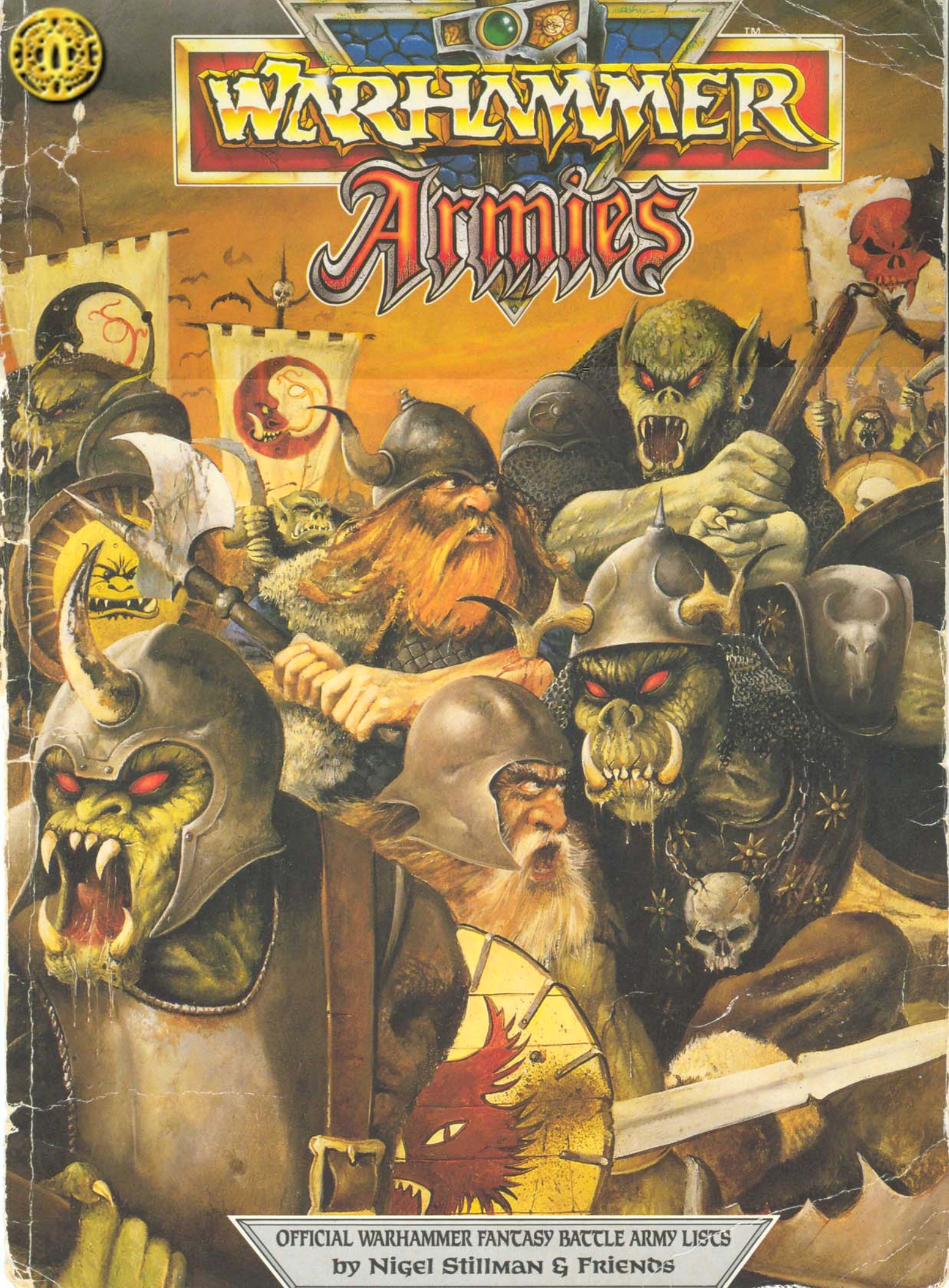





WARHAMMER

Armies



OFFICIAL WARHAMMER FANTASY BATTLE ARMY LISTS
by Nigel Stillman & Friends



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WARHAMMER ARMIES

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Many thanks to all the countless numbers of playtesters without whose
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Published by
Games Workshop Ltd
Chewton St, Hilltop, Eastwood, Nottingham NG16 3HY

Distributed in the USA & Canada by
Games Workshop Inc
3431 Benson Avenue, Baltimore, MD 21227

Printed in England by Staples Printers Kettering Limited

CODE: 0115 ISBN: 1 872372 16 3

WARHAMMER™ Armies



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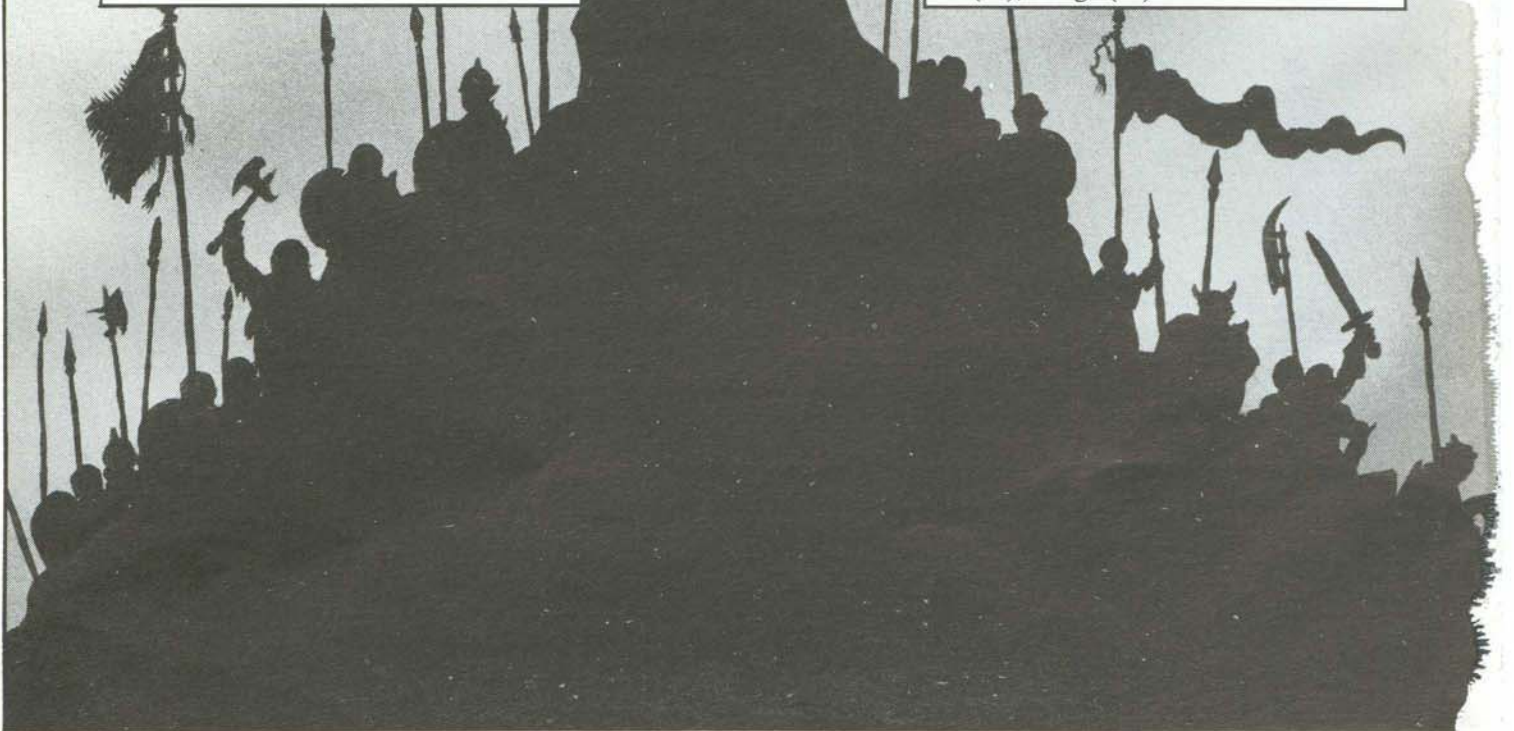
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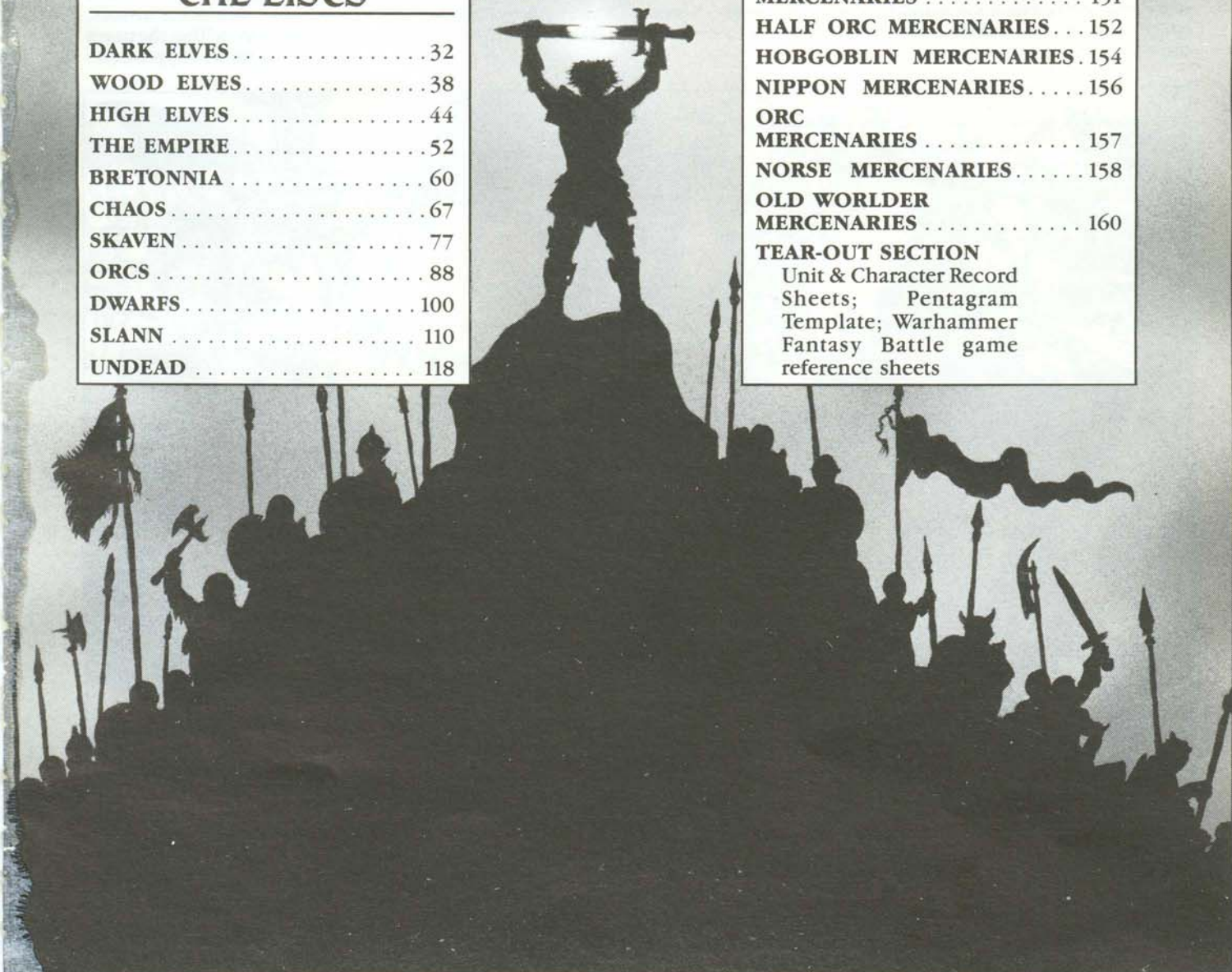
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WARHAMMER ARMIES

The **Warhammer Fantasy Battle Army Lists** have been long awaited by Warhammer players. We know this is true because Warhammer players keep writing to us at Games Workshop, asking us when the lists will be ready, and advising us about their contents. We, of course, have listened to these comments, considered their implications, and incorporated the results into the lists themselves. Needless to say, many ideas were taken with a pinch of salt; because almost every player has a vested interest! After all, we mustn't forget the object of the Army Lists, which is to allow the speedy construction of balanced armies for fair and competitive play.

The lists describe the varying compositions of the different armies, encompassing such parameters as the number and types of characters, troops, machineries, and so forth. By means of the lists it is possible to work out armies of a fixed points value, which, when set against each other, should result in battles where the outcome is decided by the players' skill. This balanced approach to the construction of armies opens the way to competitive Warhammer leagues run by local gaming groups. Army lists fulfil another important function, in that the existence of a list defines the 'personality' of an army and the race forming it, providing a useful template around which to build up a collection. The lists will guide the general's selection of models and hopefully provide some insight into painting and organising the army. Should you wish to pack your army, travel to a distant place, set up your troops on a far flung table and challenge all - comers to a Warhammer Fantasy Battle, now you can do so in the true and certain knowledge that even if the enemy cannot speak your language, they will probably be quite at ease about the composition of your army.

Warhammer games can be approached with varying degrees of strictness. The 'purist' approach is to use the Army Lists as they stand, with no alteration, and to use the rules for scenery, deployment and the like as given in **Warhammer Fantasy Battle**. Alternatively, the players may decide to allow a certain amount of leeway ('if you let me use an extra level 25 Hero, I'll let you use your homemade Orc Ornithopter'). Scenery could be organised by discussion rather than random generation, with players using special buildings or terrain models. These could be things like a monastery, a bridge over a massive river, a mountain pass and so on. Other mutually acceptable modifications can also be introduced in this way. Players could even use troops or machines they have devised themselves, so long as all concerned are in agreement.



Army Lists are provided for the most popular nations, races and creatures. However, the authors are very conscious of having missed out some very colourful and attractive armies. This is a shame, but unavoidable if we were to fit the lists into the space available to us. Nor would we have been happy to have compromised on the art or the quality of the armies to 'squeeze in' more than we could handle. In particular, we would have liked to have included Nipponese and Norse lists, although both are available as 'Mercenary' forces amongst other armies. No doubt these, and other armies, will be covered in detail in the future, perhaps within the pages of *White Dwarf* magazine, or as part of a future supplement.



◀ SPECIAL RULES ▶

In designing the **Warhammer Armies** lists, we have made a few adaptations, and created a few new rules, to simplify the selection of armies. Read all of the new and special rules before selecting your army. When using an army list, read all the text in it - don't assume that the introductory texts for each category in the list is the same for each army - it varies according to the army.

◀ WEAPONS & ARMOUR ▶

The lists specify combinations of armour and weaponry available to troops, including possible upgrades and extra weapons in many cases. Players shouldn't feel overly restricted in their choice of models. In the case of armour, for example, it is defined as either light or heavy - but in many cases the same model might be wearing either. The appearance of armour does not necessarily reflect its efficiency, and we might also imagine that armour is frequently covered by clothes. Similarly, a unit designated as wearing light armour may include a few models with no visible armour as well as a few with what could be heavy armour. The important thing is that the player and his opponent both know that the unit is equipped with light armour; although it obviously helps if this is visually apparent. A unit designated as shielded may include a few unshielded models, but these should be kept to rear ranks where possible and removed as casualties first.

Units may be equipped with javelins, darts and other throwing weapons without these being represented on the models. Bows, crossbows and other non-throwing missile weapons must be represented on at least 75% of the models in each unit designated as carrying them. Additional hand weapons do not have to be represented by all models in a unit, but should be carried by at least some. Double-handed weapons do not have to be represented where a unit is equipped with a single handed equivalent, and so long as the weapon is suitably large and imposing - many two-handed weapons were carried into battle one handed.

These guidelines have been formulated to make games easier to play - not to restrict players, or make them use specific models. The important thing is that all players know what armour and equipment troops have. So long as both sides are happy in this respect, other restrictions are superfluous.

Points Costs

Where points values have been allotted to troops fighting in units, the value given represents the cost of a single model. This must be multiplied by the number of models in the unit to give the unit's points value. Additional points costs for optional, armour and weapon upgrades and so on are also given 'per model'.

Where the lists specify 'One unit may have', **one** unit of that troop type may have the equipment indicated. It is not necessary that the same unit has all of the options listed, although it may do so where appropriate. It is far better if the options are divided amongst several units; each unit having one of the options. So long as no more than one unit has each option the player is in accord with the list.

Where there is an option for upgrading armour, the points cost allows for the value of discarded armour already paid for in the basic cost.

Where different weapon options are given for a troop type, it is intended that the entire unit be equipped in identical fashion (units with mixed weapons are not acceptable, except where stated in the list; see **WFB** p83).

Mounted Troops

Profiles given in the lists for mounted troops have been simplified. Mounted movement allowance is given in the rider's profile and only the relevant characteristics are given in the profiles of riding animals which have their own attacks (see **WFB** p63).

Points for Elite Troops

The points values given in **WFB** for elites are not applied in these lists. Instead, the points values for elites are reduced to encourage their use and to make them more cost-effective. The new modifiers are shown on the table below.

Elite	Points modifier
+1	+1
+2	+2
+3	+3
+4	+4

Using this revised system, elites become very good value. However, armies remain balanced, because we have restricted the numbers of elites available, especially the more powerful types representing the meanest veterans.

Equipment Costs For Characters

The points modifiers for characters' weaponry and equipment as given in **Warhammer Fantasy Battle** no longer apply. Instead, characters now pay the same points as normal members of their race. This amendment makes characters relatively more cost effective, and also enables their points values to be calculated more easily.

Ally and Mercenary Characters

Models comprising an allied or a mercenary contingent do not affect the minimums and maximums for character models or rank and file within the main army. All models in the contingent are drawn from the allowances given in the ally and mercenary lists (p126-162).

◀ CHAMPIONS ▶

Character models which serve as permanent unit leaders are called *champions*. Champions are a part of their unit and may not leave it, unlike *associated characters*. A unit may be led by a champion of any race included in the army list. This means that a unit may sometimes be led by a champion of different race to the unit. In some instances a unit must be led by a champion of the same race as the rest of the unit or a specified race. Such instances are indicated in the lists.

Champions are included in the unit's numerical total - so a unit of 19 with a Champion is a unit of 20, for example. The presence of a Champion *does* therefore affect unit maximums.

Special Troop Champions

Most units of troops are either normal warriors, or elites/levies. In these cases a champion's fighting ability and the points cost is identical to an ordinary character model of that race.

Some units of troops (eg, Berserkers, Falconers, Foresters, etc), have special abilities and cost more points. If a player wishes such a unit to have a *Champion* leader, he must pay the usual points cost for the troop type. This has not been included



in the lists themselves, as the same modifiers apply throughout. These are given below.

Animal Handlers	+5
Berserkers	+5
Falconers	+3
Flagellants	+4
Foresters	+2
Scouts	+5
Skaven Poisoned Wind Globes	+20
Wardancers	+12

Note that the *Bombardier* ability is *only* available to character models. Where characters are permitted to become Bombardiers this is indicated, and the points have already been added in the list.

A Wardancer unit (see below) may be led by a *champion* costing an additional +12 points. Although characters may have more than 1 *attack* on their profile, this does **not** entitle them to more than 1 special attack. They may, of course, use all of the *attacks* when fighting normally.

Note that Skirmishers, Dwarf Slayers and Altar Guards (see *War Altars* below), cost no extra points. Champions have all the abilities of the troops, but pay no points.

There are some troop types where a champion would be inappropriate. These include troops which do not operate in units, or which hide in other units, such as Assassins, Goblin Fanatics, Kamikaze Suicide Bombers, Shapechangers and Skaven Plague Censer Carriers. In other cases troops normally operate in *teams* of two models. Teams organised into units may be led by a separate *Champion*, but because a single figure doesn't have the weapon carried by the teams, no extra points are paid. The champion may still take over from a slain team member, helping to man a Skaven warp-firethrower for example.

Chaos Attributes

Several races are tainted by Chaos and may manifest chaotic attributes. Like spells, chaotic attributes have the potential to greatly influence the battle. There are several ways in which players may choose to use chaos attributes in the game, and this should be mutually agreed between the players before battle is commenced.

1. Both players may agree not to use chaos attributes at all.

2. Both players may agree to allow a fixed maximum of chaos attributes for each unit/character up to the maximum allowed for each race.
3. Either side may have the random number of chaotic attributes indicated for any or all of its units or characters.
4. A player using an army which includes provisions for chaotic attributes may always elect not to use chaotic attributes at all. This does not affect the opponent's right to use chaos attributes.

Chaotic attributes should be generated before the game begins. This must be done in a manner not liable to accusations of 'fixing'. Players may agree to trust each other. Any player may insist that attributes are generated under the supervision of the GM. Where no third party is available to oversee generation, attributes may have to be generated openly if players can agree on no better course.

Using Teams

Some items of equipment require a crew of two models organised into 'teams'. These are indicated in the army lists, and include such things as Skaven warp-firethrower teams, Chaos Dwarf Bazukas, and so on.

These teams may be organised into formal units, each unit comprising 2 or more teams. So it would be possible, for example, to have a unit comprising of three Skaven warp-firethrower teams. These units obey all the normal rules for units, and it is assumed that one of the Skaven is the unit's leader. A character model may be allotted to the unit as a champion, or an independent character may *associate* with a unit during the game if the player wishes. This will confer the usual *Leadership* bonus onto the whole unit.

As an alternative to organising teams into units, individual teams may operate in a comparable way to individual heroes. Each team is then treated separately, although its two members must still remain in base-to-base contact with each other. The team members may turn without movement penalty, move over difficult ground, move over obstacles and turn to face a charge exactly like character models (see **WFB** p92). The team may associate with a friendly unit in exactly the same way as a character, and is bound by the rules for *joining*, *leaving* and *associated characters* given in **WFB** (p93). The team is also treated as a character for purposes of targetting, as described under the heading *Character Models and Missile Fire* in **WFB** (p92).



Army And Contingent Standards

All armies may have an army standard. Some ally or mercenary contingents may have a contingent standard, which is equivalent to an army standard but only recognised by the contingent (who, for their part, do not recognise the main army standard).

The army or contingent standard should be suitably large and imposing, so that it can be easily distinguished from ordinary unit standards. It must also be carried by a character model other than the general. The standard bearer can be of *any* level (ie, level 5, 10, 15, 20 or 25). Army/contingent standard bearers of lower levels (usually 5, 10 or 15) do *not* have to be unit champions as is the usual ruling in the lists, but they accompany the general instead. The cost of an army or contingent standard is 50 points and the points value of the character acting as standard-bearer is *not* doubled as stated in **WFB**.

The general and accompanying army standard-bearer may associate with any unit in the main army. The contingent commander and accompanying contingent standard-bearer may *associate* with any unit in the contingent.

Throughout this volume are numerous illustrated examples of banner designs - feel free to use these as the basis of your own designs.



Special rules

1. The army/contingent standard should remain within base-to-base contact with the general or contingent commander. If the general or a contingent commander is slain, the standard may *associate* with a unit, but will lose **all** of its bonuses for the rest of the game (see below).
2. An army/contingent standard functions exactly like a normal unit standard for the unit it accompanies (see *Standards*). If the unit also has its own standard, its *close-combat resolution bonus* of +1 is cumulative, so the unit adds +2 to the number of casualties caused each round.
3. If any friendly unit within 12" of the standard should rout, the player may take the test again. The result of this second test is final.
4. If any friendly unit within 12" takes a *rally* test, the unit may add a further +1 to its *Leadership* score. As this usually include the general's bonus, the unit's *Leadership* may rise to 10 - but no higher.

If an army or contingent standard bearer is slain and the unit pushed back or routed, the standard may be captured in the same way as ordinary unit standards. Similarly, if the bearer is slain, but the unit wins the combat round, the standard may be passed on to another model. Army or contingent standards should be passed on to a character model and should only be passed into the care of rank and file troops if there is no other choice. The general or contingent commander may take up the standard. If an ordinary trooper carries the standard, it functions as normal, but any magical powers the standard may possess are suspended (see *Magic* p9).

If an army standard falls, but is not captured, the *Leadership* of the unit currently associated with it drops by -2 for the remainder of the battle. The *Leadership* and *Leadership* bonus of any character associated with the unit also drops by -2. This does not affect the general's position as army commander, even if his *Leadership* is now lower than that of another character. If an army standard is captured, the penalty is increased to -3. This can only be cancelled by recapturing the standard.

The rules concerning Army Standards are given in **WFB** p101-102. Ally and Mercenary Contingent Standards count in every respect as Army Standards, but only for their own contingent.

Elven Wardancers

Both the High and Wood Elf Armies include a new troop type - the Wardancer. Special rules for these troops are included here.

Wardancers are a unique form of warrior-troubadour. Elves are an agile race in general, but Wardancers are extremely nimble and athletic even by elven standards. They have mastered a swift, acrobatic technique of close combat fighting.

Wardancers cost 20 points per model.

Special Rules:

1. Wardancers ignore all movement penalties for armour.
2. Wardancers fight in *troupes* of 5-10 models. These troupes behave in exactly the same way as *skirmishers* (see **WFB** p100-101), with the following exceptions:
 - A. Wardancers may ignore the restrictions placed on skirmishers with regard to weapons and armour.
 - B. Wardancers do not have to run away when charged, and may charge as normal troops.
3. Wardancers suffer no penalties when engaged in the flank or rear - they do not have to take a *panic* test.
4. Once engaged with an enemy unit, Wardancers attack using one of the following *attack modes* (player's choice). With the exception of *interpenetration*, all *attack modes* are treated abstractly. The Wardancer models are left in place, no matter what acrobatic feats they are performing. The opposing unit may fight back against any Wardancer models in base-to-base contact.

Concentrated Attack: Using their acrobatic prowess it is possible for the Wardancers in a troupe to concentrate up to six attacks on one model. More than one model may be attacked in this way.

Interpenetration: By means of a standing leap or agile side-step, the Wardancer unit is able to move over an enemy unit without entering hand-to-hand combat. The Wardancers may move up to their charge distance, with no deduction for their feat. They may charge a unit by interpenetrating one in front if they wish. Only a single full rank of troops may be interpenetrated in this way, and there must be sufficient room behind the interpenetrated unit to position the Wardancers.

Transfix: Whilst in hand-to-hand combat, the Wardancers may use a combination of mystic dance and song to *transfix* their opponents, while attacking normally. The enemy unit must make a **WP** test. If they fail, the Wardancers' rolls to hit and wound are at +1, and the enemy unit's rolls to hit are at -1. The *transfixing* only lasts for one turn, although there is nothing to stop the Wardancers trying the same attack mode next turn.

Whirling Death: In a frenzy of bloodlust the Wardancers may double their number of attacks for one turn. They must continue attacking the same unit, with any attack mode except *interpenetration*, until all its members are dead. This could involve following a fleeing unit off the table.

Distract: The Wardancers weave around their opponents, avoiding all attacks and making none. This results in an automatic 'draw' for that turn. This attack mode can only be used against opponents with a *Weapon Skill* which is lower than or equal to the Wardancers'. This attack mode can be used for only three consecutive turns against any one unit.

Taunt: By use of insults and imaginative gestures the 'troupe' may force an enemy unit to charge them. The enemy must be within their normal charge distance of the 'troupe' and may make a **CI** test to resist the urge to charge the Wardancers.

Normal Attack: If the player wishes, the Wardancers can attack as normal troops. Wardancers pursuing enemy troops may only make normal attacks.



War Altars

Many of the lists allow for the inclusion of a War Altar. These are small portable altars carried onto the battlefield and guarded by units of religious fanatics. War altars usually contain or incorporate holy relics. These relics take the form of bits of revered saint's bodies, ritual objects, idols, totems, holy texts and so on. The presence of a war altar on the battlefield confers psychological advantages to the army and raises the confidence of the troops.

Special Rules:

1. War altars are carried and guarded by 2-5 religious fanatics, known as *altar guards*. These altar guards defend the war altar with their lives, and are immune to all *psychology* and *rout* tests while within 6" of the war altar. When carrying the war altar, the altar guards' movement allowance is reduced by half.
2. All friendly troops within 12" of the war altar receive +1 to their hand-to-hand *combat resolution score*. This is in addition to any bonuses they may have for standards.
3. All friendly troops within 12" receive a +2 bonus to their *Leadership*, up to a maximum value of 10.
4. If the war altar is captured or desecrated (all altar guards slain *and* enemy troops are in base-to-base contact with the altar), all friendly troops within 12" must make an immediate *rout* test.
5. A war altar may be mounted on a wagon to increase its mobility. Wagon mounted altars retain their psychological effects but are treated as wagons (see **WFB** p118-121).
6. War altars cost 50 points.

Hosts

Hosts are packs of beasts, chaotic creatures or ethereal beings which have been magically *bound* before a battle. Only a wizard, or group of wizards, may magically bind a host in this way. They might be creatures drawn forth from the local environment or,

if ethereal beings, they might be the shades of long dead warriors unable to rest until they have fulfilled some ancient oath or obligation. Binding a host uses up a portion of a wizard's magic points, these cannot be replenished by resting before the game begins. Several wizards may 'club together' in order to accumulate enough magic points to bind a host.'

There are three types of host: *monstrous*, *chaotic* and *ethereal*.

Monstrous hosts are made up of *creatures*. A monstrous host must be organised into units of up to 20 creatures. It is not essential that all creatures in a unit are of the same type, but if the host includes more than one creature of a type, they should be organised into the same unit, or into as few units as possible if there are more than 20 creatures. Monstrous hosts do not need leaders, they are magically bound and motivated; they are still subject to the usual leadership, rout and other tests. Refer to **WFB** p241 for rules concerning the binding and use of a monstrous host.

Chaotic hosts are made up of *creatures of Chaos*. Only a Chaos Sorcerer is able to bind a chaotic host. As with the monstrous host, creatures of the same type should be organised into the same unit, or into as few units as possible if there are more than 20 creatures. A Chaotic host does not need to be led; it is still subject to the usual leadership, rout and other tests. Refer to **WFB** p251 for rules concerning binding and use of a chaotic host.

Ethereal hosts are made up of *ethereal creatures*. Units of ethereal troops always contain the same kind of ethereal creature. Creatures of one kind must be placed in a single unit of between 1 and 20 models where possible. If a host includes more than 20 models of one kind they may be divided into two units as required, if more than 40 they may be divided into three units and so on. An ethereal host does not need to be led. Refer to **WFB** p263, for rules concerning binding and use of an ethereal host.

Only wizards from the main army, not those from allied contingents or mercenary groups, may bind hosts. This is because allied wizards are unwilling to sacrifice the amount of personal magical power that is needed to bind a host.



MAGIC

The special rules that follow have been designed so that magic and wizards can be used in a competitive way, without compromising either game balance or good generalship. Many of these rules change those given in **Warhammer** itself, in which players are invited to set their own limits on the amount of magic they wish to employ. Whilst it is entertaining to fight games between hordes of magicians and their Daemonic allies, it would be unreasonable to use such forces in competitive games. Where players wish to meet and fight on an equal footing, army lists provide a vital yard-stick by which armies can be compared. We have therefore chosen to limit both the number and effectiveness of wizards: although they are none the less a vital part of any force.

Wizards

The number of wizards permitted to an army varies from list to list. For example, if you have an Orc & Goblin army you can have up to 5 goblinoid wizards. Some armies are more favoured than others in this respect, reflecting the relative magical accomplishments of the various races.

Magic In Warhammer

Spells are powerful 'weapons' with the potential greatly to influence the course of a battle. The availability of particular spells is dependent upon the volatile nature of magic itself. Magic permeates all of existence. It ebbs and flows, weaving its way through the everchanging multiverse. This flow of magic is called the magical flux, and it is in a state of constant change; sometimes it is strong, sometimes weak, varying in intensity from place to place and time to time. Wizards are able to perceive and manipulate the magical flux, but they, in their turn, will find their own powers waxing or waning upon the general tide of magic. The state of the magical flux determines which spells magicians are able to cast. We represent this by generating spells before the battle as described later.

Spells

When using **Warhammer Armies**, the number of spells available to each level of wizard is as follows.

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3



Spell Generation

Each wizard's spells must be randomly generated before the game begins. This should be done by preparing a *Wizard Record Sheet* (page 167) for each wizard. Each wizard's spells are then generated in turn and written down together with other details, such as remaining magic points and magic level. If a GM or other unbiased party is present, he should oversee all dice rolling. If not, then players may agree to trust each other, or may oversee each other's dice rolling if preferred.

All spells are generated randomly from the **Spell Table** (see p10). Except where specifically noted in the army lists, spells should be generated from the appropriate level of the Battle Magic chart. For example, a wizard with a character level of 15 generates 6 spells from level 1 and 3 spells from level 2.

Most wizards are allowed to generate spells from the Elemental, Daemonic, Illusionist or Necromantic charts instead of Battle Magic spells. Any Goblin wizard for example, may have up to one Elemental, one Necromantic, one Illusionist and up to two Daemonic



spells from each of the levels available to him. This does not affect the total number of spells the wizard has, but merely substitutes spells of a different type. Where wizards are permitted to use Elemental, Daemonic, Illusionist or Necromantic spells, this is indicated in the army lists. Players should note that the word 'substitute' refers to the choice of table from which the spell is generated, it does not mean that an already generated spell may be 'swapped' for a dice roll on another chart. It is not acceptable to change a spell once it has been generated.

Duplicate Rolls

If a wizard generates a spell already generated by a previous roll, the player may **choose** any spell from that list. For example, a wizard generating a level 2 Battle Magic spell might roll up *Mystic Mist*, if he then generates another *Mystic Mist* spell he may disregard the roll, choosing any other level 2 Battle Magic spell instead.

Mutually Limited Magic

Some players may prefer to fight a conventional tactical battle, with a minimal number of wizards. Players may therefore mutually agree to limit the number of wizards, or number or types of spells, available for the purposes of a battle. This will result in a game more typical of a medieval battle, in which manoeuvre, tactics and the fighting qualities of troops will determine the victor.

1. Players may agree to fight using spells no higher than a pre-determined level. For example, players may agree to fight with only level 1 spells, levels 1 and 2, or levels 1, 2 and 3. Obviously, the maximum level of spell allowed will influence a player's choice of wizards for the game.
2. Players may also agree to fight using only *Battle Magic*, restricting the corpus of magic available to wizards of both sides.
3. Players may also agree to fight using an agreed number of wizards of one or more specified levels (up to the maximums given in the lists).
4. Players may also agree to fight without any wizards at all.

Players may combine any restrictions should they wish. For example, two sides might agree to fight with maximum of a single wizard per side, using Battle Magic only, with up to level 3 spells.

Magic Points

Players should note that the **magic points** cost of many spells has been changed to reflect more accurately the effectiveness of the spells. Players should note down the new magic points cost in their **Warhammer** books.



Battle Magic Spells

LEVEL 1			
D100	Number	Spell	MPs
01-07	B1.1	Aura of Resistance	1
08-14	B1.2	Cause Animosity	2
15-20	B1.3	Cure Light Injury	1
21-26	B1.4	Dispirit	2
27-33	B1.5	Enthuse	2
34-40	B1.6	Fire Ball	1
41-47	B1.7	Flight	1
48-54	B1.8	Hammerhand	2
55-61	B1.9	Ignite Missiles	1
62-68	B1.10	Immunity from Poison	1
69-75	B1.11	Leg Breaking	1
76-81	B1.12	Part Water	2
82-87	B1.13	Steal Mind	2
88-93	B1.14	Strength of Combat	1
94-00	B1.15	Wind Blast	2+1 to maintain

LEVEL 2			
D100	Number	Spell	MPs
01-07	B2.1	Aura of Protection	1
08-14	B2.2	Cause Frenzy	2
15-20	B2.3	Cause Hatred	2
21-26	B2.4	Cause Panic	2
27-33	B2.5	Lightning Bolt	1
34-40	B2.6	Mental Duel	3
41-47	B2.7	Mystic Mist	5
48-54	B2.8	Rally	2
55-61	B2.9	Raze	2
62-68	B2.10	Smash	1
69-75	B2.11	Stampede	4
76-81	B2.12	Steadfast	4
82-87	B2.13	Steal Magical Power	3
88-93	B2.14	Vortex of Chaos	4
94-00	B2.15	Zone of Sanctuary	2

LEVEL 3			
D100	Number	Spell	MPs
01-07	B3.1	Animate Sword	1+1 to maintain
08-14	B3.2	Arrow Invulnerability	2
15-20	B3.3	Cause Cowardly Flight	6
21-26	B3.4	Cause Fear	5
27-33	B3.5	Cause Stupidity	2
34-40	B3.6	Cloak of Darkness	6
41-47	B3.7	Corrode	5
48-54	B3.8	Create Magical Bog	10
55-61	B3.9	Curse of Arrow Attraction	6
62-68	B3.10	Dispel Aura	1
69-75	B3.11	Dispel Magic	3
76-81	B3.12	Enfeeble	5
82-87	B3.13	Magic Bridge	4
88-93	B3.14	Transfer Aura	1
94-00	B3.15	Vorpal Hurricane of Chaos	18

LEVEL 4			
D100	Number	Spell	MPs
01-07	B4.1	Accelerate Time	8
08-14	B4.2	Aura of Invulnerability	8
15-20	B4.3	Blast	4
21-26	B4.4	Change Allegiance	8
27-33	B4.5	Confound Mechanism	8
34-40	B4.6	Cure Severe Wound	1
41-47	B4.7	Drain Magic	12
48-54	B4.8	Enchant Weapon	2
55-61	B4.9	Entanglement	6
62-68	B4.10	Fetid Cloud	8
69-75	B4.11	Hurricane	10
76-81	B4.12	Ravine	12
82-87	B4.13	Stand Still	6
88-93	B4.14	Strength of Mind	1
94-00	B4.15	Zone of Magical Immunity	2

Elemental Spells

LEVEL 1			
D100	Number	Spell	MP
01-11	E1.1	Assault of Stone	3
12-22	E1.2	Blinding Flash	2
23-33	E1.3	Breathe Underwater	1
34-44	E1.4	Cloud of Smoke	2
45-55	E1.5	Hand of Fire	1
56-66	E1.6	Hide	3
67-77	E1.7	Magic Light	1
78-88	E1.8	Walk on Water	2
89-00	E1.9	Ward of Arrows	2

LEVEL 2			
D100	Number	Spell	MPs
01-11	E2.1	Cause Fire	4
12-22	E2.2	Cause Rain	4
23-33	E2.3	Clap of Thunder	5
34-44	E2.4	Extinguish Fire	4
45-55	E2.5	Move Object	3
56-66	E2.6	Part Water	4
67-77	E2.7	Resist Fire	3
78-88	E2.8	Wind of Magic	4
89-00	E2.9	Wither Vegetation	4

LEVEL 3			
D100	Number	Spell	MPs
01-11	E3.1	Banish Elemental	10
12-22	E3.2	Become Ethereal	7
23-33	E3.3	Breathe Fire	10
34-44	E3.4	Create Quicksand	9
45-55	E3.5	Crumble Stone	9
56-66	E3.6	Dust Storm	5
67-77	E3.7	Flame Sheet	4
78-88	E3.8	Foul Air	8
89-00	E3.9	Storm of Magic	8

LEVEL 4			
D100	Number	Spell	MPs
01-11	E4.1	Animate Water	16
12-22	E4.2	Dispel Elemental	24
23-33	E4.3	Hedge of Thorns	14
34-44	E4.4	Summon Elemental	18
45-55	E4.5	Summon Elemental Horde	30
56-66	E4.6	Summon Swarm	12
67-77	E4.7	Tempest of Magic	35
78-88	E4.8	Tunnel Through Stone	18
89-00	E4.9	Wall Shaker	16



Daemonic Spells

LEVEL 1			
D100	Number	Spell	MPs
01-20	D1.1	Bind Daemon	3
21-40	D1.2	Dispel Lesser Daemon	1
41-60	D1.3	Summon Familiar	2
61-80	D1.4	Summon Steed	1
81-00	D1.5	Zone of Daemonic Protection	2

LEVEL 2			
D100	Number	Spell	MPs
01-20	D2.1	Stop Daemonic Instability	3
21-40	D2.2	Summon Energy	3
41-60	D2.3	Summon Lesser Daemons	15
61-80	D2.4	Summon Magical Aid	4
81-00	D2.5	Zone of Daemon Nullification	5

LEVEL 3			
D100	Number	Spell	MPs
01-25	D3.1	Dispel Daemon Horde	10
26-50	D3.2	Spread Insanity	8
51-75	D3.3	Summon Daemon Horde	25
76-00	D3.4	Summon Great Power	6

LEVEL 4			
D100	Number	Spell	MPs
01-25	D4.1	Dispel Greater Daemon	10
26-50	D4.2	Summon Greater Daemon	25
51-75	D4.3	Summon Total Power	40
76-00	D4.4	Daemonic Portal	20

Necromantic Spells

LEVEL 1			
D100	Number	Spell	MPs
01-20	N1.1	Destroy Undead	2
21-40	N1.2	Hand of Death	1
41-60	N1.3	Summon Undead Champion	3
61-80	N1.4	Summon Skeletons	3
81-00	N1.5	Zone of Life	2

LEVEL 2			
D100	Number	Spell	MPs
01-20	N2.1	Control Undead	3
21-40	N2.2	Extend Control	3
41-60	N2.3	Hand of Dust	3
61-80	N2.4	Stop Instability	2
81-00	N2.5	Summon Undead Hero (L15)	8

LEVEL 3			
D100	Number	Spell	MPs
01-25	N3.1	Annihilate Undead	10
26-50	N3.2	Life in Death	10
51-75	N3.3	Raise Dead	10
76-00	N3.4	Summon Skeleton Horde	15

LEVEL 4			
D100	Number	Spell	MPs
01-25	N4.1	Curse of Undeath	15
26-50	N4.2	Summon Undead Hero (L25)	10
51-75	N4.3	Total Control	10
76-00	N4.4	Wind of Death	25

Illusionist Spells

LEVEL 1			
D100	Number	Spell	MPs
01-20	I1.1	Assume Illusionary Appearance	1
21-40	I1.2	Bewilder Foe	4
41-60	I1.3	Camouflage	2
61-80	I1.4	Clone Image	2 per image
81-00	I1.5	Create Illusionary Hero	2

LEVEL 2			
D100	Number	Spell	MPs
01-16	I2.1	Banish Illusion	3
17-33	I2.2	Confound Foe	8
34-49	I2.3	Illusion of Buildings	2 per section
50-66	I2.4	Illusion of Woods	5 per 6"x6"
67-83	I2.5	Ghostly Appearance	3
84-00	I2.6	Hallucinate	4

LEVEL 3			
D100	Number	Spell	MPs
01-25	I3.1	Illusion of Enemy	6
26-50	I3.2	Illusion of Mighty Appearance	6
51-75	I3.3	Universal Confusion	8
76-00	I3.4	Vanish	6

LEVEL 4			
D100	Number	Spell	MPs
01-25	I4.1	Destroy Illusion	8
26-50	I4.2	Illusion of Army	12
51-75	I4.3	Illusion of Darkness	15
76-00	I4.4	Teleport	20

Pre-battle Casting

Each wizard is permitted to cast a single spell once before the battle begins. The full points are deducted for the spell, and all normal rules apply.



Summoning Daemons

These new rules govern a wizard's ability to summon Daemons. They have been designed to allow gamers playing competitive battles to make use of the Daemon summoning spells given in the main rule book.

These rules apply to the following spells: *Summon Lesser Daemon*, *Summon Daemon Horde*, *Summon Greater Daemon*, and *Daemonic Portal*. They do not apply to other daemonic summoning spells such as *Summon Familiar* and *Summon Energy*.

1. A wizard wishing to cast one of the summoning spells listed above must first draw a **pentagram** around himself. The player must declare he is drawing a pentagram during his side's magic phase. He may do nothing else during the phase, including maintaining or casting other magic.
2. A card cut-out pentagram (see the tear-outs at the back of the book) should be placed under the wizard model. Alternatively, the player may simply declare the wizard has drawn a pentagram. The wizard must remain stationary in his pentagram until he begins the summoning spell (which he may do in any of his following magic phases). If the wizard moves or casts other magic the pentagram is destroyed.
3. If the wizard receives a wound before the summoning takes effect, the pentagram is destroyed. If any model moves within the pentagram (within 1" of the wizard) or if any magic is cast against the wizard, the pentagram is destroyed.
4. Assuming the pentagram is not destroyed, the wizard may cast his summoning spell during any of his side's following *magic phases*. Once the spell has been cast, the player must roll a D6 on the daemonic response chart given below.

DIE ROLL	RESULT
1	Daemons do not appear. Wizard is sucked into the daemonic voids (killed).
2	Daemons do not appear. Pentagram destroyed.
3	Daemons do not appear.
4	Daemons appear but stay for D6 turns only. After this they vanish.
5	Daemons appear but stay for D6 + 3 turns only. After this they vanish.
6	Daemons appear.

5. If the Daemons do not appear during the magic phase in which they are summoned, the wizard may either give up the spell (in which case the pentagram is destroyed) or try again in his following magic phase. No further magic points are required in order to make a second or subsequent attempt. However, if the pentagram is destroyed whilst the wizard is trying to summon, he is automatically sucked into the daemonic voids where his soul is given as a plaything to the servants of the abyss. The model may be removed from play.

Magical Attacks

Daemons, Elementals, and Ethereal creatures can only be affected by magical attacks. In addition to those creatures whose attacks count as magical, and weapons with magical attacks, the following points should be noted.

1. All attacks resulting from spells are considered to be magical attacks. This includes *Fire Balls* and other magical missiles. It also includes blows struck using *Hammerband*, *Strength of Combat*, and other enhancing spells. Magically ignited missiles, and magically diverted missiles (as a result of a curse of arrow attraction spell) are also considered to be magical. Generally speaking, the use of magic renders attacks magical.
2. All Creatures of Chaos are considered to have magical attacks, including Minotaurs and creatures of chaotic alignment, but not Warriors of Chaos, Skaven, Beastmen or other chaotically aligned Humans, Goblins, Dwarfs, Elves, and so on.

For example: a wizard casts a *Curse of Arrow Attraction* against a unit of enemy Daemons. In his following turn, the player's crossbowmen can fire at a unit of Goblins alongside the Daemons. Because the Goblins are within 24" of the target, the arrows are redirected and strike the Daemons. The Daemons are normally invulnerable to non-magical attacks, but because the crossbow bolts have been magically directed the attacks will count as magical. In the case of this spell, players are allowed to fire 'in the air' in order to divert missiles against a magically attractive unit - the unit's magical attraction draws the missiles towards it like a magnet.

Daemons

Daemons are magically vulnerable and do not normally receive a magical saving throw (see **WFB**, p148). Only where a spell specifies a save, is the Daemon allowed to make the dice roll. Where this is not specified, the spell automatically affects the Daemon.

Daemons summoned during a game are not permitted to employ spells to summon further Daemons. Other spells may be used freely, and without recourse to *magic points*.

Daemons do not have *magic points* in the normal way, and so are unable to **augment** a save or **enhance** an attack. They cannot use *magic points* to give themselves a *magical saving throw*.

Dragons

Although a Dragon's magical abilities are normally generated randomly, this would be at best awkward and at worst unfair for competitive play. Therefore, Dragons should be given a *magic level* with spells in the same way as Wizards, as shown on the following chart. Spells are generated in the same way as for wizards.

Dragon Size	Points (unwinged)	Magic as Wizard level
Dragon 1	250	None
Dragon 2	350	5
Dragon 3	500	10
Dragon 4	600	15
Dragon 5	700	20
Dragon 6	800	25



MAGIC ITEMS CHARTS

For convenience all magical weapons, armour, standards, musical instruments and other magical items available to armies in the lists are described below. Read this section carefully as many new magic armaments are included, and there are several new rules concerning the magical attributes of various armaments.

MAGIC WEAPONS

These are usually hand weapons such as swords, axes and maces. Any close combat weapon can have magical properties, but swords are by far the most common as they have a special symbolic relevance to magic. A single magical hand weapon costs a basic 25 points without any magical abilities other than the 'common characteristics' described below. In addition, points are charged for each magical ability a weapon has.

In the Warhammer world it is rare for any weapon other than a sword to have more than one ability; exceptions are almost invariably Dwarven axes. In the descriptions that follow we often assume that the weapon is a sword, even though this may not be strictly true.

Common Magical Properties: all magic weapons have four basic magical properties. These are:

1. Every magical weapon emits a magical aura which may be recognised by any wizard who touches it.

2. Magical weapons are not 'normal weapons'. Some creatures are immune to normal weapons (such as some Undead, Ethereal, Daemonic and Elemental creatures) but they may be wounded by magical weapons.
3. Magical hand-to-hand combat weapons automatically dispel any *aura spell* of any level on contact. Magical arrows (and other shooting weapons) do not.
4. The effects of magical weapons cannot be avoided by means of a *magical saving throw* as can the effects of some spells.

Magical Abilities: A magical sword may have any number of magical abilities, but may not have any ability more than once. Other magical weapons may have just one ability. The only notable exception to this rule is that Dwarfs may carry magical axes or hammers with any number of magical abilities in the same way as swords. The points values of these magical abilities are additional to the basic cost of 25 points.

