If he does so, the casting value is increased to 15+.

4. THE CURSE OF ANRAHEIR

Cast on 10+

At the Wizard's command, nebulous nature spirits assail the foe, clawing at them with hands not as insubstantial as they appear.

The Curse of Anraheir is a *hex* with a range of 36". The target unit suffers a -1 penalty to its To Hit rolls (to both its shooting and close combat attacks) until the start of the caster's next Magic phase. In addition, the unit treats all terrain (other than impassable terrain) as dangerous terrain and will fail Dangerous Terrain tests on a 1 or 2, rather than a 1. The Wizard can choose to extend the range of this spell to 72". If he does so, the casting value is increased to 13+.

5. THE SAVAGE BEAST OF HORROS

Cast on 10+

The beast within is a formidable thing if unleashed to its full potential.

The Savage Beast of Horros is an *augment* spell with a range of 12" and is cast on a friendly character, which can be the Wizard himself. The model gains +3 Strength and +3 Attacks until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 20+.

6. TRANSFORMATION OF KADON

Cast on 16+

Kadon was a master of forms, able to shift his shape to that of any monster. One day he found that he could not change back.

Remains in play. The Transformation of Kadon is an *augment* spell that can only be cast upon the Wizard, and only if he is on foot. Whilst the spell is in effect, the Wizard transmogrifies himself into one of the following monsters: Feral Manticore, Black Hydra, or Horned Dragon. If the Wizard is in a unit, he can remain within the unit, even though he is now technically a monster (although you may have to reorder the unit a little to make him fit – see the Characters chapter for some guidance). If he cannot be placed because there is not enough room, the spell does not work. Whilst transformed, the Wizard cannot channel or cast spells, and all of his magic items and mundane equipment (armour, weapons, etc.) temporarily stop working. Any wounds suffered by the Wizard are carried over between transformations. The Wizard can choose to cast a more powerful version of the spell, and become a Mountain Chimera or a Great Fire Dragon. If he does so, the casting value increases to 20+.

Black Hydra

M	WS	BS	S	T	W	I	A	Ld	Type
6	4	0	5	5	5	2	7	8	Mo

Special Rules: Large Target, Terror, Scaly Skin (4+), Regenerate, Breath Weapon (Strength 4)

Mountain Chimera

M	WS	BS	S	T	W	I	A	Ld	Type
6	7	0	7	7	10	5	4D6	6	Mo

Special Rules: Large Target, Terror, Poisoned Attacks, Fly, Frenzy, Random Attacks (4D6), Breath Weapon (Strength 4)

Feral Manticore

M	WS	BS	S	T	W	I	A	Ld	Type
6	5	0	5	5	4	5	4	5	Mo

Special Rules: Large Target, Terror, Killing Blow, Fly, Frenzy

Horned Dragon

M	WS	BS	S	T	W	I	A	Ld	Type
6	5	0	5	6	5	4	4	7	Mo

Special Rules: Large Target, Terror, Scaly Skin (4+), Breath Weapon (Strength 2), Fly

Great Fire dragon

M	WS	BS	S	T	W	I	A	Ld	Type
6	8	0	8	8	8	1	8	9	Mo

Special Rules: Large Target, Terror, Scaly Skin (2+), Breath Weapon (Strength 5, Flaming Attacks), Fly

THE LORE OF METAL

METALSHIFTING (Lore Attribute)

Magic missiles and *direct damage* spells from this Lore do not have a Strength – their To Wound score is always equal to the unmodified armour save of the target. For example, a model with light armour and shield (for a 5+ save) is wounded on a 5+, whilst a heavily armoured knight, who carries a shield and rides on a barded steed, is wounded on a 2+. Remember that a 1 always fails, so even a model with a 1+ armour save is only wounded on a 2+. Models without an armour save cannot be wounded. No armour saves are permitted against wounds caused by spells from the Lore of Metal, which also always count as Flaming Attacks.

SEARING DOOM (Signature Spell)

Cast on 10+

A scintillating spray of sizzling silver slivers skips from the Wizard's outstretched fingers.

Searing Doom is a *magic missile* with a range of 24" and causes D6 hits. The Wizard can choose to have the spell instead inflict 2D6 hits. If he does so, the casting value is increased to 20+.

1. PLAGUE OF RUST

Cast on 7+

With command, the armor of the enemy begins to rot, shedding away in clouds of tiny flakes.

Plague of Rust is a *hex* with a range of 24". The target's armour save is lowered by one point for the rest of the game (e.g. a model with light armour and shield will only have a 6+ save.) Plague of Rust can be repeatedly cast on the same target, reducing its armour save by a further -1 each time. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 10+.

2. ENCHANTED BLADES OF AIBAN

Cast on 9+

The Wizard sends powerful magic coursing over his allies' weapons, making them infinitely stronger and sharper than before.

Enchanted Blades of Aiban is an *augment* spell with a range of 24". The target unit has a +1 bonus when rolling to hit with all shooting and close combat attacks until the start of the caster's next Magic phase. All of their attacks also count as both magical attacks and have the Armour Piercing special rule. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 12+.

3. GLITTERING ROBE

Cast on 9+

Shaping a sigil of power, the Wizard conjures a gaudy (but effective) cloak of shimmering scale to protect his allies.

Glittering Robe is an *augment* spell with a range of 12". The target unit has the Scaly Skin (5+) rule until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly units within 12". If he does so, the casting value is increased to 16+.

4. GEHENNA'S GOLDEN HOUNDS

Cast on 9+

Blowing on a glimmering golden whistle, the Wizard summons a massive pair of clockwork hounds, which bound after his chosen prey and drag it screaming to its doom.

Gehenna's Golden Hounds is a *direct damage* spell with a range of 12". Choose a single enemy model within range – it suffers D6 hits. This spell can be used to single out a character in a unit, although the character is allowed to make a "Look Out Sir!" roll for each of the hits (representing his comrades defending him from the hounds). The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+.

5. TRANSMUTATION OF LEAD

Cast on 12+

As the Wizard gestures at his foes, their weapons become much heavier and cumbersome

Transmutation of Lead is a *hex* with a range of 24". The target suffers a -1 penalty to its Weapon Skill, Ballistic Skill and armor saves until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting no is increased to 15+.

6. FINAL TRANSMUTATION

Cast on 15+

A hail of magical energy is unleashed, transmuting the flesh of his foes to unliving golden statues.

Final Transmutation is a *direct damage* spell with a range of 18". Roll a D6 for every model in the target unit – on a 5+ it has been turned to gold and is removed as a casualty, with no saves of any kind allowed. Models with more than one wound on their profile are only affected on a roll of 6. In addition, any enemy unit within 12" of the target at the start of their following turn (including the target itself) must test for Stupidity in order to overcome the lure of the riches that have appeared in their vicinity. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of the Final Transmutation is increased to 18+

THE LORE OF LIGHT

EXORCISM (Lore Attribute)

If a spell from the Lore of Light inflicts a number of hits on an enemy unit, it will cause an extra D6 hits (e.g. 2D6 hits would become 3D6 hits) if the target is Undead or a Daemon.

SHEM'S BURNING GAZE (Signature Spell)

Cast on 5+

Bolts of cleansing energy fly from the Wizard's hands, searing evil wherever they strike.

Shem's Burning Gaze is a *magic missile* with a range of 24" and causes D6 Strength 4 hits (which count as Flaming Attacks). The Wizard can choose to extend the range of this spell to 48" and increase the Strength from 4 to 6. If he does so, the casting value is increased to 15+.

1. PHÀ'S PROTECTION

Cast on 6+

The Wizard calls upon the beneficent Guardian of Light to protect his allies from harm.

Phà's Protection is an *augment* spell with a range of 24". All attacks against the target unit (shooting or close combat) suffer a -1 penalty to hit until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. The Wizard can choose to have this spell affect all friendly units within 12". If he does so, the casting value is increased to 12+.

2. THE SPEED OF LIGHT

Cast on 8+

Light knows no burden of flesh, and nor do those that receive its blessing.

The Speed of Light is an *augment* spell with a range of 24". The target unit has Weapon Skill 10 and Initiative 10 until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell affect all friendly units within 12". If he does so, the casting value is increased to 16+.

3. LIGHT OF BATTLE

Cast on 9+

Reaching into the Wind of Hysb, the Wizard draws forth ennobling energies to steady faint hearts.

Light of Battle is an *augment* spell with a range of 12". If fleeing, the target rallies immediately. Additionally, the target will pass all Leadership tests (regardless of modifiers) until the start of the caster's next Magic phase. The Wizard can instead choose to have his spell target all friendly units within 12". If he does so, the casting value is increased to 18+.

4. NET OF AMYNTOK

Cast on 10+

The legendary Net of Amyntok was rumoured to have been woven to hold the Great Deceiver itself.

Net of Amyntok is a *hex* with a range of 24". The target unit must pass a Strength test every time it moves (included moving as a charger, fleeing, pursuing, moving compulsorily, etc.) or shoots or casts spells until the start of the caster's next Magic phase. If the test is passed, the target acts normally. If the test is failed, the unit is unable to perform the desired action, remaining in place and taking D6 Strength 4 hits from the net's barbs of light. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. BANISHMENT

Cast on 10+

The purest light can destroy anything tainted by darkness.

Banishment is a *magic missile* with a range of 24" – the target suffers 2D6 hits. The Strength of the hits is equal to 4 plus the number of Wizards that know spells from the Lore of Light within 12" of the caster (not counting the caster himself). Successful ward saves taken against Banishment must be re-rolled. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

6. BIRONA'S TIMEWARP

Cast on 12+

The Wizard infuses his allies with Light Magic, freeing them from the passage of time and speeding their actions.

Birona's Timewarp is an *augment* spell with a range of 12". The target's Movement is doubled, and its Attacks increased by 1 until the start of the caster's next Magic phase. The unit also gains the Always Strikes First special rule until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly units within 12". If he does so, the casting value is increased to 24+.

THE LORE OF LIFE

LIFEBLOOM (Lore Attribute)

When a spell from the Lore of Life is successfully cast, the Wizard (or another friendly model within 12") instantly recovers a single Wound lost earlier in the battle.

EARTH BLOOD (Signature Spell)

Cast on 8+

Tapping into the Winds of Magic, the Wizard creates a charm of rebirth that bestows great resilience upon himself and his companions.

Earth Blood is an *augment* spell that is cast upon the Wizard and his unit (if any). They have the Regeneration (5+) special rule until the start of the caster's next Magic phase.

1. AWAKENING OF THE WOOD

Cast on 6+

Trees have long and wrathful memories, needing only a little magical encouragement to lash out with root and branch.

Awakening of the Wood is a *direct damage* spell with a range of 18" and causes D6 Strength 4 hits. If the target is even partially within a forest, the number of hits is increased to 2D6.

2. FLESH TO STONE

Cast on 8+

The Wizard transmutes his allies' mortal form to unyielding rock.

Flesh to Stone is an *augment* spell with a range of 24". The target unit has +2 to its Toughness value until the start of the caster's next Magic phase.

3. THRONE OF VINES

Cast on 8+

The Wizard fashions for himself a walking throne of vine and bracken, to renew and strengthen his connection with the living world.

Remains in play. Throne of Vines is an *augment* spell cast upon the Wizard. Whilst the spell is in effect, every time the Wizard miscasts, roll a dice. On a 2+, the miscast is ignored.

Furthermore, the Wizard's castings of the following spells have the additional benefits given below (it does not change the effects of spells that have already been cast):

- Earth Blood grants Regeneration (4+) rather than Regeneration (5+).
- Awakening of the Wood instead inflicts hits at Strength 6.
- Flesh to Stone instead adds +4 Toughness.
- Regrowth instead restores D6+1 Wounds' worth of models.
- Shield of Thorns instead hits at Strength 4.

4. SHIELD OF THORNS

Cast on 9+

Crawling brambles burst from the ground, forming a living barrier around the Wizard and his allies.

Remains in play. Shield of Thorns is an *augment* spell with a range of 24". At the end of each Magic phase, any enemy unit in base contact with the target suffers 2D6 Strength 3 hits.

5. REGROWTH

Cast on 12+

Invoking the name of Duthandor, lord of the ancient wildshrines, the Wizard infuses his fallen friends with fresh life, closing wounds and healing broken bones with supernatural speed.

Regrowth is an *augment* spell with a range of 24". The target unit instantly recovers D3+1 Wounds' worth of models slain earlier in the battle (cavalry count as 2 models).

The wounds in the unit are regained in a strict order. First, the champion is resurrected, and then the musician (standard bearers are never resurrected – if the bearer's been slain, the banner is gone for good), displacing rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining wounds resurrect rank and file models (in the case of multiple wound rank and file models, the first resurrected models must be fully healed before another can be resurrected, and so on). These models are added to the front rank until it reaches at least five models – additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. Regrowth cannot take a unit beyond its starting size, and cannot be used to heal characters or their mounts. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value of Regrowth is increased to 15+.

6. THE DWELLERS BELOW

Cast on 18+

Gnarled creatures emerge from the ground, their steely strong fingers tearing at the foes' flesh, clutching their limbs and dragging them down to who knows what fate.

The Dwellers Below is a *direct damage* spell with a range of 12". Every model in the target unit must pass a Strength test or be slain, with no saves of any kind allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 21+

THE LORE OF HEAVENS

ROILING SKIES (Lore Attribute)

When a spell from the Lore of Heavens targets an enemy flying unit or a model with the Fly rule, the target suffers D6 Strength 4 hits, in addition to any other effects caused by the spell.

ICESHARD BLIZZARD (Signature Spell)

Cast on 7+

Razor-sharp shards of ice hurl from the chill skies to blind and dishearten the foe.

Iceshard Blizzard is a *hex* with a range of 24". The target suffers a -1 modifier to all To Hit rolls (both shooting and close combat) and to its Leadership until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 10+.

1. HARMONIC CONVERGENCE

Cast on 6+

Divining auspicious signs, the caster guides the minds of his fellow warriors.

Harmonic Convergence is an *augment* spell with a range of 24". Until the start of the caster's next Magic phase, the target re-rolls all To Hit, To Wound and armour save rolls of 1. The caster can choose to have this spell target all friendly units within 12". If he does so, the casting value is increased to 12+.

2. WIND BLAST

Cast on 7+

The Wizard seizes the winds of the battlefield, directing them against the foe.

Wind Blast is a *magic missile* with a range of 24". The target is 'pushed' D3+1" directly away from the caster (it does not change facing). If the target unit comes into contact with impassable terrain it stops 1" away and suffers D6 Strength 3 hits. If the target unit comes into contact with another unit it stops 1" away and both units suffer D6 Strength 3 hits. Targets that cannot move are not pushed back at all, but still suffer D6 Strength 3 hits. The caster can choose to summon a more powerful wind that pushes the target back D6+2", rather than D3+1". If he does so, the casting value is increased to 14+.

3. CURSE OF THE MIDNIGHT WIND

Cast on 10+

Only three words of this ancient tongue are known in modern days; three words to unleash a curse that was old when the world was young.

Curse of the Midnight Wind is a *hex* with a range of 24". The target must re-roll all 6s when rolling to hit, to wound and armour saves until the start of the caster's next Magic phase. The Wizard can instead choose to have this spell target all enemy units within 12". If he does so, the casting value is 20+.

4. URANNON'S THUNDERBOLT

Cast on 10+

With thunder, the Wizard calls down an almighty ball of lightning and hurls it at the enemy.

Urannon's Thunderbolt is a *magic missile* with a range of 24" that causes D6 Strength 6 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. COMET OF CASANDORA

Cast on 12+

Reaching out across the Winds of Magic into the highest heavens, the Wizard draws a wandering meteorite down towards the battlefield.

This spell is cast upon any fixed point on the tabletop. Place a suitable marker over the exact spot affected – a small coin is ideal for this. For as long as the spell lasts, the player rolls a D6 at the start of each player's following Magic phase. On a score of 1-3 nothing happens, but place another marker on the first. On the score of a 4-6 the comet strikes the spot. All units from either side that are within 2D6" are struck by the comet. Each unit struck by the comet takes 2D6 hits, +1 hit for each marker on the comet, at a Strength equal to 4 plus the number of markers on the comet. Once cast, the comet cannot be dispelled. The Wizard can choose to cast this spell so that the comet starts with two counters rather than one, and two counters are added each time the comet fails to land. If he does so, the casting value is increased to 24+.

6. CHAIN LIGHTNING

Cast on 15+

Lightning arcs across the battlefield, leaping from foe to foe with crackling fury.

Chain Lightning is a *direct damage* spell with a range of 24". Chain Lightning causes D6 Strength 6 hits. Once the damage has been resolved, roll a D6: on a 3 or more, choose an enemy within 6" of the initial target – the lightning leaps to that unit, which suffers D6 Strength 6 hits. Keep rolling for further victims (each within 6" of the last target struck), until the roll is failed or there are no more viable targets (a unit can only be the target of Chain Lightning once per Magic phase).

THE LORE OF SHADOW

SMOKE AND MIRRORS (Lore Attribute)

After a spell from the Lore of Shadow is successfully cast and resolved, the casting Wizard can choose to immediately swap places with a friendly character of the same troop type anywhere within 18".

MELKOTH'S MYSTIFYING MIASMA (Signature Spell)

Cast on 5+

The Wizard creates a numbing fog that causes his foolish foe to listlessly stagger and stumble.

Melkoth's Mystifying Miasma is a *hex* with a range of 48". The target unit's Weapon Skill, Ballistic Skill, Initiative or Movement (you choose which) is reduced by D3 (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to cast a more powerful version of this spell that instead reduces all four characteristics (don't roll a D3 for each – make one roll and apply it to all four characteristics). If he does so, the casting value of Melkoth's Mystifying Miasma is increased to 10+.

1. STEED OF SHADOWS

Cast on 5+

A coal-black, insubstantial drake materialises to carry a hero away on wings of night.

Steed of Shadows is an *augment* spell that can be cast on the Wizard or a friendly character within 12". The target immediately makes a move using the Fly special rule as if it were the Remaining Moves sub-phase.

2. THE ENFEEBLING FOE

Cast on 10+

Deceived by the Grey Wizard's wiles, the enemy's burdens lie impossibly heavy upon their shoulders.

Remains in play. The Enfeebling Foe is a *hex* spell with a range of 18". All models in the target unit have their Strength reduced by D3 (to a minimum of 1) for the duration of the spell. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of the Enfeebling Foe is increased to 13+.

3. THE WITHERING

Cast on 13+

The Wizard reaches into the minds of the foe, instigating nebulous images of weakness and doubt.

Remains in play. The Withering is a *hex* with a range of 18". All models in the target unit have their Toughness reduced by D3 (to a minimum of 1) for the duration of the spell. The Wizard can extend the range of this spell to 36". If he does so, the casting value is increased to 16+.

4. THE PENUMBRAL PENDULUM

Cast on 13+

A ghostly razor-edged pendulum materialises in the air above the Wizard. On his single word of command, the pendulum swings towards the enemy, picking up speed as it does so. Is the pendulum real enough to kill or is it just a conjurer's trick? Only a fool would stand in its path to find out.

The Penumbral Pendulum is a *direct damage* spell. Extend a straight line, 6D6" in length, directly away from the caster. Each model in the way (determined as for a bouncing cannonball) must pass an Initiative test or suffer a Strength 10 hit causing Multiple Wounds (D3). The Wizard can choose to double the Penumbral Pendulum's range (making the distance twice the total rolled). If he does so, the casting value of the spell is increased to 18+.

5. PIT OF SHADES

Cast on 14+

The Wizard opens a vortex to the infamous Pit of Shades. Terrified warriors fall screaming through the portal, plummeting to a dimension filled with shadow and the incessant wailing of 'those who dwell beyond'.

Pit of Shades is a *direct damage* spell. Place the small round template anywhere within 24" – it then scatters D6". All models underneath the template must pass an Initiative test or be dragged to their DOOM! (remove them as casualties with no saves of any kind allowed). The Wizard can choose to create a vaster portal, using the large template rather than the small template. If he does so, the casting value is increased to 17+ and the template scatters 2D6" rather than D6".

6. OKKAM'S MINDRAZOR

Cast on 18+

The Wizard summons phantasmal weapons for his allies that shred the folds of consciousness and reason. Victims of these mindrazor believe themselves slain, and so they die.

Okkam's Mindrazor is an *augment* spell with a range of 18" and lasts until the start of the caster's next Magic phase. Models in the target unit use their Leadership instead of Strength when rolling to wound with all close combat attacks whilst the spell remains in effect (any Strength bonuses from weapons are ignored). The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of Okkam's Mindrazor is increased to 21+

THE LORE OF DEATH

LIFE LEECHING (Lore Attribute)

When a Lore of Death spell is resolved, roll a D6 for each unsaved wound caused by the spell (models removed by the Purple Sun of Xereus each add a number of dice equal to their Wounds characteristic). For each 5 or 6 rolled on these additional dice, the Wizard immediately adds a dice to his army's power pool.

SPIRIT LEECH (Signature Spell)

Cast on 7+

Spirit Leech is a *direct damage* spell with a range of 12" that targets a single enemy model (even a character in a unit). Both caster and target roll a D6 and add their respective unmodified Leadership values. For every point the caster wins by, the target suffer a wound, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 10+.

1. ASPECT OF THE DREADKNIGHT

Cast on 4+

An invisible aura of horror surrounds the Wizard. Only the bravest foes will now stand before him.

Aspect of the Dreadknight is an *augment* spell with a range of 24". The target unit causes Fear until the start of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+.

2. THE CARESS OF LANIPH

Cast on 6+

It takes little effort to call Laniph from the spirit world to caress a new lover...

The Caress of Laniph is a *direct damage* spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+.

3. SOULBLIGHT

Cast on 9+

Harnessing the sickly power of Shyish, the Wizard weakens his foes' will to survive the battle.

Soulblight is a *hex* spell with a range of 24". The target has -1 Strength and -1 Toughness (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to have this spell target all enemy units within 24" – in which case the casting value is 18+.

4. DOOM AND DARKNESS

Cast on 10+

Spirits of the departed assail the caster's foes, sapping their resolve.

Remains in play. Doom and Darkness is a *hex* spell with a range of 24". The target suffers a -3 penalty to its Leadership. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. THE FATE OF BJUNA

Cast on 13+

Bjuna was a mighty warrior, so the story goes, but famously never smiled – leastways not until the trickster god cursed him to laugh until his sides ruptured and split. Tellers of this tale cannot agree whose fate was worse: Bjuna's, or the servants who had to clean up the mess.

The Fate of Bjuna is a *direct damage* spell with a range of 12" and targets a single enemy model (even a character in a unit). The target suffers a number of hits equal to 2D6 minus his own Toughness. Hits from the Fate of Bjuna cause a wound on a roll of 2+, with no armour saves allowed. If the target survives, he is subject to Stupidity for the remainder of the game.

6. THE PURPLE SUN OF XEREUS

Cast on 15+

A colossal orb of purple-edged darkness materializes upon the battlefield, doom awaits all.

Remains in play. The Purple Sun is a *magical vortex* that uses the small round template. Once the template is placed, the player then nominates the direction in which the Purple Sun will move.

To determine how many inches the template moves, roll an artillery dice and multiply the result by 3. Any model touched by the template must pass an Initiative test or be slain outright with no saves of any kind allowed. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice and a D6. The template moves the number of inches equal to the result of the D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol). In either event, in subsequent turns, the Purple Sun travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, the Purple Sun collapses in upon itself and is removed. A particularly brave Wizard can infuse the Purple Sun of Xereus with more power, so that it uses the large round template instead. If he does so, the casting value is 25+.

THE LORE OF UNDEATH

RAISE THE DEAD (Lore Attribute)

Place a counter on the battlefield every time a friendly Wizard successfully casts a spell from the Lore of Undeath. Any friendly Wizard who casts a summoning spell from the Lore of Undeath may choose, after having successfully cast the spell, to spend one or more counters. For every counter spent, he increases by 10 the amount of points that the spell may summon.

THE GRAVE CALL (Signature Spell)

Cast on 9+

Drawing forth the dark energy coursing through the land, the caster sends tendrils of power seeping into the ground in search of long dead bodies to answer his summons

Call of the Grave is a summoning spell with a range of 12". Base spell summons a 50 point infantry unit from the Undead Legions list. Bigger versions summon a 100 point (13+) or 150 point (16+) unit.

1. BREATH OF DARKNESS

Cast on 6+

The Wizard draws tendrils of the Wind of Death into a dark fog that restores the undead and fills them with unholy vigour.

Dark Breath is a blessing that targets a friendly unit with the Undead rule within 12" of the caster. The unit immediately regains 1D3+1 wounds. In addition, if the unit is not engaged in combat, it can perform a normal movement as if it were the Remaining Moves phase.

2. HAND OF DUST

Cast on 7+

Grasping hold of his foe, the wizard pours forth the decaying power of the ages, desiccating flesh, armour & bone, and reducing his victim to dust in a single heartbeat.

Hand of Dust is a blessing that targets the caster. In combat, the wizard may choose to forego all of its normal attacks in order to perform a single attack with the Hand of Dust against a single miniature in base to base contact. If the attack roll hits, the enemy takes a wound with the Multiple Wounds (D6) rule with no armour saves allowed. If Hand of Dust kills an enemy character in a challenge, immediately gain D6 Raise Dead counters.

3. SOUL STEALER

Cast on 8+

The Wizard tears the souls from his victim's bodies and breathes unlife into their sundered corpses.

Soul Stealer is a direct damage spell with a 12" range. Roll 2D6+2. For each point the result exceeds the target's Leadership, the target takes a wound with no armour saves allowed. If this spell causes at least one unsaved wound, gain D3 Raise Dead counters.

4. ABYSSAL SWARM

Cast on 10+

The Wizard binds the bones of predatory creatures with dark magic, causing them to rise from their animal graves

Abyssal Swarm is a summoning spell with a range of 12". The caster summons a unit of War Beasts or Swarms from the Undead Legions list of up to 75 points. Caster may instead choose to summon a unit of Monstrous Beasts of up to 150 points, in which case the difficulty is 16+.

5. THE HARBRINGER

Cast on 10+

The greatest practitioners of the dark arts can summon forth the most fearsome champions & creatures of undeath.

The Herald is a summoning spell with a range of 12". The caster summons a character of up to 65 points from the Undead Legions list. The caster may instead choose to summon a single Monster, Chariot or War Machine of up to 200 points, in which case the difficulty is 24+.

6. THE DARK RIDERS

Cast on 16+

At the Wizard's command, the ground opens up to reveal a portal through which long dead knights ride forth to do battle.

Dark Riders is a summoning spell with a range of 12". The caster summons a unit of Cavalry, Monstrous Cavalry or Chariots from the Undead Legions list of up to 150 points.

MAGIC ITEMS

The Warhammer world is rich in magical artefacts and holy relics of great power. Soul-drinking swords, impenetrable suits of armour, ancient tomes of sorcerous knowledge and lost rings of incalculable might – many a war has been fought solely for the possession of such treasures and the power they bestow.

SELECTING MAGIC ITEMS

Each Warhammer army book describes in detail the many different kinds of magic item that each army can use. Here we shall examine the magic items that are commonly used by all races. Where a model has the option of choosing one or more magic items, it will be clearly stated in his army list entry, as will any restrictions on the magic items he can take. If a magic item is listed both here and in your Warhammer army book, use the points value printed with the latter – some races have lesser or greater access to certain magic items, which is reflected in their points value.

In addition to any specific restrictions noted in the relevant Warhammer army book, there are rules that govern the selection of all magic items, regardless of the bearer's allegiance. These can be summarised as follows:

UNIQUE

Magic items are considered to be unique – you can only have one of each in your army unless otherwise stated in the magic item's rules. Whilst I describe the magic items in this appendix as 'common' I mean to say that they are common to all armies in the Warhammer world and not that they are commonplace in any sense. Even the least potent magic item is a dangerous device, steeped in the fickle powers of sorcery, and is extremely rare. A fortunate hoarder of trinkets can consider himself lucky to see one example of a particular 'common' magic item in his lifetime, if at all.

BALANCE OF POWER

Usually, only characters can carry magic items. Each model can only carry one of each type of magic item. Magic items are divided into six categories: Magic Weapons, Magic Armour, Talismans, Enchanted Items, Arcane Items and Magic Standards. Each category covers a particular kind of item and 'family' of effects – Magic Weapons give bonuses to a model's fighting skill, for example, whilst Talismans provide protection. A model can only ever choose one item from each category. If he were to do otherwise, the magical emanations from two similar types of item would overlap, cancel out and ultimately explode in a suitably messy fashion (although it would probably look very spectacular, so it wouldn't be a complete loss). The only exceptions to this rule are some special characters, who might well have two magical weapons, for example. In these (rare) cases, we assume that magical safeguards have been built in to the items so that both can be borne by the same individual.

MAGICAL INTERFERENCE

Wizards cannot choose Magic Armour unless they have an option for 'normal' armour. Magic is the stuff of dreams and nebulous imagination, and rests uneasily alongside the physical. There is little more real and physical than wrought metal, and its tenacious actuality casts a peculiar and unyielding shadow in a Wizard's mind. As a result, most Wizards cannot wield the Winds of Magic if they wear armour of any kind – their magical senses are smothered by the armour's embrace – and so cannot choose an item of Magic Armour.

The only exception to this is when a Wizard has armour as part of his standard equipment or an option for 'normal' armour, such as light armour, or a shield. Such sorcerers have trained their mind to focus and can wear armour without confusion or penalty. The chief examples of this kind of Wizard are the dread Chaos Sorcerers of the frozen north

MAGIC WEAPONS

Magic Weapons are artefacts of bloodshed, pure and simple – they grant the wielder extra abilities or an increased characteristic profile so that he might better slay his enemies.

Unless otherwise stated, a Magic Weapon is treated as a hand weapon, and follows the rules for such, with these exceptions:

- A Magic Weapon cannot be used alongside an additional hand weapon to gain an extra attack.
- A Magic Weapon cannot be used alongside a shield to gain a parry save.

PAIRED WEAPONS

Paired weapons are Magic Weapons that are bought as a pair. In addition to their other effects, paired weapons have the Extra Attack and the Requires Two Hands special rules.

WHAT'S IN A NAME?

The Magic Weapons listed below often have a name that describes them as specifically being a sword or another particular type of weapon. This doesn't mean that the model has to have a sword to use the 'Ogre Blade'. We can simply assume that his axe, hammer or other suitable hand weapon has the same properties and is, for example, an 'Ogre Axe'.

I'M USING THIS ONE

A character that has a magic close combat weapon cannot use any other close combat weapons (his magic weapon is his pride and joy, and he's sure as sunrise going to use it). If a character has more than one Magic Weapon, he must choose which one to use at the start of the combat (unless a rule specifies that both can be used at the same time) – the chosen weapon must be used for the duration of the combat.



GIANT BLADE	60 pts
Close combat attacks made with this sword are resolved at +3 Strength.	
SWORD OF BLOODSHED	60 pts
The wielder has +3 Attacks.	
OBSIDIAN BLADE	50 pts
Armour saves cannot be taken against wounds caused by the Obsidian Blade.	
OGRE BLADE	40 pts
Close combat attacks made with this sword are resolved at +2 Strength.	
SWORD OF STRIFE	40 pts
This wielder of the Sword of Strife has +2 Attacks.	
FENCER'S BLADES	35 pts
Paired weapons. The bearer has Weapon Skill 10.	
SWORD OF ANTI-HEROES	30 pts
The bearer has +1 Strength and +1 Attack for every enemy character in base contact with him or his unit. These bonuses are calculated at the start of each round of close combat and last until its end.	
SPELLTHIEVING SWORD	25 pts
A Wizard that suffers unsaved wounds from the Spellthieving Sword loses one of his spells (determined randomly) for each unsaved wound.	
SWORD OF SWIFT SLAYING	25 pts
The wielder of the Sword of Swift Slaying has the Always Strikes First special rule.	
SWORD OF BATTLE	20 pts
The wielder has +1 Attack.	
BERSERKER SWORD	20 pts
The bearer has the Frenzy special rule and can never lose his Frenzy.	
SWORD OF MIGHT	20 pts
Close combat attacks made with this sword are resolved at +1 Strength.	
GOLD SIGIL SWORD	15 pts
Attacks from the Gold Sigil Sword are made at Initiative 10.	
SWORD OF STRIKING	15 pts
Attacks made with the Sword of Striking receive a +1 bonus to hit.	
BITING BLADE	10 pts
Close combat attacks made by the Biting Blade are Armour Piercing.	
RELIC SWORD	10 pts
Attacks made with the Relic Sword will always wound on a 5+, unless they would normally need a lower result.	
SHRIEKING BLADE	10 pts
The bearer causes Fear	
TORMENTOR SWORD	5 pts
A monster or character that suffers an unsaved wound from the Tormentor sword has the Stupidity special rule for the rest of the game.	
WARRIOR BANE	5 pts
A monster or character that suffers unsaved wounds from Warrior Bane permanently loses one Attack for each unsaved wound (to a minimum of Attacks 1).	

MAGIC ARMOUR

This section contains enchanted suits of armour – magical breastplates, ensorcelled shields, and so on. Only the most influential characters will be clad in magical armour from top to toe. Most characters might have a single piece of magical armour, which they combine with ordinary pieces of equipment.

Except where otherwise stated, magical suits of armour and shields follow the same rules as mundane ones, but keep in mind that:

- A model can only have one suit of armour and one shield, so if you give a model a magical suit of armour or a magical shield, it replaces any mundane equivalent already worn by the model.
- A magic shield is treated as a normal shield, but cannot be used alongside a hand weapon to gain a parry save.

ARMOUR OF DESTINY **50 pts**

Heavy armour. The Armour of Destiny grants the wearer a 4+ ward save.

TRICKSTER'S HELM **50 pts**

The wearer counts his armour save as being one point higher than normal. Any successful roll to wound made against the wearer of the Trickster's Helm must be re-rolled.

ARMOUR OF SILVERED STEEL **45 pts**

The Armour of Silvered Steel grants its wearer a 2+ armour save that cannot be improved by any means.

ARMOUR OF FORTUNE **35 pts**

Heavy armour. The Armour of Fortune grants the wearer a 5+ ward save.

HELM OF DISCORD **30 pts**

The wearer counts his armour save as being one point higher than normal. In addition, at the start of each Close Combat phase, choose an enemy character in base contact with the bearer or his unit. That character must immediately take a Leadership test. If the test is failed, the character succumbs to the helm's sibilant whispers of malice and jealousy. In this Close Combat phase, the victim cannot make attacks and is hit automatically.

GLITTERING SCALES **25 pts**

Light armour. Enemies suffer a -1 to hit penalty when attempting to strike the wearer in close combat.

SHIELD OF PTOLOS **25 pts**

Shield. The bearer has a 1+ armour save against shooting attacks.

SPELLSHIELD **20 pts**

Shield. The bearer gains Magic Resistance (1).

GAMBLER'S ARMOUR **20 pts**

Heavy armour. The Gambler's Armour grants the wearer a 6+ ward save.

DRAGONHELM **10 pts**

The wearer counts his armour save as being one point higher than normal. The wearer has a 2+ ward save against Flaming Attacks.

ENCHANTED SHIELD **5 pts**

Shield. The bearer counts his armour save as being two points higher than normal, rather than the usual one point that a shield would normally grant.

CHARMED SHIELD **5 pts**

Shield. One use only. The first hit suffered by the bearer of the Charmed Shield is discounted on a roll of 2+.

TALISMANS

The Talismans category includes charms, amulets and other tokens of protection.

TALISMAN OF PRESERVATION	45 pts
The Talisman of Preservation grants the bearer a 4+ ward save.	
OBSIDIAN LODESTONE	45 pts
The Obsidian Lodestone grants Magic Resistance (3).	
TALISMAN OF ENDURANCE	30 pts
The Talisman of Endurance grants the bearer a 5+ ward save.	
OBSIDIAN AMULET	30 pts
The Obsidian Amulet grants the bearer Magic Resistance (2).	
DAWNSTONE	25 pts
The bearer re-rolls failed armour saves.	
OPAL AMULET	15 pts
One use only. The Opal Amulet bestows a 4+ ward save against the first wound suffered by the bearer, after which its power fades and it cannot be used again during the game.	
OBSIDIAN TRINKET	15 pts
The Obsidian Trinket grants Magic Resistance (1).	
TALISMAN OF PROTECTION	15 pts
The Talisman of Protection grants the bearer a 6+ ward save.	
SEED OF REBIRTH	10 pts
The bearer of the Seed of Rebirth has the Regeneration (6+) special rule.	
DRAGONBANE GEM	5 pts
The bearer of the Dragonbane Gem has a 2+ ward save against Flaming Attacks.	
PIGEON PLUCKER PENDANT	5 pts
This item grants the bearer a 5+ ward save against wounds caused in close combat by models that have the Fly special rule.	
LUCKSTONE	5 pts
One use only. The Luckstone allows the bearer to re-roll a single failed armour save.	

MAGIC STANDARDS

Some units are allowed to carry magic banners, as detailed in their army list entry. A Magic Standard can only be carried by a standard bearer, as shown in the army list in the relevant Warhammer army book.

The only character permitted to carry a Magic Standard is the army's Battle Standard Bearer.

RAMPAGER'S STANDARD	55 pts
A unit with this Magic Standard can re-roll its charge distance dice.	
WAILING BANNER	50 pts
A unit with this banner causes Terror in its enemies.	
RANGER'S STANDARD	50 pts
A unit with the Ranger's Standard has the Strider special rule.	
RAZOR STANDARD	45 pts
Models in a unit with the Razor Standard have the Armour Piercing special rule.	
WAR BANNER	35 pts
A unit with this banner adds +1 to its combat result.	
BANNER OF SWIFTNESS	15 pts
Models in a unit with the Banner of Swiftiness have +1 to their Movement characteristic.	
LICHEBONE PENNANT	15 pts
Models in a unit with the Lichebone Pennant have Magic Resistance (1).	
STANDARD OF DISCIPLINE	15 pts
Models in a unit with the Standard of Discipline have +1 Leadership, but cannot use the General's Inspiring Presence special rule.	
BANNER OF ETERNAL FLAME	10 pts
Models in a unit with the Banner of Eternal Flame have Flaming Attacks.	
GLEAMING PENNANT	5 pts
One use only. A unit with the Gleaming Pennant can re-roll its first failed Leadership test.	
SCARECROW BANNER	5 pts
A unit with the Scarecrow Banner causes Fear in models with the Fly special rule.	

ARCANE ITEMS

Arcane Items are items that enhance a Wizard's magical powers in some fashion. Only a character with a Wizard level can carry an Arcane Item. Characters with no sensitivity to magical essences and mysteries will either find an Arcane Item useless and inert, or have their brains sucked out through their ears should they try to use it.

BOOK OF ASHUR

70 pts

The bearer receives a +1 bonus on attempts to cast and dispel.

FEEDBACK SCROLL

50 pts

One use only. When an enemy spell has been cast, a Wizard who has a Feedback Scroll can read it instead of attempting to dispel the spell.

The spell is cast as normal, but, after the spell has been resolved, roll a dice for every dice used to cast the spell. The casting Wizard takes a wound for every result of 5+ rolled, with no armour saves allowed.

SCROLL OF LEECHING

50 pts

One use only. When an enemy spell has been cast, a Wizard who has a Scroll of Leeching can read it instead of attempting to dispel the spell. The spell is cast as normal, but, after the spell has been resolved, the bearer of the scroll adds a number of dispel dice to his pool equal to the number of dice used to cast the spell (remember that your dispel pool cannot exceed 12 dice).

SIVEJIR'S HEX SCROLL

50 pts

One use only. When an enemy spell has been cast, a Wizard who has a Hex Scroll can read it instead of attempting to dispel the spell. The spell is cast as normal, but a portion of the spell's energy is transformed and redirected at the caster. The enemy wizard can resist the spell's effects by rolling equal to or under his wizard level on a D6. If he fails, an amphibian transformation takes hold and he becomes a small, slimy toad!

Whilst transformed, the wizard cannot channel or cast spells, all of his magic items and mundane equipment (armour, weapons, etc.) temporarily stop working and all of his characteristics are reduced to 1 (except for his wounds, which are unaffected). His controlling player can roll a D6 at the start of each of his subsequent magic phases; the spell dissipates on a roll of 4+ and the wizard returns to his normal form (but still attempts to eat flies for several days afterward).

POWER SCROLL

35 pts

One use only. A Power Scroll can be used when the Wizard makes a casting attempt. During that casting attempt, the casting value of the spell is halved (rounding up). You cannot choose to cast a boosted version of a spell when using a Power Scroll.

WAND OF JET

35 pts

One use only. The bearer can increase one of his casting results by an additional +D6, after other casting dice have been rolled. This extra power dice can contribute to casting a spell with irresistible force (and a miscast).

FORBIDDEN ROD

35 pts

One use only. The forbidden rod adds +D6 dice to the power pool at the start of the caster's own magic phase, but also inflicts D3 wounds on the bearer (with no armour saves allowed).

STAFF OF SORCERY

35 pts

The bearer receives a +1 bonus on attempts to dispel.

TRICKSTER'S SHARD**25 pts**

One use only. Declare you are using this item at the start of one of your magic phases. For the duration of the phase, when one of the bearer's spells is dispelled by an enemy wizard, roll a D6. On a 5+, that wizard suffers a wound with no armour saves allowed.

EARTHING ROD**25 pts**

One use only. If the wizard rolls on the miscast table he can re-roll the result.

DISPEL SCROLL**25 pts**

One use only. When an enemy spell has been cast, a wizard who has a dispel scroll can read it instead of attempting to dispel the spell by using dispel dice. This automatically dispels the enemy spell; no dice roll is required. Note that even a dispel scroll will not help if the spell has been cast with irresistible force. Note also that a dispel scroll cannot be used to dispel spells that remain in play other than at the moment they are cast.

POWER STONE**20 pts**

One use only. The Wizard can declare that he is using the power stone immediately before casting a spell. If he does so, two extra dice are added to the power dice that he is going to roll (you still need to roll at least one dice from the power pool).

SCEPTRE OF STABILITY**15 pts**

One use only. The bearer can choose to increase one of his dispel results by an additional +D6, after his other dispel dice have been rolled. This extra dispel dice can contribute to dispelling with irresistible force.

CHANNELLING STAFF**15 pts**

The Wizard adds +1 to all of his channeling attempts.

SCROLL OF SHIELDING**15 pts**

One use only. When an enemy spell has been cast, a Wizard who has a Scroll of Shielding can read it instead of attempting to dispel the spell. The spell is cast as normal, but the target of the spell is granted a 4+ ward save against any wounds caused by the spell.

ENCHANTED ITEMS

The Enchanted Items category includes all manner of wonderful artefacts too unique or specific to be included in another category. They are often amongst the most prized magical items to possess.

WIZARDING HAT

100 pts

The wearer is treated as being a Level 2 Wizard who can use a randomly chosen Battle Magic lore. However, he also has the Stupidity special rule.

FOZZRIK'S FOLDING FORTRESS

100 pts

After deployment zones have been agreed, but before the armies have been deployed, place a watchtower building (or scratch-built structure of a similar size) in your deployment zone to represent the Folding Fortress. This is treated as a standard building. If you do not have a suitable building to place, you cannot use Fozzrik's Folding Fortress.

ARABYAN CARPET

50 pts

Infantry or monstrous infantry models on foot only. The owner of this magical carpet has the Fly special rule. However, he cannot join units.

CROWN OF COMMAND

35 pts

The bearer of the Crown of Command has the Stubborn special rule.

HEALING POTION

35 pts

One use only. The Healing Potion can be drunk at the start of the controlling player's turn. The imbiber immediately recovers D6 Wounds lost in the battle.

FEATHERFOE TORC

35 pts

Flying creatures (and their riders) must re-roll successful rolls to hit against the bearer (and any unit he is with) in close combat.

RUBY RING OF RUIN

25 pts

Bound spell (power level 3). The Ruby Ring of Ruin contains the Fireball spell.

THE TERRIFYING MASK OF EEE!

25 pts

The wearer of this mask causes Terror. However, other models can never use his Leadership.

POTION OF STRENGTH

20 pts

One use only. The Potion of Strength can be drunk at the start of any player's turn. The imbiber has +3 Strength until the end of the turn.

POTION OF TOUGHNESS

20 pts

One use only. The Potion of Toughness can be drunk at the start of any player's turn. The imbiber has +3 Toughness until the end of the turn.

THE OTHER TRICKSTER'S SHARD

15 pts

Models in base contact with the bearer (friends and foes) must re-roll successful ward saves.

IRONCURSE ICON

5 pts

The character (and any unit he is with) gain a 6+ ward save against war machine weapons.