Magical Abilities

Pts	Ability	Pts	Ability
20	Frostblade. This blade is crystal-white and looks more like ice than metal. Such blades are forged by means of intense magical cold. If an opponent is wounded by this blade, the icy cold is powerful enough to kill. Any living target suffering one or more wounds from this weapon is automatically slain on a D6 roll of 2 or more. No <i>armour</i> or any other <i>saving throw</i> is allowed.	4-9	Fireblade. This blade magically retains the heat of the forging furnace. When the weapon strikes a 'hit' against an enemy, it releases the heat of its birth. The blade immediately glows red hot and bursts into flame causing 2D6 <i>wounds</i> or damage points against a <i>flammable</i> creature or target. Against other creatures it inflicts searing burns equivalent to double <i>wounds</i> .
19	Trance. This gleaming blade produces an eerie sound which has an uncanny hypnotic effect. This enables the bearer to cause any single model within 4 inches to become 'entranced' (unable to fight) during the close combat phase of the turn. If the target is a character model he may avoid the effects of the trance on a D6 roll of 5 or 6.	5	Degeneration Strike. This weapon inflicts magically debilitating wounds against large or powerful creatures (ie, creatures with a T of 5 or more). Every time this weapon causes a <i>wound</i> the target's <i>Toughness</i> is reduced by D6. If reduced to zero the target is dead.
14	Enchanted Wound. The blade is inscribed with arcane symbols of dire potency. A wound inflicted by this weapon has terrible and deadly consequences; gnawing its way into the enemy's flesh, eating away and destroying his body until it becomes an empty husk. If the enemy has only 1 <i>wound</i> on its profile the weapon has no effect (the model is dead anyway); if the enemy has several <i>wounds</i> and suffers one or more <i>wounds</i> from this weapon, a normal magic saving throw is taken immediately (ie, 2D6 against WP). If the model fails its save, it is automatically slain. If the model passes its save it still suffers the wound/s as normal.	6	Mighty Strike. This weapon is inscribed with a magical incantation. If recited by the bearer when striking with it or just after inflicting a wound, the magical power of the incantation is activated, increasing the force of the blow. The bearer of this weapon may use it to make one <i>Strength</i> 10 attack during the battle. The player may decide to use this ability once a hit has been established.
16-17	Hellhoned Blade. This weapon has been sharpened on a magical whetstone. Victims wearing non-magical armour have no <i>saving throw</i> for any damage caused by this weapon.	5	Cursed Blade. This weapon has a magical curse inscribed upon the blade rendering it magically deadly to specific enemy characters. Different curses are required for different enemy characters and only one of the following curses may be chosen and must be noted down before the battle.
14-15	Sacred Blade. The weapon has been consecrated in a holy ritual and has great power against Undead or Ethereal creatures. These creatures suffer double damage if hit (eg 2 wounds instead of 1). Undead heroes within 12 inches of this weapon will be aware of its powers.		Strike down the general Strike down the army standard bearer Strike down all wizards Strike down all champions
13	Exorcism Blade. This weapon has holy texts inscribed on its blade and doubles the <i>Strength</i> of the bearer against Undead, Creatures of Chaos, Ethereal, Elemental or Daemonic opponents. The bearer's <i>Strength</i> may not exceed 10.	3-4	The blade will inflict double damage on the cursed character model.
12	Enchanted Strike. This weapon is charged with magical power that is released as energy when the weapon strikes its victim. All wounds caused by this weapon are automatically doubled (eg, 2 wounds are caused instead of 1).	5	Baneblade. This weapon has been enchanted so that it will become deadly to creatures of a particular race who suffer double <i>wounds</i> when hit. However, the actual name of the race or creature was not specified in the ritual incantations recited at the time of forging, nor in the arcane texts engraved upon the blade (this weapon is far more sinister than that). Instead the enchantment is activated when the blade is 'blooded' or allowed to 'taste' a foe. The blade then develops a magical 'appetite' for others of that particular type. The first creature wounded by the weapon will determine the type vulnerable to the blade's magical effects for the rest of the battle (eg, if the first creature wounded by the weapon is a Goblin, the weapon will become the 'bane' of Goblins for the rest of the battle).
11	Parasitic Blade. This weapon magically drains the life-force of its victim and transfers it into the bearer. Every time the weapon causes a <i>wound</i> , the player may also select any single characteristic of the target model and reduce this by -1. At the same time the weapon bearer automatically adds +1 to his own equivalent characteristic up to a maximum of 10. This bonus lasts for the remainder of the game.	2	
10	Parrying Blade. This weapon has been 'anointed' in an arcane ritual with a magical potion or sacred water. The weapon will always parry an opponent's first attack of every turn, so the first attack of any opponent is automatically cancelled. Only one attack per turn may be cancelled in this way.	5	Frenzied Blade. This weapon has been enchanted in an insane and bloodthirsty rite with the result that the weapon has a demented magical lust for blood. Once on the battlefield it is as if the blade can actually 'smell' the blood of the enemy and it becomes agitated. The weapon becomes so eager to spill blood that it imparts its magic into the owner who becomes blood-crazy and subject to <i>frenzy</i> for the duration of the battle.



◀ MAGIC MISSILES ▶

The points values of magic missiles assumes that one model will have sufficient magic arrows, bolts etc. of the type described to last the entire game. In some cases, however, the value given is for a single arrow, in which case it may only be used once. Ammunition may have only a single magical ability. The following descriptions

refer to arrows but the same rules apply to bolts, javelins, sling stones and any missiles. As with magical hand-to-hand weapons, magic missiles have full effect against creatures not normally affected by non-magical weapons. However, note that magic arrows do not dispel *magic auras*.

Magical Abilities

One Shot Missiles. The points cost for the following missiles are for each missile carried.

- | Pts | Ability |
|-----|---|
| 25 | Hail of Doom. By means of enchantment, several arrows have been magically merged into one. This arrow magically multiplies into 3D6 arrows in flight, striking the target unit as a whole. Normal targeting rules for firing at individuals apply, except that an individual within a unit may never be selected as a specific target under any circumstances. Individual targets standing away from units cannot be hit by more than D6 arrows. |
| 20 | Arcane Arrow. Magical marks are inscribed upon the arrowhead lending magical force to the impact. This arrow hits with a <i>Strength</i> of 10 and is also magically sharpened to penetrate all non-magical armour. The target receives no <i>saving throw</i> and takes D4 <i>wounds</i> . |
| 10 | Wings of Death. The flights of this arrow are made from the feathers of enchanted birds and the shafts from the wood of sacred trees. This arrow has twice the range of a normal arrow (or normal missile of its kind). |

Missile Supplies. The following missiles are supplied in sufficient quantities to last throughout a battle. The points cost is paid to equip a model with a supply of these missiles.

- | Pts | Ability |
|-----|--|
| 10 | Seeking Arrows. These arrows are inscribed with magic marks which render them completely accurate. All shots automatically hit their target. However, note that normal targeting rules apply - the target must be visible, within range, etc. |
| 5 | Blood Arrows. The tips of these arrows are dipped in blood in an arcane ritual so that they are attracted to blood by means of sympathetic magic. This makes them deadly accurate, adding +1 to the 'to hit' roll against living 'flesh and blood' creatures. |
| 5 | Arcane Bodkin. These arrows are magically sharpened so that they automatically penetrate all non-magical armour. Targets receive no <i>armour saving throw</i> . |
| 5 | Hell Shafts. The arrowheads are forged from the iron of old coffin-nails and incantations of exorcism are intoned while they are hammered into shape. These arrows automatically cause 1 <i>wound</i> against any Undead or Ethereal target they hit. |

◀ MAGIC ARMOUR ▶

Magical armour and shields are extremely rare. Some magic armour gives a better *saving throw* than the equivalent normal armour, adding +1, +2 or +3 to the basic dice roll. This may result in a model having an automatic save against normal weapons, in which case only weapons or creatures with a *saving throw* modifier will be able to harm them.

The points value of magical armour is equivalent to the normal cost of armour of its type, plus the extra points cost of a magical ability. A character may have only *one* armour ability - but may have magic armour *and* a magic shield (hence two abilities). Magic armour abilities may not be added together to give a higher save, nor is it possible to increase the *saving throw* by more than +3.

Magical Abilities

- | Pts | Ability | Pts | Ability |
|-----|---|-----|--|
| 50 | Chaos Armour. Only Chaos Sorcerers may have Chaos Armour. This supernatural form of armour is gift from the gods and grows to become a part of its wearer. Chaos Armour offers the same saving throws as heavy armour but does not inhibit the sorcerer's ability to use magic. | 25 | Spell-tempered Armour. This armour has been magically hardened during its manufacture either by annealing with strange arcane compounds or because the armour was wrought according to a ritual formula. The model wearing the armour has a <i>saving throw modifier</i> of +2. |
| 50 | Mithril Armour. Mithril is a light but very hard metal mined and worked by the Dwarfs. Mithril armour is wrought by means of magic. It confers a +2 <i>saving throw</i> modifier to the basic ST for its type and the first <i>wound</i> sustained in the battle is automatically saved - there is no need to roll. Mithril is so light that there is no <i>movement penalty</i> . During the armour's manufacture magic charms are wrought into it so that evilly aligned or chaotic creatures cannot wear it. | 25 | Blinding Glare. This shield, breastplate or helmet is magically burnished so as to shine with an intense blinding glare in close combat. This dazzles hand-to-hand combat opponents who lose 1 of their attacks. |
| 50 | Galvorn Armour. This is armour galvanised with meteoric iron (iron smelted from meteorites). Galvorn armour is magically wrought by Dark Elves and cannot be worn by any Good aligned creature. It is similar in its abilities to Mithril and is also rare and valuable. Galvorn armour confers a +2 <i>saving throw</i> modifier to the basic saving throw for its type and the first <i>wound</i> sustained in the battle is automatically saved - there is no need to roll. Galvorn armour can be made very thin and light so there is no <i>movement penalty</i> for wearing it. | 15 | Talismanic Shield. This shield has magical texts, runes or sacred images engraved upon it which help to ward off hostile magic. It will increase the bearer's <i>Will Power</i> and <i>Will Power bonus</i> by +2 up to a maximum of 10+3. |
| 50 | Magically inscribed Armour. The armour has magical inscriptions or symbols delicately engraved upon it. The model wearing the armour has a <i>saving throw modifier</i> of +3. | 10 | Arcane Armour. Magical incantations were recited while the armour was being made so that protective magic was actually wrought into the armour itself. The model wearing the armour has a <i>saving throw modifier</i> of +1. |
| 25 | Dwarf Mithril. Mithril is associated more commonly with Dwarfs rather than other races, since Dwarfs actually mine and work Mithril and other races have to trade with them to acquire it (apart from the odd items stolen or looted). To reflect this, a Dwarf may wear Mithril for only 25 points. | 10 | Protective Runes or Symbols. If inscribed onto armour, shields, or painted onto an otherwise unarmoured body, these magical signs increase the wearer's <i>Toughness</i> by +1. |
| 25 | Spell Shield. These shields have sacred images, magical symbols or protective amulets on them. Any magic spell cast directly against the bearer may be deflected or absorbed. If the character bearing the shield is <i>associated</i> with a unit, the shield may also deflect or absorb spells directed against the unit as a whole (e.g. <i>windblast</i> spells). Roll a D6 to determine whether the spell shield is effective: | 5 | Dragonhelm. This is a helmet with a dragon image engraved upon it or incorporating bits of a dragon, such as horns, teeth, claws or hide. Magical texts are also inscribed upon the helmet endowing it with the power to protect the wearer from the effects of dragons' breath attacks. The wearer of the helmet will be immune to such attacks as well as from all flaming attacks including fireballs, warp firethrowers and flamecannons. |
| 1 | The shield fails to stop the spell. | 5 | Dragonshield. This is a shield depicting a dragon or made from dragon hide. It is also decorated with magical symbols which give protection from dragons' breath attacks. Bearers of the shield will be immune from such attacks as well as from all flaming attacks including fireballs, warp firethrowers and flamecannons. |
| 2-4 | The spell is absorbed and cancelled by the shield. | 3 | Cold Steel. This armour is resistant to heat or flame generated by magic, either due to spells recited during the forging process or due to annealing with arcane minerals. The wearer of this armour is immune to fire based attacks, including <i>fire ball</i> spells. |
| 5 | The spell is immediately deflected in a random direction established using a D12. The spell 'travels' in the direction indicated until it 'strikes' something in its path. | 3 | Magical Woad, War-paint or Tattoos. These are magical marks or patterns painted or tattooed onto the body. They count as a form of magical armour even though no normal armour is worn, since the magic relies on faith to work and is negated by armour. The patterns magically confuse missiles giving the wearer a <i>saving throw</i> of 3,4,5 or 6 against missile weapons only. |
| 6 | The spell immediately rebounds onto the caster. | | |



◀ MAGIC STANDARDS ▶

The standard is the focus of a unit, army or contingent. Standards represent the martial pride of the regiment, race or nation and are honoured and respected. Some standards incorporate religious emblems or texts, arcane symbols or runes, relics, totems or fetishes and may be objects of veneration in their own right. Such standards may have magical abilities which can influence the course of battle. Refer to **WFB** p185-186 for rules concerning magical standards in battle.

Unit Standard

Like any unit standard, a magical unit standard adds +1 to the hand-to-hand combat resolution score of the unit. In addition the standard has **one** magical ability. The points value of the standard is the same as that of an ordinary standard plus the points value of its magical ability.

Army and Contingent Abilities

Magical army or contingent standards may have up to **three** magical abilities. The points value of each magical ability is added to the cost of an ordinary army/contingent standard (50 points). The points spent on an army standard are considered as coming from the army's **character** model allocation. Points spent on a contingent standard will come from the **ally/mercenary** allocation.

Choosing Abilities

The army lists give the **maximum** points values that may be spent on magical abilities for a standard. Note that the player may always spend less points than the amount given - choosing to spend 25 points rather than 100, for example. However, no player may spend more points on a standard's abilities than the maximum indicated.

Dispel Magic

Note that a *dispel magic* spell (B3.11) cast specifically against a unit standard will nullify one magical ability immediately. Where a standard has more than one ability a random ability will be affected.

Capture

Magical standards may be captured like ordinary standards, but their abilities are immediately lost. They cannot be regained during the battle, even if the standard is recaptured. Capture rules are the same as described for normal standards (see **WFB**, p78).

Abilities for Standards

Note that players are free to select abilities from the list given below. No distinction is drawn between unit standards and army or contingent standards - all types of standard use the same list. The higher points values of the better abilities, and the provisions of the army lists, will naturally restrict the player's choice.

Magical Abilities

Pts	Ability	Pts	Ability
100	Battle Banner: The standard has been endowed with magic power by a war god or by the faith and trust of the warriors who have borne it over many centuries. The standard adds a further +D6 to the unit's hand-to-hand combat resolution score. This dice roll is made at the end of the hand-to-hand combat, so the bonus varies from round to round.		nearest to the original target unit; on a roll of 1 or 2 the spell hits the unit nearest to the target unit, be it friend or foe. Normal targetting rules do not affect the redirected spell, making it possible for a <i>fire ball</i> to hit a unit behind its original target, for example.
100	Icon of Divine Wrath: The standard itself is animated with divine power so that the image upon it may strike at the enemy. The standard has the ability to cast 1 <i>lightning bolt</i> strike per <i>magic phase</i> . This has a range of 24 inches and causes D3 <i>strength</i> 4 hits automatically. No magic points are expended or recorded. The standard bearer model may use this ability during the <i>magic phase</i> as a close combat attack, but may not make ordinary attacks during the same turn.	50	Hellfire Banner: The standard has been ritually endowed with magic power. This enchantment may be unleashed when the arcane texts upon it are pronounced. The standard has the ability to cast 1 <i>fire ball</i> spell per <i>magic phase</i> . The <i>fire ball</i> has a 24 inch range and causes D3 <i>strength</i> 3 hits automatically. No magic points are expended or recorded. The standard bearer model may use this ability during the <i>magic phase</i> as an attack, but may not make ordinary attacks during the same turn.
100	Bane Banner: The standard depicts sinister mind-tormenting images that inspire utter dread. The images also let out piercing diabolical shrieks. The standard is permitted to cast one <i>cause cowardly flight</i> spell per <i>magic phase</i> , as per the level 3 spell (B3.3). The spell has a range of 24 inches and the target unit is automatically routed if it fails its <i>magic saving throw</i> .	50	Dread Banner: The standard was woven or decorated during the insane rituals of demented wizards. It is of such horrific appearance or incorporates such hideous elements or images that it inspires irrational dread in enemy who approach close to it. A unit accompanying the standard causes <i>fear</i> in all opponents normally subject to psychology. Troops intending to charge a unit accompanying the standard must therefore take a <i>fear</i> test.
100	Amuletic Standard: The standard is adorned with magical amulets or arcane symbols which have the power to ward off malignant sorcery. The standard enshrouds itself, its bearer, and any associated unit, in protective magic. This acts like a selective <i>dispel magic</i> spell. If the unit is attacked by magic, its normal <i>magic saving throw</i> is increased to 10. Magic which has no associated <i>saving throw</i> is nullified completely, including magic missiles such as <i>fire balls</i> . If a <i>dispel magic</i> is used against the standard, a <i>saving throw</i> of 10 applies.	50	Talismanic Standard: The standard has been enchanted by wizards before the battle and may act as a reservoir of magic points. Before the battle, any wizards may surrender any of their magic points and place them in the standard. These points may not be recovered before the battle begins. Any magic points placed in the standard in this way are doubled. If, for example, a player places 10 points in the standard, the standard has a reservoir of 20. A friendly wizard within 12 inches of the standard may draw magic points from the standard to cast spells.
	Any enemy subject to <i>instability</i> must test as soon as it comes into contact with the unit, deducting -2 from the test result.		Any spell cast using points from the standard will automatically succeed - no test is required, no matter how few magic points the wizard has. The wizard may only cast his normal range of spells. The points used to cast the spell are deducted from the standard's reservoir. Standards may not recover magic points.
	The standard's ability does not affect magic items carried by the unit. Nor does it affect magical close-combat weapons carried by the enemy. It does confer the special <i>magic saving throw</i> against the effects of spells cast from or utilising special powers of magic weapons, such as described in <i>Realm of Chaos</i> . Magical missile weapons directed against the unit are rendered completely ineffective, not even causing their normal non-magical damage.	25	War Banner: This is an ancient standard that has gained magical power by virtue of the glorious deeds and heroism of the troops that have borne it over many generations. The standard adds a further +1 to the unit's hand-to-hand combat resolution score.
100	Sacred Standard: No more than one of these standards may appear in any one army. The standard depicts the symbol or image of a god, or the banner has been 'blessed' by means of holy ritual before the battle. The unit accompanying the standard is endowed with the protection of the god. Any spells directed against the standard, or the unit accompanying it, are immediately deflected away from the unit. The deflected spell may strike a nearby unit, or be deflected against the spell's caster. Roll a D6: on a 5 or 6 the spell is deflected back against its caster; on a 3 or 4 the spell hits the enemy unit	25	Ward of the Brave: The unit bearing this ancient and precious banner may re-roll the result of any rout test. A failed test may only be re-rolled once, and the player must abide by the second dice roll.
		25	Relic Banner: The banner is itself a relic of some great warrior or mighty army of the past or incorporates actual bits or armaments of some ancient and venerated personality. The standard inspires religious faith and confidence and troops accompanying the standard are unperturbed by disconcerting events occurring around them. A unit accompanying the standard is immune to <i>panic</i> , and may re-roll the result of its first rout test of the game.



◀ MAGIC INSTRUMENTS ▶

An ordinary musical instrument allows a unit to add +1 to its *Leadership* score when testing to make a manoeuvre. Magical instruments have the same ability plus one of the special abilities described below. The points value of a magic instrument is equivalent to an ordinary instrument, plus 25 points for its ability. A magical instrument does not need to be carried by

a *character model* but may be if the player wishes to pay the 25 pts (no further modifier is applied). Points for a unit's instruments come from the army's rank and file allocation. Individual non-champion *character models* pay for magic musical instruments out of the character models' allocation. Refer to **WFB** p186 for further rules about magical instruments in battle.

Magical Abilities

- | Pts | Ability |
|-----|---|
| 25 | Doomsunder. The instrument sounds a terrible and frightening blast which causes a -1 reduction in the <i>leadership</i> of hand-to-hand opponents for the duration of that engagement. |
| 25 | Battlecall. The instrument sounds a mighty call to arms that invigorates the troops. The unit may therefore add +1 to any hand-to-hand combat resolution result, just as if it had caused an additional casualty. This is cumulative with the +1 bonus from a (non-magical) standard, giving an overall bonus of +2. |
| 25 | Battlecry. The instrument is played to accompany a battlecry or chant uttered when charging into close-combat, empowering the words with magic. A unit or character shouting the battlecry does not have to take a <i>fear</i> test in order to charge a <i>feared</i> enemy. The battlecry inspires courage and confidence. Note that the battlecry does not affect <i>fear</i> tests taken when being charged. |

- | Pts | Ability |
|-----|--|
| 25 | Hymn of Hate. The instrument is played to accompany a Hymn of Hate sung or chanted by the unit which inspires <i>hatred</i> of the enemy whoever they may be. The instrument empowers the words with magical potency. The unit is assumed to start singing the Hymn of Hate from the start of the battle, through to the end, unto the last gasp of the last remaining model. The unit is subject to <i>hatred</i> against all enemy units. |
| 25 | Call of Valour. The instrument banishes all thoughts of death and terror from the minds of the troops. The unit may therefore add +1 to its <i>leadership</i> when taking any <i>fear</i> tests. |
| 25 | Battlerage. The music of the instrument drives the troops into an unstoppable death-lust. During the first round of any close-combat engagement, and on any following round providing the unit is not pushed back, it may add +1 to its 'to hit' rolls. |

◀ SCROLLS ▶

These magical parchments, inscribed with spells by wizards, allow spells to be cast simply by the recitation of the inscribed formulae, regardless of the spell level of the scroll-spell or the magic level of the wizard. Using a scroll requires 1 magic point, but the spell is always cast successfully - there is no need to test for success. Once read, the scroll disintegrates and can never be used again. A scroll may have more than one spell upon it, in which case one spell may be read at a time, and that portion of the manuscript fades away. Once all the spells have been read the scroll crumbles into dust.

selected from the level indicated in the army list, but a wizard may not read necromantic, illusionist, demonic or elemental spells unless he holds at least one spell of that type. The points value of a scroll depends on the number of spells and their level. These are given on the chart below. The cost of the scroll is the total of the cost of the spells written upon it.

Wizards may carry the number of scrolls indicated in the lists. Points spent on a scroll are considered to be spent on the wizard carrying it and must come out of the character points allocation. Scroll-spells should be randomly selected as are normal spells. Scrolls may be

Spell level	Points cost per spell on scroll
1	25
2	50
3	100
4	200

◀ RINGS ▶

Magic rings contain magic power in the form of spells. Any *character model* (even a non-wizard) may have a magic ring, subject to the limitations given in the lists, and is then able to cast the spell associated with the ring.

The points cost of a ring is dependent on the level of the chosen spell. Points spent on a ring are considered to be part of the character points value and come out of the character points allocation.

Rings have only a limited store of magic; once this is used up they are useless. To represent this, any *character model* attempting to use a ring for a second or subsequent time must roll a D6. A score of 6 indicates that the ring has run out of power. A ring may only contain a single spell chosen by the player from the spell lists.



However, magic rings are tricky things, and it is not always possible to be certain of their properties. So, when a ring is used for the first time, roll a D6: 1-5 it contains the chosen spell. 6 - it contains a randomly determined spell of the same type and level.

Spell level	Points cost of ring
1	50
2	100
3	200
4	400



The lists include many war machines which are described according to their generic type (eg, 3-man cannon, 3-man bolt thrower, etc). From time to time, some armies devise or acquire machineries of war with unusual properties, some technological, others arcane. Such machines have passed into legend, but are still to be encountered on the battlefield. Special rules relating to such war machines are given in the following section.



Goblobber -

Dwarven Goblin-throwing Catapult

Gob-Lobber is a stone thrower, and follows the normal rules for stone throwers (WFB, p107).

For an additional 25 points, the owning player may purchase sufficient Goblins to use as ammunition throughout the game. Any Goblin unit hit by a Goblin-missile, must make a *panic* test. When firing Goblins, the stone thrower's *strength* and the *wounds* it inflicts are both reduced by 2.

Undead Plague Cart

The plague cart, the very symbol of the last journey which ends at the cemetery gate, is a powerful talisman for the undead hordes. It has strange necromantic powers which can be felt and drawn forth by undead warriors in proximity to it.

- 1 Any undead unit with models within 12 inches of the undead cart may add +1 to the D6 score in the *instability* test.
- 2 The Plague Cart causes *fear* in living creatures.
- 3 The Plague Cart has a movement allowance of 5 inches and may move over all terrain and through all obstacles except buildings with no penalty; movement through solid walls and into/out of buildings costs half the cart's movement for that turn.
- 4 The undead cart may be attacked like an ordinary wagon.

Skull Crusher - Goblin Stone Thrower

Skull Crusher is a normal 3-man stone thrower, except that it has the ability to immolate its ammunition in flight. Burning rocks cause normal damage and have a +2 bonus to *Strength* against *flammable* targets.

Lead Belcher - Goblin Organ Gun

Lead Belcher is cunningly constructed with three iron bound barrels and another barrel mounted above them. This arrangement of barrels counts as a four barrelled organ gun (WFB, p111).

Skeleton Stone Thrower

The Skeleton Stone Thrower thrower is subject to all the normal rules for 3-man stone throwers (WFB, p107), with the following additions:

1. The Skeleton stone thrower is subject to *instability*. One check is made for both the thrower and its crew.
2. The Skeleton stone throwers may hurl 'screaming skull' ammunition. For an extra 25 points the thrower may be supplied with enough skulls to last for one battle. These skulls are hurled instead of rocks, making a fearful shrieking sound as they fly through the air, and any unit hit by a skull must test for *panic*. The *panic* test is in addition to any damage inflicted by the skull. The skull is treated as a normal rock for the purpose of calculating damage

Undead Chariot

Constructed from bones and drawn by a pair of undead horses, this chariot makes a fearsome and useful addition to Undead armies. Undead chariots use all the normal rules for a light chariot (WFB, p118) with the following additions:

1. An undead chariot causes *fear* in living creatures.
2. Undead chariots are subject to *instability*, one check is made for both the chariot and its crew.
3. Undead chariots may move over all terrain and through all obstacles except buildings with no penalty; movement through solid walls and into/out of buildings costs half the chariot's movement for that turn. Opponents receive no bonuses for cover other than solid walls or buildings.



Repeating Bolt Thrower

A repeating bolt thrower has an elaborate ratchet-and-lever arrangement which, in one action, draws the bow string back and leaves a new bolt in place ready to fire.

A repeating bolt thrower can be reloaded in a little under a third of the time of an ordinary bolt thrower, and is capable of 6 shots per turn. Repeating bolt throwers have a high rate of fire but their *strength*, and the number of *wounds* caused by each hit, are lower than an ordinary one.

REPEATING BOLT THROWER	RANGE	STRENGTH	SAVE MOD.	WOUNDS	POINTS
2 crew	24"	3	0	1	20

Movement

Use the rules given for bolt throwers (WFB, p107).

Firing

To fire a repeating crossbow, the player follows the procedure below:

1. Nominate the target. Normal targeting restrictions apply.
2. Roll 'to hit'. All bolt throwers have an assumed *BS* of 3 and so require a basic 4, 5 or 6 to hit at under half range, 5 or 6 at over half range.
3. The engine is allowed 6 shots per turn. All shots are directed against the same target unit.
4. Unlike a normal bolt thrower, each shot can only inflict one wound. Bolts cannot penetrate through to the next rank.



Snotling Pump Wagon

The pump wagon is basically a pump-operated cart (like the ones that railway engineers once used) with a vicious spiked roller mounted on its front. The roller is connected to the wagon's wheels by means of a belt or chain - as the wagon moves, the roller spins, creating a formidable battle-mower!

The pump wagon is crewed by a group of Snotlings - the precise number is unimportant. These fight and take wounds in exactly the same way as a Snotling base with a normal Snotling profile (see WFB, p232).

Each Snotling pump wagon is treated as a separate unit. Psychology tests are taken on the Snotling crew of each wagon, but with a +4 modifier because riding in a pump wagon greatly enhances a Snotling's bravado.

A pump wagon is powered by means of a mechanism worked by two Snotlings. Naturally the Snotling pump operators become tired very quickly, and as one pair of operators becomes exhausted they are relieved by another. This means that the speed of the pump wagon is somewhat variable, as the Snotlings squabble over whose



turn on the pump it is, frequently leaving the pump unattended altogether. To represent this, the movement of the pump wagon is determined randomly at the start of each turn by the roll of 2D6, which gives the basic movement allowance in inches.

Pump wagons suffer the same movement and terrain penalties as do chariots (see WFB, p118), and may not make reserve moves. Pump wagons have a crude but effective steering mechanism and may turn in the same way as light chariots with a turning radius equal to half the model's move.

The following special rules apply.

- 1 The wagon's complement of Snotlings may use missile weapons in any direction or may engage any figure in contact with the wagon with hand weapons. The Snotling crew fight in all respects as if they were a single Snotling base. Note that the Snotlings do not need to outnumber their opponents by 3:1 before they can attack, since the wagon greatly boosts their confidence.
- 2 When the pump wagon charges into combat it causes D6 automatic *strength* 6 hits with its spiked roller. The D6 score also indicates the number of ranks penetrated by the pump wagon. There is no need to actually move the model through the enemy ranks - leave the model where it has met the first rank - the wagon's progress through the unit may be safely left to the imagination! A wagon which penetrates all of the enemy's ranks will continue to move forward up to the limit of its movement allowance. When penetrating a formation, measure the pump wagon's remaining movement from the rear of the formation. The pump wagon therefore moves through the depth of the formation without using up any movement allowance. If the sheer size of the wagon model means that it ends up inside or partly inside the enemy formation, move it far enough so that it is out of the formation. This avoids the confusion that would otherwise result from overlapping models.
- 3 Spiked roller *attacks* are worked out before normal *attacks*, irrespective of the combatants' *initiative* levels.
- 4 If a charging wagon punches right through a unit, the unit must take an immediate *rout* test, regardless of how many casualties have been sustained.
- 5 If a wagon fails to penetrate a unit, the wagon grinds to a halt and becomes *bogged down*. The model is left at the front of the unit, just as in a normal hand-to-hand combat. The 'penetration' is not represented as such; it is assumed that ranks reform and the overall position is that of a normal combat. Once bogged down, the wagon cannot cause any more hits with the spiked roller for the rest of that hand-to-hand combat engagement, and must rely on the ferocity of its fighting crew (don't count too highly on this).
- 6 There are two types of Snotling Pump wagon; the basic or 'light' type and the 'heavy' type which has an upper fighting deck. The crew of the light pump wagon do not fight in close combat during in the first round of close combat. They can fight in subsequent rounds if the wagon becomes bogged down. The upper fighting deck of the heavy pump wagon enables the crew to fight in the first as well as in subsequent rounds of combat.
- 7 For the purposes of missile fire the wagon counts as a large target (+1 'to hit').
- 8 The wagon may be attacked by any models in base-to-base contact with it during the *combat phase*.
- 9 Any models charging the wagon from the front will suffer normal damage as described under (2) so long as the wagon moved at least 6" in its previous turn. If the wagon did not move 6" then the chargers take only half as many hits (D3 *strength* 6 hits rather than D6.)
- 10 A unit attacking a wagon from the sides or rear will not be affected by the roller and can attack normally. However, if the wagon is not engaged frontally it is free to move in its next movement phase *even though it is engaged in combat*.
- 11 Hits against the wagon are recorded as they occur. Damage from shooting is determined at the end of the shooting phase. Damage from hand-to-hand combat is determined at the end of the combat phase. To determine damage, roll 2D6 and add +1 for each *hit* sustained. Consult the **Special Damage Chart** (below) and note any result.



PUMP WAGON SPECIAL DAMAGE CHART

2D6 Roll	Result	2D6 Roll	Result
3-7	No effect.	12	The upper wishbone-collet-retaining-gudgeon snaps unexpectedly, as a result of which the spiky roller spins off straight towards the enemy! If the wagon is in close combat this causes an extra D3 <i>strength</i> 6 hits (not counted towards penetration of ranks - but annoying none the less). The wagon is deprived of its roller for future combats.
8	One of the Snotling crew falls into the drive mechanism slowing down the pump wagon by -2" per turn. On the D6 roll of 6 (made at the start of each of the player's following turns), the mangled crewman is thrown free of the drive, and the penalty ceases to apply.	13	The pump handle breaks off in the hand of a particularly enthusiastic Snotling. The pump wagon halts on completion of its current move. If the wagon has penetrated an enemy formation, it finishes its movement as normal and comes to a halt. If the wagon is being shot at during a charge, it continues its move, causing damage as normal on contact. The crew may continue to fight normally.
9	The machine's steering is seriously damaged. The machine may not turn either to the right (1,2, or 3 on a D6), or left (4,5, or 6 on D6), for the rest of the game. However, if all the crew lean to one side of the vehicle, they can cause it to turn, even though the steering is broken. A crew attempting this daring feat may do nothing else during the side's turn, and will successfully accomplish the left/right turn on a D6 roll of 4, 5 or 6. If they fail, the vehicle travels in a straight line.	14	The wagon overturns, spilling its unfortunate Snotling crew onto the ground. Roll a D6: on a 1, 2, 3 or 4 the wagon is destroyed and its crew dead; on a 5 or 6, the wagon may be righted by its crew at the beginning of any of their subsequent turns on a D6 roll of 6. If attacked in hand-to-hand combat before the wagon can be righted, the crew will run off and disperse, and the machine is destroyed.
10	Crew are injured or fall from the wagon during the rough and tumble of combat. The crew suffer 1 hit, with a strength equivalent to that of the enemy troops (or their missile weapons). If the enemy models comprise troops with several different strengths, determine which has hit randomly. Once the crew are all slain (ie, 3 <i>wounds</i> on a standard Snotling base), the pump wagon will complete this turn's movement (where appropriate) and come to a halt.	15	The crew bale out and scamper off, talking no further part in the game. If the wagon has penetrated an enemy formation, it finishes its movement as normal and comes to a halt. If the wagon is being shot at during a charge, it will continue its move, causing damage as normal upon contact.
11	The spiked roller's drive chain slips from the sprocket. The pump wagon can only inflict D3 hits on impact from now on (rather than D6).	16+	The axle breaks and the pump wagon comes to an immediate and violent halt before collapsing, destroying the wagon and slaying its crew.



Chaos Dwarf War Machines

When it comes to inventing machineries of war, the Chaos Dwarfs are almost as capable as the members of the Dwarf Engineers Guild. Perhaps there is something about their inventive dwarven nature which responds vigorously to the warping stimulus of Chaos.

The Whirlwind is a two-wheeled push-cart with scythed wheels and spikes fixed to the front. Three rotating flails and three rotating scythes are mounted on the front and driven by means of cogs and gears linked to the axle. This means that the flails and scythes will only rotate so long as the cart is being pushed. The Whirlwind is principally a device for breaking up and smashing through solid formations of troops. If the device succeeds in breaking through, it may proceed to engage other targets beyond. Several of these devices may form up into a unit to attack together.

The Tenderiser is a variant of the Whirlwind in which the axle is linked by gears to three enormous concussive implements. As the device is pushed forward these implements batter and crush foes in its path. It operates in a similar way to the Whirlwind except that the nature of the damage inflicted is different.

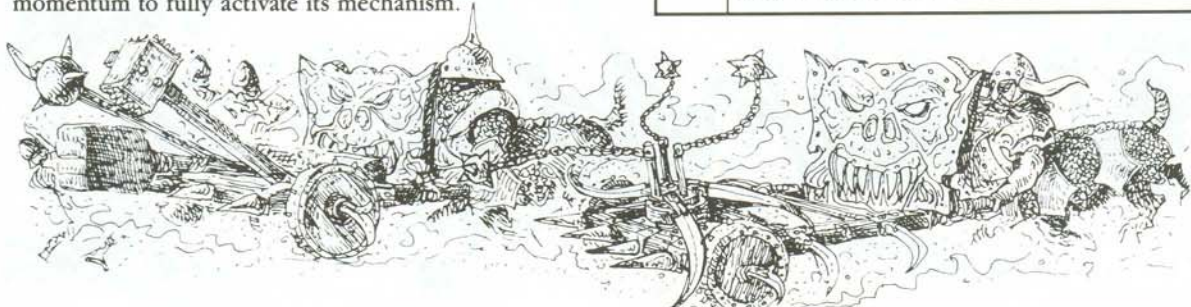


Special Rules

- The machine is pushed into combat by a Dwarf Boar-Centaur. The Boar-Centaur may push the device with a movement allowance of 7" and a normal charge distance of 14".
- The machines suffer the same movement and terrain penalties as do chariots (WFB, p118). A reserve move is not allowed. A crude but effective steering mechanism enables the machines to turn in the same way as light chariots, with a turning radius equal to half the model's move.
- The Whirlwind:** When the Whirlwind charges into combat, it causes D4 automatic *strength* 4 hits with its spikes and D6 automatic *strength* 5 hits with the rotating flails and scythes. The D6 score also indicates the number of ranks penetrated by the whirlwind. This means that on a D6 score of 4 the whirlwind would inflict 4 *strength* 6 hits with the flails and scythes and would penetrate 4 ranks. If the whirlwind penetrates all of the enemy's ranks, it will pass completely through the enemy unit, and continue its movement measuring from the back of the rear most rank. If its remaining movement is insufficient to clear the enemy unit, place the model immediately behind - this means the model moves further than normal, but this is easier than having models overlapping.
- The Tenderiser:** When the tenderiser charges into contact, it causes D4 automatic *strength* 4 hits with its spikes and D6 automatic *strength* 6 hits with its concussive hammers. The D6 score also indicates the number of ranks penetrated. If the tenderiser penetrates all of the enemy's ranks, it will pass completely through the enemy unit, and continue its movement measuring from the back of the rear most rank. If its remaining movement is insufficient to clear the enemy unit, place the model immediately behind.
- All Whirlwind/Tenderiser *attacks* are worked out before normal *attacks*, irrespective of the combatants' relative *initiative* scores.
- If a Whirlwind or Tenderiser is charged, it may still attack, but causes only 1 automatic spike hit, and D3 flail/hammer hits. In this situation, the weapon has been caught at a disadvantage and has consequently not gained sufficient momentum to fully activate its mechanism.

- If a Whirlwind or Tenderiser penetrates right through a unit, the unit must take an immediate *rout* test, regardless of how many casualties have been sustained.
- If the Whirlwind or Tenderiser fails to penetrate through a unit, it is brought to a standstill. It cannot cause any damage once halted in this way, although the Boar Centaur may fight as normal.
- For the purposes of missile fire the Whirlwind/Tenderiser counts as a large target (+1 'to hit').
- The Whirlwind or Tenderiser may be engaged with hand weapons by any models in base-to-base contact.
- A unit charging a Whirlwind or Tenderiser from the rear will not be affected by the spikes and rotating flails and scythes.
- Hits against the Whirlwind or Tenderiser are recorded as they occur. Damage from shooting is determined at the end of the shooting phase. Damage from hand-to-hand combat is determined at the end of the combat phase. To determine damage, roll 2D6 and add +1 for each *hit* sustained. Consult the **Special Damage Chart** (below) and note any result.
- If the chart indicates that the Boar-Centaur is struck, work out damage against it as normal. The creature is very effectively protected from the front by means of a pavise which counts as hard cover and gives it an extra 4,5,6 saving throw after its normal armour throw. The Boar-Centaur has heavy armour and counts as barded.

SPECIAL DAMAGE RESULTS	
2D6 Roll	Result
3-7	No effect
8-9	The Boar-Centaur is struck taking 1 hit at the <i>strength</i> of its opponents (or their missile weapons). If enemy models have differing <i>strength</i> values, randomly determine which has hit from amongst those in contact with the machine.
10	The Boar-Centaur's pavise is struck off, and the Boar Centaur no longer benefits from the additional 4,5,6 saving throw. If hit by missile weapons with a <i>strength</i> of less than 5, the shot sticks in the pavise and has no effect.
11	The machine's steering is seriously damaged. The machine may not turn either to the right (1,2, or 3 on a D6), or left (4,5, or 6 on D6), for the rest of the game.
12	The machine suffers damage to its wheels or axle, rendering it highly unstable. The machine may move at up to half rate without danger. If moving faster than half rate, a D6 is rolled. On a 1 or 2 nothing happens, on a 3 or 4 the machine moves forward only D6", and on a 5 or 6 the axle snaps and the machine comes to an immediate halt. The Boar Centaur may abandon the machine and fight individually.
13	The mechanism is damaged and the moving parts are jammed. The machine's whirling blades or hammers are rendered inactive for the rest of the game.
14	One of the wheels comes off and the device immediately grinds to a halt causing no further damage. The Boar-Centaur may abandon the machine and fight individually.
15 +	The machine is overturned, wrecking it and causing D3 <i>strength</i> 5 hits on the Boar Centaur.



BESTIARY

This section gives rules and profiles for the new creatures which appear in the army lists, many of which have appeared as models since the publication of **Warhammer Fantasy Battle**.

Black Orcs

Black Orcs come from the very heart of the Darklands. They have evolved in the harshest and most dangerous environment inhabited by any goblinoid creature and are consequently the largest and most antagonistic. Even the meanest and most powerful of ordinary Orcs would think twice before crossing blades with a Black Orc. In the Darklands they are said to hunt and eat other goblinoids. This is probably true because all goblinoids are inclined to cannibalism on occasion. In recent years they have spread westward, conquering and absorbing other goblinoid tribes and taking over their territories. There are only a relatively small number of these creatures in the Old World, but they are becoming increasingly common all the time.

Physique: Black Orcs are bigger and more heavily built than ordinary Orcs which they otherwise resemble. Their skins are far darker than ordinary Orcs and their beady red eyes look particularly menacing framed against their black skin.

Alignment: Black Orcs are Evil.

Base Size: 25 x 25mm.

Special Rules:

1. Black Orcs are subject to *animosity* against all goblinoid units on the same side as themselves. Black Orcs are racially distinct from other Orcs; the two kinds treat each other as a different *race* for purposes of animosity.
2. Other goblinoids are not subject to *animosity* against Black Orcs unless they outnumber the Black Orcs by at least 2:1, in which case the *animosity* test is taken as normal. This reflects the fact that other goblinoids are usually scared of, or intimidated by, Black Orcs.
3. Black Orcs would never allow themselves to be led by other goblinoid types. A Black Orc unit may include an associated non-Black Orc character model, but that character model may not act as the unit's leader. This is an exception to the main rules on *Character Models as Leaders* (see **WFB**, p93).
4. Black Orcs despise other goblinoids so much that they are never panicked when other goblinoids rout. Black Orcs do not have to take a *panic test* when other goblinoid units rout from close combat, or rout past them during their movement (see **WFB**, p73 Panic clauses 1 and 5).
5. A unit of any goblinoid type may have a Black Orc leader. A unit led by a Black Orc calculates its own *animosity* as if it were a unit of Black Orcs. It is considered to be rank-and-file for *animosity* worked out against it.
6. Black Orc wizards may substitute any one Battle Magic spell from each level with an equivalent level Necromantic, Daemonic, Elemental or Illusionist spell.



FR

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Black Orc	4	4	3	4	4	1	2	1	8	5	7	7	7
5 Hero	4	5	4	5	4	1	3	2	8	5	7	7	42
10 Hero	4	6	4	5	5	2	3	3	9+1	5	7	7	77
15 Hero	4	6	4	5	5	3	4	3	10+2	5	8+1	8+1	112
20 Hero	4	7	4	5	5	4	5	4	10+3	5	8+1	8+1	147
25 Hero	4	7	5	5	5	4	5	4	10+3	7+2	9+2	9+2	217
5 Wizard	4	5	4	5	4	1	2	1	8	6+1	8+1	8+1	72
10 Wizard	4	5	4	5	4	2	3	1	9+1	7+2	8+1	9+2	107
15 Wizard	4	6	4	5	5	3	3	1	10+2	7+2	9+2	9+2	187
20 Wizard	4	6	5	5	5	4	4	1	10+2	8+3	9+2	10+3	282
25 Wizard	4	7	5	5	5	4	5	1	10+3	8+3	10+3	10+3	427



FR

Boar-Centaur

The warping influence of chaos has thrown forth many malformities and horrific mutations. Some of these unnatural blends of unlikely creatures defy the comprehension and descriptive abilities of a merely sane author. Such foul creatures flourish like a canker in the Chaos Wastes, even entering the Old World, where they take up with other servants of the Gods of Chaos. The Boar Centaur is a creature of this kind, spawned upon some unfathomable chaotic whim and nurtured by helpmates themselves enslaved to the ever-changing will of Chaos. A few Boar Centaurs became the object of experimentation by Chaos Dwarf Artisans, and were subsequently enslaved upon the machines of the Chaos Dwarfs, providing the motive power for their fiendish war engines.

Physique: Boar Centaurs combine the body of a boar with the torso and upper body of a Chaos Dwarf. Their coarse fur varies in colour from individual to individual, often apeing the natural shades of horses, but equally often manifesting as some bizarre and unpleasing shade.

Alignment: Chaotic.

Base Size: 25 x 50mm

Special Rules:

1. Like Dwarfs, Boar Centaurs suffer no movement penalties for armour. Nor do they suffer movement penalties when operating war machines.
2. Boar centaurs have one *stomp* attack plus one other attack, which may be either a weapon attack or another *stomp* depending on whether the creature is armed or not.
3. Because it is a creature of chaos, riddled with the very stuff of Chaos itself, a Boar Centaur's *attacks* are considered to be magical in the same way as *attacks* from Daemons and Elementals. A Boar Centaur's *attacks* are fully effective against *all* creatures normally immune to non-magical attacks.

4. Boar Centaurs may have D4-3 personal *chaotic attributes* generated before the game (see p6).
5. Boar Centaurs are a newly developed creature, the future of which lies at the whim of the great Chaos gods and their work-slaves the Chaos Dwarfs. To date, none have been permitted to rise to the status of 'character', and their role has been limited to that of 'power-unit' for the Chaos Dwarf war machines.

Profile

Boar	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Centaur	7	4	3	3	4	2	2	2	9	7	9	9	34

Points value (including Chaos Dwarf war machine, but excluding equipment): 84. See page 20 for a description of these machines.



Chaos Centaurs

Chaos Centaurs are warped by the dread influence of Chaos. Like other creatures of Chaos, Chaos Centaurs look to the day when the foul forms and twisted mass of Chaos dominates the World. Chaos Centaurs may be found galloping with Chaos armies.

Physique: Chaos Centaurs have a tendency for Chaotic mutation. Thus they can vary widely, with bestial features, horns and assorted other spiky bits.

Alignment: Chaos Centaurs are Chaotic.

Base Size: 25 x 50mm.

Special Rules:

1. A Chaos Centaur unit has 1D6-4 *dominant attributes* (see WFB, pp207-209). These are generated at the start of the game under the supervision of the GM (or opposing player if no GM available).

2. Chaos Centaur character models have 1D6-4 *personal attributes*. These are generated prior to the game as above.
3. A Chaos Centaur has 2 *attacks*: 1 weapon attack and 1 *stomp*. Character models also have 1 *stomp* - the rest of the *attacks* are assumed to be with their weapon.
4. Because it is a creature of chaos, riddled with the very stuff of chaos itself, a Chaos Centaur's *attacks* are considered to be magical in the same way as *attacks* from Daemons and Elementals. A Chaos Centaur's *attacks* are fully effective against *all* creatures normally immune to non-magical attacks.
5. A Chaos Centaur may be ridden by single character. Chaos Centaurs are treated as *war beasts* and are subject to the rules given on WFB p103.
6. A Chaos Centaur wizard may substitute any 1 Battle Magic spell from each level for a Necromantic or Daemonic spell of the same level.

Profile

Chaos	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Centaur	8	3	4	4	3	2	3	2	7	7	7	7	32
5 Hero	8	4	5	5	3	2	4	3	7	7	7	7	82
10 Hero	8	5	5	5	4	3	4	4	8+1	7	7	7	132
15 Hero	8	5	5	5	4	4	5	4	9+2	7	8+1	8+1	182
20 Hero	8	6	5	5	4	5	6	5	10+3	7	8+1	8+1	232
25 Hero	8	6	6	5	4	5	6	5	10+3	9+1	9+1	9+1	282
5 Wizard	8	4	4	5	3	2	3	2	7	8+1	8+1	8+1	112
10 Wizard	8	4	4	5	3	3	4	2	8+1	9+2	8+1	9+2	162
15 Wizard	8	5	4	5	4	4	4	2	9+2	9+2	9+2	9+2	257
20 Wizard	8	5	5	5	4	4	5	2	9+2	10+3	9+2	10+3	367
25 Wizard	8	6	6	5	4	5	5	2	10+3	10+3	10+3	10+3	492



Giant Scorpion

Giant Scorpions dwell in the jungles of Lustria and other hot places of the world.