POTION OF FOOLHARDINESS

5 pts

One use only. The Potion of Foolhardiness can be drunk at the start of any player's turn. The imbiber has the Immune to Psychology and the Devastating Charge special rules until the end of the player turn.

POTION OF SPEED

5 pts

One use only. The Potion of Speed can be drunk at the start of any player's turn. The imbiber has +3 Initiative until the end of the turn.

FREQUENTLY ASKED QUESTIONS.

Q: What happens when there is a conflict between two magic items or special rules? GW (p2)

A: Use 'The Most Important Rule'

Models and Units

Q: When a model has a random characteristic value, 3D6 or 2D6+2 for example, can that characteristic go above 10? GW (p3)

A: Yes, this is an exception to the usual maximum.

Q: Does a magic item or spell that gives a bonus to a characteristic, do so bonus for all rules purposes (e.g. the effect of spells, characteristic tests, etc)? GW (p4)

A: Yes, except for magic weapons or where the description of the item or spell specifically says otherwise.

Q: Does a weapon that gives a bonus to a characteristic only give that bonus when being used to attack a model? GW (p4)

A: Most weapons, including magic weapons, state when the bonus is given. For example, a model with the Fencer's Blades will always have Weapon Skill 10 whilst a model with a great weapon will only have +2 Strength when striking an enemy in close combat. When a weapon does not say when the characteristic bonus applies, then it only applies when striking, or being struck, in close combat.

General Principles

Q: Can I measure distances and ranges at any time and for any reason? GW (p6)

A: Yes.

Q: Is a model considered to be in base contact with itself? GW (var)

A: No.

Q: If a model is granted a re-roll To Hit from a special rule such as Hatred but the model they are attacking has a special rule, magic item etc. that forces successful To Hit rolls to be re-rolled, how is this dealt with? GW (p7)

A: They cancel each other out and no re-rolls are made for as long as both special rules are in effect.

Q: How should a template be held or placed above a unit or the battlefield? GW (p9)

A: It should be as close to the battlefield or unit as possible, trying to gain an advantage by doing otherwise simply isn't in the spirit of the game!

Q: Will a unit automatically pass a characteristic test if any model in the unit has the ability to do so? GW (p10)

A: No, every model in the unit must have the ability to automatically pass the characteristic test for the unit to pass it automatically.

Q: For characteristic tests, is the best value in the unit always used? GW (p10)

A: If the unit is required to take a characteristic test, the best value in the unit is used. If every model in a unit is required to take a characteristic test, then each model uses its own best value instead.

Q: If a unit taking a Leadership test has a modifier to its Leadership, will this modifier still apply if the unit uses the General's Leadership, because of the Inspiring Presence special rule for example? GW (p10)

A: Yes.

Q: Does a unit that has a LD of '0' or '-' automatically fail Leadership tests? GW (p10)

A: Yes.

Q: When taking a Leadership test, sometimes you have to take it on your unmodified Leadership. What is your unmodified Leadership? GW (p10)

A: Your unmodified Leadership is the highest Leadership characteristic in the unit. So the Leadership from any

characters in the unit itself (but not from outside the unit, from Inspiring Presence for example) with a higher Leadership can be used unless specifically stated otherwise.

Movement

Q: When a unit is wheeling, do you measure the distance moved by the outside model of the front rank? GW (p14)

A: Yes.

Q: Once a unit has declared a Flee! charge reaction, or if it is already fleeing at the start of the movement phase, must it declare and resolve a Flee! charge reaction for every subsequent charge declared against it that turn? GW (p17)

A: Yes.

Q: If multiple units have declared a charge against a unit that has chosen a Flee! Charge response, can they all attempt to redirect their charge if there is another viable target in range? GW (p18)

A: Yes. The controlling player chooses in which order to try and redirect his charging units.

Q: If I can only maximise the number of models fighting by contacting another enemy unit, must I declare a charge against that unit? GW (p20)

A: No.

Q: Can a fleeing model dispel spells or use magic items? GW (p24)

A: No.

Q: Can a unit near or on the board edge pivot (or wheel) so that part of the unit (or its base) is temporarily off of the board? GW (p27)

A: Yes, though it is not allowed to end its movement with part of the unit (or its base) off the board.

Magic

Q: What happens if a Wizard loses one or more Wizard levels? GW (p28)

A: Whenever a Wizard loses one or Wizard levels, he instantly forgets a single spell for each Wizard level lost, chosen at random from those he knows.

Q: Can a model lose Wizard levels granted by a magic item? GW (p28)

A: Yes.

Q: Can Bound Spells be forgotten if a Wizard loses a Wizard level? GW (p28)

A: No. If a model has loses a Wizard level and has a selection of 'normal' and bound spells, do not include the bound spells when randomising which are forgotten.

Q: If a Wizard has had his level reduced to 0 does he still counts as a Wizard and can he still attempt to channel Power and Dispel dice? GW (p28)

A: Yes.

Q: Do dice that have been 'removed' from the pool to cast a spell still count against the power limit? GW (p30)

A: Yes. They count against the power limit until the moment they are rolled, at which point they are 'used up' and no longer count against the power limit.

Q: If I have a special rule that generates power or dispel dice at that doesn't state when they are added or specifies they are added at the start of the Magic phase, when are these dice added to the pool? GW (p30)

A: They are added after rolling for the Winds of Magic but before any casting attempts have been made.

Q: Can I use more than 12 power or dispel dice in a phase even though the pool is limited to 12? GW (p30)

A: Yes. While the pool can never contain more than 12 power or dispel dice at any one time, some abilities can generate more dice part way through a Magic phase.

Q: If a Wizard has had his level reduced to 0 and he still knows one or more spells, can he attempt to cast them? GW (p31)

A: No.

Q: Do ranged direct damage spells that use a template have to target an enemy unit? GW (p31)

A: Yes, the template must be placed over the target enemy unit.

Q: Can direct damage spells be used in such a way that they affect friendly models? GW (p31)

A: No. A direct damage spell can't be used in a way that deliberately affects a friendly model (though they may end up scattering onto a friendly model and affecting it in that way).

Q: When targeting a unit with a small or large round template, must the whole template be within the maximum range of the spell? GW (p31)

A: No, the hole in the centre of the template must be within range.

Q: Can magical vortex spells be used in such a way that they affect friendly models? GW (p31)

A: Yes.

Q: Can models choose to voluntarily move into/through a magical vortex? GW (p31)

A: No.

Q: What happens to models that are forced to move into / through a magical vortex due to Compulsory Movement or other such effects? GW (p31)

A: As soon as the unit makes contact with the Magical Vortex it suffers the full effects of the spell (in the case of a spell that affects all models hit, every model whose base would pass into/through the vortex is affected by the spell). Surviving models are then placed 1" beyond the template and their movement ends.

Q: Do bonus power dice, which are added to those taken from the power pool when a Wizard casts a spell, count when working out if a spell fails due to the Not Enough Power rule? GW (p32)

A: Yes, regardless of when these dice are added. The exception to this rule is that it does not include any dice that are specifically stated as not being power dice (such as Night Goblin's Magic Mushroom dice).

Q: Some magical items and special rules cause a miscast to occur on casting rolls other than that of a double six. For example, you might have to roll on the Miscast table if you roll any double. When this occurs, is the spell still cast? GW (p34)

A: Yes, as long as the casting value is met.

Q: Is damage caused by a miscast counted as a spell? Can a model with Magic Resistance add it to its ward save against it? GW (p34)

A: No to both questions.

Q: Can there ever be more than one attempt at dispelling a spell per magic phase? Can a Wizard use a scroll if it isn't allowed to make a dispel attempt, for example the spell was cast with irresistible force or the wizard has previously failed to dispel a spell that turn? GW (p35)

A: No to both questions.

Q: If a magical vortex ends its move over a unit it is placed 1" beyond the unit. If this is also over a unit should it be placed 1" beyond that unit, repeating the process until it is not touching any models? When this happens, I assume models between where the magical vortex ended its move and where the template is placed are not affected by the spell? GW (p36)

A: Yes to both questions.

Q: Are units that move through the template for a magical vortex affected by it? GW (p36)

A: Yes.

Q: Does a remains in play spell end if the Wizard who cast it has his Wizard level reduced to 0 or if he forgets the spell? GW (p36)

A: No.

Q: If I am dispelling a boosted remains in play spell, what value do I need to beat to dispel it? GW (p36)

A: You will need to beat the basic casting value of the spell (not the boosted casting value).

Q: A Wizard is not allowed to cast the same spell twice. However, if he has a Magic Item capable of casting that spell as a bound spell, can he still use it to cast the same spell again? GW (p37)

A: Yes.

Q: If a bound spell is from a Lore of Magic with a lore attribute, will the successful casting of the bound spell also trigger the lore attribute? GW (p37)

A: Yes. It is worth noting that some lore attributes effects targets the Wizard casting the spell. In the case of Bound Spells it will target whoever is casting the spell instead.

Shooting

Q: What will the To Hit modifier be for shooting at a unit in a building with the Skirmishers special rule? GW (p40)

A: It will be -3 in total. -2 for being in hard cover and -1 for having the Skirmishers special rule.

Q: When hits, other than from shooting and close combat attacks, are inflicted upon a unit how are these hits resolved? GW (p42)

A: As per the 'Resolving Unusual Attacks' box. Note that all hits resolved in this way will count as shooting attacks for working out who is hit.

Q: Do special rules that can inflict hits in close combat, such as Stomp and Breath Weapons, count as close combat attacks? GW (p42)

A: No they count as an unusual attack and will be distributed as a shooting attack.

Q: When a unit has multiple toughness values or armour saves do you use the value of the majority or in the case of a tie, the best GW (p42)

A: Yes, unless specified otherwise.

Q: A war machine is wounded by a hit with the Multiple Wounds rule. Is the number of Wounds lost limited to 1? GW (p45)

A: No.

Close Combat

Q: Does a model with a shield get the armour save bonus in combat if it can't use it? For example it is using a weapon that requires two hands? GW (p43)

A: No.

Q: When a model has multiple pieces of armour are the armour saves always combined? GW (p43)

A: Yes.

Q: Usually models are removed from the rear rank in combat when slain. However if a model has to be removed from a fighting rank as there are no others to replace them – for example a unit champion or character – will another model immediately fill the gap? GW (p51)

A: Yes.

Q: When a unit flees 'directly away' from another, does this mean that you turn the unit about its centre, so that it will flee directly away from the centre of the unit it is fleeing from? (p57)A: Yes.Q: If a unit charges into combat and, on the turn it charges, the last of the enemy unit it is fighting are removed as casualties due to Daemonic Instability, the Unstable special rule, Cornered Rats or as a result of a War Machine failing its Break test, does the charging unit get to make an Overrun move? GW (p57)

A: Yes.

Q: If a unit charges into combat and, on the turn it charges, the last of the enemy unit it is fighting are removed as casualties due to Daemonic Instability, the Unstable special rule, Cornered Rats or as a result of a War Machine failing its Break test, does the charging unit get to make an Overrun move? GW (p58).

A: Yes.

Q: If I charge an enemy and they are wiped out before the Close Combat phase, can I choose to either Overrun or Reform From Victory? If I can, when does this occur? GW (p58)

A: Yes. This occurs at the start of the Close Combat phase before any blows have been struck.

Panic

Q: If a unit fails a Panic test brought about by heavy casualties, and there is nothing to flee from (for example the damage caused by a miscast from a Wizard in the unit) in which direction should the unit flee? GW (p63)

A: Pivot the unit on the spot (ignoring other units) so that it is facing directly away from the closest enemy unit.

Special Rules

Q: Are upgrades bought for characters from army specific lists which aren't magic items or equipment (such as Vampiric Powers or Deamonic Gifts) special rules? GW (p66)

A: Yes, unless specifically stated otherwise in an entry.

Q: Do Breath Weapon hits benefit from any other special rules, equipment or magic items of the model that inflicts the hits? GW (p67)

A: No.

Q: Does a model with the Ethereal special rule still have to take a Leadership test see if it is affected by Stupidity, or to march if an enemy is within 8" (as failing may slow its move)? GW (p68)

A: Yes to both questions.

Q: If a model with the Ethereal and Unstable special rules loses combat, does it suffer an extra Wound for every point it lost combat by? GW (p68)

A: Yes.

Q: What are 'magical attacks'? GW (p68)

A: All attacks made by spells and magic items are considered to be magical attacks, as are all attacks that are specifically noted as being magical attacks. Shots fired from magical items are also considered to be magical attacks, unless their description specifically states otherwise. Hits inflicted by rolls on the Miscast table are treated as magical attacks.

Q: When moving Fast Cavalry or Skirmishers, should I measure from the location of each model before it moves and place it anywhere within its Movement Allowance (or double its Movement Allowance if it is marching) ? GW (p68, 77)

A: Yes. Except when there is a unit or impassable terrain in the way, the distance moved must include the distance required to move around these obstacles.

Q: Do all forms of Flaming Attacks cause Fear in war beasts, cavalry and chariots? GW (p69)

A: Yes, any model that has a Flaming Attack will cause Fear. This includes unit upgrades, models that only have ranged flaming attacks and even Wizards with spells that cause Flaming Attacks.

Q: If a Frenzied unit has a magic item that could increase the distance it could charge, or allow a failed charge to be re-rolled, must it use the item? GW (p70)

A: No.

Q: Is a character mounted on a monster, chariot or monstrous beast susceptible to the Killing Blow special rule? GW (p72)

A: No, as the character's troop type as changes to 'monster', 'chariot' or 'monstrous cavalry' respectively, thereby rendering Killing Blow ineffective. Only Heroic Killing Blow will work against these targets.

Q: If a war machine is attacked by a model with the Heroic Killing Blow special rule, and the attacker rolls a 6 to wound, are all remaining wounds on the war machine lost? GW (p72)

A: Yes.

Q: If a model with the Loremaster special rule suffers a Power Drain result from the Miscast table, do they lose spells as normal? GW (p72)

A: Yes.

Q: When a Monster and Handlers unit suffers a Wound from an attack that causes Multiple Wounds, is the multiplier applied after rolling to see who is wounded? GW (p73)

A: Yes.

Q: If a Monster and Handlers unit is required to take a characteristic test, which values can you use? GW (p73)

A: You can only use the monsters characteristics; the handlers are ignored for this purpose.

Q: When the models in a unit with the Monster and Handlers special rule have different Movement Allowances, which one decides how far the unit can move? GW (p73)

A: The monsters Movement Allowance is used.

Q: If a Monster and Handlers unit is required to take a Leadership test, which Leadership value can you use? GW (p73)

A: You must use the highest.

Q: When a unit with the Monster and Handlers special rule takes an unsaved Wound from a template or from a weapon/ability that can pick out its target; do you still roll a D6 to see if the Wound is inflicted upon the monster or its handlers? GW (p73)

A: Yes you do unless specifically stated otherwise in the unit's special rules.

Q: Does pivoting on the spot count as movement for the purposes of units, other than war machines, with the Move or Fire rule? GW (p73)

A: Yes.

Q: Do Poisoned Attacks that wound automatically on a To Hit roll of 5+ or better still need to hit to cause a Wound? GW (p73)

A: Yes.

Q: Does a Random Move count as a 'normal' move for triggering a Dangerous Terrain test?

A: Yes, unless the model is making a charge, pursuit or flee move, in which case it counts as a move of the appropriate type. GW (p74)

Q: Do Stomp or Thunderstomp hits benefit from any other special rules, equipment or magic items of the model that inflicts the hits? GW (p76)

A: No.

Q: When a model has multiple profiles and the Stomp or Thunderstomp special rule, which profile is used to determine the Strength of the hit(s)? GW (p76)

A: You always use the mount's profile.

Q: What constitutes an action for models that have failed a Stupidity test? For example could a character with a Healing Potion drink it? GW (p76)

A: Everything counts as an action so if you have failed your Stupidity test you can do nothing at all apart from bumble forwards the compulsory D6".

Q: Can a unit that has failed a Stupidity test be forced to move, or perform any other action, by a spell, or other special rule/magic item? GW (p76)

A: Yes.

Q: If I have a unit of 20 archers, 5 files wide and 4 ranks deep, how many shots would I get using the Volley Fire special rule? Would it be 15 (first two ranks plus half of the remaining models, rounding up) or 16 (first two ranks plus half of each rank, rounding up)? GW (p78)

A: 15 shots.

Q: When a unit fires using the Volley Fire special rule and not all of the unit can shoot, do you work out how many models can shoot in the third and subsequent ranks and then halve the result, rounding up? GW (p78)

A: Yes.

Q: Must units with the Vanguard deployment special rule be moved before the roll to see who gets the first turn? GW (p78)

A: Yes.

Q: Units that are deployed as Scouts or make a Vanguard move are not allowed to charge if they get the first turn. Does this also stop them from charging in the Magic phase? GW (p79)

A: Yes.

Q: Do units that are deployed as Scouts count toward determining who finished deploying their army first? GW (p79)

A: No.

Q: Must a unit with Frenzy that is in charge range of an enemy unit on the first turn of the game, take a Leadership test due to Berserk Rage if it deployed as Scouts or made a Vanguard move? GW (p79)

A: No. A Frenzied unit only takes a Leadership test due to Berserk Rage if it can charge. As it is not allowed to charge, there is no need to take the test.

Q: If a character is deployed as part of a unit with the Vanguard special rule, can that unit still make its Vanguard move? GW (p79)

A: If the character in question has the Vanguard special rule as well, then yes, they may. Otherwise, no, the character's presence prevents the unit from using Vanguard.

Troop Types

Q: Can a Chariot move backwards and sideways? GW (p86)

A: Yes.

Q: Where there are references to monstrous infantry/cavalry/beasts does this mean just monstrous infantry, monstrous cavalry and monstrous beasts (and not 'ordinary' cavalry and beasts)? GW (various)

A: Yes.

Weapons

Q: If a model gets a Strength bonus 'in the first round of combat' does this mean it only receives the bonus once per battle? And does it receive the bonus against a new enemy that charges it while it is already fighting in an ongoing combat? GW (p90)

A: No to both questions.

Command Groups

Q: Does the 'Look Out Sir' special rule apply against all spells that use templates? GW (p93)

A: Yes.

Q: Can a Standard Bearer use a weapon that requires two hands? Can he use an additional hand weapon? GW (p94)

A: Yes to both questions.

Q: Do enemy unit champions count as characters? GW (p93/96)

A: No.

Characters

Q: Does a character have a troop type? If yes, do all of the rules that apply to that troop type apply to the character? And will the character be affected by special attacks or spells that affect that troop type? GW (p96)

A: Yes to all questions.

Q: If a character is required to join a unit and all units are required to test to see if they are held in reserve or moved on from a board edge at the start of a turn, how is this resolved? GW (p97)

A: Before rolling for any units you must nominate which unit each character that is required to join a unit is going to be deployed with and then roll once to determine if they all turn up or all are delayed. For example a Skaven army with a Grey Seer on a Screaming Bell is playing against an Orc & Goblin army with Skarsnik. The Grey Seer would have to nominate which unit of Clanrats or Stormvermin he is joining before any rolls are made to see which units are delayed by Skarsnik.

Q: If a Wizard casts a spell that targets him then leaves the unit, will the spell remain on both the Wizard and the unit? GW (p97)

A: No, once the Wizard has left the unit it will only target him. If he subsequently joins another unit, or rejoins the unit he has left, while the spell is still in play then they will benefit from the spell.

Q: Can characters change position inside a unit as part of a normal move? GW (p97)

A: Yes, as long as they end up in the rank closest to the front of the unit that has a space in. It is also worth remembering that even if only the character moves the whole unit will count as moving that turn. Having a belligerent officer barge his way through the unit is not conducive to a good round of shooting!

Q: Must a character be moved to the front rank of a unit as soon as a space becomes available? GW (p100)

A: Yes.

Q: Can a character 'move through' a unit he has joined when he leaves it (i.e. can he leave through the side or rear of the unit, measuring the move from his starting position)? GW (p101)

A: Yes.

Q: If a unit containing one or more characters has had its Movement Allowance altered, will this affect a character leaving the unit, including if he tries to charge out of it? GW (p101)

A: Yes, but for that move only.

Q: At what point after a unit has been wiped out do any characters remaining count as having left the unit? GW (p101)

A: As soon as the last model from the unit has been removed, any remaining characters will count as a new unit. Note that this will cause Panic tests to all friendly units within 6" (including the newly formed unit of character(s)) as the unit has been destroyed.

Q: Can a character or champion that is part of the crew of a war machine issue or accept a challenge? GW (p102)

A: No.

Q: After accepting a challenge must the challenged model always move into base contact with the enemy model that issued the challenge? GW (p102)

A: If the challenged model is on his own then he must move into base contact. If the challenged model is in a unit he must move as long as it does not require leaving his unit. Where it is not possible for base contact to be made then leave the models where they are and simply assume that the two models are in base contact.

Q: If, for any reason, a character involved in a challenge ceases to count as a character before the challenge ends (for example, if a Chaos model was under the effects of Call To Glory and the spell was ended part way through the challenge) what happens? GW (p102)

A: Complete the challenge as normal this turn. The model which has ceased to be a character must use its non-character (and thus probably much reduced) stat-line from the moment the spell ends. At the end of the round of close combat the challenge automatically ends.

Q: If a model with a Breath Weapon, Stomp or Thunderstomp is in a challenge, can these attacks hit models not in the challenge? GW (p102)

A: No.

Q: Can a model in a challenge direct his attacks against an enemy character's chariot or monstrous mount? GW (p102)

A: Yes.

Q: Can models not in a challenge direct attacks against the mount of a character that is in a challenge? GW (p103)

A: No.

Q: Can a monster and its rider both shoot in the same shooting phase? GW (p105)

A: Yes. Additionally, if there are multiple riders they can each shoot.

Q: Does a ridden monster benefit from any ward save that its rider possesses or vice versa? GW (p105)

A: No.

Q: Do units benefit from their General's Inspiring Presence for the purposes of spells that use Leadership, such as Spirit Leech or Okkam's Mindrazor? GW (p107)

A: Yes.

Q: If a Battle Standard Bearer has to be placed in the second rank of a unit due to there being no space for them in the unit's first rank, do the effects of the battle standard still apply? GW (p107)

A: Yes.

Q: If a Battle Standard Bearer who has a magic standard has to be placed in the second rank of a unit due to there being no space for them in the unit's front rank, do the effects of the magic standard still apply? GW (p107)

A: Yes.

War Machines

Q: Does a bolt thrower require two or more crew remaining to fire? GW (p111)

A: No.

Battlefield Terrain

Q: When does the affect of an augment or hex spell end if it is 'cast' by a River of Light? And what happens if a spell cast by a River of Light affects a unit's ability to move? GW (p120)

A: Augment and hex spells last until the start of the Magic phase in their sides next turn – the spell does not end in the Magic phase immediately after the Movement phase when it was triggered. Any movement effects will not apply until the unit's next Movement phase – they do not affect movement on the turn they are triggered.

Q: If a cavalry, monstrous cavalry or chariot unit charges a unit touching the other side of an obstacle how many models need to take a dangerous terrain test? GW (p123)

A: Any model touching the obstacle must test.

Q: Can a model move within an inch of a building without garrisoning it? GW (p126)

A: No.

Q: Does a unit garrisoning a building count as having any ranks at any point? GW (p126)

A: No.

Q: If a Wizard, in a unit in a building, miscasts and rolls a Dimensional Cascade or Calamitous Detonation result, is the Wizard always one of the D6 models hit? GW (p127)

A: Yes.

Q: What happens if a unit that is assaulting a building is itself charged? GW (p127)

A: The assault on the building is abandoned (move the unit that was assaulting the building backward 1") The two units outside the building are now engaged in combat instead and will fight a round of combat this turn.

Q: Can a character that was not one of the ten models chosen to take part in a building assault be one of the models that step up to replace casualties suffered in the assault? GW (p128)

A: No, he is far too busy convincing his soldiers to take his place in the assault to get involved himself.

Q: If a unit that can cast spells as a Wizard (for example Pink Horrors of Tzeentch) is within 3" of a Wizard's Tower, does it gain the Loremaster special rule while it controls the tower as if it were a Wizard? GW (p131)

A: Yes.

Choosing Your Army

Q: It's not uncommon for special rules or spells to beneficially affect models of a certain type. If my opponent's army also has such models, can they be affected too? What about allied units on my own side? GW (p132 & p136)

A: Special rules and spells such as this only ever affect friendly units from their own army, and will not affect enemy or allied units that happen to be in range.

Q: Do I have to show my opponent my army roster at the start of a battle, or can I wait until the end of the game, which means I only need to reveal things like which magic items my characters have taken when I first use them? GW (p132)

A: If you think this may be an issue, discuss it with your opponent before the game starts. Some players prefer full disclosure at the start of the battle, while others prefer to wait until the battle has finished before revealing their roster. It is for you and your opponent to decide which method you prefer to use.

Fighting a Warhammer Battle

Q: Can I deploy a unit in Impassable terrain? GW (p142)

A: No.

Q: Can I deploy in Dangerous terrain? What happens to the deployed unit if I do? GW (p142)

A: Yes. Nothing happens to the unit.

Q: How do I deploy in Mysterious terrain? GW (p142)

A: Place one model from the unit in the terrain feature, then roll to see what type of terrain it is, then deploy the rest of the models in a legal formation and finally resolve any effects the terrain has. Note that deploying the unit counts as entering the terrain, but it does not count as moving.

Q: Some special rules, magic items etc. have an effect at the beginning of the battle, or before the game starts. When should these effects take place? GW (143)

A: After both armies are deployed and any Deployment special rules have occurred but before the roll for first turn.

Q: If I kill a character but not their mount, do I score victory points for just the character, the character and their mount, or must I kill the mount too in order to score any victory points? GW (p143)

A: You must kill the character and his mount to score any victory points.

Q: Some models can be 'created' by spells or special rules during the game. Are such units worth any victory points if destroyed? GW (p143)

A: No, unless their rules specifically say otherwise.

Q: When players roll off to see who deploys first, gets the first turn etc. must the winner deploy first, take the first turn etc.? GW (p144-150)

A: Yes, unless is specifically states that they get to choose.

Q: During the random deployment on a Dawn Attack mission, what happens if a unit is unable to deploy where the Deployment table says it must, because it will not fit for example? GW (p145)

A: The unit is placed in reserve and will enter play in the first turn using the rules for reinforcements on page 27.

Q: If the watchtower is destroyed in the Watchtower scenario, what victory conditions are used? GW (p150)

A: The closest unit to the centre of the rubble where the watchtower once stood is the winner.

Q: If we are using an alternative terrain feature in the Watchtower scenario (a hill or forest for example) how do we decide who has control of it? GW (p150)

A: The terrain feature will count as controlled by whichever side has a unit on/inside it. If it is unoccupied, the side with a unit closest will count as controlling it. If more than one side has a unit on/inside the terrain feature or they are equidistant from the terrain feature, use victory points to determine the winner.

The Lore of Magic

Q: Do I get to use Magic Resistance against Wounds caused by lore attributes? GW (Reference)

A: Yes.

Q: If a unit is augmented by Pha's Protection how does this interact with Shooting attacks that do not specifically target a unit? For example a cannon or stone thrower shot? GW (Reference)

A: Fire the shot as normal. If the template ends up over any models in a unit that have been augmented by Pha's Protection roll a D6. On a 4+ the entire shot is discounted.

Q: If a Wizard casts Throne of Vines with Irresistible Force do they get to ignore the miscast on a 2+ as the miscast occurs after the spell is cast? GW (Reference)

A: Yes.

Q: If a Wizard has Throne of Vines cast upon himself and subsequently casts another spell from the Lore of Life, it gains additional benefits. Are these additional benefits lost if Throne of Vines is then dispelled? GW (reference)

A: No. As long as a spell is cast while Throne of Vines is in play then the spell gains the additional benefits until the spell ends.

Q: Certain spells, most notably Regrowth from the Lore of Life, allow you to resurrect models that have been killed or even add extra models to a unit. What happens if some or all of the models added to a unit do not fit at the back? GW (Reference)

A: Any models that do not have space to be placed at the back of the unit are lost. If, for example, your unit has been charged in its rear facing then you would be able to complete the back rank and any excess models are lost.

Q: If models are resurrected in a unit that has charged that turn, do the resurrected models count as having charged? GW (Reference)

A: No, but remember that the unit will still count as having charged when working out the combat result.

Q: As a standard is lost once its bearer has been killed how does this affect the number of models that can be resurrected by Regrowth? For example a unit of 20 Halberdiers have been reduced to 10 models and have lost their standard bearer, can they now be increased back to 20 models? GW (Reference)

A: The unit can still be increased back to 20 models. You can resurrect the model that was carrying the standard as a rank and file model.

Q: Does the Roiling Skies Lore Attribute require you to successfully cast the spell before its effect can be applied? GW (Reference)

A: Yes.

Q: What happens if a unit in a building is the target of Wind Blast? GW (reference)

A: They are considered unable to move and suffer D6 Strength 3 hits.

Q: Once the damage has been resolved from the Comet of Casandora striking on a roll of 4+, are all markers removed and does the spell end? GW (Reference)

A: Yes.

Q: Can Chain Lightning leap onto a unit engaged in close combat? GW (Reference)

A: Yes.

Q: If an enemy unit is affected by the Doom and Darkness spell, and the unit is within the general's Inspiring Presence radius, does the Leadership value conferred by Inspiring Presence suffer the modifier even if the General is not affected? GW (Reference)

A: Yes.

Q: When the Transformation of Kadon transforms a Wizard into a monster with a Breath Weapon, how often can he use that Breath Weapon? GW (Reference)

A: A Wizard can use the Breath Weapon up to once each time he has successfully cast the spell (whilst he is still transformed of course!).

Q: If a model is transformed, for example by the Transformation of Kadon or Sivejir's Hex Scroll, do their special rules stop working along with their magic items and equipment? GW (Reference)

A: No.

Q: Can spells that pick out individual models, even if they are in a unit, choose what is hit when targeting a model with multiple locations? For example The Fate of Bjuna is cast at an Orc Warboss on a Wyvern, the caster can choose to target the Warboss or the Wyvern and it will be resolved against the Toughness of the target. GW (Reference)

A: Yes.

Q: If a character tries to leave a unit that is affected by the Net of Amyntok (or another similar spell or ability such as a Fulminating Flame Cage) including if he tries to charge out of it, is he required to take a Strength test? Also, if the test is failed, will any resulting damage hit only the character? GW (Reference)

A: Yes to both question. Though it is worth noting that a test is not required if he leaves without moving, through the Smoke and Mirrors lore attribute for example.

Q: Does Birona's Timewarp affect units with the Random Movement or other movement special rules? GW (Reference)

A: Yes, however far they can normally move, it will be doubled. For example, a unit with the Random Movement (2D6) special rule rolls a 9. This would then be doubled to 18.

Q: Is a flying unit that is hit by Comet of Casandora also affected by the Roiling Skies lore attribute? GW (Reference)

A: Yes.

Q: If a unit with the Fly or Hover special rule has its Movement reduced by Melkoth's Mystifying Miasma, does this affect its ground movement, flying movement or both? GW (Reference)

A: It will affect both.

Magic Items

Q: Do all attacks made with Paired Weapons (including the Extra Attack), use all of the Paired Weapon's special rules/bonuses? GW (Reference)

A: Yes.

Q: If a character equipped with the Charmed Shield suffers a Wound from an attack that doesn't specifically cause hits (such as from the Lore of Death's Spirit Leech, or a Tomb Banshee's Ghostly Howl), can he still attempt to discount the first Wound from such an attack on a 2+? GW (Reference)

A: No. The Charmed Shield only works against attacks that cause hits.

Q: If the General is in a unit with the Standard of Discipline will he gain +1 Leadership and then be able to pass it onto his unit (because he is in it) as well as other units in range of the Inspiring Presence special rule? GW (Reference)

A: Yes.

Q: Can a Wizard, who has had his Wizard level reduced to 0, still use any arcane items that he has? GW (Reference)

A: Yes.

Q: What happens if Sivejir's Hex Scroll is used against a spell cast by a model without a Wizard level? GW (Reference)

A: Nothing, the scroll only works against models with a Wizard level.

Q: If a unit with missile weapons has the Razor Standard, do their shooting attacks have the Armour Piercing special rule? GW

A: No.

Q: Can an army include more than one of the same magic item (for example the Dispel Scroll)? GW (Reference)

A: No.

Q: What happens if a magic item is destroyed by any means? GW (Reference)

A: All of the rules, bonuses, etc. granted by that magic item are lost, and have no further effect on the battle.

Q: GW Can Fozzrik's Folding Fortress be destroyed by spells or special rule that destroy magic items? (Reference)

A: Only if the spell or special rule activates before it is placed.

WARHAMMER

REGIMENT OF RENOWN

Welcome

Welcome to Regiment of Renown, a rules expansion for Warhammer Fantasy. Ahead of you lie many hours of fast paced games and fun playing characterful games of Warhammer.

Regiment of Renown games are perfect for players of all abilities to play and enjoy, as the focus is on camaraderie and playing in the spirit of the game; that is to say friendly competition and fair play are the order of the day. Whether you're a veteran of a thousand wars or you've never played many games of Warhammer before, you're in for a treat. We'll see you on the battlefield!

What is Regiment of Renown?

There are tales told all over the Old World about small warbands of warriors performing heroic deeds outside of the crucible of pitched battle. These unsung heroes are the ultimate focus of this expansion and the ability to play lots of fast and furious games will help to decide their fate. This is a great way to get into Warhammer and play loads of great games using your band of chosen warriors.

We see this as a perfect opportunity to really go to town on kit-bashing or converting up your very own, utterly unique Warhammer Regiment. This allows you to go all out on personalising your warriors so that each has its own tale of glory (or infamy). Perhaps you will convert up the Imperial Hunter Weiss Strickler, a diehard mercenary for whom no job is too dirty, or the shamed Dragon Prince Imryl Silverwind who is sent out with a few loyal retainers on a mission to seek redemption.

Whatever you choose to do, this is the chance you have been waiting for, to pour your heart into some really fantastic models and take them for a day of fun and adventure!



Your Force

In order to take part in Regiment of Renown, you will need to choose a band of unlikely heroes to send out on a series of deadly and daring tasks. These warriors can be selected using the rules below and will form your Regiment for the day.

- Your Regiment must have all its models chosen from one Warhammer Army Book or Warhammer Forge publication.
- You may purchase individual models from units in your Army Book, ignoring any unit size restrictions. These then form separate units on the battlefield which cannot join together.
- You may spend up to 100 points on your Regiment.
- You must have a minimum of three models in your Regiment.
- No model may have more than 3 wounds (even if it's your Leader!).
- You may have a maximum of twenty models in your Regiment.
- A maximum of 25% the models in your Regiment may be armed with ranged weapons of any kind (round all fractions down). So a Regiment of eight models can have up to two models with ranged weapons and a Regiment of 9 models can have up to two models with ranged weapons.
- You must spend at least 25% of your points on Core models from units.
- You may spend up to 50% of your points on Special models from units.
- You may spend up to 25% of your points in Rare models from units.
- You may purchase weapon and armour upgrades for the models from their army lists' entry of available upgrades on an individual basis. E.g. If you take 2 Warriors of Chaos you may give one a shield and the other a great weapon. No other upgrades may be taken such as Fanatics, Sneaky Skulkers, Assassins, Nets, Weapon Teams etc.
- You may not upgrade models to Unit Champions, Standard Bearers or Musicians under any circumstances, even if permitted to do so for free.
- You may only have up to one model in your Regiment with the Fly special rule.
- The Rules for Duplicate Choices do not apply.
- You may not use the rules for Allies.
- You may not choose any Lords or Heroes. (They are far too busy!)
- You may use any in print and current Warhammer Fantasy Battle Army Book as well as any current and official updates in White Dwarf.
- Ethereal models (being rather difficult to control from a distance) may not be taken.
- You may not take War Machines of any kind (they are rather unsuited to scouting missions).
- Wood Elf players may take a set of trees as normal.
- Orc Players may upgrade one of their Orcs to a Big 'Un.
- Dwarf Players may upgrade one Longbeard for every Dwarf Warrior in their Regiment.
- The rules for magic will not be in use at Regiment of Renown, so we wouldn't recommend taking Wizards of any stripe!

Dogs of War

You may upgrade up to three models from your Regiment to Dogs of War. These models then become grizzled veterans of many campaigns who have survived the horrors of the Old World and live to tell the (suitably gruesome) tale. These gnarly (and often deranged) warriors love to spin tall tales around a campfire of past exploits and close escapes and impart a lifetime of battlefield experience to younger, fresher recruits.

As appropriate for such hoary veterans, each Dog of War may choose a piece of Veterans Kit using the following rules:

- Each Dog of War may take a single piece of Veterans Kit.
- Each piece of Veterans Kit may only be taken once.

None of the items below are magical in any way, even if they give seemingly magical effects. Each Dog of War has come to trust in the kit he has spent years fighting with and given any choice over which weapons to use, will always default to using his Veterans Kit (even over a Magical Weapon!). This will not prevent him firing a ranged weapon if he is allowed to do so.

Please note if you take a piece of Kit which grants a special rule on a model that already has that rule there is no additional effect. Don't waste them! Please note that your Leader may be a Dog of War but be warned there is a risk as this will make him quite the valuable target, as you will see later.

Designers Note

The Veterans Kit options are designed to not only add a bit of fun and character to your Regiment, but to give you some awesome modelling options as well. The Veterans Kit "Steel Lined Cloak" *Scaly Skin (6+)* could instead be a cloak that made from the skin of the nameless Drakwald beast that killed the wearers family, or a Sea Dragon cloak taken from a Dark Elf Reaver – we want you to really let your imaginations run riot with these!

The Blade of Prescient Perfection

This blade has been lovingly restored by its owner after every battle. Every nick, notch and scratch has been repaired time and again to produce a weapon that responds to the wielders swings with a mind of its own.

Hand Weapon. Grants the wielder the Always Strikes First Special Rule.

Kraggis' Pick

A large serrated Pick, this weapon has a reputation as vicious as its surly owner.

Hand Weapon: The wielder of the Pick gains the Armour Piercing Special Rule.

El Grobis' Mask of the Fearsome Renown

The Legendary Goblin Assassin El Grobi was infamous for his leering black leather mask. The fact that simultaneous sightings of El Grobi, in areas close to a thousand miles apart, has done nothing to detract from the seeping anxiety caused by the sight of this killers mask.

The bearer causes Fear.

The Brand of Accusation

Used to light campfires at night and witches during the day, the humble flaming brand as ever been a weapon of choice to those who fight in the dark places of the Old World.

The bearer has Flaming Attacks for the purposes of both close combat and shooting.

The Epic Flail

A large blackwood staff topped with a vicious assortment of blades, barbs and bones, once the bearer starts swinging, it often finds it hard to stop!

Two Handed. Flail. The bearer has the Frenzy Special Rule.

The Totem of Bilious Curses

The bearer of this totem sits by the fire at night, brooding over past wrongs and muttering fell oaths of vengeance against those that wronged him.

The bearer has the Hatred Special Rule.

The Horn of Ribald Tomfoolery:

Crafted in order to mock the enemy as much as to signal a retreat, the bearer does more than just laugh in the face of death!

The bearer has the Immune to Psychology Special Rule.

The Spiky Shoulder Plates/Caprison of Puncturing

Brutal and efficient (and often quite rusty), many of the cruder races in the Old World believe that charging headlong into the enemy should be rewarded with a similarly satisfying impact.

The bearer gains the Impact Hits (1) Special Rule.

Drogg's Decapitator

Regiments often punish their own, outside of the normal Military structure, in order to "clean house". Offences punishable by death are few and far between, but every once in a while, a headsman is called for and it is with this massive serrated axe that the deed is done.

Two Handed. The wielder gains the Killing Blow Special Rule.

Stabby's Rusty Stikka

There are few weapons more maligned than a rusty blade – the risk of infection far outweighing the actual physical damage it can cause.

Hand Weapon. The wielder gains the Poisoned Attacks Special Rule.

Club Wiv a Nail In'

This mace was made from the purest warpstone, cooled in human blood and forged deep within the daemonforges of the Zharr Kabrank using stolen dwarven runes and Elfen enchantments. All these enchantments were then subsequently destroyed when an enterprising Orc raider decided to 'improve' it by driving a nail through the top, but it is an effective weapon nonetheless, if a little unpredictable.

Two Handed. The wielder gains the Random Attacks (d6) Special Rule.

The Scaled Boots of Delayed Alacrity

Used to run away and charge forth in equal measure these boots have never quite figured out if they are coming or going.

The bearer gains the Random Movement (2d6) Special Rule.

The Dashing Cloak of Heroic Renown

A cloak made from the remnants of captured regimental standards, the bearer has often taken blows that would kill a normal mortal, only to shrug them off with a flourish and a mirthful grin.

The bearer gains the Regeneration (5+) Special Rule.

Steel Lined Cloak

An old Veterans Trick, this cloak has been lined with steel bars in order to increase its protective qualities. This tends to make it less useful as a blanket during the long cold nights of the Old World, but any veteran still alive considers the compromise worth the odd shiver.

The bearer gains the Scaly Skin (6+) Special Rule.

Spiky Knee Pads

Even the most fell of creatures have vulnerable areas, which any veteran worth their salt will be swift to take advantage of, and these viciously spiked knee pads were designed to do just that.

The bearer gains the Stomp Special Rule.

The Shield of Stubborn Refusal

Rumoured to have been hewn from a Dwarfen Oathstone this reddish stone shield has never been passed on, it has always been recovered from the body of the previous owner, more often than not surrounded by the corpses of his enemies.

The bearer gains the Stubborn Special Rule.

The Blindfold of Fearlessness

Rarely employed against all but the most vicious of enemies, creatures prone to running off before the battle even starts have often been blindfolded in order to prevent panic.

The bearer gains the Stupidity Special Rule.

The Worn Boots of Unseemly Haste

Survivors of battle will attest to the effectiveness of a swift charge, and an equally swift retreat if things go wrong.

The bearer gains the Swiftstride Special Rule.

The Regimental Standard

Throughout the ages, standards have flown above the battlefields of the Old World both in defeat and in victory. Whether it be a hand woven silk masterpiece or a hulking big rock with a face hacked into it, the Regimental Standard is a rallying point for any member of the Regiment.

Any member of the owning Regiment must re-roll all failed panic tests within 12" of the Banner. Please note your leader cannot take the Regiment Standard Veterans Kit.

The Regimental Musician

The Regimental Musician is one of the most important members of the unit. It is the Musician that wakes the Regiment in the morning, sounds the advance, the charge and the retreat. The instrument

used varies dependant on race, but a gong, drum, bell or just an insanely loud voice are common in most races across the Old World.

You must re-roll failed Rout tests if the bearer is alive.

Hand Crafted Ammo

Silver bullets, blessed arrows, hand-made shot with oaths of vengeance inscribed on the tips – the list is as endless as the veterans who take the time to make each shot a personal message of pain to the intended victim.

The wielder of this ammunition does not suffer the penalty to hit for firing a weapon at long range.

The Last Chance

A cursed device, The Last Chance has many forms. In Khazalid it is known as "Final Spite" and is shot made from carved dragons teeth with vicious runes of undoing carved into them. In Elvish it is known as "The Final Whisper of Deaths Passing" and is often a long, black fletched arrow inscribed with spells of the most malefic kind. For most however it is The Last Chance, a hate-filled weapon of last resort which burrows deep into the flesh and then spreads oily black poison throughout the target, vitrifying veins and rotting flesh until the unlucky target is nothing more than a ragged pulpy mess on the ground.

One Use Only. Declare you will use The Last Chance before Rolling to Hit. Should you choose to fire The Last Chance, you may double the range of your weapon. If the shot hits, it will automatically wound with no armour saves allowed. If your ranged weapon has the Multiple Shots or the

Multiple Wounds special rule ignore these rules for this shot – the power of The Last Chance overrides any such lesser mechanics.

The Leader

Every company, no matter if they are made of murderous cut-throats or honourable knights, has a Leader. The Leader knows the plan (or pretends to) and inspires his followers on to mightier deeds. You may choose any one model from your Regiment to be the Leader.

- If you wish, you may upgrade your Leader to a Unit Champion of the appropriate type. So a player who has chosen a Savage Orc to lead his Regiment could pay 15 points and upgrade his Leader to a Savage Orc Boss.
- Your Leader gains +1 Wound. You will not benefit from the extra wound if your Leader would then become a four wound model, so choose wisely!

Designers Note

Don't forget, once you have had your Leader upgrade, they may have access to extra wargear such as hochland longrifles, braces of repeater handbows, extra-sharp hedgehogs – all kinds of things! You may purchase these from your 100 points as normal, but you may not purchase any magic items they may be allowed – this is covered already by their allocation.