Physique: Giant Scorpions are awesome, creeping monsters with dark, shiny, armour-plated bodies. The Giant Scorpion has great claws and a long jointed tail tipped with a deadly venomous sting which arches over the back, enabling the scorpion to sting a victim to its front.

Alignment: Giant Scorpions are often fierce and aggressive, especially if disturbed or defending their young. Giant Scorpions are usually Neutral.

Base Size: 40 x 40mm or as appropriate for model.

Special Rules:

1. Giant Scorpions are immune to all psychology excepting that they dislike fire. A model attacked by fire weapons, or moved within 4 inches of a burning building, must take a *panic* test.
2. Giant Scorpions cause *fear 6"* in all creatures under 10 feet tall.
3. Giant Scorpions attack with a *poisoned* sting that adds +1 to their *strength*. Models taking damage are not necessarily dead, but are rendered unconscious, delirious or comatosed and are removed from the table as casualties.
4. Giant Scorpions have claws designed to grip and hold their prey while it is stung or eaten. These huge claws have a good chance of shearing or crushing armour and an enemy's *armour saving throw* is reduced by -1 if struck by a Giant Scorpion.



5. A Giant Scorpion's chitinous armour gives it a *basic saving throw* of 4,5 or 6.
6. Giant Scorpions may move through wooded areas, soft sand, bush and scrub and rocky ground without penalty.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Scorpion	5	3	0	5	4	4	1	2	8	3	6	2	45

Ki-rin

According to the sages of Cathay, the race of Ki-rin was born of the union of Air and Earth when the world was young. The story is typical of the orient, and hence manifestly fanciful, but does reflect accurately the potency of these creatures. Ki-rin are creatures of wholly unnatural composition, although appearing not unlike normal flesh and blood. They live amongst the devastating forces of lightning, storm and thunder. Ki-rin are aerial creatures that ride the roaring winds and storm clouds, bellowing like thunder and screaming great cracks of lightning through the disturbed air.

Physique: Ki-rin have horse-like bodies, with long, flowing manes spun with sparks of sliver lightning. In the centre of the creature's forehead sprouts a long silver horn, used to impale its foes.

Alignment: Ki-rin are Neutral creatures, caring little for the world of fleshy creatures.

Base Size: 25 x 50mm.

Special Rules:

1. Ki-rin have one *gore* attack with their horn, and two *stomp* attacks.
2. The Ki-rin is a magical creature, the result of divine union at the dawn of time (as the Cathan Sages have it). A Ki-rin's *attacks* are considered to be magical in the same way as those of Daemons and Elementals. A Ki-rin's *attacks* are fully effective against Daemons, Elementals, Ethereal creatures and all creatures normally immune to non-magical attacks.
3. The Ki-rin is a large, powerful creature. Any damaging blows struck by them have a greater than average chance of penetrating armour. An enemy's saving throw is reduced by -1 when hit by a Ki-rin.
4. Whenever it charges into hand-to-hand combat, the Ki-rin uses its horn as if it were a mounted lancer, adding +2 to its *strength*, +2 to its *initiative* and deducting a further -1 from the enemy's *saving throw*. This applies only to the *gore* attack with the horn, not the *stomps*. In subsequent rounds of combat the Ki-rin may still use its *gore* attack, but does not receive these bonuses.
5. Ki-rin may be ridden by a single character. It is a large and powerful creature, considered to be a war beast. Rules for *war beasts* are given on **WFB** p103.



Profile:

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Ki-rin	8	4	0	5	4	2	7	3	8	7	8	8	75

Flying Profile:

	Minimum Speed	Maximum Speed	Acc/Dec
Ki-rin	6"	24"	12"



Pegasus

Pegasi are a race of magical horses with huge swan-like wings. They make excellent steeds if caught and trained when young, and will serve character models as a mighty mount in battle.

Physique: Pegasi are white horses with white feathery wings sprouting from their backs. The wingspan measures approximately 25 feet. Even more awesome than the white Pegasus is the rare and beautiful black Pegasus, whose foaming red mouth and glowing crimson eyes are especially impressive.

Alignment: Pegasi are Neutral creatures.

Base Size: 25 x 50mm.

Special Rules:

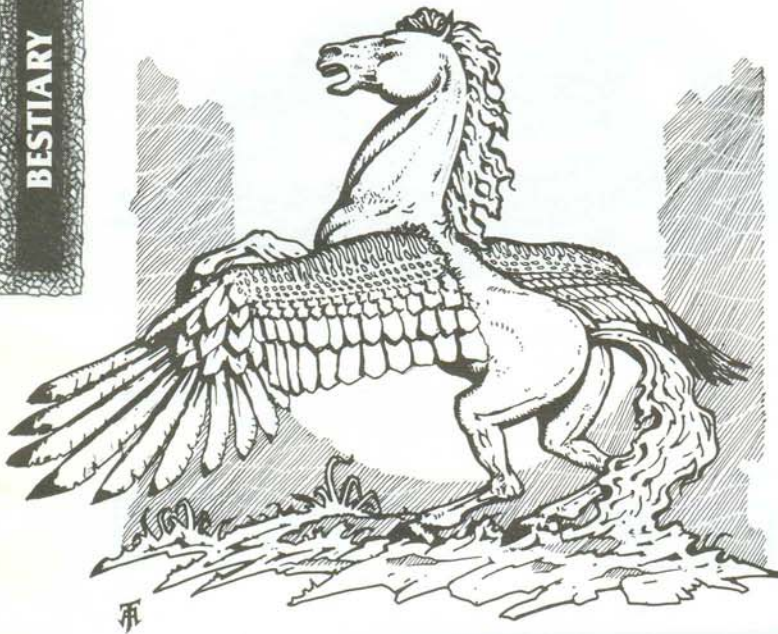
1. The Pegasus is an ancient descendant of Chaos and its substance is intermingled with the raw stuff of magic. A Pegasus *attack* is considered to be magical in the same way as that of Daemons and Elementals, and is fully effective against Daemons, Elementals, Ethereal creatures and all creatures normally immune to non-magical attack.
2. Pegasi are *riding animals*, but may only be ridden by Neutral or Good creatures.
3. A Pegasus has 1 *stomp* attack.

Profile:

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Pegasus	8	3	0	4	3	1	4	1	3	4	3	3	14

Flying Profile

	Minimum Speed	Maximum Speed	Acc/Dec
Pegasus	6"	24"	8"



Rat-Ogre

Rat-Ogres are the most feared of all the Skaven Clan Moulder's sinister mutant creations. Huge Skaven-like creatures of Ogre stature, these ghastly monsters are the source of much of Clan Moulder's political power, for it is they who control the supply of Rat-Ogres and, possibly, what's left of their minds.

Physique: Rat-Ogres appear as immense Skaven over 10' tall.

Alignment: Undoubtedly Chaotic - the warping care of Clan Moulder has assured that.

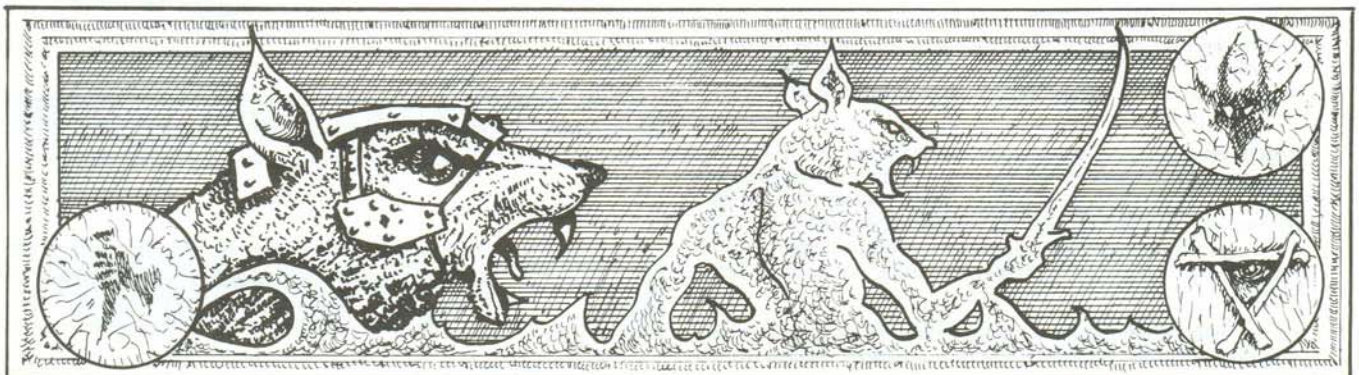
Base Size: 40 x 40mm.

Special Rules:

1. Rat-Ogres cause *fear* in creatures under 10' tall.
2. A pack of Rat-Ogres must be led by a Skaven *animal handler*.
3. Rat-Ogres are prone to Chaotic mutation. A Pack of Rat-Ogres has 1D4-3 *dominant attributes*. These should be generated before the game under the supervision of the GM (or opposing player, if no GM available).

Profile:

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Rat-Ogre	6	3	2	4	5	3	3	2	5	4	5	7	38



Sabre-Toothed Tiger

A remnant of the prehistoric inhabitants of Lustria, the Sabre-toothed tiger is still found deep in the jungles of that lush continent. The Slann prize the tiger as a fighting animal.

Physique: Sabre-toothed tigers are amongst the largest cats in all the world, often standing more than six feet at the shoulder. They are powerfully muscled creatures, capable of moving quickly and delivering mighty blows with their front paws. The most distinctive features of these tigers are their overgrown canine teeth. Up to nine inches long, these teeth hang over the tiger's bottom lip in a fearsome ivory curve. These teeth can inflict the most horrendous damage as they rip through the flesh of the tiger's prey.

Alignment: Sabre-toothed tigers are Neutral.

Base Size: 25 x 50mm.

Special Rules:

- Sabre-toothed tigers have two *claw* attacks and one *bite* attack.
- The tiger's massive canines are very effective against armour. Any creature that takes a hit from the tiger's bite receives a -2 modifier to its *saving throw*.
- Sabre-toothed tigers may be ridden by a character model. These large, aggressive carnivores count as *war beasts* (see **WFB** p103).



Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Tiger	6	4	0	5	4	2	4	3	4	4	7	7	38

Savage Orcs

Orcs are not renowned for their intellectual abilities, preferring brute violence to solve their problems. Faced with the growing complexity of weaponry, armour and martial development, some Orcs just cannot keep up. What starts off as a simple inability to understand the latest Dwarf war-machine can easily turn into a phobia about all aspects of technology. The forests and mountains of the Old World are full of Orc tribes which have shunned all forms of technical development. These are the **Savage Orcs**, as they are called by men.

Savage Orcs are adept stone workers, making arrow heads and blades from flint. They also use metal weapons traded from other Orcs or goblinoid creatures. Savage Orcs prefer to wear traditional, rather crudely made clothing, often little more than skins sewn together. They refuse to wear (or understand) armour, believing that nakedness offers them a degree of magical protection.

Physique: Savage Orcs are physically identical to ordinary Orcs. It is only their attitudes and way of life that is different. They sometimes wear war-paint in battle, and wear tooth necklaces, beads and other 'primitive' forms of personal ornamentation.

Alignment: Savage Orcs are Evil.

Base Size: 25 x 25mm.

Special Rules:

- Savage Orcs are subject to *animosity* against all goblinoid units on the same side as themselves. Savage Orcs are culturally distinct from other Orcs; the two kinds treat each other as a different *race* for purposes of animosity.
- Savage Orcs do not usually wear armour. Character models may do so as indicated in the lists. However, this does not prevent a unit or character carrying a shield. A unit or character model without armour gains a form of 'magical protection' which reflects their belief in the protective powers of nakedness. This is equivalent to *light armour*. However, this special protection is lost if a character is given armour. A naked Savage Orc and a Savage Orc with *light armour* therefore both have the same *saving throw*.
- Savage Orcs *fear* chariots and engines of war. This includes bombard, stone-throwers, and all machines covered under *Engines of War* (**WFB**, pp105-118) as well as the Snotling Pump Wagon and Chaos Dwarf war machines described in this volume (p18-20).
- A unit of Savage Orcs must take a *rout* test if it suffers 1 or more casualties from any engine of war during the *shooting phase*.



- Savage Orcs are subject to *frenzy*.

- Savage Orc wizards may substitute any one Battle Magic spell from each level with an equivalent level Necromantic, Daemonic, Elemental or Illusionist spell.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Savage Orc	4	3	3	3	4	1	2	1	7	5	7	7	5½
5 Hero	4	4	4	4	4	1	3	2	7	5	7	7	33
10 Hero	4	5	4	4	5	2	3	3	8+1	5	7	7	61
15 Hero	4	5	4	4	5	3	4	3	9+2	5	8+1	8+1	88
20 Hero	4	6	4	4	5	4	5	4	10+3	5	8+1	8+1	116
25 Hero	4	6	5	4	5	4	5	4	10+3	7+2	9+2	9+2	143
5 Wizard	4	4	3	4	4	1	2	1	7	6+1	8+1	8+1	63
10 Wizard	4	4	3	4	4	2	3	1	8+1	7+2	8+1	9+2	91
15 Wizard	4	5	3	4	5	3	3	1	9+2	7+2	9+2	9+2	163
20 Wizard	4	5	4	4	5	4	4	1	9+2	8+3	9+2	10+3	251
25 Wizard	4	6	5	4	5	4	5	1	10+3	8+3	10+3	10+3	353



Temple Dog

Temple Dogs are stone statues found guarding temple entrances in the lands of Nippon and Cathay. They resemble nothing so much as a cross between a giant pekinese and a lion. In times of war, the power of the temple gods is channeled into these statues to animate them. It is a great honour to mount this divine animal, indicating that the rider has found great favour with the gods.

Physique: About the size of a horse, the Temple Dog retains some of the properties of stone, giving it a very tough skin and tremendous weight.

Alignment: Temple Dogs are Neutral.

Base Size: 25 x 50mm.



Special Rules:

1. Temple Dogs have one *bite* attack and two *stomp* attacks.
2. Because of their stone-like skin, Temple Dogs are treated as though they were wearing heavy armour. They have an *armour saving throw* of 5 or 6.
3. Their great weight makes Temple Dogs very effective at smashing their opponents. They can use this extra weight to give themselves additional impetus during a charge. Whenever a Temple Dog charges into combat it may fight with a *strength* of 10 during that round. This only applies when the creature charges, in subsequent rounds of combat its *strength* reverts to normal.
4. All attacks from a Temple Dog are considered to be *magical* in the same way as the attacks of Daemons and Elementals. A Temple Dog's attacks are fully effective against all creatures normally immune to non-magical attacks.
5. The Temple Dogs are powerful creatures. Any blows struck by them have a good chance of penetrating armour. Any enemy's *saving throw* is reduced by -2.
6. The Temple Dog may be ridden by a single character. The Temple Dog and is considered to be a *war beast*. (See **WFB**, p103).

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Temple Dogs	5	5	0	5	5	3	3	3	8	7	8	8	85

Unicorn

Unicorns are semi-intelligent creatures which inhabit the woodlands of the Old World. They occasionally allow themselves to be ridden by female character models of Good or Lawful alignment. Unicorns

are almost completely immune to magical spells and are able to cast a magical aura around themselves and their riders.

Physique: A unicorn resembles a large white horse, with a single straight horn projecting from its forehead. It has a slightly goat-like head with a beard growing from its lower jaw.

Alignment: Unicorns are Good creatures.

Base Size: 25 x 50mm.

Special Rules:

1. Unicorns may be ridden by Good or Lawful *female* character models. Unicorns are powerful creatures and they are considered to be *war beasts* as described in **WFB** (p103).
2. Unicorns are naturally immune to the direct effects of magic. Whenever a Unicorn is called upon to make a *magical saving throw* this is automatically successful. There is no need to roll dice, the magic cannot affect the Unicorn. Magic which has no magic save has its full effect as normal.
3. The magical immunity described in 2 above is conferred to any creature riding the Unicorn.
4. The magical energy surrounding a Unicorn acts as a sort of armour, giving the creature and its rider an additional *armour saving throw* of 5 or 6. This may be taken separately before the normal saving throw.
5. The Unicorn's magical energy acts in a similar way to a magical zone. Any Undead, Ethereal or Daemonic creature or unit approaching within 12" of a Unicorn must test for *instability* immediately. If such creatures begin their turn already within 12" of a Unicorn they must test for *instability* immediately.
6. A Unicorn has 2 attacks: 1 *gore* with its horn and 1 *stomp*. All attacks from a Unicorn are considered to be *magical* in the same way as the attacks of Daemons and Elementals. A Unicorn's attacks are fully effective against all creatures normally immune to non-magical attacks.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Unicorn	9	5	0	3	3	2	4	2	9	5	9	9	40



War Boar

The goblinoid races keep many sorts of semi-domesticated pig; a creature with which they have a natural affinity and with which they share many social characteristics. War Boars, or Razorbacks as they are sometimes called, are the biggest and nastiest of these breeds. Fed exclusively on fresh meat and carefully tended, they are vicious brutes easily capable of carrying off and consuming even a large man. War Boars are used both as riding animals and as draft beasts for chariots. Orcs are particularly fond of using War Boars as they feel a close kinship with something as ugly, brutish (and smelly) as themselves.

Physique: Solid and muscular, the War Boar is a weighty animal, which takes a lot of stopping and quite a lot of mucking out.

Alignment: Mean, big, but Neutral (not caring much who or what it chews up).

Base Size: 25 x 50mm.

Special Rules:

1. War Boars have a *gore* attack from their tusks.
2. War Boars are *riding animals* and may be ridden by any humanoid creature under 10 feet tall.
3. Despite their training, War Boars are difficult to control and are prone to running away should something unnerve them. If a War Boar is being ridden, all *rout* tests and *psychology* tests are taken using the rider's characteristic as normal, but with a -1 modifier to *Ld*. So a creature with a *Ld* of 6 has a *Ld* of only 5 when riding a War Boar.
4. Like their smaller Boar cousins, War Boars are stubborn, obstinate and extremely difficult to kill. A War Boar rider adds not +1, but +2 to the *armour saving throw* of its rider.



5. War Boars may not have barding. Any trappings on the model are assumed to be insufficient to count as armoured barding.
6. A War Boar's long tusks enable it to deliver a potent charge rather like a mounted lancer. Whenever it charges into hand-to-hand combat the War Boar receives special bonuses for its *gore* attack. This adds +2 to its *strength*, +2 to its *initiative* and deducts -1 from the enemy's *saving throw*. This applies only to the *gore* attack, not to the attacks of the rider. In subsequent rounds of combat these bonuses are lost, and the *gore* is worked out as normal.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
War Boar	7	4	0	3	4	1	3	1	3	4	4	4	16

Wild Cat

Cats are abundant in the Old World, living in remote forest and mountain areas. They have been known to cause trouble for remote hill farms, taking chickens and sheep, usually to feed to their young. Wild Cats are often taken when young by Wood Elf animal handlers, who train them to become formidable fighters.

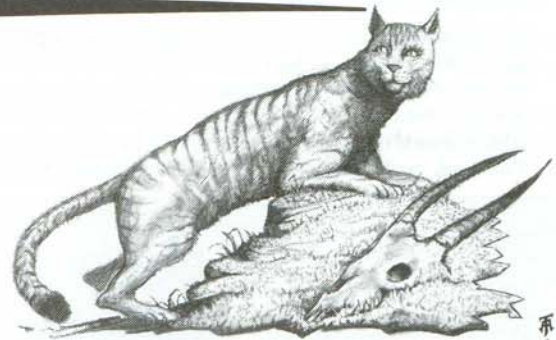
Physique: The Old World Wild Cat looks very much like the European wildcat of our own world, with thick tabby fur and facial markings, and black tail rings. Some variations of this colouration do occur, but these Cats are rare. The Wild Cat is about the size of a puma, standing between 1½ and 2 feet at the shoulder, and measuring almost 6 feet nose to tail.

Alignment: Wild Cats are Neutral.

Base Size: 25 x 50mm.

Special Rules:

1. A Wild Cat has 1 *claw* attack and 1 *bite*.
2. If the Wild Cat has a greater *Initiative* than its opponent, it may *leap* onto its opponent during the first turn of combat.



When it does this following a charge the Wild Cat may fight with *double* its normal number of attacks (2 *claw* attacks and 2 *bites*) This applies only during the first round of combat and only when the Wild Cat charges: otherwise the Wild Cat has 2 attacks as described above.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Wild Cat	8	4	0	4	3	1	4	2/4	4	4	7	7	21

Wolf-Rat

Another product of the Clan Moulder's diabolic breeding program, the Wolf-rat combines the cunning and viciousness of a rat with the power and ferocity of a wolf. Used in packs led by Skaven animal handlers, these horrible beasts are known for their remorselessness in combat.

Physique: Wolf-rats are about the same size and build as one of the great wolves of the Old World, and may be mistaken for wolves at a distance. Close up, though, their origins become clear. They have long, rat-like tails, hairless legs which are as long as a wolf's, and end in rat-like clawed feet. Their heads are almost entirely rat-like, except that the snout is broader and more powerful, accommodating a fearsome array of sharp teeth. Wolf-rats are generally brown or grey in colour, although mottled and even white individuals are not unknown.

Alignment: Horribly mutated and definitely Chaotic.

Base Size: 25 x 50mm.



Special Rules:

1. Wolf-rats *fear* fire.
2. Wolf-rats have 1 *bite* attack.

Profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Wolf-rat	6	3	0	3	3	1	3	1	4	4	5	5	3



SELECTING YOUR ARMY

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SELECTING YOUR ARMY

1. Decide on the total points value of the army. This may be determined by the requirements of a competition or campaign, or by mutual agreement between players. The usual number of points for a Warhammer battle is about 3000 per army, but anything up to about 6000 points can be accommodated by the lists. Players wishing to use larger forces may find it necessary to increase the maximum number of troops available in some mutually agreeable manner.
2. Decide which *categories* of the Army List you wish to consider first. The categories are *Character Models, Rank and File, Allies, Mercenaries and Hosts*. All these categories go together to make up the total points value of an army. They all have maximums expressed as a fraction of the army's total points value, while the *rank and file* section and the *character models* sections both have minimum quotas. The character model acting as general, and the minimum points value quoted for rank and file troops are the only compulsory components of the army.
3. Decide what fraction of the army's total points allocation you wish to spend on each of the *categories* you have chosen. Make sure you work within the minimums and maximums for each one.
4. Select rank and file troops starting with any compulsory troops specified in the list and work out their points values. Compulsory troops are those troop types for which a minimum number is given in the *rank and file* section.
5. Having calculated the cost of compulsory troops, you now know how many points remain to buy other rank and file troops. Minimums and maximums are given throughout the lists for each troop type and these should be strictly adhered to if the army is to be used in a competitive game. The rank and file troop types are equipped with certain 'basic' arms and armour. At this stage you can decide to spend points on upgrading armour, adding extra weapons and including standard bearers or musicians in the units.
6. Choose forces from the other *categories*, working to your points allocation. Select a character model as the general, and any other character models required as champions, wizards, and independent heroes. Add additional points for armament, horse, an army standard, magic items, and so on as applicable. Again, you must work within the minimums and maximums given in the lists.
7. Don't worry if the total cost for each *category* doesn't come out exactly to the fraction you decided on at stage 3. The final juggling of points can be left until you have chosen the forces from each category.
8. You should now have a rough army with forces from different categories. Now is the time to total the points spent so far. The chances are that you are well above the allotted points value, and your next job is to trim the forces down (or add more if your total falls short). At this stage you should check that troops conform to the minimums and maximums given in the Army Lists. You should be aiming to come within a few points of the army's total points value but not exceed it.
9. Now decide which units, if any, are to be used as skirmishers. Troops which may be used as skirmishers are indicated in the list. Some armies do not use skirmishers at all.
10. Decide whether or not to have a baggage train. An army which includes mercenaries must have a baggage train, which is assumed to contain at least part of the mercenaries promised pay (whether money, chattels or provisions).





Before the game:

1. Allocate characters to units as leader champions, if you haven't already done so when selecting units or characters. Some characters may be left as independent heroes or wizards, but these may still be *associated* with a unit in order to gain shelter from missile fire.
2. Spells should be randomly determined as described on page 9 and noted down.
3. Chaotic attributes should be determined as described on page p6 (and **WFB**, p207) and noted down.
4. Allocate assassins, ball-and-chain fanatics, and other hidden troops to units and note down which units contain them.



Example

Decide on the total points value of the army.

For 3000 points I can field an effective, compact army, suitable for competitive play. I am thinking about an army I intend to collect based on the lists. I have always been inspired by Elves; a tough army that will be a challenge to paint and fight with.

Decide which categories of the army list from which to draw troops.

The army I have in mind would be the army of a small Wood Elf enclave and there are only two categories from which I want to draw troops; the rank and file and the character model categories.

Decide what fraction of the army's total points value to spend on each category.

According to the list I must spend at least $\frac{1}{3}$ of the army's total points value on rank and file troops. In a 3000 point army that means at least 1000 points. I must also have at least one character as general and may not spend more than $\frac{1}{2}$ of the total points value of the army on characters - that means no more than 1500 points. I think I will want to spend about 2000 points on rank and file and about 1000 points on characters to ensure enough champions and wizards to support the rank and file. I will use these figures as a rough guide.

Select the rank and file troops starting with the compulsory troops.

This is where I must start thinking about the composition of the army from a tactical point of view. The only compulsory rank and file troops are 30 archers. Fine. I imagine that a Wood Elf army should be strong in archers, so I would have picked them anyway. I will start my army selection with 2 units of 15 archers; at 11 points per model that makes 330 points.

Having decided to select an army built around archers, I shall now go through the list selecting units of archers to form the core of the army:

The 'Guards' are +2 missile elites, so I shall pick one unit of 15 Guards at 15 points each; 225 points.

The Lord's Bowmen are +1 missile elites and I can have up to 30, so I shall pick two units of 15 at 12 points per model; 360 points.

The 'Glade Runners' are archers and also scouts. A Wood Elf army should have skirmishers and scouts and I think there might be opportunities to use them to good effect. They seem very appropriate to my idea of a Wood Elf army, so I shall pick a unit of 10 at 16 points each; 160 points.

Right, that's the 'hard core' of the army; now to see how many points I have spent so far. It comes to 1075 points, roughly half the points I allocated to rank and file. Now for some units to support the archers and to allow me some tactical variation.

The army needs some close combat infantry and in the Wood Elf army list these are provided by the Warrior Kinbands. I shall pick one large unit of 19 warriors at 9 points each; 171 points. I may think about increasing the size of this unit or even having two smaller units if I have enough points left, I shall also think about upgrading them.

Now for a striking force of mounted troops. I have three choices in this army and I am going to opt for the heaviest cavalry, the 'Elven Lords'. I want a mobile, hard-hitting reserve and I also want to introduce a bit of panache into my rustic Wood Elf army. I shall choose 7 Elven Lords at 31 points each making 217 points. The 8th model in the unit will be a champion.

Now for some troops that are very 'Wood Elven': Wardancers, Falconers and Shapechangers. Interesting troops, nice figures, great scope for painting. Some of each should establish the character of my Wood Elf army. A unit of 10 Wardancers at 20 points each; 200 points. A unit of 5 falconers at 11 points each; 55 points and a shapechanger at 28 points. Total spent on rank and file so far; 1746 points.



Decide whether to upgrade any of the rank and file troops.

There is still a good number of points left for upgrading the rank and file:

A standard for the Elven Lords, costs the same as the trooper bearing it; 31 points.

Light armour and spears for the Kinband, my main close combat unit, it needs to be hefty; 19 x 3 makes 57 points.

A standard for the Kinband, I want them to have every possible advantage in close combat. This costs the same as the trooper who carries it which (now that I've upgraded them) is 12 points.

Light armour for the two units of Lords Bowmen. I must not forget that Elven archers are also hand-to-hand fighters. I want them to hold the battle-line and stand their ground if they have to. I don't expect them to come off worse in a shooting duel, but I'm going to try and make sure they don't. Light armour for 30 models; 60 points.

Wardancers are a devastating shock element in my army so I shall develop their potential in this respect. I shall arm my 10 wardancers with additional hand weapons and light armour; a further 50 points.

That seems to be all the essential upgrades I require for the moment. The total points spent on rank and file stands at 1936 points. It is now time to consider the characters.

Choose troops from the other categories.

Character models is the only other category I intend to select troops from. I have spent 1936 on rank and file, so I have 1064 to spend on characters.

The army must have a general who will be the character model with the highest leadership. I shall choose a level 20 hero for that role; a 'Sylvan Chieftain' to lead my small Wood Elf community to war. His basic cost is 168 points. I shall consider his personal equipment a bit later.

Now I am going to choose at least one wizard. I want two if possible. Quite apart from my fervent belief that a fantasy army in general, and an Elven army in particular, should include magic, I have it on good authority that wizards are essential to my Elven army. I have high hopes for my Elven archers, but magic abounds in the Warhammer world and I may find it directed against me in battle. Experienced players assure me that a high level wizard is valuable support for my archers. I shall choose a level 20 'Greenfay' at 303 points (a vision of a Wood Elf enchantress dressed in diaphanous green robes wafts through my tormented mind - easily worth 303 points!).

Total spent on characters so far; 471 and no equipment. Grim and ruthless decisions lie ahead.

My main close combat infantry unit, the Kinband, needs a leader of suitable calibre, a champion. So does my cavalry unit of Elven Lords. I shall choose two level 10 heroes or 'Guardians' at 88 basic points each making 176 points. Character total so far; 647 points.

I need more champions. If only I had the points I would give all my units champions. It makes sound tactical sense and is suitably heroic and 'Elven'. But alas I must be selective. I shall allocate three level 5 'Glade Watchers' at 48 basic points each to my elite archer units. Such troops would be bound to have champions I assure myself. Total spent so far is 647+(3x48) making 791 points spent on characters.

Now I want an army standard, or to be more precise, I would like to paint an army standard. So I shall select a level 5 hero as army standard bearer. Fortunately, a character of any level can act as the army standard bearer and does not count double the points since the standard already costs 50 (all praises to the enlightened authors of the lists for this new rule). The army standard and bearer works out at 48+50 making 98 points. Running total so far; 889 points spent on characters.

Now I really must start thinking about giving the characters the equipment they will need:

The general will need light armour at least; 2 points.

The champion of the cavalry will need a lance, light armour, a shield and a warhorse; 11 points.

The champion of the Kinbands will need a spear, light armour and a shield; 4 points.

The three champions of the elite archer units will need longbows and light armour; 15 points.

Total cost for essential equipment of my characters is 32 points. The total for the characters is now at 921 points.

Calculate the total points value of the army so far and make any necessary adjustments.

I have spent 1936 points on rank and file. I allocated 2000 and so am well within the allowed maximum and minimum for rank and file troops. I allocated 1000 points to characters and I have spent 921, again within the maximum and minimum allocation for characters. The grand total for the army comes to 2857 points. I can spend the remaining 143 points on either characters or rank and file and the army would still retain its integrity. I need mounts for the general and the army standard bearer. If I give them both warhorses that would leave enough points for a magic attribute or two for the army standard and/or the general's weapons. As I look through the list, another alternative springs to mind. Wain Lords! These Elven chariots cost 128 points and the model is very impressive. I check the section of the list entitled 'Riding in Chariots' where it says that character models can ride in chariots and that this does not affect the points value of either the characters or the chariot. Furthermore, chariots carrying characters can be treated as separate units of one vehicle. This is excellent; this is what I want to hear, the author's mind is clearly as devious as my own. I shall mount my general in a chariot and I shall mount my army standard bearer in the same chariot beside him. This will look magnificent and be very appropriate for an Elven chieftain, very 'heroic'. A chariot at 128 points brings the grand total of the army up to 2985 points which is only 15 points away from the maximum of 3000 points.

I have several options open to me to use these remaining 15 points wisely:

- A horse or warhorse for the wizard?
- A longbow, shield and improved armour for the general?
- Armour for the standard bearer?

Eventually I decide on a shield (1), and upgraded armour (+1 - from light to heavy), and a longbow (3) for the general, a warhorse (6) for the wizard, and heavy armour (2) for the standard bearer - totalling 13 points. The total points value of the army is now 2998 points.

The Final Army.

The order of battle of my Wood Elf army is as follows:

- 1 level 20 general in a chariot with a level 5 army standard bearer.
- 1 unit of 8 cavalry including mounted level 10 champion.
- 1 unit of 16+2 missile elite archers with level 5 champion.
- 2 units of 16+1 missile elite archers each including level 5 champions.
- 1 unit of 20 Elven spearmen including a level 10 champion and unit standard bearer.
- 2 units of 15 archers.
- 1 unit of 10 scouts.
- 1 unit of 10 wardancers.
- 1 unit of 5 falconers.
- 1 shapechanger (to be hidden in a unit).
- 1 level 20 wizard mounted on a warhorse.





◀ DARK ELVES ▶

32
DARK ELF

Over five millennia before the present, a great civil war arose in the land of Ulthuan. This war lasted for almost two thousand years, and is known amongst Elves as the Kin Strife. It was a time of anarchy, terror, death and bloodshed. It began when some Elves foresook their ancient gods and sought out the dark gods of evil sorcery. Some even turned to the foul gods of Chaos. When their uncorrupted kindred tried to suppress these sinister cults, the Elven kingdoms were plunged into a long and bloody war. Ultimately, the Dark Elves, as these renegades were called, were defeated and banished. They sailed into the west and settled in the land of Naggaroth, in a bitter and resentful exile. Here they established their own realms amongst the cold mountains and dark pine forests. The largest and oldest of these settlements is the city of Naggarond, which means Tower of Chill, an apt title for this stony citadel of sorcery and daemonic sacrifice.

Female Dark Elves are as ferocious and even more blood-thirsty than their male kin. Most deadly of all are the dreaded Witch Elves, deadly female warriors who are held in great awe by the rest of Dark Elf society. After battle, they make sacrifices to Khaine the God of Murder and bathe in iron cauldrons brimming with blood. Then they lead a frenzied congregation of their warrior comrades in depraved orgies and insane rituals to celebrate their victory.

In the caverns deep below the stony peaks of Naggaroth, the Dark Elves found and tamed the great lizards known as Cold Ones. By means of powerful aromatic herbs, the Elves made themselves immune to the powerful stench of these creatures, so that they could ride them into battle.

Dark Elves wear dark and sinister attire. Their helmets and other war-gear are highly decorated with distinctive swirling patterns in black, gold and silver. Their shields and standards bear fell symbols of death and terror, or else images and badges of the evil gods that they worship.

◀ THE DARK HORDE OF NAGGAROTH ▶

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Dark Elf	5	4	4	3	3	1	6	1	8	9	9	8	8
5 Hero	5	5	5	4	3	1	7	2	8	9	9	8	48
10 Hero	5	6	5	4	4	2	7	3	9+1	9	9	8	88
15 Hero	5	6	5	4	4	3	8	3	10+2	9	10+1	9+1	128
20 Hero	5	7	5	4	4	4	9	4	10+3	9	10+1	9+1	168
25 Hero	5	7	6	4	4	4	9	4	10+3	10+2	10+2	10+2	208
5 Wizard	5	5	4	4	3	1	6	1	8	10+1	10+1	9+1	78
10 Wizard	5	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2	118
15 Wizard	5	6	4	4	4	3	7	1	10+2	10+2	10+2	10+2	203
20 Wizard	5	6	5	4	4	4	8	1	10+2	10+3	10+2	10+3	303
25 Wizard	5	7	6	4	4	4	9	1	10+3	10+3	10+3	10+3	418

Base sizes: Infantry - 20mm x 20mm; Cold One riders - 25mm x 50mm.

Alignment: Dark Elf armies can be of either Evil or Chaotic alignment.

Psychology: Dark Elves *bate* other Elf kindreds. Witch Elves are subject to *frenzy*.

Chaos Attributes: Dark Elf character models may manifest chaotic attributes, subject to the provisions on page 6. A Dark Elf character may have up to D6-3 personal attributes.

◀ ARMY SELECTION ▶

Force	Minimum	Maximum
Rank & File models	1/3 Army's total PV	Whole army less 1 Hero
Character models	1 Hero	1/2 Army's total PV
Heroes	1 model	
Wizards	0	8
Allies	0	1/3 Army's total PV
Ethereal or Monstrous host	0	1/4 Army's total PV

A Dark Elf army may include a baggage train at no extra cost.

◀ CHARACTER MODELS ▶

Character models are heroes and wizards. The player may spend up to half of the army's total points value on character models and must include at least one (ie, the General).

General: The army must be led by a General who will be the character model with the highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model, and paid for from the character points allocation. Army standards cost 50 points.

Riding in Chariots: Character models may ride in chariots included as part of the army's rank & file points allowance. This does not affect either the points value of the chariot or the character. Chariots carrying characters can be treated as separate units of 1 model.

Points: The points costs given for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Riding Animals	
Additional hand weapon	1	Horse	3
Double-handed weapon	2	Warhorse	6
Flail	1	Cold One	22
Lance	2	War Beasts	
Spear	1	Chimera	250
Missile Weapons		Dragon 1	250
Crossbow	3	Dragon 2	350
Repeating crossbow	4	Dragon 3	450
Throwing knives	1	Dragon 4	550
Armour		Dragon 5	650
Shield	1	Dragon 6	750
Light armour	2	Winged Dragon	+50
Heavy armour	3	Griffon	200
Horse or warhorse		Hippogriff	200
barding	4	Wyvern	180
		Temple Dog	85
		Giant Spider	45



Heroes

The army has a theoretical maximum of 26 hero models, but no more than half the army's total points value may be expended on them. The maximum number of heroes available at each level is given below:

Maximum availability	Points per model
6 Deathshades (level 5 heroes)	48
5 Witch-helms (level 10 heroes)	88
4 Death Dealers (level 15 heroes)	128
3 Deathcaps (level 20 heroes)	168
2 Dark Lords (level 25 heroes)	208
2 Bloodshades (level 5 assassins)	48
1 Goredirker (level 10 assassin)	88
1 Bloodfetch (level 15 assassin)	128
1 Dagulus (level 20 assassin)	168
1 Doomblade (level 25 assassin)	208

Champions

Level 5, 10 and 15 heroes must be assigned to specific units as leaders (unless designated as the Army Standard Bearer). These 'hero-leaders' are referred to as *champions*. Champions are part of the unit they are assigned to and cannot leave it (see **WFB**, p93).

Assassins

Any child born to a Witch Elf is cast into a cauldron of boiling blood to live or perish according to the whim of Khaine, God of Murder. Those chosen by Khaine to survive this horrific ordeal become his Adepts, and are brought up in the cult to become *Assassins*. Dark Elf assassins may make *poisoned attacks*.

Wizards

The army may contain a maximum of 8 wizards. The maximum number of wizards available at each level and their points costs are given below. Wizards of any level may be assigned to units as *champions*, or may be left as independent characters, free to associate with any unit in the normal way.

Maximum availability	Points per model
3 Hellfays (level 5 wizards)	78
3 Grimwitches (level 10 wizards)	118
3 Death-hoods (level 15 wizards)	203
2 Witherwitches (level 20 wizards)	303
1 Wizendamn (level 25 wizard)	418

Generating Spells

The number of spells available to each level of wizard is as follows:

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

Spells should be generated from the appropriate spell level of the Battle Magic chart, except that at least one spell of each level must be generated from either the Daemonic or Necromantic charts instead. In addition, the player may choose to employ more Daemonic or Necromantic magic, by replacing any or all Battle Magic spells with Daemonic or Necromantic spells of the same level. Finally, one Battle Magic spell from any level may be replaced by an Illusionist spell of the same level. Note that Dark Elf wizards never have Elemental spells.

Magic Items for Characters

Character models can be equipped with magical items by paying the points indicated on the *Magic Items Chart* (p13). This comes out of the points allocated to the the character model points allowance. The items must be one of the following:

Any character model may carry one magic weapon with up to one magic attribute for every 5 'levels' of the character (ie, a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

Character models may be equipped with any sort of magic missiles.

Any or all of the army's wizards may be equipped with up to three scrolls, each containing up to three different spells of level three or lower.

Four of the army's character models may wear a ring with a spell of level 3 or lower.

Three character models may be equipped with magic armour.

The army standard may have up to 2 magical abilities.

◀ RANK & FILE ▶

At least a third of the army's total points value must be spent on rank & file troops organised into units. Any unit may be given a unit standard bearer and/or a musician (see **WFB**, p77). Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit, and cost twice the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magic instrument with a single ability. All magical instruments cost an extra 25 points as indicated below. The specific ability must be chosen and noted down before the game (see p16).



0-20 HELLDRAKES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	-	5	4	4	3	1	7	1	8	9	9	8
COLD ONE MOUNT	8	3	0	4	4	-	1	2	-	-	-	-



MODELS PER UNIT: 5-15
POINTS PER MODEL: 39
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CROSSBOWS 6
 LANCES 4
 ONE UNIT MAY HAVE:
 REPEATING CROSSBOWS 8
 MAGIC STANDARD 50
 MAGICAL INSTRUMENT 25

Dark Elf nobles who choose to ride the fearful Cold Ones are awesome warriors. They inhale corrosive infusions to deaden their sense of smell so that they may endure the stench of these great lizards.

0-30 DOOMSTEEDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	-	5	4	3	3	1	7	1	8	9	9	8
WARHORSE	8	3	0	4	3	-	1	1	-	-	-	-



MODELS PER UNIT: 5-20
POINTS PER MODEL: 33
WEAPONS: LANCE & HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CROSSBOWS 6
 ONE UNIT MAY HAVE:
 REPEATING CROSSBOWS 8
 HORSE BARDING 8
 MAGIC STANDARD 50
 MAGIC INSTRUMENT 25

Dark Elf Lords prefer to fight mounted, riding down their enemies with their swift black warhorses.

0-40 DOOMDRAKES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	-	5	4	3	3	1	6	1	8	9	9	8
COLD ONE MOUNT	8	3	0	4	4	-	1	2	-	-	-	-



MODELS PER UNIT: 5-15
POINTS PER MODEL: 35
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CROSSBOWS 6
 LANCES 4
 ONE UNIT MAY HAVE:
 REPEATING CROSSBOWS 8

These are young riders, yet to attain full mastery over their lizard mounts.

0-40 DARK RIDERS

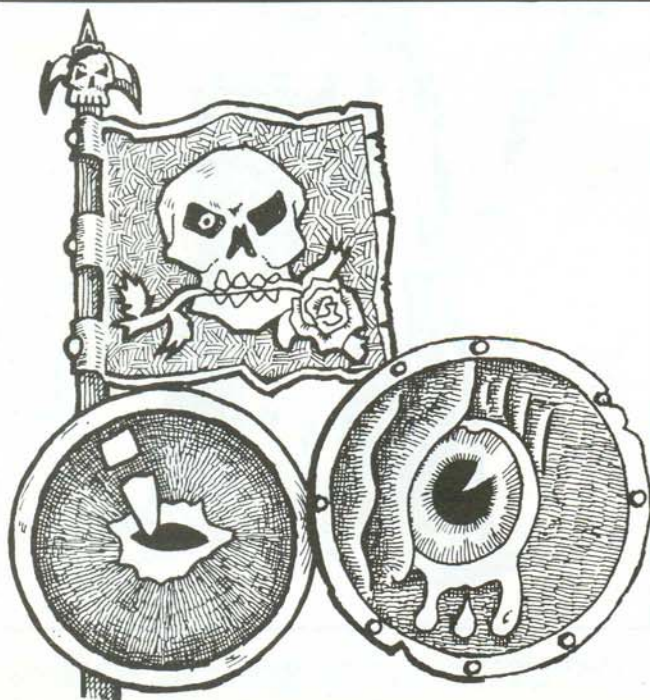
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8

* INCLUDES MOVEMENT ALLOWANCE OF HORSE



MODELS PER UNIT: 10-20
POINTS PER MODEL: 22
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 LANCES 4
 CROSSBOWS 6
 ONE UNIT MAY HAVE:
 REPEATING CROSSBOWS 8
 HORSE BARDING 8

Heralds of the armies of Naggaroth, these fell riders spread fear before them as they burn and pillage. Their mirthless laughter chills the blood of their victims, and it is said that their eyes never blink.



0-25 SHADOWS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF SCOUT	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 5-10
POINTS PER MODEL: 13
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CROSSBOWS 3
 REPEATING CROSSBOWS 4
 SHIELDS 1
 LIGHT ARMOUR 2

Dark Elf scouts are sly and cunning. They are masters of the ambush, seeking shadows and gloom in which to lurk, wearing twilight colours that merge with the shade.

20-60 CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-20
POINTS PER MODEL: 13
WEAPONS: CROSSBOW & HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ONE UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS... 2
 ONE UNIT MAY SUBSTITUTE:
 REPEATING CROSSBOWS FOR CROSSBOWS... 1
 ANY UNIT MAY HAVE:
 SHIELDS... 1

Being great exponents of the ambush, Dark Elves favour the use of the crossbow, and are capable of putting it to devastating effect against their enemies.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8
ANIMAL HANDLER	5	4	4	3	3	1	6	1	8	9	9	8
CHAOS HOUNDS	6	4	0	4	4	2	4	2	6	4	6	6
WARHOUNDS	6	3	0	3	3	1	4	1	6	4	6	4



MODELS PER UNIT: 1-3
HANDLERS WITH PACKS
POINTS PER MODEL: 13
WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
 ANY ANIMAL HANDLER MAY HAVE:
 A SHIELD... 1
 LIGHT ARMOUR... 2
 HANDLERS MAY LEAD EITHER:
 CHAOS HOUNDS... 23
 WARHOUNDS... 4

There is nothing these depraved beastmasters like better than the chase, setting the dogs on fleeing foes, hunting quarry for the cauldrons. Each handler may control a pack of 2-6 animals. Two or more packs may be merged to form larger units, but units may contain only one type of creature.

40-100 WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 15-30
POINTS PER MODEL: 11
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD

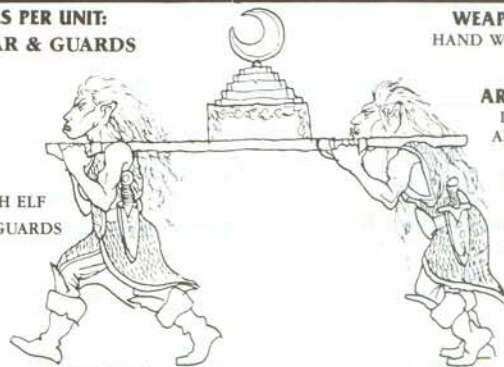
OPTIONS
 ONE UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS... 2
 HALBERDS... 2
 A MAGIC STANDARD... 25
 A MAGIC INSTRUMENT... 25

The grim warrior bands of the Dark Elves comprise the vast bulk of their numerous infantry. No Dark Elven force ever goes to war without a regiment or two.

0-1 DARK ELF WAR ALTAR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ALTAR GUARDS (2)	5	4	4	3	3	1	6	1	8	9	9	8

MODELS PER UNIT:
 1 ALTAR & GUARDS



CREW:
 2 WITCH ELF
 ALTAR GUARDS

WEAPONS:
 HAND WEAPONS

ARMOUR:
 LIGHT ARMOUR

POINTS PER MODEL:
 70

WAR ALTAR MAY HAVE:
 UP TO 3 EXTRA GUARDS... 10

ALTAR GUARDS MAY HAVE:
 A MAGIC STANDARD... 50
 A MAGIC INSTRUMENT... 25

Dark Elf sacrificial altars may be brought right up to the slaughter fields in readiness for the victory celebrations. The presence of an altar fills the Dark Elf warriors with predatory zeal lest the gods be disappointed.

10-60 WITCH ELVES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-20
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS... 1
 POISONED ATTACKS... 3
 ONE UNIT MAY HAVE:
 CROSSBOWS... 3

The Witch Elves are the most evil of all their diabolic kin. They are terrifying adversaries who can be driven into a frenzy of unquenchable bloodlust by the excitement of battle. They can seem almost possessed as they scream amidst the carnage of battle, shaking their long, loose hair and anointing themselves in the blood of their foes.

0-4 REPEATING BOLT THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF CREW (2)	5	4	4	3	3	1	6	1	8	9	9	8

REPEATING BOLT THROWER	RANGE	STRENGTH	SAVE MOD.	WOUNDS PER HIT
	24"	3	0	1

MODELS PER UNIT:
 1-4 BOLT THROWERS



POINTS (Inc. CREW):
 58

WEAPONS:
 HAND WEAPON

ARMOUR:
 LIGHT ARMOUR

When the enemy masses together in stubborn defiance they present an ideal target for this deadly weapon. The repeating dart thrower fires a constant barrage of missiles upon the hapless foe.

◀ SKIRMISHERS (see WFB, p100) ▶

The following units may operate as **skirmishers** if the player wishes. Skirmishing units must be noted down before the battle. The maximum size for a skirmishing unit is 15 for foot troops and 10 for mounted troops.

Unit type	Maximum number of skirmishing units
Crossbowmen	2
Shadows	2

◀ BAGGAGE ▶

The armies of Naggaroth are burdened with the countless instruments of ritual as well as the usual supplies and non-combatants. Great iron cauldrons, spits, tongs, cages and all the tools of torture will be needed once they have gained possession of the fields of slaughter. The baggage attendants comprise a great multitude of the very young, the old and the infirm. Among them will be a few ancient and malicious hagwitches, kindling the fires of spite and resentment.