Designers Note

If you are using a Vampire Counts or Tomb King Regiment of Renown, treat your Leader as the Hierophant/General as appropriate. Please note that the rules for your army crumbling after the death of your General/Hierophant are not in effect.

Your leader gains the “Inspiring Presence” Rule from page 107 from the Warhammer Rulebook.

Your Leader may choose up to 20 points of Magic Items from the Warhammer Rulebook following all the normal rules. (Pages 173 – 177). These points do not come from your 100 point Regiment allocation and are “free” – your Leader needs to be special, after all! (If your Leader is only equipped with Claws/Teeth/Fangs or some other such “non-weapon” that for all intents and purposes counts as a hand weapon, then you may still buy him Magic Weapon from the list.)

If you are playing a campaign, you may at the end of each game you may roll 2d6 and add on the number of models your Leader dealt the killing strike to and consult the chart below (Your Leader may roll for an upgrade even if he/she/it died – see the “Born Survivor” Rule below):

2 D6 + Leader's Kills last game Upgrade

2 to 3 – **Master Scout** - Your Leader gains +1 Movement

4 – **Iron Arm** - Your Leader gains +1 Strength

5 – **Hard Bitten** - Your Leader gains +1 Toughness

6 – **Ferocious Blows** - Your Leader gains +1 Attack

7 – **Master at Arms** - Your Leader gains +1 Weapon Skill or +1 Ballistic Skill

8 – **Heroic Resolve** - Your Leader gains +1 Leadership

9 – **Master at Arms** - Your Leader gains either +1 Weapon Skill or +1 Ballistic Skill

10 – **Lightning Reflexes** - Your Leader gains either +1 Movement or +1 Initiative

11 – **True Grit** - Your Leader gains either +1 Strength or +1 Toughness

12 – **Lord of Battle** - Your Leader gains either +1 Attack or +1 Wound

13 – **Living Legend** - Your Leader gains either +1 Wound, +1 Attack, +1 Strength or +1 Toughness.

14+ – **Mythic Warrior** - Your Leader gains +1 to a statistic of your choice.

- When you gain an upgrade, note it on your Leader Record Sheet and have your opponent initial it in the appropriate place.
- Each Statistic may only be upgraded a maximum of twice. (eg. +2 Weapon Skill or +2 Strength)
- Note that you may not go above three wounds under any circumstances.
- If you cannot upgrade a Statistic any further you may re-roll until you get a statistic you may increase.
- If you have a choice between two Statistics and one of the choices is not allowed, you must choose the other option. (eg if you roll an 8 and your Leader has already gained two points of Weapon Skill, then you must choose the Ballistic Skill upgrade, you do not re-roll the result).

Born Survivor:

If your Leader is killed during a game, it is assumed that, while they can no longer take part in the battle, they aren't actually "dead" – just really badly wounded. But fear not, they'll recover in time for the next game, so they keep their upgrades from game to game!



Scenario - Not One Step Back!

Regiments of Renown have never had it easy. Sometimes you meet the enemy as you are marching to battle; sometimes you are sent on a do-or-die scouting mission from which there is little hope of return. Either way, the stoic heroes of such regiments take such things in their stride – it's what they are here for after all. As both Regiments sight the enemy, there is little time for in depth planning – it's simply fight to the end!

The Armies

The player chooses his force using the rules in the Regiment of Renown rules pack.

The Battlefield

The battle will be fought on a 4'x4' table. There should be a generous amount of scenery on each table, but players should feel free to re-arrange terrain between them before they roll for which table side they will deploy on.

Deployment

Roll off to see which player picks which half of the table they will deploy in. Their opponent will deploy in the other half. In case of a draw, just roll until each player gets a different result.

The player who won the roll off then deploys their entire Regiment. Units (remember, every model is an individual unit – see Every Man for Himself! Below) may be placed anywhere in their deployment zone that is further than 12" from the centre line.

In addition, see the "Here and Now!" rule under Scenario Special Rules later.

First Turn

After deployment, the player that deployed second rolls a dice. On the roll of a 6 that player chooses who takes the first turn. On the roll of a 1-5 the player that deployed first chooses who takes the first turn.

Game Length

The game will last until the time runs out or until one player's Regiment routs, whichever comes first.

Victory Points

At the end of each game you will need to hand in your results slips to the Events Team along with your opponent's. Please record the number of Victory Points you gained during the battle on it.

"With me ... Arg!"

If the enemy Leader has been killed or has fled the table for any reason it is worth an extra 40 Victory Points on top of his cost.

"Do you want to live f....Aiiiiieee!"

If an enemy Dog of War has been killed or has fled the table for any reason each is worth an extra 10 Victory Points. Please note that if your Leader is also a Dog of War he will be worth the points for being both a Dog of War and a Leader – slaying such a mighty individual is to be rewarded after all!

Dead or Fled

As Described in the Warhammer Rulebook.

Give Them No Quarter!

Gain 50 Victory Points for the first time your opponent takes a Rout test.

Seize Ground

You score additional Victory Points for every one of your non-fleeing models in your opponents Deployment Zone at the end of the game. Each model will score Victory Points equal to its cost. E.g. A Night Goblin with a bow would score 3 Victory Points, a Chaos Knight would score 40.

Scenario Special Rules

Every Man for Himself!

Each model in this scenario is treated as an individual unit in all respects.

They're Everywhere!

Each model in this scenario has a 360 degree line of sight for all purposes including shooting and declaring charges. Treat the models flank and rear as normal.

They're Counting on Us!

Only wounds caused in combat count towards combat resolution.

Get Back in the Fight!

Buildings are treated as impassable terrain.

No Safe Haven

All Forests are treated as Mysterious.

Here and Now!

All models in your Regiment must deploy on the table to start with. They may not sneak, tunnel, fly, scout, magically portal, lurk beneath the sands, mine or in any way be anywhere except in your deployment zone when the game starts.

Routing

When a Regiment is reduced to less than half of its starting models it counts as being "Broken". At the very beginning of a Regiments Player Turn in which his Regiment is Broken, that player must take a Leadership test on the highest Leadership available in his Regiment. Do not count fleeing units or units that have been destroyed when determining which Leadership value to use. If the Rout test is failed, the game immediately ends and Victory Points are scored as detailed above. Please note you must take this test even if your entire Regiment (or all that's left of it) is Unbreakable, Immune to Psychology, etc.

Diabolic Disinterest

There rules for the Eye of the Gods and the Reign of Chaos are not in use. Note that this affects the Chaos Chosen as well - no Daemon Princes!!

The Silent Legion

By John Bracken, Warhammer World Events Team



John says: *I made this Regiment primarily because I thought it would look really cool. I really wanted one each of the iconic Phoenix Guard, White Lions and Sword Masters, and then some back up, to make them look better as they hacked away at the enemy. In the end I settled on some Spearmen and Sea Guard to fill up the ranks and I modelled each spearman after my Dogs of War, making each out to be a "squire" of sorts for them. This was immense amounts of fun to work on and there might well be a high elf army in the making sometime soon..*

Regimental Charter:

Alanadis - Phoenix Guard, Leader, Dog of War - armed with **The Epic Flail** - (using bitz from the High Elf Phoenix Guard, Prince and Noble and Dark Eldar Raider Kits)

Yvrennon - White Lion, Dog of War, armed with the **Dashing Cloak of Heroic Renown** - (using bitz from the High Elf White Lion Kit)

Ythrain - Sword Master, Dog of War - armed with **Droggs Decapitator** - (using bitz from the High Elf Phoenix Guard, Prince and Noble and Dark Eldar Kabalite Kits as well as the sword from Vlad Von Carstein)

Terellion - High Elf Spearman. (made using bitz from the High Elf Phoenix Guard and Prince and Noble Kits)

Yorvesse - High Elf Spearman. (using bitz from the White Lion, Phoenix Guard and Prince and Noble Kits)

Tryord - High Elf Spearman. (using bitz from the High Elf Phoenix Guard, Prince and Noble and High Elf Spearman Kits)

Alanathar - Lothorn Sea Guard.

Lannor - Lothorn Sea Guard.

Bugman's Rangers

By Nick Bayton, Warhammer World Events Team



Nick: I've always loved the character of the Dwarfs, and I wanted to reflect that in my Regiment, as well as pay homage to the famous drinking hall, Bugmans Bar, on site here at Warhammer World. My favourite part of the hobby is painting great miniatures, so for me, this was an excuse to pick nine incredible models and go to town on them. I painted them one at a time to give them all an individual flavour, but kept the red and blue theme (Bugman's heraldry) throughout to tie them together.

Regimental Charter:

Josef Bugman— Dwarf Warrior, Leader - Veteran and Longbeard upgrades (*made from Bugman from the White Dwarf 30th Year anniversary miniature with added axe from the Dwarf Warrior box*)

Grog Bainbridgeson - Dwarf Warrior, Dog of War - Blade of Prescient Perfection (*made from the Warhammer-World exclusive Josef Bugman with Bar Stool miniature*)

Snorri Blackbeard- Dwarf Warrior, Dog of War - Steel Lined Cloak (*made from the Warhammer-World exclusive Josef Bugman miniature*)

Gruff Grudgebringer- Thunderer, Dog of War - Regimental Standard (*Made from the Dwarf Engineer with handgun, with a barrel of ale added to his back with straps made from green stuff*)

Lucki Longshot— Quarreller (*From the Drunken Dwarfs collectors set*)

Grotti Beerbreath and Blondi Fairbeard— Dwarf Warriors (*From the Drunken Dwarfs collectors set*)

Rusti Redcheek—Miner (*From the Drunken Dwarfs collectors set*)

Grar Gurnisson— Slayer (*From the slayers box set*)

The Boneyard Dwellers

By Zak Gucklhorn, Warhammer World Events Team



Zak really went to town converting his Regiment using parts from most of the Vampire Counts range in order to create a regiment of models that not only looked cool, but were enjoyable to paint. This was Zaks main impetuous to do the regiment in the first place, being primarily interested in painting some Vampire Counts models for his own collection. Led by the brutal Lomp, the Boneyard Dwellers are constantly being sent into battle in order to collect fresh corpses to feed on, as well as have a good old ruckus with whomever is unfortunate enough to be nearby.

Regimental Charter:

Lomp - Crypt Horror, Leader, no Upgrades - (Made from the Crypt Horror Kit)

Rib Cracker - Ghoul, Dog of War - Armed with Droogs Decapitator - (Converted using parts from the Vampire Counts Ghouls and Skeletons kits and based using the Garden of Morr Kit)

Rangeln - Ghoul, Dog of War - Armed with the Boots of Unseemly Haste - (Converted using parts from the Vampire Counts Dire Wolves and Zombie Dragon kits and based using the Garden of Morr Kit)

Bleek - Ghoul - (Made from the Crypt Horror Kit)

Ternion - Dire Wolf, Dog of War - Armed with a Club Wiv a Nail In - (Converted from multiple Dire Wolves and based using the Garden of Morr Kit)

Blotch - Dire Wolf - (Based using the Garden of Morr Kit)

Rutfang - Dire Wolf - (Based using the Garden of Morr Kit)

Bonegrinder - Dire Wolf - (Based using the Garden of Morr Kit)



A Version of Warhammer Fantasy Battles designed for games up to 1000pts played on a 4x4 Board.

Sometimes you might not have time to play a full-scale battle, or perhaps your armies are not yet completely painted. In such situations the rules given below will allow you to play games using small skirmish forces from roughly 400pts up to 1000pts.

The Skirmish rules allow you to play battles between small forces of a dozen or so models. When you start playing you can decide who has the first turn, what scenery to use, etc., by using the core Warhammer rules or by agreeing with your opponent first.

All Warhammer rules apply in a skirmish game apart from the exceptions and modifications given below.

Warhammer Skirmish Rules & Restrictions

- No Lords Allowed
- No Special Characters
- No Battle Standard Bearers Allowed
- 1 Hero maximum allowed, at 1000pts 2 Heroes may be chosen.
- A Hero does not have to be taken. If an army does not take a Hero, choose a champion in a unit to be the armies General.
- 25% minimum Core
- 0-2 Special Choices, a maximum of 50% of your army may be chosen from the Special section.
- 0-1 Rare Choice, a maximum of 25% of your army may be chosen from the Rare section
- A Maximum of 3 levels of Magic.
- The army must consist of at least 2 units not including Heroes.
- A maximum of 25 models per unit.
- An army may not have more than one warmachine or unit of chariots.
- No Magic Banners may be taken.
- All units are treated as having the skirmisher rule except for the ability to March & Fire. Units that already have the Skirmisher Special Rule may March & Fire

Specific Army Restrictions

- Bretonians do not have their Army Battle Standard Bearer
- A Tomb King Hierophant does not need to choose the Lore of Nehekhara
- A Vampire Counts General does not need to choose the Lore of Vampires

Scenario 1 – Capture

Battlefield

Use no more than a 4' by 4' for the table size. Deployment zones are 12" from the player's table edge

Place an objective in the center of the battlefield. This could be a treasure filled tomb, a keep, village, hill or anything else that you think appropriate to fight over.

Deployment

- Both Players roll a dice, the player who scores highest may choose which side of the table to deploy on.
- The players roll a dice, the highest scorer may choose whether to start deploying first or second.
- Taking it in turns, each player deploys one unit at a time, at least 24" from the opposing deployment zone using Alternating Deployment.

Who Goes First?

Both Players roll a Dice – the player who finished their deployment first may add +1 to their dice roll. The player who scores highest may choose whether to go first or second.

Length of the Game.

The Game lasts for a random length. At the end of the fourth turn roll a dice. On a 2 or more, play a fifth turn. At the end of the fifth turn roll a dice again, on a 3 or more play a sixth turn, etc.

Special Rules

There are no additional Special Rules.

Victory Conditions

The army with the unit closest to the objective at the end of the battle wins. Fleeing units, monsters & characters can't capture the objective. If both players have a unit equidistant from the objective, one player wins if their unit is worth more than double the points value of the closest enemy unit. Otherwise it is a draw.

Scenario 2 – Flanking Maneuvers

Battlefield

Use no more than a 4' by 4' for the table size. Deployment zones are 18" from the player's table edge

Deployment

- Before any deployment, each player assigns up to one third of their army in points to be a flanking force. Each player must put at least 10% of the army points into the flanking force. Units cannot be split between the two forces.
- Both Players roll a dice, the player who scores highest may choose which side of the table to deploy on.
- The players roll a dice, the highest scorer may choose whether to start deploying first or second.
- Taking it in turns, each player deploys one unit at a time, no more than 18" from the players edge and at least 24" from an enemy unit.

Who Goes First?

Both Players roll a Dice – the player who finished their deployment first may add +1 to their dice roll. The player who scores highest may choose whether to go first or second.

Length of the Game.

The Game last six turns.

Special Rules

At the start of each players 2nd turn, they roll to see if their flanking force arrives. On a roll of a 4+ the flanking force shows up. If it does not turn up, roll again at the start of subsequent turns, adding +1 for each turn after the 2nd. On the 5th turn the force automatically shows up.

When the force turns up, roll a dice. If you roll a 1 or 2, the force moves on from the left table edge, on a 3 or 4 the force moves on from your right. On a 5 or 6 you may choose which side the force moves on from. All units in the flanking force moving on in the Remaining Moves phase as if they had pursued an enemy off the table, however they may march.

Victory Conditions

Count up the Victory Points as normal. If the difference in scores is 10% or more of the battle being fought, the player with the most Victory Points wins, otherwise it is a draw.

WARHAMMER LEGENDARY BATTLES

Welcome

Most games of Warhammer are two player games between armies with equal points values of anywhere from 500 to 3000 points. However, while games like these are great fun, they are not the only way to play Warhammer. The purpose of this article is to provide rules for playing Warhammer in a slightly different way; one where, instead of playing against a single opponent, you gather a group of players together to fight a really large battle. And instead of choosing the armies to a precise points value, you pick a race or two for each side and then use as many models as you can lay your hands on!

Of course, there's a bit more to it than that, and there are a number of special rules and conventions required for large games like this. This is mainly because the Warhammer rules are written with the assumption that there will only be two armies, with one player a side, and so additional rules are needed to cover what happens when there are more than two players a side. For example, who gets the dice out of the Magic pool? Can units under the command of one player flee through friendly units belonging to another? And so on.

The rules that follow will explain how to deal with these things, and also allow you to do things in a large multi-player battle that you can't do in a normal-sized game. You'll find rules for including allied units in your army, for fielding massed batteries of artillery or large hordes of monsters. There are also alternative rules for deploying and deciding who has won that are especially suited to large games, where adding up Victory Points would take as long as playing the game itself! All you need to do is bring along a large army, handfuls of dice, and be ready to fight one of the most exciting and memorable Warhammer battles of your life!



Legendary Battles Summary

1) ARRANGE THE GAME

- Select teams and decide armies to be used (make sure that the armies on the same team can ally together – see page 16).
- Agree points limit for the battle (minimum of 5000 points per side).
- Decide how armies will deploy, and what victory conditions will be used.
- Agree if any house rules will be used.

2) PICK ARMY

- Choose an army from the relevant Warhammer Army Book.
- Add allied units.
- Add Monstrous Hordes and/or Massed Batteries.

3) PREPARE THE BATTLEFIELD

- Set up the battlefield in any mutually agreeable manner.
- Pick deployment areas.
- Place objectives (if they are being used).

4) DEPLOY

- Agree turn or time limit for game.
- Deploy armies using method decided on in step 1.

5) DESPERATION TOKENS

- Side with lowest points value receives one desperation token for every 100 points they have less than opponents' total points value.
- Desperation tokens are divided amongst the players in the team.

6) FIGHT THE BATTLE

- Determine which side moves first.
- Fight the battle using the Warhammer rules.
- Determine the winner using method decided on in step 1.

The Legendary Battle

A “Legendary Battle” is a special type of Warhammer game that takes place between two teams of two or more players, with each team of players commanding an army of 5000 points or more. Note that it’s not each player who has to have an army of this size – it’s each side. So two players, one with a 2000-point army and one with a 3000-point army, could fight as a team in a Legendary Battle.

There’s no upper limit to how many points each side can have – the more the merrier! Your aim should be to get as much of your collection on the table as you possibly can. In fact, the only real restriction on the upper points limit is that both sides should have roughly the same number of points.

The best way to decide the points limit for the game is to gather the players together and discuss what armies you have available, and how many points’ worth of troops you can field. You’ll find that it quickly becomes apparent what the sides for the game will be and roughly how many points the game should be. Note that the two sides don’t have to have exactly the same number of points, as the rules for desperation tokens, later, will allow you to even things up if one side or the other has slightly more points. This said, try to keep the sides within 1000 points of each other.

So, in order to fight a Legendary Battle you will need a group of players that can muster two armies of 5000 points or more between them. Split the players into two teams (being careful to take into account the rules for allied armies that follow), set a points limit for each side, and then let the players go off and pick their armies ready for the game.

Choosing a legendary army

Each player must pick their army using the normal Warhammer rules. Players belonging to the same team will need to agree amongst themselves how many points each may spend on their army, though usually this will have been decided when the teams are set up.

The only changes to the way you can pick an army are the new rules for Allies and for Monstrous Hordes & Massed Batteries, which are described in the following sections. These modifications aside, you pick your army from the standard Warhammer army list, basing any restrictions on what you can take on the number of points you are allowed to spend on your own army. So, if you were playing in a 10,000-point game but only had 4000 points to spend on your contingent, then the number of characters, Special and Rare choices would be based on 4000 points, not 10,000 (nice try, though!).

Forging alliances

The Allies rules allow players on the same side to command armies drawn from different army lists. This is important in a Legendary Battle, because it's rare for players in a multiplayer game to all collect the same race; usually each side will comprise two or three different armies. If you wish, you can allow any armies to fight together, but to me this approach doesn't feel quite right for Warhammer. After all, there are some armies that have never fought on the same side at any point in the Warhammer world's history. Because of this, Legendary Battles had to have rules that provided guidance about which armies would feasibly fight together.

This is accomplished through the use of the Ally chart. Just cross reference two armies to see if they are allowed to ally together. Armies that are enemies may not fight on the same side, but armies that are occasional or common allies can fight alongside each other. If you've got an army that you can't find on the chart for any reason, then either count it as being an occasional ally to all other armies, or (even better!) discuss the matter with the other players and decide among yourselves who they can ally with.

Allied units

By a happy stroke of fortune, the Ally chart also gives you the option of including some allied units in your own army. This is a great way to start off a new army, and means you can include a unit or two of allied models in your collection just because you think they look cool. It also allows for more models to be used in the battle, which is always a good thing!

To see which allied units can join your own army, just read along the line for it on the Ally chart; you may take units from any armies that are noted as being common allies. You may not take units from armies that are your enemies or which you only occasionally ally with. For example, a player fielding an Empire army could include a unit of High Elves, but not Wood Elves or Dark Elves, and so on.

Allied units are paid for from your own points allocation, and you have complete control of them during the battle. Characters and units that are taken do count towards the maximum restrictions that apply to your army for characters and for Special or Rare units. So if you took a Special unit from another list, then it would count against the number of Special units in your army. Similarly a Rare unit from another list would count against the number of Rare units allowed in your army. Allied Core units, however, do not count towards the minimum number of Core units you must take – the minimum number of Core units in your force must still be chosen from your main army list, regardless of how many allies you have.

Note that the game restrictions described later for allied units belonging to another player also apply to allied units in your own army. This means they won't be able to use your General's Leadership, for example, and allied characters won't be able to join units from your main army. The only exception is allied Wizards in your army, who must use your pool of power and dispel dice, and don't get a separate pool of their own.

Legendary Battles Ally Chart

	Empire	Orcs & Goblins	Skaven	Chaos*	Tomb Kings	Vampire Counts	Dark Elves	High Elves	Wood Elves	Brettonnia	Dwarfs	Lizardmen	Ogres
Empire	-	X	X	X	O	X	X	C	O	C	C	O	C
Orcs & Goblins	X	-	C	C	X	O	O	X	X	X	X	O	C
Skaven	X	C	-	C	O	X	O	X	X	X	X	O	C
Chaos*	X	C	C	-	O	O	O	X	X	X	X	O	C
Tomb Kings	O	X	O	O	-	X	O	X	X	X	O	O	C
Vampire Counts	X	O	X	O	X	-	O	X	X	X	X	O	C
Dark Elves	X	O	O	O	X	O	-	X	X	X	X	O	C
High Elves	C	X	X	X	X	X	X	-	C	C	O	O	C
Wood Elves	O	X	X	X	O	X	X	C	-	C	O	O	C
Brettonnia	C	X	X	X	X	X	C	C	-	C	O	O	C
Dwarfs	C	X	X	X	O	X	X	O	O	C	-	O	C
Lizardmen	O	O	O	O	O	O	O	O	O	O	O	-	C
Ogres	C	C	C	C	C	C	C	C	C	C	C	C	-

*Chaos includes all the different Chaos army books. All Chaos armies count as common allies to each other.

KEY

X = **Enemies:** Will not fight on the same side.

O = **Occasional Allies:** Will fight together, but are not friendly units for purposes of the rules. Can't flee through each other. May not be taken as allied units in another army.

C = **Common Allies:** Will fight together and are friends. Can flee through each other. Can be taken as allied units in another army. However, characters may not join each other's units, the General's leadership and re-rolls for the army standard will only work for their own army, etc.

Massed Batteries and Monstrous Hordes

I doubt that there is an Empire player who hasn't dreamt of being able to field a massed battery of Great Cannons, and I'm sure that any Lizardman player worth his salt yearns for the chance to unleash an entire regiment of Stegadons in a thundering stampede! Most other armies include artillery and monsters that can similarly be fielded in huge numbers in a Legendary Battle!

A Monstrous Horde or Massed Battery consists of several monsters, chariots or war machines that are grouped together into a single formation that counts as one Special or Rare choice (as appropriate). Monsters taken as mounts for a Hero can be grouped together in this way, counting as a single Hero choice for the army, and also as an additional Hero, Special or Rare choice if the monster would normally use up one of these slots as well.

So, a Massed Battery of twelve Empire Great Cannons would count as a single Special choice, a Monstrous Horde of half a-dozen Chaos Dragon Ogre Shaggoths would count as a single Rare choice

All models in the formation must be of exactly the same type, though they can take different upgrades and options if desired. The formation is deployed as a single unit, and each model after the first must be placed within 6" of a model from the formation that has already been deployed. Once the battle starts, however, all models are treated as individual units, and they move and fight separately just as they would in a standard battle.

Each side may take up to one Monstrous Horde or Massed Battery for every 5000 points in their combined army. So, you could take one Monstrous Horde or one Massed Battery in a legendary army worth 5000-9999 points, or two in a legendary army worth 10,000-14,999 points, and so on.

Note that the limit is per side, not per player, and this means that teams will quite often have to discuss who will get to use them before armies are picked. It's not a bad idea for players to pool suitable models under the command of a single player; for example, several Empire players could pool all of their Great Cannon models into a single Massed Battery under the command of one player. In this case, the player in command of the formation would have to pay all of the points for the models he has been lent.

Setting up

With the armies chosen you are now ready to set up and play. The first thing you will need to do is to set up your gaming table, or rather gaming tables, as with a game this size you will probably need to join several of the tables you normally use together. As a rule of thumb, allow at least one 6' x 4' table for

every two or three players per side taking part. So, two 6' x 4' tables will cater for a 4-6 player game, while three 6' x 4' tables will work for 6-8 players, and so on.

Next, set up your terrain in any mutually agreeable manner, and roll a dice to see who picks which side of the table to deploy on. You should also set up the objectives for the battle at this stage, as described in the Victory Condition rules later on.

Once these things are out of the way you can deploy the two armies. Set them up 24" apart, as you would in a normal game. Rather than setting up one unit at a time, however, which can take forever for a game this size; it is recommended to use one of the following alternative methods of deployment:

Map: Each side draws a map of the battlefield and marks on it where their units will set up.

Screen: Place a screen between the two deployment areas, and then have each side deploy simultaneously behind their screen. (GW figure cases & cardboard boxes can work well for this if you have enough.)

Race: Both sides set up simultaneously. The side that yells out "finished!" first gets to choose if they have the first or second turn, and their opponents only have five more minutes to deploy the rest of their army. Any units not deployed within this time must be placed in reserve (see the rules for reserves, later).

Alternatively, segment the deployment zones into roughly equal sizes. Then when it comes to deploying, each player on a team selects one of their units, and randomizes where the unit is placed, then the opposing team does the same and so on until all units are placed. You may place characters into units before deployment. This then forces units to be dispersed throughout the table and can lead to units being placed in awkward positions (as well as decreasing the time taken to deploy as you only have a limited amount of choice of where to deploy.)

Fighting a Legendary Battle

You'll be happy to learn that you're now ready to play... well, almost. Here are the modifications to the game rules you'll need to use when fighting multiplayer battles:

- Each player in a team controls his own army. All players on the same side move their units in the Movement phase, all the players shoot in the Shooting phase, and so on. If there is ever a disagreement on what order to do things in, then roll a die to decide who goes first.
- Characters from one player's army may not join units belonging to a team member's army. Generals and army standards only affect units from their own army.
- Only units that are noted as being common allies count as friendly units for the purposes of the rules. See the Ally chart on the previous page.
- In a Legendary Battle, each side receives one power or dispel dice in their dice pool for each player in the larger-sized team, instead of the usual two dice per side. So, if one team had three players and the other team had four, then both sides would get four dice. These dice must be distributed as evenly as possible amongst the players in the team, and then randomly decide who gets any leftover dice. Next, add additional dice to each player's starting pool as you would normally, and then carry on with the Magic phase.
- Players on the same side are not allowed to share the dice from their pool with other players after the dice have been distributed.
- Only one player per side may attempt to dispel any given spell, but they are allowed to try to dispel a spell cast against any unit on their side, including units commanded by other players.

Reserves

When you fight a really large battle, it's entirely possible that you won't be able to fit all of the units onto the tabletop. At other times you may want to hold some units back even if there is room to deploy, in order to keep some troops in reserve to cover any losses you suffer. Players are therefore allowed to keep

some of their units in reserve. These units are not set up with the rest of the army, and instead can enter play in the same manner as a unit that has pursued an enemy off the table (see page 43 of the Warhammer rulebook for details). The only difference to the standard rules is that any or all of the reserves may enter on any turn that the controlling player wishes, and anywhere on their side's table edge.

Desperation tokens

In a large, multiplayer game, it's not uncommon for one side or the other to end up with fewer points than their opponent. To help even things out, the underdog is given a number of desperation tokens that they can use to help them in the battle.

How you represent the tokens is up to you; coins, counters or beads will suffice, although some players will want to scratchbuild some tokens that are in keeping with their army.

The side with the lowest points total receives one desperation token for every full 100 points they have less than their opponents' total points value. How the tokens are divided up is for the team to decide; you can divvy them out at the start of the battle, keep them in a communal pool to use as needed, or use any other system you may prefer.

A desperation token can be used to do one of the following three things, and is then discarded:

- To change a failed Break, Panic, Fear or Terror test into a passed test.
- To cancel out a spell in the same manner as a Dispel Scroll.
- To re-roll any single dice roll (including scatter dice and misfire dice). No dice may ever be re-rolled more than once, even if other abilities that allow a re-roll apply, and the re-rolled result must be accepted, even if it is worse.

Ending the game

A Legendary Battle can either be played for a specific number of turns, or to a time limit. If you play to a time limit, you must still make sure that both sides complete the same number of turns.

You can determine the winner of the battle as you would in a normal game of Warhammer, but this can be fiddly for a game this size, and can feel anticlimactic. Instead, I recommend you fight over a set of objectives, with the side that captures and holds the majority of them throughout the game winning.

If you decide to use objectives, then you will need to set up five objective markers at the start of the battle. Any suitable marker will do; coins or counters are fine, but specially made markers are better! Take turns setting the markers up (roll a dice to see who goes first). One objective must be placed in each side's deployment area, and the remaining three must be set up in the 24" gap between the two armies. No objective can be placed within 12" of one that is already in play.

You must check to see if you have captured any objectives at the end of each of your turns, so you check at the end of each of your turns, and your opponents check at the end of theirs. An objective is captured if you have a unit with a unit strength of five or more within 6" of it, and there aren't any enemy models closer to the objective than you are.

Each objective you control at the end of your turn scores your side a number of victory points equal to the turn number. So, each objective controlled at the end of the first turn is worth 1 point, each controlled at the end of Turn 2 is worth 2 points, and so on. Keep a running tally of each side's score, and at the end of the battle the side with the highest score is the winner.

Why the esoteric scoring system?

Simply because this method makes controlling the objectives on the final turns of the battle more important than controlling them early on, while at the same time avoiding the situation where players ignore the objectives until the last turn and then make a desperate "land grab" to seize the most objectives and win the game.

Conclusion

Hopefully this article has inspired you to organise a Legendary Battle of your own. Large games take some time and effort to organise, but the rewards in terms of sheer spectacle and dramatic game-play more than make up for this. So, if you haven't ever taken part in a large game of Warhammer, then I highly recommend you start setting one up right now!



WARHAMMER

RAIDS

War and devastation engulf the Warhammer world. From the far north, the deadly armies of Chaos spill forth, intent on destruction and death. In the Worlds Edge Mountains and the Badlands, greenskin tribes gather to smash and plunder the settlements of more civilised races. Vampires lead forth armies of the dead to sweep aside the transient domains of the living. Swathed in storms, the Black Arks of the Dark Elves prowl the coasts of the world seeking fresh prey. In dark forest groves Beastmen gather about their herdstones before bursting forth upon the lands of men in a tide of drunken, bestial looting and destruction.

Who could resist the chance to recreate these bloody and devastating raids on the tabletop? Well, certainly not I! Whilst writing the Dark Elves army book, it struck me that looting, slaving and arson were as much a part of the grand history of Warhammer as the heroic, glorious pitched battles that decide the fate of nations. It kindled in me the desire to wreak havoc upon the towns and villages of my opponents. I wanted the experience of kicking down doors and stealing gold, the cold-hearted joy of snatching up screaming prisoners to drag back to the slave mines of Naggaroth and the righteous pleasure of putting stinking greenskin hovels to the torch!

Thus inspired, I set to creating some fun scenarios that would allow Warhammer players to indulge these desires and soon found that there were more ideas than would comfortably fit into a single game. This spawned the six scenarios presented over the course of this two-part article.

Once I had started writing these battles, it then became obvious that the ultimate expression of the "pillage urge" that had stricken me previously would be to fight a series of linked battles that would allow me to chart the successes of my bloodthirsty raiders as they roamed and burned at will across the lands of my foe. I hope my ideas kindle in you some of the excitement that can be had battling to defend a besieged farmstead or seizing the riches of an exotic temple.

Common Raids Rules

To save space in the individual scenarios, here are some rules that cover the various situations that can occur in Raids games. As well as being used in the scenarios I've written, they also provide a great example of "house rules" that you might want to create or to add to other types of games. For example, you might decide that buildings in your "pitched battle" game can be looted and that each loot counter is worth 100 victory points (in the same way as a captured banner). This small change can have quite an effect on a Warhammer battle.

Setting Fires

Enemy troops holed up in a building can be difficult to shift, so sometimes the best way to get them out into the open is to set fire to the building they're defending. On the other hand, some creatures are just nasty by nature and like to indulge in a bit of arson just because they feel like it.

A unit must be equipped with torches in order to set a building on fire – such units are outlined in the scenario. The unit must be in contact with the building at the end of the Close Combat phase. A unit attempting to set a building on fire must charge the building as if it was an enemy unit and does not fight in close combat, even if the building is occupied. At the end of the Close Combat phase, roll a D6 for each unit attempting to set a building on fire. On a roll of a 4, 5 or 6, the building catches alight- place a suitable marker on or near the building.

Alternatively, a unit that can make ranged flaming attacks (such as a Sun Dragon's fiery breath, a Dwarf Cannon with a Rune of Burning or a Dark Elf Sorceress with Lore of Fire spells) can use the attack to target a building. No damage is done to any units by the attack, but each building hit by the attack will be set on fire on a D6 roll of a 4, 5 or 6.

Roll 2D6 at the start of every subsequent player turn for each building on fire. If the result is a double, the building collapses. A collapsed building should be replaced with a suitable area of ruins and rubble that counts as impassable terrain and imposes a -1 to hit penalty on any shooting that passes over the smoking ruins. If the building is occupied when it collapses, the unit inside takes 2D6 Strength 5 hits with no armor saves allowed. The unit is then placed outside the ruins by the owning player, anywhere still in contact with the building's remnants. If there is nowhere to place the unit (if the building was surrounded, for example) the occupying unit is destroyed - burnt alive or cut down as they flee.

A unit occupying a building that is on fire takes damage at the start of each of the unit's turns. The unit suffers 2D6 Strength 5 hits, with no armor saves allowed. Note that this will cause a Panic test if the unit suffers 25% or more casualties.

Taking Prisoners

Some races deliberately set out to take captives for many nefarious reasons – the Dark Elves, Orcs & Goblins, and Skaven chief amongst them. Others may take captives to interrogate for information, or as hostages to exchange for various demands or wealth at a later date.

In a game that allows the taking of prisoners, if a unit pursues (or charges) and catches a fleeing enemy, they will take prisoners as well as capturing standards. Place a prisoner marker beside the capturing unit each time it runs down an enemy unit. In addition, if the enemy unit contained any characters, roll a D6 for each character in the unit. On a roll of a 4, 5 or 6, the character is amongst the captives and the pursuing unit gains an additional prisoner token for each captured character. If a unit with prisoners is forced to flee for any reason or is wiped out then any prisoners escape or are abandoned and the prisoner tokens are lost.

If a Giant picks up and captures an enemy model (by stuffing him down his trousers, for example!) this gains the Giant a prisoner token. If the Giant is subsequently slain, the prisoners are lost.

Looting

Many attacks on villages and towns are for the simple purpose of looting and pillaging.

The attackers may be after gold, gems and other valuables, but they could also be in search of food, gromril, warpstone or other such commodities. Some buildings such as temples, palaces and warehouses can contain a treasure trove of riches for a determined raider.

A unit occupying a building and not in close combat can search it for valuables at the end of each of its Movement phases. Roll a D6. On a roll of a 1 there is nothing to be found and nowhere else to look – the building contains no loot at all and cannot be searched again for the remainder of the battle. On a roll of a 2 or 3 the unit finds nothing of worth but can continue to search in future turns. On a roll of 4, 5 or 6 the unit finds something worth keeping and gains a loot marker.

A unit can carry a maximum of one loot marker for every full five points of wounds it has. For example, a unit of eighteen Wound 1 models can carry up to three loot tokens. If a unit starts a turn with more loot markers than it can carry, it must immediately drop one anywhere in contact with the unit. A unit that flees for any reason or is wiped out also drops all of its loot. Abandoned loot markers can be picked up by other units simply by moving into contact or over the marker (including units pursuing an enemy broken in combat).

Units with one or more loot markers may voluntarily move off the tabletop and do not count as destroyed - any loot they are carrying is safe. Units that pursue or charge off the table have the option of staying off the table or returning as normal (with any carried loot). Units may also voluntarily drop loot counters at the start of their Movement phase, so that other (possibly faster) units may pick them up and carry the loot to safety.

Watchtowers

Some buildings are purpose-built to resist attack and provide a bastion from which troops can pour missile fire into an attacking enemy force or sally forth on a counter-attack. These are a special feature called watchtowers.

A watchtower is treated as a normal building with the following exceptions. A unit may charge from a watchtower – the charge distance is measured from the watchtower's closest wall but is otherwise resolved as normal. Twice as many models may shoot from a watchtower as would normally be allowed. If a unit occupies a watchtower it may re-roll missed attacks in close combat, as attacking foes are easy targets as they attempt to break in.

A watchtower may have a flat roof that can hold a war machine. If the model allows it, a war machine may be deployed onto the roof of a watchtower, but it cannot then be moved for the rest of the game. The watchtower may be occupied by another unit as normal, but the watchtower loses the benefit of additional models shooting as the war machine occupies the additional space they would normally fire from. The war machine crew do not fight in close combat if the watchtower is assaulted, unless there is no other unit in the watchtower. If this is the case, the crew will act as the defending unit as per the normal rules. As it counts as a normal building, a watchtower can be set on fire if the scenario rules allow it.

Attackers and Defenders

All of these Raid scenarios have an attacking army and a defending army. It is perfectly possible to play any of these games with an army not necessarily specifically picked for a Raid scenario. In this case, simply agree with your opponent who is going to attack and who is going to defend (or you might like to roll a dice, toss a coin, have an egg-and-spoon race, or whatever). Alternatively, both players might agree in advance who will be the attacking player and who will be the defending player, and then pick their armies accordingly. As long as both players have had equal opportunity to prepare for the game (or not, as the case may be) you shouldn't encounter any real problems playing.

Scenario 1 – Deathly Silence

Raiders rely upon their prey being unaware of the approaching danger and so will go to great lengths to ensure that their presence remains undetected. This scenario sees the attackers attempting to overrun a beacon tower before the occupants can raise the alarm.

Battlefield

A single watchtower is placed in the center of the battlefield. Other terrain is placed by mutual agreement, but not within 18" of the watchtower.

Forces

This battle takes place between two equally sized forces chosen to a pre-agreed points limit. The defenders must have at least one infantry unit to act as the watchtower garrison.

Deployment

One unit must be deployed inside the watchtower as its garrison. The defender may also place a war machine on the roof if this is possible. The defender's remaining units may be deployed anywhere within 12" of the watchtower.

The attacking army is then deployed anywhere on the table at least 18" away from a defending unit.

Fighting the Battle

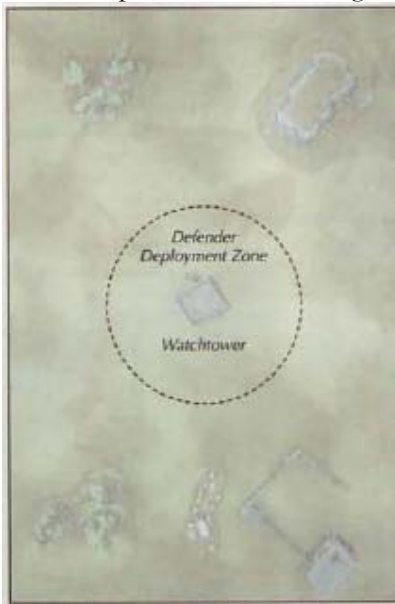
The attackers have the first turn. The battle lasts for eight turns.

Special Rules

Watchtower

Victory Conditions

If any defending unit, except for a war machine, still occupies the watchtower after eight turns, the defender wins. If ever an attacking unit occupies the watchtower, the attacker wins immediately. If the watchtower is unoccupied at the end of eight turns, the attacker wins.



Scenario 2 – Loot and Pillage

Gold, gems, weapons and food can all be the target of an attacking force. Some simply seek riches, others need to loot supplies in order to feed their warriors, pay their troops and attendants, or otherwise keep their army together in some way.

Battlefield

Three buildings are placed within 12" of the center of the table and no closer than 4" to each other. Other terrain is placed in any mutually agreed fashion with no piece within 12" of the buildings.

Forces

This battle takes place between two equally-sized forces chosen to a pre-agreed points limit. There are no specific restrictions on army selection.

Deployment

The defending army is deployed anywhere within 12" of the centre of the table, and units may be deployed inside buildings.

The attacking army is then deployed anywhere on the table at least 18" from a defending unit.

Fighting the Battle

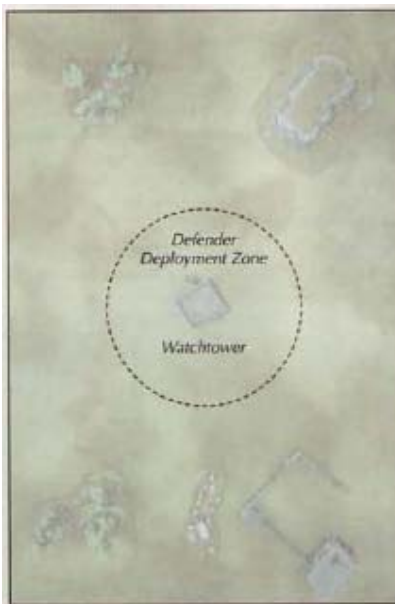
The attackers have the first turn. The battle lasts for ten turns.

Special Rules

Looting

Victory Conditions

The attacker scores one point for each loot counter in their possession at the end of the game. The defender scores one point for each attacking unit destroyed, fleeing at the end of the battle or having fled from the table. The player with the most points wins the scenario.



Scenario 3 – Dawn Raid

A swift raiding force relies upon the ability to strike at will, exploiting the element of surprise. One way an army of raiders can use this to their advantage is to strike at their foes when they are least ready, storming to their camp, cutting down shocked warriors and burning supplies. An unprepared army can be caught by surprise by a swift-striking attacker, awaking to find the enemy in their midst, struggling to bring arms to bear before the raiders make off with valuable supplies.

Battlefield

Divide the battlefield into 2' by 2' squares and place a tent, building, supplies pile or other element of the defender's camp in each square. These are the attacker's objectives. Place other terrain in any mutually agreed manner – I would advise only one or two extra terrain features so that the battlefield doesn't become too cluttered.

Forces

This battle takes place between two equally-sized forces chosen to a pre-agreed points limit. There are no specific restrictions on army selection.

Deployment

The defending army is spread across the battlefield, oblivious to the imminent attack. Each unit in the defending army is deployed in a randomly-determined square. For example, there are six squares on a 6' by 4' battlefield so you could roll a D6 to determine which square each unit starts in. The defending player is free to position these units as he wishes within the designated square and a unit may start the battle inside a building or other structure if appropriate. Characters are not deployed randomly, but are instead placed anywhere on the battlefield by the defending player after all other units have been deployed.

The attacking army does not deploy and instead moves on to the table during its first turn. Attacking units may move on from any table edge, just like a unit returning from a pursuit off the table. Units that cannot normally move may be placed touching a table edge during the first Movement phase but cannot move any further.

Fighting the Battle

The attackers have the first turn. The battle lasts for 8 turns.

Special Rules

Setting Fires, Looting.

Non-building objectives can be set on fire or looted by any attacking unit in contact.

Surprise: The defending army is taken by surprise and may be slow to react. Defending units must "activate" before they can do anything. The defender can attempt to activate any number of units at the start of each of his turns. To be activated, the unit must pass a Leadership test. The unit may add + 1 to its Ld if there is an enemy model within 12". They also gain + 1 to their Ld if any war machines have been fired in the battle. They may add a further + 1 to its Ld for each close combat currently being fought. If failed, the unit is not active and may do nothing. Characters, or units that are led by characters, automatically activate at the start of the defender's first turn. Once active, a unit may move and fight as normal for the remainder of the battle.