A Dark Elf baggage train is represented by one wagon and 5 Elves per 1000 points worth of troops. These will have standard Dark Elf profiles, are unarmoured and use improvised weapons.

◀ ALLIES ▶

Dark Elves may seek allies among other evil or chaotic races. The player may spend up to one third of the army's total points on allies. The allies must be assembled using the *Allies Section* (p126), and chosen from the following contingents:

- | | |
|--------------|--------|
| Chaos Allies | Fimir |
| Skaven | Undead |

◀ MERCENARIES ▶

Dark Elves sometimes offer a share in the spoils to vicious mercenary bands in return for their services in battle, thus attracting those who like booty as much as blood. The player may spend up to one third of the army's total points on mercenaries. Mercenaries must be assembled using the *Mercenary Section* (p150), and chosen from the following:

- Nippon Hobgoblins Ogres

◀ HOSTS ▶

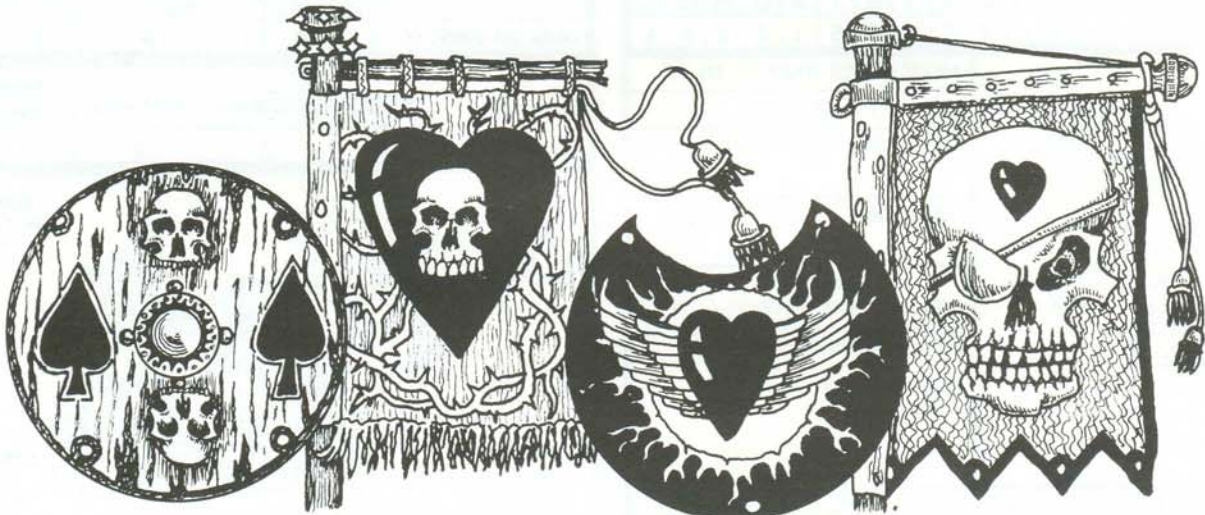
A Dark Elf wizard may magically bind a Monstrous, Ethereal, or Chaotic *host* prior to the game. The player may spend up to one quarter of the army's total points on a host, using the rules in the *Warhammer Bestiary* (see WFB, pp240 & 263).



A Monstrous host may contain:	Points cost per model
0-20 Cold Ones	22
0-30 Cold One Warhounds	8
0-1 Dragons	250-800
0-30 Giant Bats	2
0-30 Giant Leeches	6
0-8 Giant Scorpions	45
0-8 Giant Spiders	45
0-1 Swarms	250
0-20 Warhounds	4

An Ethereal host may contain:	Points cost per model
0-8 Ghosts	50
0-1 Spectres	200
0-1 Spectral Steed (for Spectre only)	225
0-2 Wights	100
0-2 Wraiths	150

A Chaotic host may contain:	Points cost per model
0-6 Chaos Hounds	23
0-1 Chimeras	250
0-2 Cockatrices	150
0-2 Griffons	200
0-6 Harpies	15
0-1 Hippogriffs	200
0-1 Hydra	200
0-1 Jabberwock	200
0-1 Manticore	200
0-2 Wyverns	180





WOOD ELVES

WOOD ELF

Wood Elves dwell deep in the vast, trackless forests of the Old World. Although these forests may lie within human kingdoms, the hidden enclaves of the Wood Elves are so remote as to form realms apart. Living in small scattered communities, Wood Elves shun close contact with humankind, and are still more wary of Dwarfs. Their real enemies, however, are Goblins and servants of Chaos.

Wood Elf realms are able to muster small but formidable armies. They fight mainly to defend their own lands but then they are both tenacious and ruthless. The core of a Wood Elf army is its archers, many armed with the famed Elven longbows. Others train wild beasts or birds of prey as ferocious living weapons.

Wood Elf warriors wear woodland colours, which allows them to merge with the trees and undergrowth. Like all Elves, Wood Elves are ingenious and imaginative and, although their attire and armament may be made from simple woodland materials, it is elegant, robust, and exquisitely decorated.



WOOD ELF HOST

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Elf	5	4	4	3	3	1	6	1	8	9	9	8	8
5 Hero	5	5	5	4	3	1	7	2	8	9	9	8	48
10 Hero	5	6	5	4	4	2	7	3	9+1	9	9	8	88
15 Hero	5	6	5	4	4	3	8	3	10+2	9	10+1	9+1	128
20 Hero	5	7	5	4	4	4	9	4	10+3	9	10+1	9+1	168
25 Hero	5	7	6	4	4	4	9	4	10+3	10+2	10+2	10+2	208
5 Wizard	5	5	4	4	3	1	6	1	8	10+1	10+1	9+1	78
10 Wizard	5	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2	118
15 Wizard	5	6	4	4	4	3	7	1	10+2	10+2	10+2	10+2	203
20 Wizard	5	6	5	4	4	4	8	1	10+2	10+3	10+2	10+3	303
25 Wizard	5	7	6	4	4	4	9	1	10+3	10+3	10+3	10+3	418
Treeman	6	8	3	6	7	6	2	4	9	9	9	9	280

Base Size: Infantry - 20mm x 20mm; Cavalry - 25mm x 50mm;
 Treemen - 40mm x 40mm
Alignment: Wood Elf armies are Good.

ARMY SELECTION

Force	Minimum	Maximum
Rank & File models	1/3 Army's total PV	Whole army less 1 Hero
Character models	1 Hero	1/2 Army's total PV
Heroes	1 model	
Wizards	0	8
Allies	0	1/3 Army's total PV
Ethereal host	0	1/4 Army's total PV

Wood Elves do not hire mercenaries, and rarely use baggage trains, although they may do so at no extra cost (see p43).

CHARACTER MODELS

Character models are heroes and wizards. The player may spend up to half of the army's total points value on character models, and must have at least 1 (ie, the General).

General: The army must be led by a general who will be the character model with the highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model and paid for from the character model points allowance. Army standards cost 50 points.

Riding in Chariots: Character models may ride in chariots included as part of the Army's rank & file points allowance. This does not affect either the points value of the chariot or the character. Chariots carrying characters can be treated as separate units of 1 vehicle.

Points: The points costs given for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned in the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Riding Animals	
Additional hand weapon	1	Horse	3
Double-handed weapons	2	Warhorse	6
Lance	2	Dragon 1	250
Net	1	Dragon 2	350
Spear	1	Dragon 3	450
		Dragon 4	550
		Dragon 5	650
		Dragon 6	750
		Winged Dragon	+50
Missile Weapons		Eagle	75
Javelin	1	Unicorn	80
Long bow	3	(Female riders only)	
Short bow	1		
Throwing spear	1		
Armour			
Shield	1		
Light armour	2		
Heavy armour	3		
Horse or warhorse barding	4		

Heroes

The army has a theoretical maximum of 24 hero models, but may spend no more than half its total points value on them. The maximum number of heroes available at each level, and their points cost are given below:

Maximum availability	Points per model
10 Glade Watchers (level 5 heroes)	48
5 Guardians (level 10 heroes)	88
4 Wood Lords (level 15 heroes)	128
3 Sylvan Chieftains (level 20 heroes)	168
2 Sylvan Kings (level 25 heroes)	208



Champions

Level 5, 10 and 15 heroes must be assigned to specific units as leaders (unless designated as Army Standard Bearer). These 'hero-leaders' are referred to as *champions*. Champions are part of the unit they are assigned to and cannot leave it (see **WFB**, p93).

Wizards

The army may contain a maximum of eight wizards. The maximum number of wizards available at each level and their points costs are given below. Wizards of any level may be assigned to units as champions, or may be left as independent characters, free to associate with any unit in the normal way.

Maximum availability	Points per model
3 Woodfeys (level 5 wizards)	78
3 Spellingers (level 10 wizards)	118
2 Sylphseers (level 15 wizards)	203
2 Greenfeys (level 20 wizards)	303
1 Dryad (level 25 wizard)	418

Generating Spells

The number of spells available to each level of wizard is as follows:

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the appropriate spell level of the Battle Magic Chart. In addition a player may choose to employ other types of magic. A Wood Elf wizard may substitute any Battle Magic spell for an Illusionist spell of the same level, and one Battle Magic spell from each level with an Elemental spell of the same level. Wood Elf wizards do not use Necromantic or Daemonic spells.

Magic Items for Characters

Characters can carry magical items by paying the points indicated on the *Magic Items Chart* (p13). These are paid for from the character model points allowance and selected from the following list:

Any character model may carry a single magic weapon with up to one magic attribute for every 5 'levels' of the character (ie, a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc.)

Four character models may be equipped with any sort of magic missiles.

Wizards may be equipped with up to three scrolls each. The scrolls may contain up to 4 different spells of level 3 or lower.

Three of the army's character models may wear a ring with a spell of level 3 or lower.

Two character models may be equipped with magic armour.

The army standard may have up to three magical abilities.

◀ RANK & FILE ▶

At least a third of the army's total points value must be spent on rank & file troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit.

Any unit may be given a unit standard bearer and/or a musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit, and cost twice the points value of a basic trooper.

Any unit indicated may convert an ordinary unit standard into a magic standard with a single ability. The ability may have a points value up to the amount shown and must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magic musical instrument with a single ability. All magical instruments cost an extra 25 pts as indicated below. The specific ability must be chosen and noted down before the game, see p16.



0-20 ELVEN LORDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	-	5	4	3	3	1	6	1	8	9	9	8
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-20

POINTS PER MODEL: 31

WEAPONS: LANCE & HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS

ONE UNIT MAY HAVE:
 WARHORSE BARDING.....8
 A MAGIC STANDARD.....50
 A MAGICAL INSTRUMENT.....25

The lords of Elven communities and their noble retainers ride magnificent warhorses into battle. Wood Elves favour roan and dappled horses, plaiting their mains and ornamenting their bridles with hair-plumes and jewels.

0-40 WOOD RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	8*	4	4	3	3	1	6	1	8	9	9	8

* INCLUDES MOVEMENT ALLOWANCE OF HORSE



MODELS PER UNIT: 10-20

POINTS PER MODEL: 20

WEAPONS: SPEAR & HAND WEAPON

ARMOUR: SHIELD

OPTIONS

ANY UNIT MAY HAVE:
 JAVELINS.....2
 LONGBOWS.....6
 ONE UNIT MAY HAVE:
 A MAGICAL INSTRUMENT.....25

Most Wood Elf settlements can muster riders. They are valued as messengers and patrol the woodland ways. In time of war, these band together to provide the Wood Elf host with a useful mounted force.

0-4 WAIN LORDS

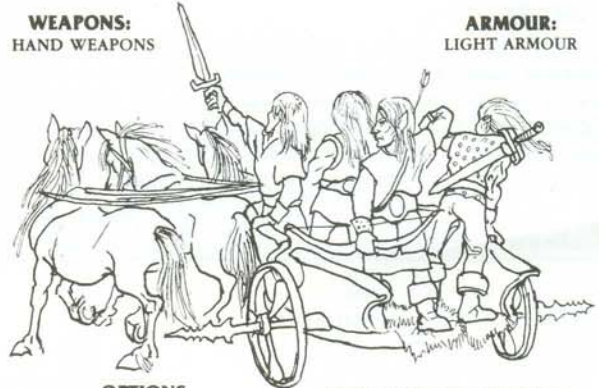
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HEAVY CHARIOT												
ELF CREW (4)	5	4	4	3	3	1	6	1	8	9	9	8
WARHORSE (4)	8	3	0	4	3	1	3	1	3	3	3	3

MODELS PER UNIT:
1-4 CHARIOTS

POINTS PER MODEL:
128

WEAPONS:
HAND WEAPONS

ARMOUR:
LIGHT ARMOUR

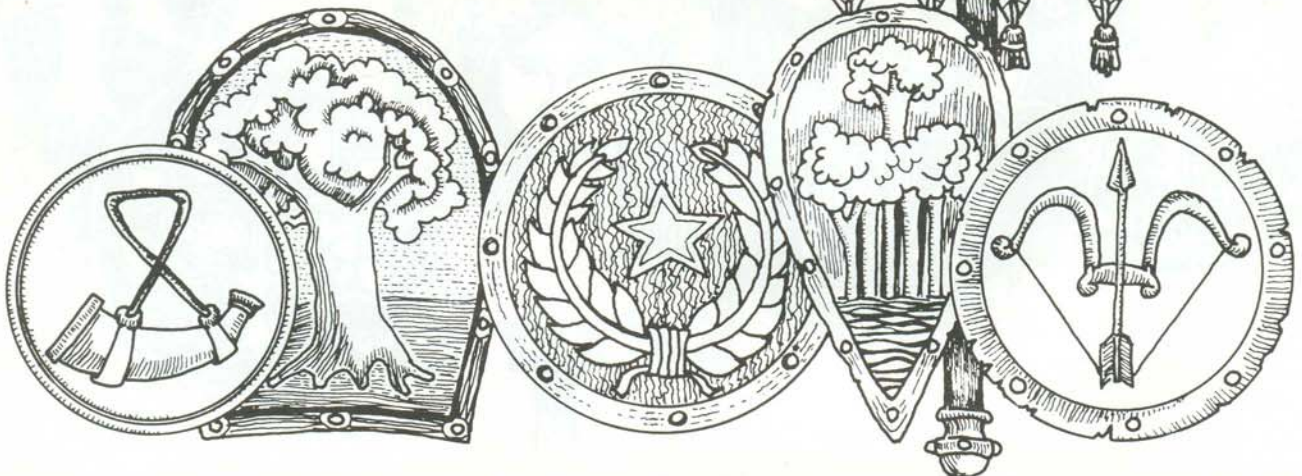
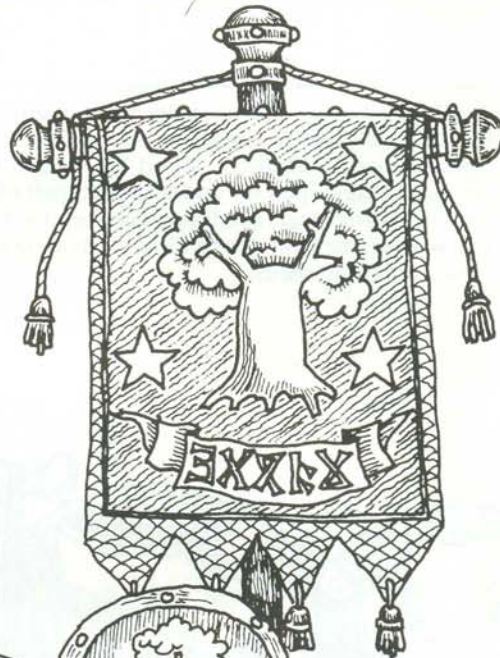


OPTIONS

ANY CHARIOT MAY HAVE:
 SCYTHED WHEELS.....20
 ONE CHARIOT MAY HAVE:
 A MAGIC STANDARD.....50
 A MAGICAL INSTRUMENT.....25
 ANY CHARIOT RIDER MAY HAVE:
 SHIELD.....8
 LONG BOW.....6
 JAVELIN.....2
 ONE CHARIOT RIDER MAY BE:
 A FALCONER.....6

Amongst the open glades of the Elven woods, mighty lords race their glittering chariots in preparation for war. Elven chariots are made from the wood of the lornalim tree and are incredibly light and strong.

Note that if chariot warriors have shields, all crew including the driver count as shielded. The points additions have been calculated accordingly. Chariot crews are considered to be armed with hand weapons irrespective of weapons carried by the model.



0-20 GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 MISSILE ELITE	5	4	5	3	3	1	7	1	8	9	9	8



MODELS PER UNIT: 10-20

POINTS PER MODEL: 15

WEAPONS: LONGBOW & HAND WEAPON


ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS... 2
 SHIELDS 1
 SPEAR 1
 MAGIC INSTRUMENT..... 25
 MAGIC STANDARD 25

Large settlements are protected by contingents of guards who watch the forest paths from their hidden strongpoints. These small units of Guards form the core of Wood Elf campaigning armies.

0-40 WARDANCERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF WARDANCER	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 5-10

POINTS PER MODEL: 20

WEAPONS: HAND WEAPON


ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS... 1
 DOUBLE-HANDED WEAPONS... 2
 FLAILS 2
 SPEARS 1
 SHIELDS 1
 LIGHT ARMOUR 2

Wardancers are courageous and incredibly athletic warriors. Their style of fighting is fleet and agile like a deadly 'dance' which cuts a swathe through their foes.

0-30 LORD'S BOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 MISSILE ELITE	5	4	5	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-20

POINTS PER MODEL: 12

WEAPONS: LONGBOW & HAND WEAPON


ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 LIGHT ARMOUR 2
 SHIELDS 1
 ONE UNIT MAY HAVE:
 A MAGIC STANDARD 25
 A MAGICAL INSTRUMENT 25

The best archers in a Wood Elf realm are banded together by their lord into elite contingents who live in the lord's hall in constant readiness.

0-30 GLADE RUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF SCOUT	5	4	5	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 5-12

POINTS PER MODEL: 16

WEAPONS: LONGBOW & HAND WEAPON


ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1
 ONE UNIT MAY HAVE:
 A MAGICAL INSTRUMENT 25

These are bands of scouts, way-watchers, messengers and hunters. They can follow the tracks of any who enter the forest for great distances while remaining unseen. They know the woodland trails intimately and can lead intruders astray with ease.

30-60 ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-20

POINTS PER MODEL: 11

WEAPONS: LONGBOW & HAND WEAPON


ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1
 ONE UNIT MAY HAVE:
 LIGHT ARMOUR 2
 DOUBLE-HANDED WEAPONS... 2

Many Wood Elves fight as archers, using a bow fashioned from the lornalim tree which grows in the woods of the Old World. The longbow is their natural weapon, and one with which they are highly skilled.

0-60 WARRIOR KINBANDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-30

POINTS PER MODEL: 9

WEAPONS: HAND WEAPON

ARMOUR: SHIELD

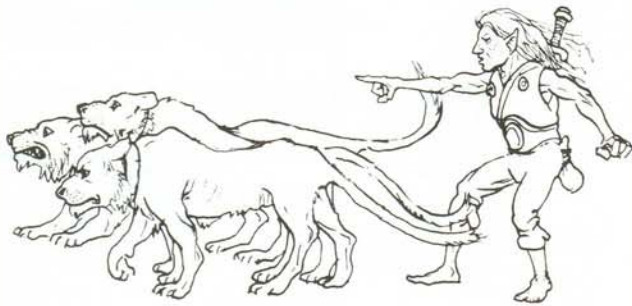
OPTIONS
 ANY UNIT MAY HAVE:
 LIGHT ARMOUR 2
 SPEARS 1
 ONE UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS... 1
 DOUBLE-HANDED WEAPONS... 2
 A MAGIC STANDARD 25
 A MAGICAL INSTRUMENT 25

Elves live in very close families which form the basis for warriors bands in times of war. These kinbands carry a family banner and wear the family's badge upon their war-gear.

0-6 BEASTMASTERS

ELF	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ANIMAL HANDLER	5	4	4	3	3	1	6	1	8	9	9	8

MODELS PER UNIT: 1-3 HANDLERS WITH PACKS
POINTS PER MODEL: 13



WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
ANY UNIT MAY HAVE:
SHIELDS 1
LIGHT ARMOUR 2

HANDLERS MAY LEAD:
BEARS 20
BOARS 6
WARHOUNDS 4
WILD CATS 21

Wood Elf Beastmasters train their packs ready to follow their lords in the wild hunt. In battle the quarry is the foe. Each handler may control from 2-6 animal models, and two or more handlers and their packs may be merged to form larger units. Each animal handler unit may contain only one type of creature, however.

0-8 SHAPECHANGERS (see WFB, p99)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF SHAPECHANGER	5	4	4	3	3	1	6	1	8	9	9	8
GIANT WOLF	9	4	0	3	3	1	3	2*	3	4	4	4
BOAR	7	3	0	3	3	1	3	2*	3	4	4	4
BEAR	4	3	0	4	4	2	3	3*	6	3	6	6

* INCLUDES ANIMAL & WEAPON ATTACKS



MODELS PER UNIT: UP TO 1/5 OF UNIT

POINTS PER MODEL: 28

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS
ANY MODEL MAY HAVE:
SPEARS 1
DOUBLE-HANDED WEAPONS 2

These are the favoured kin of animal spirits and are able to manifest the characteristics of a particular beast; usually a wolf, bear or boar. They are quite rare but may be found in any Wood Elf warband. Shapechangers may be 'bidden' in any of the infantry units listed above.

0-20 FALCONERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF FALCONER	5	4	4	3	3	1	6	1	8	9	9	8
HAWK	-	5	5	2	-	-	-	1	-	-	-	-



MODELS PER UNIT: 5-10

POINTS PER MODEL: 11

WEAPONS: HAND WEAPON & HAWK

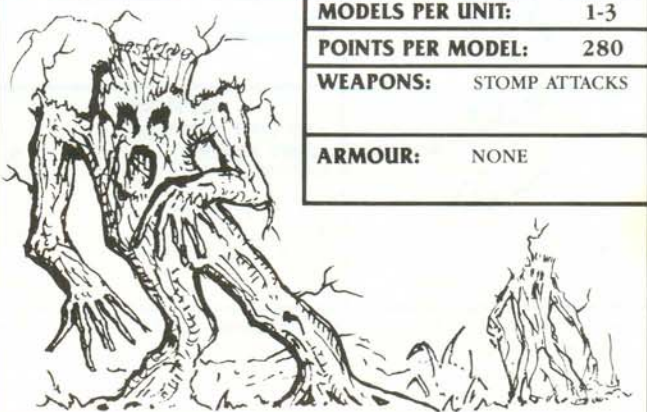
ARMOUR: NONE

OPTIONS
ANY UNIT MAY HAVE:
DOUBLE-HANDED WEAPONS 2
SHIELDS 1
LIGHT ARMOUR 2

Wood Elf lords are great hunters and hawkers. Their falconers tame and train birds of prey both for hunting and for war.

0-3 TREEMEN (see WFB, p238)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TREEMAN	6	8	3	6	7	6	2	4	9	9	9	9



MODELS PER UNIT: 1-3

POINTS PER MODEL: 280

WEAPONS: STOMP ATTACKS

ARMOUR: NONE

The forest bomes of the Elves are also the dwelling places of the giant Treemen. Elves and Treemen are close friends, and often aid each other, with willing Treemen fighting in the armies of the Elven Lords. Treemen cause fear in living creatures under 10' tall, and hate goblinoids.



Skarloc's Wood Elf archers - a deadly unit composed of some of the finest bowmen in the Old World, and available as a boxed Regiment of Renown from Citadel Miniatures.

◀ SKIRMISHERS (see WFB, p100) ▶

The following units may operate as **skirmishers** if the player wishes. Skirmishing units must be noted down before the battle. The maximum size for a skirmishing unit is 15 for foot troops and 10 for mounted troops.

Unit type	Maximum number of skirmishing units
Elven Riders	1
Archers	2
Lord's Bowmen	2
Glade Runners	Any

◀ BAGGAGE ▶

Wood Elves rarely employ baggage trains except when campaigning far from their woodland homes. A Wood Elf baggage train is represented by one wagon and 5 civilians per 1000 points in the army. Civilians have standard Wood Elf profiles, are unarmoured and use improvised weapons.

◀ ALLIES ▶

The natural allies of Wood Elves are other 'good' Elves and other inhabitants of the forests. The player may spend up to one third of the armies total points on allies. The allies must be assembled using the *Allies Section* (p126) and should be chosen from the following:

High Elves Halflings Zoats

◀ HOSTS ▶

A Wood Elf wizard may magically bind either a Monstrous or Ethereal host prior to the game. The player may spend up to one quarter of the army's total points on *hosts*. The host is assembled using the rules in the *Warhammer Bestiary* (see WFB, pp240 & 263).

Ethereal hosts will comprise the shades of 'faded' Wood Elves, lingering among the leafy glades, silently watching over the woodland paths as ghostly guardians and coming to the aid of their living kindred in time of need. These may be represented by Elf models suitably painted in ethereal colours.

The monstrous host may contain:	Points cost per model
0-20 Bears	20
0-40 Boars	6
0-1 Dragons	250-800
0-5 Eagles	75
0-1 Swarms	250
0-20 Warhounds	4

An Ethereal host may contain:	Points cost per model
0-5 Ghosts	50
0-1 Spectres	200
0-1 Spectral mounts	+ 25*
0-2 Wights	100
0-2 Wraiths	150

* These may only be included as steeds for Spectres.



Two Wardancer troupes prepare to hurl themselves into the fray.



A unit of Wood Elf Guards made up of *Warhammer Fantasy Regiments* plastic figures with a metal command group.



◀ HIGH ELVES ▶

The continental island of Ulthuan is the homeland of the Elven kindred. It is not one, but many Kingdoms, each ruled by its own King and nobles. Foremost among these is the great maritime kingdom of Eatain and its glittering capitol of Lothern. The Lord of Lothern is generally accorded the title of Elven King, acknowledging his supremacy over all the other lands of Ulthuan. However, the lands of the Elven King are not always peaceful, and sometimes the various kingdoms war against their neighbours. Smaller and less stable kingdoms are also prone to internal unrest, or kinstrife, whilst even the Elven Kingdoms harbour their share of outlaws and bandits.

But by far the greatest threat to the Elven Kingdoms comes in the form of seaborne raids from either Dark Elves or Norse. It is the Elves dwelling upon the northern shores who endure the greatest threat, whilst those that live beyond the sheltering mountains upon the inner plains remain untouched by the torments of the wider world. The Elves of the coastal realms are great sea-farers, traders and warriors. They are known as Sea Elves and it is their constant vigilance that preserves the Elven lands from invasion. Such is the martial prowess of the Sea Elves that they are to be found in the armies of almost all the Elven Kingdoms. They are especially renowned as foot-warriors, and their mail or scale armour is frequently likened to fish scales.

The Elves that live upon the inner plains of Ulthuan are commonly called High Elves. They are a proud people, and intolerant of lesser races. High Elves prefer to fight mounted, or in chariots, alongside their immediate kinfolk. Cavalry squadrons may therefore carry a family's coat-of-arms, dress in its traditional colour, and present a fairly uniform appearance. Other regiments are recruited from individual cities or settlements.

All Elves are superb craftsmen, excelling in whatever they do. Their arms and armour is wrought with precious metals and sparkling gems. Cloth of gold may be richly embroidered and strewn with pearls to make a standard, while swordblades and spearheads may be plated with silver. To gaze upon an Elven host coming from afar is to behold a sea of stars. Elven armies include many musicians, and Elven warriors sing as they march into battle.

◀ WAR HOST OF ULTHUAN ▶

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Elf	5	4	4	3	3	1	6	1	8	9	9	8	8
5 Hero	5	5	5	4	3	1	7	2	8	9	9	8	48
10 Hero	5	6	5	4	4	2	7	3	9+1	9	9	8	88
15 Hero	5	6	5	4	4	3	8	3	10+2	9	10+1	9+1	128
20 Hero	5	7	5	4	4	4	9	4	10+3	9	10+1	9+1	168
25 Hero	5	7	6	4	4	4	9	4	10+3	10+2	10+2	10+2	208
5 Wizard	5	5	4	4	3	1	6	1	8	10+1	10+1	9+1	78
10 Wizard	5	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2	118
15 Wizard	5	6	4	4	4	3	7	1	10+2	10+2	10+2	10+2	203
20 Wizard	5	6	5	4	4	4	8	1	10+2	10+3	10+2	10+3	303
25 Wizard	5	7	6	4	4	4	9	1	10+3	10+3	10+3	10+3	418

Base Sizes: Infantry - 20mm x 20mm; Cavalry - 25mm x 50mm
 Alignment: Armies of the Elven Kingdoms are Good.

◀ ARMY SELECTION ▶

Force	Minimum	Maximum
Rank & File models	1/3 Army's total PV	Whole army less 1 Hero
Character models	1 Hero	2/3 Army's total PV
Heroes	1 model	
Wizards	0	5 models
Allies	0	1/3 Army's total PV
Ethereal or Monstrous host	0	1/4 Army's total PV

The army may have a baggage train at no extra cost.

Note: Elven armies do not employ mercenaries. High Elves have far too much pride and Sea Elves are far too prudent to consider investing any wealth or trust in such contingents.

◀ CHARACTER MODELS ▶

Character models are heroes and wizards. The player may spend up to two-thirds of the army's total points value on character models, and must have at least 1 (ie, the General).

General: The army must be led by a general who will be the character model with the highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model and paid for from the character model points allowance. Army standards cost 50 points.

Riding in Chariots: Character models may ride in chariots included as part of the army's rank & file points allowance. This does not affect either the points value of the chariot or the character. Chariots carrying characters can be treated as separate units of 1 model.



Points Cost: The values given for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned in the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Riding Animals	
Additional hand weapon	1	Horse	3
Double-handed weapon	2	Warhorse	6
Flail	1	Pegasus	14
Halberd	2	War Beasts	
Lance	2	Dragon 1	250
Spear	1	Dragon 2	350
		Dragon 3	450
		Dragon 4	550
		Dragon 5	650
Missile Weapons		<i>Extra for winged dragon</i>	+50
Bow	2	Griffon	200
Crossbow	3	Hippogriff	200
Darts	1	Unicorn	
Javelin	1	(Female riders only)	80
Long bow	3		
Throwing spear	1		
Armour			
Shield	1		
Light armour	2		
Heavy armour	3		
Horse or warhorse barding	4		
Mithril light armour	52		

Heroes

The army may contain up to 18 hero models. The maximum number of heroes available at each level, and their points costs are given below:

Maximum availability	Points per model
6 Kinthanes (level 5 heroes)	48
5 Earls (level 10 heroes)	88
4 Kinlords (level 15 heroes)	128
2 Princes (level 20 heroes)	168
1 Suzerain (level 25 hero)	208

Champions

Level 5, 10 and 15 heroes must be assigned to specific units as leaders (unless designated as Army Standard Bearer). These 'hero-leaders' are referred to as *champions*. Champions are part of the unit they are assigned to and cannot leave it (see WFB, p93).

Wizards

The army may contain up to five wizards. The maximum number of wizards available at each level and their points costs are given below. Wizards of any level may be assigned to units as champions, or may be left as independent characters, free to associate with any unit in the normal way.

Maximum availability	Points per model
3 Incantors (level 5 wizards)	78
3 Spellbards (level 10 wizards)	118
3 Feys (level 15 wizards)	203
2 Dreamguilers (level 20 wizards)	303
1 Elven Mage (level 25 wizard)	418

Generating Spells

The number of spells available to each level of wizard is as follows:

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the Battle Magic chart. An Elven wizard may also use other sorts of magic if the player chooses. High Elf wizards may replace one Battle Magic Spell from each level, with either an Illusionist, Elemental, Daemonic or Necromantic spell of the same level. Sea Elf wizards may replace one Battle Magic spell from each level with an Illusionist, Daemonic or Elemental spell of the same level. They may not use Necromantic spells.



Magic Items for Characters

Characters can also carry a limited number of magical items by paying the points indicated on the *Magic Items Chart* (p13). These are paid for from the character model points allowance and selected from the following list:

Any character model may carry one magic weapon with up to one magic attribute for every 5 'levels' of the character (ie, a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

Character models may be equipped with any sort of magic missiles.

Wizards may be equipped with up to three scrolls each. Each scroll may contain up to 4 different spells of level 3 or lower.

Four character models may wear a single ring with a spell of level 3 or lower.

Two character models may be equipped with magic armour.

The army standard may have up to 2 magical abilities.

◀ RANK & FILE ▶

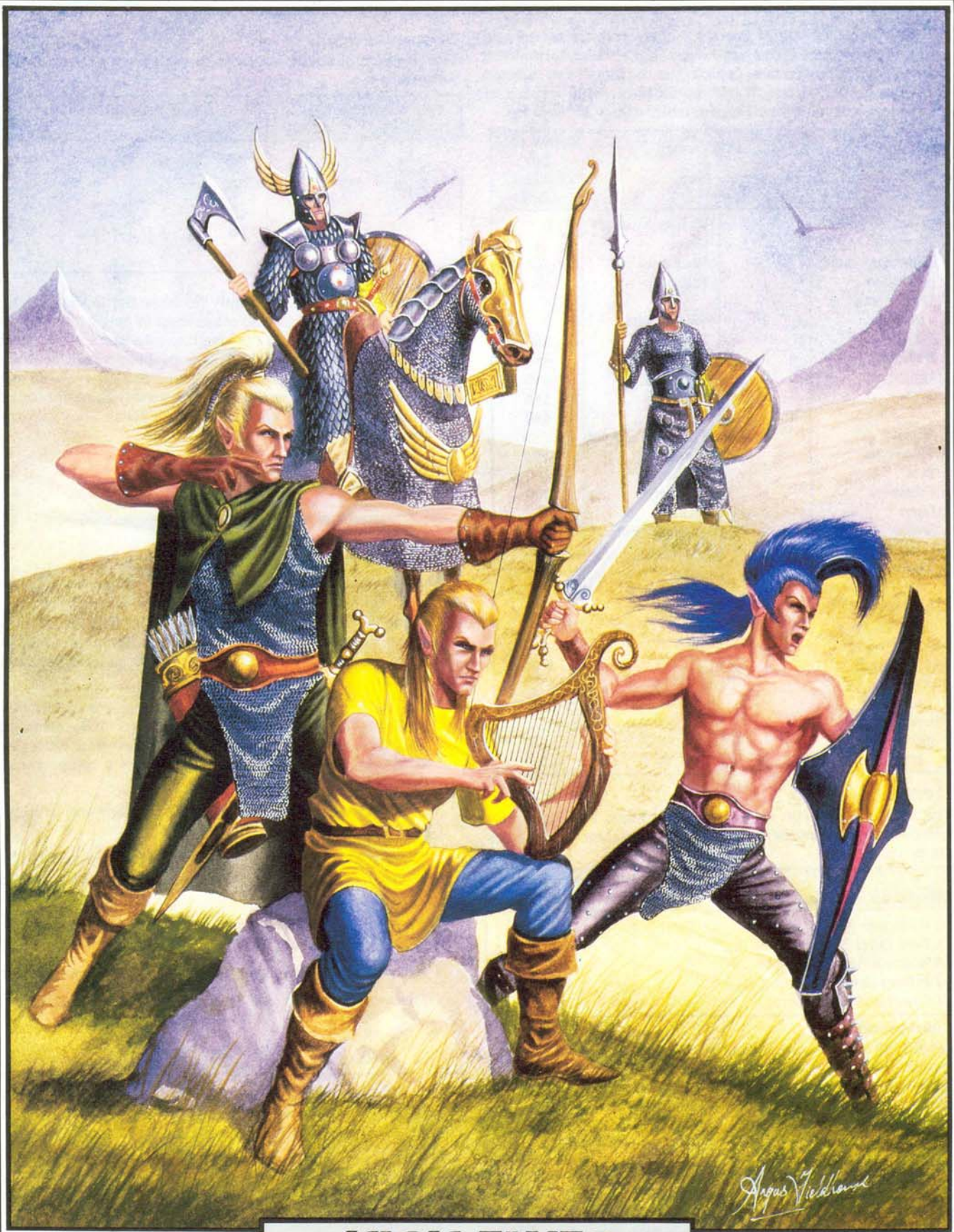
At least a third of the army's total points value must be spent on rank & file troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit.

Any unit may be given a unit standard bearer and/or a musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit, but cost twice the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magic musical instrument with a single ability. All magical instruments cost an extra 25 pts as indicated below. The specific ability must be chosen and noted down before the game (see p16).





HIGH ELVES

A number of troop types from the War Host of Ulthuan are illustrated above.

Above left - Silverhelm (Elven Noble cavalry).

Above right: an Elven Guard spearman.

Bottom row (left to right): Archer, Musician and Wardancer.

The facing page shows a selection of notable High Elven banner and shield designs, including a number of those belonging to Elven warrior kindreds and merchant companies. The shield designs shown include kindred heraldic emblems and personal emblems of Elven heroes.

The large banner in the top right, for example, is the personal banner of Prince Miriel Armarath and depicts the rising sun of his household. The emblem on the banner beside it (left) alludes to the 'perilous crown' legend of the heirless house of Gilvanyar. The banner immediately below the sun standard, belongs to a noble cavalry regiment, and is woven with details of battle honours in the Elvish script. Top left is the standard of the 'Eternal Flame' regiment, a renowned warrior kindred, while the second shield in the bottom row belongs to the champion of a Ship's Company.

ARMY LISTS

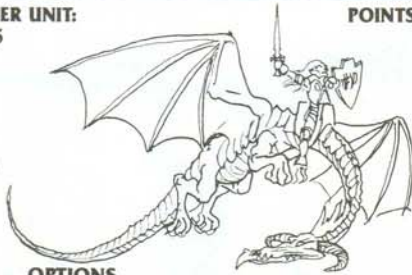
0-5 ELVEN DRAGONKIN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+4 SHOCK ELITE	-	5	4	4	3	1	7	2	8	9	9	8
DRAGON 1 (WINGED)	6	4	0	5	5	7	2	6	-	-	-	-

	SPEED		ACC/DEC
	MIN	MAX	
FLYING PROFILE	8"	32"	4"

MODELS PER UNIT: 1-5 POINTS PER MODEL: 315

ARMOUR:
HEAVY
ARMOUR



WEAPONS:
HAND
WEAPONS

OPTIONS

ANY UNIT MAY HAVE:
LANCE 2 SHIELD 1
BOW 2

Elven dragon riders are rare and highly revered warriors. They lead reclusive lives, duelling upon tall pinnacles or in high towers. They are of noble and ancient lineage, and their association with Dragonkind goes back to the beginnings of Ulthuan.

0-40 SILVER HELMS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	-	5	4	4	3	1	7	1	8	9	9	8
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-20

POINTS PER MODEL: 35

WEAPONS: LANCE &
HAND WEAPON

ARMOUR: LIGHT ARMOUR
& SHIELD

OPTIONS

ONE UNIT MAY HAVE:
HEAVY ARMOUR 2
WARHORSE BARDING 8
A MAGIC STANDARD 50
A MAGICAL INSTRUMENT 25

Elven lords and lesser nobles take to war mounted on splendid chargers and wearing magnificent tall helmets. White, silver-grey and dappled horses are the most highly prized.

0-40 SHORE RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	8*	5	4	3	3	1	6	1	8	9	9	8

* INCLUDES MOVEMENT ALLOWANCE OF HORSE



MODELS PER UNIT: 5-20

POINTS PER MODEL: 22

WEAPONS: SPEAR &
HAND WEAPON

ARMOUR: SHIELD

OPTIONS

ANY UNIT MAY HAVE:
BOWS 4
JAVELINS 2
LIGHT ARMOUR 4
A MAGICAL INSTRUMENT 25

The long sea coast of Ulthuan must be watched constantly, and every coastal Kingdom contributes to this effort. These warriors are battle-hardened, practical soldiers, used to the deprivation of long patrols and sudden combat.

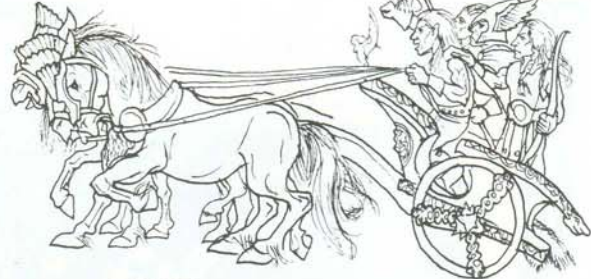
0-4 WARWAINS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HEAVY CHARIOT	-	4	4	3	3	1	6	1	8	9	9	8
ELF CREW (4)	-	4	4	3	3	1	6	1	8	9	9	8
WARHORSE (4)	8	3	0	4	3	-	3	1	-	-	-	-

MODELS PER UNIT:
1-4

POINTS PER MODEL:
128

WEAPONS:
HAND
WEAPONS



ARMOUR:
LIGHT
ARMOUR

OPTIONS

ANY CHARIOT MAY HAVE:
SCYTHED WHEELS 20

ANY CHARIOT RIDER MAY HAVE:
JAVELIN 2
LIGHT ARMOUR 4

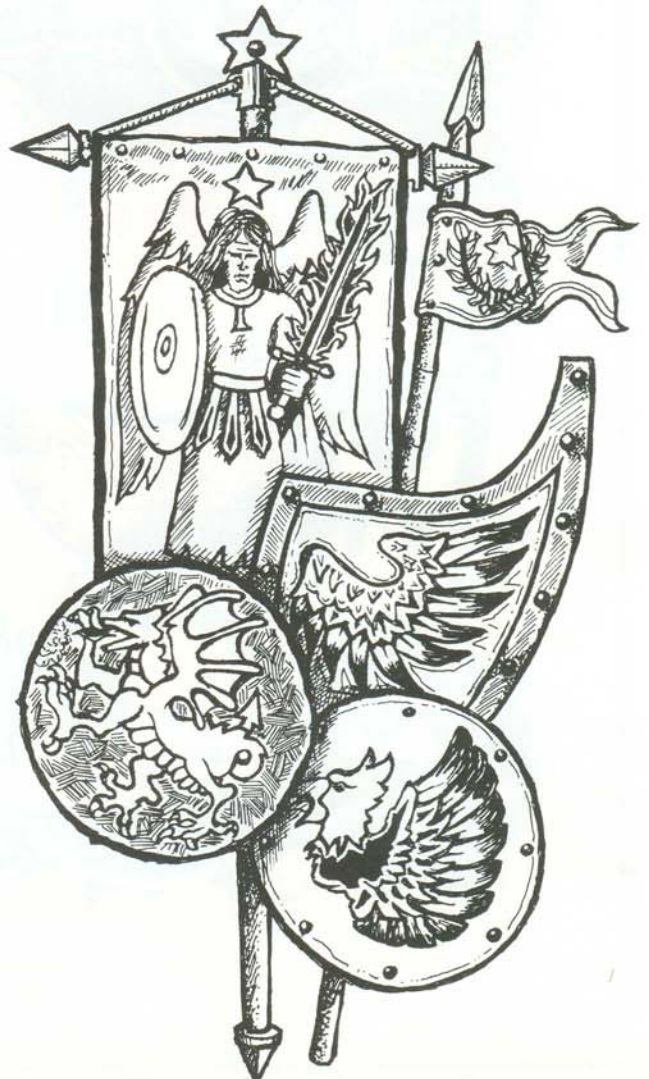
ONE RIDER PER CHARIOT
MAY HAVE:
A LONGBOW 6

ONE CHARIOT UNIT MAY HAVE:
A MAGIC STANDARD 25
A MAGIC INSTRUMENT 25

ANY CREW MEMBER MAY HAVE:
SHIELD 8

High Elves of the noblest kindreds will often fight mock combats amongst themselves to establish the right to command. These spectacular chariot duels form a prelude to the clash of real battle.

Many High Elf nobles ride finely made and superbly decorated chariots into battle. They form the most formidable and magnificent troops to be found in an Elven host. Note that chariot crews are considered to be armed with hand weapons in melee, irrespective of weapons carried by the model. If any crew member has a shield, all crew count as shielded and the points value has been calculated accordingly.



0-50 ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 MISSILE ELITE	5	4	5	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-20
POINTS PER MODEL: 14
WEAPONS: LONG BOW & HAND WEAPON
ARMOUR: LIGHT ARMOUR



The great annual fairs of the Elven Kingdom feature all manner of martial sports. It is at these tournaments that the best archers are selected to serve in the bow-armed fighting regiments. They are the finest shots in the land, and practise daily at the butts.

0-60 KITH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-30
POINTS PER MODEL: 9
WEAPONS: HAND WEAPON
ARMOUR: SHIELD

OPTIONS
 ANY UNIT MAY HAVE:
 SPEARS 1
 JAVELINS 1
 LONG BOWS 3
 LIGHT ARMOUR 2

The humble Elven folk who serve the land owners in the fields and the artisans in the towns, muster together into bands based upon their area. They are, literally, warriors associated with a particular locality, but they are mighty warriors nonetheless.

0-30 SHIPS COMPANIES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10
POINTS PER MODEL: 13
WEAPONS: LONG BOW & HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS 2
 SHIELDS 1
 ONE UNIT MAY HAVE:
 A MAGIC STANDARD 25
 A MAGICAL INSTRUMENT 25

The warships and trading galleons of the Sea Elves have well armed crews. Sometimes these warrior crews may be used to augment the land forces.

0-60 MERCHANT COMPANIES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-30
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1
 A MAGICAL INSTRUMENT 25
 ONE HALF OF UNIT
 MUST HAVE:
 LONGBOWS 3
 OTHER HALF OF EACH UNIT
 MAY HAVE:
 SPEARS 1
 HALBERDS 2
 ONE UNIT MAY HAVE:
 A MAGIC STANDARD 25

The Sea Elves prosper greatly from their trading ventures across the wide seas, and Merchant Princes maintain their own regiments of soldiers to protect their ships and havens at home and abroad. They are always well armed and uniformed in the colourful livery of their lord. These regiments are unusual in that half the soldiers are spearmen or halberdiers, while the other half are archers (see Mixed Ranks - WFB, p125)

0-20 GUARD

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	5	5	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-20
POINTS PER MODEL: 12
WEAPONS: SPEAR & HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ONE UNIT MAY HAVE:
 SHIELDS 1
 HEAVY ARMOUR 1
 HALBERDS INSTEAD OF SPEARS 1
 A MAGIC STANDARD 50
 A MAGICAL INSTRUMENT 25

Every lord of any standing has his own personal guard to protect his halls and welcome strangers. Guards of this kind form the core of Elven armies.

0-60 WARRIOR KINDREDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 10-30
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 HALBERDS 2
 DOUBLE-HANDED WEAPONS 2
 SPEARS 1
 SHIELDS 1
 HEAVY ARMOUR 1
 ONE UNIT MAY HAVE:
 A MAGIC STANDARD 25
 A MAGICAL INSTRUMENT 25

In times of war, Elves group together into regiments formed of family groups. Elves are very mindful of their relationships and family bonds, no matter how distant or ancient. They are usually well armed and arrayed in splendid uniforms.

ARMY LISTS

50

HIGH ELF



A mighty Elven Warwain thunders into battle.



Armoured spearmen of the Warrior Kindred.



A Silver Helm rider spurs his mount to a gallop.

0-10 SEA ELF WARDANCERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF WARDANCER	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 5-10

POINTS PER MODEL: 20

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:

ADDITIONAL HAND WEAPONS	1
DOUBLE-HANDED WEAPONS	2
FLAILS	2
SPEARS	1
SHIELDS	1
LIGHT ARMOUR	2

These small bands are valued as boarding parties in Sea Elf naval actions and are frequently to be found in land armies as well.

0-25 SEEKERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF SCOUT	5	4	4	3	3	1	6	1	8	9	9	8



MODELS PER UNIT: 5-10

POINTS PER MODEL: 16

WEAPONS: LONGBOW & HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:

JAVELINS	1
SHIELDS	1
LIGHT ARMOUR	2
A MAGICAL INSTRUMENT	25

The swiftest runners and those with the keenest eyesight belong to the bands of Seekers. These warriors excel at scouting, skirmishing and ambushing the enemy. Elves tend to be shrewd tacticians, who know how to use such troops to good effect.

0-4 MARINE BOLT-BATTERIES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF CREW (3)	5	4	4	3	3	1	6	1	8	9	9	8

	RANGE	STRENGTH	SAVE MOD.	WOUNDS PER HIT
BOLT THROWER	48"	5	-2	D4

MODELS PER UNIT: 1-4

POINTS PER MODEL: 54



CREW WEAPONS: HAND WEAPON

OPTIONS

ANY CREW MAY HAVE:
LIGHT ARMOUR.....2

ARMOUR: NONE

Detached batteries of warship armament, with expert Sea Elf crews, may be used on land to support Elven armies. This is yet another example of how a powerful Elven army can be mustered virtually anywhere in the world, thanks to the flexibility of Sea Elf forces and Elven tactical ingenuity.

◀ SKIRMISHERS (see WFB, p100) ▶

The following units may operate as **skirmishers** if the player wishes. Skirmishing units must be noted down before the battle. The maximum size for a skirmishing unit is 15 for foot troops and 10 for mounted troops.