Victory Conditions

The attacking army will break off and withdraw after eight turns. The attacker scores one point for each building, tent, or other objective that has been destroyed and one point for each loot counter in their possession. The defender scores one point for each attacking unit that has been destroyed, fled the battle or is fleeing at the end of the game. The defenders also score one point for each intact objective. The player with the most points wins.



Scenario 4 – Coastal Raid

Some raiders attack from the sea or across rivers, using boats and ships to strike from an unexpected direction. The most notorious sea raiders are the Black Ark Corsairs of the Dark Elves, who fall upon the coastal settlements of other races swathed in storms, bringing death and terror with them.

Battlefield

One long table edge is designated as the coastline. If you have suitable scenery pieces, even better! Mark out the coastline in 12" sections. Place one building for every 2' of coast (so on a 6' table, place three buildings). These buildings must be placed at least 18" from both long table edges, and at least 1 2" from each other and the short table edges. Place any other terrain in a mutually agreed manner, using the normal Warhammer guidelines.

Forces

Both attacker and defender have an equal-sized army chosen as normal. The attacker must divide his army into "waves", representing the army arriving in their ships and disembarking onto the battlefield. Only one unit may arrive in each 12" section of the coast each turn, so each wave can contain a number of units no greater than the number of sections. Each wave must be numbered - first wave, second wave, and so on. This is the order in which the units will arrive. Flying units do not count towards this limit and so can be listed in any wave.

Deployment

The defending army is deployed anywhere within 8" of the table edge opposite the coast.

The attacking army does not deploy and must instead move on to the table during its Movement phase. Starting with the first wave in the first turn, attacking units move on from the coast table edge, just like a unit returning from a pursuit off the table. Only one unit may move on from each 12" section each turn, although the attacker is free to decide which unit in each wave moves on from which section. Units that cannot normally move may be placed touching the coastal table edge during the first Movement phase but cannot move any further. Flying units may move on from any part of the coastline.

Fighting the Battle

The attackers have the first turn. The battle lasts for 8 turns.

Special Rules

Setting Fires, Looting, Taking Prisoners, Surprise: The defending army is taken by surprise and may be slow to react. Defending units must "activate" before they can do anything. The defender can attempt to activate any number of units at the start of each of his turns. To be activated, the unit must pass a Leadership test. The unit may add + 1 to its Ld if there is an enemy model within 12". They also gain + 1 to their Ld if any war machines have been fired in the battle. They may add a further + 1 to its Ld for each close combat currently being fought. If failed, the unit is not active and may do nothing. Characters, or units that are led by characters, automatically activate at the start of the defender's first turn. Once active, a unit may move and fight as normal for the remainder of the battle.

Victory Conditions

The attacking army will withdraw after eight turns. The attacker scores one point for each loot and prisoner counter, and one point for each destroyed building. The defender scores one point for each attacking unit that has been destroyed, fled the battle or is fleeing at the end of the game. The defender also scores one point for each intact building. The player with the most points wins.



Scenario 5 – Spoils of War

This scenario stages an all-out attack on the raiders' primary goal—an enemy settlement. They have come looking for loot and slaves, and are willing to sow destruction in order to reap the rewards of their daring. The defenders must race to protect what is theirs.

Battlefield

Place at least four buildings on the tabletop. These buildings cannot be deployed within 12" of each other or a table edge. For every two buildings, the defender may place one watchtower anywhere on the battlefield. Place any other terrain in a mutually agreed fashion.

Forces

Both attacker and defender have an equal sized army chosen as normal.

Deployment

The defender may place one infantry unit in each watchtower as a garrison (and one war machine on each watchtower roof, if possible). With the exception of these garrisons, neither army is deployed at the start of the battle but instead must move on to the table during its first turn.

At the start of the first turn, the attacker nominates one table edge and it is from where that the raiders will appear. Each defending unit moves on from a random table edge as troops in the surrounding area respond to the raised alarm. Roll a D6 for each defending unit at the start of the defender's first turn. On a 1 the unit must move on from the table to the left of the attacker's edge. On a 2, 3, 4 or 5 they move on from the table edge opposite, and on a 6 they move on from the table edge to the right. Roll for all units before moving. Units may move on from the table edge just like a unit returning from a pursuit off the table. Units that cannot normally move may be placed touching a table edge during the first Movement phase but cannot move any further.

Fighting the Battle

The attackers have the first turn. The battle lasts for 8 turns.

Special Rules

Setting Fires, Looting, Taking Prisoners, Watchtowers.

Victory Conditions

The attacking army will break off and withdraw after eight turns. The attacker scores one point for each loot and prisoner counter he controls at the end of the game, and one point for each building that has been destroyed. The defender scores one point for each attacking unit that has been destroyed, has fled the battle, or is fleeing at the end of the game. The defender also scores one point for each building that remains intact when the game ends. The player with the most points wins.



Scenario 6 – Revenge

Sometimes the enemy catch the raiders in the act and the hunter becomes the hunted! In this scenario, the attackers are surrounded and must escape with their loot and prisoners.

Battlefield

Place three or four burnt-out buildings or other ruins within 12" of the centre of the battlefield. Place any other terrain in a mutually agreeable manner.

Forces

Both attacker and defender have an equal-sized army chosen as normal. For each non-character or war machine attacking unit roll a D6. On a roll of a 1 it starts the game with no loot or prisoners. On a 2 or 3 it has a loot counter, on a 4 or 5 it has a prisoner counter and on a 6 it has both a loot counter and a prisoner counter.

Deployment

The "attacking" units are deployed anywhere within 8" of a ruined building. The "defending" units are deployed anywhere not within 18" of an attacking unit.

Fighting the Battle

The defender have the first turn. The battle lasts for 6 turns.

Special Rules

Taking Prisoners, Looting.

Only the defender may take prisoners during the course of the battle and these count for victory purposes.

Vengeful: The defenders have suffered greatly at the hands of the raiding forces and are eager to exact their revenge upon the foe. All defending units are subject to Hatred of the attackers.

Victory Conditions

For every prisoner or loot marker that the attacker manages to get off the battlefield, they score one point. For every attacking unit destroyed, fled or fleeing the battle, the defender scores one point. The defender also scores one point for each loot counter or prisoner marker on the table at the end of the battle. The player with the most points: the end of the game wins the game.



Raid Campaigns

These Raid scenarios can be used in all types of campaigns add variety to your games, to represent particular events as objectives for one side or another. I devised the following campaign system to allow others to stage their own series of raids. It is designed to be fought over several games, though it could be adapted or campaigns with multiple attackers and defenders without too much effort. The attacker begins with much of the initiative, but must weigh the benefits of further attacks against the dangers of being caught by an increasingly alert defending army. Each stage explains which battle or battles are fought, the consequences of victory or defeat and how to move on to the next stage.

Stage One - Landing the Troops

The attacking forces have arrived off the coast and must disembark their troops. Equally, you could view this as an army moving through a narrow mountain pass, crossing a river or otherwise staging their initial invasion into enemy lands.

The Battle: Fight the Coastal Raid scenario.

Consequences: If the attacker wins they land as planned and gain a bonus Raid point in Stage Three. If the defender wins, the attacker gains no impetus for their attack and no bonus Raid point.

Next Stage: After the Coastal Raid, move on to Stage Two.

Stage Two - Gaining the Upper Hand

In this stage, the attacker gains Raid points that represent the vulnerability of their targets. By attacking watchtowers and enemy camps, the attacker gains points, but they will lose points if their attacks fail and give the enemy warning.

The Battle: The attacker must fight at least one Dawn Raid or one Deathly Silence battle. They may choose to fight more as outlined in the Next Stage section.

Consequences: For each attacker victory, they gain one Raid point for Stage Three. For each attacker loss, they lose one Raid point. As long as the attacker has at least one Raid point he may choose to continue to play Dawn Raids and Deathly Silence battles to gain more points.

Next Stage: The attacker can choose to move on to Stage Three at any time after playing at least one Dawn Raid or one Deathly Silence battle. If ever the attacker is reduced to zero Raid points, the attacks have failed and Stage Three is skipped- move directly to Stage Four and fight a Revenge! battle.

Stage Three - Let the Raids Begin!

In this part of the campaign, the attacker expends Raid points to attack settlements and gain prisoners and loot represented by Pillage points). Once all of the targets have been raided, the attackers must then try to get away with their ill-gotten gains.

The Battle: For each Raid point earned during Stage One and Two, the players fight a battle. The attacker can choose to fight Spoils of War, Dawn Raid or Loot and Pillage. Once each Raid point has been spent on an attack, move on to Stage Four. If the attacker chooses to fight a Spoils of War battle and loses, all remaining Raid points are lost.

Consequences: For each attacker victory, he gains one Pillage point for Stage Four. If the defender wins, the attacker gains no Pillage point.

Next Stage: Once all of the Raid points have been spent by staging attacks move on to the final stage.

Stage Four - Back to the Ships!

Sooner or later the defenders will muster enough warriors for a concerted counter-attack. The attackers must escape with their loot, their confidence bolstered by their earlier successes.

The Battle: Fight the Revenge scenario. Each Pillage point earned in stage three can be spent by the attacker during the battle to do one of the following:

- Re-roll a dice when determining loot and prisoners at the start of the battle.
- Re-roll a failed Leadership test.
- Allow one unit to re-roll failed rolls to hit in one phase (decide after rolling to hit).
- Re-roll all of the dice for a pursuit or flee move.

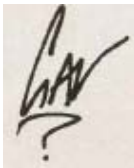
Consequences: If the attacker wins they land as planned and gain a bonus Raid point in Stage Three. If the defender wins, the attacker gains no impetus for their attack and no bonus Raid point.

Next Stage: Whoever wins this final battle wins the campaign!

Now it's Your Turn

I hope that I've shown how much fun can be had with raiding and looting. If you're feeling inspired, why not come up with some Raid scenarios of your own? Or for that matter, you can devise other types of games that represent the different sorts of battles taking place all over the Warhammer world, such as Night Goblin attacks on Dwarf mines, border disputes between nobles and chieftains, armed expeditions against foreign palaces and temples, and many others. You can go even further by combining these scenarios with the Legendary Battles rules, perhaps staging a massive raid on a walled city, or the arrival of an enemy armada.

Happy raiding!



WARHAMMER

CIVIL WAR

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

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

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

The Civil War rules themselves are very straight-forward to use. You pick a Pitched Battle scenario to play as you would do normally, but before setting up the scenery or deploying for the battle you roll once on the Civil War Battle table (over the page), and then once on the Civil War Army table for the army you are using. So if you were fighting a Civil War between two Empire armies, you'd roll once on the Civil War Battle table, and once on the Empire Civil War army table. A different army table will be provided for each Warhammer army, which ensures that the rules that apply in your battle will accurately reflect the character of the army you are using. After all, a civil war fought between two Ore Warlords is going to be different to one fought between Empire generals.

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

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

FIGHTING A WARHAMMER CIVIL WAR BATTLE

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

Civil War Sequence of Play:

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

***Designer's Note:** The Civil War rules can be used with any Pitched battle scenario, but will work most smoothly with the Battleline, Dawn Attack, and Battle For the Pass scenarios. You may wish to limit yourself to one of these three scenarios, at least for the first couple of Civil War battles that you fight. If you decide to do so, we recommend rolling a D3 to pick the scenario, with a roll of 7 being Battleline, a roll of 2 being Dawn Attack, and a roll of 3 being Battle for the Pass.*

FACTIONS

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

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

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

THE RULES

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

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

Civil War Battles Table

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

Civil War Army Tables

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

Fight The Battle

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

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

CIVIL WAR BATTLE TABLE

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

BEASTMEN

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

2 Primal Stampede: *The forest shudders as tribes rush to battle.*

Any unit with the Beastman Ambush rule that is removed from play is treated as being 'in Ambush' and may re-enter play on a subsequent turn.

3 Hidden Pathways: *The Beastmen are warring in a clearing to which there are many hidden pathways.*

The player with the fewest Units on the table at the beginning of each turn adds +3 to the result when making Beastman Ambush rolls.

4 The Bray-feast: *The forest echoes to the deafening bleats and chants of Bray-Shamans, their cries taken up by the Beastmen ranks until the trees shake at the cacophony.*

Units may not benefit from the Leadership of their army's characters. Furthermore, all Wizards will Miscast on any roll of a double, not only a double 6.

5 Bacchanalia: *The Beastmen have been celebrating throughout the night, though come dawn the celebrations have turned nasty.*

All units must roll on the Centigor Drunken table at the beginning of the game.

6 Orgy of Violence: *The Beastmen's ritualistic leadership challenges have spilled over into full-scale war, all semblance of order lost as the savage ranks tear each other apart with tooth and claw.*

All Beastmen units have the Skirmish special rule. The effects of all weapons and armor, magical or otherwise, are ignored for the duration of the battle, The Beastmen will just have to rely on their statlines instead

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for decades.*

Roll twice on this table, re-rolling any further rolls of 12 or any duplicate rolls.

8 Bloodgorge! *The Beastmen have been driven into a frenzy of cannibalistic bloodlust.*

All Beastmen units have the Bloodgreed special rule (see the Minotaurs entry on page 43 of Warhammer Armies: Beastmen).

9 The Prophecy: *The Bray-Shamans have long seen this day coming, and have brought the most potent weapons the Herdstone can provide.*

Each player receives an additional 150 points to spend on magic items. He may distribute these as he sees fit throughout his Lords & Heroes, ignoring the usual restrictions regarding how many points each character may spend on magic items. Write the magic items you have chosen on your army roster, then declare them to your opponent. If both players have chosen the same item, roll off – the winner of the roll off gets that magic item, whilst the opponent's points are wasted

10 The Cycle of Death: *The foetid decay of the forest has infected the warherds.*

Each unit must roll on Slugtongue's 'Curse of the Famine-Fiend' table. Any unit affected by the Crippling Weakness or Starvation, Body and Soul result must roll D3+3 after resolving the usual effects. The unit has a Regeneration save equal to the result. For example, if the D3 roll is 2, the unit's Regeneration save is 5+. Note this does not combine with any Regeneration save they may already have.

11 Morrslieb Looms Large! *The-Chaos moon looms large in the sky, leering down to shower grim favors on its servants.*

At the beginning of the game, roll a D3. For the entire duration of the turn that corresponds to that number, all Bray-Shamans and Great Bray-Shamans gain Loremaster (Lore of the Wild), and all Beastman units have Frenzy. Note that this turn number is also used for Moonclaw's Unholy Zenith rule.

12 Monstrous Menagerie: If he has one available, each player may take a single monster in addition to his army.

This monster does not count against his points limit. furthermore, all monsters have the Beastman Ambush rule. Any monster that is removed from play is treated as being 'in Ambush' and may re-enter play on a subsequent turn.

BRETONNIANS

Before the game begins, but after both armies are deployed the players must hide a dice under their palm. If they wish to pray for the Blessing of the Lady, the dice must show a 6. If they do not wish to pray, it must show a 1. The dice are then revealed. If both players wish to pray, they both get the Blessing and then the game continues on as normal (roll to see who goes first). If one of them wishes to pray and the other does not, the praying army gets the Blessing and the other does not get the Blessing, but chooses whether to go first or second.

2 The Lady's Favor: *Would the Lady truly show favor over her loyal sons?*

The first time a unit is called to make a saving throw due to the Blessing of the Lady, take a Leadership test. If passed, mark that unit out – all of its saves that are made thanks to the Blessing are improved by +1 for the duration of the battle.

3 Purebreds: *Brettonian warhorses are mighty beasts one and all. On this day, however, they seem that much the greater.*

All Warhorses, Pegasi and Royal Pegasi receive +1 Strength.

4 A Token of my Esteem: *A handkerchief, scarf or garter tied to the lance of a knight's armour can have miraculous effects.*

Each player may choose a single magic item from the Blessed Heirlooms of Bretonnia to bestow upon a Hero or Lord in their force. This item may not take the model outside of his normal allowances. If this model is slain by another character, that character automatically gains the item.

5 The True King: *Pretenders to the throne are, sadly, all too common. The Battle Standard proves the Lord's right to rule...*

If the Paladin carrying the Battle Standard is slain, every unit in the army must take a Panic test.

6 A Duel to the Death: *Before the battle, a hero from each army is chosen to represent the cause in a fearsome duel to the death.*

Before the game starts, each player must nominate a Lord or Hero from their force. These start the battle in base contact with one another (place them in the centre of the battlefield or as close to it as possible) and will fight in the ensuing Close Combat phase. No other models may interfere in this duel and both models are unbreakable. Once one model is slain, the survivor causes Terror for the rest of the battle.

7 Ancient Enmity: *The two sides have harboured numerous grudges against each other for decades. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.*

8 Unbending Valour. *Every knight is determined to carve out a legendary reputation.*

Every time a character slays an enemy in a challenge, quickly work out the points cost of the protagonists. If the winner was also the cheaper model, his army scores +100 victory points. In games where victory points are not used, comfort yourself with the knowledge that taverns across the realm will resound to the story, nonetheless.

9 The Peasants are Revolting: *Having forgotten their true places, the peasants are refusing to listen to their betters.*

Units with the Peasant's Duty may no longer use the Leadership of nearby knights. They do, however, gain the Frenzy and Stubborn special rules.

10 The Damsel's Glory: *Magic flows through the realm, imbuing Damsels and Prophetesses with power.*

When a Damsel or Prophetess casts a spell, roll as usual but add an additional D6 to the result. This extra D6 must be added, whether it is wanted or not and may cause the spell to be miscast in the usual manner.

11 The Lances of Heroes: *The blood of Gilles le Breton flows strongly in his sons today!*

All rolls of 1 to wound made by charging knights (of any stripe) must be re-rolled.

12 The Grail: *Whether it be real or false the Grail lies upon the field of battle.*

Place a marker representing the suspected Grail in the center of the Battlefield. Any unit of Knights Errant, Knights of the Realm, or Questing Knights (as well as Paladins or Bretonnian Lords) that moves into base contact with the marker must end its move and attempt to sup from the grail. First, the unit takes a Leadership test. If failed, it gains the Stupidity special rule for the duration of the game. If it passes, the unit exchanges any previous vow for the Grail Vow. Only one unit may sup from the Grail each Turn. If an enemy unit is currently in contact with the grail, it must be destroyed or routed before another unit may attempt to sup.

DAEMONS OF CHAOS

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

2 Chaos Enervated: *The tides of Chaos ebb, leaving the Daemons weakened.*

All Daemonic Aura ward saves are reduced by 1.

3 The Hidden Library: *Within this section of the Impossible Fortress even the air is thick with sorcerous knowledge.* When setting up the terrain, use D3 Arcane Ruins and D3 Wizard's Towers in addition to the other terrain you normally deploy. Finally, all Wizards are Loremasters of their chosen spell lore.

4 The Plains of Blood: *This battle is fought deep in Khorne's domain.*

When setting up the terrain for the battle, set up D3 Towers of Blood in addition to the other terrain you normally deploy. For the duration of this battle, any Wizard who rolls any double as part of their casting roll suffers a miscast. Furthermore, any Wizard who suffers a miscast loses D3 magic levels and gains both the Hatred and Frenzy special rules.

5 The Carnival of Excess Begins: *Slaanesh has decreed this day to be a glorious celebration of his magnificence.*

All Keepers of Secrets, Heralds of Slaanesh, Daemonettes, Seekers and Fiends have +2 Movement.

6 Let Pestilence Bloom! *Father Nurgle! plagues are ravaging the mortal world, propelling him and his minions to ever greater power.*

All Great Unclean Ones, Heralds of Nurgle, Plaguebearers, Nurglings and Beasts of Nurgle have +1 Toughness.

7 Ancient Enmity: *The two sides have harboured numerous grudges against each other for millennia.*

Roll twice on this table, rerolling any further rolls of 7 or any duplicate rolls.

8 Skulls for the Skull Throne! *Khorne has risen to supremacy.*

All Bloodthirsters, Heralds of Khorne, Bloodletters, Bloodcrushers and Daemon Princes with the Mark of Khorne have +1 Attack.

9 All Hail the Changer of Ways! *Several of Tzeentch's plans have come to fruition at once.*

All Lords of Change, Heralds of Tzeentch, Pink Horrors, Screammers and Flamers have +1 ward save.

10 Deep in the Garden of Nurgle: *This battle takes place amidst the festering forests surrounding Nurgles manse.*

When setting up the terrain for the battle, set up D3 pieces of forest terrain and D3 swamps in addition to the other terrain that you would normally deploy. All forests (not just the extra ones) use the rules for Venom Thickets.

All swamps are dangerous terrain for all models. Whenever a model is removed through a failed dangerous terrain test, roll a D6 – on a score of 4 or more the daemonic flora within the terrain attacks all units at least partially within the terrain feature, inflicting 2D6 Strength 4 hits on each.

11 The Circles of Seduction: *The fight has spilled over into Slaanesh's domain, and the Dark prince is quick to empower any combatant if it increases his chances of ensnaring them.*

Any character can re-roll a single D6 per phase, but keep a tally of how many re-rolls each character has made in total. At the end of every turn, nominate each character that has claimed at least 1 re-roll and roll D6 equal to the number of re-rolls that character has made. If the result contains three or more 6s, Slaanesh whisks the character away to his palace - remove the model as a casualty. Roll for every applicable model before continuing to the next turn.

12 A Realm in Flux: *The chaotic landscape never stays the same way for long.*

Roll again on this table, re-rolling any further results of 12. Ignore any additional terrain placement given in the result, but the remaining rules are used for the first game turn. At the start of the next game turn, roll again on this table, rerolling results of 12 - terrain placement instructions aside, these rules are used for the rest of this game turn (they replace any rules previously generated from this table). Follow this procedure at the start of each new game turn.

DARK ELVES

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

2 Master of Poisons: *A third party has convinced both sides that their poisons will give them the edge needed to triumph.*

All weapons (close combat, shooting and magical) have the Poisoned-special rule.

3 Beastmasters Pride: *The two sides have both been boasting that their beastmasters have the most fearsome creatures in all of Naggaroth.*

All Dark Pegasi, War Hydras, Manticore and Black Dragons in both armies have +1 Strength and +1 Toughness. In addition, both sides score double the normal number of victory points for any of these units in the opposing army that are destroyed or have fled the table. If taken as a mount, it is only the creature's victory points that are doubled, not its riders.

4 Blood Frenzy: *Both sides have captured enemy scouts and fed them to their Cold Ones.*

All Cold Ones in both armies lose the Stupidity rule for this battle and gain the Frenzy special rule.

5 Harpy Spyre: *The battle is being fought in the hunting grounds of a Harpy nest and they are circling above waiting for the right moment to strike.*

At the end of each phase, roll a D6 for each unit that has suffered 5 or more casualties in that phase. The unit suffers a number of Strength 3 hits equal to the D6 result.

6 The Black Forest *The battle is taking place in the blood-soaked Black Forest.*

When setting up the terrain for the battle, set up D3 pieces of forest terrain in addition to the other terrain you normally deploy. All forests (not just the extra ones) use the rules for Blood Forests.

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for centuries.*

Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.

8 Assassination: *Both sides have baited the other into open conflict in the hope of assassinating their opposing general.*

Both sides must add a Dark Elf Assassin to their army list (with equipment and gifts up to the normal limit). This extra Assassin costs no points and awards no victory points. A side automatically wins if their assassin kills the opposing side's General. Should the two Assassins perform this task in the same phase then the game is a draw.

9 Altar of Khaine: *Place a piece of terrain in the center of the battlefield to represent the Altar of Khaine.*

All units within 6" of this terrain piece have the Devastating Charge special rule. In addition any Khainite unit within 6' of this terrain piece also has the Unbreakable special rule – Finally, the side with a non-fleeing unit that is closest to the Altar of Khaine at the end of the battle receives 250 bonus victory points.

10 For the Glory of Khaine: *Both sides' Disciples of Khaine wish to prove their worth over their rivals.*

All models with the Khainite special rule from both sides gain the Devastating Charge special rule.

11 The True Power of Darkness: *Desperate to wreck carnage, the sorceresses have chosen a battlefield littered with arcane ruins, they are prepared to go to any length to win this battle.*

The *Power of Darkness* spell adds D6+1 power dice rather than D3+1. However, if a 1 is rolled the Wizard that cast it immediately suffers a Wound with no saves of any kind allowed. In addition when setting up the terrain for the battle, set up D3 Wizards Towers and D3 Arcane Ruins in addition to the other terrain you would normally deploy.

12 Blood Feud: *Both sides are prepared to win, no matter the costs. They have drafted in extra warriors and called back their scouts from other missions.*

Units of Dark Elf Warriors, Dark Elf Crossbowmen, Dark Riders or Harpies that are destroyed or flee the table return at full strength as reinforcements in their next turn. They may enter play anywhere on their own table edge.

DWARVES

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

2 Death Wish: *The grim fate of those who face a slayer is well known throughout Dwarf society. Bringing back a group of wandering slayers to fight against their fellow Dwarfs is an effective tactic. Spreading rumours amongst their foes on the eve of battle about the deeds of their own Slayers makes facing them in battle all the more terrifying.*

All Troll and Giant Slayers from both sides have the Fear special rule. All Dragon and Daemon Slayers from both sides have the Terror special rule.

3 Bound by Honor: *The two sides have come to blows over a minor grudge, but they can see there is reason enough for this conflict not to end in blood, as such, weapons have been blunted.*

As a result all shooting and close combat attacks are at +1 to hit (with the exception that 1s always miss), but all shooting and close combat attacks are at -1 to wound (with the exception that 6s always wound).

4 Bugman's XXXXXX: *News has arrived that the last shipment of Bugman,s XXXXXX for several weeks just has arrived at the local tavern. Both sides are determined to make sure they are the first ones there.*

Place a piece of terrain representing the tavern in the centre of the table. The first unit to enter the building gains the Immune to Psychology, Regeneration (6+), and Extra Attack special rules for the rest of the game. Every unit in the opposing army gains Hatred of that unit for the rest of the game. In addition, the side with a non-fleeing unit that is closest to the tavern at the end of the battle receives 250 bonus victory points.

5 Tunnels: *These tunnels are well known to the Dwarfs.*

Any units of Miners making an Underground Advance roll from the start of their first turn to see if they arrive. This means they will arrive on Turn 1 on the roll of 4+, Turn 2 on a roll of 3+ and so on.

6 Engineered to Perfection: *Both sides' Engineers are out to show that their war machines are of the highest quality.*

Every war machine adds +1 to the first roll on its Misfire chart.

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for centuries.*

Roll twice

on this table, re-rolling any further rolls of 7 or any duplicate rolls.

8 Fortified Positions: Both sides may place up to D3 sections of wall in their own deployment zone for each Engineer in their army.

9 Tunnel Fighters: *The equipment of the Dwarfs is eminently suited to tunnel battle. The Thanes have picked a battle site to maximize this advantage, allowing the infamously stoic Dwarf shield walls to better protect their bearers.*

The parry save from fighting with a hand weapon and shield is increased to 5+ for this battle.

10 Master Craftsmanship: *Each side's Runesmiths are determined to prove that their craftsmanship is superior to their opponents. They have labored long into the night on the eve of battle to produce additional runes.*

Both players may spend up to 100 additional points on runes. Whilst this may take them above their normal points limit for runes they must still follow the rules of the runes.

11 Cave-in: *This section of tunnels is extremely unstable.*

Roll a D6 for each unit in your army at the end of each of your shooting phases, adding +1 to the result if you fired any war machines that turn. On a result of 6+ a small part of the tunnel roof has collapsed. If that unit is not in combat it takes D6 Strength 6 hits, distributed as for shooting. If the unit is in combat, then every unit in the combat takes D3 strength 6 hits instead.

12 Grudge of Ages: *The battle is being fought between two clans with long-standing grudges and the final insult has been thrown:*

All models have the Hatred (Dwarfs) special rule for this battle.

HIGH ELVES

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

2 The Dragons Awake: *The caverns deep in the Dragon Spine Mountains blaze with unnatural heat. Dragons now wake with hearts full of fury to fulfil pacts made in ages past.*

All Dragons add D3 to all their statistics (to a maximum of 10, roll for each statistic separately) for the duration of this game.

3 The Rise of Nobility: *Political intrigue and treachery are an art form in the courts of Ulthuan, but rarely does such manipulation spread to open warfare. When it does, there is a chance to settle grudges and display prowess.*

Any Lord or Hero (including its mount) who slays an enemy Lord or Hero scores an additional 100 victory points for his side.

4 The Glittering Host: Regiments of Spearmen, Sea Guard or Archers that are destroyed or flee the table will return at full strength (minus any magic banners and characters that had joined them) as reinforcements next turn. They may enter play during the Remaining Moves sub-phase of their controlling player's turn, entering the battlefield from anywhere on their own table edge.

5 The Lion's Roar: *Chrace has raised its banners to the cause, using hidden pathways to reach the battlefield ahead of their foes.* Regiments of White Lions and White Lion Chariots gain the Vanguard special Rule.

6 Traitors: *The enemy are Dark Elves, masquerading as your own kin you're sure of it! This insult cannot be borne. Slay them all.* All High Elf models gain the Frenzy special rule.

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for centuries.* Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.

8 The Fires of Asuryan. *The phoenix, symbol of Asuryan, casts its ruddy fire glow upon the battlefield.* All Flaming Attacks add +2 to their Strength value, as do the Phoenix Guard.

9 Arcane Aid: *The Sapheric bots have joined the war, lending their magical prowess to the battlefield.*

All Wizards on the battlefield increase their level by 2 (both in terms of the number of spells they know and the bonus to casting and dispel attempts). Whenever a miscast is rolled, roll twice - your opponent chooses which result applies.

10 Immortal Intrigue: *Now is the chance to right wrongs and settle grudge's that have simmered and festered for an age.* Any challenge that is issued may not be refused - the challenger may even declare a specific enemy model who must answer it

11 Magic of the Annulii: *The magical power that swirls around the Annulii Mountains has made the monsters and magical beasts of Ulthuan even more formidable than usual.*

All mounts and monsters in the force are swollen with magical power. Increase their Weapon Skill, Strength and Attacks by 1 each. Furthermore, improve their ward save by +1.

12 The Legacy of Aenarion: *The time of legends has come, and heroes on the battlefield have taken on the visage and aspect of Aenarion. There is no doubt the gods of Ulthuan are watching whatever transpires here, the victors will be blessed; the losers cursed for generations.*

Each player secretly notes one of their Lords or Heroes. That model has become imbued with the spirit of Aenarion. The chosen model receives +3 to his Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative and Attacks for the duration of the battle (to a maximum of 10). However, he must pass a Leadership at the start of each of his turns or automatically succumb to the curse of Aenarion and die

LIZARDMEN

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

2 Feather War: *In order to resolve a dispute, the two armies are fighting a ritual battle using blunted weapons and non-lethal spells.*

The weapons are lighter and easier to use, so all attacks have +1 to hit (with the exception that 1s always miss), but they are less likely to cause harm so all attacks are -1 to wound (with the exception that 6s always wound). In addition, only Augment and Hex spells may be cast.

3 Beasts of the Jungle: *The two sides are battling to prove that they have bred the most powerful jungle beasts.*

All Stegadons, Terradons, Razordons, Salamanders and Carnosaurs have +1 Wound and +1 Attack. Both sides score double victory points for any of these units in the enemy army that are destroyed or have fled the table.

4 Carnivorous Jungle: *The battle is fought in scattered clearings in the Lustrian jungles.*

When setting up the terrain for the battle, set up D3+3 pieces of forest terrain in addition to the other terrain you normally deploy. These additional pieces are jungle terrain, which counts as Venom Thickets (do not roll on the Mysterious Forests table). In addition, all Skinks (of any type) have the jungle Strider special rule.

5 Escalating Battle: *The battle is fought close to the barrios of a Lizardman city.*

Units of Saurus Warriors, Skinks (including any Kroxigor in the unit) and Skink Skirmishers that are destroyed or flee the table return at full strength as reinforcements in their next turn. They may enter play anywhere on their own table edge.

6 Mastery of Magic: *The battle is being fought between two Slann Mage-Priests, battling to prove who is supreme.* Each Mage-Priest may be given one additional Discipline of the Ancients, at no additional cost. This can result in a Mage-Priest having 5 disciplines. Re-roll this result if either side does not have a Mage-Priest.

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for millennia.*

Roll twice on this table, re-rolling any further rolls of 12 or any duplicate rolls.

8 Spawning Pools: *The battle is being fought for control of an ancient spawning pool.*

Place a piece of terrain representing the pool at the center of the battlefield and then scatter it 2D6". Any Lizardman unit within 6" of the pool has the Regeneration special rule. In addition, the side with a non-fleeing unit that is closest to the pool at the end of the battle receives 250 bonus victory points.

9 Deep In Thought *The battle begins prematurely, while Mage-Priests are still meditating.*

Mage-Priests may not attack, or cast or dispel spells, for a number of game turns equal to the number of disciplines they have.

10 Sacred Duty: *The battle is being fought between rival factions from the same temple.*

As the Temple Guard are sworn to protect the Mage-Priests from their temple, they cannot attack a Mage-Priest or any unit it's joined.

11 Temple Politics: *The battle has come about as a result of febrile political infighting between rival groups of Skink Priests and their followers.*

Skink characters and units in both armies Hate each other. In addition, both sides score double the normal number of victory points for Skink units in the opposing army that are destroyed or have fled the table.

12 Treasures of the Old Ones: *The two sides are fighting a ritual battle to determine if they are worthy of protecting an ancient relic.*

Each side must pick one of the magic items from the Lizardmen army book. Roll off to see who picks their relic first. The relic must be a magic item that is not being used by either army. It costs no points, but must be given to a character to carry and following the normal rules and restrictions for magic items. If the character carrying their army's relic is slain, then the relic is lost and the army immediately loses the battle. In the unlikely event that both relics are lost at the same time, then the battle is a draw.

ORCS & GOBLINS

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

2 Riotous Squabbling: *Every Orc and Goblin on the battlefield is especially moody, ensuring fights break out within units long before they meet the enemy.*

For the entire game Animosity tests are failed on rolls of 1 or 2.

3 Uppity Gits: All Goblins (including Night Goblins and Forest Goblins) are seized with rebellious loathing for their larger Orc kin (including Black Orcs, Big 'Uns, and Savage Orcs). Goblins (of all kinds) gain Hatred (Orcs) and can also re-roll failed To Wound rolls against Orcs for the entire game. The downside of this is that Goblins (of any kind) cannot use any Leadership bonus that comes from an Orc (of any kind).

4 Gork is Watchin': *The greenskins believe that their almighty god Gork (or perhaps Mork) is looking upon the battlefield.*

Eager to impress, all Orcs (of any kind) can re-roll a single dice from any failed charge rolls.

5 Dat'z Our Land! *Rival tribes are feuding over territory.*

Any fleeing models automatically rally before they leave the battlefield (even if they would not normally be allowed to do so). Additionally, if the battle use; victory points, at the end of the battle divide the battlefield into quarters. The side with more wounds' worth of models in that quarter is said to claim it. Each board quarter claimed is worth 250 victory points.

6 Dey Sure Grow Big There! *The tribes are fighting over the best hunting grounds.*

All Trolls and Mangler Squigs have +1 Strength and +1 Wound. All Arachnarok Spiders, Wyverns, Gigantic Spiders, Great Cave Squigs and Giants have +1 Strength and +D3 Wounds (roll separately for each), In addition, both sides score double the victory points for any of these units if they are slain or have fled off the table.

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for at least a week (Orcs are nothing if not fickle!).*

Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.

8 Gork vs. Mork: Each player places a piece of terrain anywhere in his deployment zone to represent an Idol of Gork or Mork (its ideal if you have special made scenery, but if you don't, remember that greenskins often use many miscellaneous items for their veneration, from strangely shaped dung hills to especially impressive boulders!) The Idol of Gork (or Mork) acts as described in the Warhammer rulebook and, additionally, any friendly greenskin units within 12" of their own Idol can re-roll failed To H it rolls. If victory points are used, the side that has the most friendly models within 12" of each Idol gains an additional 100 victory points.

9 Green Energy: *The very air crackles with the energies supplied by so many greenskins.*

All Wizards pass any channeling attempts on a 4+ and gain +1 ward save (if they have no ward save, they gain a save of 6+).

10 Wot are they Feedin'them? *The creatures in this region are particularly fearsome.*

All Boars, Giant Wolves, Squigs, Cave Squigs, and Giant Spiders have +1 Strength (this includes any such beasts pulling chariots).

11 Hackfest: *Greenskin leaders always want to show off in front of their rivals, to really show who's da boss!*

All Lords and Heroes (excluding Wizards) gain +1 Attack. Additionally, any Lord or Hero (excluding Wizards) can forgo his regular attacks in lieu of a single attack made with the Killing Blow special rule. An additional 100 victory points are awarded for each character model slain in a challenge.

12 The Power of the Waaagh! Orc & Coblin civil wars are all about the largest of their kind taking charge.

Any Greenskin Army General (Including Goblins & Shamans of any kind) gains the Waaagh! Special rule. Additionally, any Orc Warboss (of any kind) that calls a Waaagh! Gains the Impact Hits (D6) special rule for the remainder of the turn. Killing the enemy General is worth triple his normal victory points (instead of the normal +100 victory points for killing the enemy General.)

OGRE KINGDOMS

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

2 Who Rules the Challenge Stone? Place a challenge stone at the center of the battlefield and scatter it 2D6". All units within 12' of the stone have Stubborn and Extra Attack. In addition if only one side has a non-fleeing unit within 6' of the challenge stone at the end of the game, then they win regardless of victory conditions. If both or neither side have a non-fleeing unit within 6" of the stone, then the normal victory conditions apply.

3 Beasts of the Mountains: *The two sides are battling to prove that they have subdued the most powerful beasts.* All Sabretusks, Yhetees, Mournfangs, Corgers, Rhinox, Giants, Stonehorns and Thundertusks have +1 Wound and +1 Attack. In addition, both sides score double the normal number of victory points for any of these units in the opposing army that are destroyed or have fled the table.

4 The Ancient Giant Lands: *The battle is in the cloud-enshrouded realm that was once home to the Skv-titans.* Roll a D6 at the start of each turn. On a 1, cloud descends and the distance a model can see is reduced to 12" for the turn. Charges, shooting attacks and spells may not be made on out of sight units. On a roll of 6 one unit in the opposing army is struck by lightning or hit by falling boulders; roll-off to see which player selects the unit to be attacked. It suffers D6 Strength 5 hits. On a roll of 2-5 nothing untoward happens.

5 Big Names: *This battle is being fought between two Ogres with illustrious big names.* Each player is allowed to pick a big name for their General. The big name is free and may be taken even if the General already has a big name. If one General slays their opposing General in a challenge, then the surviving General receives bonus victory points equal to 10 times the cost of the big name the opposing General had taken.

6 Might Makes Right! Keep track of the number of wounds each army inflicts during the battle. At the start of each turn, compare the totals. The army with the higher total receives +1 combat resolution for the turn.

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for decades.* Roll twice on this table, re-rolling any further rolls of 12 or any duplicate rolls.

8 The Mountains of Mourn: *The battle is fought amidst the rubble-strewn slopes of the Mountains of Mourn.* When setting up the terrain for the battle, set up D3 hills in addition to other terrain. All hills are Scree Slopes.

9 Emissaries of the Great Maw: *The shamans in both tribes are rivals.* Slaughtermasters and Butchers in both armies Hate each other, and they also Hate any model in a unit joined by a Slaughtermaster or Butcher. Both sides score double victory points for Slaughtermasters and Butchers that are destroyed or have fled.

10 Wanderers Far & Wide: *Ogres take great pride in having travelled further afield than any of their rivals.* All units of Ogres, Ironguts, Leadbelchers and Mournfang Cavalry are allowed to pick one of the skills from the Mdnearers 'Been There, Done That' special rule. No two units may have the same rule unless all of the special rules have been picked after which all restrictions are lifted. Mdnearers pick two of the rules as normal.

11 Gnoblar Country: Gnoblar units in both armies Hate each other. In addition, both sides score double victory points for Gnoblar units in the opposing army that are destroyed or have fled the table,

12 The Great Maw: *Ogres can never escape the lure of the Great Maw.* Randomly select one table edge before deployment. The Maw lies just off this table edge. All models that start a turn within 6" of this table edge will be attacked by the Great Maw. Make an Initiative test for each model in range. If the test is passed the model suffers a Strength 3 hit. If it is failed the model suffers a 57 hit with the Multiple Wounds (D6) special rule. In addition, all units in both armies (apart from Gnoblars) have the Unbreakable and Frenzy special rules.

SKAVEN

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

2 The Slaves are Revolting: *The Skavenslaves are riled and ready to attempt a breakout for freedom.*

The range of the Cornered Rats special rule is extended from 6' to 12" and the damage increased to D6 strength 3 hits, with two additional hits added for every rank of slaves after the first.

3 The Warlord Clans Reign Supreme! *The Warlord clans have supplied their finest and most able warriors to the fray.*

All Skaven Stormvermin, Chieftains and Warlords gain +1 Strength, while all Clanrats gain +1 Initiative.

4 Warpstone for the Taking: *Gather the warpstone before the enemy does!*

Each player takes it in turns to place D6+1 warpstone tokens. No token can be placed within 6" of another. Each warpstone token controlled by one or more of your own models within 6" and closer than any enemy, gains you an extra 100 victory points.

5 Empty the Lair! Units of Clanrats, Giant Rats, Skavenslaves or Stormvermin that are destroyed or flee the table return at full strength (including any weapon teams, but no characters) as reinforcements in the next turn. They enter play during the Remaining Moves sub-phase, coming on anywhere on their own table edge.

6 Uncertain Loyalties: *The Clanrats wish to remain on the winning side!*

At the start of each player turn, the player may nominate a single enemy unit of Clanrats not pushing a Screaming Bell. Roll a D6, on a 6, that unit (including any attached weapon teams and characters) now count as part of the controlling player's army for the rest of the battle, or until its loyalties are tested again!

7 Ancient Enmity: *The two sides have harboured numerous grudges against each other for years.*

Roll twice on this table, re-rolling any duplicate rolls, and counting any further rolls of 7 as the dreaded 13th result.

8 Marked for Death: *Clan Esbin have offered their deadly aid to both sides.*

Each player can choose a single Core unit and upgrade them to have the Poisoned Attacks special rule.

9 Beasts Amok *Clan Moulder is field testing particularly ferocious creatures.*

All Giant Rats have the Poisoned Attacks special rule, all Rat Ogres gain +1 Attack, and all Hell Pit Abominations gain +1 WS.

10 Virulent Vermin: *The vile poxes of Clan Pestilens give further unnatural vitality to those who spread disease.*

For the upcoming battle all Plague Monks and Plague Censer Bearers gain +1 Attack.

11 Experimental Weapons: *Clan Skerye is experimenting...*

All Poisoned Wind Mortars will wound on a 3+. All Warpfire Throwers, Ratling Guns and Doom-flayers are +1 Strength, while Warp Lightning Cannons and Doomwheels have +1 Toughness. However, should any of the upgraded inventions misfire, the owning player must roll twice on the Misfire chart with their opponent choosing which one of the two rolls to keep.

12 Secret Tunnels: *Both sides have been grinding out secret entrances to the battlefield from which to surprise their foe.*

Each player can hold two units in reserve. They emerge from their tunnels from the second turn. Roll separately for each unit and on a roll of 4r it will enter play, coming on during the Remaining Moves subphase from any table edge. Units not brought on roll again at the start of each subsequent turn.

13 The Power of the Great Horned Rat! *The Horned Rat has taken an interest in proceedings...*

All Grey Seers channel on a roll of 4+ and add +1 to all their casting attempts, however, if they roll a Miscast they are immediately whisked into the nether realm of the Great Horned Rat - remove the model as a casualty and do not roll on the Miscast table. Additionally, due to the Great One's malevolent presence, any Skaven unit attacking an enemy's flank or rear can re-roll all failed To Hit and To Wound dice rolls.

THE EMPIRE

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

2 An Order without Honour: *Each side in this dispute has backed a different Knightly Order.*

All models on each side gain Hatred against any opposing knights, while the knights themselves gain +1 Attack.

3 We'll Use Your Banners as Rags: *Each side has vowed to do terrible things to the symbols of their foes.*

Each standard adds an additional +1 to combat resolution over and above its normal bonuses. Whichever side can seize more standards than the other, at the end of the game, will receive an additional 250 victory points.

4 Your Baron is a Bandit, Your Magistrate a Mutant! *The heritage of local leaders and officers on both sides of the border has been brought into question.*

All Core troops (except Knightly Orders) and any champions in their units can re-roll failed To Hit and To Wound rolls against characters (not champions) on the other side.