Unit type	Maximum number of skirmishing units
Shore Riders	2
Warrior Kin	1
Archers	1
Seekers	any

◀ BAGGAGE ▶

High Elves often bring with them many servants, minstrels, bards and other attendants to entertain them in their magnificent tents while on campaign. Sea Elves frequently venture far inland and need to bring provisions and trade goods with them. An Elven baggage train is represented by one wagon and 5 non-warrior Elves per 1000 points' worth of troops. These civilians will have standard Elf profiles, are unarmoured and use improvised weapons.

◀ ALLIES ▶

The natural allies of High Elves and Sea Elves are their rustic sylvan kindred from the Old and New Worlds - the Wood Elves. They have many warlike skills and unusual warriors which are sometimes requested by the lords of the Elven Kingdoms. The player may spend up to a third of the army's total points value on a Wood Elf allied contingent (and no others). The allies must be assembled using the *Allies Section* (p126).

◀ HOSTS ▶

An Elven wizard may magically bind a monstrous or ethereal host prior to the game. The player may spend up to one quarter of the army's total points on a *host*, which must be assembled using the rules in the *Warhammer Bestiary* (see WFB, pp240 & 263).

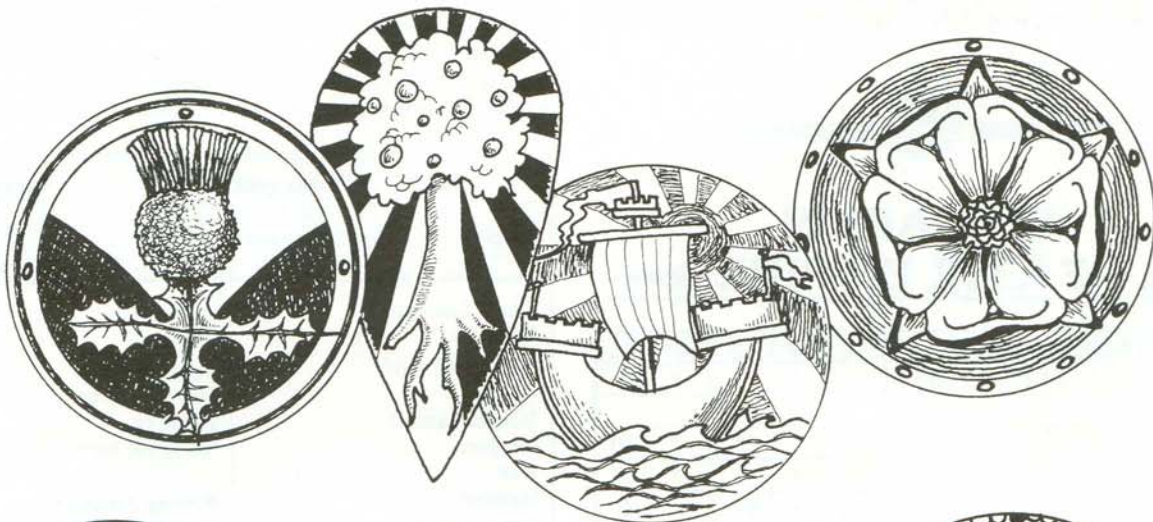
Ethereal hosts comprise the shades of 'faded' Elves, who perished leaving some great task undone or an obligation unfulfilled. They cannot truly rest until they have set at ease their souls. They may come forth at the behest of an Elven wizard to slay the foe they seek or avenge the friends they lost.



The monstrous host may contain:	Points cost per model
0-20 Bears	20
0-40 Boars	6
0-2 Dragons	250-800
0-5 Eagles	75
0-1 Swarms	250
0-20 Warhounds	4

The monstrous host may contain:	Points cost per model
0-6 Ghosts	50
0-2 Spectres	200
0-2 Spectral mounts	+25*

* These may only be used if the host contains Spectres.



◀ THE EMPIRE ▶

The Empire is the largest and most powerful realm in the Old World. It comprises several states or provinces ruled by Electors; provincial nobles responsible for electing one of their number as Emperor. The Emperor maintains his own Imperial Guard, and each province within The Empire also raises small standing armies, supplemented by town militia and peasant levies. In addition to these forces, there are the feudal retinues of provincial nobles and the various secular and religious orders of knighthood.

An army might represent either the full military might of the Empire, led by the Emperor at the head of the Imperial Guard and supported by Templars of all the knightly orders, or just the standing army of a single Elector state, bolstered by mercenary contingents or Templars of the local cult. Although the Empire is united under a strong leader, this has not always been so; city rivalries and religious disputes continue to fester and civil war could still break out.

The wide variety of troops in the Imperial Army reflects the diversity of culture and complex political organisation of this large realm. The core of the army is composed of good quality professional soldiers, well trained and well armed. They are ably supported by reliable mounted knights; grim, coldly efficient warriors epitomised by the religious Knightly Orders or Templars.

All Imperial soldiers take warfare very seriously, whether it be the professional outlook of the provincial standing armies, or the good-natured bellicosity of some feudal nobles. War-leaders of The Empire are famed for their methodical approach to tactics and strategy.

Imperial troops bear heraldic blazons appropriate to their retinue, province, or Knightly Order. Dark and striking colours are preferred while an inclination for somewhat grim and awe-inspiring heraldic insignia conforms to the national character. Standards often depict disquieting images inspired by local cults, and indicating something of the deep angst lurking in the minds of many warriors.



◀ THE ARMY OF THE EMPIRE ▶

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Human	4	3	3	3	3	1	3	1	7	7	7	7	5
5 Hero	4	4	4	4	3	1	4	2	7	7	7	7	30
10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7	55
15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1	80
20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1	105
25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2	130
5 Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	60
10 Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	85
15 Wizard	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	155
20 Wizard	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3	240
25 Wizard	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3	340

Base size: Infantry 20mm x 20mm; Cavalry 25mm x 50mm
Alignment: Imperial armies are Neutral.
Psychology: Flagellants (see below and WFB, p97) are subject to *frenzy* and *hate* all Chaotics.

◀ ARMY SELECTION ▶

Force	Minimum	Maximum
Rank & File models	1/3 Army's total PV	Whole army less 1 Hero
Character models	1 Hero	1/2 Army's total PV
Heroes	1 model	
Wizards	0	4 models
Allies	0	1/3 Army's total PV
Mercenaries	0	1/2 Army's total PV
Monstrous host	0	1/4 Army's total PV

The army may have a baggage train at no extra cost.



◀ CHARACTER MODELS ▶

Character models are heroes and wizards. The player may spend up to half of the army's total points value on character models. An Imperial army may have up to 20 character models and must have at least 1 (i.e. the General).

General: The army must be led by a general who will be the character model with the highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model and paid for from the character model points allowance. Army standards cost 50 points.

Points: The points cost given for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned in the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Armour	
Additional hand weapon	1	Shield	1
Double-handed weapon	2	Light armour	2
Flail	1	Heavy armour	3
Halberd	2	Horse or Warhorse barding	4
Lance	2	Riding Animals	
Pike	1	Horse	3
Spear	1	Warhorse	6
		Pegasus	14
Missile Weapons		War Beasts	
Arquebus	3	Unicorn (Female riders only)	80
Blunderbuss	2		
Bow	2		
Crossbow	3		
Long bow	3		
Pistol	2		
Short bow	1		
Throwing spear	1		



Heroes

The army may contain up to 16 hero models. The maximum number of heroes available at each level, and their points cost are given below:

Maximum availability	Points per model
6 Grafs (level 5 heroes)	30
4 Baronen (level 10 heroes)	55
3 Margrafs (level 15 heroes)	80
2 Counts (level 20 heroes)	105
1 Hochmarschall (level 25 hero)	130

Champions

Level 5, 10 and 15 heroes must be assigned to specific units as leaders, unless designated as the Army Standard Bearer. These 'hero-leaders' are referred to as *champions*. Champions are part of the unit they are assigned to and cannot leave it (see WFB p93).

Bombardiers (see WFB p96)

One hero model may be a *Bombardier*, a skilled master gunner assigned to the artillery. A Bombardier costs an additional 20 points and is considered to be the *champion* of an individual artillery battery, irrespective of his level.

Wizards

The army may contain up to four wizards. The maximum number of wizards available at each level and their points costs are given below. Wizards of any level may be assigned to units as champions, or may be left as independent characters, free to associate with any unit in the normal way.

Maximum availability	Points per model
2 Zauberer (level 5 wizards)	60
4 Schwarzmantels (level 10 wizards)	85
1 Hohenhexe (level 15 wizards)	155
1 Zaubermeister (level 20 wizard)	240
1 Kultmeister (level 25 wizard)	340

Generating Spells

The number of spells available to each level of wizard is as follows:

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the appropriate spell level of the Battle Magic Chart. A wizard may also use some other forms of magic if the player chooses. A wizard may substitute Illusionist or Elemental spells for any or all Battle Magic spells. A wizard may substitute one Necromantic spell and one Daemonic spell for equivalent level Battle Magic spells.



Magic Items for Characters

Characters can carry magical items paying the points indicated on the *Magic Items Chart* (p13). These are paid for from the character model points allowance and selected from the following list:

Any character model may carry one magic weapon with up to one magic attribute for every 5 'levels' of the character (ie, a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

The army's wizards may be equipped with up to three scrolls each. The scrolls may contain up to two different spells of level 3 or lower.

Two of the army's character models may each wear a single ring with a spell of level 2 or lower

One character model may be equipped with magic armour

One magical ability for the army standard

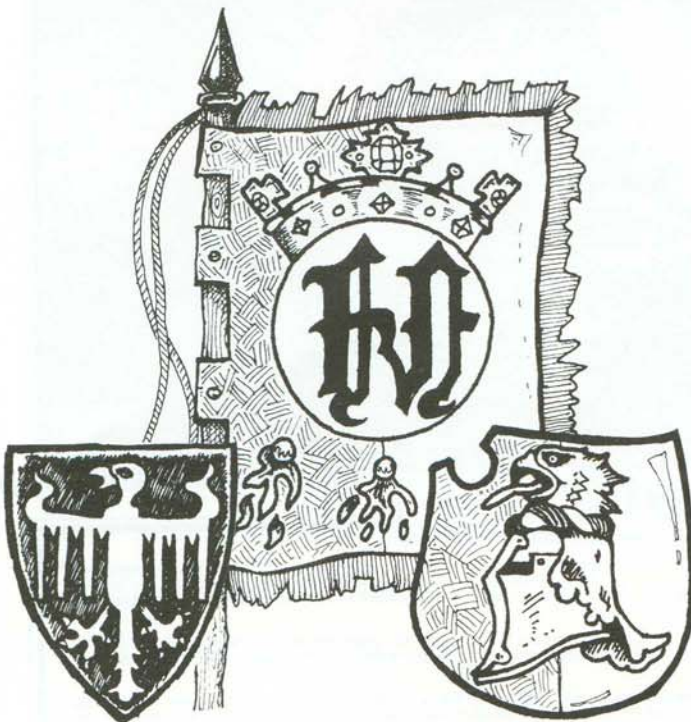
◀ RANK & FILE ▶

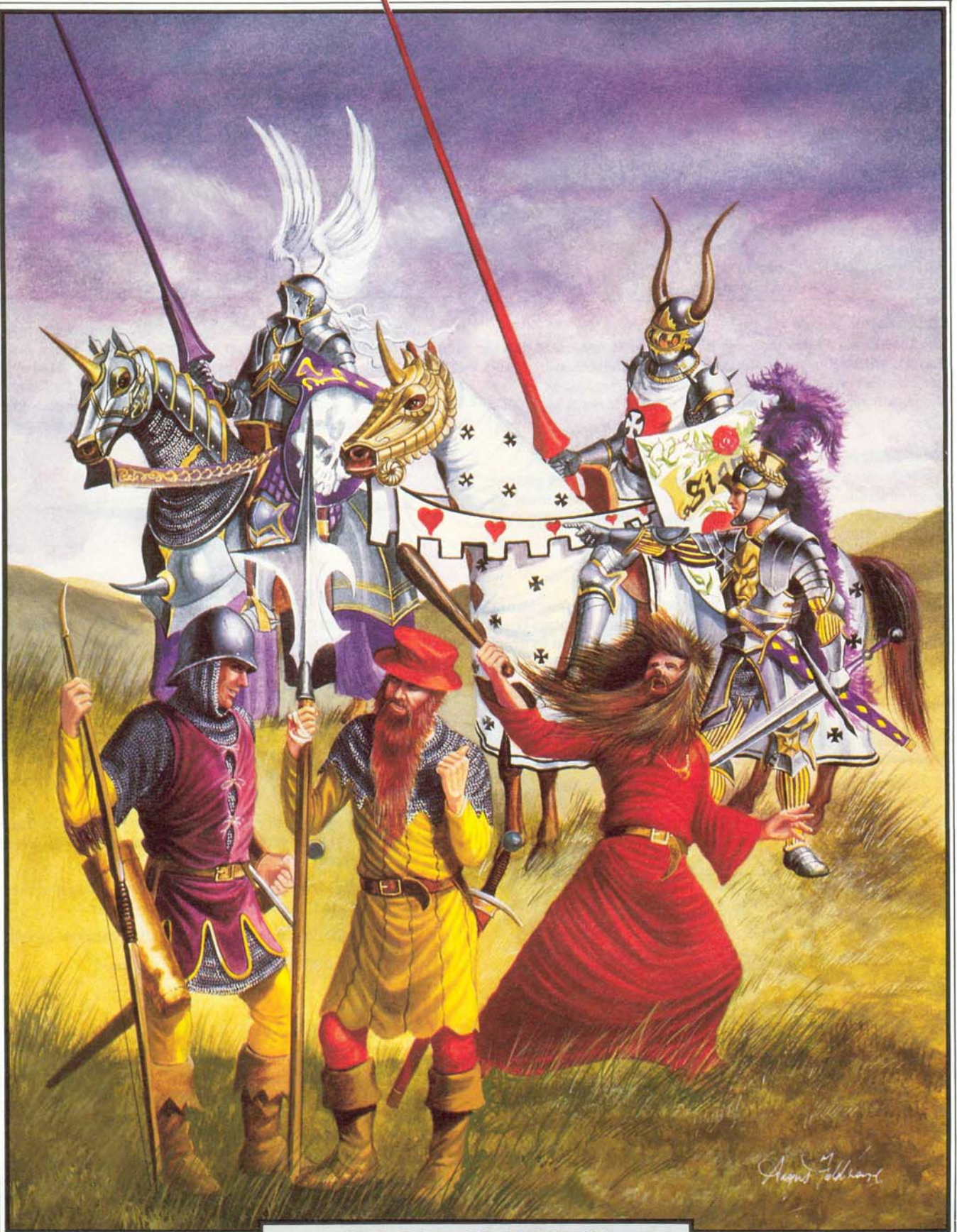
At least a third of the army's total points value must be spent on rank & file troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit. All models are Human, unless stated otherwise.

Any unit may be given a standard bearer and/or musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost twice the points value of a basic trooper.

Any unit indicated may convert an ordinary unit standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magic musical instrument with a single ability. All magical instruments cost an extra 25 points as indicated below. The specific ability must be chosen and noted down before the game (see p16).





THE EMPIRE

The colour plate above illustrates a selection of soldiers of The Empire. The two mounted figures are: left - a Hohensknecchte of the Imperial Guard (squadron of Graf Alberich Haupt Andersson, "The Hawk of Wurtbad"), and right - a Templar of Sigmar (Order of the Fiery Heart). Attending the two knights is a foot soldier of the Imperial Guard, while the three figures in the foreground are (from left to right): a Forstjaeger (forester), a Halberdier of the standing army of Altdorf, and a fanatical, demented flagellant.

The facing page shows a selection of Imperial banners and heraldic armouirals. The three great banners at the top of the page are (from right to left): the banner of the Imperial School of Gunnery based at Nuln, the Imperial Griffon (borne only by Emperor Karl Franz's household units), and the standard of the Middenland flagellants.

The shield designs include several examples of the heraldic arms of various noble houses and minor cities. The shield of the Altdorf City militia is the one bearing a symbolic key, while the crowned skull device and the writhing serpent are typical of the morbid and disquieting images favoured by the robber barons of the more remote regions of The Empire.

Finally, the great helms at the bottom of the page include a winged helm of the Imperial Guard Cavalry, and the great helm of the Grand Master of the Order of the Fiery Heart (bottom right).



0-20 TEMPLE RITTERBRUDEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	-	4	3	4	3	1	4	1	7	7	7	7
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-20
POINTS PER MODEL: 39
WEAPONS: LANCE & HAND WEAPON
ARMOUR: HEAVY ARMOUR, SHIELD & BARDING
OPTIONS
 ANY UNIT MAY HAVE:
 A MAGIC STANDARD 100
 A MAGIC INSTRUMENT 25

These are the Templars, religious orders of knights including such warrior brotherhoods as the Order of the Fiery Heart, who serve Sigmar, the Templars of the White Wolf who serve Ulric and the templars of Myrmydia.

0-50 STADTSKNECHTES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	-	3	3	3	3	1	3	1	7	7	7	7
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 10-30
POINTS PER MODEL: 25
WEAPONS: LANCE & HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 WARHORSE BARDING 8

These knights are feudal nobles and their retainers from the provinces. They form the bulk of the mounted forces of the various Elector States. Some of these bellicose feudal barons have earned themselves the dubious title Raubritter, or 'robber knight'.

0-30 HOHENSCHNECHTES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	-	4	3	3	3	1	4	1	7	7	7	7
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-20
POINTS PER MODEL: 37
WEAPONS: LANCE & HAND WEAPON
ARMOUR: HEAVY ARMOUR, SHIELD & BARDING
OPTIONS
 ANY UNIT MAY HAVE:
 A MAGIC STANDARD 25
 A MAGIC INSTRUMENT 25

These are the secular orders of knights including such regiments as the Imperial Guard, the High-Helms (an elite unit of exceptionally tall warriors), the Knights Panther (avowed enemies of chaos) and the Gryphon Legion (of Kislevite origin.)

0-20 KRIEGRITTER

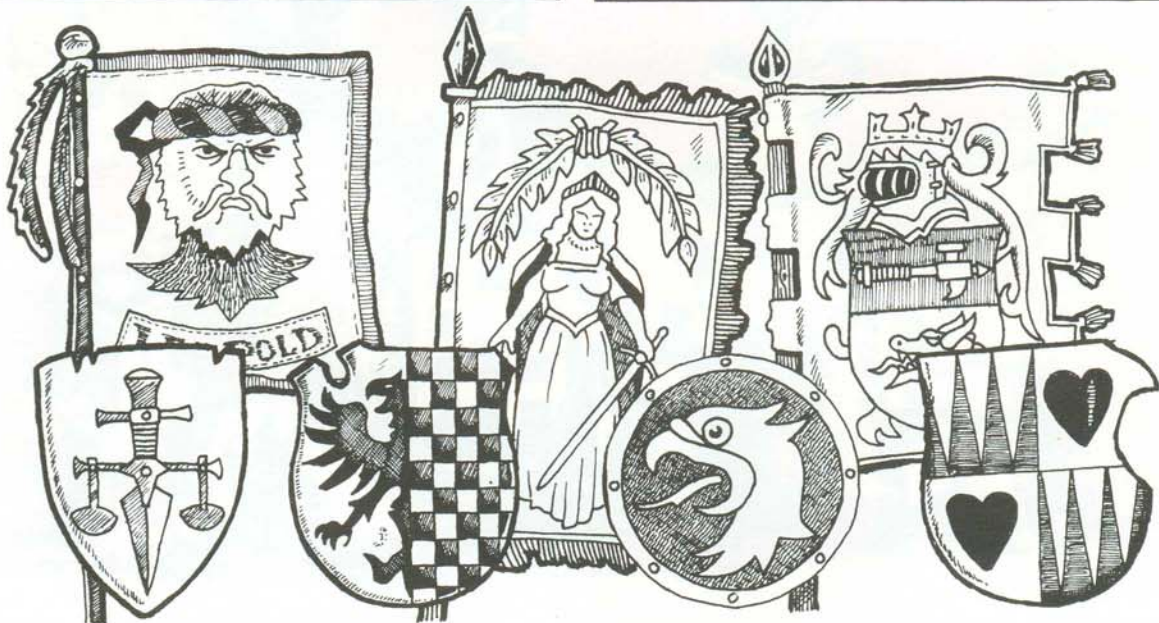
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	8*	3	3	3	3	1	3	1	7	7	7	7

* INCLUDES MOVEMENT ALLOWANCE OF HORSE



MODELS PER UNIT: 10
POINTS PER MODEL: 20
WEAPONS: CROSSBOW & HAND WEAPON
ARMOUR: LIGHT ARMOUR
OPTIONS
 ANY UNIT MAY HAVE:
 SHIELD 1
 SPEAR 1

These are mounted militia raised by the Electoral Provinces. They play a vital part in keeping the peace in the provinces and form a useful supplement to the heavily armed knights in battle.



0-20 REIKSGARD

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	4	4	3	3	3	1	4	1	7	7	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 11
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
OPTIONS
 ONE UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS.....2
 HALBERDS.....2
 FLAILS.....1
 A MAGIC STANDARD.....25
 A MAGIC INSTRUMENT.....25

This is the infantry contingent of the Imperial Guard. They guard the Emperor whether in his palace or on the field of battle.

0-20 HAKBUTSCHUTZEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 8
WEAPONS: ARQUEBUS & HAND WEAPON
ARMOUR: NONE



These are troops armed with muzzle-loading arquebuses or 'hakbuts' in the local Reikspiel. Hakbutschutzen are raised by some states to augment the crossbowmen.

10-50 ARMBRUSTSCHUTZEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-30
POINTS PER MODEL: 10
WEAPONS: CROSSBOW & HAND WEAPON
ARMOUR: LIGHT ARMOUR



Electoral Provinces raise regiments of crossbowmen for their standing armies. Some states, such as Nuln, favour Tilean crossbowmen.

0-100 ERSATZSOLDER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 30-60
POINTS PER MODEL: 5
WEAPONS: HAND WEAPONS
ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 HALBERDS.....2
 SPEARS.....1
 PIKES.....2
 SHIELDS.....1
 LIGHT ARMOUR.....2

These are mustered from the urban population within each Electoral Province to support the standing army in time of war. The province of Nuln is famous for its pikemen.

20-60 HELBLITZEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-50
POINTS PER MODEL: 9
WEAPONS: HALBERD & HAND WEAPON
ARMOUR: LIGHT ARMOUR



Each Electoral Province within The Empire maintains a small standing army usually including strong contingents of good quality infantry. The mainstay of the infantry are the halberdiers.

0-60 LANDESTURM

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN LEVY	4	2	2	3	3	1	2	1	6	6	6	6



MODELS PER UNIT: 30-60
POINTS PER MODEL: 3
WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 SPEARS.....1/2
 SHIELDS.....1/2
 LIGHT ARMOUR.....1

These are mustered from the rural peasantry within each Electoral Province in time of war.

0-10 BERGJAEGER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN SCOUT	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 5-10
POINTS PER MODEL: 13
WEAPONS: LONG BOW & HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1

These are trackers and hunters from the mountain regions of The Empire. They are exceptionally resourceful and much valued as scouts.

0-16 FLEGLERS (see WFB, p97)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN FLAGELLANT	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 8
POINTS PER MODEL: 9
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 ADDITIONAL HAND WEAPON... 1
 DOUBLE-HANDED WEAPONS... 2

These flagellants belong to a sect of religious fanatics common within The Empire. They are to be seen throughout the land, suffering under their strange, self-inflicted form of atonement. Those bands which accompany Imperial armies into battle, whip themselves into a battle-frenzy, which they unleash upon the enemy. Flagellants are subject to frenzy and hatred of Chaotics.

0-30 FORSTJAEGER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN FORESTER	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 5-30
POINTS PER MODEL: 12
WEAPONS: LONG BOW & HAND WEAPON
ARMOUR: LIGHT ARMOUR
OPTIONS
 ANY UNIT MAY HAVE:
 THROWING SPEARS 1
 SHIELDS 1

The Empire contains many vast and dense forests within its frontiers. Those who live deep within these wild woodlands are skilled foresters who live by hunting. They are much valued as skirmishers and regiments of foresters are recruited in many of the Electoral Provinces.

0-3 REIKS KANONE BATTERIEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN CREW (3)	4	3	3	3	3	1	3	1	7	7	7	7

	RANGE	STRENGTH UP TO 12"	SAVE MOD.	WOUNDS PER HIT
CANNON	48"	7	-3	1D4

MODELS PER UNIT: 1-3 CANNON
POINTS PER MODEL: 60 (Inc. crew)



WEAPONS: HAND WEAPON
ARMOUR: NONE

The first province to use cannon was Nuln, where the Imperial school of Gunnery was subsequently established and the Imperial Corps of Artillery is based.



A unit of Imperial Helblitzen (halberdiers); well armed professionals from the Elector States of the Empire.

◀ **SKIRMISHERS** (see WFB, p100) ▶

The following units may operate as **skirmishers** if the player wishes. Skirmishing units must be noted down before the battle. The maximum size for a skirmishing unit is 15 for foot troops and 10 for mounted troops.

Unit type	Maximum number of skirmishing units
Armbrustschutzen	2
Hakbutschutzen	2
Forstjaeger	Any
Bergjaeger	Any



◀ **BAGGAGE** (see WFB, p102) ▶

Imperial armies benefit from the most well organised and useful baggage trains of any Old World nation. The wagons are so sturdy that the baggage train is sometimes known as the 'wagonburg', because it looks like a small fortified town when drawn up in laager! Nobles and knights of the Empire have a very serious and professional attitude to warfare and bring along servants and armourers to clean and repair their equipment. Cooks and victuallers are important since Imperial soldiers like a substantial meal before a battle, and of course there are the buxom frauleins bearing refreshing steins of lager for the troops after a hard day's hacking. An Imperial baggage train is represented by one wagon and 5 civilians per 1000 points worth of troops. These civilians will have standard Human profiles, are unarmoured and use improvised weapons. If the army includes Halfling allies, the baggage train may have Halfling civilians instead of human.

◀ **ALLIES** ▶

The Empire can draw upon certain allies who will join forces against the common enemy. This is fortunate because The Empire faces rather sinister foes both within and without the realm.

The player may spend up to a third of the army's total points on allies. The allies must be assembled using the *Allies Section* (p126), drawn from the following list:

Halflings Old Worlders Wood Elves

◀ **MERCENARIES** ▶

The rich Burgermeisters of the Electoral Provinces have plenty of geld to spend on mercenaries which means that there are plenty of mercenary freicorps roaming throughout The Empire looking for employment. The player may spend up to half of the army's total points on mercenaries. Mercenaries must be assembled using the *Mercenary Section* (p150), and chosen from the following list:

Dwarfs Norse Old Worlders Ogres

◀ **HOSTS** ▶

An Imperial wizard may magically bind a monstrous host prior to the game. The player may spend up to one quarter of the army's total points on a *host*. The host is assembled using the rules in the *Warhammer Bestiary* p240/263.

The monstrous host may contain:	Point cost per model
0-12 Bears	20
0-20 Boars	6
0-1 Dragons	250-800
0-1 Swarms	250
0-18 Warhounds	4



Part of an Imperial baggage train passes an artillery battery.



◀ BRETONNIA ▶

All over the Old World, Knights look to the Bretonnians as a model of chivalry and Knightly virtue. Indeed, it is universally accepted that the Knights of Bretonnia represent the pinnacle of the warrior-ideal. In battle against other Old Worlders the Bretonnian Knight is magnanimous to noble captives, courteous to the defeated and generous in victory. War presents the Bretonnian Knight with a chance to show his mettle, to gain honour, and to further the ideal of Knighthood by his personal bravery. Whilst in everyway commendable, this rather idyllic attitude to conflict doesn't always work in the Bretonnian's favour. Eager to joust with their noble counterparts, they often ignore all other considerations. Infantry, whether friend or foe, they regard as low-bred and unworthy. In fact, much of the donkey work of the battle is left to the poor peasant levies. This fact is not often recalled in the epic poems and songs composed to commemorate the actions of the nobility.

Bretonnian armies display a marked contrast between the nobility, richly bedecked in the full pomp of chivalry and the peasants (Rascals) in their sackcloth shifts with makeshift weapons. The various city militia (Villains) wear tunics, often bearing the heraldic arms of their city.

Battle standards are often very ornate and romantic. Amongst the rather self-conscious nobility fashions change all the time. Few would be boorish enough to enter the field of honour with an out of date standard: "Oh, but Pierre, deident you reeurlise zet greeffurns were ze thing *last year!*".

◀ THE GRAND ARMY OF BRETONNIA ▶

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Human	4	3	3	3	3	1	3	1	7	7	7	7	5
5 Hero	4	4	4	4	3	1	4	2	7	7	7	7	30
10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7	55
15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1	80
20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1	105
25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2	130
5 Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	60
10 Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	85
15 Wizard	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	155
20 Wizard	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3	240
25 Wizard	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3	340

Base size: Infantry 20mm x 20mm; cavalry 25mm x 50mm
Alignment: Bretonnian armies are Neutral

◀ ARMY SELECTION ▶

Force	Minimum	Maximum
Rank & File models	½ army's total PV	Whole army less 4 Heroes
Character models	4 Heroes	½ Army's total PV
Heroes	4 models	
Wizards	0	4 models
Allies	0	½ Army's total PV
Mercenaries	0	½ Army's total PV
Monstrous Host	0	¼ Army's total PV

◀ CHARACTER MODELS ▶

Character models are heroes and wizards. The player may spend up to a third of the army's total points value on character models. A Bretonnian army must have at least four *Heroes*.

General: The army must be led by a General who will be the character model with the highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model. Army standards cost 50 points.

Points: The points cost given for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Riding Animals	
Double-handed weapon	2	Horse	3
Flail	1	Warhorse	6
Halberd	2	War Beasts	
Lance	2	Unicorn (Female riders only)	80
Missile Weapons		Dragon 1	250
Bow	2	Dragon 2	350
Crossbow	3	Dragon 3	450
Pistol	2	Dragon 4	550
		Winged Dragon	+50
Armour			
Shield	1		
Light armour	2		
Heavy armour	3		
Horse or warhorse barding	4		



Heroes

The army must have at least four and no more than 16 hero models. The maximum number of heroes available at each level and their points costs are given below.

Maximum availability	Points per model
6 Barons (level 5 heroes)	30
4 Marquises (level 10 heroes)	55
3 Viscomtes (level 15 heroes)	80
2 Comtes (level 20 heroes)	105
1 Duc (level 25 hero)	130



Champions

Level 5, 10 and 15 heroes must be assigned to specific units as leaders, unless designated as Army Standard Bearer. These 'hero-leaders' are referred to as **champions**. *Champions* are part of the unit they are assigned to and cannot leave it (see **WFB**, p93).

Level 20 and 25 heroes may be champions of units of Knights, but not units of other troops. They may also act as independent character models, in which case they are free to associate with any unit of Knights, *but no other units*. Because of this restriction, there is little point in not mounting these characters, as they will be little use on foot.

Wizards

The army may contain a maximum of four wizards. The maximum number of Wizards available at each level and their points cost is given below. Wizards of any level may be assigned to units as Champions, or may be left as independent character models, free to associate with any unit in the normal way, see **WFB**, p92.

Maximum availability	Points per model
3 Amorciers (level 5 wizards)	60
3 Charmiers (level 10 wizards)	85
2 Enchantiers (level 15 wizards)	155
1 Grand Sorcier (level 20 wizards)	240
1 Maitre Mystérieux (level 25 wizard)	340

Generating Spells

The number of spells available to each level of wizard is as follows.

Character Level	Magic Level	Number of spells of level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the appropriate Battle Magic chart. A Bretonnian wizard may also use other sorts of

magic if the player chooses. A wizard may substitute Illusionist or Elemental spells for any or all Battle Magic spells. A wizard may substitute one Necromantic spell and/or one Daemonic spell for equivalent level Battle Magic spells.

Magic Items for Characters

Characters (wizards *and* heroes) can carry magical items paying the points indicated on the Magic Items Chart (p13). These are paid for from the character model points allowance and selected from the following list.

Any character model may carry a single magic weapon with no more than one magic attribute for every 5 'levels' of the character (ie, a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

Wizards may be equipped with up to three scrolls each. The scrolls may contain up to three different spells of level three or lower

Up to two character models may wear a single ring with a spell of level two or lower

Three character models may be equipped with magic armour.

The army standard may have one magical ability to represent the famous Bretonnian war banner known as *La Grand Orifesse*.

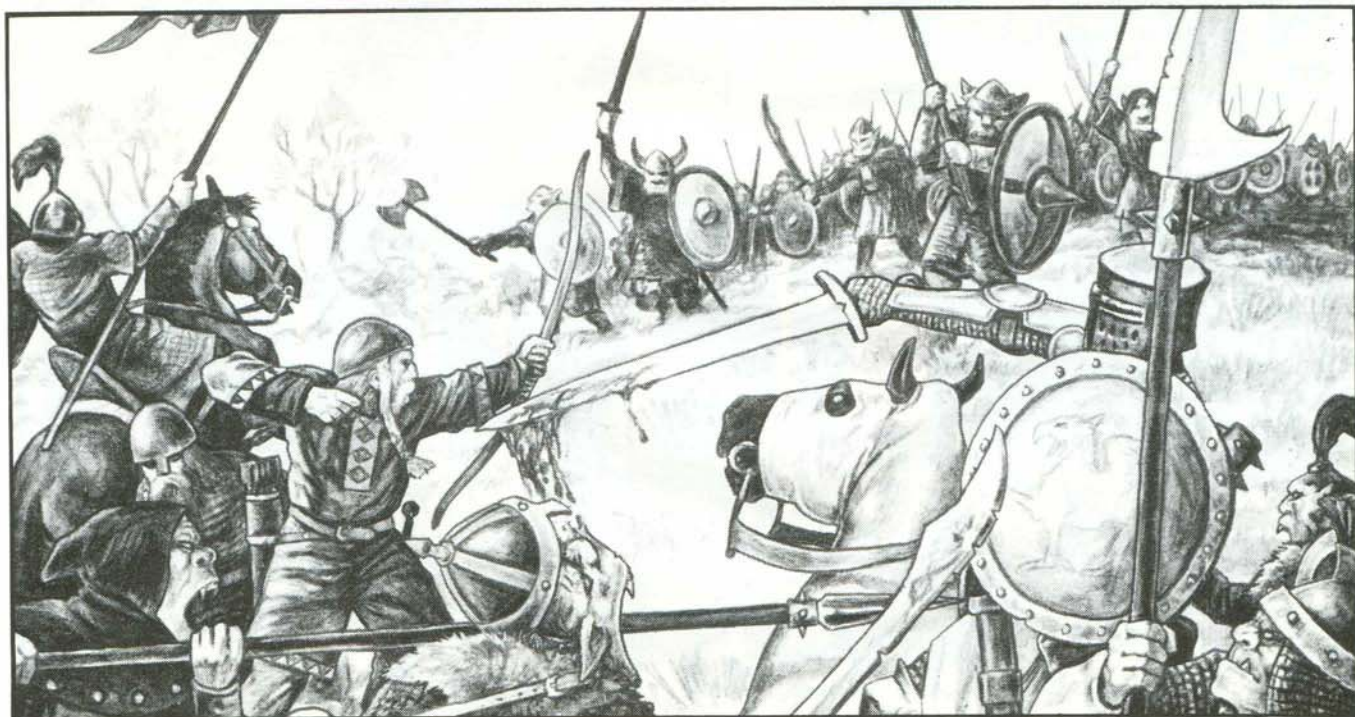
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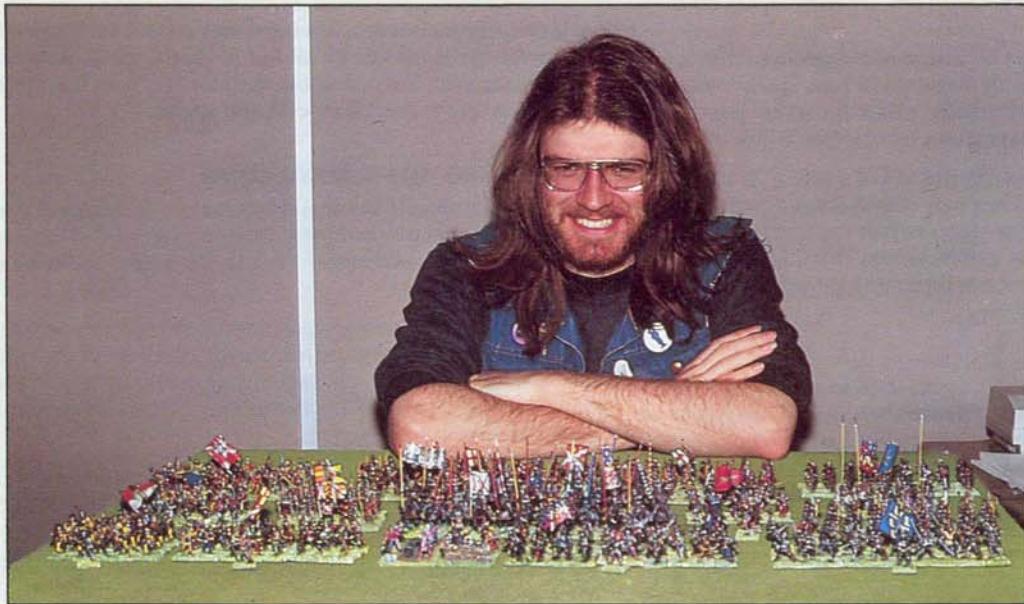
At least half of the army's total points value must be spent on rank & file troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit.

Any unit may be given a unit standard bearer and/or a musician. Standard bearers and musicians are equipped in exactly the same way as the rest of the unit, but cost double the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magic instrument with a single ability. The specific ability must be noted down before the game (see p16).





Dave Andrews, pretender to the throne of Bretonnia, with his Bretonnian army.



1. Army Standard carried by the Marquise De Brionne.



2. A unit of Peasant Rascals who have beaten their ploughshares into weapons.



3. Grand Sorcier, adept of the 'Sacre Bleu' cult.



4. A contingent of Tilean Mercenary Crossbowmen led by the notorious mercenary leader, Bastinado Garrotta.



5. A unit of Rapsallions (peasant archers).



6. A unit of Noblesse D'eepee with standard, led by Viscome Quennelles.



7. A unit of Chevaliers D'Honneur, the flower of Bretonnian chivalry, led by Viscomte L'Anguille.



8. A unit of Ribalds (peasant spearmen), led by Baron Couronne.



9. A unit of Arbalastiers (crossbowmen).



10. A unit of Villains armed with halberds, led by a Baron Gisoreux.



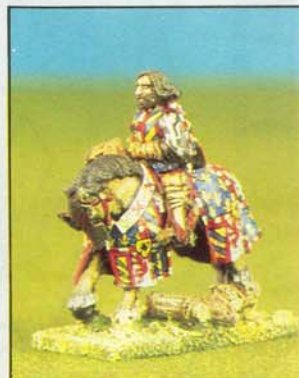
11. A unit of Brigands armed with arquebus, led by a Baron Mousillon.



12. A unit of Brigands armed with halberds, led by Baron Bordeleaux.



13. Comte Aramis Le Bon armed with his magic sword and 'Blinding Glare' armour.



14. Duc De Parravon, Marshal of the Grand Army of Bretonnia.

EQUIPMENT AND POINTS VALUE

1. Army Standard carried by level 10 Marquise mounted on warhorse and wearing heavy armour; 113 points.
2. 50 Rascals armed with hand weapons; 200 points.
3. Wizard, level 20 Grand Sorcier; 240 points. Spells; *Assume Illusory Appearance, Clone Image, Camouflage, Bewilder Foe, Create Illusory Hero, Immunity from Poison, Illusion of Woods, Hallucinate, Confound Foe, Vanish, Illusion of Mighty Appearance, Illusion of Enemy.*
4. 20 Tilean Mercenary Crossbowmen led by level 20 mercenary leader armed with *Enchanted Wound* sword; 358 points.
5. 20 Rapsallions armed with bows; 80 points.
6. 10 Noblesse D'eepe +1 shock elites with standard, mounted on barded warhorses, armed with lances and heavy armour, led by level 15 Viscomte; 425 points.
7. 10 Chevaliers D'Honneur + 4 shock elites with standard, mounted on barded warhorses, armed with lances and heavy armour, led by level 15 Viscomte; 485 points.
8. 20 Ribalds with standard, armed with spears, led by level 5 Baron; 153 points.
9. 10 Arbalastiers with standard, armed with crossbows and light armour; 110 points.
10. 25 Villains with standard, armed with halberd and light armour, led by a level 5 Baron; 283 points.
11. 10 Brigands with standard, armed with arquebus and light armour, led by level 5 Baron; 133 points.
12. 10 Brigands with standard, armed with halberds and light armour, led by level 5 Baron; 103 points.
13. Level 20 Comte mounted on barded warhorse, armed with a magic sword and magic 'Blinding Glare' heavy armour; 168 points.
14. General, level 25 Duc, mounted on barded warhorse armed with hand weapon and heavy armour; 143 points.

Total: 2994 points

5-20 CHEVALIERS D'HONNEUR

HUMANS	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+4 SHOCK ELITE	-	4	3	4	3	1	4	2	7	7	7	7
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-20

POINTS PER MODEL: 31

WEAPONS: LANCE & HAND WEAPON

ARMOUR: HEAVY ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 HORSE BARDING 8
 SHIELDS 2
 A MAGIC INSTRUMENT 25

The noblest Bretonnian Knights of them all - the personal friends and supporters of the King.

5-80 NOBLESSE D'EPEE

HUMANS	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	-	4	3	3	3	1	3	1	7	7	7	7
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-30

POINTS PER MODEL: 25

WEAPONS: LANCE & HAND WEAPON

ARMOUR: HEAVY ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 HORSE BARDING 8
 SHIELDS 2

'Nobility of the sword' - warrior Knights from the rural provinces.

0-40 CHEVALIERS DE NOTRE DAME DE BATAILLE

HUMANS	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	-	4	3	4	3	1	4	1	7	7	7	7
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-20

POINTS PER MODEL: 29

WEAPONS: LANCE & HAND WEAPON

ARMOUR: HEAVY ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 HORSE BARDING 8
 SHIELDS 2
 A MAGIC STANDARD 100
 A MAGIC INSTRUMENT 25

A Bretonnian order of Knights whose sacred banner bears the emblem of 'Our Lady of Battle' (known affectionately among the order as 'La Femme Fatale')

0-80 CHASSEURS DE LA MORT

HUMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	8*	3	3	3	3	1	3	1	7	7	7	7

*INCLUDES MOVEMENT ALLOWANCE OF HORSE



MODELS PER UNIT: 5-20

POINTS PER MODEL: 16

WEAPONS: SPEAR & HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 SHIELDS 2
 CROSSBOWS 6

These are mounted men-at-arms and retainers of the Knights. They band together into units of their own, as their masters will not permit them to join the ranks of nobility.

0-40 CHEVALIERS RAMPANTS

HUMANS	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	-	4	3	3	3	1	4	1	7	7	7	7
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-20

POINTS PER MODEL: 27

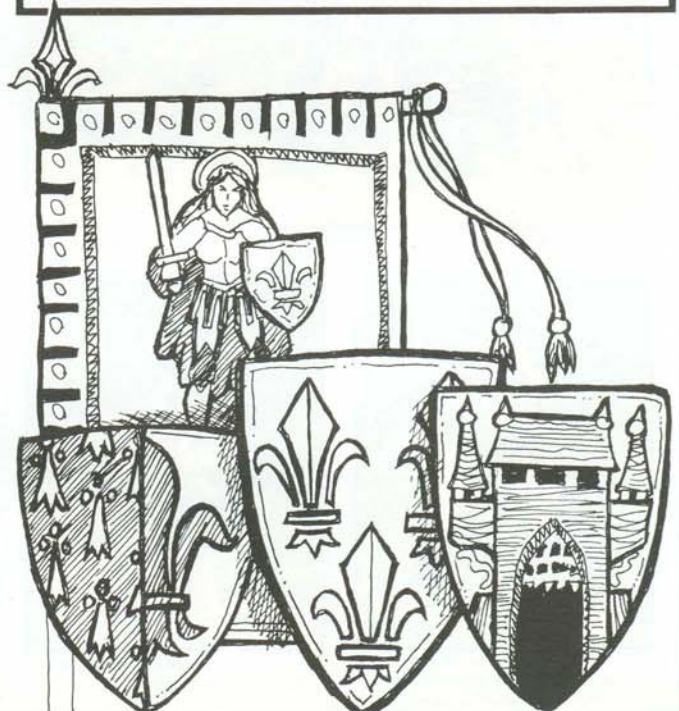
WEAPONS: LANCE & HAND WEAPON

ARMOUR: HEAVY ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 HORSE BARDING 8
 SHIELDS 2


Young Knights, seeking to make a reputation for themselves on the field of glory.



0-40 VILLAINS

0-20 RIBALDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7




MODELS PER UNIT: 10-20
POINTS PER MODEL: 9
WEAPONS: HALBERD & HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1

These troops are fielded and equipped by Bretonnian towns for the defence of the realm.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 5
WEAPONS: HAND WEAPON
ARMOUR: NONE


OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1
 HALBERDS 2
 DOUBLE-HANDED WEAPONS 2
 SPEARS 1

The personal retinues of knights formed from bumble servants such as dungeon keepers, lowly footmen and servants.

0-20 ARBLASTIERS

0-60 RAPSCALLIONS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7




MODELS PER UNIT: 10-20
POINTS PER MODEL: 10
WEAPONS: CROSSBOW & HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1

Arblastiers come both from the voluntary Bretonnian township contingents and from the personal retinues of various knights.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN LEVY	4	2	2	3	3	1	2	1	6	6	6	6



MODELS PER UNIT: 10-30
POINTS PER MODEL: 4
WEAPONS: BOW & HAND WEAPON
ARMOUR: NONE


OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS ½

Those peasants with enough presence of mind to bring bows are mustered together into units of Rapscallions.

0-20 BRIGANDS

20-160 RASCALS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7




MODELS PER UNIT: 10-20
POINTS PER MODEL: 7
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1
 ARQUEBUSES 3
 CROSSBOWS 3
 HALBERDS 2
 DOUBLE-HANDED WEAPONS 2
 SPEARS 1

Brigands are fighting ruffians who eagerly join Bretonnian armies during wartime, usually reverting to banditry as soon as they are disbanded.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN LEVY	4	2	2	3	3	1	2	1	6	6	6	6



MODELS PER UNIT: 20-60
POINTS PER MODEL: 4
WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 SPEARS ½
 SHIELDS ½

When the Bretonnian armies take to the field they are supported by the peasant rascalry, scum of the lowest order, herded into battle to fulfill their meagre feudal obligations.

0-1 BRETONNIAN WAR ALTAR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ALTAR GUARD (2)	4	3	3	3	3	1	3	1	7	7	7	7

MODELS PER UNIT: 1 POINTS PER MODEL: 66



WEAPONS:
HAND WEAPON

ARMOUR:
HEAVY ARMOUR

OPTIONS
ANY ALTAR MAY HAVE:
UP TO 3 ADDITIONAL GUARDS .8
2-HORSE WAGON AS TRANSPORT 28
A MAGIC STANDARD 50

THE ALTAR GUARDS MAY HAVE:
HALBERDS 2
SHIELDS 1

The Bretonnians are a devout race. Armies often carry the bones of revered individuals in caskets forming part of a special war altar. These are carried right to the fighting, so that the troops may look upon and be inspired by the great saints and heroes of the past.

0-4 L'ORDONNANCE (3-MAN CANNON)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN CREW (3)	4	3	3	3	3	1	3	1	7	7	7	7

	RANGE	STRENGTH UP TO 12"	SAVE MOD.	WOUNDS PER HIT
CANNON	48"	7	-3	D4

MODELS PER UNIT: 1-4 CANNON POINTS PER MODEL: 60 (Inc. crew)



WEAPONS:
HAND WEAPON

ARMOUR:
NONE

The Bretonnian artillery is maintained and serviced by a body of the King's servants called l'Ordonnance.

SKIRMISHERS (see WFB, p100)

The following units may operate as **skirmishers** if the player wishes. Skirmishing units must be noted down before the battle. The maximum size for a skirmishing unit is 15 for foot troops and 10 for mounted troops.

Unit type	Maximum number of skirmishing units
Arblastiers	1
Brigands	1
RapsCALLIONS	2

BAGGAGE (see WFB, p102)

Bretonnian nobles are inclined to bring an entourage of servants with them and enough baggage to allow them to live in the courtly manner to which they are accustomed. Inevitably these magnificent retinues attract scruffy peasants, vagabonds and other good-for-nothings, hoping to scavenge the *fields of glory* for loot.

A Bretonnian baggage train is represented by one wagon and 5 camp followers per 1000 points worth of rank & file troops in the army. Baggage followers are unarmoured and use improvised weapons.

ALLIES

The Grand Army of Bretonnia may also invite allied forces to attend *Le Tournay* (as the King likes to call battles). The idea is that they should watch, appreciate and applaud the Bretonnian nobility playing *Le jeu de bataille*. However, they may join in if they like, providing they do not steal too much of *L'honneur*. The player may spend up to one third of the army's total points on allies. The allies must be assembled from the *Allies Section* (pp126-149), using any of the following lists:

- Halflings
- Old Worlders
- Wood Elves

MERCENARIES

Bretonnians are willing to pay extravagant rates for sturdy or particularly fierce mercenary infantry to compensate for their own wretched *Rascals*. The player may spend up to one third of the army's total points on mercenaries, assembled from any of the following lists (detailed in the *Mercenary Section* - pp150-162):

- Dwarfs
- Half Orcs
- Norse
- Ogres
- Old Worlders



HOSTS

Any wizard of the Grand Army of Bretonnia may bind a monstrous host (see WFB, p240). The player may spend up to one quarter of the army's total points on a *host*. The types and numbers of creatures allowed in the host are given in the list below. The host must be assembled subject to the guidelines given on page 8 of this volume.

The monstrous host may contain:		Point cost per model
0-1	Dragons	250-800
0-30	Giant Frogs	7
0-30	Giant Leechs	6
0-20	Giant Snails	7
0-1	Swarms (frogs and toads)	250



CHAOS

Seeping through the ruptured spatial gateways of the Old Slann, the power of Chaos permeates the entire world, corrupting and changing all living things, polluting the minds and bodies of men and beasts alike. In the polar regions, directly below the gates, the chaos influence is strongest. The areas around the poles themselves are formed of raw chaos, where everything is in a state of constant flux, ebbing and flowing, changing from moment to moment. Life as we know it cannot exist in this hell on earth, but a bit farther away from the poles, the Wastelands are home to a variety of strange and perverse life-forms.

Within the Chaos Wastes, the Powers (gods) of Chaos play a never ending game of war, pitting armies against each other in a carnival of carnage. Sometimes the human worshippers of chaos are drawn into these conflicts to fight alongside the unnatural creatures and supernatural slaves of the Powers. These armies comprise a hideous assortment of disgusting creatures, although Warriors of Chaos and mutant Beastmen are usually in the majority.

The organisation of a Chaos army is at best loose and ill-defined and at worst, merely a horde of twisted creatures with little aim beyond the unthinking catharsis of slaughter and extinction.

The banners and standards of Chaos armies carry the most perverse form of art ever to appear on the battlefield. Grotesque images of death, deformed beings, and foul symbols are the most frequently seen icons, while Chaos Warriors themselves are awesome to behold in their distinctive, spiky armour.



CHAOS ARMY

Warriors of Chaos

The profiles for Warriors of Chaos depart from the usual scheme where heroes are graded according to level. All Human Chaotic warriors are known as *Warriors of Chaos* and are ranked according to how far they have progressed along the path of Chaos. These ranks are *Thug, Marauder, Warrior, Champion, Knight* and *Lord*. Chaos Thugs, Marauders and Warriors may be banded together with others of their kind to form units. Knights and Lords may only appear as character models. A single Marauder or Warrior which is not part of a unit may also appear as a character model.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Warriors													
Thug	4	4	4	3	3	1	4	1	7	7	7	7	6
Marauder	4	5	5	3	3	2	5	2	8+1	8+1	8+1	8+1	35
Warrior	4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2	70
Champion	4	7	7	5	3	2	7	2	10+3	10+3	10+3	10+3	125
Knight	4	8	8	5	4	3	8	3	10+3	10+3	10+3	10+3	250
Lord	4	9	9	5	4	4	9	4	10+3	10+3	10+3	10+3	500
Wizards													
5 Initiate	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	60
10 Sorcerer	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	85
15 Sorcerer	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	155
20 Sorcerer	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3	240
25 Sorcerer	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3	340

Base Size: 25mm x 25mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Beastman	4	4	3	3	4	2	3	1	7	6	7	6	10
5 Hero	4	5	4	4	4	2	4	2	7	6	7	6	60
10 Hero	4	6	4	4	5	3	4	3	8+1	6	7	6	110
15 Hero	4	6	4	4	5	4	5	3	9+2	6	8+1	7+1	160
20 Hero	4	7	4	4	5	5	6	4	10+3	6	8+1	7+1	210
25 Hero	4	7	5	4	5	5	6	4	10+3	8+2	9+2	8+2	260
5 Wizard	8	4	4	5	3	2	3	2	7	8+1	8+1	8+1	110
10 Wizard	8	4	4	5	3	3	4	2	8+1	9+2	8+1	9+2	160
15 Wizard	8	5	4	5	4	4	4	2	9+2	9+2	9+2	9+2	255
20 Wizard	4	6	4	4	5	5	5	1	9+2	9+3	9+2	9+3	345
25 Wizard	4	7	5	4	5	5	6	1	10+3	9+3	10+3	9+3	470

Base Size: 25m x 25mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Cultist	4	3	3	3	3	1	3	1	7	7	7	7	5

Base Size: 20mm x 20mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Minotaur	6	4	3	4	4	3	3	2	9	5	7	6	40
5 Hero	6	5	4	5	4	3	4	3	9	5	7	6	90
10 Hero	6	6	4	5	5	4	4	4	10+1	5	7	6	140
15 Hero	6	6	4	5	5	5	5	4	10+2	5	8+1	7+1	190
20 Hero	6	7	4	5	5	6	6	5	10+3	5	8+1	7+1	240
25 Hero	6	7	5	5	5	6	6	5	10+3	7+2	9+2	8+2	290

Base size: 40mmx40mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Troll	6	3	1	5	4	3	1	3	4	4	6	6	65

Base Size: 40mm x 40mm

Alignment: Chaotic

Psychology: Varied - psychological reactions have been noted with each entry as relevant.

Chaotic Attributes

Troops making up chaotic armies may manifest *chaotic attributes* subject to the provisions on p6. The charts below summarise the number of *dominant attributes* applying to units of Warriors of Chaos, Beastmen and Human Chaos Cultist altar Guards, as well as *personal attributes* for character models.

Grade	No. of attributes	Grade	No. of attributes
Units		Characters	
Thug	D6-5	Knight	D6
Marauder	D6-4	Lord	D6+1
Warrior	D6-3	Beastman	D6
Beastman	D6-3	Chaos Sorcerers	
Chaos Cultist	D6-4	Initiates	D6-3
Characters		Maledictors	D6-2
Marauder	D6-3	Doomweavers	D6-1
Warrior	D6-2	Soulflayers	D6
Champion	D6-1	Apocalypsts	D6+1



◀ ARMY SELECTION ▶

Force	Minimum	Maximum
Rank & File models	1/3 Army's total PV	Whole army less 1 Hero
Character models	1 Hero	1/2 Army's total PV
Heroes	1 model	
Wizards	0	8 models
Allies	0	1/4 Army's total PV
Chaos Allies	0	1/2 Army's total PV
Mercenaries	0	1/4 Army's total PV
Chaotic host <i>or</i>	0	1/4 Army's total PV
Ethereal host	0	



◀ CHARACTER MODELS ▶

Character models are heroes and wizards. The player may spend up to half of the army's total points value on character models. A Chaos army may have up to 47 character models.

General: The army must be led by a general who will be the character model with the highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model and paid for from the character model points allowance. Army standards cost 50 points.

Points: The points costs for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored. Note that Minotaur heroes must pay **four times** the stated cost for their equipment.

Item	Points cost per character model	Item	Points cost per character model
Close Combat		Riding Animals	
Additional hand weapon	1	Horse	3
Double-handed weapon	2	Warhorse	6
Flail	1	Chaos Steed	32
Halberd	2	War Beasts	
Lance	2	Chaos Centaur	32
Net	2	Chimera	250
Spear	1	Griffon	200
Missile Weapon		Hippogriff	200
Bow	2	Manticore	200
Crossbow	3	Wyvern	180
Pistol	2	Chaos Spawn	see
Armour		Realm of Chaos	
Shield	1		
Light armour	2		
Heavy armour	3		
Horse, warhorse or chaos steed barding	4		

Heroes

The army may contain a maximum of 20 Warriors of Chaos heroes, 11 Beastmen heroes and 8 Minotaur heroes chosen from the list below. The total number of heroes may not exceed 1/2 the army's total points value.

Maximum availability	Points per model
Warrior of Chaos Heroes	
8 Chaos Marauders	35
6 Chaos Warriors	70
3 Chaos Champions	125
2 Chaos Knights	250
1 Chaos Lord	500
Beastmen Heroes	
4 level 5 Banebeasts	60
3 level 10 Despoilers	110
2 level 15 Feralfiends	160
1 level 20 Havocrender	210
1 level 25 Spasmghast	260
Minotaur Heroes	
4 level 5 Bloodkine	90
1 level 10 Goremaster	140
1 level 15 Deathsteer	190
1 level 20 Doombull	240
1 level 25 Minotaur Lord	290

Champions

Chaos Marauders, Chaos Warriors, Beastmen heroes of levels 5, 10 and 15, and level 5 Minotaur heroes must be assigned to specific units as leaders (unless carrying the army standard). These 'hero-leaders' are referred to as *champions*. Champions are part of the unit they are assigned to and cannot leave it (see **WFB**, p93). A Warrior of Chaos unit may not have a Beastman champion or vice versa. A Warrior of Chaos unit may only have a champion of greater status than that of the troops. A Minotaur hero may be the champion of either a Minotaur or Beastmen unit.

Chaos Champions, Chaos Knights, Chaos Lords, Beastmen level 20 and 25 heroes, and Minotaur heroes of level 10 or more, may be assigned to units as champions, if the player wishes. Alternatively, they may be left as independent characters, free to associate with any unit in the normal way (see **WFB**, p90).

Wizards

The army may contain a maximum of eight wizards. The maximum number of wizards available at each level and their points costs are given below. Wizards of any level may be assigned to units as *champions*, or may be left as independent characters, free to associate with any unit in the normal way.

Maximum Availability	Points per model
Chaos Sorcerers	
3 level 5 Initiates	60
2 level 10 Maledictors	85
2 level 15 Doomweavers	155
2 level 20 Soulflayers	240
1 level 25 Apocalypt	340
Beastman Shamans	
2 Initiates (level 5 wizards)	110
2 Marauders (level 10 wizards)	160
1 Feralfluxer (level 15 wizard)	225
1 Malevolus (level 20 wizard)	345
1 Arcanarch (level 25 wizard)	470





All spells are generated randomly from the Spell Index. Except where noted below, spells should be generated from the appropriate spell level of the Battle Magic chart.

Chaos Sorcerers may substitute Daemonic, Elemental, Illusionist or Necromantic spells for any or all of their battle magic spells.

Beastman wizards may substitute Necromantic or Daemonic spells for any or all of their battle magic spells.

Magic Items for Characters

Characters can carry magical items paying the points indicated on the *Magic Items Chart* (p13). These are paid for from the character model points allowance and selected from the following list:

Any character model can be armed with a single magic weapon with up to one magic attribute for every 5 'levels' of the character (ie, a level 15 character may carry a weapon with up to 3 attributes). In the case of Warriors of Chaos each level above Thug is considered to be equivalent to a normal character level. A Chaos Knight is therefore equivalent to a level 20 character and may carry a weapon with up to 4 attributes.

Up to two character models may be equipped with any sort of magic missiles.

Wizards may be equipped with up to three scrolls each. The scrolls may contain up to two different spells of level three or lower.

Up to two character models may wear a ring with a spell of level three or lower.

Up to two character models may be equipped with magic armour.

Any Chaos Sorcerers may be provided with *chaos armour*, which has been bestowed upon the character by one of the gods of Chaos as a reward. Chaos armour grows as a living part of the wearer and does not inhibit the sorcerer's ability to use magic. Chaos armour offers the same range of saving throws as normal armour and costs an extra 50 points.

The army standard may have up to two magical abilities at 100 points each.

◀ RANK & FILE ▶

A minimum of one third of the army's total points value must be spent on rank & file troops. Any unit may be given a standard bearer and/or musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost twice the points value of a basic trooper.

Any unit indicated may convert an ordinary standard to a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument to a magical instrument with a single ability. The ability may have a points value up to the amount shown and must be chosen and noted down before the game (see p16).

Generating Spells

The number of spells available to each level of wizard is as follows:

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3





CHAOS

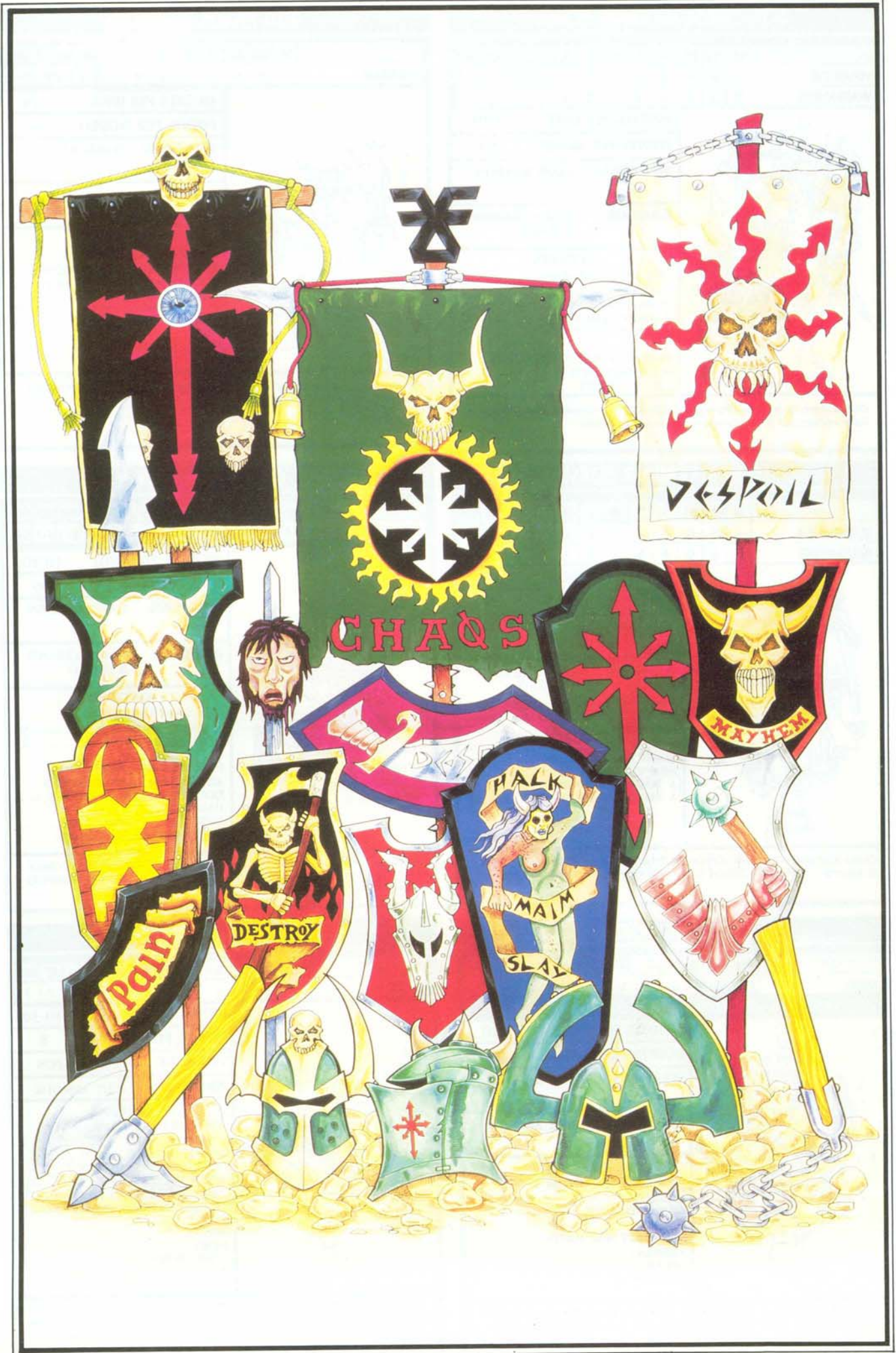
The illustration above depicts a sample of the types of warrior to be found in a typical Chaos Army.

Top: A dread Chaos Warrior mounted on a barded warhorse. Such warriors are notorious for their dark and sinister war panoply.

Middle row (left to right): A frenzied Minotaur, eager to slake its craving for blood, and a Chaos Warrior on foot.

Front row (left to right): A fearsome Beastman - combining the savagery and cunning of a wild animal with the intelligence of a man.
A Chaos Thug - demented servant of the foul Powers of Chaos.

The facing page shows an array of the banners and shield blazons of the Chaos Hordes, giving some idea of the fiendish and infernal imagery favoured by followers of Chaos. As you can see, horned and fanged skulls feature prominently amongst the motifs, and even form the basis of many of the embellishments of the great helms worn by many warriors. Several of the shields and banners depicted here bear the symbols and insignia of the great Chaos Powers, while others are emblazoned with the gruesome personal emblems chosen by Chaos Warriors, Champions, Knights, and Lords. The great banner in the centre, for example, is surmounted with the Skull Rune of Khorne, while the shield in the bottom row (second from the right), bears the imagery of Slaanesh.



0-20 CHAOS WARRIOR HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	-	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2
WARHORSE	8	3	0	4	3	1	3	1	3	3	3	3



MODELS PER UNIT: 5-10
POINTS PER MODEL: 80
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
OPTIONS
ANY UNIT MAY HAVE:
 LANCES 2
 HORSE BARDING 4
 A MAGIC STANDARD 100
 A MAGIC INSTRUMENT 25
ONE UNIT MAY SUBSTITUTE:
 WARHORSES FOR CHAOS STEEDS 26

Doomed servitors of the Chaos gods! Although once human, these fell riders have exchanged their humanity for worldly power.

0-20 CHAOS WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2



MODELS PER UNIT: 5-20
POINTS PER MODEL: 74
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
OPTIONS
ANY UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS 1
 DOUBLE-HANDED WEAPONS 2
 HALBERDS 2
 A MAGIC STANDARD 50
 A MAGIC INSTRUMENT 25

Fully-fledged Warriors of Chaos band together into units of retainers - retainers of the gods themselves!

0-30 MARAUDER HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARAUDER	-	5	5	3	3	2	5	2	8+1	8+1	8+1	8+1
WARHORSE	8	3	0	4	3	1	3	1	3	3	3	3



MODELS PER UNIT: 5-20
POINTS PER MODEL: 45
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
OPTIONS
ANY UNIT MAY HAVE:
 LANCES 2
 WARHORSE BARDING 4
 HEAVY ARMOUR 3
 A MAGIC STANDARD 50
 A MAGIC INSTRUMENT 25

Chaos Marauders are almost as powerful as the Chaos Warriors they hope to become - if the gods favour them and they prove worthy in battle.

0-30 MARAUDERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARAUDER	4	5	5	3	3	2	5	2	8+1	8+1	8+1	8+1



MODELS PER UNIT: 10-30
POINTS PER MODEL: 39
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
OPTIONS
ANY UNIT MAY HAVE:
 A MAGIC STANDARD 50
 A MAGIC INSTRUMENT 25
ONE UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS 1
 DOUBLE-HANDED WEAPONS 2
 HALBERDS 2
 BOWS 2
 CROSSBOWS 3

Although not as advanced upon the Chaos Path as true Warriors of Chaos, the Marauders are still blessed with awesome skills and the preternaturally power of the Chaos Gods.

0-40 THUG HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THUG	8*	4	4	3	3	1	4	1	7	7	7	7

* INCLUDES MOVEMENT ALLOWANCE OF HORSE



MODELS PER UNIT: 5-20
POINTS PER MODEL: 16
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
OPTIONS
ANY UNIT MAY HAVE:
 SHIELDS 2
 HEAVY ARMOUR 2
ONE UNIT MAY HAVE:
 LANCES 2
 SPEARS 1
 PISTOLS 2

These are the lowliest of the human ranks of Chaos, the young and the desperate, their souls newly bartered for the promise of earthly power.

0-120 THUGS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THUG	4	4	4	3	3	1	4	1	7	7	7	7



MODELS PER UNIT: 10-30
POINTS PER MODEL: 8
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
OPTIONS
ANY UNIT MAY HAVE:
 SHIELDS 1
 HEAVY ARMOUR 1
ONE UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS 1
 DOUBLE-HANDED WEAPONS 2
 FLAILS 1
 SPEARS 1
 BOWS 2
 LONG BOWS 3
 THROWING AXES 1
 PISTOLS 2

Many turn to Chaos as an easy road to power. Few travel far along that road, for it is beset with dangers that affect both mind and body. The Grimraiders are men of this kind - fresh upon the Chaos Path and barely touched by its corrupting power.

0-200 BEASTMEN

BEASTMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	3	4	2	3	1	7	6	7	6



MODELS PER UNIT: 10-40

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:

- SHIELDS 1
- LIGHT ARMOUR 2

ONE UNIT MAY HAVE:

- ADDITIONAL HAND WEAPONS... 1
- DOUBLE-HANDED WEAPONS... 2
- FLAILS 1
- THROWING SPEARS 1
- HALBERDS 2

Amongst the wastes of Chaos and the dark forests of the Old World, lurk roving bands of Beastmen - men twisted into bestial form and beasts perverted into the shapes of men. They are the creations and the servants of Chaos itself.

0-25 MINOTAURS

MINOTAUR	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MINOTAUR	6	4	3	4	4	3	3	2	9	5	7	6



MODELS PER UNIT: 1-5

POINTS PER MODEL: 40

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:

- ADDITIONAL HAND WEAPONS... 4
- DOUBLE-HANDED WEAPONS... 8
- LIGHT ARMOUR 8

Like the smaller Beastmen, Minotaurs are creatures of Chaos, corrupted and made powerful in order to serve their heinous masters.

0-8 BEASTMASTERS

BEASTMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ANIMAL HANDLER	4	4	3	3	4	2	3	1	7	6	7	6



MODELS PER UNIT: 1-3

BEASTMASTERS WITH PACKS

POINTS PER MODEL: 15

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY ANIMAL HANDLER MAY HAVE:

- A SHIELD 1
- LIGHT ARMOUR 2

Beastmen are virtually beasts themselves and make ideal handlers for ferocious animals

Each Beastmaster may control from 2-6 animal models chosen from below. Two or more handlers and their packs may be merged to form larger units.

- CHAOS HOUNDS 23
- CHAOS SPAWN (see Realm of Chaos)

0-10 TROLLS

TROLL	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TROLL	6	3	1	5	4	3	1	3	4	4	6	6



MODELS PER UNIT: 1-5

POINTS PER MODEL: 65

WEAPONS: HAND WEAPON

ARMOUR: NONE

Trolls are dim-witted but strong creatures, easily beguiled into the service of Chaos.

0-1 CHAOS WAR ALTAR

CHAOS CULTIST	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ALTAR GUARDS (2)	4	3	3	3	3	1	3	1	7	7	7	7

MODELS PER UNIT:

1

POINTS PER MODEL:

66



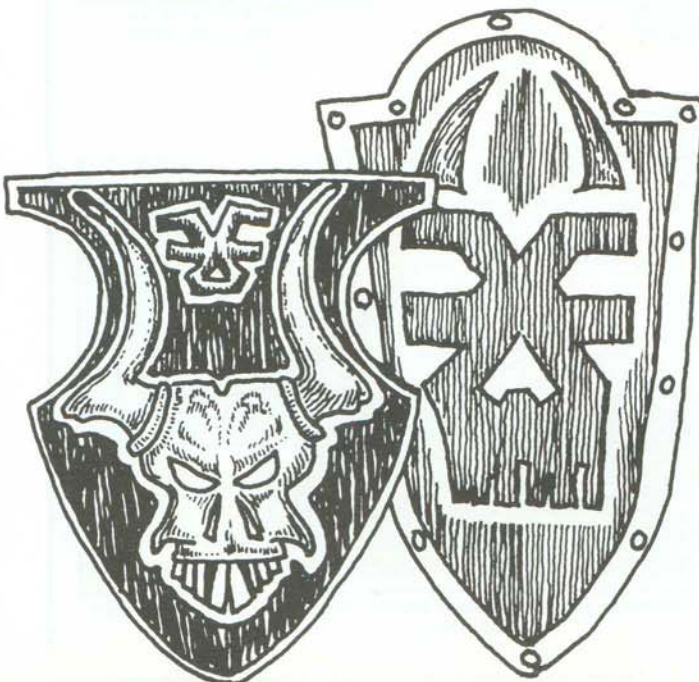
WEAPONS: HAND WEAPONS

ARMOUR: HEAVY ARMOUR

CREW: 2 HUMAN CHAOS CULTIST ALTAR GUARDS

ADDITIONAL ALTAR GUARDS (MAX 3) .8 EACH WAGON/CARRIAGE TO MOUNT ALTAR... 44 MAGIC STANDARD TO ACCOMPANY WAR ALTAR... 100

The servants of Chaos often sacrifice their foes on the battlefield, spilling blood and souls in the name of their gods. For this purpose they will sometimes take a specially dedicated altar with their forces.





Mighty, Dark-Winged, Avenging Lord of Chaos, Bryan Ansell, with his Mighty Avenging Chaos Army.



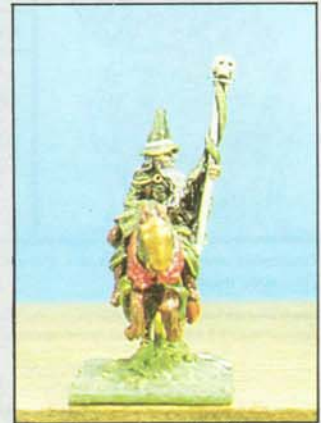
1. Chaos Champion Draken Doom - formidable commander of the Chaos Horde.



2. Soulflyer Peelbone - fell sorcerer and servant of the Chaos gods.



3. The Death Marauders of Ragoltha - a unit of Chaos Marauder Horse.



4. Doomweaver Goreblast - sorcerer and practitioner of chaotic rites.



5. This fearsome Hydra is a product of the warping influence of the Chaos wastes and has been bound to the service of the Horde by the unspeakable rituals of Doomweaver Goreblast.



6. This pair of Minotaurs - an embodiment of bestial brutality - rejoice at the prospect of fresh gore.

EQUIPMENT AND POINTS VALUES



7. A rabid pack of Chaos Hounds - whelps of the warp - bound into service by the sorcery of the Horde's wizards.



8. A unit of Chaos Beastmen. Their great banner depicts the fiendish entity they venerate, and is decorated with trophies from past victories.



9. A unit of Beastmen led by a Chaos Champion with a unit standard. This warband has been gifted with *Blood Rage* and *Great Fangs*, worthy gifts for worthy fighters.



10. Another unit of Beastmen, eager to make a blood offering to their blood god, and ever seeking new victims upon the slaying fields.

1. Chaos Champion, barded Chaos Steed, lance, magic crossbow (*Parasitic Blade*), heavy armour & shield - 205 pts.
5 personal attributes: *Blood Rage, Mace Tail, Enormously Fat, Long Legs, Weapon Master.*
2. Lvl 20 Soulflayer, Chaos Armour, barded Chaos Steed, magic weapon (*Enchanted Blade*) - 376 pts.
4 personal attributes: *Regeneration, Powerful Legs, Long Legs, Atrophy.*
Spells: *Aura of Resistance, Dispirit, Fire Ball, Dispel Lesser Daemon, Bind Daemon, Summon Steed, Zone of Daemon Nullification, Stop Daemonic Instability, Summon Lesser Daemons, Spread Insanity, Summon Great Power, Dispel Daemon Horde.*
3. 5 Chaos Marauders, barded warhorses, lances, heavy armour & shields - 255 pts.
No dominant attributes.
4. Lvl 15 Doomweaver, Chaos Armour, barded Chaos Steed, magic weapon (*Enchanted Blade*) - 291 pts.
3 personal attributes: *Hypnotic Gaze, Breathe Fire, Very Agile.*
Spells: *Aura of Resistance, Fire Ball, Hammerband, Bind Daemon, Dispel Lesser Daemon, Summon Familiar, Lightning Bolt, Summon Lesser Daemons, Stop Daemonic Instability.*
- 5/7. Chaotic Host with 10 Chaos Hounds, 1 Hydra - 430 pts.
6. 2 Minotaurs - 80 pts
8. 25 Beastmen led by Chaos Champion, unit standard, hand weapons, shields & lt armour - 553 pts.
3 dominant attributes: *Iron Hard Skin, Stupid, Powerful Legs.*
2 personal attributes for Champion: *Manic Fighter, Enormously Fat.*
9. 25 Beastmen led by Chaos Champion, unit standard, hand weapons, shields & lt. armour - 553 pts.
2 dominant attributes: *Blood Rage, Great Fangs.*
2 personal attributes: *Mace Tail, Magically Resistant.*
10. 25 Beastmen led by Chaos Champion, unit standard, hand weapons, shields & lt. armour - 553 pts.
1 dominant attribute: *Scorpion Tail.* No personal attributes for the Champion.

Total Points Value: 2996 pts.

◀ **BAGGAGE** ▶

Bringing up the rear of any Chaos horde may be seen their hideous train of camp followers. Foul beings including those mutants too far gone to be worth putting in the battle-line. They accompany awesome, creaking wagons of horrific form, riddled with woodworm and decay, and drawn by pathetically deformed beasts of burden. These weird wains are piled high with cages, cauldrons and sinister inlaid caskets, while implements of torture and insane ritual are hung about them. A continuous eerie sighing emanates from the sad, snuffling and cowered figures groping behind the wagons. A chaotic baggage train is represented by 1 wagon and three followers per 1000 points in the army. These should have Chaos Cultists profiles and improvised weapons.

◀ **ALLIES** ▶

The player may spend up to a quarter of the army's total points on allies. The allies must be assembled using the Allies Section (126), and chosen from the following list:

- | | | |
|--------------|------------------|------------|
| Chaos Allies | Skaven | Dark Elves |
| Undead | Orcs and Goblins | |

Note that players can spend up to one quarter of the army's total points value on 'ordinary' allies, but may spend up to half on Chaos Allies.

◀ **MERCENARIES** ▶

The player may spend up to a quarter of the army's total points on mercenaries. Mercenaries must be assembled using the Mercenary Section (p150), and chosen from the following list:

- | | | |
|-----------|------------|-------|
| Giants | Hobgoblins | Ogres |
| Half Orcs | | Orcs |

◀ **HOSTS** ▶

A Chaos sorcerer or Beastman wizard may bind either a chaotic or ethereal host. The player may spend up to one quarter of the army's total points on a *host*. The type of hosts the player may use are listed below, with details of what creatures (and how many) are allowed in each type of host. The host must be assembled subject to the rules provided in the **Warhammer Bestiary** (see **WFB**, p240).

An ethereal host may contain:	Points cost per model
0-5 Ghosts	50
0-1 Spectres	200/225
0-2 Wights	100
0-2 Wraiths	150

A Chaotic host may contain:	Points cost per model
0-10 Chaos Hounds	23
0-1 Chimerae	250
0-2 Cockatrices	150
0-2 Griffons	200
0-10 Harpies	15
0-1 Hippogriffs	200
0-1 Hydra	200
0-1 Jabberwock	200
0-1 Manticore	200
0-2 Wyverns	180
0-1 Gorgon	110
0-5 Carrion	45
0-5 Chaos Spawn	(see
0-5 Dragon-Ogres	Realm of Chaos)



SKAVEN

In the remote past, rats infesting the decaying ruins and other unwholesome places of the earth fed upon a mighty source of raw magic. This was *warpstone* - solid fragments of the very stuff of Chaos. Tainted by the unnatural mutating influence of the warpstone, the vile race of Skaven evolved and spread throughout the world. Warpstone remains a vital part of Skaven civilisation, fuelling Skaven magicians with magical energy and enabling their artificers to make weapons of awesome power.

Skaven are the children and servants of Chaos. They spread the corruption of chaos via a vast network of underground tunnels. This world-spanning web of burrows, known as the Under Empire, spreads under the cities of men and into sewers and vaults and other dark places. In the Old World, the Skaven have created for themselves a secret metropolis; the sprawling, squalid city of Skavenblight. Few humans are aware that the Skaven underworld exists, even fewer have the courage to do anything about it.

The patron deity of the Skaven is the Horned Rat, served by the Thirteen Lords of Decay, each ruling one of the secret Skaven cities. The Grey Seers are the direct servants of the Lords of Decay. They are wizards of great power drawing their magical energies directly from warpstone.

Skaven society is divided into various clans, each of which has its own weird armaments and foul methods of waging war. Clan Skryre, also known as the Warlock Engineers, are masters of an insane blend of magic and science derived from the power of the warpstone. Clan Eshin, feared as assassins, murderers and haunters of the night, are active within and under the cities of man. Wherever there is squalor, the scouts and assassins of this clan can be found stirring the rats of the city sewers. Clan Moulder are powerful beastmasters, using warpstone to create foul breeds by genetic engineering. Clan Pestilens are also known as the Plague Monks. They are the disciples of disease and decay and the harbingers of plague. The many Warlord Clans are often no more than small packs or gangs ruled over by the strongest Ratmen but they provide the bulk of Skaven warriors. The lowest of all Skaven society are the Slaves whose lives are brutish, painful and mercifully short.

Skaven wear dark, ragged clothing and their armour is often scavenged from the battlefield. Skaven standards take Chaotic art to new depths of depravity, with unimaginably twisted visions rendered in pigments distilled from blood and warpstone. The images so represented seem to twist and move with a life of their own, as though they had crawled from some dark nightmare. The sight of these standards, coupled with the hideous chattering and squeaking of a multitude of ratmen is something that most men hope never to experience!

SKAVEN ARMY

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Skaven	5	3	3	3	3	1	4	1	6	6	5	7	4½
5 Hero	5	4	4	4	3	1	5	2	6	6	5	7	28
10 Hero	5	5	4	4	4	2	5	3	7+1	6	5	7	50
15 Hero	5	5	4	4	4	3	6	3	8+2	6	6+1	8+1	72
20 Hero	5	6	4	4	4	4	7	4	9+3	6	6+1	8+1	95
25 Hero	5	6	5	4	4	4	7	4	9+3	8+2	7+2	9+2	117
5 Wizard	5	4	3	4	3	1	4	1	6	7+1	6+1	8+1	58
10 Wizard	5	4	3	4	3	2	5	1	7+1	8+2	6+1	9+2	80
15 Wizard	5	5	3	4	4	3	5	1	8+2	8+2	7+2	9+2	147
20 Wizard	5	5	4	4	4	4	6	1	8+2	9+3	7+2	10+3	230
25 Wizard	5	6	5	4	4	4	7	1	9+3	9+3	8+3	10+3	327
Base size: 20mm x 20mm										Alignment: Skaven armies are Chaotic.			

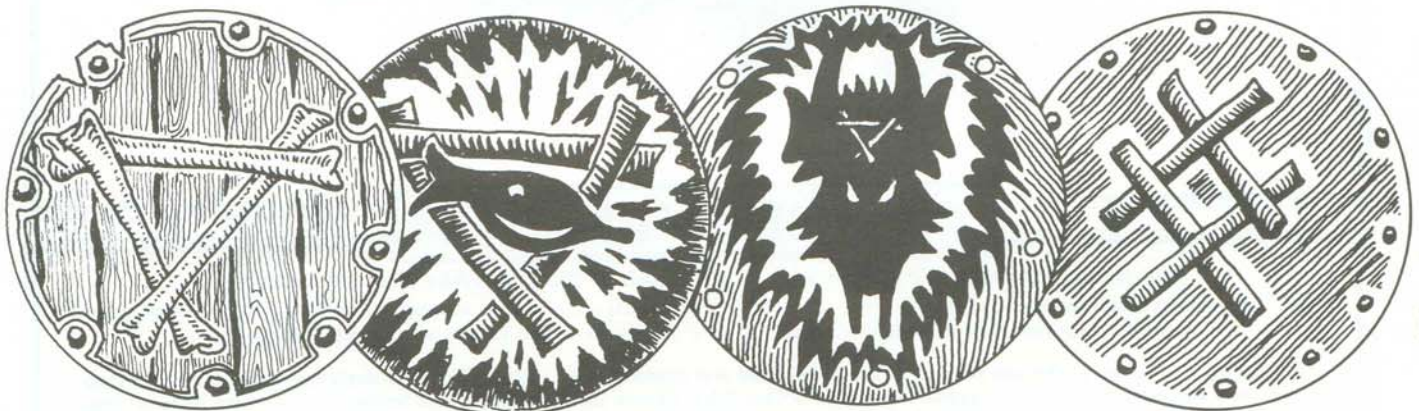
Chaotic Attributes: Skaven may manifest *chaotic attributes* subject to the provisions on page 6. A unit of Skaven may have up to D6-3 dominant attributes. A Skaven character may have up to D6-4 personal attributes.

ARMY SELECTION

Force	Minimum	Maximum
Rank & File	½ Army's total PV	Whole army less 1 character
Character models		⅓ Army's total PV
Heroes	1 model	
Wizards	0	6 models
Allies		¼ Army's total PV
Mercenaries	0	0
Host (Monstrous or Chaotic)		¼ Army's total PV

Skaven do not employ mercenaries - generally preferring to buy other animals for their meat rather than their fighting prowess.

Skaven armies have no recognisable baggage. Their few needs are carried personally, whilst the spoils of victory and other burdens are distributed amongst the entire force.





SKAVEN

The illustration above shows just a selection of the fearsome Skaven warriors.

Top - Stormvermin (Elite Skaven warrior).

Bottom (left to right) - Skavenslave warrior; Skavenslave slinger; Clanrat warrior.

Centre (from rear, left to right) - Clan Skryre Warp Firethrower team; Clanrat warrior; Clan Skryre Seer.

The facing page shows a selection of notable Skaven standard and shield designs, including banners depicting emblems of important Skaven seers and warlords. Top row, second from left is a Clan Eshin banner. In the middle of the second row is a Clan Pestilens Plague Monk banner, and to its right is a Clan Skryre war banner emblazoned with an icon of the Horned Rat.

The shield designs include many symbols of the warlord clans, and several have symbolic images of warpstone. For example, the black and white shield depicting twin daggers is an emblem of Clan Eshin. Three of the shields are decorated with images of the Horned Rat, and there is also a notable example of a shield depicting a warpscroll.

◀ CHARACTER MODELS ▶

Character models are heroes and wizards. The player may spend up to a third of the army's total points value on character models. A Skaven army may have up to 31 character models and must have at least 1 (ie, the General).

General: The army must be led by a General who will be the character model with the highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model and paid for from the character model points allowance. Army standards cost 50 points.

Points: The points costs given for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Missile Weapons	
Additional hand weapon	1	Warplock pistol (Clan Skryre)	2
Double-handed weapon	2	Warplock arquebus	3
Flail	1	Sling	1
Halberd	2	Throwing axes	1
Net	1	Throwing knives	1
Spear	1	Throwing spear	1
		Throwing star	1
		Armour	
		Shield	1
		Light armour	2
		Heavy armour	3

Heroes

The army may contain a maximum of 25 hero models. The maximum number of heroes available at each level is given on the table below.

Maximum availability	Points per model
10 Clan Chieftains (level 5 heroes)	28
5 Clan Warlords (level 10 heroes)	50
2 Verminlords (level 15 heroes)	72
1 Sewertyrant (level 20 hero)	95
1 Lord of Decay (level 25 hero)	117
2 Clan Eshin Assassin Stranglers (level 5 hero)	31
2 Clan Eshin Assassin Cullers (level 10 hero)	53
2 Clan Eshin Assassin Garroters (level 15 hero)	75

Clan Eshin Assassins

Clan Eshin Assassins may be hidden in any Skaven regiment. Whilst hidden, Assassins may not lead a unit, but may do so as normal once revealed. Assassins are armed with **poisoned weapons** forged from warpstone, and all their attacks (whether from hand-to-hand or missile weapons) count as poisonous. This normally adds +1 to the *Strength* of any hit (see **WFB**, p131). The extra +3 points for poisonous weapons has been included in the basic cost.



Champions

With the exception of Assassins, level 5, 10, and 15 heroes must be assigned to specific units as leaders (unless designated as army standard bearer). These 'hero-leaders' are referred to as *champions*. Champions are part of the unit they are assigned to and cannot leave it (see **WFB**, p93). Champions are normally assumed to be of the same clan as their unit.

Level 20 or 25 heroes may be assigned to specified units as champions if the player wishes. Alternatively, they may be left as independent characters, free to associate with any unit in the normal way (see **WFB**, p90).

Wizards

The army may contain up to six wizards. Wizards may be assigned to units as champions, or may remain independent characters, in which case they are free to associate with units as normal. The maximum number of wizards available and their magic level is given below.

Maximum availability	Points per model
2 Clan Scryre Seers (level 5 wizards)	58
2 Clan Scryre Warpweavers (level 10 wizards)	80
2 Clan Scryre Warpsquealers (level 15 wizards)	147
1 White Skaven Sorcerer (level 20 wizard)	230
1 Grey Seer (level 25 wizard)	327

Skaven wizards are unable to regain magic points by resting. They gain magic points by consuming warpstone before the battle and begin the game with a full store of magic points.



Generating Spells

The number of spells available to each level of wizard is as follows:

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

Spells should be generated randomly from the appropriate spell level of the Battle Magic chart. A Skaven wizard may also use other sorts of magic if the player chooses. The wizard may generate up to one Elemental, one Necromantic and one Daemonic spell per level instead of a Battle Magic spell of the same level.

Magic Items for Characters

Characters can also carry magical items by paying the points indicated on the *Magic Items Chart* (p13). These are paid for from the character model points allowance and selected from the following list.

Any character can be armed with one magic weapon with up to one magic attribute for every 5 'levels' of the character (ie, a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

A *champion* of a Clan Pestilens Warrior Monk unit may have up to two warpscrolls. These are magical scripts, copied from the great Liber Bubonicus and the Liturgus Infestus, and written in warpstone ink on the hides of living creatures. A warpscroll has a unique effect unlike any other scroll. In the magic phase of the Skaven's turn, the character may direct the scroll's effects at any unit within 24 inches. Victims undergo a rapid aging process, suffering the natural decay of years in a few moments. Each model in the target unit receives an automatic *Strength* 3 hit and survivors must

make an immediate *rout* test. Warpscrolls may only be used once. It costs an additional 100 points to equip a character with a single Warpscroll.

Any of the army's character models may wear a warpstone charm. Any character wearing a warpstone charm may use it *once* during the game to enable him to re-roll any single die throw, whether a throw 'to hit', a throw on the damage chart, or a saving throw. If attacked by magic at any time, the presence of warpstone will increase the characters's *Will Power* by +1 for the purpose of any magic saving throw.

Any character model may carry a warplock pistol firing a warpstone (poisoned) shot (with a *Strength* of 5). This costs 5 points.

Up to two character models may be equipped with magic armour.

The army's standard may have up to two magical abilities.

Warpstone charms cost 25pts each.

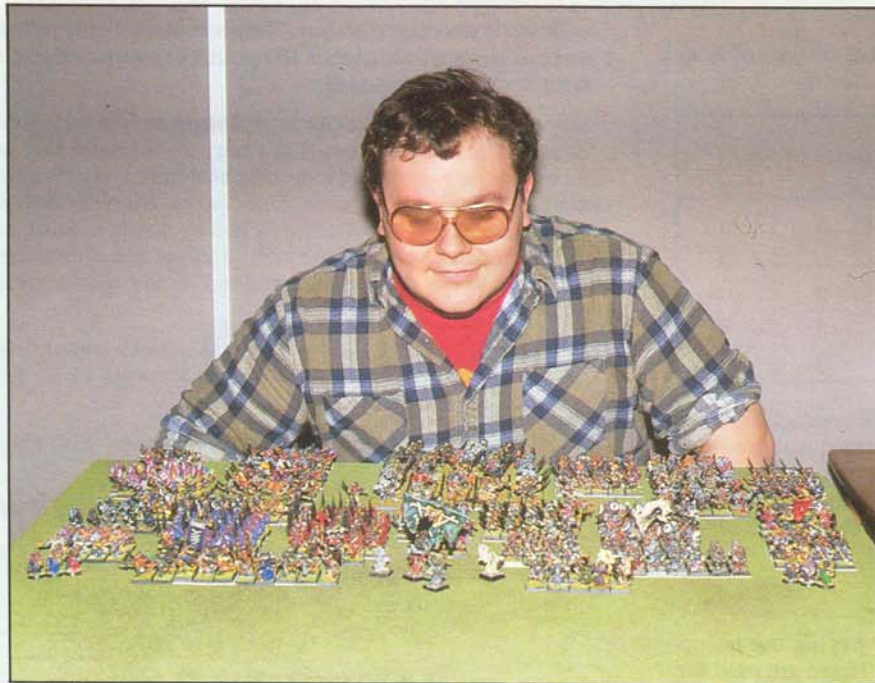
◀ RANK & FILE ▶

At least a half of the army's total points value must be spent on rank & file troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit. Any unit may be given a regimental standard bearer and/or a musician. Standard bearers and musicians are equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost double the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magical instrument with a single ability. The specific ability must be chosen and noted down before the game (see p16).





Pete Taylor has collected and painted a massive Skaven Horde from which the 3000 point army shown in the adjoining photographs was selected.



1. Sacred Standard of the Horned Rat with Clan Chieftain bearer.



2. Lord of Decay (Army General).



3. Clan Scryre Warpsquealer.



4. Clanrats with a unit standard, led by a Clan Chieftain.



5. Clan Eshin Night Runners led by a Clan Chieftain.



6. Clan Scryre Warp Firethrower Teams.



7. Black Skaven with magic War Banner led by a Sewertyrant.



8. Clanrats with a unit standard and musician, led by a Clan Chieftain.



9. Skavenslaves led by a Clan Chieftain, armed only with hand weapons.



10. Stormvermin with magic *Relic Banner* (or in this case 'totem'), led by a Verminlord.



11. Clan Eshin Gutter Runners with unit standard.



12. Clan Pestilens Plague Monks with a *Talismanic Standard*, led by a Warlord.



13. White Skaven Sorcerer.



14. Clan Moulder Beastmaster with a pack of rat ogres.



15. Skavenslaves armed with spears and shields.



16. Clan Pestilens Poisoned Wind Globadiers.



17. Clanrats with a unit standard, led by a Clan Chieftain.

EQUIPMENT AND POINTS VALUES

1. Lvl 5 Clan Chieftain & magical standard - 178 pts.
2. Level 25 General - halberd, *spell-tempered* heavy armour - 147 pts.
3. Lvl 15 wizard - 147 points.
Spells: Steal mind, Immunity from Poison, Cure Light Injury, Fire Ball, Hammerhand, Cause Animosity, Cause Frenzy, Lightning Bolt, and Aura of Protection.
4. 20 Clanrats; unit standard; Lvl 5 Champion; spears, lt. armour, & shields - 162½ pts.
5. 5 +1 shock elites; Lvl 5 Champion; hand weapons - 62 pts.
6. 4 Warp Firethrower Teams - 316 pts.
7. 20 +1 shock elites; magical *War Banner*; Lvl 20 Champion; hand weapons, lt. armour, & shields - 269½ pts.
8. 20 Clanrats; unit standard; musician; Lvl 5 Champion; spears, lt. armour, & shields - 169 pts.
9. 25 Skaven levies; Level 5 Champion; hand weapons - 88 pts.
10. 20 +2 shock elites; magical *Relic Banner*; Lvl 15 Champion; lt. armour & double-handed weapons - 250 pts.
11. 8 Skaven scouts; unit standard; hand weapons & shields - 116½ pts.
12. 10 Skaven; *Talismanic Unit Standard*; Lvl 10 Champion; hand weapons - 145 pts.
13. Lvl 20 wizard with warp scroll - 255 pts.
Spells: Part water, Hide, Wind Blast, Immunity from Poison, Dispirit, Strength of Combat, Rally, Stampede, Cause Frenzy, Cause Cowardly Flight, Flamesheet, Dispel Magic, and Aura of Resistance (on scroll).
14. 2 Skaven animal handlers; 8 rat ogres - 323 pts.
15. 20 Skaven levies; spears and shields - 70 pts.
16. 6 Skaven Poisoned Wind Globadiers - 150 pts.
17. 20 Clanrats; unit standard; Lvl 5 Champion; hand weapons, light armour, & shields - 150 pts.

Total Points Value of the Army: 2998½ points.

◀ CLANRATS Skaven of the Warlord Clans ▶

Beneath the cities of the world countless gangs of Skaven infest the sewers and catacombs. These packs are led by Skaven warlords and are known as the 'Warlord Clans'. The warriors of these clans are the main strength of the Skaven 'Under Empire'. They wait ready to be stirred into action by the insidious agents of Clan Eshin.

0-20 CLANRAT STORMVERMIN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	5	4	3	3	3	1	5	1	6	6	5	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 7½

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS..... 1
 SHIELDS..... ½
 A MAGIC STANDARD..... 50

To the fore of any Skaven swarm may be found the Stormvermin. These are ravenous elite warriors, eager to slay the enemy.

50-300 CLANRAT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN	5	3	3	3	3	1	4	1	6	6	5	7



MODELS PER UNIT: 20-40

POINTS PER MODEL: 6

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS

ANY UNIT MAY HAVE:
 SPEARS..... ½
 ONE UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS.... 1

Skaven belonging to the Warlord Clans make up the bulk of ordinary Skaven warriors.