5 Artillery Duel: *Both sides claim the better artilleryists.*

After deployment, each player can, in proper turn sequence order, take a pre-game shot with each Great Cannon and Mortar. During the battle, any roll on any Misfire chart can be re-rolled, although the results of the second dice must be kept, even if they are worse.

6 Border Dispute: *A long-simmering border dispute has boiled over.*

After deployment, divide the table into two equal halves with an imaginary line marking the border. You can divide the table in any manner, as long as there are two equal halves. Any units with any part of their models in their foe's table half gain Frenzy (so if a unit moves across the border they will gain Frenzy the instant they do). Additionally, all friendly units gain Hatred against any foe that has crossed onto their table half (with any part of their unit across the border).

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for decades.*

Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.

8 Rival Regiments: *Each side has a regiment that is famous for its battlefield prowess while also being infamous for its local misdeeds.*

After deployment, but before the first turn, each side must pick a single Core unit as the elite formation. It can have either +1 WS or +1 BS and gain Hatred against the enemy elite formation. Triple victory points are awarded if the rival regiment is slain, is fleeing at the end of the game or has fled off table.

9 We Drill, you Parade! All Core troops (with the exception of Free Company Militia and Knightly Orders) are always considered to have passed their test to march and Detachments can re-roll misses from their Support Fire or gain the Devastating Charge special rule during a Counter Charge.

10 College Rivalry: *Sometimes the rivalry between the different Colleges of Magic passes well beyond mere bragging rights!*

Each side takes it in turn to choose which Colleges of Magic support his side - rivals cannot use Wizards that support an opponent's College. Roll off to see who selects first. All Wizards in your army gain +1 level for free (so a Level 1 Battle Wizard goes to Level 2). Although Level 4 Wizards do not go up a level, they do receive a further +1 on their attempts to cast spells. All Wizards channel on rolls of 4+. Double victory points are awarded for each Wizard slain or fleeing at the end of the battle. I

11 I Challenge you to a Duel! *In this particular neck of the woods, dueling between nobles has become all the rage.*

At the start of each Combat phase, starting with the challenger, models in a challenge can choose either +1 WS, +1 Initiative or +1 Attack. Any model slain in a challenge is worth an additional +100 victory points.

12 Favored of the Gods: *There is nothing that sets off a good soldier like seeing the fools on the other side claiming that Sigmar likes 'their side' better!*

Roll off before each game turn; with the winner receiving D3 re-rolls to be used anytime during his player turn (unused rolls are lost).

TOMB KINGS

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

2 Living Delusion: *Their grip on sanity slipping, each army believes they are still living, breathing beings.*

The Nehekharan Undead rule is suspended this battle (so units with the rule are not Unbreakable or Unstable, they do not cause Fear and spells that only affect Nehekharan Undead have no effect).

3 Buried Beneath the Dunes: *The hostilities between two dynasties were interrupted when they were swallowed by shifting sands. Now as storms blow away the sands, the legions continue their war.*

All units have the Entombed Beneath the Sands special rule. Note that this means that nothing will happen on the first game turn; the winds die down at the start of the second turn, allowing the buried warriors to emerge.

4 Khemrian Sandstorm: *The battle is fought in a sandstorm.* The maximum distance any model can see is 12'.

Shooting attacks, spells and any other ranged abilities may not be used against targets that are out of sight.

5 The Anger of the Gods: *The Nehekharan gods have been slighted and so work through their statuary to vent their anger*

All models with the Animated Construct special rule also have the Frenzy special rule. Models that are already subject to Frenzy receive +1 Attack instead. In addition, both sides score double the normal number of victory points for Animated Constructs rule that are destroyed or have fled the table.

6 Mortuary Politics: *Rival groups of Liche Priests scheme amongst themselves.*

All Liche Priests Hate the Liche Priests in the opposing army. All Liche Priests have the Spirit leech spell from the Lore of Death, in addition to any other spells. However, they may only use Spirit leech to target enemy Liche Priests. Both sides score double the victory points for Liche Priests in the opposing army that are destroyed or have fled the table.

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for millennia.* Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.

8 Vengeful Souls: *The restless souls of deceased kings and loyal soldiers return to the mortal plane to resolve disputes that death itself failed to settle.*

Double the wounds recovered by the Restless Dead Lore Attribute.

9 Chariot War: All Chariots may choose to re-roll the number of Impact Hits they inflict. In addition, both sides score double victory points for Chariot units in the opposing army that are destroyed or have fled the table.

10 Family Feud: *Two succeeding generations of the same dynastic family have been awoken in the same city, at the same time, both believing that the right to rule is theirs alone.*

Either side will win the battle immediately if the opposing General is slain. Should both Generals be slain at exactly the same time, then the battle is a draw. However, the two Generals will never attack or target each other directly - they are family, after all.

11 Tomb Raid: Each side must pick a magic item from Warhammer: Tomb Kings. The magic item must be one that is not being used by either army. Roll off to see who picks their magic item first. The item chosen is then given to the opposing army (it has been stolen!) It costs no points, but must be given to a character to carry and use following the normal rules and restrictions for magic items. If the character carrying the magic item is slain, then the opposing side scores a number of victory points equal to 10 times the points value of the item.

12: The Great King: *Neither King will bend his knee to the other.*

During the battle, record the number of wounds caused by each General in close combat (not including models cut down when they flee, but including models killed by Impact Hits). At the end of the battle, if either General has inflicted double the number of wounds inflicted by their opponent they win the battle and the normal victory conditions are ignored. In any other circumstances the normal victory conditions apply.

VAMPIRE COUNTS

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

2 Night of Ghosts: *The fabled Geisnacht falls but once every seven years, but when it does the spirits of the dead rise up across the realm to do battle amongst their own.*

Roll a D6 for each of your characters and units. On the roll of a 6 that character/unit has the Ethereal special rule. If an Ethereal unit rolls a 6, however, it loses the Ethereal rule as its members coalesce into solid ectoplasm!

3 Grasping Graves: *The concentration of Dark Magic causes those buried in shallow graves to reach up and grab at those above, pulling them into the graves in which they belong.*

At the end of each Magic phase, the player whose turn it is may nominate an enemy unit. Every model in the unit must pass a Strength test or be slain, with no saves of any kind allowed. Once a unit has been nominated it cannot be nominated again for the duration of the battle

4 Lords of Bone: *The skeletons of those raised from these lands are fossilized or otherwise petrified, their stone bones all the harder for it.*

Units of Skeleton Warriors, Black Knights, Grave Guard and Wight Kings in both armies have +1 Toughness.

5 Necrarch Relic Hunters: *The ancient brotherhood of the Necrarchs has sent out agents to recover the treasures of their rivals.*

All Wizards have an additional Magic level, to a maximum of 4. If a character defeats another character in a challenge, he may roll a D6 for each of his defeated foe's magic items. On the roll of a 4+ he takes that magic item and may use it in the rest of the battle (assuming the item has not already been 'used up' or is otherwise available to that character).

6 The Grand Hunt of Strigos: *The troglodyte Strigoi clan is out in force, desperate to claw its way back into ascendancy.*

Crypt Chouls, Crypt Horrors and Varghulfs have the Hatred special rule.

7 Ancient Enmity: *The two sides have harboured numerous grudges against each other for centuries.*

Roll twice on this table, re-rolling any further rolls of 12 or any duplicate rolls.

8 The Iron Fist of the von Carsteins: *The von Carstein family exerts its fell powers upon those who would dare challenge their rule.*

All von Carsteins, Vargheists, Fell Bats, Bat Swarms and Black Coaches have +1 Strength.

9 Lahmia Ascendant: *Throughout Sylvania the royal sisterhood of the Lahmians reveals itself striking at the heart of their rival Vampire armies.* All female Vampires in your armies gain the Quickblood and Beguile powers. Furthermore, Pallid Handmaidens have +1 Strength.

10 Sons of Abhorash: *The Blood Dragons rise up in force, their honor demanding that they slay the lesser bloodlines.*

Each player may field up to five Blood Knights in addition to his usual army, provided he has the models available. These must form a separate unit. Furthermore, roll a D6 for any male Vampires in your army. On a 4+ they belong to the Ordo Draconis and gain the Dread Knight and Master Strike powers.

11 Animus Morti: *The air crackles with Necromantic power, hastening the dead to battle.*

All Undead units may march, regardless of their proximity to the general. Furthermore, all Wizards have the Vanhel's Dance Macabre spell as standard - if they roll Vanhel's Dance Macabre when generating their spells, it counts as a duplicate.

12 Night of Dark Wings: *The stormclouds themselves are heavy with Dark Magic, and those Undead creatures able to drink of their bounty become stronger.*

All flying units have +1 S and +1 I (this includes the riders of flying mounts).

WARRIORS OF CHAOS

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

2 The Eternal Battle: *Neither side will give any quarter whilst the gods watch.*

All models have the Unbreakable and Frenzy special rules. Models that are already subject to Frenzy receive t1 Attack instead. When a model rolls on the Eye of the Cods table, they may roll twice and pick which of the two results they will use.

3 Monsters of Chaos: Both armies may include a Chaos Giant or a single bound monster worth up to 225 points chosen from a scroll of binding. These monsters are free, but victory points are scored for them normally.

4 The Chaos Wastes: *The Chaos Wastes are an impossible and nightmarish landscape.*

When rolling for mysterious terrain, re-roll all rolls of 1. In addition, re-roll all successful Dangerous Terrain tests.

5 Troll Country: Troll units (and any characters that join them) have the Vanguard and Strider special rules. In addition, Troll units are not worth any victory points, as they are easily replaced in this benighted place.

6 Chaos Monolith: *When a Chaos Lord attains Daemonhood, a monolith is erected in his glory.*

Place a piece of terrain representing the Chaos Monolith at the center of the battlefield and then scatter it D6". The side with a non-fleeing unit closest to the monolith at the end of the battle receives 500 bonus victory points.

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for centuries.*

Roll twice on this table. re-rolling any further rolls of 7 or any duplicate rolls.

8 Trial of Might: Keep track of the number of times each General rolls on the Eye of the Cods table (even if they roll 'the Eye is Closed'). At the end of the game, if one General has rolled on the table more times than their foe, they win the battle and the normal victory conditions are ignored. Otherwise victory conditions apply.

9 Spawn of Chaos: All Chaos Spawn have all of their characteristics (apart from Leadership) increased by +1.

In addition, if a character rolls 'the Eye is Closed' on the Eye of the Gods table, then they are turned into a Spawn-thing. All models in base contact with the character (friend or foe) suffer a Strength 4 hit (unsaved wounds will count towards combat resolution). The character is then removed from play as a casualty.

10 The Dread Art: *When followers of Chaos battle each other, the conflict can tear a rent in reality.*

The battle is fought using the Storm of Magic scenario. If the players do not have access to a copy of these rules, treat all Wizards as 1 level higher (which may take them to Level 5), and roll 4D6 for the Winds of Magic.

11 Chaos Vendetta: Both players declare which of the four Chaos Cods their vendetta is against (roll-off to see who has to make their declaration first). A player may not choose a god if their General bears the mark of that god. Models in the player's own army that bear the mark of the god are treated as Desperate Allies. All other models in the player's army are Hate enemy models that bear the mark of the chosen god. In addition, the player scores double victory points for all such units in the opposing army that are destroyed or have fled the table.

12 The Everchosen: *The two Generals believe that they are fated to be the Everchosen. So far each has recovered one of the great treasures of Chaos they wish to slay their opponent to gain the second treasure.*

The treasures are described in the army book entry for Archon, and consist of the Armour of Morkar, the Slayer of Kings, the Crown of Domination and the Eye of Sheerian. Each player is allowed to pick one of these for their General. The players must choose different items - roll-off to see who picks first. The item is free, but may only be chosen as long as the General is allowed to use it. The item may replace a magic item the General is already carrying (the replaced item cannot be used). If the General is slain, the item is lost and the army immediately loses the battle. If both Generals are slain at exactly the same time, then the battle is a draw.

WOOD ELVES

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

2 Contest of Archery: *This battle has been convened as a competition between the two sides' most skilled archers, and enchantments of swiftness have been cast that they might truly show their skill.*

Each player turn has two Shooting phases, rather than one. Only models armed with longbows can shoot in the second Shooting phase each turn.

3 The Depths of Winter: *This battle occurs during the winter, where the tree spirits of Athel Loren are at their lowest ebb.*

All units of Dryads and Tree-kin, as well as Treemen, Treeman Ancients and Branchwraiths are slumbering at the start of the game, and cannot move, shoot, cast spells or, in fact, do anything at all until woken. At the start of each of your turns, roll a D6 for each slumbering unit - if the score is equal to or less than the turn number, the unit immediately wakes up and acts normally for the rest of the game - otherwise it continues to slumber. A slumbering unit automatically wakes up when it is the target of a shooting attack, the target of an enemy spell or a charge is successfully completed against it.

4 War in the Wildwood: *This battle is fought in a troubled and twisted part of Athel Loren, where the Forest Spirits have grown cruel.*

Units of Dryads and Tree-kin, as well as Treemen, Treeman Ancients and Branchwraiths cannot benefit from the Hold Your Ground! or Inspiring Presence special rules. In addition, all forests on the board are automatically Wild Woods - there is no need to roll.

5 Ferocious Spites: *The battle has disturbed several nests of spites, who hungrily descend upon trceries of magic*

Whenever a casting roll contains one or more doubles, both the target unit and the caster's unit suffer D6 hits resolved at a Strength equal to the double. If more than one double is rolled, use the highest.

6 The Primal Path: *This battle has been convened to settle whether Spellweavers from the Court of Orion or the Court of Ariel should have dominance in council.*

Randomly choose one player. All Wizards in that player's army must use the Lore of Beasts instead of their normal lore. His opponent's Wizards must all use the Lore of Life instead of their normal lore.

7 Ancient Enmity: *The two sides have harbored numerous grudges against each other for centuries.*

Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.

8 Hunter's Contest: *The two sides have brought their greatest hunters together to determine who is fiercest and fastest amongst them.*

All Wild Riders, Clade Riders, Wood Elf Scouts and characters from either the Wild Rider, Scout or Alter kindreds have +1 Weapon Skill, +1 Ballistic Skill and +1 Movement.

9 Lest the Dead Shall Wake: *Wizards on both sides are careful not to use their full sorcery, lest the stray magic arouses the restless dead entombed nearby.*

Wizards cannot use boosted spells for the duration of this battle.

10 Pyre of the Greene King: The two sides are fighting for the honor of carrying Orion's ashes to Ariel's keeping.

Place a coin-sized marker in the center of the board. At the end of the game, the side with the most models within 6" of the marker, claims the ashes and wins the battle, regardless of the normal victory conditions.

11 The Height of Summer: *The madness of Orion's hunt is at its peak, and none can resist its call.*

All units in both armies have the Frenzy special rule. Units that already have Frenzy (or subsequently gain it from another source) gain +2 Attacks instead of +1, and automatically fail any Leadership tests caused by Frenzy.

12 In Praise of Loec: Enchantments have been woven that imbue the Wardancer's skill.

All Elves (not Forest Spirits, mounts or other creatures) have the Shadow Dances of Loec special rule for the duration of the battle.



WARHAMMER FANTASY TEAM CHAMPIONSHIP

SCENARIOS

The scenarios available are here presented. Battleline, Meeting Engagement and Blood and Glory are taken from the WHF BRB, with some changes in the last two. King of the Hill is a completely new one. Two of the scenarios have Objectives, which modify the Scoring rules

1. Battleline

2. Meeting engagement

Rule Changes: No reserve rolls.

Player who wins the roll-off to choose his half of the table will deploy second.

3. Blood and glory

Rule Changes:

If at any point during the game all of a player's remaining Fortitude is in a single unit, the army counts as having reached its Breaking Point. Game lasts 6 turns

Objective: First player to break opponent gets +1BP. If he also remains unbroken during the whole game, he receives further +2BP. Opponent loses the same amount of BP

4. King of the Hill (Plays as Battleline)

Objective: A unit with a regular Banner Bearer standing in the centre of the table at the end of the last turn grants +3BP to its owner and -3BP to the opponent

The scenario to be played in a Singles Tournament environment is determined as follows. A player rolls a D6 and consults the chart below:

1-2: The player who rolled the dice chooses the scenario to be played

3-4: The player who didn't roll the dice chooses the scenario to be played

5-6: The Battleline scenario will be played

SCORING

Calculate your Victory Points and whether or not any player has achieved the Scenario's Objectives, and consult the table below. Victory Points are scored as per the rulebook, with the following exceptions:

- Units and characters fleeing at the end of the game yield 50% of their cost as VP
- Non-fleeing units at 25% or less of their starting model size yield 50% of their cost as VP
- Units summoned with the Lore of Undead yield VP's as any other unit in the army, according to their cost and unit size at the time of their summoning

Result (BP)	VP Difference		
	Battleline Meeting Engagement	Blood and Glory	King of the Hill
10-10	0-150	0-200	
11-9	151-300	201-400	
12-8	301-450	401-600	
13-9	451-600	601-800	
14-6	601-750	801-1000	
15-6	751-900	1001-1200	
16-4	901-1050	1201-1400	
17-3	1051-1200	1401+	
18-2	1201-1350	+1 BP / -1 BP if both players are broken +3 BP / -3 BP if one player is broken	+3 BP / -3 BP if a player captures the objective
19-1	1351-1500		
20-0	1501+		

TERRAIN & MAPS

Hills

As per BRB description of an ordinary hill (p. 118 first 5 paragraphs, i.e. without the “Examples of hills” subsection) with following additional explanations :

- Line of Sight: Hills block Line of Sight.

Forests

As per BRB description of an ordinary forest (p. 119 first 6 paragraphs, i.e. without “Mysterious Forests” subsection) with following additional explanations:

- Line of Sight: Forests are Interfering terrain providing Soft Cover for units, as described in BRB. For Line of Sight purposes Forests count as being of infinite height. This implies that units shooting through forest will always suffer Soft Cover penalty, even if shooting from a hill or building.

Lake

As per BRB description of a Normal River (p. 120 first 5 paragraphs, i.e. without “Mysterious Rivers” subsection) with following additional explanations:

- Line of Sight: Lakes are non-interfering terrain features.
- Lakes are Water Features.

Obstacle: Wall

As per BRB description of an ordinary Wall (p. 123 with common rules for Obstacles, p.122) with following additional explanations:

- Walls definition of a unit “behind” is applied only to units actually defending the obstacle (i.e. aligned with it and touching it).
- Line of Sight: Obstacles are non-interfering terrain features.

Ruins

As per BRB description of an ordinary marshland (p.121 first 3 paragraphs, i.e. without “Examples of Marshland” subsection) with following additional explanations:

- Ruins are NOT Water Features.
- Line of Sight: Ruins are non-interfering terrain features, providing Hard Cover for all units with the majority of their models in the feature.

Impassable

As the title says - infinite height, impassable terrain.

SIMPLE LINE OF SIGHT

Line of Sight is defined as model's front arc, limited by possible obstructions like hills or buildings. Unless otherwise mentioned (War Machines, Grey Seer on Screaming Bell).

Terrain pieces are divided into ones that:

- Block LoS: Hills and impassable terrain.
- Don't block LoS: all other terrain.

Unit is considered to be in hard cover when:

- Majority of unit's footprint is obscured from shooter's Line of Sight by one or more Interfering Unit(s) or LOS blocking terrain(s), as described on page 41 BRB
- Majority of unit's front rank is defending an obstacle, as described on page 122 BRB and ETC FAQ 8.4. If the unit is being shot from the flank or the rear, treat the corresponding file or the last rank, respectively, as the front rank
- Majority of unit's footprint is in Ruins

Unit is considered to be in soft cover when:

- Majority of unit's footprint is in or behind woods, as described on page 119 BRB
- Models shooting from hills don't get the hard cover penalty for shooting through interfering units, unless interfering the unit is also on hill.
- Units with majority of its models on hill do not receive hard cover for being shot at through interfering units, unless that part of the units which interferes is also on hill. Units with majority of its models on hill do not receive hard cover for being partially obscured from the shooter's LoS by the same hill they are on.

The following Line of Sight Rules apply to models with the Large Targets special rule;

- Large Targets cannot claim cover for obstacles, ruins and interfering units, unless interfering unit is also a Large Target.
- Large Targets that shoot don't suffer any penalties for interfering units, unless interfering unit is also a Large Target.

ARMY RESTRICTIONS

GENERAL RESTRICTIONS

- All Army building restrictions are applied only during the creation of the roster, and may be ignored during the game (ie: joining characters or summoning new units)
- The Army Lists allowed are those from any of the currently published GW Army Books, and The Legion of Azgorh from Tamurkhan
- All Special or Named Characters that appear in army books are allowed. Other sources of Special Characters (Battlescrolls, White Dwarf, End Times books...) are disallowed
- Undead Legions, Legions of Chaos, Formations, and any other End Times Army Lists are not allowed
- Fozzrik's Folding Fortress may not be taken
- Units cannot be more than 450 points. This does not apply to characters
- All army sizes are 2400 points unless stated otherwise in race specific section below
- Players in the same team must choose their armies from different Army Lists
- Any additional model that the player wishes to use (such as Lore of Undeath, Reign of Chaos, Transformation of Kadon, Eye of the Gods...) must be represented, painted and based according to the ETC standards. Opponent must be informed at the beginning of the game of any such additional model that the player owns

MAGIC RESTRICTIONS

- Up to 2 Characters in a unit can get a 2+ "Look Out, Sir!" against Dwellers Below, Final Transmutation and Dreaded 13th. Normal requirements for Look Out, Sir! Apply
- A maximum of 12 power dice may be used in each magic phase
- A maximum of 2 dice may be added to the power or dispel pool each player turn
- No spell may be cast with more than 5 Power Dice. This is lowered to 4 Power Dice for the Shadow's spell Mindrazor, Hashut's Ashstorm, and the whole Lore of Death and Undeath
- No ethereal units or characters may be raised

ARMY SPECIFIC RESTRICTIONS AND POOL CHOICES

Some Army Lists have some rules changes applied. Additionally each Army List, except Bretonnia, Orcs and Goblins, and Tomb Kings, has a total of 5 comp choices to expend. The possible choices to pick are listed in each army's specific section. Additionally, the following choices are applied to all armies

- Total points spent on Characters is more than 50% of the army points 1 choice
- Total points spent on Characters is more than 60% of the army points 1 extra choice
- One or more characters with leadership 10 for the purpose of Spirit Leech and one or more wizards with access to that spell 1 choice
- One or more wizards rolling spells on Lore of Death 1 choice

Beastmen

Maximum unit size is increased to 550 points

May take Putrid Blightkings from Warhammer End Times: Glotkin

- Additional 75 points for the army size (Up to 300 maximum) 1 choice each
- Take Marks of Chaos as in Warhammer End Times: Glotkin 1 choice
- Slugtongue 1 choice

Brettonia - Army size is increased to 2500 points

BSBs can take all the equipment their unit type has access to as if they weren't BSBs.

Chaos Dwarves

- Hellcannon 1 choice each
 - If Lore of Death in the army, additional 1 choice each
- K'daai 2 choices
- Deathshrieker, Magma Cannon, Dreadquake Mortar or Iron Demon each 1 choice
- 2 (or part thereof) Hobgoblin Khans above 2 each 1 choice
- Chalice of Blood and Darkness 1 choice

Dark Elves

- Character mounted on Dark Pegasus or Dark Steed each 1 choice
- 2 (or part thereof) character on other mounts above 1 each 1 choice
- 5 (or part thereof) Doomfire Warlock models each 1 choice
- One or more Reaper Bolt Thrower 1 choice
- Unit of dark riders above 2 1 choice each
- More than 40 Repeater Crossbows (Each Bolt Thrower counts as 3) 2 choices
- Morathi (Lore of Death, Spirit Leech, and Pegasus choices included) 4 choices
- Malekith 2 choices

Demons of Chaos

May take Putrid Blightkings from Warhammer End Times: Glotkin. They can only receive 'Inspiring Presence' and 'Hold Your Ground!' if they come from a Daemon of Nurgle.

May take any of the 3 Bloodthirsters from Warhammer End Times: Archaon

- Skull Cannon First one 2 choices
2nd one, 3 choices
- Lord character (except Daemon Prince) 1 choice each
- Fourth unit of Pink Horrors 1 choice
- Putrid Blightkings in the army 1 choice
- Unit of Plague Drones of Nurgle 1 choice each
- Up to 2/6/10 Beast of Nurgle models in the army 1/2/3 choices
- Epidemius 2 choices
- Character or unit of Nurgle (except Heralds), additional 1 choice each
- Kairos Fateweaver (Lord choice included) 5 choices

Dwarves

- Cannon, Organ Gun, Grudge Thrower or Flame Cannon 1 choice each
- 2 (or part thereof) Gyrocopters above 1 1 choice each
- Grimm Burloksson 1 choice

Empire

- Steam Tank First one 1 choice
2nd one, 4 choices
- Crown of Command, Standard of Discipline, War Altar, Great Cannon 1 choice each
- Third Great Cannon 1 extra choice
- 3 or more wizards using the Lore of Light 1 choice
- Unit with 4 or less models of Demigryph Knights 1 choice each
- Unit with 5 or more models of Demigryph Knights 2 choices each
- Karl Franz 1 choice
 - If mounted on a horse, additional 1 choice

High Elves

- Banner of the World Dragon 3 choices
- Frostheart Phoenix, Star Dragon 1 choice each
- Strength 6 or more Flying Large Target above 2 2 choices each
- 3 or more mounted characters 1 choice
- 1 or more Eagle Claw Bolt Thrower 1 choice
- Book of Hoeth taken by Archmage 1 choice
- Teclis (Spirit Leech choice included) 4 choices
- Alarielle the Radiant 2 choices
- Banner of Averlorn 1 choice

Lizardmen

- Slann Mage-Priest, Lord Kroak, Lord Mazdamundi 1 choice each
- Discipline of Harmonic Convergence 1 choice
- Character mounted on Cold One above 1 2 choices each
- Flying unit and/or character above 3 1 choice each
- Unit of Core Skink Skirmishers above 3 1 choice each
- Unit of Skink Cohort above 3 1 choice each
- Tetto'Eko 3 choices

Orcs and Goblins - Army size is increased to 2500 points

Ogres

- Ironblaster First one, 1 choice
2nd one, 3 choices
- Hellheart 2 choices
- Crown of command, Runemaw 1 choice each
- 1 or more Slaughtermasters in the army, including Skragg 1 choice
- Unit of gnobblars above 3 1 choice each

Skaven

May take any of the 4 Verminlords from Warhammer End Times: Thanquol, but may not take Skreech Verminking as he is a Special Character from outside the Skaven Army Book.

Skaven Slave units cannot be bigger in size than 60 models

- Warp Lightning Cannon, Doomwheel 1 choice each
- Hellpit Abomination First one 1 choice
2nd one 2 choices
- Stormbanner 1 choice
 - If two Hellpit Abominations in the army Additional 1 choice
- Non-wizard Warplock Engineer above 1 1 choice each
- 40 (or part thereof) Skaven Slaves models above 120 1 choice each
- 2 (or part thereof) Skaven Slaves units above 3 1 choice each
- 15 or more gutter runners 1 choice
- Second Verminlord (of any kind) 1 choice
 - If both Verminlords are of the same kind, additional 1 choice
- Stormfiend model above 1 1 choice each
- 2 (or part thereof) Ratling Gun upgrades on Stormfiends 1 choice each

Tomb Kings - Army size is increased to 2700 points

May take Morghast Harbingers and Morghast Archai from Warhammer End Times: Nagash

Maximum unit size is increased to 550 points.

Army does not crumble upon the death of the Hierophant

Vampire Counts

May take Morghast Harbingers and Morghast Archai from Warhammer End Times: Nagash

- Terrorgheist First one 1 choice
2nd one 3 choices
- Character with Red Fury and/or Quickblood 1 choice each
- Ethereal character or unit 1 choice each
- Unit of Hexwraiths above 1 1 choice each
- Banshee and/or Terrorgheist above 1 1 choice each
- More than 10 crypt horrors in the army 1 choice
- Direwolf and/or Fellbat unit above 4 1 choice each
- Count Mannfred (Spirit Leech choice included) 2 choices
 - Another wizard with Lore of Death Additional 1 choice

Warriors of Chaos

May take Putrid Blightkings from Warhammer End Times: Glottkin

May take Khorne Wrathmongers and Skullreapers from Warhammer End Times: Archaon

- Daemon Prince above 1 1 choice each
- Daemon Prince with 2+ or better armor save 1 choice each
- Daemon Prince of Nurgle, Chimera, Exalted Hero on Daemonic Mount 1 choice each
- Third Eye of Tzeentch on a model with 4+ Ward Save 1 choice
- On a model with a 3+ Ward Save 2 choices
- Character with 3+ Ward Save above 1 (Opal Amulet excluded) 1 choice each
- Hellcannon First one, 1 choice
2nd one, 2 choices
 - If Lore of Death or Tzeentch present in the army, additional 1 choice each
- Unit of Skullcrushers above 1 1 choice each
- Core Chaos Chariot above 2 1 choice each
- Flying model above 2 1 choice each
- Archaon, Galrauch, Crown of Command, Blasted Standard 1 choice each
- Throgg 3 choices

Wood Elves

- Character on mount with Lore of Death and 6 or more Sisters of the Thorn models in the army 2 choices
- Unit of Wild Riders above 1 1 choice each
- 10 (or part thereof) Waywatchers 1 choice each
- 15 (or part thereof) models with Trueflight or Hagbane arrows above 15 1 choice each
- Waystalker above 1 1 choice each
- Moonstone of the Hidden Ways 1 choice
- If Lore of Death present in the army, instead 4 choices
- Acorn of the Ages and Moonstone of the Hidden Ways in the army 1 choice
- Sisters of Twilight 1 choice

WARHAMMER FANTASY

SWEDISH COMP

Authors:

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Introduction

New to the Swedish Comp System?

This is a composition template made for Warhammer Fantasy Battles 8th edition. While it might appear very complicated at first sight, most people find it rather simple once they understand how it works. The main idea is to give each army a composition ("comp") score of 0 - 20, which rates the overall strength of the army. A very rough and subjective scale would look something like this:

0 - 7: A powerful army

8 - 13: An average army

14 - 20: A friendly army

These values should be taken with a grain of salt. It is mainly the relative difference between armies that matters as that shows which of the armies is considered stronger. Also note that these scales are for armies within the comp system. A player that is used to un-comped or very lightly comped Warhammer would probably consider all armies above 0 as rather weak. The template is not made to work for values outside the range of 0 to 20, and since the comp pack is most often used between comp 8 and 16, the best balance for each army book is within this range. Also note that there are no rules changes built in the comp system as is the case for most other comp systems. If you are testing this system for the first time, do not plug your usual tournament army into the system as this will almost always give you a lower score than you expect. Instead look at the comp for your army book and build a new army list from scratch with the comp values in mind. As the document can not take all possible variables into consideration, heavily themed armies will often get penalised more than they deserve.

Goals

The main goal of the system is to evaluate the strength of an army. There are however also a few secondary goals:

- Promote creativity in list writing
- Award tactical play by:
 - o Minimize rock/paper/scissors list types
 - o Direct the meta game away from play styles that is perceived (by many) as boring (such as very defensive castle play, deathstars, avoidance-point denial, a few enormous units etc)

Scenarios

The composition template is written with the scenario battle line in mind (but using a graded system for determining the size of victory rather than a win/loss/draw system). The reason for this is that using all or some of the rule book scenarios would not be a very good representation of what scenarios are actually being played at tournaments, where a very large multitude of different scenarios are used. It would be impossible to take all types of scenario into consideration, and thus all units are comped for their strength in the regular battle line scenario.

This does not mean that we discourage the use of other scenarios, but tournament organisers should have this in mind when creating/choosing scenarios for a tournament that uses this comp system. Scenarios that greatly change the usefulness or roles of certain units (such as allowing

cheap and very mobile units to claim objectives or rewarding extra victory points for destroying certain types of units) might not work well with the composition template.

Rules

This document is made under the assumption that the rules interpretations from SWFAC are used. Note that at the end of this document there is a section regarding open/semi-closed lists. The composition template should work for both open and semi-closed lists.

Calculating composition

- All armies start at a composition score of 300.
- For each unit in your army, the corresponding entry in this document specifies the composition score for that unit. Subtract (or add in some rare cases) this value from your overall comp score. Do this for each unit in your army list separately. All entries in this document should be applied individually for each unit unless stated otherwise. After all units have been accounted for, divide your total score by 10.
- If several penalties under a unit are true for a given unit, use all of the composition penalties and add them together.
- For many units the composition is given based on the size of the unit. In these cases use the composition score that corresponds to the number of models in the unit (including command group, but not models such as weapon teams, fanatics or Skulkers). Note that since all units should be considered individually unless noted otherwise, the additional penalties for models over the fixed values are applied to each unit.
- Each army list composition is divided into Lords, Heroes, Core, Special and Rare. Any units that can be taken from different categories (such as units that become Core choices because of some character) should be given their composition scores from the category they originally comes from (i.e. you cannot avoid composition points by taking a unit as core instead of special where it is listed).
- There is also a generic section, where penalties based on the number of a type of unit, or options that several units can take, are listed. All units in the army that have options from the generic list should pay for these, just as if they were listed under the units themselves.
- In some cases, we have written scores such as for every 2 x -4", -4 for each 2 xör similar. This means that you get -4 for every full 2 x you take.
- You should always round fractions down unless stated otherwise.
- Whenever a composition point is followed by parentheses with another composition score inside, use the value in the parentheses instead of the value outside the parentheses if the conditions are met. In some cases, the composition score in the parentheses is listed as "additional...". In these cases, you should add this to the composition score outside the parentheses. If a composition score is not inside parentheses, it is always in addition to other applicable composition scores. If there are several scores in parentheses, use all that apply.
- When the composition differs from the first and second unit of that type, you are free to choose which unit is the first and which is the second if it matters.

After all units have been considered, you should divide your total score by 10 to reach your final composition value (between 0 and 20).

$(300 - (1st\ unit\ composition) - (2nd\ unit\ composition) - \dots - (last\ unit\ composition)) / 10 = final\ composition\ score\ (0-20)$

Beastmen

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4+ wizard with lore of Undeath: -8 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

Skull of Rarkos -1 per lore of Undeath spell in the army

Magic items

Crown of Command -20

Dispel Scroll -7

Earthing Rod -3 (-5 if combined with Lore of Death or Shadow)

Fozzrik's Folding Fortress -100

Power Scroll -4

Power Stone -4

Shard of the Herdstone -6 for each wizard in the army (-9 if lore of Undeath in the army)

Banners

Banner of Discipline -2

The Beast Banner -2

Lords

Khazrak the One-Eye -8

Gorthor the Beastlord -6

Malagor, the Dark Omen -27

Lore of Death -20

Lore of Shadow -12

Lore of the Wild +6

Taurox, the Brass Bull -21

Doombull -13

Axes of Khorgor -3

Gnarled Hide -3

Sword of Swift Slaying -5

The Brass Cleaver -2

Ramhorn Helm -2 (-5 if combined with Dawn Stone)

Beastlord -10

Ramhorn Helm -3 (only if combined with Dawn Stone)

Great Bray-shaman -18

Level 4 wizard -10

Lore of Death -10 (-15 if level 4 wizard)

Lore of Shadow -7 (-12 if level 4 wizard)

Lore of the Wild +4 (+6 if level 4 wizard)

Heroes

Morghur, Master of Skulls 0

Slugtongue -16

Lore of Death -3 (additional -2 if another wizard with the same lore in the army)

Moonclaw, son of Morrslieb -4

Lore of the Wild +2

Wargor -3

Battle standard bearer -10

Gorebull -5

Battle standard bearer -10

Bray-shaman -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Lore of Death -3

Lore of the Wild +2

Core

Gor Herd

10-13 -3/-3*

14-18 -4/-4*

19-23 -5/-5*

24-28 -7/-8*

29-34 -10/-11*

35+ -13/-15*

*If armed with additional hand weapons

Each model in the unit after 40 -1 (-5 after 50 models)

Ungor Raiders -1

Ungor Herd

10-13 -1

14-18 -1

19-23 -2

24-28 -3

29-34 -5

35-40 -6
41-45 -7
46+ -8
Each model in the unit after 50 -1 (-3 after 70 models)

Tuskgor Chariot (Excluding chariots taken as character mounts)
Each Tuskgor Chariot -3
4th Tuskgor Chariot additional -2
5th Tuskgor Chariot additional -3
Each Tuskgor Chariot after the 5th additional -8
Chaos Warhounds -1

Special

Razorgor Chariot (Excluding chariots taken as character mounts)
Each Razorgor Chariot -4
Centigors
5-6 -3
7-9 -4
10+ -6
Each model in the unit after 12 -2 (-10 after 18 models)

Minotaurs

3 -4/-5*
4 -5/-6*
5 -7/-8*
6 -9/-10*
7 -10/-12*
8 -11/-14*
9+ -13/-16*

*If armed with great weapons or additional hand weapons

Each model in the unit after 9 -5 (-15 after 15 models)

Bestigor Herd

10-13 -4
14-18 -7
19-23 -10
24-28 -14
29-34 -19
35+ -24
Each model in the unit after 40 -2 (-10 after 50 models)

Razorgor Herd

1 -2
2 -3
3 -4
4 -5
5 -7
6 -9
7 -11
8 -13
9+ -15
Each model in the unit after 9 -5 (-15 after 15 models)

Harpies -4

Rare

Chaos Spawn 0
Cygors -2
Ghorgon -6
Giant -2
Jabberslythe 0

Brettonnia

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4+ wizard with lore of Undeath: -8 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

Cavalry Characters

4th* non-wizard cavalry character -1

Each non-wizard* cavalry character after the 4th* -3

*Each Bretonnian lord on warhorse after the 2nd counts as 2 characters

Flying Characters

2nd character with flying -2

Each character with flying after the 2nd -6

Magic items

Chalice of Malfleur -5

Crown of Command -25

Dispel Scroll -7

The Silver Mirror -7 (additional -3 if Dispel Scroll in the army)

Earthing Rod -3 (-5 if combined with Lore of Life)

Fozzrik's Folding Fortress -100

Power Scroll -4

Power Stone -4

Banners

Banner of Discipline -2

Lords

King Louen Leoncoeur -35

The Green Knight -35

Fay Enchantress -50

Lore of Death -15

Lore of Life -18

Lore of Shadow -12

Grail Guardians count as Grail Knights

Bretonnian Lord -8

Royal Pegasus -4

Virtue of Heroism -7

Prophetess of the Lady -18

Level 4 wizard -10

Lore of Life -7 (-12 if level 4 wizard)

Heroes

Paladin -3

Battle standard bearer -10

Royal Pegasus -4

Damsel of the Lady -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Core

Knights of the Realm

5-6 -5

7-9 -9

10-12 -13

13-15 -16

Knights Errant

5-6 -4

7-9 -7

10-12 -10

13-15 -14

Errantry Banner -1

Peasant Bowmen

10-13 -2

14-18 -2

19-23 -3

24-28 -4

29+ -5

Each model in the unit after 35 -1

Men-at-Arms

10-13 -1/-1*

14-18 -1/-1*

19-23 -1/-2*

24-28 -2/-3*

29-34 -3/-4*

35-40 -4/-6*

41-45 -5/-8*

46+ -6/-10*

*If armed with pole-arms

Each model in the unit after 50 -1 (-3 after 70 models)

Special

Mounted Yeomen

5-6 -2

7-9 -3

10+ -5

Each model in the unit after 15 -2

Each unit after the 1st -2

Questing Knights

5-6 -4

7-9 -8

10-12 -12

Pegasus Knights

Each Pegasus Knight -2

2nd unit -5

3rd unit -15

Grail Reliquae with Battle Pilgrims

6-8 Battle Pilgrims -4

9-13 Battle Pilgrims -5

14-18 Battle Pilgrims -6

19-23 Battle Pilgrims -8

24-27 Battle Pilgrims -10

28-30 Battle Pilgrims -12

Rare

Field Trebuchet

1st Field Trebuchet -12

2nd Field Trebuchet -20

Grail Knights

3-4 -5

5-6 -10

7-9 -17

10-12 -25

Chaos Dwarfs

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4+ wizard with lore of Undeath: -8 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

War machines

Some war machines and other unit in this army has a wmp-score associated with it. See section for war machines at the end of this document for details.

Daemonsmiths

Models with the Daemonsmith special rule is worth 2 wmp each, up to a total maximum of 2 wmp per war machine/Hellcannon in the army.