0-20 BLACK SKAVEN CLANRATS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	5	4	3	3	3	1	4	1	6	6	5	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 6½

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 SHIELDS..... ½
 HALBERDS..... 1
 A MAGIC STANDARD..... 50

Among the Clanrat Warriors are vicious Black Skaven who form a warrior elite, often as retainers of the Skaven Warlords.

20-500 SKAVENSLAVES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN LEVY	5	2	2	3	3	1	3	1	5	5	4	6



MODELS PER UNIT: 20-50

POINTS PER MODEL: 2½

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 SLINGS..... ½
 SPEARS..... ½
 SHIELDS..... ½

The lowest caste of Skaven society are the slaves. They are often driven into battle by the more vicious Skaven, and hobbled together with chains.




CLAN ESHIN

Clan Eshin use weapons forged with warpstone in order to inflict poisoned wounds. Such weapons include hand weapons with warpstone blades, throwing stars of warpstone and warpstone slingshot. All attacks from a Clan Eshin model are poisonous. This costs 3 points per model which has been included in the basic points cost.

0-10 NIGHT RUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	5	4	3	3	3	1	4	1	6	6	5	7



MODELS PER UNIT: 5-10

POINTS PER MODEL: 8½

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS... ½
 SHIELDS..... ½
 LIGHT ARMOUR..... 1


These Clan Eshin elites are often active by night, slaying foes in dark places, infiltrating the enemy cities, preparing the way...

CLAN PESTILENS

Clan Pestilens are the unholy disciples of disease, devoted to spreading the contagion of Chaos over the Earth. The Devouts of Clan Pestilens are also known as 'Plague Monks'. By means of diseases cultured on the warpstone, they spread the great plagues that ravage the world.

0-6 PLAGUE CENSER BEARERS (see WFB, p100)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN	5	3	3	3	3	1	4	1	6	6	5	7



MODELS PER UNIT: HIDDEN WITHIN OTHER SKAVEN UNITS

POINTS PER MODEL: 40

WEAPONS: PLAGUE CENSER


ARMOUR: NONE

OPTIONS
 ANY MODEL MAY HAVE:
 LIGHT ARMOUR..... 1

Plague censers are Warpstone 'incense burners', emitting a foul bubonic vapour. Those who inhale the fumes are infected and flesh exposed to the vapour erupts in festering blisters. Plague censer bearers may be hidden in any Skaven unit.

0-20 GUTTER RUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN SCOUT	5	3	3	3	3	1	4	1	6	6	5	7



MODELS PER UNIT: 5-10

POINTS PER MODEL: 12½

WEAPONS: HAND WEAPON


ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS..... ½
 LIGHT ARMOUR..... 1
 ONE UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS... ½
 THROWING STARS..... ½
 SLINGS..... ½

Clan Eshin scouts range far ahead of the Skaven hordes, seeking the enemy, ensuring the element of surprise and stirring the ratpacks of the cities into action.

0-20 PLAGUE MONKS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN	5	3	3	3	3	1	4	1	6	6	5	7



MODELS PER UNIT: 5-20

POINTS PER MODEL: 4½

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 LIGHT ARMOUR..... 1
 ONE UNIT MAY HAVE:
 A MAGIC STANDARD..... 100

The Plague Monks of Clan Pestilens are a skaven devout order: initiates of infection. They go into battle reciting from the Liber Bubonicus and chanting the Liturgus Infectus.



CLAN MOULDER

Clan Moulder are the perverters of natural animals, cruel experimenters with the living flesh of other creatures. It is they who create the malformed beasts that accompany and serve the Skaven.

0-8 CLAN MOULDER BEASTMASTERS

SKAVEN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ANIMAL HANDLER	5	3	3	3	3	1	4	1	6	6	5	7



MODELS PER UNIT: 1-4

POINTS PER MODEL: 9½

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY HANDLER MAY HAVE:
SHIELD ½
LIGHT ARMOUR 1

Each handler may control from 2-6 animal models of one type chosen from the list below. Several Beastmasters and their packs may be merged to form larger units so long as the animals are of the same type.

Creature	Points per model	Creature	Points per model
Chaos Hounds	20	Giant Wolves	2
Giant Rats	2	Rat Ogres	38



Skaven warfire-throwers in action.



A Skaven regiment prepares to advance.

CLAN SKRYRE

Clan Skryre are the masters of a perverse technology, a profound knowledge enslaved to the bestial whims of Chaos. They devise all of the arcane devices of war used by the Skaven.

0-6 POISONED WIND GLOBADIERS

SKAVEN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN	5	3	3	3	3	1	4	1	6	6	5	7



MODELS PER UNIT: 1-3

POINTS PER MODEL: 25

WEAPONS: POISONED WIND GLOBE & HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
LIGHT ARMOUR 1

These troops carry glass globes containing Warpstone matter. When broken, the globes emit Warpstone gas which infects the minds of those unfortunate enough to inhale it.

0-8 WARPFIRE-THROWER TEAMS (see WFB, p116)

SKAVEN (2)	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN (2)	5	3	3	3	3	1	4	1	6	6	5	7

	RANGE	TEMPLATE RADIUS	STR	SAVE MOD.	WNDS PER HIT
WARPFIRE THROWER	12"	1"	5	-3	1D3

TEAMS PER UNIT: 1-4

POINTS PER TEAM: 81

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

The dreaded Skaven Warfire-throwers project a volatile mixture of Warpstone and other arcane ingredients, which erupts into flame.

0-4 JEZZAILACHIS (see p6)

SKAVEN (2)	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN (2)	5	3	3	3	3	1	4	1	6	6	5	7

	RANGE	STRENGTH UP TO 12"	SAVE MOD.	WOUNDS PER HIT
JEZZAIL	36"	6	-2	1

TEAMS PER UNIT: 1-4

POINTS PER TEAM: 39

WEAPONS: WARPLOCK JEZZAIL & HAND WEAPON

ARMOUR: NONE

The Clan Skryre Jezzail is a long, large calibre warplack musket. It requires a crew of two Clan Skryre Skaven to use a single Jezzail, one to fire and one to hold the musket rest. The Jezzail fires warpstone shot which inflicts poisonous wounds. The extra points cost for its poisonous attack is included in the total.

◀ **SKIRMISHERS** (see WFB, p100) ▶

Clan Eshin Gutter Runner units may automatically act as skirmishers. These are the only Skaven units which may do so.

◀ **ALLIES** ▶

The player may spend up to a third of the army's total points on allies. The allies must be assembled using the *Allies section*, (p126), and chosen from the following list:

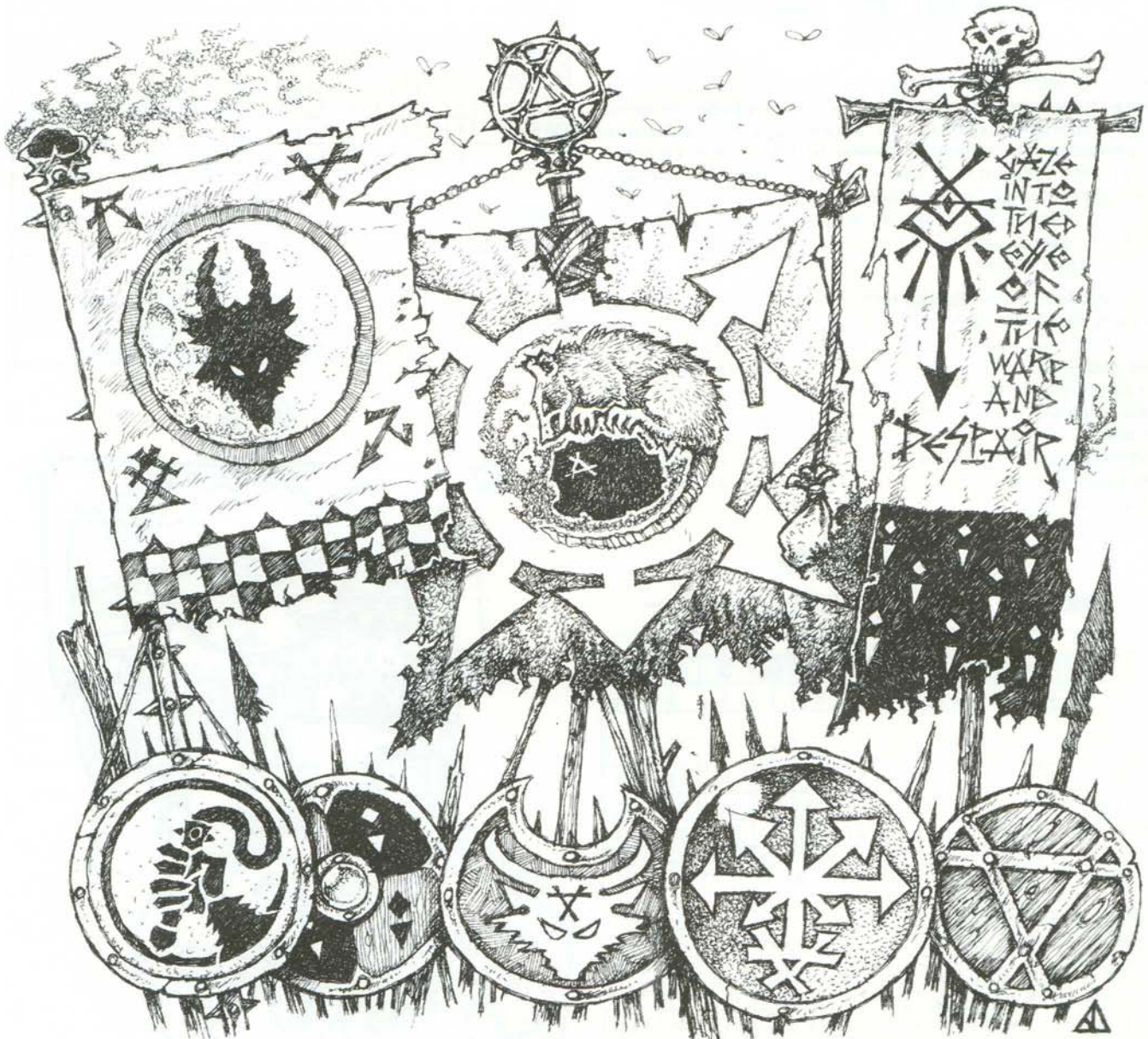
- Chaos Allies Orcs and Goblins Dark Elves

◀ **HOSTS** ▶

A Skaven wizard may bind either a monstrous or chaotic host. The player may spend up to one quarter of the army's total points on a *host*. The charts below indicate the types of creatures that may be included in a Skaven monstrous or chaotic host. The host is assembled using the rules in the Warhammer Bestiary on p240/265.

The monstrous host may contain:		Points cost per model
0-30	Giant Bats	2
0-30	Giant Leeches	6
0-100	Giant Rats	2
0-8	Giant Spiders	45
0-1	Swarm	250

The chaotic host may contain:		Points cost per model
0-10	Chaos Hounds	23
0-1	Chimeras	250
0-2	Cockatrices	150
0-2	Griffons	200
0-10	Harpyies	15
0-1	Hippogriffs	200
0-1	Hydra	200
0-1	Jabberwock	200
0-1	Manticore	200
0-2	Wyverns	180



ORCS & GOBLINS

Goblinoids have some claim to be the most numerous and the most debased group of creatures in the entire world. These creatures (ie, Orcs, Goblins, Half-Orcs, Savage Orcs, Black Orcs, and Snotlings) live in large, dispersed tribes, often occupying several settlements. Although each race has its own distinct tribes, the larger goblinoids nurture a slave-class of the less powerful races. For this reason it is appropriate to consider Orcs and Goblins as forming a single army type. Orc armies always include a few Goblin lackeys - probably brought along to do the jobs even Orcs don't fancy much!

Goblinoid armies are generally led by Orcs or Half-Orcs, who are the biggest and cleverest of their kin. The rank and file of the army consist of a mixture of Orcs, Goblins, Half-Orcs and even Snotlings. Because of this wide variety of races, an army of this type will have many troop types, from weakly armed Snotlings to deadly Orc boar riders. And then, of course, captured battle-engines are often put to good use, while the swift and dangerous Goblin chariots can mow down the enemy like so much grass.



With this wide range of weaponry and varied troops it might seem that a large force of goblinoids is unstoppable. However, this assumption ignores the major bane of a goblinoid commander - the violently devisive nature of these creatures. Animosity between rival tribes and races can be a nightmare, and makes it important to think about the army's disposition very carefully. With a little forethought, however, a goblinoid army is surely one of the most potent available to the *Warhammer* player.

Goblinoids form into fighting units under powerful or influential leaders. Rivalry between units is great, producing a strong sense of unit identity and loyalty. Goblinoids don't wear uniforms, but units often adopt a standard colour - usually brown on red. Units sometimes have unit standards which they make as big and impressive as possible by decorating them with gory symbols of death and destruction, not the least being the putrefying remains of defeated enemies and rivals. Shields are decorated in simple circular patterns and with crude (sometimes vulgar) designs.

ORC AND GOBLIN ARMY

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Goblin	4	2	3	3	3	1	2	1	5	5	5	5	2½
5 Hero	4	3	4	4	3	1	3	2	5	5	5	5	15
10 Hero	4	4	4	4	4	2	3	3	6+1	5	5	5	28
15 Hero	4	4	4	4	4	3	4	3	7+2	5	6+1	6+1	40
20 Hero	4	5	4	4	4	4	5	4	8+3	5	6+1	6+1	53
25 Hero	4	5	5	4	4	4	5	4	8+3	7+2	7+2	7+2	65
5 Wizard	4	3	3	4	3	1	2	1	5	6+1	6+1	6+1	45
10 Wizard	4	3	3	4	3	2	3	1	6+1	7+2	6+1	7+2	58
15 Wizard	4	4	3	4	4	3	3	1	7+2	7+2	7+2	7+2	115
20 Wizard	4	4	4	4	4	4	4	1	7+2	8+3	7+2	8+3	188
25 Wizard	4	5	5	4	4	4	5	1	8+3	8+3	8+3	8+3	275

Base size: Infantry 20mmx20mm; Wolf Riders 25mmx50mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Half-Orc	4	3	3	3	3	1	3	1	7	6	7	7	5
5 Hero	4	4	4	4	3	1	4	2	7	6	7	7	30
10 Hero	4	5	4	4	4	2	4	3	8+1	6	7	7	55
15 Hero	4	5	4	4	4	3	5	3	9+2	6	8+1	8+1	80
20 Hero	4	6	4	4	4	4	6	4	10+3	6	8+1	8+1	105
25 Hero	4	6	5	4	4	4	6	4	10+3	8+2	9+2	9+2	150
5 Wizard	4	4	3	4	3	1	3	1	7	7+1	8+1	8+1	60
10 Wizard	4	4	3	4	3	2	4	1	8+1	8+2	8+1	9+2	85
15 Wizard	4	5	3	4	4	3	4	1	9+2	8+2	9+2	9+2	155
20 Wizard	4	5	4	4	4	4	5	1	9+2	9+3	9+2	10+3	240
25 Wizard	4	6	5	4	4	4	6	1	10+3	9+3	10+3	10+3	340

Base size: Infantry 20mmx20mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Orc	4	3	3	3	4	1	2	1	7	5	7	7	5½
5 Hero	4	4	4	4	4	1	3	2	7	5	7	7	33
10 Hero	4	5	4	4	5	2	3	3	8+1	5	7	7	61
15 Hero	4	5	4	4	5	3	4	3	9+2	5	8+1	8+1	88
20 Hero	4	6	4	4	5	4	5	4	10+3	5	8+1	8+1	116
25 Hero	4	6	5	4	5	4	5	4	10+3	7+2	9+2	9+2	143
5 Wizard	4	4	3	4	4	1	2	1	7	6+1	8+1	8+1	63
10 Wizard	4	4	3	4	4	2	3	1	8+1	7+2	8+1	9+2	91
15 Wizard	4	5	3	4	5	3	3	1	9+2	7+2	9+2	9+2	163
20 Wizard	4	5	4	4	5	4	4	1	9+2	8+3	9+2	10+3	251
25 Wizard	4	6	5	4	5	4	5	1	10+3	8+3	10+3	10+3	353

Base size: Infantry 25mmx25mm; Boar/Giant Wolf Riders 25mmx50mm



◀ CHARACTER MODELS ▶

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Savage Orc	4	3	3	3	4	1	2	1	7	5	7	7	5½
5 Hero	4	4	4	4	4	1	3	2	7	5	7	7	33
10 Hero	4	5	4	4	5	2	3	3	8+1	5	7	7	61
15 Hero	4	5	4	4	5	3	4	3	9+2	5	8+1	8+1	88
20 Hero	4	6	4	4	5	4	5	4	10+3	5	8+1	8+1	116
25 Hero	4	6	5	4	5	4	5	4	10+3	7+2	9+2	9+2	143
5 Wizard	4	4	3	4	4	1	2	1	7	6+1	8+1	8+1	63
10 Wizard	4	4	3	4	4	2	3	1	8+1	7+2	8+1	9+2	91
15 Wizard	4	5	3	4	5	3	3	1	9+2	7+2	9+2	9+2	163
20 Wizard	4	5	4	4	5	4	4	1	9+2	8+3	9+2	10+3	251
25 Wizard	4	6	5	4	5	4	5	1	10+3	8+3	10+3	10+3	353

Base size: Infantry 25mmx25mm; Boar/Giant Wolf riders 25mmx50mm

Character models are *Heroes* and *Wizards* (usually called shamans amongst goblinoids). The player may spend up to a third of the army's total points value on character models. An Orc & Goblin army must have at least 1 character model (ie, the General). It is not necessary to include Wizards if you do not wish to do so, but the maximum permitted number is 5.

General: the army must be led by a General who will be the character model with the highest *leadership* characteristic.

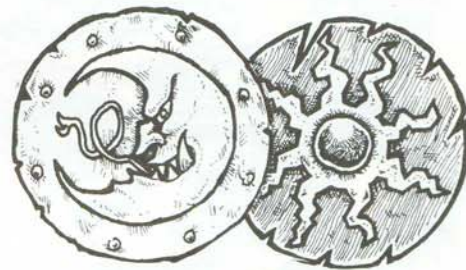
Army Standard: the army is allowed one army standard which must be carried by a character model and paid for from the character model points allowance. Army standards cost 50 points.

Races: character models may be either Orcs, Half Orcs, Goblins, Black Orcs, or Savage Orcs. The player is allowed a free choice of which to select, so an army could, for example, contain only Orc character models, only Half Orcs or, more commonly, a mixture of all races.

Riding in Chariots: character models may ride in chariots included as part of the army's 'rank and file' points allowance. This does not affect either the points value of the chariot or the character. Chariots carrying characters can be treated as separate units of 1 model.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Black Orc	4	4	3	4	4	1	2	1	8	5	7	7	7
5 Hero	4	5	4	5	4	1	3	2	8	5	7	7	42
10 Hero	4	6	4	5	5	2	3	3	9+1	5	7	7	77
15 Hero	4	6	4	5	5	3	4	3	10+2	5	8+1	8+1	112
20 Hero	4	7	4	5	5	4	5	4	10+3	5	8+1	8+1	147
25 Hero	4	7	5	5	5	4	5	4	10+3	7+2	9+2	9+2	217
5 Wizard	4	5	4	5	4	1	2	1	8	6+1	8+1	8+1	72
10 Wizard	4	5	4	5	4	2	3	1	9+1	7+2	8+1	9+2	107
15 Wizard	4	6	4	5	5	3	3	1	10+2	7+2	9+2	9+2	187
20 Wizard	4	6	5	5	5	4	4	1	10+2	8+3	9+2	10+3	282
25 Wizard	4	7	5	5	5	4	5	1	10+3	8+3	10+3	10+3	427

Base size: Infantry 25mmx25mm; Boar/Giant Wolf riders 25mmx50mm



Points: the costs given for characters are for a basic, unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
SNOTLING	4	2	2	1	1	3	3	3	4	4	4	4	25

Base size: Infantry 40mmx40mm for up to 9 figures

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
TROLL	6	3	1	5	4	3	1	3	4	4	6	6	65

Base size: 40mmx40mm

Alignment: Orc and Goblin armies are Evil.

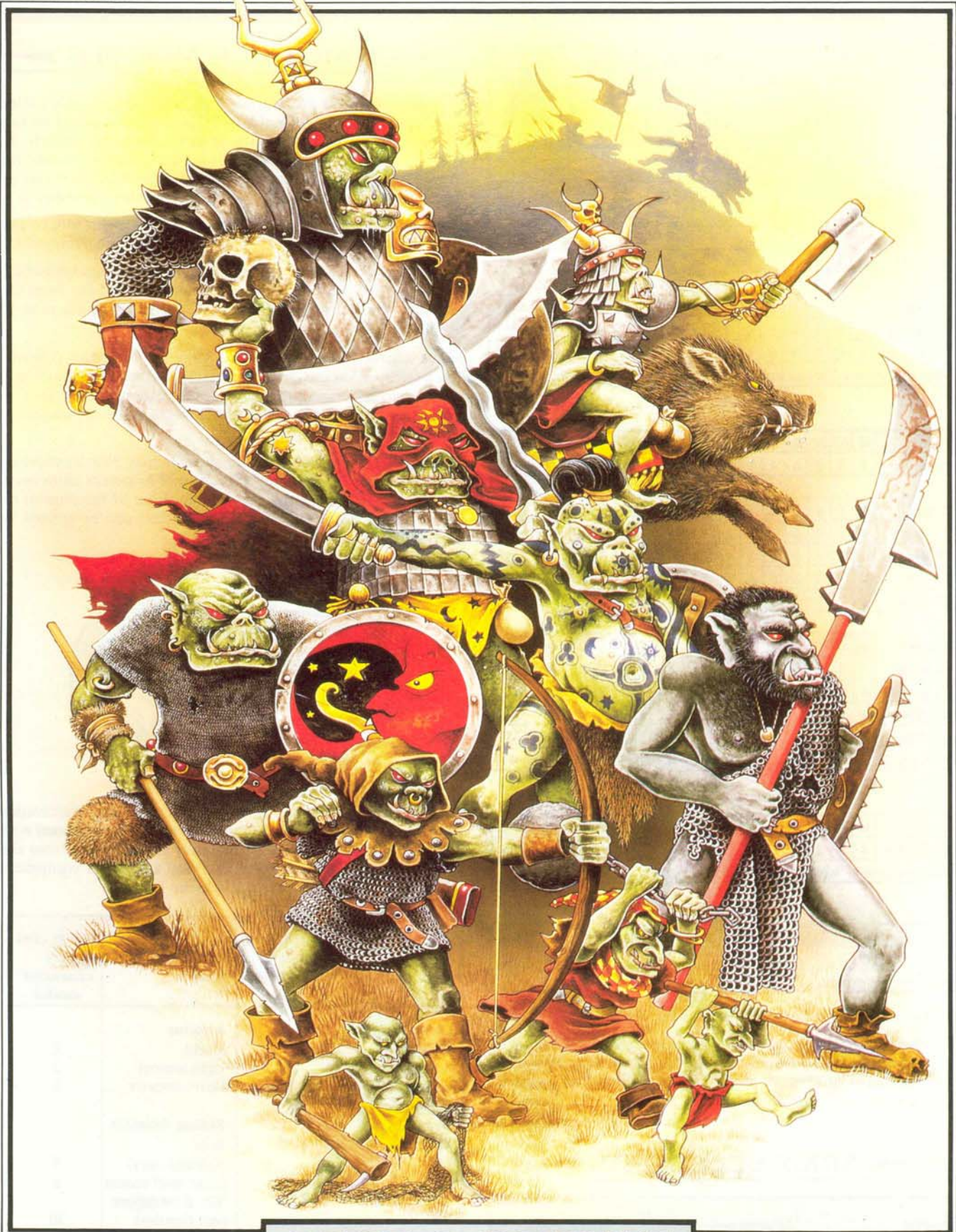
Psychology: Units of Orcs and Goblins are subject to *animosity* against other goblinoid units. Goblins *bate* Dwarfs and Gnomes and *fear* units of Elves of more than half their own numeric strength. Savage Orcs are subject to *frenzy*.

◀ ARMY SELECTION ▶

Force	Minimum	Maximum
Rank & File models	½ Army's total PV	Whole Army less 1 Hero
Character models	1 Hero	½ Army's total PV
Heroes	1 model	½ Army's total PV
Wizards	0	5 models
Allies	0	½ Army's total PV
Mercenaries	0	½ Army's total PV
Monstrous Host	0	¼ Army's total PV

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Armour	
Additional hand weapon	1	Shield	1
Double-handed weapon	2	Light armour	2
Lance	2	Heavy armour	3
Net	1	Riding Animals	
Spear	1	Boar	
		(Goblins only)	6
		Giant wolf mount	8
		War Boar mount (not Goblins)	16
Missile Weapons		War Beasts	
Bow	2	Giant Spider (Goblins only)	45
Crossbow (not Goblins)	3	Wyvern (not Goblins)	180
Javelin	1		
Short bow	1		
Throwing axes or spears	1		
Throwing knives or darts	1		





ORCS & GOBLINS

A selection of Orc and Goblin warriors.

Top Row (Left to Right) - Mighty Orc warlord; Elite Orc 'Snorta' (Warboar rider).

Centre Row (Left to Right) - Orc 'Bigun' elite foot warrior; Orc Shaman casting spell by means of a ritual skull talisman; Savage Orc warrior adorned with tribal war paint.

Bottom Row (Left to Right) - Orc 'Arrer-Boy'; Goblin ball-and-chain fanatic advances preceded by vicious Snotlings; Fearsome Black Orc warrior.

The facing page shows a selection of Orc and Goblin standards and shields. Most are adorned with tribal totems, ritual symbols and the personal emblems of warlords. Sun and moon images are widely used by Orcs and Goblins, who represent them with wicked grimacing faces, (being bright and shiny they are regarded by goblinoids as evil, and therefore feared and worshipped). Other favoured images are rotting or squinting eyes, fanged Orc skulls and weapons dripping with blood.

Heroes

The army may contain a maximum of 20 hero models. The maximum number of heroes available at each level is given on the table below.

Maximum availability	Points per model				
	Orc	Half Orc	Goblin	Black Orc	Savage Orc
6 level 5 heroes	33	30	15	42	33
5 level 10 heroes	61	55	28	77	61
4 level 15 heroes	88	80	40	112	88
3 level 20 heroes	116	105	53	147	116
2 level 25 heroes	143	150	65	217	143

Revered Heroes

The four goblinoid races all use titles to distinguish their mightiest warriors. These, unlike other races, tend to vary from tribe to tribe. Here are selection of suitable titles.

Spiker, Slasher, Spitter, Biter, Nobbler, Splitter, Crumpa, Gnasher, Hacker, Boss, Gaffer, Gutter, Stompa, Murderer, Ripper, Smasha, Killer, Cruncher.

Champions

Level 5, 10 and 15 heroes must be assigned to specified units as leaders unless designated as the Army Standard Bearer. These 'hero-leaders' are referred to as **champions**. Champions are part of the unit they are assigned to and cannot leave it (see **WFB**, p93). *Champions* are normally of the same race as their unit, but Black Orcs may lead any goblinoid unit, Orcs may lead any goblinoid unit other than Black Orcs, and Half-Orcs may lead any goblinoid unit other than Black Orcs and Orcs.

Level 20 or 25 heroes may be assigned to specified units as *champions* if the player wishes. Alternatively, they may be left as independent characters, free to associate with any unit in the normal way (see **WFB**, p90).



Wizards

The army may contain a maximum of 5 Shamans or wizards. Shamans of any level may be assigned to specified units as *champions*, or may be left as independent characters, free to associate with any unit in the normal way (see **WFB**, p90). The maximum number of Shaman wizards and their magic level is given below.

Maximum availability	Points per model				
	Orc	Half Orc	Goblin	Black Orc	Savage Orc
3 level 5 wizards	63	60	45	72	63
2 level 10 wizards	91	85	58	107	91
1 level 15 wizard	163	155	115	187	163
1 level 20 wizard	251	240	188	282	251
1 level 25 wizard	353	340	275	427	353

Revered Shamans

As with heroes, goblinoids use level titles to describe their Shamans. Goblinoid tribal shamans' titles vary from tribe to tribe. Some suitable titles for tribal shamans are:

Bone-caster, Chanter, Wailer, Screacher, Screamer, Spook-talker, Dung-fumbler, Gizzarder.

Generating Spells

The number of spells available to each level of wizard is as follows:

Character Level	Magic Level	Number of spells of level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the appropriate level of the Battle Magic chart except as noted below.

Goblin wizards may generate up to one Elemental, one Necromantic, one Illusionist and up to two Daemonic spells from each of the levels available to them instead of Battle Magic spells of the same level.

Orc, Half Orc and Savage Orc wizards may generate one Elemental, Necromantic, Illusionist or Daemonic spell from each of the levels available to them instead of a Battle Magic spell of the same level.

Magic Items for Characters

Characters may carry magical items paying the points indicated on the *Magic Items Chart* (p13). These are paid for from the character model points allowance and selected from the following list.

Any character model may carry one magic weapon with up to one magic attribute for every 5 'levels' of the character (ie, a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

One character model may be equipped with magic armour. The army standard may have one magical ability.

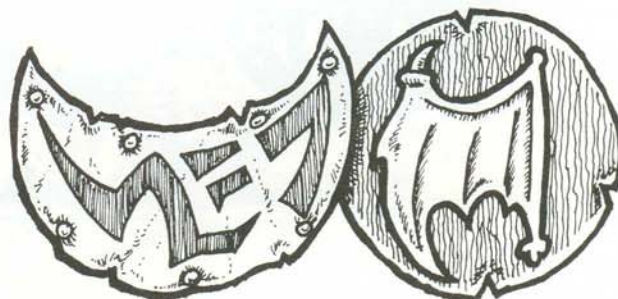
◀ RANK & FILE ▶

A minimum of half of the army's total points value must be spent on Rank & File troops. All units are assumed to have a *leader* with the same profile as the rest of the unit.

Any unit may be given a unit standard bearer and/or a musician. Standard bearers and musicians are equipped in exactly the same way as the rest of the unit and cost double the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount indicated. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magic instrument with a single ability. All magical instruments cost an extra 25 pts as indicated below. The specific ability must be chosen and noted down before the battle (see p16)



0-10 SNORTAS

ORC RIDER	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	-	4	3	3	4	1	2	1	7	5	7	7
WAR BOAR	7	4	0	3	4	-	3	1	-	-	-	-



MODELS PER UNIT:	10
POINTS PER MODEL:	27
WEAPONS:	HAND WEAPONS
ARMOUR:	LIGHT ARMOUR & SHIELD
OPTIONS	
ANY UNIT MAY HAVE:	
SPEARS	2
ONE UNIT MAY HAVE:	
A MAGIC STANDARD	25

Naturally, some really hard and bad Orcs choose to ride into battle on war-boars, such élites are known as 'Snortas'.

0-30 BIGUNS

ORCS	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	4	4	3	3	4	1	2	1	7	5	7	7



MODELS PER UNIT:	10-20
POINTS PER MODEL:	9½
WEAPONS:	HAND WEAPON
ARMOUR:	LIGHT ARMOUR & SHIELD
OPTIONS	
ANY UNIT MAY HAVE:	
ADDITIONAL HAND WEAPON	1
DOUBLE-HANDED WEAPON	2
SPEARS	1
ONE UNIT MAY HAVE:	
A MAGIC STANDARD	25
ONE UNIT MAY HAVE:	
A MAGIC STANDARD	25

Foremost among Orc warrior society are the 'Big Uns'. These big, tough, fierce Orcs always grab the best wargear when looting the battlefield.

0-30 GRUNTAS

ORC RIDER	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC RIDER	-	3	3	3	4	1	2	1	7	5	7	7
WARBOAR	7	4	0	3	4	-	3	1	-	-	-	-



MODELS PER UNIT:	10-20
POINTS PER MODEL:	19
WEAPONS:	HAND WEAPON
ARMOUR:	NONE
OPTIONS	
ANY UNIT MAY HAVE:	
SPEARS	2
BOWS	2
SHIELDS	2
LIGHT ARMOUR	4

These are Orc warriors who ride war-boars. The stubborn, vicious nature of these beasts and their wicked tusks are much admired by Orcs.

20-100 BOYZ

ORC	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC	4	3	3	3	4	1	2	1	7	5	7	7



MODELS PER UNIT:	10-30
POINTS PER MODEL:	8½
WEAPONS:	HAND WEAPON
ARMOUR:	LIGHT ARMOUR & SHIELD
OPTIONS	
ANY UNIT MAY HAVE:	
HALBERDS	2
SPEARS	1
ADDITIONAL HAND WEAPON	1
ONE UNIT MAY HAVE:	
DOUBLE-HANDED WEAPON	2
A MAGIC STANDARD	25

The bulk of the Orc warriors are known in goblinoid society as 'da Boyz'.

0-6 ORC BATTLE CHARIOTS

LIGHT CHARIOT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC CREW (2)	4	3	3	3	4	1	2	1	7	5	7	7
GIANT WOLF (2)	9	4	0	3	3	1	3	1	3	4	4	4



MODELS PER UNIT:	1-6 CHARIOTS	POINTS PER MODEL:	62
WEAPONS:	HAND WEAPON	ARMOUR:	LIGHT ARMOUR
OPTIONS		ONE CHARIOT UNIT MAY HAVE:	
ANY CREW MEMBER MAY HAVE:		A MAGIC STANDARD	100
SHIELD	4	ANY CHARIOT MAY HAVE:	
SHORT BOW	2	SCYTHED WHEELS	20

Going into battle in a chariot does much for the prestige of an Orc warrior. If the chariot warrior has a shield, both crew count as shielded and the points value has been calculated accordingly. Note also that chariot crews are considered to be armed with hand weapons irrespective of weapons carried by the model.

20-60 ARRER BOYZ

ORC	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC	4	3	3	3	4	1	2	1	7	5	7	7



MODELS PER UNIT:	10-30
POINTS PER MODEL:	7½
WEAPONS:	BOW & HAND WEAPON
ARMOUR:	NONE
OPTIONS	
ANY UNIT MAY HAVE:	
SHIELDS	1
LIGHT ARMOUR	2
ONE UNIT MAY SUBSTITUTE:	
BOWS FOR CROSSBOWS	2

The 'Arrer Boyz' are Orc warriors who favour the bow, or occasionally the crossbow, so they can slay the enemy from a safe distance.

0-50 GOBBO WULFBOYZ

	M	WS	BS	S	T	W	I	A	Ld	Int	Cf	WP
GOBLIN WOLF RIDER	-	2	3	3	3	1	2	1	5	5	5	5
WOLF	9	4	0	3	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-20

POINTS PER MODEL: 9

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 SHORT BOWS 1
 SHIELDS 1
 LIGHT ARMOUR 2
 SPEARS 1

These are Goblin warriors who ride wolves specially tamed, bred and half-starved to turn them into ferocious drooling battle-mounts.

20-200 STICKAS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cf	WP
GOBLINS	4	2	3	3	3	1	2	1	5	5	5	5



MODELS PER UNIT: 20-50

POINTS PER MODEL: 3½

WEAPONS: SHORT BOW & HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 SHIELDS ½
 LIGHT ARMOUR 1

These are Goblin archers who prove quite dangerous when deployed in large numbers.

0-6 GOBLIN BATTLE CHARIOTS

LIGHT CHARIOT	M	WS	BS	S	T	W	I	A	Ld	Int	Cf	WP
GOBLIN CREW (2)	4	2	3	3	3	1	2	1	5	5	5	5
GIANT WOLF (2)	9	4	0	3	3	1	3	1	3	4	4	4

MODELS PER UNIT: 1-6 CHARIOTS

POINTS (Inc. crew): 46



WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY CHARIOT MAY HAVE:
 SCYTHED WHEELS 20

ANY CREW MEMBER MAY HAVE:
 BOWS 2
 SHIELDS 2

If the chariot warrior has a shield, both crew count as shielded and the points value has been calculated accordingly. Note also that chariot crews are considered to be armed with hand weapons irrespective of weapons carried by the model.

20-200 GOBBOS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cf	WP
GOBLINS	4	2	3	3	3	1	2	1	5	5	5	5



MODELS PER UNIT: 20-100

POINTS PER MODEL: 3

WEAPONS: HAND WEAPON & JAVELIN

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 SPEARS ½
 SHIELDS ½
 LIGHT ARMOUR 1

ONE UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS 1
 HALBERDS 1

These form the bulk of the Goblin warriors. Goblins form a deprived and abused underclass in goblinoid society and are deployed with callous ruthlessness by Orc war-leaders.



Goblin archers advance in the company of their leader, standard bearer and musician.

0-3 GOBLIN FANATICS PER GOBLIN INFANTRY UNIT

FOR SPECIAL RULES ON GOBLIN FANATICS SEE WFB, p98



MODELS PER UNIT: 0-3

POINTS PER MODEL: 30

WEAPONS: BALL & CHAIN

ARMOUR: NONE

These drug-crazed followers of an insane Goblin cult wield a huge ball-and-chain. The number of Goblin fanatics allowed depends on the total number of Goblin infantry units in the army. The fanatics are 'bidden' in Goblin units. Up to three fanatics may be bidden in each Gobbo or Sticka unit, see WFB, p98.

0-30 SAVAGE BOYZ

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SAVAGE ORC	4	3	3	3	4	1	2	1	7	5	7	7



MODELS PER UNIT: 10-30
POINTS PER MODEL: 5½
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1
 ONE UNIT MAY HAVE:
 ADDITIONAL HAND WEAPON... 1
 DOUBLE-HANDED WEAPON... 2
 A MAGIC STANDARD..... 25

Primitive Orc tribes dwelling in remote forest or mountainous regions are known as 'Savage Orcs'. They use crude weaponry and wear simple hide clothing, if any at all. Savage Orcs are subject to frenzy.

0-20 SCABBIES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HALF-ORCS	4	3	3	3	3	1	3	1	7	6	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 5
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1
 LIGHT ARMOUR..... 2
 ONE UNIT MAY HAVE:
 ADDITIONAL HAND WEAPON... 1
 DOUBLE-HANDED WEAPON... 2
 SPEARS 1
 BOWS 2

Known as 'Scabbies', Half-orcs are despised even by other goblinoids as being 'not-proper' Goblins or Orcs. Half-orcs are cross-breeds between Goblins and other races, usually combining the worst qualities of both.

0-20 SAVAGE ARRERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SAVAGE ORC	4	3	3	3	4	1	2	1	7	5	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 7½
WEAPONS: BOW & HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1
 ONE UNIT MAY HAVE:
 ADDITIONAL HAND WEAPON... 1

These are Savage Orc archers, who use flint-tipped arrows. Like all Savage Orcs, they are subject to frenzy.

0-40 SNOTLINGS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SNOTLING BASE	4	2	2	1	1	3	3	3	4	4	4	4



MODELS PER UNIT: 5-20 bases
POINTS PER MODEL: 25
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 SPORE WEAPONS..... 5

Snotlings are even more wretched and degenerate than Goblins. They hang around Goblin settlements pilfering scraps of food and occasionally being eaten themselves. They are nasty and spiteful.

0-40 BLACK ORCS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BLACK ORCS	4	4	3	4	4	1	2	1	8	5	7	7

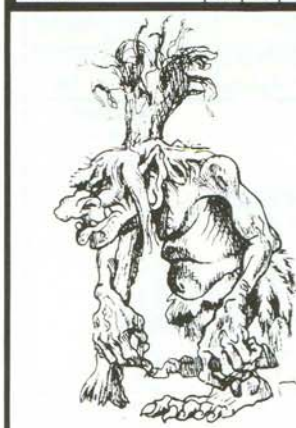


MODELS PER UNIT: 5-10
POINTS PER MODEL: 9
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
OPTIONS
 ANY UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS... 1
 SHIELDS 1
 ADDITIONAL HAND WEAPONS... 1
 ONE UNIT MAY HAVE:
 HALBERDS 2
 A MAGIC STANDARD..... 50

Black Orcs come from the very heart of the Darklands and are the largest and most aggressive goblinoids yet known.

0-20 TROLLS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TROLL	6	3	1	5	4	3	1	3	4	4	6	6



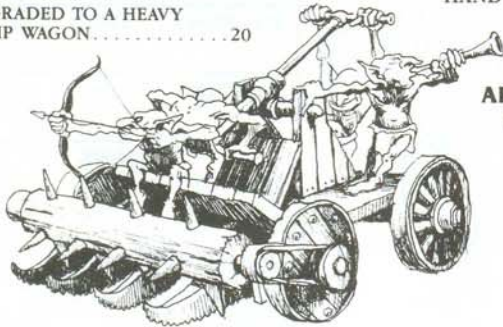
MODELS PER UNIT: 1-10
POINTS PER MODEL: 65
WEAPONS: HAND WEAPON
ARMOUR: NONE

Bands of Trolls often 'latch on' to goblinoid tribes, attracted by the rotten carcasses, bones and refuse on which they feast. Orcs may even try to encourage them by tossing them the odd Snotling.

0-3 SNOTLING PUMP WAGONS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SNOTLING CREW (6)	4	2	2	1	1	3	3	3	4	4	4	4

OPTIONS
ANY WAGON MAY BE:
UPGRADED TO A HEAVY
PUMP WAGON..... 20



WEAPONS:
HAND WEAPON

ARMOUR:
NONE

MODELS PER UNIT: 1 WAGON POINTS (Inc. crew): 40

Some War Machines are acquired by goblinoids by theft from other more ingenious races and later copied (after a fashion). It is believed that Pump Wagons were originally acquired in this way.

0-8 SPEAR CHUKKAS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC CREW (3)	4	3	3	3	4	1	2	1	7	5	7	7
GOBLIN CREW (3)	4	2	3	3	3	1	2	1	5	5	5	5

	RANGE	STRENGTH	SAVE MOD.	WOUNDS PER HIT
BOLT THROWER	48"	5	-2	1D4

MODELS PER UNIT: 1-4

ARMOUR:
NONE



WEAPONS:
HAND WEAPON

POINTS (Inc. crew): 46½ (ORCS); 37½ (GOBLINS)

Although goblinoids are not noted for ingenuity, it appears now and again where war and destruction are concerned. Hence these devices for skewering the enemy from a long way away.

0-2 LEAD BELCHER ORGAN GUNS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GOBLIN CREW (3)	4	2	3	3	3	1	2	1	5	5	5	5

	RANGE	STRENGTH UP TO 12"	SAVE MOD.	WOUNDS PER HIT
LEAD BELCHER	36"	5	-3	1D3

* -1 FOR EACH 12" OF RANGE BEYOND FIRST 12"

MODELS PER UNIT: 1-2 ORGAN GUNS
POINTS PER MODEL: 102½



WEAPONS:
HAND WEAPON

OPTIONS
CREW MODELS MAY HAVE LIGHT ARMOUR.....1

ARMOUR:
NONE

Goblins like weapons which not only slay large numbers of enemy but do so spectacularly. They particularly enjoy the loud bang, flash and clouds of smoke issuing forth from these organ guns.

Lead Belcher is a Machinery of Destruction. Note that Lead Belcher has 4 barrels - see WFB, p112.

0-2 SKULL CRUSHER STONE THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC CREW (4)	4	3	3	3	4	1	2	1	7	5	7	7

	RANGE MIN	RANGE MAX	TEMPLATE	STR	SAVE MOD.	WNDS PER HIT
SKULL CRUSHER	14"	64"	1"	6	-3	D4+1

MODELS PER UNIT: 1-2

POINTS (Inc. crew): 62



WEAPONS:
HAND WEAPON

ARMOUR:
NONE

Known elsewhere as a 'trebuchet'. Orcs have difficulty pronouncing foreign words, referring to such machines according to what they do to the enemy for which 'Skullcrusher' is an apt description.

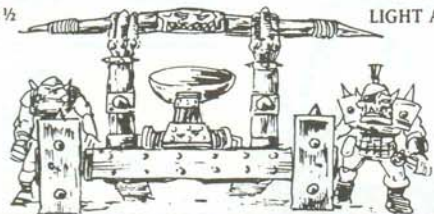
Skull Crusher is a Machinery of Destruction.

0-8 ORC STONE THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC CREW (3)	4	3	3	3	4	1	2	1	7	6	7	7

	RANGE MIN	RANGE MAX	TEMPLATE	STR	SAVE MOD.	WNDS PER HIT
STONE THROWER	12"	48"	1" Radius	5	-2	D4

MODELS PER UNIT: 1-4
POINTS (Inc crew): 42½



WEAPONS:
HAND WEAPON
ARMOUR:
LIGHT ARMOUR

This is a light stone thrower constructed with similar cunning to the renowned Orc spear chukka. Batteries of such stone throwers augment the array of war engines which are the pride of many an Orc or Goblin warlord.

0-2 MAN-MANGLER STONE THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC CREW (6)	4	3	3	3	4	1	2	1	7	5	7	7

	RANGE MIN	RANGE MAX	TEMPLATE	STR	SAVE MOD.	WNDS PER HIT
MAN-MANGLER	18"	96"	1½"	8	-5	2D4+1

MODELS PER UNIT: 1-2

POINTS (Inc. crew): 93
ARMOUR: NONE

WEAPONS:
HAND WEAPON



Among Orcs, catapults of this type are known as 'manglers'. Orcs were very impressed by such weapons used against them and soon learned how to make their own.

Man-Mangler is a Machinery of Destruction.

◀ SKIRMISHERS ▶

The following units may operate as **skirmishers** if the player wishes. Skirmishing units must be noted down before the battle. The maximum size for a skirmishing unit is 15 for foot troops and 10 for mounted troops. See **WFB**, p100 for rules on skirmishers.

Unit type	Maximum number of skirmishing units
Arrer Boyz	2
Gobbos	2
Stickas	2
Gobbo Wulfboyz	1 (if armed with bows)

◀ BAGGAGE (see **WFB**, p102) ▶

The rag-tag followers that trail after an Orc & Goblin army are vile, destitute and quarrelsome beyond even the disgustingly low standards set by Orc warriors. Heavy and multiple-dugged Orc womenfolk make up the majority of the baggage train. Their mewling off-spring, the aged, whelps and assorted hangers-on make up the rest. Those too infirm, old or stupid to be drafted into the army can make a good living by 'workin' the baggage'. Drivers, cooks, leather workers, smiths, bunko-artists, and all manner of worthless scum can profit by hanging round the army. Taking advantage of the confusion, they loot, pillage, burn and steal along with the rest of the army as well as sharing in the fun (torturing captives) and spoils (eating captives).

An Orc baggage train is represented by a single squalid wagon and 5 followers for every 1000 points worth of rank and file troops in the army. Baggage followers always include at least 1 Orc and 1 Goblin model, plus any other models of a goblinoid race represented in the army. Baggage followers are unarmoured and use improvised weapons.



◀ ALLIES ▶

The player may spend up to a third of the army's total points on allies. The allies must be assembled using the rules given on pp126-149. The player may choose allies from the following lists:

- Chaos Allies
- Skaven
- Fimir

◀ MERCENARIES ▶

The player may spend up to one third of the armies total points on mercenaries. Mercenaries must be assembled using the *Mercenaries Section* detailed on pp150-162. The player may choose mercenaries from the following lists:

- Giants
- Ogres
- Half Orcs
- Orcs
- Hobgoblins

◀ HOSTS (see **WFB**, p240) ▶

Goblinoid shamans may bind a monstrous host. The player may spend up to one quarter of the army's total points on *hosts*. A list of permissible creatures, and their numbers is given below. The host must be assembled subject to the rules provided in the **Warhammer Bestiary**.

The monstrous host may contain:	Points cost per model
0-40 Boars	6
0-30 Giant Bats	2
0-8 Giant Spiders	45
0-40 Giant Wolves	8
0-1 Swarms	250



Kevin 'Goblin Master' Adams with his Orc and Goblin army.



1. Magic Army Standard (*Hellfire Banner*) carried by an Orc Hero.



2. Goblin Shaman (Spooktalker).



3. Goblin Shaman (Screacher).



4. Goblin Hero, Spiker Bloodretch, Champion of Wulfboyz.



5. A unit of Gobbos (Goblin warriors). This is the merciless 'Festering Blade' bunch, who spare no-one.



6. A unit of Orc Boyz with their magic *Dread Banner*, from which derives their name; the 'Gaping Maw Gang'.



7. Orc warlord, Gnasher Goreslobber; commander of the horde.



8. Orc Hero, Spiker Buboe, riding Warboar.



9. A unit of Orc Arrer Boyz with unit standard which depicts a skull totem (clearly warriors of a head-hunting tribe).



10. A unit of Horned Skull Gobbos proudly brandishing their tribal totem which functions as a fearsome unit standard.



11. Goblin ball and chain wielding fanatics, to be hidden in Goblin infantry units.



12. A unit of Goblin Stickkas (archers) with unit standard, armed with short bows and shields, led by a Goblin Hero.



13. A terrible triumvirate of thick-skinned Trolls - seen here gesticulating menacingly, they lack the intelligence to do anything without a leader.