Magic Items

Chalice of Blood and Darkness -20

(additional -5 if level 3 or level 4 wizard in the army) (additional -5 if spells from lore of Death

or lore of Hashut in the army)

Crown of Command -25

Dawnstone -2 (only if combined with 1+ armour save in close combat)

Daemonflask of Ashak -5 (only if mounted)

Dispel Scroll -7

Earthing Rod -3 (-5 if combined with Lore of Death or Hashut)

Fozzrik's Folding Fortress -70

Power Scroll -4

Power Stone -4

Banners

Standard of Discipline -2

Lords

Drazhoath the Ashen -60

Sorcerer-Prophet -18

Level 4 wizard -10

Lore of Death -10 (-15 if level 4 wizard)

Lore of Hashut -6 (-10 if level 4 wizard)

Great Taurus -5

Bale Taurus -18 (each Bale Taurus (including Cinderbreath) in the army

after the 1st additional -10)

Lammasu -5

Level 2 wizard -3

Sorcerous Exhalation -3

Heroes

Daemonsmith Sorcerer -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Lore of Death -3 (-4 if Ld 10 character in the army)

Infernal Castellan -12

Battle standard bearer -10

Bull Centaur Taur'ruk -12

Each Taur'ruk after the 2nd -5

Hobgoblin Khan -2

Each Hobgoblin Khan after the 2nd -2

Giant Wolf -2 (-4 for each after the 1st)

Core

Chaos Dwarf Infernal Guard

10-13 -2/-3*

14-18 -5/-6*

19-23 -8/-10*

24-28 -12/-15*

29-34 -17/-21*

35+ -23/-28*

*If armed with great weapons

Each model in the unit after 40 -2 (-5 after 50 models)

Hobgoblin Cutthroats

20-23 -2

24-28 -3

29-34 -4

35-40 -5

41-45 -6

46+ -7
Each model in the unit after 50 -1 (-3 after 70 models)

Special

Chaos Dwarf Infernal Ironsworn
10-13 -3
14-18 -6
19-23 -9
24-28 -14
29-34 -20
35+ -26
Each model in the unit after 40 -1 (-5 after 50 models)

Bull Centaur Renders

3 -6/-6*
4 -8/-8*
5 -10/-11*
6 -12/-14*
7+ -15/-18*

*If armed with great weapons
Each model in the unit after 7 -5 (-15 after 15 models)

K'daai Fireborn

3 -5
4 -7
5 -9
6 -11
7 -14
8 -16
9+ -19
Each model in the unit after 9 -5 (-15 after 15 models)

Magma Cannon -10

Each Magma Cannon is worth 5 wmp

Deathshrieker Rocket Launcher -10
Each Deathshrieker Rocket Launcher is worth 4 wmp

Iron Daemon War Engine
Each Iron Daemon with Steam Cannonade is worth 3 wmp
1st Iron Daemon -10
Each Iron Daemon after the 1st -12

Hellbound -4
Skullcracker +2

Rare

Hobgoblin Wolf Raiders
5-6 -2
7-9 -3
10+ -5
Each model in the unit after 15 -2
Each unit after the 1st -2

Dreadquake Mortar -8
Each Dreadquake Mortar is worth 2 wmp
Slave Ogre is worth 2 wmp

K'daai Destroyer
1st K'daai Destroyer -55
2nd K'daai Destroyer -90
-10 if Bale Taurus in the army

Hellcannon
Each Hellcannon is worth 6 wmp
1st Hellcannon -20/-25*
2nd Hellcannon -35/-45*
*If 3 or more spells from Lore of Death in the army

Chaos Siege Giant -4

Daemons of Chaos

Generic

Ku'gath Plaguefather -50
Blood Thirster -20

Reign of Chaos

All Daemons of Chaos armies receive a -7 due to the Reign of Chaos rules

Lord of Change -23
Level 3 wizard -8
Level 4 wizard -18
1st Lesser Gift -2 (in addition to generic penalty)

Magic

No wizards (including Horrors) in the army +8

Great Unclean One -30
Level 2 wizard -3 (additional -3 if lore of Death)
Level 3 wizard -11 (additional -10 if lore of Death)
Level 4 wizard -21 (additional -15 if lore of Death)

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Horrors, additional -1 for each +1 to cast (calculate + to cast assuming horrors are deployed 5 models wide and all characters that can join them have joined them)
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell

Keeper of Secrets -18
Level 2 wizard -3
Level 3 wizard -11 (additional -7 if lore of Shadow)
Level 4 wizard -21 (additional -12 if lore of Shadow)

Greater Daemons

Each greater daemon* after the 1st -25
*Skarbrand, Kairos, Ku'gath, Blood Thirster, Lord of Change, Keeper of Secrets and Great Unclean One are all greater daemons

Daemon Prince -6
Each Daemon Prince after 1st -10
Level 1 wizard -4 (additional -3 if lore of Death)
Level 2 wizard -7 (additional -3 if lore of Death)
Level 3 wizard -15 (additional -10 if lore of Death) (additional -7 if lore of Shadow)
Level 4 wizard -25 (additional -15 if lore of Death) (additional -12 if lore of Shadow)

Monstrous Cavalry/Monstrous Beasts

Each non-character Monstrous Cavalry/Monstrous Beasts/Screamer models* after the 18th -1
*Plague Drones, Beasts of Nurgle counts as 2 models

Daemon of Nurgle -3
Chaos Armour -2
Daemonic Flight -4 (-5 if combined with lore of Death)
Exalted Gift -4
Greater Gift -3
Lesser Gift -2

Daemonic Gifts*

Exalted Gift -5
Greater Gift -4
Lesser Gift -3 (-1 for each Lesser gift after the 1st on the same model)
*Only if taken on Greater Daemons

Heroes

Skulltaker -4
Juggernaut -5
Karnak -12
The Blue Scribes -8

Lords

Skarbrand -35
Kairos Fateweaver -120

The Changeling -7
Epidemus -43
-10 for each Nurgle Soul Grinder and/or
Ku'gath Plaguefather
-3 for each lore of Nurgle spell

The Masque of Slaanesh -10
Herald of Khorne -3
Battle standard bearer -8
Juggernaut -3
Herald of Tzeentch -5
Battle standard bearer -5
Level 2 wizard -3 (additional -2 if another
wizard with the same lore in the army)
Disc of Tzeentch -2
Exalted Locus -4
Herald of Nurgle -4
Battle standard bearer -10
Level 1 wizard -2 (-5 if lore of Death)
Lesser Locus/Exalted Locus -3
Greater Locus -6
Each Herald of Nurgle on Palanquin after
the 1st -4
Herald of Slaanesh -3
Battle standard bearer -7
Level 1 wizard -2
Steed of Slaanesh -1
Exalted Flamer of Tzeentch
1st Exalted Flamer of Tzeentch -15
Each Exalted Flamer of Tzeentch after the
1st -25

Core

Bloodletters of Khorne
10-13 -4
14-18 -5
19-23 -9
24-28 -14
29+ -20
Each model in the unit after 35 -2 (-5 after
45 models)

Pink Horrors of Tzeentch
10-13 -7
14-18 -8
19-23 -9
24-28 -10
29+ -12
Each model in the unit after 35 -2 (-5 after
45 models)

Additional -5 if 4 or more spells from Lore
of Tzeentch in the army (only count this for
the first Horror unit.) Each unit after the 1st
-3

Plaguebearers of Nurgle
10-13 -6
14-18 -10
19-23 -15
24-28 -22
29+ -30
Each model in the unit after 35 -2 (-5 after
45 models)

Daemonettes of Slaanesh
10-13 -4
14-18 -5
19-23 -9
24-28 -14
29+ -20
Each model in the unit after 35 -2 (-5 after
45 models)

Special

Bloodcrushers of Khorne
3 -8
4 -11
5 -14
6 -18
7+ -22
Each model in the unit after 7 -6 (-14 after
12 models)

Flesh Hounds of Khorne
5-6 -5
7-9 -10
10+ -15
Each model in the unit after 12 -3 (-10 after
15 models)
Ambush -1

Flamers of Tzeentch
Each Flamer in the army -1 (-3 after the 7th)

Screamers of Tzeentch
Each unit -2
Each Screamer in the army -1 (-3 after the
5th)

Nurglings

Each Nurgling base in the army -1 (-3 after the 6th)

Beasts of Nurgle

1 -7

2 -11

3 -20

4 -30

5 -41

6+ -53

Each model in the unit after 6 -15

Each unit after the 1st -5 (additional -15 if more than 7 Beasts of Nurgle in the army)

Seekers of Slaanesh

5-6 -4

7-9 -6

10+ -8

Each model in the unit after 12 -2 (-10 after 18 models)

Fiends of Slaanesh

3 -8

4 -11

5 -14

6 -18

7 -22

8 -26

9+ -31

Each model in the unit after 9 -7 (-15 after 12 models)

2nd unit -5

Seeker Chariot of Slaanesh -3

(including chariots taken as character mounts)

Chaos Furies -5

Rare

Skull Cannon of Khorne

1st Skull Cannon -30

2nd Skull Cannon -50

Burning Chariot of Tzeentch

(excluding chariots taken as character mounts)

1st Burning Chariot -7

2nd Burning Chariot -12

Soul Grinder -16

Baleful Torrent -5

Phlegm Bombardment -5

Daemon of Nurgle -2

Exalted Seeker Chariot -4

(including chariots taken as character mounts)

Hellflayer -3

Plague Drones of Nurgle

3 -17/-19*

4 -23/-26*

5 -30/-34*

6+ -38/-43*

*If Plague Proboscis

Each model in the unit after 6 -10

1st unit additional -4 (only if 3 or more Beasts of Nurgle in the army)

2nd unit additional -4

Dark Elves

Generic

Magic

No wizards (including Doomfire Warlocks) in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Fast Cavalry

Each wound on a model mounted on Dark Steed after 25 -1

Flying Characters

2nd flying character* -6
3rd flying character* -10
Each flying character* after the 3rd -15
*Including Dread Lords/Masters mounted on Dark Steeds after the 1st

Cavalry Characters

2nd non-wizard* cavalry character -3
Each non-wizard* cavalry character after the 2nd -7
*Malekith counts as non-wizard in this regard

Shooting

Each model* with one or more repeater crossbow after 40 -1
*Each Reaper Bolt Thrower counts as 8 models
*Each Scourgerunner Chariot counts as 3 models

Magic items

Black Dragon Egg -2 (only if mounted) (-8 if mounted on Dark Pegasus)
Cloak of Twilight -4 (only if mounted) (-8 if mounted on Dark Pegasus)
Crown of Command -25 (additional -10 if mounted)
Dawnstone -3 (only if combined with 1+ armour save in close combat)

Dispel Scroll -7

Earthing Rod -3 (-5 if with Lore of Death, Life or Shadow)

Fozzrik's Folding Fortress -100

Giant Blade -3 (-6 if mounted)

Ogre Blade -1 (-3 if mounted) (additional -2 if taken on Dread Lord)

Power Scroll -4

Power Stone -4

Ring of Hotek -2

Sacrificial Dagger -6 for each spell the bearer knows (additional -1 for each spell from lore of death, shadow, light or life) (additional -3 for

each spell from lore of Undeath)

Tome of Fury -4

Banners

Standard of Discipline -2

Lords

Malekith, the Witch King -60

Seraphon -27

Cold One -5

Morathi, the Hag Sorceress -65

(for comp purposes Morathi counts as knowing spells from lore of Death, Shadow and Dark magic)

Hellbron -25

Cauldron of Blood -8 (additional -1 for each 5 Witch Elves in the largest unit)

Witchbrew -3 (-7 if 20 or more Executioners in a single unit in the army)

Malus Darkblade -15

Dread Lord -12

Sea dragon cloak -2

Black Dragon -20 (Each Black Dragon in the army (including Seraphon) after the 1st additional -20)

Manticore -2 (only if iron hard skin)

Cold One -2

Dark Steed -4 (-6 if combined with Dawnstone)

Dark Pegasus -7

Each mounted Dread Lord after the 1st -5 (including Malekith and Malus Darkblade)

High Beastmaster -7
 Iron hard skin -2
 Black Arc Fleetmaster -1
 Each Black Arc Fleetmaster after the 2nd -2
 Supreme Sorceress -18
 Level 4 wizard -10
 Lore of Dark Magic -4 (-6 if level 4 wizard)
 (additional -4 if mounted)
 Lore of Death -10 (-15 if level 4 wizard)
 (additional -4 if mounted)
 Lore of Life -7 (-12 if level 4 wizard)
 Lore of Shadow -10 (-15 if level 4 wizard)
 Lore of Light -2 for each other wizard with
 lore of Light
 Black Dragon -10 (2nd Dragon in the army
 (including Seraphon) additional -20)
 Dark Steed -1 (-3 if 7 or more Warlocks in
 the army)

Heroes

Lokhir Fellheart -10
 Shadowblade -20
 Tullaris Dreadbringer -10
 Kouran Darkhand -20
 Master -4
 Battle standard bearer -10
 Sea dragon cloak -1
 Cold One -1
 Dark Steed -2
 Dark Pegasus -8
 Manticore -2 (only if iron hard skin)
 Sorceress -5
 Level 2 wizard -3 (additional -2 if another
 wizard with the same lore in the army,
 excluding Doomfire Warlocks)
 Lore of Dark Magic -2 (only if mounted)
 Lore of Death -3 (-4 if Ld 10 character in
 the army) (additional -5 if mounted)
 Lore of Light -1 (only if other wizards with
 lore of Light in the army)
 Lore of Shadow -4
 Dark Steed -1 (-3 if 7 or more Warlocks in
 the army)
 Death Hag -2
 Each Death Hag after the 2nd -2
 Battle standard bearer -8
 Rune of Khaine -1
 Cauldron of Blood -8 (additional -1 for each
 5 Witch Elves in the largest unit)

Witchbrew -3 (-7 if 20 or more Executioners
 in a single unit in the army)

Khainiate Assassin -1
 Each Khainiate Assassin after the 2nd -2
 Dark Venom -1

Core

Dreadspears
 10-13 -3
 14-18 -4
 19-23 -6
 24-28 -8
 29-34 -11
 35+ -14
 Each model in the unit after 40 -1 (-5 after
 50 models)

Bleakswords
 10-13 -3
 14-18 -4
 19-23 -6
 24-28 -8
 29-34 -10
 35+ -13
 Each model in the unit after 40 -1 (-5 after
 50 models)

Darkshards
 10-13 -6
 14-18 -8
 19-23 -10
 24-28 -13
 29+ -16
 Each model in the unit after 35 -1

Black Arc Corsairs
 10-13 -4
 14-18 -6
 19-23 -9
 24-28 -13
 29-34 -16
 35+ -21
 Each model in the unit after 40 -1 (-5 after
 50 models)

Dark Riders
 5-6 -4/-6*
 7-9 -6/-10*
 10+ -9/-15*
 *If armed with repeater crossbows
 Each model in the unit after 12 -2
 2nd unit -2
 Each unit after the 2nd -4

Witch Elves

10-13 -6

14-18 -12

19-23 -18

24-28 -26

29+ -34

Each model in the unit after 35 -2 (-8 after 45 models) Each unit after the 1st -2 (only if 3 or more spells from lore of Shadow in the army)

Special

Harpies -4

Cold One Knights

5-6 -6

7-8 -11

9+ -17

Each model in the unit after 10 -4 (-10 after 15 models)

Cold One Chariot (excluding chariots taken as character mounts)

1st Chariot -6

Each Chariot after the 1st -9

Scourgerunner Chariot

(excluding chariots taken as character mounts)

Each Chariot -3

Shades

Each unit -2

Each Shade in the army up to 10 -1

Each Shade in the army after 10 up to 16 -2

Each Shade in the army after 16 -3

-1 if the unit is armed with Great Weapons

War Hydra -8

Fiery Breath -4

Black Guards of Naggarond

10-12 -5

13-15 -8

16-18 -12

19-21 -16

22-24 -21

25-27 -26

28+ -32

Each model in the unit after 30 -2 (-8 after 40 models)

Each unit after the 1st -4 (only if 3 or more spells from lore of Shadow in the army)

Har Ganeth Executioners

10-12 -5

13-15 -9

16-18 -13

19-21 -17

22-24 -22

25-27 -28

28+ -34

Each model in the unit after 30 -2 (-8 after 40 models)

Each unit after the 1st -4

Repeater Bolt Thrower

1st Repeater Bolt Thrower -7

2nd Repeater Bolt Thrower -9

Each Repeater Bolt Thrower after the 2nd -12

Rare

Bloodwrack Medusa -2

Bloodwrack Shrine -5

Kharibdyss -10

Doomfire Warlocks

5-6 -24

7-8 -34

9+ -46

Each model in the unit after 10 -8 (-12 after 15 models)

2nd unit -25

1st Sorceress or Supreme Sorceress with lore of Death in the army -3

Character on Dark Steed, Cold one or Dark Pegasus with magic resistance in the army -1

for each Warlock in the unit (additional -1

for each Warlock if magic resistance 2 or 3)

(only apply this penalty to the largest unit)

Sisters of Slaughter

10-12 -4

13-15 -7

16-18 -11

19-21 -15

22-24 -20

25-27 -25

28+ -30

Each model in the unit after 30 -3 (-10 after 40 models)

Dwarfs

Generic

War machines

Some war machines and other unit in this army has a wmp-score associated with it. See the section on war machines at the end of this document for details.

Runes

Master Rune of Groth One-Eye -20
(additional -5 for each non-stubborn unit with 10 or models after the 3rd)
Master Rune of Grungni -5
Master Rune of Valaya -3
1, 2 or 3 Rune of Slowness -1 (additional -1 if taken by Irondrakes)
1st model with Rune of Spellbreaking -7 (-10 if 2 Rune of Spellbreaking on the same model)
Each model with Rune of Spellbreaking after the 1st -10 (-20 if 2 Rune of Spellbreaking on the same model)
Rune of Stoicism -1 for each 3 models in the unit (if taken on battle standard bearer, always count the largest unit of non-stubborn non-unbreakable models in the army)

Lords

Thorgrim Grudgebearer -60
Thorek Ironbrow -1
Unggrim Ironfist -10
Belegar Ironhammer -20
Lord -4
Shield Bearers -5
Runelord 0
1st Anvil of Doom +3
Daemon Slayer
1st Daemon Slayer +4
Each Daemon Slayer after the 1st 0

Heroes

Josef Bugman -10
Grimm Burloksson -2
Grimm Burloksson is worth 2 wmp
Thane -3
Battle standard bearer -10
Rune Smith -1
Each Rune Smith after the 2nd -2

Master Engineer 0

Each Master Engineer is worth 1 wmp

Dragon Slayer 0

Each Dragon Slayer after the 2nd -2

Core

Dwarf Warriors

10-13 -1/-2*

14-18 -2/-5*

19-23 -4/-8*

24-28 -6/-11*

29-34 -8/-14*

35+ -11/-19*

*If armed with great weapons

Each model in the unit after 40 -2 (-5 after 50 models)

Quarrellers/Thunderers

10-13 -4/-5*

14-18 -6/-8*

19-23 -8/-10*

24-28 -10/-13*

29+ -12/-18*

*If armed with great weapons

Each model in the unit after 35 -2 (-5 after 45 models)

Long Beards

10-13 -2/-3*

14-18 -5/-7*

19-23 -8/-10*

24-28 -12/-15*

29-34 -17/-21*

35+ -23/-28*

*If armed with great weapons

Each model in the unit after 40 -2 (-5 after 50 models)

Special

Hammerers

10-12 -5

13-15 -8

16-18 -13

19-21 -18

22-24 -23

25-27 -29

28+ -36

Each model in the unit after 30 -3 (-7 after 40 models)

Ironbreakers

10-13 -3

14-18 -6

19-23 -9

24-28 -13

29-34 -18

35+ -24

Each model in the unit after 40 -2 (-5 after 50 models)

Miners

10-13 -4

14-18 -7

19-23 -9

24-28 -12

29-34 -16

35+ -20

Each model in the unit after 40 -2 (-5 after 50 models)

Slayers

5-8 -2

9-13 -3

14-18 -5

19-23 -9

24-28 -12

29-34 -16

35+ -20

Each model in the unit after 40 -2 (-5 after 50 models)

Each Giant Slayer after the 1st -1

Cannon -9

Each Cannon is worth 4 wmp

Rune of Forging is worth 3 wmp

Gyrocopter

1st Gyrocopter -3

2nd Gyrocopter -5

3rd Gyrocopter -7

Each Gyrocopter after the 3rd -10 (-7 if no more than 1 Organ Gun/Grudge Thrower/Cannon in the army)

Steam Gun -2 and 2 wmp (3 wmp after the 2nd Steam Gun)

Vanguard -1 (only if Steam Gun)

Bolt Thrower -1

Each Bolt thrower is worth 1 wmp

Grudge Thrower -7

Each Grudge Thrower is worth 2 wmp

Rune of Accuracy is worth 2 wmp

Rune of Forging is worth 1 wmp

1 or 2 Rune of Penetrating is worth 1 wmp

Rare

Organ Gun

1st Organ Gun -9 and 3 wmp

2nd Organ Gun -14 and 4 wmp

Each pair of 1 Organ Gun + 1

Engineer/Grimm Burloksson is worth additional 2 wmp

Rune of Accuracy is worth 2 wmp

Rune of Forging is worth 2 wmp

1st Rune of Penetrating is worth 1 wmp

Flame Cannon -6

Each Flame Cannon is worth 3 wmp

Rune of Forging is worth 2 wmp

1st Rune of Penetrating is worth 1 wmp

Rangers

5-8 -4

9-13 -6

14-18 -9

19-23 -14

24-28 -20

29+ -26

Each model in the unit after 35 -2 (-5 after 45 models)

Irondrakes

10-12 -7

13-15 -10

16-18 -14

19-21 -19

22-24 -25

25-27 -32

28+ -40

Cinderblast bomb -2 (-4 if Rune of Slowness on the unit or Battle Standard Bearer)

Gyrobomber

1st Gyrobomber -3

2nd Gyrobomber -5

Each Gyrobomber is worth 1 wmp

The Empire

Generic

Magic

No wizards in the army +8 (only +5 if War Altar present)

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

War machines

Some war machines and other unit in this army has a wmp-score associated with it. See the section on war machines at the end of this document for details.

Flying Characters

2nd character with flying -2
Each character with flying after the 2nd -6

Cavalry Characters

2nd non-wizard non-engineer cavalry character -1
Each non-wizard non-engineer cavalry character after the 2nd -4

Detachments

Each Detachment with more than 15 models -3
Note that detachments also generates penalties based on their unit type

Magic items

Crown of Command -25
Dawnstone -1 (only if combined with 1+ armour save in close combat)
Dispel scroll -7
Earthing Rod -3 (-5 if combined with Lore of Death, Life or Shadow)
Fozzrik's Folding Fortress -100
Power Scroll -4
Power Stone -4

Banners

Standard of Discipline -2

Lords

The Emperor Karl Franz -20
Deathclaw -10
Imperial Dragon -20
Imperial Pegasus -10
Warhorse -6
Ghal Maraz -10

Kurt Helborg -20
Balthasar Gelt -35
Volkman the Grim, the Grand Theogonist -5
The War Altar of Sigmar -5 (additional -4 for each Wizard with Lore of Light in the army)
War Altar is worth 1 wmp for each Wizard with lore of Light in the army

Marius Leitdorf -16
General of the Empire -3
Imperial Griffon -3
Imperial Pegasus -3
Warhorse -2

Battle Wizard Lord -18
Level 4 wizard -10
Lore of Death -10 (-15 if level 4 wizard)
Lore of Life -7 (-12 if level 4 wizard)
Lore of Shadow -7 (-12 if level 4 wizard)
Lore of Light -2 for each other wizard with lore of Light

Arch Lector of Sigmar -7
Warhorse -2
The War Altar of Sigmar -5 (additional -4 for each wizard with Lore of Light in the army)
War Altar is worth 1 wmp for each Wizard with lore of Light in the army

Grand Master -7
Rune Fang -3

Heroes

Ludwig Schwartzhelm -18

Luthor Huss, Prophet of Sigmar -8	29-34 -4
Markus Wulfhart, Huntsmarchal of the Empire -2	35-40 -5
Captain of the Empire -3	41-45 -6
Battle standard bearer -10	46+ -8
Imperial Pegasus -4	Each model in the unit after 50 -1 (-3 after 70 models)
Warhorse -1	
	Halberdiers (including Halberdier Detachments)
Battle Wizard -5	5-9 0
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)	10-13 -1
Lore of Death -3 (-5 if mounted on Warhorse)	14-18 -2
Lore of Light -2 (only if other wizards with lore of Light in the army)	19-23 -3
	24-28 -5
	29-34 -7
	35-40 -9
Warrior Priest -3	41+ -12
Warhorse -2	Each model in the unit after 45 -1 (-3 after 60 models)
	Free Company (including Free Company Detachments)
Master Engineer	5-9 0
Each Master Engineer after the 2nd -2	10-13 -1
Each Master Engineer is worth 1 wmp	14-18 -1
1st Pigeon Bomb -3	19-23 -2
Each Pigeon Bomb after the 1st -6	24-28 -2
	29-34 -3
Witch Hunter 0	35-40 -4
Each Witch Hunter after the 2nd -2	41-45 -5
	46+ -7
	Each model in the unit after 50 -1 (-3 after 70 models)
Core	
Swordsmen (including Swordsmen Detachments)	Archers/Crossbowmen/Handgunners (including Detachments)
5-9 0	5-9 -1 (-2 if archers)
10-13 -1	10-13 -2
14-18 -2	14-18 -3
19-23 -2	19-23 -5
24-28 -3	24-28 -7
29-34 -4	29+ -9
35-40 -5	Each model in the unit after 35 -1
41-45 -6	Note additional penalty for detachment
46+ -8	
Each model in the unit after 50 -1 (-3 after 70 models)	
	Knightly Orders
Spearmen (including Spearmen Detachments)	5-6 -5/-7*
5-9 0	7-9 -8/-12*
10-13 -1	10+ -12/-20*
14-18 -1	*If upgraded to Inner Circle Knights
19-23 -2	Each model in the unit after 12 -3 (-10 after 18 models)
24-28 -3	

+1 if unit is armed with great weapons
Each Knightly Order model in the army
after 20 -1

Special

Greatswords

10-13 -4

14-18 -6

19-23 -9

24-28 -14

29-34 -20

35+ -26

Each model in the unit after 40 -2 (-8 after
50 models)

Demigryph Knights

3 -15/-19*

4 -21/-26*

5 -28/-34*

6+ -36/-43*

*If armed with lances

Each model in the unit after 6 -10

Each unit after the 1st -4 (-10 if more than 7
Demigryph Knights in the army)

Reiksguard Knights

5-6 -7

7-8 -12

9+ -20

Each model in the unit after 10 -4 (-10 after
15 models)

Huntsmen -1

Each huntsman in the army after 25 -1

Pistoliers

5-6 -2

7-9 -3

10+ -5

Each model in the unit after 15 -2

Each unit after the 1st -2

Outriders

Each unit of Outriders is worth 1 wmp

5-6 -4

7-9 -5

10+ -7

Each model in the unit after 12 -2

Great Cannon -10

Each Great Cannon is worth 6 wmp

Mortar -2

Each Mortar is worth 1 wmp

Flagellant Warband

10-13 -2

14-18 -4

19-23 -7

24-28 -10

29-34 -14

35+ -19

Each model in the unit after 40 -2 (-5 after
50 models)

Rare

Hellblaster Volley Gun -6

Each Hellblaster Volley Gun is worth 3
wmp (6 wmp if one or more engineer in the
army)

2nd Hellblaster Volley Gun is worth an
additional 1 wmp if two or more engineers
in the army)

Helstorm Rocket Battery -2

Each Helstorm Rocket Battery is worth 1
wmp

Steam Tank

Each Steam Tank is worth 4 wmp

1st Steam Tank -40

2nd Steam Tank -65

Celestial Hurricanum

(excluding Celestial Hurricanums taken as
character mounts)

1st Celestial Hurricanum -10 (-13 if lore of
Undeath in the army)

2nd Celestial Hurricanum -4

Luminark of Hych

(excluding Luminark of Hych taken as
character mounts)

1st Luminark of Hych -6

2nd Luminark of Hych -4

High Elves

Generic

The Reaver Bow -1 (-3 if combined with Potion of Strength)

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer
Book of Hoeth -2 per lore of Undeath spell on wearer

Flying monsters

2nd monster -4
3rd monster -10
Each monster after the 3rd -15
*Including mounted Great Eagles

Dragons/Phoenixes

Each Dragon*/Phoenix** after the 1st -20
*Excluding Sun Dragon and unmounted Flamespyre Phoenix
**2nd Star Dragon counts as 2

Cavalry Characters

2nd non-wizard cavalry character -3
Each non-wizard cavalry character after the 2nd -7

Shooting

Each model* with one or more bows**/longbows**/bows of Avelorn in the army after 40 -1
*Each Eagle Claw Bolt Thrower counts as 8 models
*Alith Anar counts as 4 models
*Character with Reaverbow counts as 4 models
**Only count every 2nd Archer or model with bow

Magic items

Crown of Command -25 (additional -10 if mounted)
Dawnstone -3 (only if combined with 1+ armour save in close combat)
Dispel Scroll -7
Earthing Rod -3 (-5 if taken on Archmage with Lore of Death, Life or Shadow)
Forbidden Rod -10 (only if Banner of the World Dragon in the army or if combined with Golden Crown of Atrazar)
Fozzrik's Folding Fortress -100
Giant Blade -2 (-4 if mounted on Elven Steed)
Khaine's Ring of Fury -5
Ogre Blade -2 (only mounted)
Power Scroll -4
Power Stone -4

Banners

Banner of Avelorn -10
Banner of Discipline -2
Banner of the World Dragon -10 (-35 if taken on battle standard bearer or on a unit with more than 15 infantry/7 cavalry models)
(additional -5 for each other character that have the same unit type as the standard bearer)

Lords

Tyrion -25
Teclis -120
-4 for each other wizard with lore of Light spells in the army (for comp purposes Teclis counts as knowing spells from all lores of magic)
Eltharion -15
-2 if another wizard with the same lore in the army
Lore of Shadow -3
Lore of Death -3
Lore of Light -2 (only if another wizard with Light in the army)
Stormwing -5 (-8 if Eltharion has lore of Death)
Alith Anar -8
Alarielle -60
(for comp purposes Alarielle counts as knowing spells from lore of Life, Light and High magic)
Prince -10
Each mounted Prince after 1st -5 (including Tyrion and Eltharion)
Elven Steed -2
Great Eagle -4
Sun Dragon -10 (-14 if Banner of the World Dragon in the army)
Moon Dragon -20 (-26 if Banner of the World Dragon in the army)
Star Dragon -32 (-41 if Banner of the World Dragon in the army)
Griffon -2 (only if Swiftsense)
Anointed of Asuryan -10
Flamespyre Phoenix -15
Frostheart Phoenix -30
Loremaster of Hoeth -22
Book of Hoeth -20 (additional -5 if Banner of the World Dragon in the army)
Archmage -18
Level 4 wizard -10

Lore of Death -10 (-15 if level 4 wizard) (additional -4 if mounted)
 Lore of High Magic -3 (-5 of level 4 wizard)
 Lore of Life -7 (-12 if level 4 wizard)
 Lore of Shadow -7 (-12 if level 4 wizard)
 Lore of Light -2 for each other wizard with lore of Light
 Sun Dragon -5 (-7 if Banner of the World Dragon in the army)
 Moon Dragon -10 (-14 if Banner of the World Dragon in the army)
 Star Dragon -14 (-21 if Banner of the World Dragon in the army)
 Book of Hoeth -30 (additional -5 combined with lore of Shadow, Death or Life) (additional -5 if Banner of the World Dragon in the army)

Heroes

Caradryan -10
 Ashtari -35
 Korhil -12
 Noble -4
 Battle standard bearer -10
 Elven Steed -1
 Great Eagle -4
 Griffon -2 (only if Swiftsense)

Mage -5
 Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army, excluding Loremasters)
 Lore of Death -3 (-4 if Ld 10 character in the army) (additional -4 if mounted)
 Lore of Light -1 (only if other wizards with lore of Light in the army)
 Lore of Shadow -3

Dragon Mage -16
 Level 2 wizard -4
 +3 if no other wizards in the army
 Gem of Sunfire -2
 -4 if Banner of the World Dragon in the army

Lothorn Sea Helm -2
 Battle standard bearer -12

Handmaiden of the Everqueen -1
 -1 for each 5 Sisters of Avelorn in the largest unit (only count this once for each pair of Handmaiden + Sister unit)
 Horn of Isha -2

Core

Spearmen
 10-13 -2
 14-18 -3
 19-23 -5
 24-28 -7
 29-34 -10
 35+ -13
 Each model in the unit after 40 -1 (-5 after 50 models)

Lothorn Sea Guard
 10-13 -4
 14-18 -5
 19-23 -7
 24-28 -10
 29-34 -13
 35+ -17
 Each model in the unit after 40 -1 (-5 after 50 models)

Archers
 10-13 -5
 14-18 -7
 19-23 -9
 24-28 -12
 29+ -15
 Each model in the unit after 35 -1 (-5 after 45 models)

Silver Helms
 5-6 -5/-7*
 7-9 -8/-10*
 10+ -10/-13*
 *If armed with shields
 Each model in the unit after 12 -5 (-10 after 15 models)
 Each Silver Helm in the army after 15 -1

Ellyrian Reavers
 5-6 -4
 7-9 -6
 10+ -8
 Each model in the unit after 12 -2
 2nd unit additional -2
 Each unit after the 2nd additional -4

Special

Chariots (excluding chariots taken as character mounts)

Tiranoc Chariot -2

Lion Chariot -3

Lothorn Skycutter -3 (-4 if Eagle Eye Bolt Thrower)

Each Chariot in the army after 4 additional -2

Sword Masters of Hoeth

5-8 -5

9-12 -6

13-15 -8

16-18 -10

19-21 -12

22-24 -15

25-27 -19

28+ -24

Each model in the unit after 30 -2 (-8 after 40 models)

White Lions of Chrace

10-12 -6

13-15 -10

16-18 -14

19-21 -19

22-24 -24

25-27 -30

28+ -36

Each model in the unit after 30 -2 (-8 after 40 models)

Each unit after the 1st -4

Phoenix Guard

10-12 -6

13-15 -10

16-18 -14

19-21 -19

22-24 -24

25-27 -30

28+ -36

Each model in the unit after 30 -2 (-8 after 40 models)

-3 if infantry wizard(s) with lore of High Magic in the army (only counts this penalty for the 1st Phoenix Guard unit)

Dragon Princes of Caledor

5-6 -10

7-8 -14

9+ -19

Each model in the unit after 10 -4 (-10 after 15 models)

Each Silver Helm and/or Dragon Prince in the army after 25 -1

Shadow Warriors

5-6 -3

7-8 -4

9+ -6

Each Shadow Warrior in the unit after 10 -1

Rare

Eagle Claw Bolt Thrower

1st Eagle Claw Bolt Thrower -7

2nd Eagle Claw Bolt Thrower -9

Each Eagle Claw Bolt Thrower after the 2nd -12

Great Eagles (excluding character mounts)

1 -5

2-3 -5

4-5 -8

6-7 -12

8+ -18

Each model in the unit after 9 -5

Flamespyre Phoenix -14

(excluding character mounts)

Frostheart Phoenix -40

(excluding character mounts)

Sisters of Avelorn

5-8 -6

9-13 -8

14-18 -11

19-23 -15

24-28 -20

29+ -27

Each model in the unit after 35 -3 (-5 after 45 models)

Lizardmen

Generic

Note that Zlaaq count as an Ancient Stegadon

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Cold One characters

2nd character* mounted on Cold One -3
Each character* mounted on Cold One after the 2nd -7
*2nd Oldblood mounted on a Cold One counts as 2 characters

Stegadons (including character mounts)

Each Stegadon/Ancient Stegadon after the 3rd -15

Magic items

Cloak of Feathers -2
Crown of Command -25
Cube of Darkness -5 (additional -3 if Dispel Scroll in the army)
Dawnstone -3 (only if combined with 1+ armour save in close combat)
Dispel Scroll -7
Earthing Rod -3 (-5 if combined with 4 or more spells from Lore of Death, Life or Shadow)
Fozzrik's Folding Fortress -100
Power Scroll -4
Power Stone -4
The Egg of Quango -2

Banners

Standard of Discipline -2

Lords

Lord Mazdmundi -60
Lore of Death -15
Lore of Life -15
Lore of Shadow -10

Lord Kroak -40
if one or more Skink Priest in the army -5 (-15 if flying Skink Priest)

Kroq-Gar -13
Tehenhauin -16
-1 for each Jungle Swarm in the largest unit (-4 after the 8th)

Slann Mage-Priest -32
Lore of Death -15
Lore of Life -12
Lore of Shadow -10
Battle standard bearer -12
Becalming Cogitation -7
Focus of Mystery -5
Harmonic Convergence -3 (additional -10 if combined with Channelling Staff)
(additional -3 if lore of Undeath in the army)
Reservoir of Eldritch Energy -4
Soul of Stone -4 (-6 if combined with 4 or more spells from Lore of Death, Life or Shadow) (additional -2 if Temple guards in the army)
Wandering Deliberations -10
Forbidden Rod -10

Saurus Oldblood -10
Each Oldblood after the 1st additional -3
Carnosaur -3
Cold One -3

Heroes

Chakax -5
Gor-Rok -25
Tetto'Eko -40
Additional -1 for each spell on other wizards in the army
Tiktaq'to -5
Oxyotl -1
Skink Priest -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army, excluding Wandering Deliberations)

Saurus Scar-Veteran -5
Cold One -4
Carnosaur -4
Battle standard bearer -10

Skink Chief -2
Each Skink Chief after the 1st additional -2
Battle standard bearer -6

Ripperdactyl -2
Terradon -3*
*See Terradon Riders

Core

Saurus warriors
10-13 -3
14-18 -6
19-23 -9
24-28 -12
29-34 -16
35+ -21
Each model in the unit after 40 -2 (-5 after 50 models)

Skinks
10-13 Skinks -2
14-18 Skinks -2
19-23 Skinks -3
24-28 Skinks -4
29-34 Skinks -4
35-40 Skinks -5
41+ Skinks -6
Each model in the unit after 45 -1 (-3 after 60 models)
Each Kroxigor -2 (-3 if more than 25 Skinks in the unit)
Each unit that cost less than 120 points after the 2nd additional -3

Skink Skirmishers
(Including Chameleon Skinks)
1st unit -3/-2*
2nd unit -4/-3*
3rd unit -6
4th unit -8
5th unit -10

Each unit after the 5th -15
*If armed with blowpipes
-1 for each model in the unit after 15

Special

Temple Guard
10-13 -6
14-18 -10
19-23 -15
24-28 -21
29-34 -28
35+ -35
Each model in the unit after 40 -2 (-8 after 50 models)

Jungle Swarms
Each Jungle Swarm -1
Each Jungle Swarm in the army after the 5th additional -3

Chameleon Skinks
Each Chameleon Skink in the army after 7 up to 14 -1
Each Chameleon Skink in the army after 14 -2
(Note additional penalty from the Skink Skirmishers entry)

Cold One Cavalry
5-6 -6
7-8 -10
9+ -14
Each model in the unit after 10 -3 (-10 after 15 models)

Kroxigors
3 -4
4 -6
5 -8
6 -11
7 -14
8 -17
9+ -21
Each model in the unit after 9 -5 (-15 after 15 models)

Terradon Riders

Each Terradon Rider -1
1st unit of Terradon Riders* -3
Each unit of Terradon Riders* after the 1st -
8
*Including Skink Chiefs mounted on
Terradons after the 1st

Ripperdactyl Riders
Each unit -2
Each Ripperdactyl Rider in the army -1 (-3
after the 7th)

Stegadons -10
(including Stegadons taken as character
mounts)
If taken as a character mount +4

Bastiladon -3
Ark of Sotek -1
Solar Engine -5 (additional -2 after the 1st)

Rare

Ancient Stegadons -15
(including Ancient Stegadons taken as
character mounts)

Sharpened Horns -2
Engine of the Gods -2
If taken as a character mount +5

Troglodon -3

Salamander Hunting Pack
1 Salamander -8
2 Salamanders -18
3+ Salamanders -30
Each Salamander in the unit after the 3rd -
15
2nd unit -8

Razordon Hunting Pack
1 Razordon -3
2 Razordons -7
3 Razordons -12
4 Razordons -18/-23*
5+ Razordons -25/-33*
Each Razordon after the 5th -8
*If Slann with lore of High Magic or Metal
in the army
2nd unit -5

Ogre Kingdoms

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4+ wizard with lore of Undeath: -8 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

Grut's Sickle -2 per lore of Undeath spell on wearer

Gutstar

3rd* non-Hunter Character -2

4th* non-Hunter Character -4

Each non-Hunter Character after the 4th* -6

*Each lord choice after the 2nd counts as 2 characters

Banners

Banner of Discipline -2

Dragonhide Banner -6 (only if bearer is on foot)

Rune Maw -12

Magic items

Crown of Command -35

Dispel Scroll -7

Earthing Rod -3 (-5 if combined with Lore of Death)

Forbidden Rod -10

Fozzrik's Folding Fortress -100

Grut's Sickle -3 (only if taken on a level 4 wizard)

Hellheart -20 (-30 if Dispel Scroll in the army)

Power Stone -4

Power Scroll -4

Lords

Greasus Gooldtooth -15

Skrag the Slaughterer -45

Each Gorger unit after the 3rd -5

Tyrant -15

Slaughtermaster -23

Level 4 wizard -10

Lore of Death -7 (-12 if level 4 wizard)

Lore of Great Maw +3 (+6 if level 4 wizard)

Heroes

Golfag Maneater -40

+35 if Crown of Command taken by another character or if accompanied by Golfag's Maneaters

Bragg the Gutsman -4

Bruiser -6

Battle standard bearer -10

Hunter -4

Butcher -5

Level 2 wizard -3

Lore of Death -3 (-2 if another wizard with death in the army)

Firebelly -8

Level 2 wizard -3

Core

Ogres

3 -3/-3*

4 -4/-4*

5 -5/-6*

6 -7/-8*

7 -9/-10*

8 -11/-13*

9+ -14/-16*

*If armed with iron fists

Each model in the unit after 9 -4 (-15 after 15 models)

Ironguts

3 -4

4 -6

5 -8

6 -11

7 -15

8 -19

9+ -23

Each model in the unit after 9 -5 (-15 after 15 models)

Gnoblar Fighters

10-40 -2

41+ -3

Each model in the unit after 50 -1

Special

Leadbelchers

3 -4

4 -6

5 -8

6 -11

7 -15

8 -19

9+ -23

Each model in the unit after 10 -5

Each Leadbelcher in the army after 10 -2

Sabretusk Pack

1 -3

2-4 -2

5-6 -4

7-10 -5

Maneater

3 -5

4 -7

5 -10

6 -14

7 -19

8+ -25

Each model in the unit after 8 -7 (-15 after 15 models)

Poisoned Attacks -1 per model with one or more ogre pistols

Sniper -2 per unit

Stubborn -1 per model

Scout -3

Yethees

3 -3

4 -4

5 -5

6 -7

7 -9

8 -11

9+ -13

Each model in the unit after 9 -4 (-15 after 15 models)

Gorger

Each Gorger -4

Mournfang Cavalry

2 -7/-9*

3 -13/-17*

4 -20/-25*

5 -28/-34*

6+ -36/-43*

*If armed with iron fist and heavy armour

Each model in the unit after 6 -10

Each unit after the 1st -3 (-10 if more than 7 Mournfangs in the army)

Dragonhide Banner -3 for each Mornfang model in the unit

Rare

Gnoblar Scraplauncher -6

Ironblaster

1st Ironblaster -27

2nd Ironblaster -45

Giant -2

Stonehorn -10

(including Stonehorns taken as character mounts)

If taken as a character mount +5

Thundertusk -7

Orcs and Goblins

Generic

War Boar -2
Wyvern -6

Magic

No wizards in the army +8

Savage Orc Warboss -6
Wyvern -3

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Magic Mushrooms -3 for each lore of Undeath spell
Book of Ashur -1 per lore of Undeath spell on wearer

Black Orc Warboss -10
War Boar -2
Wyvern -3

Goblin Warboss -4
Each Goblin Warboss after the 2nd -2
Gigantic Spider -1

War machines

Some war machines in this army has a wmp-score associated with it. See the section on war machines at the end of this document for details.

Night Goblin Warboss -4
Each Night Goblin Warboss after the 2nd -2

Orc Great Shaman -18
Level 4 wizard -10

Wyverns

2nd Wyvern -3
each Wyvern after the 2nd -7

Savage Orc Great Shaman -18
Level 4 wizard -10

Goblin Great Shaman -14
Level 4 wizard -8
+2 if only spells of da little Waaagh! in the army
Night Goblin Great Shaman -17
Level 4 wizard -9
+2 if only spells of da little Waaagh! in the army

Magic items

Dispel Scroll -7
Crown of Command -25 (additional -10 if Lucky Shrunken Head in the army)
Earthing Rod -3
Fozzrik's Folding Fortress -100
Lucky Shrunken Head -1 for each 5 Savage Orc Boyz/Savage Orc Boar Boyz (or -1 for each 3 Big 'Uns) in a single unit (use the unit that gives the largest penalty)
Power Scroll -4
Power Stone -4

Heroes

Gitilla da Hunter -5
Snagla Grobspit -5

Orc Big Boss -3
Battle standard bearer -10
War Boar -1

Savage Orc Big Boss -3
Battle standard bearer -10

Black Orc Big Boss -5
Battle standard bearer -10
War Boar -1

Banners

Standard of Discipline -2

Goblin Big Boss -2
Each Goblin Big Boss after the 2nd -2
Giant Wolf/Giant Spider -2
Gigantic Spider -1
Battle standard bearer -8

Lords

Gorbad Ironclaw -20
Azhag the Slaguterer -20
Grimgor Ironhide -20
Each 2 black orcs upgraded to Immortulz -1
Wurrzag de Great Green Prophet -40
Grom the Paunch of Misty Mountain -16
Skarsnik, Warlord of the Eight Peaks -14

Night Goblin Big Boss -2
Each Night Goblin Big Boss after the 2nd -2

Orc Warboss -7

Battle standard bearer -8

Orc Shaman -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Savage Orc Shaman -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Goblin Shaman -4

Level 2 wizard -3

+1 if only spells of da little Waaagh! in the army

Night Goblin Shaman -6

Level 2 wizard -4

+1 if only spells of da little Waaagh! in the army

Core

Goblins

20-23 -1

24-34 -2

35-40 -3

41-45 -4

46+ -5

Each model in the unit after 50 -1 (-3 after 70 models)

Night Goblins

20-23 -2

24-34 -3

35-40 -4

41-45 -5

46+ -6

Each model in the unit after 50 -1 (-3 after 70 models)

Nets -3

1st and 2nd fanatic in the army -2 each

3rd and 4th fanatic in the army -3 each

Each fanatic in the army after 4 -5

Orc Arrer Boyz

10-13 -1

14-18 -2

19-23 -3

24-28 -4

29-34 -5

35+ -6

Each model in the unit after 40 -1 (-3 after 50 models)

Orc Boyz

10-13 -1

14-18 -2

19-23 -3

24-28 -4

29-34 -5

35+ -6

Each model in the unit after 40 -1 (-3 after 50 models)

Orc Boyz Big 'Uns

10-13 -3

14-18 -5

19-23 -8

24-28 -12

29-34 -16

35+ -20

Each model in the unit after 40 -2 (-5 after 50 models)

Savage Orc Boyz

10-13 -2

14-18 -3

19-23 -4

24-28 -5

29-34 -7

35+ -9

Each model in the unit after 40 -2 (-5 after 50 models)

Savage Orc Boyz Big 'Uns

10-13 -4/-6*

14-18 -7/-11*

19-23 -12/-17*

24-28 -17/-23*

29+ -22/-30*

*If armed with additional hand weapon

Each model in the unit after 35 -2 (-8 after 45 models)

Goblin Wolf Riders/Forest Goblin Spider Riders

5-6 -2/-3*

7-9 -3/-4*

10+ -5/-6*

*If Wolf Riders

Each model in the unit after 15 -2

Each unit after the 2nd -2

Special

Goblin Wolf Chariots (excluding chariots taken as character mounts)

Each Goblin Wolf Chariot -3

Orc Boar Chariots (excluding chariots taken as character mounts)

Each Orc Boar Chariot -4

Black Orcs

10-13 -4

14-18 -7

19-23 -12

24-28 -17

29-34 -22

35+ -28

Each model in the unit after 40 -2 (-6 after 50 models)

Orc Boar Boyz

5-6 -3/-4*

7-9 -4/-6*

10-12 -6/-9*

13+ -8/-14*

*If upgraded to Big Uns

Each model in the unit after 15 -2 (-10 after 20 models)

Savage Orc Boar Boyz

5-6 -3/-4*

7-9 -4/-6*

10-12 -6/-9*

13+ -8/-14*

*If upgraded to Big Uns

Each model in the unit after 15 -2 (-10 after 20 models)

Trolls & River Trolls

1 -2

2 -4

3 -7

4 -10

5 -13

6 -16

7 -20

8 -24

9+ -28

Each model in the unit after 9 -7 (-15 after 15)

Night Goblin Squig Herd

5-13 models* -5

14-18 models* -8

19-23 models* -11

24-28 models* -13

29-34 models* -16

35+ models* -21

Each model* in the unit after 40 -2 (-5 after 50 models*)

*Each 2 Goblin Squig Herders counts as 1 model

Night Goblin Squig Hoppers -2

Snotlings 0

Each Snotling base after the 4th -1

Goblin Spear Chukka -2

Each Goblin Spear Chukka is worth 1 wmp

Each Goblin Spear Chukka after the 3rd is worth 2 additional wmp

Rare

Goblin Rock Lobber -6

Each Goblin Rock Lobber is worth 3 wmp

Goblin Doom Diver Catapult -11

Each Goblin Doom Diver Catapult is worth 6 wmp

Arachnarok Spider -15

(including character mounts)

Catchweb Spidershrine -2 per wizard in the army (-4 per wizard if lore of Undeath in the army)

Mangler Squigs

1st Mangler Squig -6

2nd Mangler Squig -8

Snotling Pump Wagon

1st Snotling Pump Wagon -3

Each Snotling Pump Wagon after the 1st -4

Spiky Rollers -1

Giant -2

Stone Trolls

1 -2

2 -4

3 -6

4 -9

5 -12

6 -15

7 -19

8 -23

9+ -27

Each model in the unit after 9 -7 (-15 after 15 models)

Skaven

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4 wizard with lore of Undeath: -8 per spell

Level 5+ wizard with lore of Undeath: -9 per spell

Models with warpstone token(s) counts as one higher level

Book of Ashur -1 per lore of Undeath spell on wearer

Magic items

Crown of Command -10

Dispel Scroll -7

Earthing Rod -3 (-5 if taken on Grey Seer)

Fozzrik's Folding Fortress -100

Power Scroll -4 (-30 if taken on grey seer)

Power Stone -4

Warp Energy Condenser -3

Warpstone Tokens (excluding starting tokens) -2 each

Weeping blade -2 (only if combined with Potion of Strength)

Banners

Standard of Discipline -2

Storm Banner -15

Weapons teams

Ratling Gun -1

Doom-flayer -1

Poisoned Wind Mortar -3

Warpfire Thrower -2

Warp Grinder +1

Lords

Lord Skrolk -15

Thanquol & Boneripper -55

Ikit Klaw -30

Throt the Unclean -10

Queek Headtaker -15

A Storm Vermin unit that is upgraded to

Queek's bodyguard doubles its composition penalty (excluding magic banners and weapons teams)

Vermin Lord -15

Warlord -7

Fellblade -3

Rat Ogre Bonebreaker -2

Grey Seer -40

Screaming Bell -7

Skalm -3

Heroes

Deathmaster Snikch -5

Trench Craventail 0

Assassin -3

Warlock Engineer -3

Each Warlock Engineer with a cost of 35 points or less after the 1st -10

Level 1 wizard -2

Level 2 wizard -5

Brass Orb -10

Doomrocket -15

Chieftain -2

Each Chieftain after the 2nd -2

Battle standard bearer -10

Plague Priest -4

Level 2 wizard -3

Core

Skaven Slaves

20-23 -4

24-28 -4

29-34 -5

35-40 -7

41-45 -9

46+ -11

Each model in the unit after 50 -1

Each Slave unit after the 2nd -5

Giant Rats

6-23 models -2

24-28 models -3

29-34 models -3

35-40 models -4

41-45 models -5

46+ models -7

Each model in the unit after 50 -1 (-3 after 70 models)

Skweel Gnawtooth -1 for each 4 Giant Rats

Each unit that cost less than 100 points after the 2nd additional -2

Clanrats

20-23 -2
24-28 -3
29-34 -4
35-40 -5
41-45 -6
46+ -8
Each model in the unit after 50 -1 (-3 after 70 models)

Stormvermin

10-13 -2
14-18 -3
19-23 -4
24-28 -6
29-34 -9
35-40 -12
41+ -15
Each model in the unit after 45 -1 (-5 after 55 models)

Rat Swarms

Each unit -3
Each unit after the 1st -6
Each Rat Swarm base in the army after 10 -2

Night Runners

10-18 -1
19-23 -2
24-28 -3
29+ -4
Each model in the unit after 40 -1 (-3 after 50 models)

Special

Gutter Runners

Each unit -3
Each Gutter Runner armed with sling in the army up to 8 -1
Each Gutter Runner armed with sling in the army after 8 -2

Warplock Jezzails

3-5 -2
6-7 -3
8-10 -5
11+ -7
Each Warplock Jezzail team in the army after 15 -1

Rat Ogres

2 Rat Ogres -2

3 Rat Ogres -3
4 Rat Ogres -4
5 Rat Ogres -5
6 Rat Ogres -7
7 Rat Ogres -9
8 Rat Ogres -11
9+ Rat Ogres -13
Each Rat Ogre in the unit after 9 -5 (-15 after 15 Rat Ogres)
Skweel Gnawtooth -2 for each Rat Ogre

Plague Monks

10-13 -1/-4*
14-18 -3/-6*
19-23 -4/-9*
24-28 -6/-13*
29-34 -8/-17*
35+ -11/-22*
* If Plague Furnace in army (you must use it on the most numerous units). Only use this value once for each Plague Furnace (use the second most numerous unit for the second Plague Furnace)
Each model in the unit after 40 -2 (-5 after 50 models)
Plague Banner -5

Plague Censer Bearers

Each 5 Plague Censer Bearers in the army -1
If one or more Plague Furnaces in the army -1
Poisoned Wind Globadiers -1

Rare

3rd rare choice* additional -5
Each rare choice* after the 3rd additional -20
*Excluding the 1st Plagueclaw Catapult

Hellpit Abomination

1st Hellpit Abomination -35
2nd Hellpit Abomination -60

Doomwheel

1st Doomwheel -16
2nd Doomwheel -20

Warp Lightning Cannon

1st Warp Lightning Cannon -20
2nd Warp Lightning Cannon -30

Plagueclaw Catapult -5

Tomb Kings

Generic

Lore of Undeath

Level 1 wizard with lore of Undeath: -6 per spell
Level 2 wizard with lore of Undeath: -7 per spell
Level 3 wizard with lore of Undeath: -8 per spell
Level 4+ wizard with lore of Undeath: -9 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Shooting

Each model* with one or more bows in the army after 80 -1
*Ushabti with great bow counts as 3 models

Magic items

Dispel Scroll -7
Earthing Rod -3 (-5 if combined with Lore of Death)
Fozzrik's Folding Fortress -100
Neferra's Scrolls of Mighty Incantations -50 (-8 on Liche Priest)
Power Scroll -4
Power Stone -4

Lords

Settra the Imperishable -25
High Queen Khalida Neferher -18
Each Skeleton Archer after 25 in the largest unit -2

Arkhan the Black -55
-10 if lore of Undeath (in addition to normal lore of Undeath penalties)

Grand Hierophant Khatep -22
Tomb King -6
Liche High Priest -15
1st Liche High Priest +3
Level 4 wizard -10
Lore of Death -10 (-15 if level 4 wizard)
Lore of Nehekara +5 (+10 if level 4 wizard)
Lore of Light -2 for each other wizard with lore of Light

Heroes

The Herald Nekaph -3
Prince Apophas -5
Ramhotep the Visionary -4

If one or more units of Necropolis Knights in the army -8 (Additional +2 for each of the first 3 non-Necropolis Knight units with the Animated Construct rule in the army)

Tomb prince -3
Tomb Herald +1
Each Tomb Herald after the 2nd -2
Battle standard bearer -4

Liche priest -4
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)
Lore of Death -3 (-4 if Ld 10 character in the army)
Lore of Light -1 (only if other wizards with lore of Light in the army)

Necrotect -1
Each Necrotect after the 2nd -2

Core

Skeleton Warriors
10-34 -1
35-40 -2
41-45 -3
46+ -4
Each model in the unit after 50 -1 (-3 after 70 models)

Skeleton Archers
10-13 -4
14-18 -5
19-23 -7
24-28 -11
29-34 -13
34+ -16
Each model in the unit after 40 -1

Skeleton Horse Archers
5-6 -2
7-9 -3
10+ -4
Each model in the unit after 15 -1

Skeleton Horsemen -1
5-6 -1
7-9 -2
10+ -3
Each model in the unit after 15 -1

Skeleton Chariots

3 -6

4 -8

5 -11

6 -14

7 -17

8 -20

9+ -24

Each model in the unit after 9 -6

Special

Tomb Guards

10-13 -2/-3*

14-18 -3/-5*

19-23 -5/-7*

24-28 -7/-10*

29-34 -9/-14*

35+ -11/-19*

*If armed with halberds

Each model in the unit after 40 -2 (-5 after 50 models)

Necropolis Knights

3 -12

4 -17

5 -23

6+ -29

Each model in the unit after 6 -10

Each unit after the 1st -2 (-6 of more than 7 Necropolis Knights in the army)

Sepulchral Stalkers

3 -4

4 -5

5 -6

6 -7

7 -9

8 -10

9+ -12

Each model in the unit after 9 -4 (-10 after 15 models)

Ushabtis

3 -3

4 -4

5 -6

6 -7

7 -9

8 -11

9+ -13

Each model in the unit after 9 -5 (-15 after 15 models)

If the unit is armed with great bows -2

Carrions

Each Carrion -1

Tomb Swarms 0

Tomb Scorpion -3

Khemrian Warsphinx

(including Warsphinx's taken as character mounts)

Each Khemrian Warsphinx -8

Fiery Roar -3

If taken as a character mount +5

Rare

Necrolith Colossus -2

Hierotitan -9

-2 per lore of Undeath spell in the army

Necrosphinx -13

Screaming Skull Catapult

1st Screaming Skull Catapult -8

2nd Screaming Skull Catapult -12

Casket of Souls

1st Casket of Souls -25 (additional -6 if lore of Undeath in the army)

2nd Casket of Souls -5

Vampire Counts

Generic

Lore of Undeath

Level 1 wizard with lore of Undeath: -6 per spell
Level 2 wizard with lore of Undeath: -7 per spell
Level 3 wizard with lore of Undeath: -8 per spell
Level 4+ wizard with lore of Undeath: -9 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Ethereal units/character

3rd unit -10
Each ethereal unit after the 3rd -15

Lords

Each Vampire Lord, Ghoulking, Vlad and/or Count Mannfred after the 1st -10
Each lord choice with Red Fury after the 1st -5

Cavalry Characters

2nd non-necromancer cavalry character -3
Each non-necromancer cavalry character after the 2nd -7

Vampiric Powers

Aura of dark Majesty -2 for each Death Shriek in the army
Master of the Black Arts (including Mannfred) -5 if lore of Undeath in the army

Magic items

Book of Arkhan -5
Dawnstone -1 (only if combined with 1+ armour save in close combat)
Dispel Scroll -7
Earthing Rod -3 (-5 if combined with Lore of Death)
Fozzrik's Folding Fortress -100
Night Shroud -2
Ogre Blade -3 (only if combined with Red Fury)
Power Stone -4
Power Scroll -4

Banners

Banner of the Barrows -4

Lords

Vlad von Carstein -26
Count Mannfred -75
Nightmare/Hellsteed -5
Heinreich Kemmler -35
Heinreich Kemmler counts as ethereal character

Vampire Lord -15

Level 1 wizard 0 (-4 if lore of Death)
Level 2 wizard -3 (-7 if lore of Death)
Level 3 wizard -11 (additional -10 if lore of Death) (additional -6 if lore of Shadow)
Level 4 wizard -21 (additional -15 if lore of Death) (additional -10 if lore of Shadow)
Nightmare/Hellsteed -3 (-6 if combined with Red Fury)
Zombie Dragon -10 (each Zombie Dragon after the 1st additional -5)
Flying Horror -2
Quickblood -5
Red Fury -15 (additional -5 if combined with Quickblood)
(additional -6 if combined with a magic weapon)

Master Necromancer -18

Level 4 wizard -10
Lore of Death -10 (-15 if level 4 wizard)

Strigoi Ghoul King -13

Flying Horror -3
Red Fury -10 (additional -15 if combined with a magic weapon)

Heroes

Mannfred the Acolyte -15
Nightmare -2
Krell, Lord of the Undeath -6
Konrad von Carstein -5
Isabella von Carstein -4
Necromancer -5
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)
Lore of Death -3 (-4 if Ld 10 character in the army) (additional -2 if mounted on Nightmare)

Vampire -7
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)
Lore of Death -3 (-4 if Ld 10 character in the army) (additional -2 if mounted on Nightmare or Hellsteed)
Battle standard bearer -5 (-7 if mounted)
Nightmare/Hellsteed -1
Quickblood -3
Red Fury -5 (additional -3 if combined with a magic weapon)

Wight King -4
Battle standard bearer -7
Skeletal Steed -1

Tomb Banshee/Cairn Wraith
1st Tomb Banshee/Cairn Wraith -7
2nd Tomb Banshee/Cairn Wraith -13
Each Tomb Banshee/Cairn Wraith after the 2nd -15
Each Tomb Banshee additional -3 (-5 if 3 or more spells from lore of Death in the army)

Core

Zombies
20-34 -3
35-45 -4
46+ -5
Each model in the unit after 50 -1 (-3 after 70 models)
Each unit after the 2nd -5

Skeleton Warriors
10-13 -1
14-18 -2
19-23 -2
24-28 -2
29-34 -3
35-40 -4
41-45 -5
46+ -6
Each model in the unit after 50 -1 (-3 after 70 models)

Dire Wolves
5-12 -2
13-20 -4
Each unit after the 3rd -2

Crypt Ghouls

10-13 -2
14-18 -3
19-23 -4
24-28 -6
29-34 -9
35+ -13
Each model in the unit after 40 -1 (-5 after 50 models)

Special

Corpse Cart -3
(excluding Corpse Carts taken as character mounts)

Grave Guards

10-13 -2/-3*
14-18 -3/-5*
19-23 -5/-8*
24-28 -7/-13*
29-34 -11/-18*
35+ -16/-24*

*If armed with great weapons

Each model in the unit after 40 -2 (-5 after 50 models)

Crypt Horrors

3 -7
4 -10
5 -14
6 -19
7 -24
8 -30
9+ -36

Each model in the unit after 9 -7 (-15 after 15 models)

Each unit after the 1st -2 (additional -3 if more than 12 Crypt Horrors in the army)

Black Knights

5-6 -7/-8*
7-8 -11/-12*
9+ -16/-18*

*If armed with lances

Each model in the unit after 10 -5 (-12 after 15 models)

Fell Bats -5

Bat Swarms

Each unit -1

Each Bat Swarm -1

Spirit Hosts

1 -6
2-3 -8
4-6 -16
7-10 -28

Hexwraiths

5-6 -13
7-8 -20
9-10 -29
Each unit after the 1st -10

Vargheist

3 -7
4 -10
5 -14
6 -19
7 -24
8 -30
9+ -36
Each model in the unit after 9 -7 (-15 after
15 models)

Rare

Varghulf -5
Blood Knights
4 -5
5-6 -8
7-8 -15
9+ -20

Cairn Wraiths

3-4 -8
5-6 -15
7-8 -22
9-10 -30
Black Coach -5
Terrorgheist
(including Terrorgheists taken as character
mounts)
1st Terrorgheist -30
Each Terrorgheist after the 1st -50
If taken as character mount +5

Mortis Engine

1st Mortis Engine -14 (additional -2 if 3 or
more spells from Lore of Death in the army)
(additional -2 for each 3 Crypt Horrors in
the army)
2nd Mortis Engine -18 (additional -2 if 3 or
more spells from Lore of Death in the army)
Blasphemous Tome -2 for each wizard after
the 1st with Lore of Vampires in the army
(only count this penalty for the 1st
Blasphemous Tome)

Warriors of Chaos

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Flying models*

2nd flying model* -4
3rd flying model* -8
Each flying model* after the 3rd -10
*Each Exalted Hero/Chaos Lord mounted on Steed of Slaanesh after the 1st counts as a flying model

Mounted characters

(Excluding Sorcerers and Sorcerer Lords)
3rd* mounted character/Daemon Prince -4
Each mounted character/Daemon Prince after the 3rd* -10
*Mounted Archaon counts as 2 characters
*Each mounted Chaos Lord/Daemon Prince after the 1st counts as 2 characters

Magic items

Chalice of Chaos -2
Crown of Command -25 (additional -10 if mounted) (additional -12 if combined with 3++) (additional -8 if combined with Third Eye of Tzeentch)
Dawnstone -1 (only if combined with 1+ armour save in close combat)
Dispel Scroll -7
Earthing Rod -3 (-5 if combined with Lore of Death or Shadow)
Fozzrik's Folding Fortress -100
Skull of Katam -5
Pendant of Slaanesh -10 (only if mounted)
Power Scroll -4
Power Stone -4

Chaos mutations and powers

Chaos Familiar -6 (-9 if combined with lore of Death)
Flaming Breath -3 (additional -4 if flying)
Scaled Skin -2 (0 on Daemon Prince)

Soul Feeder -4 (-8 if on Daemon Prince)
Third Eye of Tzeentch -28 (only of combined with Talisman of Preservation or Armour of Destiny)

Banners

Blasted Standard -3 (additional -3 if one or more character mounted on
Daemonic Mount with mark of Tzeentch in the army)
Standard of Discipline -2

Characters with 3++

The following combinations on the same models are defined as 3++:

- Talisman of Preservation and Mark of Tzeentch -8 (-4 if taken on a character with 2 wounds)
- Armour of Destiny and Mark of Tzeentch -5 (-2 if taken on a character with 2 wounds)
- Third Eye of Tzeentch and Talisman of Endurance -3
- Third Eye of Tzeentch and Armour of Fortune -2
- Archaon 0 (penalty included in Archaon's comp)
2nd model with 3++ additional -4
Each model with 3++ after the 2nd additional -10

Lords

Archaon the Everchosen -50
Droghar -10
-2 if another wizard with the same lore in the army
Lore of Death -3

Galrauch, the Great Drake -35
Kholek Suneater -35
Sigvald the Magnificent -35
Valkia the Bloody -16
Vilitch the Curseling -35

Chaos Lord -9
Chaos Dragon -22 (Each Chaos Dragon (including Galrauch and flying daemon princes) after the 1st in the army additional -8)

Chaos Steed, Juggernaut, Daemonic Mount
or Steed of Slaanesh -3
Disc of Tzeentch -7
Manticore -2 (only if iron hard skin)

Sorcerer Lord -18
Level 4 wizard -10
Lore of Death -10 (-15 if 4 or more spells)
Lore of Shadow -6 (-10 if 4 or more spells)
Lore of Slaanesh -4 (-6 if 4 or more spells)
Lore of Tzeentch -4 (-6 if 4 or more spells)
Disc of Tzeentch/Steed of Slaanesh -4
Chaos Dragon -11 (2nd Chaos Dragon in
the army (including Galrauch and flying
daemon princes) additional -8)

Daemon Prince
1st Daemon Prince -16
Each Daemon Prince after the 1st -25
Level 1 wizard -4 (-7 if lore of Death)
Level 2 wizard -7 (-10 if lore of Death)
Level 3 wizard -15 (additional -10 if lore of
Death) (additional -6 if lore of Shadow)
Level 4 wizard -25 (additional -15 if lore of
Death) (additional -10 if lore of Shadow)
Daemon of Nurgle -9
Armour save (in close combat)
4+ -4
3+ -8
2+ -13
1+ -18
Charmed Shield -3
Dragon Helm/Dragonbane Gem -3
Daemonic Flight -7

Heroes

Wulfrik the Wanderer -6
Throgg -40
-1 for each Chaos Troll in the army

Festus the Leechlord -16
-1 Each 2 models (or each 3 Marauders) in a
single infantry unit with no mark or mark of
Nurgle (use the unit that gives the largest
penalty)
Scyla Anfingrimm -8

Exalted Hero -4

Each monstrous cavarly Exalted Hero after
the 1st -4
Battle standard bearer -10
Chaos Steed or Steed of Slaanesh -2
Juggernaut -3
Disc of Tzeentch -4
Daemonic Mount -10

Sorcerer -5
Level 2 wizard -3 (additional -2 if another
wizard with the same
lore in the army)
Lore of Death -3 (-5 if mounted)
Lore of Slaanesh -1
Lore of Tzeentch -1
Disc of Tzeentch or Daemonic Mount -3

Core

Chaos Warhounds
5-12 -2
13+ -4
Each Warhound in the unit after 20 -1

Chaos Chariots/Gorebeast Chariot
(including chariots taken as character
mounts)
1st Chariot -7
2nd Chariot -10
3rd Chariot -12
Each Chariot after the 3rd -14
Mark of Nurgle or Slaanesh -1
+4 if taken as Character mount

Chaos Warriors
10-12 -5/-6*
13-15 -7/-9*
16-18 -10/-13*
19-21 -12/-16*
22-24 -15/-19*
25-27 -18/-23*
28+ -22/-27*

*If armed with halberds
Each model in the unit after 30 -3 (-8 after
40 models)
Mark of Nurgle -1 for each 4 models in the
unit

Chaos Marauders
10-13 -1/-2*
14-18 -1/-2*

19-23 -2/-3*
24-28 -2/-4*
29-34 -3/-5*
35-40 -4/-7*
41+ -5/-9*

*If armed with great weapons or flails
Each model in the unit after 45 -2 (-5 after
55 models)

Marauder Horsemen

5-6 -2
7-9 -3
10+ -5
Each model in the unit after 15 -2
Each unit after the 1st -2
Mark of Slaanesh -1

Forsaken

5-8 -2
9-12 -3
13-15 -4
16-18 -6
19-21 -8
22-24 -11
25-27 -15
28+ -20
Each model in the unit after 30 -2 (-5 after
40 models)

Special

Hellstriders of Slaanesh

5-6 -3
7-9 -4
10+ -6
Each model in the unit after 12 -2 (-8 after
15 models)

Chosen

5-8 -3/-5*
10-12 -5/-6*
13-15 -7/-9*
16-18 -10/-13*
19-21 -12/-16*
22-24 -15/-19*
25-27 -18/-23*
28+ -22/-27*
*If armed with halberds

Each model in the unit after 30 -3 (-8 after
40 models)
Mark of Nurgle -1 for each 4 models in the
unit

Chaos Knights

5-6 -9/-11*
7-8 -14/-17*
9+ -21/-24*
*If armed with ensorcelled weapons
Each model in the unit after 10 -6 (-12 after
15 models)
Mark of Nurgle -1 for each 2 models

Chaos Ogres

3 -2/-3*
4 -3/-5*
5 -5/-7*
6 -7/-10*
7 -9/-14*
8 -12/-18*
9+ -15/-22*
*If armed with great weapons
Each model in the unit after 9 -7 (-15 after
15 models)

Dragon Ogres

3 -5/-6*
4 -8/-9*
5 -10/-12*
6 -12/-15*
7 -14/-17*
8 -17/-20*
9+ -21/-25*
*If armed with halberds or great weapons
Each model in the unit after 9 -7 (-15 after
15 models)

Chaos Trolls

3 -6
4 -9
5 -12
6 -15
7 -19
8 -24
9+ -27
Each model in the unit after 9 -7 (-15 after
15 models)
Chimera -7
Regenerating Flesh -10 (-15 after the 1st)
Flaming Breath -5

Chaos Warshrine (including Warshrines
taken as character mounts)
Each Warshrine -5
If taken as a character mount for lord +3

Rare

Hellcannon
1st Hellcannon -20/-25*
2nd Hellcannon -35/-45*
*If 3 or more spells from Lore of Tzeentch
or Death in the army

Dragon Ogre Shaggoth -7
Chaos Giant -2
Giant of Nurgle -1

Chaos Spawn 0

Skullcrushers of Khorne

3 -20/-24*

4 -29/-34*

5 -38/-44*

6+ -48/-55*

*If armed with Ensorcelled weapons

Each model in the unit after 6 -15

2nd unit -5 (-10 if more than 6 Skullcrushers
in the army)

Slaughterbrute -3

Mutalith Vortex Beast -4

Wood Elves

Generic

Magic

No wizards (including Sisters of the Thorn) in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -6 per spell

Level 2 wizard with lore of Undeath: -7 per spell

Level 3 wizard with lore of Undeath: -8 per spell

Level 4+ wizard with lore of Undeath: -9 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

Shooting

Each model* with Asrai longbow in the army after 60 -1

*Models with Hagbane Tips/Trueflight arrows after the first 25 counts as 2 models

*Model with Hail of Doom Arrow counts as 5 models

*Way Watchers counts as 2 models

*Way Stalkers and Orion counts as 5 models

*Naestra and Araham counts as 6 models together

Fast Cavalry

Each model* with fast cavalry special rule after 20 -1

(additional -1 after 35 fast cavalry models)

*Including Warhawk Riders

Scouts

Each model with scout after 20 -1

Magic items

Acorn of the Ages -8 (-15 if Moonstone of the Hidden Ways in the army)

Crown of Command -10

Dispel Scroll -7

Earthing Rod -3 (-5 if with Lore of Death, Life or Shadow)

Fozzrik's Folding Fortress -100

Moonstone of the Hidden Ways -7 (additional -8 Scouts or

Waywatchers in the army)

Hail of Doom Arrow -3

Power Scroll -4

Power Stone -4

Forbidden Rod -10 (only if lore of High Magic in the army)

Banners

Standard of Discipline -2

Lords

Durthu -30

Orion -30

Araloth -13 (-20 if 2 or more Way Stalkers in the army)

Glade Lord -6

Elven Steed -2

Great Eagle -3

Forest Dragon -17 (Each Forest Dragon (including Ceithin-Har) after the 1st in the army additional -15)

Treeman Ancient -12

-3 for each Treeman Ancient after the 1st -3 if another wizard with the same lore in the army (excluding Sisters of the Thorn)

Level 3 wizard -10

Level 4 wizard -20

Spellweaver -18

Level 4 wizard -10

Lore of Dark Magic -4 (-6 if level 4 wizard) (additional -4 if mounted)

Lore of Death -10 (-15 if level 4 wizard) (additional -4 if mounted or if Moonstone on the army)

Lore of High Magic -4 (-6 if level 4 wizard)

Lore of Life -7 (-12 if level 4 wizard)

Lore of Shadow -7 (-12 if level 4 wizard)

Lore of Light -2 for each other wizard with lore of Light

Elven Steed -1 (-3 if 7 or more Sisters of the Thorn in the army)

Heroes

Drycha -10

-3 for each Treeman/Treeman Ancient in the army (up to a maximum of 3) (additional -2 for each Treeman/Treeman Ancient if Acorn of the Ages in the army)

Naestra and Arahan
Ceithin-Har -35
Gwindalor -15

Glade Captain -3
Battle standard bearer -10
Elven Steed/Great Stag -1
Great Eagle -3

Spellsinger -5
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army, excluding Sisters of the Thorn)
Lore of Death -3 (-4 if Ld 10 character in the army) (additional -5 if mounted)
Lore of Light -1 (only if other wizards with lore of Light in the army)
Lore of Shadow -3
Elven Steed -1 (-3 if 7 or more Sisters of the Thorn in the army)

Waystalker
1st Waystalker -5
2nd Waystalker -7
3rd Waystalker -10
Each Waystalker after the 3rd -15
Bow of Loren -3

Shadowdancer -1
Level 1 wizard -2
Each after the 2nd -2

Branchwraith -5

Core

Glade Guard
10-13 -6/-8*
14-18 -8/-10*
19-23 -10/-13*
24-28 -12/-16*
29+ -15/-21*
*If equipped with Hagbane tips or Trueflight arrows
Each model in the unit after 35 -1 (-5 after 45 models)

Dryads
10-13 -2
14-18 -3
19-23 -4
24-28 -6
29-34 -8
35+ -10
Each model in the unit after 40 -1 (-5 after 50 models)

Glade Riders
5-6 -4/-5*
7-9 -6/-8*
10+ -8/-11*
*If equipped with Hagbane tips or Trueflight arrows
Each model in the unit after 12 -2
2nd unit additional -2
Each unit after the 2nd additional -4

Eternal Guard
10-13 -3
14-18 -4
19-23 -6
24-28 -8
29-34 -11
35+ -14
Each model in the unit after 40 -2 (-5 after 50 models)

Special

Wildwood Rangers
10-13 -3
14-18 -4
19-23 -6
24-28 -8
29-34 -11
35+ -14
Each model in the unit after 40 -1 (-5 after 50 models)

Tree Kin
3 -3
4 -5
5 -7
6 -9
7 -12
8 -15
9+ -19

Each model in the unit after 9 -6 (-15 after 15 models)

Deepwood Scouts

5-6 -3/-4*

7-8 -4/-6*

9-12 -6/-9*

13+ -9/-12*

*If equipped with Hagbane tips or Trueflight arrows

Each model in the unit after 15 -2 (-5 after 25 models)

Wild Riders

5-6 -7/-9*

7-8 -11/-14*

9+ -15/-19*

*If armed with shields

Each model in the unit after 10 -5 (-10 after 15 models)

Each unit after the 1st -3 (additional -6 if more than 12 Wild Riders in the army)

Obsidian lodestone on character on Elven Steed, Unicorn or Great Stag in the army: -1 for each wild rider in the unit (only apply this penalty to the largest unit) (ignore this penalty if the army includes Sisters of the Thorn)

Sisters of the Thorn

5-6 -12

7-8 -17

9+ -23

Each model in the unit after 10 -8 (-12 after 15 models)

Character on Elven Steed, Unicorn or Great Stag with magic resistance in the army -1 for each Sister in the unit (additional -1 for each sister if magic resistance 2 or 3) (only apply this penalty to the largest unit)

Lichebone pennant -1 for each Sister in the unit

Wardancers

5-7 -4

8-12 -6

13+ -8

Each model in the unit after 15 -2 (-5 after 25 models)

Warhawk Riders

Each Warhawk Rider -1

1st unit of Warhawk Riders -3

Each unit of Warhawk Riders after the 1st -6

Rare

Great Eagles (excluding character mounts)

1 -5

2-3 -5

4-5 -8

6-7 -12

8+ -18

Each model in the unit after 9 -5

Treeman -10

Waywatchers

Each unit -4

Each Waywatcher in the army up to 7 in the army -1

Each Waywatcher in the army after 7 up to 15 -2

Each Waywatcher in the army after 15 -3

War Machines

Add up the number of wmp (War Machine Points) in your army. This chart gives a composition penalty based on you total amount of wmp.

0-8 wmp:	0
9 wmp:	-1
10 wmp:	-2
11 wmp:	-3
12 wmp:	-4
13 wmp:	-5
14 wmp:	-6
15 wmp:	-8
16 wmp:	-10
17 wmp:	-12
18 wmp:	-14
19 wmp:	-16
20 wmp:	-18
21 wmp:	-21
22 wmp:	-24
23 wmp:	-27
24 wmp:	-30
25 wmp:	-34
26 wmp:	-38
27 wmp:	-42
28 wmp:	-46
29 wmp:	-50
30 wmp:	-54

Each wmp after 30: additional -7

WHFB BASE SIZE CHART.

BEASTMEN

Characters

Beastlord & Wargor	25x25mm
Great Bray & Shaman Bray Shaman	25x25mm
Doombull & Gorebull	40x40mm

Special Characters

Gorthor (when not on chariot)	25x25mm
Khazrak, Malagor, Slugtongue & Moonclaw	25x25mm
Taurox & Morghur	40x40mm
Ungrol	20x20mm
Ghorros & Umbralok(Moonclaw's mount)	25x50mm

Core

Chaos Warhounds	25x50mm
Gor Herd	25x25mm
Tuskgor Chariot	50x100mm
Ungor Herd	20x20mm
Ungor Raiders	20x20mm

Special

Bestigor Herd	25x25mm
Centigors	25x50mm
Harpies	20x20mm
Minotaurs	40x40mm
Razorgor Chariot	50x100mm
Razorgors	50x50mm

Rare

Cygor	50x100mm
Ghorgon	50x100mm
Giant	50x75mm
Jabberslythe	50x100mm
Spawn of Chaos	40x40mm

BRETONNIAN

Characters

Bretonnian Lord & Paladin on foot	20x20mm
Prophetess & Damsel of the Lady	20x20mm

Special Characters

King Louen Leoncoeur	20x20mm
The Fay Encantress on Silveron	50x50mm
The Green Knight	25x50mm

Mounts

Warhorse	25x50mm
Pegasus	40x40mm
Hippogriff & Beaquis(Louen)	50x50mm

Core

Knights Errant	25x50mm
Knights of the Realm	25x50mm
Men-at-Arms	20x20mm
Peasant Bowmen	20x20mm
Peasant Bowmen Skirmishers	20x20mm

Special

Grail Reliquiae	40x60mm
Battle Pilgrims	20x20mm
Mounted Yeomen	25x50mm
Pegasus Knights	40x40mm
Questing Knights	25x50mm

Rare

Field Trebuchet	60x100mm or 3" rnd
Grail Knights	25x50mm

CHAOS DWARFS

Characters

Sorcerer-Prophet & Daemonsmith Sorcerer	20x20mm
Dark Castellan	20x20mm
Bull Centaur Taur'ruk	50x75mm
Hobgoblin Khan	20x20mm

Special Characters

Drazhoath the Ashen	20x20mm
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Mounts

Bale Taurus & Cinderbreath(Drazhoath)	60x100mm
Great Taurus	50x50mm
Lammasu	50x50mm
Giant Wolf	25x50mm

Core

Chaos Dwarf Inferal Guard	20x20mm
Hobgoblin Cutthroats	20x20mm

Special

Chaos Dwarf Infernal Ironsworn	20x20mm
Iron Daemon War Engine	60x100mm or 3" rnd
Skullcracker upgrade	80x100mm
Bull Centaurs Renders	50x75mm
K'daai Fireborn	40x40mm
Deathshrieker Rocket Launcher	50x50mm
Deathshrieker on Steam Carriage	50x100mm
Magma Cannon	50x50mm
Magma Cannon on Steam Carriage	50x100mm

Rare

Chaos Siege Giant	50x75mm
Hobgoblin Wolf Raiders	25x50mm
Dreadquake Mortar	100x60mm
Dreadquake Mortar on Steam Carriage	200x60mm
Hellcannon	100x150mm
K'daai Destroyer	100x150mm

DEAMONS

Characters

Blood thirster	50x50mm
(End Time rules)	60x100mm
Lord of change	50x50mm
Keeper of secrets	50x50mm
Great unclean one	50x50mm
Exalted Flamer	40x40mm
Daemon prince	50x50mm
Herald of: Khorne, Tzeentch, Slaanesh & Nurgle	25x25mm

Special Characters

Kairos, Ku'Gath, & Skarband	50x50mm
Karanak	25x50mm
The Blue Scribes & Epidemius	50x50mm
Skulltaker, The Changeling & The Masque	25x25mm

Mounts

Juggernaut of Khorne	50x75mm
Blood Throne of Khorne	50x100mm
Disc of Tzeentch	50x50mm
Seeker chariot of Slaanesh	50x100mm
Steed of Slaanesh	25x50mm
Palanquin	50x50mm

Core

Bloodletters of Khorne	25x25mm
Daemonettes of Slaanesh	25x25mm
Pink horrors of Tzeentch	25x25mm
Plaguebearers of Nurgle	25x25mm

Special

Chaos Furies	25x25mm
Flesh hounds of Khorne	25x50mm
Blood crushers of Khorne	50x75mm
Flamers of Tzeentch	25x25mm
Screamers of Tzeentch	40x40mm
Seeker chariot of Slaanesh	50x100mm
Seekers of Slaanesh	25x50mm
Fiends of Slaanesh	40x40mm
Nuglings	40x40mm
Beast of Nurgle	40x40mm

Rare

Skull Cannon Of Khorne	50x100mm
Burning Chariot of Tzeentch	50x100mm
Exalted seeker chariot of Slaanesh	100x150mm
Hellflayer of Slaanesh	100x50mm
Plague Drones	50x75mm
Soul Grinder	150x100mm

DARK ELVES

Characters

Dreadlord, Master, Fleetmaster & Beastmaster	20x20mm
Supreme Sorceress & Sorceress	20x20mm
Death Hag & Assassin	20x20mm

Special Characters

Hellebron, Malekith & Lokhir Fellheart	20x20mm
Kouran, Shadowblade, Tullaris	20x20mm
Malus Darkblade	25x50mm
Morathi on Sulephet	40x40mm

Mounts

Cauldron of Blood	60x100mm
Black Dragon & Seraphone(Malekith)	50x100mm
Dark Pegasus	40x40mm
Dark Steed	25x50mm
Cold One	25x50mm
Manticore	50x100mm

Core

Black Ark Corsairs	20x20mm
Bleakswords	20x20mm
Dreadspears	20x20mm
Darkshards	20x20mm
Dark Riders	25x50mm
Witch Elves	20x20mm

Special

Black Guard	20x20mm
Cold One Chariot	50x100mm
Scourgerunner Chariot	50x100mm
Cold One Knights	25x50mm
Har Ganeth Executioners	20x20mm
Shades	20x20mm
Reaper Bolt Thrower	50x50mm/60mm rnd
War Hydra	50x100mm
Harpies	20x20mm

Rare

Bloodwrack Medusa	50x50mm *
Bloodwrack Shrine	60x100mm
Kharibdyss	50x100mm
Doomfire Warlocks	25x50mm
Sisters of Slaughter	20x20mm

DWARFS

Characters

Daemon slayer & Dragon slayer	20x20mm
Dwarf lord, Thane & Master Engineer	20x20mm
Runelord & Runesmith	20x20mm
Anvil of Doom	60x60mm/60mm rnd
Dwarf lord on Shield Beares	40x20mm

Special Characters

Thorgrim Grudgebearer	40x60mm
Thorek Ironbrow	60x60mm/60mm rnd
Belegar Ironhammer, Ungrim Ironfist	20x20mm
Grimm Burloksson & Josef Bugman	20x20mm

Core

Warriors & Longbeards	20x20mm
Quarrellers	20x20mm
Thunderers	20x20mm

Special

Bolt Thower	50x50mm/60mm rnd
Cannon	50x50mm/60mm rnd
Grudge Thower	50x50mm/60mm rnd
Hammers	20x20mm
Ironbreakers	20x20mm
Miners	20x20mm
Gyrocopter	40x40mm
Slayers	20x20mm

Rare

Flame Cannon	50x75mm/3" rnd
Gyrobomber	40x40mm
Organ Gun	50x50mm/60mm rnd
Irondrakes	20x20mm
Rangers	20x20mm

EMPIRE

Characters

Arch Lector & Warrior Priest	20x20mm
Wizard Lord & Battle Wizard	20x20mm
General & Captain of the Empire	20x20mm
Master Engineer & Witch Hunter	20x20mm
Grand Master	25x50mm

Special Characters

Balthasar Gelt, Volkmar, Wulfhart & Karl Franz	20x20mm
Schwarzhelm, Luthor Huss, Leitdorf & Helborg	25x50mm

Mounts

War Altar	50x100mm
Warhorse & Mechanical Steed	25x50mm
Imperial Griffon & Imperial Dragon	50x100mm
Imperial Pegasus	40x40mm

Core

Archers	20x20mm
Crossbowmen	20x20mm
Free Company	20x20mm
Halberdiers	20x20mm
Handgunners	20x20mm
Knightly Orders	25x50mm
Spearmen	20x20mm
Swordsmen	20x20mm

Special

Demigryph Knights	50x75mm
Flagellants	20x20mm
Great Cannon	50x75mm/ 3" rnd
Greatswords	20x20mm
Huntsmen	20x20mm
Mortar	50x50mm/ 60mm rnd
Outriders	25x50mm
Pistoliers	25x50mm
Reiksguard Knights	25x50mm

Rare

Celestial Hurricanum	50x100mm
Helblaster Volley Gun	50x50mm/ 60mm rnd
Helstorm Rocket Battery	50x50mm/ 60mm rnd
Luminark of Hysh	50x100mm
Steam Tank	50x100mm

HIGH ELVES

Characters

Archmage & Mage	20x20mm
Anointed of Asuryan & Loremaster of Hoeth	20x20mm
Prince & Noble	20x20mm
Lothorn Sea Helm & Handmaiden	20x20mm
Dragon mage	20x20mm

Special Characters

Alarielle the Radiant & Alith Anar	20x20mm
Teclis, Caradryan, Korhil & Eltharion the Grim	20x20mm
Tyrion on Malhadir	50x50mm

Mounts

Sun Dragon	50x100mm
Moon Dragon	50x100mm
Star Dragon	50x100mm
Flamespyre Phoenix	50x100mm
Frostheart Phoenix	50x100mm
Elven Steed	25x50mm
Great Eagle	50x50mm
Griffon & Stormwing(Eltharion)	50x50mm

Core

Archers	20x20mm
Sea Guard	20x20mm
Spearmen	20x20mm
Ellyrian Reavers	25x50mm
Silver Helms	25x50mm

Special

Dragon Princes	25x50mm
Lion chariot	50x100mm
Phoenix Guard	20x20mm
Shadow warriors	20x20mm
Lothorn Skycutter	50x100mm
Sword masters	20x20mm
Tiranoc chariot	50x100mm
White lions of Chrace	20x20mm

Rare

Great Eagle	50x50mm
Bolt tower	50x50mm/ 60mm rnd
Flamespyre Phoenix	50x100mm
Frostheart Phoenix	50x100mm
Sisters of Avelorn	20x20mm

LIZARDMEN

Characters

Saurus Oldblood & Scar-Veteran	25x25mm
Skink Chief & Skink Priest	20x20mm
Slann Mage-Priest	50x50mm

Special Characters

Lord Kroak & Lord Mazdamundi	50x50mm
Tetto'eko, Tehenhauin & Tiktaq'To	40x40mm
Kroq-Gar Chakax & Gor-Rok	25x25mm
Oxyotl	20x20mm

Mounts

Cold One	25x50mm
Carnosaur & Grymloq(Kroq-Gar)	50x100mm
Terradons & Ripperdactl	40x40mm
Stegadon, Engine of the Gods	50x100mm

Core

Saurus Warriors	25x25mm
Skink Skirmishers	20x20mm
Skinks	20x20mm

Special

Chameleon Skinks	20x20mm
Bastiladon	50x100mm
Jungle Swarm	40x40mm
Cold One Cavalry	25x50mm
Ripperdactl Riders	40x40mm
Kroxigors	40x40mm
Stegadon	50x100mm
Temple Guard	25x25mm
Terradon Riders	40x40mm

Rare

Ancient Stegadon	50x100mm
Razordon Hunting Packs	40x40mm
Salamander Hunting Packs	40x40mm
Troglodon	50x100mm

OGRE KINGDOMS

Characters

Slaughtermaster, Butcher & Firebelly	40x40mm
Tyrant & Bruiser	40x40mm
Hunter	50x50mm

Special Characters

Greasus Goldtooth & Skrag The Slaughterer	50x100mm
Bragg The Gutsman & Golgfag Maneater	40x40mm

Core

Gnoblar	20x20mm
Ironguts	40x40mm
Ogres	40x40mm

Special

Gorger	40x40mm
Leadbelchers	40x40mm
Maneaters	40x40mm
Mournfang	50x100mm
Sabretusks	25x50mm
Yhetees	40x40mm

Rare

Giant	50x75mm
Scraplauncher	50x100mm
Ironblaster	50x100mm
Stonehorn	100x150mm
Thundertusk	100x150mm

ORC & GOBLINS

Characters

Black orc warboss & Black orc boss	25x25mm
Orc warboss & Orc boss	25x25mm
Orc Great shaman & Orc Shaman	25x25mm
Savage orc warboss & savage orc boss	25x25mm
Savage orc great shaman & savage orc Shaman	25x25mm
Goblin Great shaman & Goblin shaman	20x20mm
Goblin Warboss & Goblin boss	20x20mm
Night goblin warboss & night goblin boss	20x20mm
Night goblin Great shaman & Shaman	20x20mm

Special Characters

Azhag the Slaughterer	50x50mm
Grimgor Ironhide & Wurrzag	25x25mm
Gorbad Ironclaw & Gitilla da Hunter	25x50mm
Snagla Grobspit	25x50mm
Grom the Paunch	20x20mm
Skarsnik with Gobbla	60x40mm
Grom the Paunch Chariot	75x100mm

Mounts

Wyven	50x50mm
Wolf, Boar & Giant Spider	25x50mm
Gigantic spider	50x50mm
Cave squig	40x40mm

Core

Forest goblin spider riders & Wolf riders	25x50mm
Goblins & Night Goblins	20x20mm
Fanatic	25mm round
(Savage) Orc boyz (and Arrer)	25x25mm

Special

Black Orc	25x25mm
Spear chukka	50x50mm/ 60mm rnd
Wolf chariot	50x100mm
Squigs, herders & hoppers	20x20mm
(Savage) Boar boyz	25x50mm
Boar chariot	50x100mm
Snotlings	40x40mm
Trolls	40x40mm

Rare

Arachnarok spider	100x150mm
Giant	50x75mm
Doom diver & Rock lobber	50x100mm/ 3" rnd
Mangler Squig	60mm round
Pump wagon	50x100mm

SKAVEN

Characters

Grey Seer, Warlord & Chieftain	20x20mm
Assassin, Plauge Priest & Warlock Engineer	20x20mm
Vemin Lord	100x60mm

Special Characters

Queek, Throt, Snikch, & Tretch Craventail	20x20mm
Thanquol, Ikit Claw & Lord Skrolk	20x20mm
Throt & Skweel	20x20mm
Boneripper	40x40mm

Mounts

Screaming Bell	60x100mm
Plague Furnace	60x100mm
Great pox rat	40x40mm
Rat ogre bonebreaker	40x40mm
War-litter	40x40mm

Core

Clanrats	20x20mm
Giant rats	20x20mm
Pack Master & Master Moulder	20x20mm
Night runners	20x20mm
Rat swarm	40x40mm
Skaven slaves	20x20mm
Stormvermin	20x20mm
Weapon teams: Doom-flayer	25x50mm
Poisoned wind mortar	25x50mm
Ratling gun	25x50mm
Warpfire thower	25x50mm
Warp grinder	25x50mm

Special

Gutter Runners	20x20mm
Plauge censer Bearers	20x20mm
Plauge monks	20x20mm
Posion Wind globadiers	20x20mm
Rat ogres	40x40mm
Warplock Jezzails	25x50mm

Rare

Doomwheel	50x100mm
Hell pit Abomination	60x100mm
Plagueclaw catapult	50x100mm
Stormfiends	50x50mm
Warp lightning cannon	50x100mm

TOMB KINGS

Characters

Liche High Priest & Liche Priest	20x20mm
Tomb King & Tomb Prince	20x20mm
Necrotect & Tomb Herald	20x20mm

Special Characters

Khalida, Arkhan, Khatep, Apophas & Ramhotep	20x20mm
Settra the Imperishable	100x100mm
Nekaph	20x20mm

Mounts

Skeletal Steed	25x50mm
Kheemrian Warsphinx	50x100mm
Skeleton Chariot	50x100mm

Core

Skeleton Archers	20x20mm
Skeleton Chariots	50x100mm
Skeleton Horse Archers	25x50mm
Skeleton Horsemen	25x50mm
Skeleton Warriors	20x20mm

Special

Carrion	40x40mm
Kheemrian Warsphinx	50x100mm
Necropolis Knights	50x100mm
Sepulchral Stalkers	50x100mm
Tomb Guard	20x20mm
Tomb Scorpion	50x50mm
Tomb Swarm	40x40mm
Ushabti	40x40mm

Rare

Casket of Souls	80x80mm/ 3" rnd
Hierotitan	50x50mm
Necrolith Colossus	50x50mm
Necrospinx	50x100mm
Screaming Skull Catapult	50x100mm/ 3" rnd

VAMPIRE COUNTS

Characters

Vampire Lord & Vampire	20x20mm
Master Necromancer & Necromancer	20x20mm
Strigoi Ghoul King	20x20mm
Cairn Wraith & Tomb Banshee	20x20mm
Wight King	20x20mm

Special Characters

Mannfred Von Carstein; Mannfred the Acolyte	20x20mm
Vlad, Isabella & Konrad Von Carstein	20x20mm
Heinrich Kemmler, Krell	20x20mm

Mounts

Skeletal Steed, Nightmare & Hellsteed	25x50mm
Zombie Dragon & Terrorgheist	100x150mm
Abyssal Terror	50x50mm
Coven Throne & Corpse Cart	50x100mm

Core

Crypt Ghouls	20x20mm
Dire Wolves	25x50mm
Skeleton Warriors	20x20mm
Zombies	20x20mm

Special

Bat Swarm	40x40mm
Black Knights	25x50mm
Corpse Cart	50x100mm
Crypt Horrors	40x40mm
Fell Bats	40x40mm
Spirit Host	40x40mm
Grave Guard	20x20mm
Hexwraiths	25x50mm
Vargheists	40x40mm

Rare

Black Coach	50x100mm
Blood Knights	25x50mm
Cairn Wraiths	20x20mm
Mortis Engine	50x100mm
Terrorgheist	100x150mm
Varghulf	50x50mm

WARRIORS OF CHAOS

Characters

Chaos Lord & Exalted Hero	25x25mm
Sorcerer Lord & Chaos Sorcerer	25x25mm
Daemon Prince	50x50mm

Special Characters

Archaeon	25x25mm
Galrauch & Kholek Suneater	50x100mm
Sigvald, Valkia, Vilitch, Festus & Wulfrik	25x25mm
Scyla Anfingrimm	50x50mm
Troll King Throgg	40x40mm

Mounts

Daemonic Mount & Dorghar(Archaeon)	50x50mm
Palanquin of Nurgle	50x50mm
Manticore	50x100mm
Chaos Dragon	50x100mm
Juggernaut of Khorne	50x75mm
Chaos Warshrine	50x100mm
Disc of Tzeentch	50x50mm
Steed of Slaanesh	25x50mm
Barded Chaos Steed	25x50mm

Core

Chaos Chariot	50x100mm
Chaos Warhounds	25x50mm
Forsaken	25x25mm
Chaos Warriors & Marauders	25x25mm
Marauder Horsemen	25x50mm

Special

Chaos Knights	25x50mm
Chaos Ogres	40x40mm
Chaos Warshrine	50x100mm
Chimera	50x100mm
Chosen	25x25mm
Dragon Ogres	50x75mm
Gorebeast Chariot	50x100mm
Hellstriders of Slaanesh	25x50mm
Trolls	40x40mm

Rare

Chaos Giant	50x75mm
Chaos Spawn	40x40mm
Dragon Ogre Shaggoth	50x50mm
Hellcannon	100x150mm
Mutalith Vortex Beast & Slaughterbrute	50x100mm
Skullcrushers of Khorne	50x75mm

WOOD ELVES

Characters

Glade Lord & Glade Captain	20x20mm
Spellweaver & Spellsinger	20x20mm
Shadow Dancer & Waystalker	20x20mm
Treeman Ancient	75x50mm
Branchwraith	25x25mm

Special Characters

Durthu	75x50mm
Orion	50x50mm
Orion's Hounds	25x50mm
Drycha	25x25mm
Araloth, Naestra & Arahan	20x20mm

Mounts

Elf Steed	25x50mm
Forest Dragon & Ceihin-Har	50x100mm
Great Eagle, Unicorn, Great Stag & Gwindalor	50x50mm

Core

Dryads	25x25mm
Eternal & Glade Guard	20x20mm
Glade Riders	25x50mm

Special

Treekin	40x40mm
Deepwood Scouts	20x20mm
Wardancers	20x20mm
Wildwood Rangers	20x20mm
Sisters of the Thorn	25x50mm
Warhawk Riders	40x40mm
Wild Riders	25x50mm

Rare

Great Eagle	50x50mm
Treeman	75x50mm
Waywatchers	20x20mm

THE END TIMES

<i>Undead legion</i>	Nagash	100x150mm
	Mortarchs of Nagash	50x100mm
	Morghast Harbingers/ Morghast Archai	50x75mm
<i>Chaos</i>	The Glottkin	150x100mm
	Gutrot Spume & Putrid Blightkings	40x40mm
	Maggoth Lord	50x100mm
<i>Skaven</i>	Thanquol & Boneripper	60x100mm

WARHAMMER FANTASY 8.5

Following is the Errata required to update the 8.1 WHFB Edition to WHFB 8.5. WHFB 8.5 is A Community Project updating the Warhammer Fantasy 8th edition to incorporate community requests and the most popular rule packs of 8th edition. In the following two pages are Errata for you to replace in your in the 8.1 Battlebible to update it to 8.5 edition. Alternatively, the WHFB 8.5 Battle Bible incorporates these changes seamlessly into the rules located at the Facebook page

To stay up to date with the Warhammer Fantasy 8.5 Project, chat with the community, and get the most current updates, Army Books, & Expansions, join the Warhammer Fantasy 8.5 Community Facebook page; <https://www.facebook.com/groups/1483795728606274/>

ERRATA

Page 23 – Leadership Tests

Add the following; “unmodified Leadership tests are taken on the highest leadership characteristic in the unit with no modifiers, either positive or negative.”

Page 26 - 1” Apart

Add to the end of the first Paragraph; “If at the start of its move a unit cannot go forward due to enemy units within 1” but not in its front arc, nudge the enemy unit back by the shortest possible distance for the unit to advance.”

Page 38- Flank and Rear Charges.

Replace the fourth paragraph with; “If a charging unit straddles two zones, then the unit is considered to be in the zone where the closest part of a model in the target unit is.”

Page 39 – Unusual Situations

After the fourth sentence in the first paragraph add; “If it is not possible for either the charging unit or its target to close the door, you may fudge it by the target unit closing the door on the charging unit with a different arc that was initially charged.”

Page 47 - Roll for Winds of Magic

Add the following to the end of the first paragraph; “In a Grand Army, roll 4D6.”

Page 48 – Power Limit

Replace the second sentence of the first paragraph with; “The maximum amount of power dice used in a magic phase cannot exceed 12; in a Grand Army, 24.”

Page 48 - The Dispel Pool

Add to the end of the first paragraph; “In a Grand Army, choose the two highest D6 rolls of the four Winds of Magic dice.”

Page 51 – Irresistible Force

Replace the second sentence of the first paragraph with; “The spell will be cast automatically and cannot be dispelled unless the opponent can dispel with irresistible force. If the spell is successfully dispelled, then the casting Wizard does not roll on the Miscast table when the spell is resolved. If the spell resolves, then you roll on the Miscast table.”

Replace the second sentence of the seventh paragraph with; “More importantly, a spell cast with irresistible force can only be dispelled with irresistible force itself by rolling two or more unmodified 6s on the dispel attempt.”

Page 51 – Dispelling with Irresistible Force

Remove from the first sentence of the second paragraph “although it still cannot help if the spell was cast with Irresistible Force in the first place”

Page 52 – Miscasts

Add to the end of the second paragraph; “If more than 2 dice were used to cast the spell, apply a -1 modifier to the Miscast table; If 5 or more dice were used, apply a -2 modifier instead.”

Page 73 - Who can strike?

Add to the end of the first paragraph; “Models in base contact with the enemy or providing supporting attacks may always choose to fight the rank and file models in the enemy unit.”

Page 80 - Remove Casualties.

Add after the third paragraph; “Remove casualties so as to keep as many units as possible fighting as many units as possible. If you have to, you may ignore the requirement to remove equally from both ends of a single rank unit. But only when you have to! If the unit still drops out of base contact, the unit that is taking casualties can be also nudged to retain base contact. If units would still drop out of contact, the owner of the casualty-taking unit removes casualties normally, possibly deciding which units drop out of contact. Remember, a unit will never change frontage or contact new units as a result of a nudge, and that you should always only nudge the minimum distance needed to retain as many units in base contact as possible. Only units that take casualties or lose base contact may be nudged. Units can’t be nudged through other units or impassable terrain or buildings.”

Page 84 – Steadfast

Add to the end of the first paragraph; “A unit that is disrupted cannot be steadfast.”

Page 91 - Move Pursuers

At the end of the second paragraph add; “When pivoting in this case, you may move within 1” of a unit or impassable terrain. If however, you don’t roll high enough to move outside 1” of either the unit or impassable terrain that you pivoted over, then you do not move and the pursuit fails.

Page 111 – Killing Blow

Replace the first paragraph with; “If a model with the *Killing Blow* special rule rolls a 6 to wound against an Infantry, Cavalry or Warbeast model, he automatically slays his opponent - regardless of the number of wounds on his Profile. Also, armour saves and regeneration saves may not be taken against a Killing Blow, regardless if the model is not a Infantry, Cavalry or Warbeast model. A Ward save can be attempted - if passed, the ward save prevents all damage from the Killing Blow.”

Replace the second paragraph with; “Killing Blow does not affect Swarms as they are too numerous for a well-placed strike to slay them all.”

Page 111 – Large Target

Replace the second sentence of the first paragraph with; “Large Targets cannot claim cover modifiers except for those provided by a Forest, other Large Targets, or Infinitely tall terrain”

Page 114 - Random Movement

Add to the end of the second paragraph; “Models with the *Random Movement* special rule may not end their initial pivot within 1” of other units, unless the direction they choose to pivot in would bring them into contact with an enemy unit either with the pivot or a 1” move forward, in which case they charge it. You may fudge them into contact.”

Page 118 – Stubborn

Replace the first sentence with; “Stubborn units takes Break tests without applying the difference in the combat result scores.”

Page 116 - Skirmishers and Charging

Replace the first paragraph with; "If skirmishers declare a charge (or a charge reaction that does not involve fleeing) they tighten their loose formation once the enemy unit makes contact with the skirmishing unit. This happens 'for free' at the moment the two units touch. The skirmishing unit then contracts around the model in base contact with the enemy. If both units are skirmishers, then the unit receiving the charge contracts first before the charging unit does so. The charging unit may then continue to wheel."

Page 119 – Terror

Add to the end of the second paragraph; "If a unit wants to charge a Terror causing unit, it must take a Leadership test. If it fails then the unit counts as having failed the charge. If the unit would have contacted its target even with its failed charge movement, it instead stops 1" away from the target."

Page 120 – Unstable

Add to the end of the third paragraph; "If a unit is steadfast, then it may reduce the amount of wounds by its Rank Bonus, +1 if the unit has a Standard."

Page 121 – Ambushers

Change the first sentence of the second paragraph to; "A unit with the Ambushers rule can choose to not deploy at the start of the battle."

Page 141 – Look Out Sir!

Replace the first sentence with; "If a unit is hit by a template, cannonball, then a champion/character may be warned or physically moved out of harm's way by a colleague. If the unit is hit by a Direct Damage spell that can kill models with no saves of any kind allowed, then only one model may be warned (no other Direct Damage spells allow 'Look Out Sir!' unless it is also a template.)"

Page 157 –Ridden Monsters, Templates

Remove; the reference to cannonballs

Page 166 - Cannons, Choose Target

At the end of the third paragraph add; "Cannonballs cannot hit a target which is out of Line of Sight of the Cannon."

Page 175 – Battlefield Terrain

Add; "Hills, Buildings and Impassable Terrain count as being infinitely tall and block line of sight."

Page 175 – Battlefield Terrain

Add; "Ruins count as Hard Cover and count as Dangerous Terrain for Cavalry & Chariots. No unit with the majority of its models in it can be steadfast; Skirmishers in a ruin are Stubborn"

Page 180 – Rivers

Replace references to Rivers with Rivers, Swamps, & Water Features

Page 197 – Lords

Replace entry with "Exalted, In a Grand Army you may spend up to 25% of your points on the following characters; Nagash – Supreme Lord of the Undead, Karl Franz Ascendant, Malekith – The Phoenix/Eternity King, Imrik – Crown Prince of Caledor, Archaon Everchosen.

Page 197 – Heroes

Replace entry with; "You can spend up to 50% of your points on Lords and Heroes"

Page 198 – Grand Army

Add a third paragraph; "Armies with Legion or Host in the name (Armies from the End Times) may only be played as Grand Armies."

Page 198 – Army Selection Summary Table

Replace the Lords entry with "Exalted" Replace Heroes with "Lords & Heroes – up to 50%"

Page 208 – Victory Points, Dead or Fled

Add a second paragraph; "Fleeing units at the end of the game count as destroyed."

Page 208 – Victory Points, Summoned Units

Add after 'Underdog challenge'; "Units that are summoned from the Lore of Undeath give up victory points as if they were part of the players army."

Page 213 – Battle for the Pass, Deployment

Add at the end of the first paragraph; "In the centre of the table there is an objective. If at the end of the game, a player has a unit within 6" of this point and his opponent does not, then the player receives bonus Victory Points equal to 20% of the points being played."

Page 216 – Blood & Glory, Victory Conditions

Change the paragraph to; "The first army to break the enemy receives bonus Victory Points equal to 20% of the points being played. Use Victory Points to determine the winner of the battle."

Page 216 – Blood & Glory, Fortitude

Add the following to the end of the first paragraph; "If at any time; all the remaining fortitude in the army is located in a single unit, the army is considered broken."

Page 217 – Meeting Engagement, Deployment

Replace the Second sentence of the first paragraph with; "The players roll off and the winner chooses the two opposite corners to be used, the other player then decides which half each will deploy in."

Page 219 – The Watchtower

Replace all references to the Watchtower with; "a Forest, Swamp or a Ruin in the centre of the table."

Page 220 – The Watchtower, Victory Conditions.

Change the paragraph to; "At the end of the battle, the side that has a unit in the terrain piece or is closest to the terrain piece if there are no units within it gains bonus Victory Points equal to 20% of the points being played. If multiple units from different players are within the terrain piece, then the player with the unit with the most static combat resolution receives the points. Use Victory Points to determine the winner of the battle."

Page 222 – Spell Generation, Signature Spells

Replace the third sentence of the first paragraph with "A wizard that rolls for spells automatically knows a single signature spell of the lore that they have chosen. If the lore does not have a signature spell, then the wizard knows the first spell in that lore. In which case, if you roll a 1 when generating spells, roll again until you don't roll a 1."

Page 224 – The Lore of Fire, Flame Storm

Replace the second sentence with; "All models hit by the template suffer a Strength 5 hit."

Page 232 – Lore of Death

Swap Spirit Leech to be the First Spell and Aspect of the Dreadknight to be the Signature spell.

Page 232 – Lore of Death, Soulblight

Change the Second Sentence to read; "The Wizard can choose to have this spell target all enemy units within 12" – In which case the casting value is 18+"

Page 239 –Standards, Banner of Discipline

Add; "If the General is in the unit; he may not use the +1 Leadership for Inspiring Presence."

Page 177 –Items, Crown of Command

Change the entry to; "The bearer and his unit may reroll Leadership Tests"

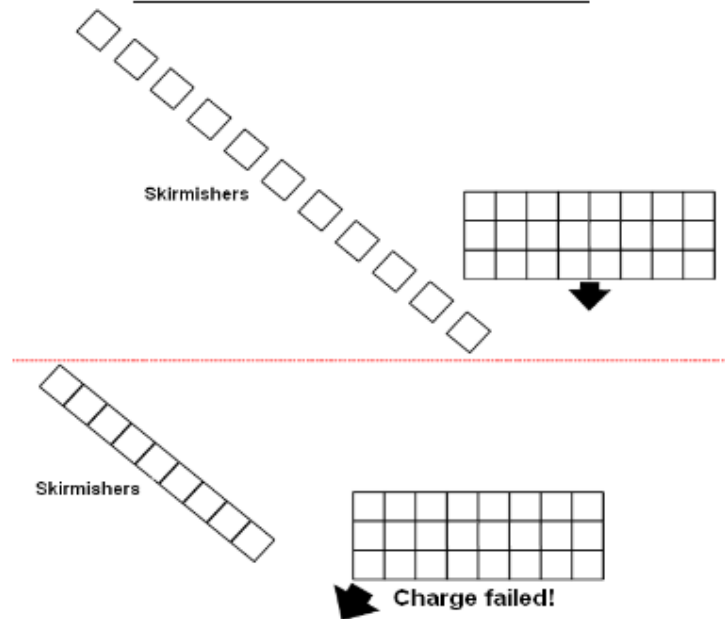
WORST PLAY RULES

The 8th edition WFB makes it possible to create situations where a unit performs unbelievable feats, such as inexplicably freezing enemy units in their tracks or moving great distances across the battlefield without a large movement attribute or special rules. At the ETC we deem these as loopholes in the rules which should not be allowed. The most common situations are hereby described and are disallowed at the ETC. If the situation creates accidentally, try to agree with your opponent how to slightly shift and/or pivot units. If you can't agree, call a judge. Towards the end of the document there is also some other, miscellaneous and complementary ETC rulings which don't fit anywhere else.

Note however, that there might happen a situation similar to those described here, in which a player's unit is blocked or severely limited in its movements, but that blockage is due to, at least partially, by the same player's units. This is not considered Worst Play, but rather a placement mistake made by the player by not foreseeing that he was blocking his own units.

THE SKIRMISHER CONTRACTION

1. THE SKIRMISHER CONTRACTION

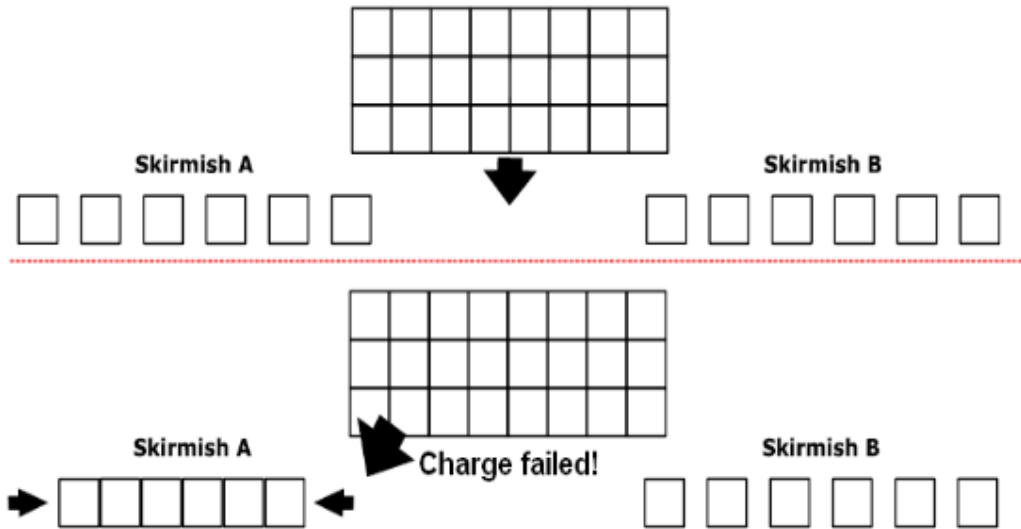


Skirmishers are in a long line right ending in front of an enemy unit. The enemy can't move normally, so declares a charge, but fails due to skirmishers contracting so far away that it can no longer catch them with the allowed wheel of max. 90 degrees.

Suggested solution: Contract the skirmishers in a different way. For example, around the rightmost model in the line.

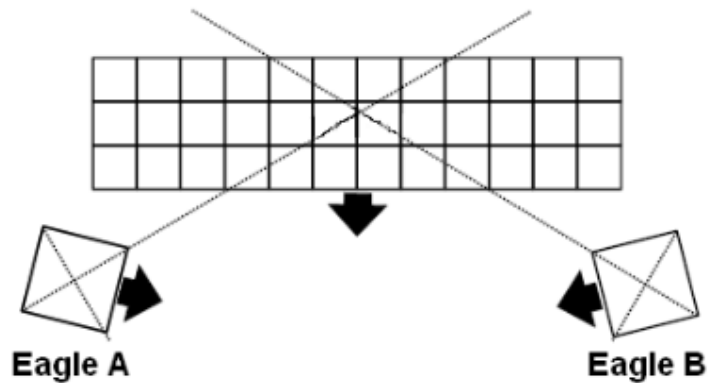
TWO SKIRMISHER UNITS CONTRACTING

Similar to 1, in this situation a unit can't move normally, but can declare a charge against either skirmish A or B unit, but will fail its charge in both situations because after the contraction the other unit is now in the way. Suggested solution: Have the unit charged contract against a different model, such as the rightmost model in Skirmish A or leftmost in Skirmish B.



NO CHARGE TO THE CORRECT ARC

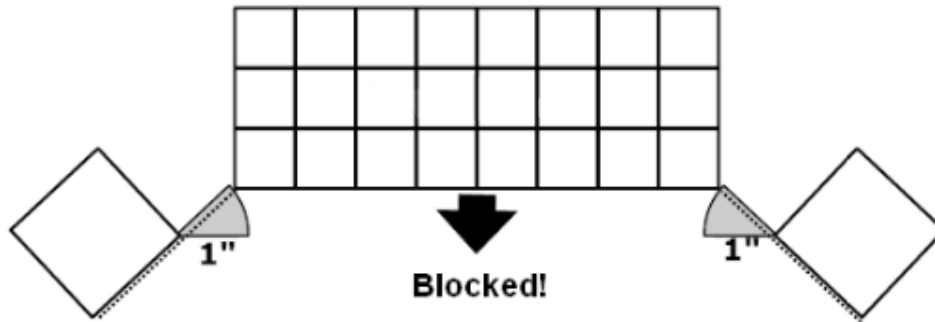
In this situation two great eagles or similar units have moved in front of a wide unit. The blocked unit can't move normally. It can't declare a charge, because it can't reach the correct frontage of either of Eagle A or B. Suggested solution: pivot the closer blocker so that the unit can charge it.



COMPLETELY BLOCKED BY AN INVISIBLE MODEL

In this situation the unit can't see the unit to its side and can't move, because the 1" zone from one or more enemies gets in the way.

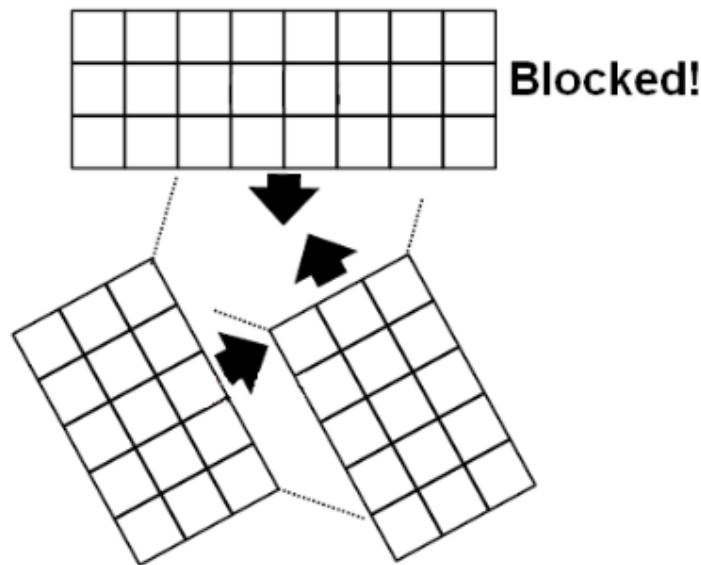
Suggested solution: push the blockers back slightly to allow the unit to move forward.



COMPLETELY BLOCKED BY VISIBLE UNITS

In this situation a unit can't move normally or charge, because a charge against either of the blocking enemy units is impossible due to the door closing failing. The blockers can't close the door against the charger, because they're both blocking each other too. There are many variations to this trick. The important thing to remember is that units should be allowed to stand in the way of enemy charges to a certain degree, as long as the would-be charger is not completely blocked from doing anything but reforming on spot.

Suggested solution: It's hard to come up with a good solution, apart from fudging. A fudge should affect as little as possible the position of units, overrun/pursuit paths, line of sights, and so on. Call a judge if you can't agree on the fudge.



THE FANATIC SLINGSHOT: WHEELS AND DEEP UNITS

Regardless of whether units contain fanatics, they can move great distances over the battlefield in an unrealistic, unintended manner with simple wheels. If a unit is in a formation too thin for rank bonus and more than 3 times as deep as wide, the unit measures move spent on wheels from the model furthest from the wheeling corner. This is usually the far model in the rear rank and keeps the wheels with very deep formations very small. Keep in mind that wheeling is supposed to be a way for the unit to change direction, not the primary method of closing distances to faraway targets! Of course, models in a unit can still move up to 3xM from their starting positions by doing a Swift Reform and a normal Move.

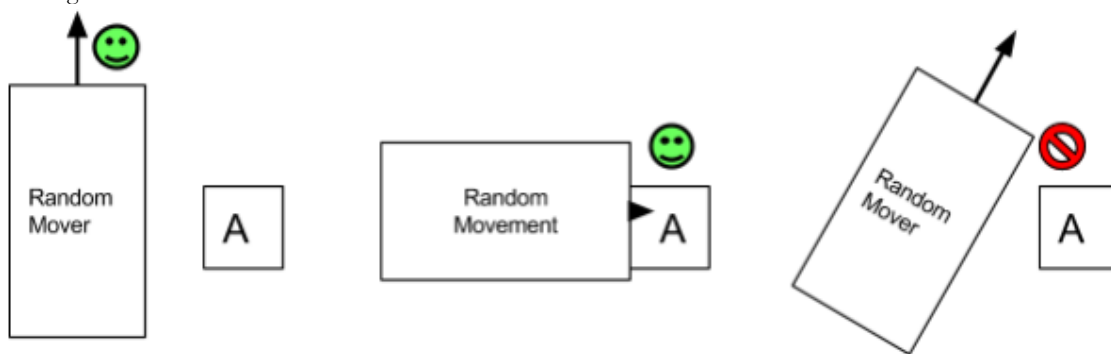
CANNONS OVERGUESSING TO HIT HIDDEN MODELS

Cannons firing perfectly at unseen targets is deemed an unintended result of sloppy writing in the main rulebook and is therefore limited slightly. A cannon may, at most, guess so as to hit any visible part of any unit's footprint with an initial artillery die roll of 10. The bounce may then hit hidden models. Models partially on hills are considered wholly visible for this purpose. If there is a close combat or a friendly unit blocking this shot, you're allowed to overguess the minimum needed to clear the units in the way, possibly making it easier to hit hidden models. However, if there are multiple possible lines of fire that would result in the exact same amount of expected maximum damage to visible units, the player must always choose a line that cannot hit any hidden models. For more details check the video by Fred the Referee: <https://www.youtube.com/watch?v=IiRos5ZwcmQ>

HERDING: BLOCKING THE PIVOT OF A RANDOM MOVEMENT UNIT

Random Movement is another rule that makes no sense when attempting to follow the rules literally. Long models, such as Steam Tanks or Abominations, can find themselves unable to attack models right next to them, or sometimes move at all due to the 1" rule! Therefore we give them a bit of leeway:

Random movers may not end their initial pivot within 1" of other units, unless the direction they choose to pivot in would bring them into contact with an enemy unit either with the pivot or a 1" move forward, in which case they charge it. Fudge them into contact.



MISCELLANEOUS: DROPPING OUT OF CLOSE COMBAT

The rules leave it unclear at what situations should units drop out of close combat after removing casualties and in what situations should the units be moved back to contact. Close combat ending due to units losing base to base contact is deemed unintended and should be avoided. Players should attempt to keep units in combat by following these points: Remove casualties so as to keep as many units as possible fighting as many units as possible. If you have to, ignore the requirement to remove equally from both ends of a single rank unit. But only when you have to!

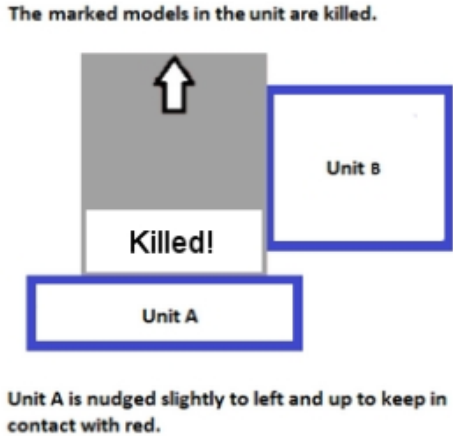
If a unit drops out of base contact, the unit not suffering the casualties is nudged back into contact. Nudged unit may move in several directions. See picture 1.

If the unit still drops out of base contact, the unit which is taking casualties can be also nudged to retain base contact

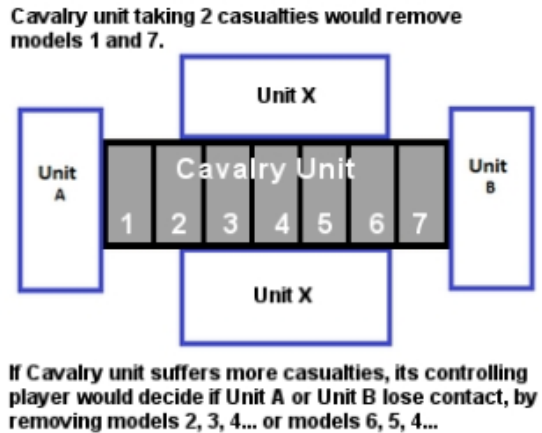
If units would still drop out of contact, the owner of the casualty taking unit removes casualties normally, possibly deciding which units drop out of contact. See picture 2.

Remember, a unit will never change frontage or contact new units as a result of a nudge, and that you should always only nudge the minimum distance needed to retain as many units in base contact as possible. Only units that take casualties or lose base contact may be nudged. Units can't be nudged through other units or impassable terrain or buildings.

Picture 1:



Picture 2:



BLOCKED PIVOTS IN PURSUIT MOVES

When pivoting in a pursuit move, you sometimes crash into various obstructions; your own units, enemies or impassable terrain. Many complicated situations can arise, and players have wildly varying interpretations on what exactly happens. Pursuit moves and whether a Pursuit Into Fresh Enemy (PIFE) happen are critical events that sometimes decide matches. Use the following guidelines when pivoting and attempting to clear obstructions:

You always ignore the "1" rule. But only when pivoting and clearing units!

If your whole frontage is clear, you move forward ignoring obstructions in other parts of the unit (Picture 3). If you cannot wholly clear the obstructions, instead pivot as close as you can and move no further.

If your frontage would end inside an impassable terrain (Picture 4), instead pivot as close as you can and move no further.

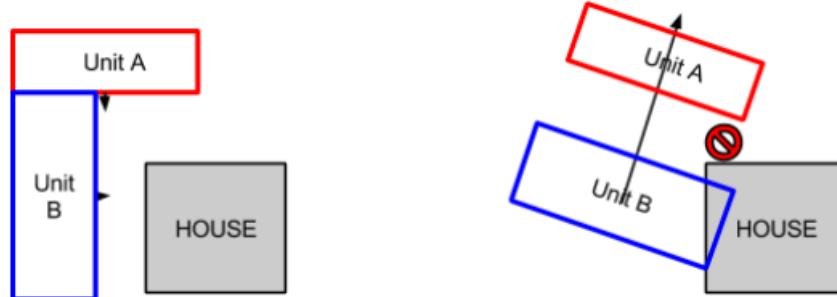
If your frontage would end inside an enemy unit, pivot in any direction as far as you need to maximize models in a charge, and then attempt to charge it. If you can't charge the enemy, pivot as close as you can and move no further.

If your frontage would end inside a friendly unit, you may move through it with the pursuit move. If you cannot wholly clear the friendly unit, instead pivot as close as you can and move no further.

Picture 3



Picture 4



SPELLS, TARGETING, AND RELATED ITEMS

The myriad total of old Skaven and Beastman spells, GW rules and ETC and GW faqs make it difficult to understand how exactly do items that talk about targeting work with spells that target, and what spells actually target. We provide a summary:

Spell	Target?	Friend?	Enemies?	Combat?	Hotek?	Shielding?	Runemaw?	Notes
DD	✓		✓		✓	✓	✓	
Vortex		✓	✓	✓				
MM	✓		✓		✓	✓	✓	
Hex	✓		✓	✓	✓	✓	✓	
Augment	✓	✓		✓	✓	✓	✓	
Old	✓	✓	✓		✓	✓	✓	Unless exception
Burning Head	✓		✓	✓	✓	✓	✓	
Pendulum	✓	✓	✓			✓	✓	
Crack's Call	✓	✓	✓			✓	✓	
Gaze of Mork	✓	✓	✓	✓		✓	✓	
Headbutt	✓		✓			✓	✓	
Vermintide		✓	✓	✓				
Non-vortex Templates (Including Lines)	All affected (except scatter)	*	*	*	✓**	✓	✓	*May vary ** Except random lenght lines
Template's scatter		✓	✓	✓				
Pink Fire	All affected		✓		*	✓	✓	*Only during initial placement
Recurring Foot of Gork	✓	*	✓	*		✓ (except scatter)	✓	*Only during scatter
Recurring Casket	✓		✓			✓	✓	
Recurring Chain Lightning	✓		✓	✓*		✓	✓	*Initial target can't be in combat
Recurring Plague	✓		✓	✓		✓	✓	
Comet	All affected	✓	✓	✓		✓		
Bray Scream	✓	✓			✓			Enemies are affected but not targetted
Pestilent Breath	✓	✓		✓	✓			
Shield of Thorns	✓	✓		✓	✓			
Fire Cloak	✓	✓		✓	✓			

REFERENCE SHEETS

PLAYER TURN

1. MOVEMENT PHASE

Under normal circumstances, each unit can act in just one of the following sub-phases:

- i. Start of Turn
- ii. Charge
- iii. Compulsory Moves
- iv. Remaining Moves

2. MAGIC PHASE

Roll for Winds of Magic, then follow the steps below until the player cannot, or does not wish to, cast any more spells:

- i. Cast
- ii. Dispel
- iii. Spell Resolution
- iv. Next Spell

3. SHOOTING PHASE

Work through each unit that wishes to shoot, one by one, following the steps below:

- i. Nominate Unit to Shoot
- ii. Choose A Target
- iii. Roll to Hit
- iv. Roll to Wound
- v. Take Saving Throws
- vi. Remove Casualties

4. CLOSE COMBAT PHASE

The player whose turn it is decides which order to resolve close combats, each time following the steps below:

- i. Fight a Round of Close Combat
- ii. Calculate Close Combat Result
- iii. Loser takes a Break Test
- iv. Flee and Pursue

MOVEMENT

MOVEMENT TYPES SUMMARY

All Movement is calculated at the speed of the slowest model in the unit.

Normal Move	=	Movement Characteristic
March Move	=	Movement Characteristic x 2
Charge Roll	=	Movement Characteristic + 2D6*
Flee Roll	=	2D6*
Pursue Roll	=	2D6*

* If the unit has the *Swiftstride* special rule, roll 3D6 and use the two highest dice scores.

SHOOTING

TO HIT

Ballistic Skill	1	2	3	4	5	6	7	8	9	10
To Hit score	6	5	4	3	2	1	0	-1	-2	-3

SHOOTING MODIFIERS

Moving and Shooting	-1
Firing at Long Range	-1
Standing and Shooting	-1
Target Behind Soft Cover	-1*
Target Behind Hard Cover	-2*
Target has <i>Skirmishers</i> special rule	-1

* If the target is in both soft and hard cover, use only the hard cover modifier.

7+ TO HIT

7	6 followed by a 4, 5 or 6
8	6 followed by a 5 or 6
9	6 followed by a 6
10+	Impossible!

COMBAT

COMBAT RESULT POINTS

Wounds Inflicted	+1 combat result for each wound inflicted.
Charge!	+1 combat result if the unit charged.
Extra Ranks	+1 combat result for each extra rank with at least five models, to a maximum of +3. Count the highest rank bonus on your side in the fight.*
Standard	+1 combat result for one or more standard bearers.
Flank Attack	+1 combat result if your unit is fighting the enemy unit's flank.**
Rear Attack	+2 combat result if your unit is fighting the enemy unit's rear.**
The High Ground	+1 combat result if one or more of your units charged downhill.
Battle Standard	+1 combat result for one or more Battle Standard Bearers.
Overkill	+1 combat result per excess wound caused in a challenge, to a maximum of +5.

* Cannot be claimed by units that are being attacked in the flank or rear by enemies that themselves have one or more extra rank.

** Can only be claimed once per facing, per unit.



TO HIT CHART

		TARGET'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

TO WOUND CHART

		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
	2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
	3	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
	4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
	5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

BLACK POWDER WAR MACHINE MISFIRE CHART

D6	RESULT
1-2	Destroyed! The war machine is destroyed.
3-4	Malfunction. The war machine cannot fire this turn or the next.
5-6	May Not Shoot. The war machine can shoot as normal again next turn.

STONE THROWER MISFIRE CHART

D6	RESULT
1	Destroyed! The war machine is destroyed.
2-3	Disabled. The stone thrower suffers a wound and cannot fire this turn or the next
4-6	May Not Shoot. The war machine can shoot as normal again next turn.

ARMOUR SAVES

Armour	Saving Throw
None	None
Shield	6+
Light armour	6+
Light armour and shield	5+
Heavy armour	5+
Heavy armour and shield	4+
Mounted + no armour	6+*
Mounted + shield	5+*
Mounted + light armour	5+*
Mounted + light armour and shield	4+*
Mounted + heavy armour	4+*
Mounted + heavy armour and shield	3+*

* If the model's mount has barding, these saves improve by one point.

ARMOUR SAVE MODIFIER TABLE

Strength	4	5	6	7	8	9	10
Modifier	-1	-2	-3	-4	-5	-6	-7

MAGIC

GENERATING POWER AND DISPEL DICE

- Roll 2D6 for Winds of Magic.
- Power Pool = total result.
- Dispel Pool = highest scoring dice result.
- Every Wizard channels one extra dice on the roll of a 6.
- Neither the power nor the dispel pool can exceed 12 dice.

CASTING SUMMARY

If the dice roll + caster's Wizard level (the casting total) equals or beats the spell's casting value, the spell is cast.

However...

- ...if the total dice roll is less than 3, the spell fails.
- ...if two or more 6s are rolled, the spell is both cast with irresistible force, and miscast.
- Spells cast with irresistible force cannot be dispelled.

DISPELLING SUMMARY

If the dice roll + dispelling Wizard's level (the dispel total) beats the spell's casting total, the spell is dispelled.

However...

- ...if the total of the dice roll is less than 3, the dispel fails.
- ...if the dispel attempt contains two or more 6s, the dispel automatically succeeds.

SPELL TYPES	DIRECT DAMAGE	MAGIC MISSILES	AUGMENT	HEX	MAGICAL VORTEX
Lie within forward arc?	Y	Y	N	N	Y
Needs line of sight?	N	Y	N	N	Y
Must be within range?	Y	Y	Y	Y	Y
Can be targeted into combat?	N	N	Y	Y	n/a
Targets friends	N	N	Y	N	n/a
Targets enemies	Y	Y	N	Y	n/a

MISCAST TABLE

2D6 RESULT

2-4 Dimensional Cascade. Centre the large round template over the Wizard – every model underneath the template (including the Wizard) suffers a Strength 10 hit. Once the damage has been resolved, roll a D6. On the score of 3 or less, the Wizard is removed as a casualty. On a roll of 4-6, D6 dice are lost from the power pool instead.

5-6 Calamitous Detonation. Centre the small round template over the Wizard – every model underneath the template (including the Wizard) suffers a Strength 10 hit. Additionally, D6 dice are lost from the power pool.

2D6 RESULT

7 Detonation! All models in base contact with the Wizard (but not the Wizard himself) suffer a Strength 10 hit. Additionally, D6 dice are lost from the power pool.

8-9 Magical Feedback. The Wizard and every model on the same side that can generate power or dispel dice suffer a Strength 6 hit. Additionally, D6 dice are lost from the power pool.

10-12 Power Drain. The Wizard's level is reduced by D3, to a minimum of 0 and he forgets a single spell for each Wizard level lost (the first is the spell that was miscast – other spells lost are determined randomly). The Wizard cannot attempt to cast further spells this phase.

REFORMING

TYPE	WHEN	Ld TEST
'Normal' Reform	Before moving	No
Swift Reform	Test after making a normal reform	Yes*
Combat Reform (lost fight)	After passing Break test	Yes**
Combat Reform (won/drew fight)	After enemy has passed Break test	No
Restrain and Reform	After enemy has fled from combat	Yes
Restrain and Reform	After wiping out all combat enemies	No

* Requires a musician.

** Leadership test is modified by the amount the fight was lost by.

TROOP TYPES

	RANK WIDTH	HORDE WIDTH	SUPPORTING ATTACKS	SWIFT-STRIDE?
Infantry	5	10	1	No
War Beasts	5	10	1	Yes
Cavalry	5	10	1*	Yes
Monstrous Infantry	3	6	Up to 3	No
Monstrous Beasts	3	6	Up to 3	Yes
Monstrous Cavalry	3	6	Up to 3*	Yes
Monsters	n/a	n/a	n/a	No
Chariot	n/a	n/a	No	Yes
Swarms	5	10	1*	No

* The mount does not make supporting attacks.