14. A unit of Gobbos bristling with spears and javelins, creeping gleefully forward to spike the enemy.



15. The notorious 'Rabid Maw' Gobbo Wulfboyz - savage, drooling, highly mobile troops, ideal for ravaging enemy flanks.

EQUIPMENT AND POINTS VALUES

1. Magic Army Standard (*Hellfire Banner*); Lvl 5 Orc Hero, hand weapon, light armour & shield - 136 pts.
2. Lvl 20 Goblin Shaman - 188 pts. Spells: *Aura of Resistance, Cause Animosity, Part Water, Fire Ball, Ignite Missiles, Windblast, Aura of Protection, Mystic Mist, Mental Duel, Create Magical Bog, Dispel Aura, Cause Stupidity.*
3. Lvl 15 Goblin Shaman - 115 pts. Spells: *Flight, Part Water, Steal Mind, Cure Light Injury, Aura of Resistance, Hammerhand, Lightning Bolt, Steadfast, Stampede.*
4. Lvl 10 Goblin Hero (Champion of 1 unit of Gobbo Wulfboyz), Giant Wolf, hand weapon & light armour - 38 pts.
5. 40 Gobbos, javelins, shields & light armour - 180 pts.
6. 30 Orc Boyz, Lvl 20 Orc Hero, magical *Dread Banner*, halberd, shields & light armour - 521 pts.
7. Lvl 25 Orc General, light armour & double-handed weapon - 147 pts.
8. Lvl 10 Orc Hero (Champion of 1 unit of Gobbo Wulfboyz), Warboar, crossbow & light armour - 84 pts.
9. 30 Orc Arrer Boyz, Lvl 20 Orc Hero, unit standard, bows, shields & light armour - 436 pts.
10. 30 Gobbos, unit standard, javelins, spears, shields & light armour - 155 pts.
11. 3 detachments of 3 Goblin fanatics (3 hidden in each Gobbo unit) - 270 pts.
12. 40 Goblin Stickkas, Lvl 10 Goblin Hero, unit standard, short bows & shields - 210 pts.
13. 1 unit of 3 Trolls - 195 pts.
14. 30 Gobbos, unit standard, javelins, spears, shields & light armour - 155 pts.
15. 2 units of 6 Gobbo Wulfboyz on Giant Wolves, spears, short bows, shields & light armour - 168 pts.

Total Points Value of the Army: 2998 pts.

DWARFS

The proud race of Dwarfs once ruled a vast Empire spanning the whole of the mighty Worlds Edge Mountains. Today the Dwarfs are a vastly diminished people, living in isolated mountain holds and amongst the cities of men. Those who cling to their ancient homelands are known as the Imperial Dwarfs, deeply secretive and chauvinistic enclaves who still make-up the most powerful and feared of all Dwarf warriors.

The decline of the Dwarven race may be traced back many years, to their wars against the Elves, and before that to the time when Orc and Goblin tribes first invaded from the Dark Lands. The stubbornness of the Dwarfs is legendary, and a Dwarf army is a powerful and well ordered entity, capable of withstanding all but the best organised and armed troops. The history of the Old World is full of stories in which vastly outnumbered Dwarfs shrug off attacks by besieging goblinoid armies. In The Empire, men still maintain a stubborn person "clings like a Dwarf", although some say this refers to the infamous Dwarven love of gold rather than their persistence!

Of all the races of the world, it is the Dwarfs who show the greatest aptitude for the still young science of technology. The famous Dwarven Engineers Guild operates under a cloak of obsessive secrecy, producing the finest engines of war and machineries of destruction in the world. A Dwarf army may be accompanied by more war engines, of more varying kinds, than any other.

Dwarfs also have a love of regalia, and almost all Dwarven units sport a uniform of some kind. Shields, standards and surcoats bear all sorts of clan motifs: the coat of arms of their hold, or such popular symbols as anvils, hammers and other weaponry, often depicted as crushing the opposition. The Imperial Dwarfs employ an especially decorative form of uniform and banner design, in many cases deriving from traditions which hark back many thousands of years. Some of the great 'clan banners' are magical and were made with the magical aid of the Elves years before the Dwarf/Elf wars.

DWARF ARMY

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Dwarf	3	4	3	3	4	1	2	1	9	7	9	9	8
5 Hero	3	5	4	4	4	1	3	2	9	7	9	9	48
10 Hero	3	6	4	4	5	2	3	3	10+1	7	9	9	88
15 Hero	3	6	4	4	5	3	4	3	10+2	7	10+1	10+1	128
20 Hero	3	7	4	4	5	4	5	4	10+3	7	10+1	10+1	168
25 Hero	3	7	5	4	5	4	5	4	10+3	9+2	10+2	10+2	208
5 Wizard	3	5	3	4	4	1	2	1	9	8+1	10+1	10+1	78
10 Wizard	3	5	3	4	4	2	3	1	10+1	9+2	10+1	10+2	118
15 Wizard	3	6	3	4	5	3	3	1	10+2	9+2	10+2	10+2	203
20 Wizard	3	6	4	4	5	4	4	1	10+2	10+3	10+2	10+3	303
25 Wizard	3	7	5	4	5	4	5	1	10+3	10+3	10+3	10+3	418

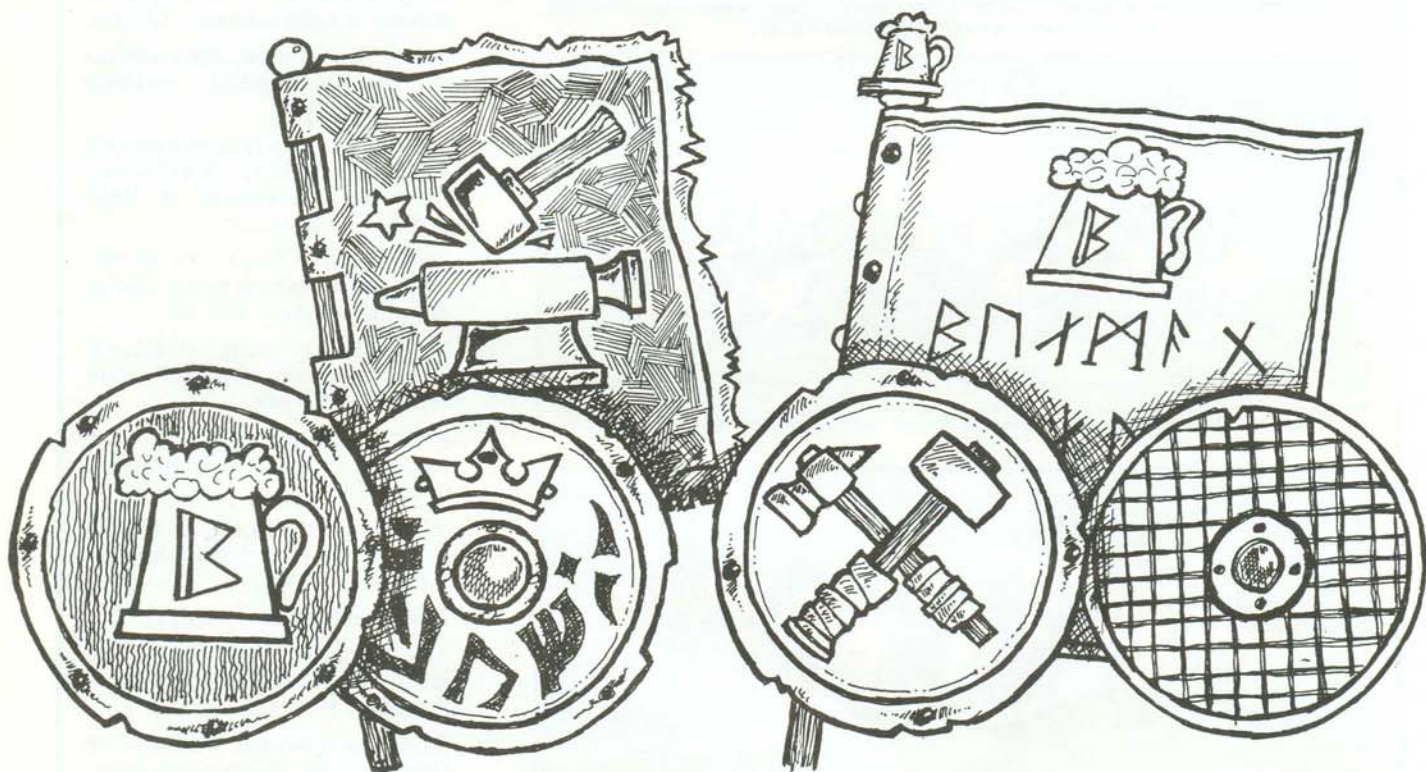
Base Size: 20mm x 20mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Gnome	4	4	3	3	2	1	3	1	8	7	7	8	5
5 Hero	4	5	4	4	2	1	4	2	8	7	7	8	30
10 Hero	4	6	4	4	3	2	4	3	9+1	7	7	8	55
15 Hero	4	6	4	4	3	3	5	3	10+2	7	8+1	9+1	80
20 Hero	4	7	4	4	3	4	6	4	10+3	7	8+1	9+1	105
25 Hero	4	7	5	4	3	4	6	4	10+3	9+2	9+2	10+2	150

Base Size: 20mm x 20mm

Alignment: Dwarf armies are Neutral.

Psychology: Dwarfs *bate* goblinoids, including Orcs, Goblins, Hobgoblins and Snotlings. Dwarfs also suffer *animosity* against friendly units of Elves. Some specific Dwarf troops are subject to *frenzy* and other special psychology as indicated in the list.



◀ ARMY SELECTION ▶

Force	Minimum	Maximum
Rank & File models	½ Army's total PV	Whole army less 1 Hero
Character models	1 Hero	½ Army's total PV
Heroes	1 model	½ Army's total PV
Wizards	0	2 models
Allies	0	¼ Army's total PV
Mercenaries	0	¼ Army's total PV
Ethereal host or Monstrous host	0	¼ Army's total PV

A Dwarf army may include a baggage train at no extra cost



◀ CHARACTER MODELS ▶

Character models are heroes and wizards. The player may spend up to half of the army's total points value on character models. A Dwarf army may have up to 35 character models in total and must have at least one Dwarf character (ie, the General).

General: The army must be led by a General who will be the character model with highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model. Army standards cost 50 points.

Points: The points costs given for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Armour	
Additional hand weapon	1	Shield	1
Double-handed weapon	2	Light armour	2
Flail	1	Heavy armour	3
Halberd	2	Mithril heavy armour	28
Pike	1		
Spear	1		
Missile Weapons			
Arquebus	3		
Blunderbuss	2		
Bow	2		
Crossbow	3		
Grenades	2		
Pistol	2		
Short bow	1		
Sling	1		
Throwing axe	1		
Throwing spear	1		

Heroes

The army has a theoretical maximum of 33 heroes, but no more than half the army's total points value may be spent on them. The maximum number of heroes available at each level is given on the table below.

Maximum Availability	Points per model
Dwarfs	
6 Foe Smiters (level 5 heroes)	48
6 Anvil Cleavers (level 10 heroes)	88
4 War Forgers (level 15 heroes)	128
3 Battle Wrights (level 20 heroes)	168
2 Hold Masters (level 25 heroes)	208
Dwarven Slayers	
2 Troll-slayer Doomseekers (level 5 heroes)	48
1 Troll-slayer Fate Quester (level 10 hero)	88
1 Troll-slayer Grave Hunter (level 15 hero)	128
1 Giant-slayer Morgue Filler (level 20 hero)	168
1 Giant-slayer Death Weird (level 25 hero)	208
Gnomes	
2 Gnome Dwarriors (level 5 heroes)	30
1 Gnome Delver (level 10 hero)	55
1 Gnome Rodwielder (level 15 hero)	80
1 Gnome Heathmaster (level 20 hero)	105
1 Gnome Burrowmaster (level 25 hero)	130

Champions

Level 5 and 10 heroes must be assigned to specific units as leaders, unless designated as the army standard bearer. 'Hero-leaders' are referred to as *champions*. Champions are part of the unit they are assigned to and cannot leave it (see **WFB**, p93).

Level 15, 20 and 25 heroes may be assigned to specified units as *champions* if the player wishes. Alternatively, they may be left as independent characters, free to associate with any unit in the normal way (see **WFB**, p90).

Troll and Giant-slayer Characters

Dwarven Troll- and Giant-slayers are members of a morbid Dwarf death cult sworn to hunt down and destroy large, terrifying monsters or die in the attempt. They can be easily recognised by their spiky orange dyed hair and over-abundance of ornate jewellery. Troll-slayers are immune to *fear* caused by living creatures. Giant-slayers are immune to *fear* caused by living creatures and cannot be routed from combat (see **WFB**, p213).

Troll-slayer characters of level 5 or 10 must be assigned as *champions* of Troll Slayer units. Two or more Troll-slayer characters may be assigned to a single unit in this way, although only one is the actual leader. Troll-slayer characters of level 15 may either act as *champions* of Troll-slayer units, or may be left as independent characters, free to associate with any units. However, a Troll-slayer character may never take over the leadership of a unit of non-Troll-slayers.

Giant-slayer characters may act as *champions* of a Giant-slayer unit, or may be left as independent characters, free to associate with any unit. However, a Giant-slayer character may never take over the leadership of a unit of non-Giant-slayers.

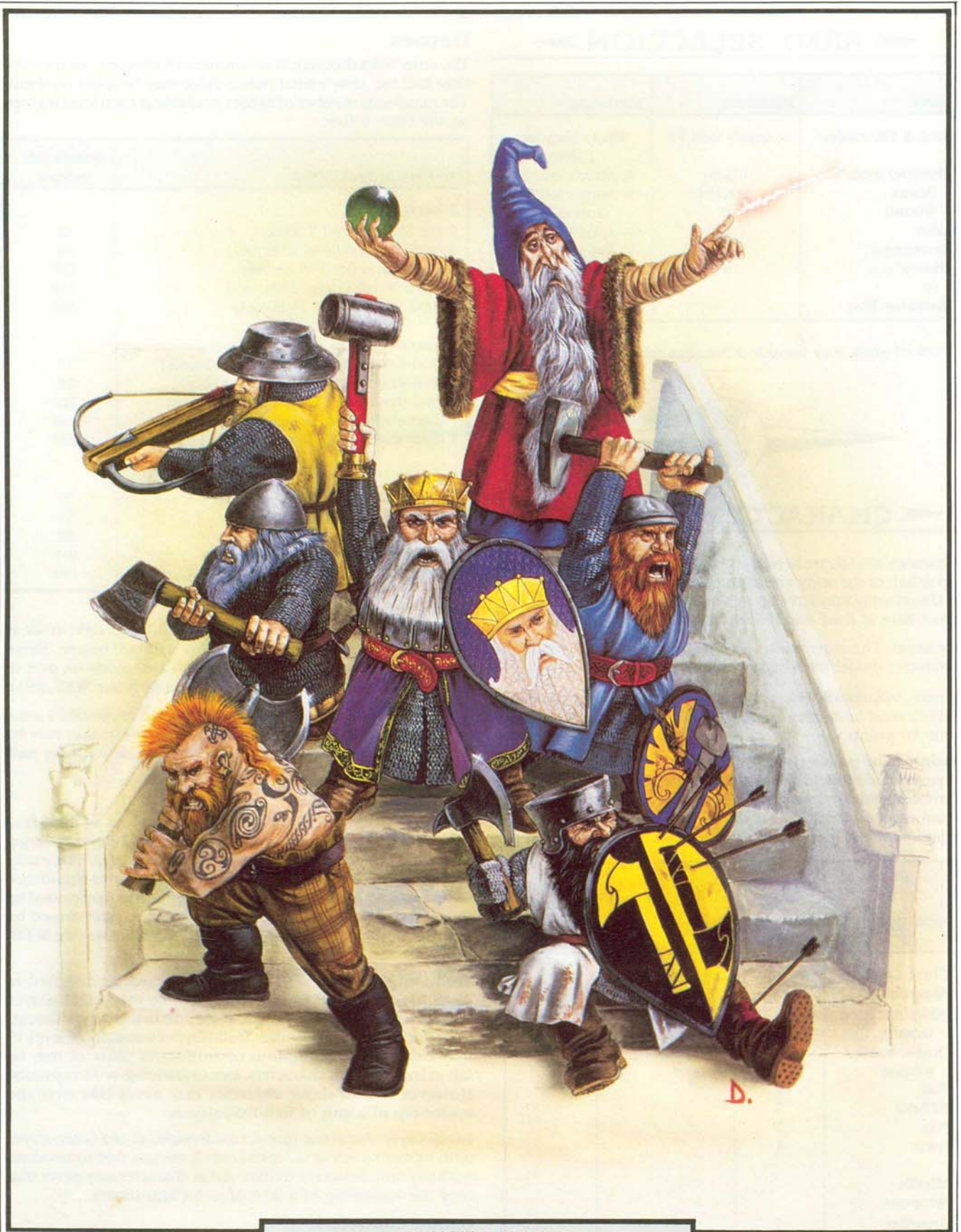
Gnome Characters

Gnome units may not have Dwarven champions, nor Dwarfs Gnome champions. Other Gnome characters may associate with units in the normal manner.

Bombardiers (see **WFB**, p96)

Up to four hero models may be designated as *bombardiers*, indicating their skill and experience with engines of war. Bombardiers cost an additional 20 points, and are always considered to be *champions* of individual artillery batteries, irrespective of their level.





DWARFS

A selection of Dwarf warriors.

Top Row (Left to Right) - Dwarf crossbowman taking aim: such troops are valuable defenders of Dwarf strongholds; a venerable Dwarf Spellsmith

Centre Row (Left to Right) - Dwarf Clansman wielding an axe; Dwarf warlord, ruler of a Dwarf hold; Dwarf 'Hammerer' elite warrior.

Bottom Row (Left to Right) - Troll-Slayer, garishly decorated and ready to face his fate; Dwarf veteran warrior or 'Longbeard' as they are reverently known.

The facing page shows a selection of Dwarf standards and shield designs. Many depict the emblems of Dwarf 'holds', clans and warlords. Weapons, armour, anvils and hammers are favourite Dwarf symbols. In the midst of the shields stands a formidable Dwarf standard bearer. The banner depicting a mountain peak is borne by a Dwarf regiment from Caraz-a-Carak. Some banners and shields bear mottoes and battle-honours in the Dwarf script.

Wizards

The army may contain a maximum of two wizards. Wizards can act as either *champions* or independent characters. The maximum number of wizards available at each level is given below.

Maximum availability	Points per model
2 Spell Smiths (level 5 wizards)	78
2 Forgers of Enchantry (level 10 wizards)	118
1 Lore Delver (level 15 wizard)	203
1 Thunder Master (level 20 wizards)	303
1 Forge Mage (level 25 wizard)	418

Generating Spells

The number of spells available to each level of wizard is as follows.

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the appropriate Battle Magic chart. A Dwarf wizard may also use other sorts of magic if the player chooses. Each Dwarf wizard may generate up to one Elemental, one Necromantic and one Daemonic spell per level, instead of a Battle Magic spell of the same level.

Magic Items for Characters

Characters can carry a limited number of magical items - paying the points indicated on the *Magic Items Chart* (p13). These are paid for from the character model points allowance and selected from the following list:

Any character model may carry one magic weapon with up to three magic attributes. A level 20 character may carry a weapon with up to four attributes and a level 25 character may carry a weapon with up to five attributes.

Wizards may have up to three scrolls each. Each scroll may contain up to three different level one or two spells.

Up to three character models may wear a single ring with a spell of level one, two or three.

Up to five character models may be equipped with magic armour other than Mithril - there is no restriction on Mithril.

The army standard may have up to three magical abilities.

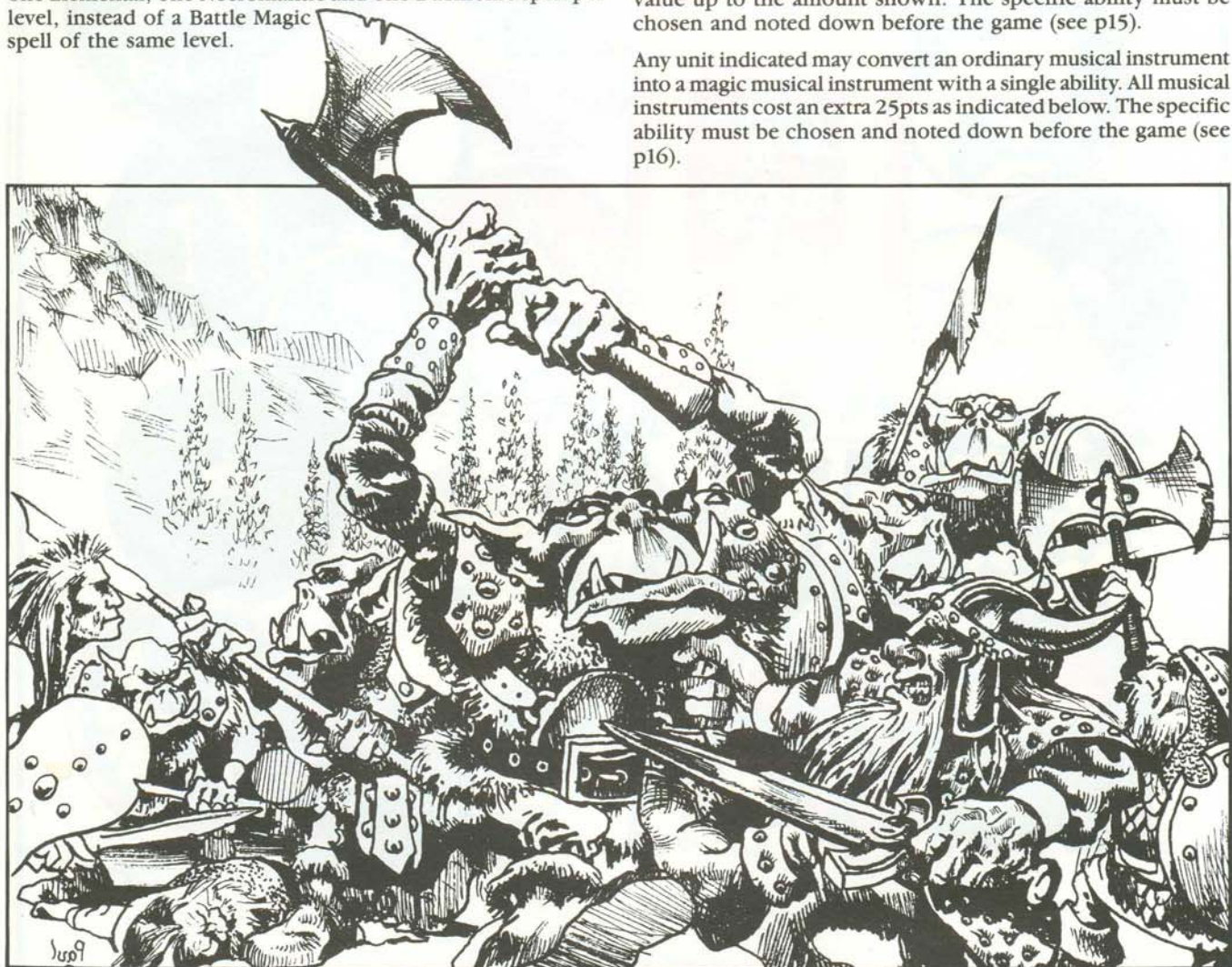
◀ RANK & FILE ▶

A minimum of half of the army's total points value must be spent on Rank & File troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit.

Any unit may be given a unit standard bearer and/or a musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost double the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magic musical instrument with a single ability. All musical instruments cost an extra 25pts as indicated below. The specific ability must be chosen and noted down before the game (see p16).



0-20 HAMMERERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+4 SHOCK ELITE	3	5	3	4	4	1	3	2	9	7	9	9



MODELS PER UNIT: 10-20
POINTS PER MODEL: 16
WEAPONS: HAND WEAPON & DOUBLE-HANDED WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
OPTIONS
 ONE UNIT MAY HAVE:
 A MAGIC STANDARD100
 A MAGICAL INSTRUMENT25

The most senior fighting Dwarfs of all are called Hammerers. They form into small units of shock troops, ready to perform the toughest and most demanding feats or die in the attempt.

0-40 DWARF CLANSMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	3	5	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 20-40
POINTS PER MODEL: 12
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS2
 ONE UNIT MAY HAVE:
 A MAGIC INSTRUMENT25
 ANY UNIT MAY SUBSTITUTE:
 HEAVY ARMOUR FOR LIGHT1

In the mountains where Dwarfs live in isolated clans, warriors quickly become battle-hardened. These clansmen are greatly respected by all Dwarfs.

0-20 IRON BREAKERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	3	5	3	4	4	1	3	1	9	7	9	9



MODELS PER UNIT: 10-20
POINTS PER MODEL: 15
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS2
 ONE UNIT MAY HAVE:
 A MAGIC STANDARD50
 A MAGICAL INSTRUMENT25

When Dwarven armies assemble, it is usual for some of the most renowned warriors to form small units of hard-hitting battle-troopers. These fiery Dwarfs will gallantly storm gates and prepared positions.

20-60 DWARF CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-30
POINTS PER MODEL: 13
WEAPONS: CROSSBOW & HAND WEAPON
ARMOUR: LIGHT ARMOUR
OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS1
 ONE UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS2
 ONE UNIT MAY SUBSTITUTE:
 HEAVY FOR LIGHT ARMOUR1

The crossbow is a favoured weapon of the Dwarfs as many Goblins know to their cost.

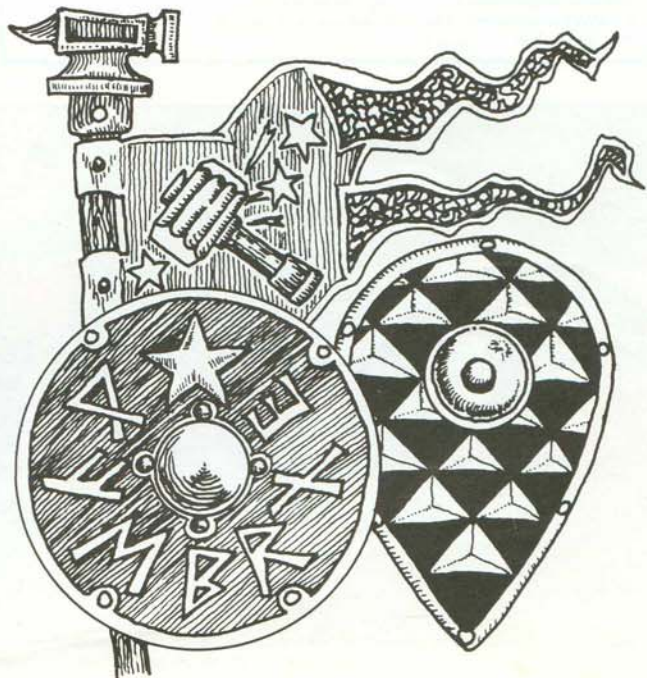
0-20 LONGBEARDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	3	5	3	3	4	1	3	1	9	7	9	9



MODELS PER UNIT: 10-20
POINTS PER MODEL: 14
WEAPONS: HAND WEAPON
ARMOUR: HEAVY ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS2
 ONE UNIT MAY HAVE:
 FLAILS1
 A MAGIC STANDARD25
 A MAGICAL INSTRUMENT25

Older Dwarven warriors are termed Longbeards, a term of respect and honour. These fighters combine experience with strength and maturity.



40-120 DWARF WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 20-40
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS... 2
 SPEARS 1
 SHIELDS 1

ONE UNIT MAY HAVE:
 PIKES 1
 CROSSBOWS 3

All Dwarfs are warriors as well as craftsmen - warfare is part of their nature.

0-20 THUNDERERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-20
POINTS PER MODEL: 13
WEAPONS: ARQUEBUS & HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ONE UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS... 2

Dwarfs are highly skilled technicians and lead all other races in the new art of gunpowder technology.

0-20 TROLL SLAYERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-20
POINTS PER MODEL: 8
WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS... 1
 DOUBLE-HANDED WEAPONS... 2
 SHIELDS 1
 LIGHT ARMOUR 2

Troll Slayers are young Dwarfs who have been crossed in love, or who have suffered some great personal calamity. Such is their grief that they dedicate their lives to seeking out and slaying their race's most dangerous enemies, hoping to die in the attempt. Trolls are favoured adversaries because they are very difficult to kill, and thus the Dwarf can be fairly certain of a swift end. Troll Slayers adopt easily recognisable and rather extreme appearances, usually including orange spiky hair, ornate jewellery and tattoos. They are immune to fear caused by living creatures and are subject to frenzy.

0-10 GIANT SLAYERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 5-10
POINTS PER MODEL: 8
WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS... 1
 DOUBLE-HANDED WEAPONS... 2
 SHIELDS 1
 LIGHT ARMOUR 2

Unsuccessful Troll Slayers, that is those that fail to get themselves killed, seek out larger and more fearsome monsters in order to bring their death quest to an end. (Successful Troll Slayers are, of course, dead.) These especially tough individuals are called Giant Slayers, as they often go around looking for Giants. They look very much like Troll-Slayers, but tend to be rather more angst-ridden and terribly scarred as a result of their violent life-styles. Giant Slayers are immune to fear caused by living creatures and are subject to frenzy. In addition, they cannot be routed from hand-to-hand combat.



The crack fighting elites of Prince Ulthar's Imperial Dwarfs - the Dragon Company.

0-12 SAPPERS (see WFB, p99)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF SAPPER	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 2
POINTS PER MODEL: 15
WEAPONS: DOUBLE-HANDED WEAPON & HAND WEAPON
ARMOUR: LIGHT ARMOUR
OPTIONS
 ANY UNIT MAY SUBSTITUTE:
 HEAVY FOR LIGHT ARMOUR.....1

Dwarven sappers are expert designers and builders of field fortifications. Sappers operate in teams of two models.

0-50 GNOME WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GNOME	4	4	3	3	2	1	3	1	8	7	7	8



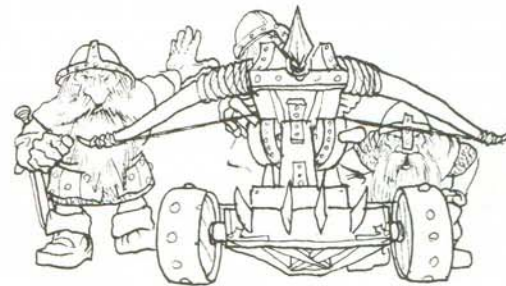
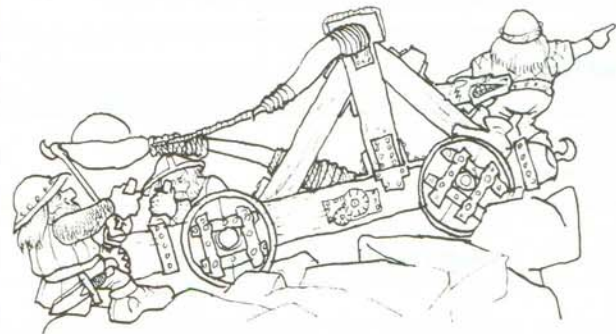
MODELS PER UNIT: 10-20
POINTS PER MODEL: 5
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS 1
 DOUBLE HANDED WEAPONS..... 2
 SPEARS 1
 LIGHT ARMOUR..... 2
 HEAVY ARMOUR..... 3

Gnomes are close relatives of Dwarfs and may fight alongside them in their own units

0-12 WAR ENGINES

UNITS: UP TO 6 UNITS OF 1-4 ENGINE MODELS.

CREW WEAPONS: HAND WEAPONS
CREW ARMOUR: NONE



OPTIONS
 ANY BATTERY CREW MAY HAVE:
 LIGHT ARMOUR..... 2
 HEAVY ARMOUR..... 3

Dwarf armies may field a unique variety of engines of war. These may be selected from the following list within the limits given. Note that the points are for the engine model and its basic minimum crew as indicated. Engines are organised into units of between 1 and 4 engines models and their crew. These units are referred to as batteries. A battery may include a mix of different types of engine if the player wishes. A battery may be led by a bombardier (although this is not obligatory) see Bombardiers (above) and WFB, p96.

Machine	Points per model
0-4 3-man bolt-throwers	54
0-2 4-man bolt throwers	72
0-3 3-man stone-throwers	54
0-2 3-man cannon	69
0-1 3-man organ guns	99
0-1 3-man flame cannon	119
0-3 2-man fire throwers	56



Elite Dwarfs arrayed with their battle-standard - the troops are derived from the Warhammer Regiment set.

◀ SKIRMISHERS (see WFB, p100) ▶

The following units may operate as *skirmishers*, if the player wishes. Skirmishing units must be noted down before the battle. The maximum size for a skirmishing unit is 15.

Unit type	Maximum number of skirmishing units
Dwarf Crossbowmen	1
Thunderers	1

◀ BAGGAGE ▶

Dwarfs are an organised and disciplined people and this is reflected in their well ordered and provisioned baggage trains. To serve as a baggage guard is no dishonour, and many young Dwarfs receive their first combat experience in this capacity. In addition, a baggage train will of necessity include a mobile forge and smithy, a kiln-cart for baking bread, wagons to carry the troop's possessions and, of course, a beer wagon so that the fighting Dwarfs can slake their considerable thirst.

The Dwarf baggage train will consist of one wagon and 5 Dwarfs per 1000 points in the army. Dwarfs with the Baggage have standard Dwarf profiles, are unarmoured and use improvised weapons.



◀ ALLIES ▶

Dwarfs are naturally suspicious of other races and generally rather untrusting. But they are also very loyal to those they do trust, and expect such loyalty to be repaid in kind. A Dwarf's word is "forged in iron", as the saying goes, and a Dwarf's memory is "carved upon stone". By calling upon his allies a Dwarf is asking for a debt to be repaid - and woe betide any would-be ally who fails to do so! A Dwarf player may spend up to a quarter of the army's total points on allies. Any of the following types may be chosen:

Halflings

Old World

◀ MERCENARIES ▶

Dwarfs are not known for their financial extravagance. Dwarfs are renowned for having short arms and deep pockets (literally!). A Dwarf commander would probably pale at the merest thought of actually spending money to buy fighting troops. However, desperate times can force desperate decisions, and even a Dwarf may be obliged to delve deep into his negotiable assets when it comes to the crunch. The player may spend up to one quarter of the army's total points on mercenaries. Mercenary forces may be chosen from the following lists:

Old World

Norse

Ogres

◀ HOSTS ▶

A Dwarf wizard may magically bind a monstrous or ethereal host prior to the game. Whether monstrous or ethereal, hosts represent creatures or spirits with which the Dwarfs have formed some sort of bond or pact. Creatures may be animals which the Dwarfs have sheltered or protected, or with which they have a traditional association. Dwarfs are renowned for their loyalty and many of their animal associates respect this. In fact, a Dwarf's loyalty can extend beyond life itself, especially if a Dwarf dies unavenged or in battle. The Dwarf ethereal host is made up in this way from the spirits of doughty past warriors eager to return for one more battle.

The player may spend up to one quarter of the army's total points on a *host*, but only one host is allowed per army. The charts below indicate the creatures that may be included in both types of host, which must be assembled using the rules in the *Warhammer Bestiary* (WFB, pp240 & 263).

The monstrous host may contain:	Points cost per model
0-20 Bears	20
0-40 Boars	6
0-1 Dragons	50-800
0-30 Giant Bats	2
0-8 Giant Spiders	45
0-1 Swarms	250
0-20 Warhounds	4

An Ethereal host may contain:	Points cost per model
0-5 Ghosts	50
0-1 Spectres	200/225
0-2 Wights	100
0-2 Wraiths	150





SLANN

110

SLANN

Upon his carved throne of jade, atop the highest ziggurat in the Slann capitol of Cotec, sits the Emperor Mazdamundi: Brightest Star of the Firmament and Lord of all the Waters of the World Pond. By means of a magic mirror composed of polished obsidian he watches over his Empire, from the stony deserts of the north to the tropical jungles and glistening waterways of the south.

Throughout this land of mountain, jungle and water, the Slann armies enforce the rule of empire. Marching along the Emperor's carefully tended highways, they exact tribute from the primitive Slann of the interior, from the bellicose pygmies, and from the pioneering Old World settlers of the east coasts. Increasingly there are wars to fight, especially against the recently arrived men, dwarfs and other *dry skins*. As these foreigners grow in number, the Slann Empire becomes increasingly threatened. These days Mazdamundi sits restlessly upon his throne, his waking dreams disturbed by visions of destruction and death.

The professional core of a Slann army comes from the various totem warrior clans, including those of Eagle, Jaguar and Alligator. A warrior may only join these clans after killing a number of enemy. Prior to this, adult Slann must perform annual military service in their spawn bands, thereby providing the bulk of every large Slann force. In addition, there are permanent garrisons and guard units spawned specifically to serve as warriors. These so-called Bull Slann are especially good fighters, and some are trained to serve as mounted troops, riding the fearsome Cold Ones into combat.

Following recent battles against Old World settlers, the Slann armies have been seriously depleted. To make up for this shortfall in troops, the Slann have taken to raiding and capturing human settlers. These unfortunates suffer lobotomisation and castration, and are forced to serve their amphibian masters as slave troops.

Spawn bands do not use uniforms, but adopt a system of intricate paint schemes with which they cover their faces and bodies. Red, yellow, white and black are the most commonly used colours, contrasting vividly with the green skin of the Slann themselves. Totem warriors dress in distinctive uniforms evoking the totem animal unique to their group. The Eagle warriors, for example, wear a costume woven from feathers and a spectacular beaked headdress. Slann standards are beautiful creations, crafted to represent the petals of mystic flowers, rich in Slann religious symbolism.

THE ARMY OF THE JADE THRONE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Slann	4	3	2	3	4	1	3	1	8	7	9	9	7
5 Hero	4	4	3	4	4	1	4	2	8	7	9	9	42
10 Hero	4	5	3	4	5	2	4	3	9+1	7	9	9	77
15 Hero	4	5	3	4	5	3	5	3	10+2	7	10+1	10+1	112
20 Hero	4	6	3	4	5	4	6	4	10+3	7	10+1	10+1	147
25 Hero	4	6	4	4	5	4	6	4	10+3	9+2	10+2	10+2	182
5 Wizard	4	4	2	4	4	1	3	1	8	8+1	10+1	10+1	72
10 Wizard	4	4	2	4	4	2	4	1	9+1	9+2	10+1	10+2	107
15 Wizard	4	5	2	4	5	3	4	1	10+2	9+2	10+2	10+2	187
20 Wizard	4	5	3	4	5	4	5	1	10+2	10+3	10+2	10+3	282
25 Wizard	4	6	4	4	5	4	6	1	10+3	10+3	10+3	10+3	392

Base size: 25mm x 25mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Slave	4	3	3	3	3	1	3	1	7	2	7	7	4

Base size: 20mm x 20mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Lizardman	4	3	3	3	4	2	1	1	9	5	9	9	20
5 Hero	4	4	4	4	5	2	2	2	9	5	9	9	70
10 Hero	4	5	4	4	5	3	2	3	10+1	5	9	9	120
15 Hero	4	5	4	4	5	4	3	3	10+2	5	10+1	10+1	170
20 Hero	4	6	4	4	5	5	4	4	10+3	5	10+1	10+1	220
25 Hero	4	6	5	4	5	5	4	4	10+3	7+2	10+2	10+2	270

Base size: 25mm x 25mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Troglodytes	4	3	3	4	4	2	1	2	9	4	9	9	36

Base size: 40mm x 40mm

Alignment: Slann armies are Neutral.

Psychology: Slann warrior priests are subject to *frenzy*. Lobotomised Human slave warriors are subject to *stupidity*. Lizardmen are immune to *fear* and *panic*. Troglodytes cause *fear* in creatures less than 10' tall, and are subject to *stupidity*.

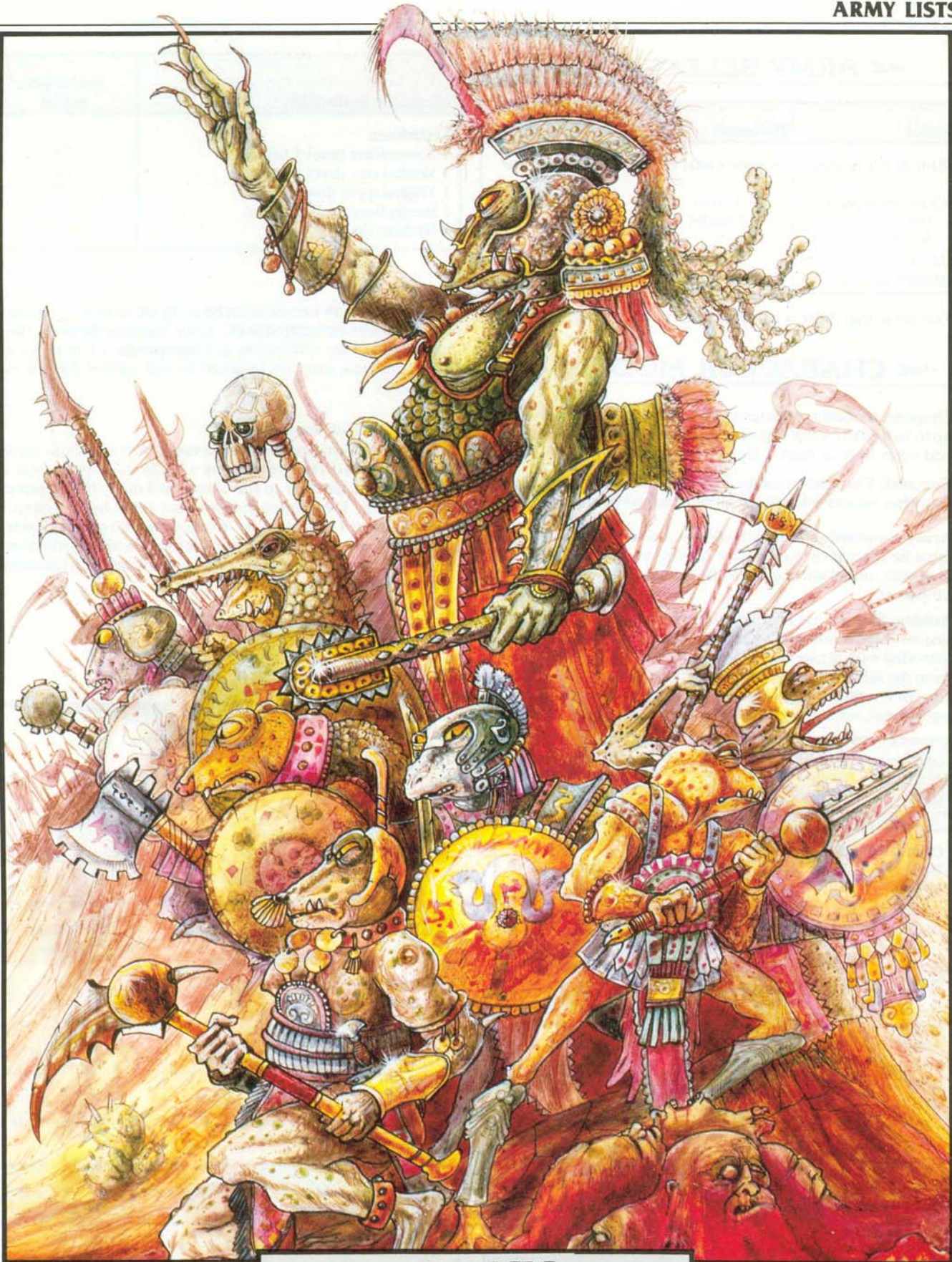


Bull Slann rider with Human slave-warriors.



Bull Slann rider with Eagle and Jaguar warriors.





SLANN

Illustrated in the above montage are various warriors of the great Slann Emperor Mazdamundi. Foremost amongst them stands the impressive bulk of the mighty Toad-Slann Drulndribl, one of the Emperor's favourite warleaders. Great heroes like Drulndribl are often referred to as Toad-Slann, a title which recognises their ascendancy over the ordinary subjects of the Emperor. The details of his feathered war-bonnet and intricate costume are echoed in the humble equipment of the warriors around him. Those occupying the foreground are typical members of the Spawn Bands, the fighting militia which makes up the bulk of the Emperor's campaigning armies. The warrior wearing the distinctive helmet of the Alligator Warriors belongs to this elite totem clan. As with all totem warriors, he must have slain many enemy to earn his membership. Neither the Spawn Bands or totem warriors are really professional soldiers, although they are brave fighters. This latter role is filled by Bull Slann, spawned specially to fight in the Emperor's armies, to garrison fortresses, and to keep the peace 'between rock and water' - as the Slann refer to their lands. The fierce head and exotic helmet plumage of one of these warriors can be seen in the extreme upper left of the group.

◀ ARMY SELECTION ▶

Force	Minimum	Maximum
Rank & File models	½ Army's total PV	Whole army less 1 Hero
Character models	1 Hero	½ Army's total PV
Heroes	1 Model	½ Army's total PV
Wizards	0	6 models
Allies	0	½ Army's total PV
Monstrous host	0	¼ Army's total PV

The army may have a baggage train at no extra cost.

◀ CHARACTER MODELS ▶

Character models are heroes and wizards. The player may spend up to half of the army's total points value on character models, and must have at least 1 (ie the General).

General: The army must be led by a general who will be the character model with the highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model, and paid for from the character model allowance. Army standards cost an additional 50 points.

Points: The points cost given for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. Lizardmen characters pay *double* points for their equipment. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Armour	
Additional hand weapon	1	Shield	1
Double-handed weapon	2	Light armour	2
Net	1	Heavy armour	3
Spear	1	Riding Animals	
Missile Weapons		Cold One	22
Blowpipe	1	Litter with 4 bearers (Wizards only)	12
Darts	1		
Javelin	1		
Throwing spear	1		

Heroes

Up to half of the army's total points value may be spent on heroes. The maximum number of heroes available at each level, and their points cost are given below.

Maximum availability	Points per model
Slann	
6 Call Leaders (level 5 heroes)	42
4 Strong Spawn (level 10 heroes)	77
3 Spawn Master (level 15 heroes)	112
2 Pond Master (level 20 heroes)	147
1 Lotus Lord (level 25 hero)	182

Maximum availability	Points per model
Lizardmen	
1 Bonecracker (level 5 heroes)	70
1 Skullbreaker (level 10 hero)	120
1 Thighsnapper (level 15 hero)	170
1 Headsplitter (level 20 hero)	220
1 Warbiter (level 25 hero)	270

Champions

Level 5, 10 and 15 heroes must be assigned to specific units as leaders (unless designated as the Army Standard Bearer). These 'hero-leaders' are referred to as **champions**. Champions are part of the unit they are assigned to and cannot leave it (see WFB p93).

Lizardmen and Troglodytes

Lizardmen and Troglodytes fight as vassal troops in Slann armies, performing military service as a form of tribute. Not all Lizardmen are friendly to the Slann, and many live in restless subjugation. Lizardmen heroes can only be assigned as champions to Lizardmen or Troglodyte units. Independent Lizardmen heroes may only associate freely with Lizardman and Troglodyte units. Slann characters may associate with Lizardmen units, but not Troglodyte units.



Wizards

The army may contain up to six wizards. The maximum number of wizards available at each level is given below.

Maximum availability	Points per model
2 Blessers of Water (level 5 wizards)	72
2 Masters of Deluge (level 10 wizards)	107
2 Watchers of Rain (level 15 wizards)	187
2 Seekers of Stars (level 20 wizards)	282
1 Auspice of Heaven (level 25 wizard)	392

Generating Spells

The number of spells available to each level of wizard is as follows.

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells may be generated randomly from the appropriate level of either Battle Magic, Daemonic, Elemental, Illusionist or Necromantic spell charts. Slann may employ any types of magic without restriction. See pp10-11 for spell charts.



Slann wizards are creatures of great spirituality. They believe that for their feet to touch the naked ground would invite spiritual pollution destroying their magical powers. This affects the more powerful, and hence more spiritually rarified wizards, than it does their less developed kin. As a result most Slann wizards either ride or are carried about in a litter. Any wizard who is not raised above the ground in this way is unable to use any spells of level 2 or higher. He may still use spells of level 1, and a wizard with no spells of level 2 or higher will be unaffected.

Litters are carried by lobotomised Human Slaves at a rate of 1" per living slave (4" maximum). Slaves so employed may do nothing else (except dribble a bit). A single slave is of course unable to lift the litter, but may drag it at 1" per turn. Missile hits against the litter are randomised between the slaves and the wizard. Bearers and wizards both count the litter as *soft cover* (-1 to hit with missiles). If all bearers are killed, the wizard will be forced to pollute his soul by walking!



Magic Items for Characters

Characters can carry magical items paying the points indicated on the *Magic Items Chart* (p13). These are paid for from the character model points allowance and selected from the following list:

Any character model may carry one magic weapon which has up to one magic attribute for every 5 'levels' of the character (ie a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

Wizards may be equipped with up to three scrolls each. The scrolls may contain up to three different spells of level three or lower.

Up to two of the army's character models may wear a ring with a spell of level two or lower.

Up to two character models may be equipped with magic armour.

The army standard may have up to 2 magical abilities.

◀ RANK & FILE ▶

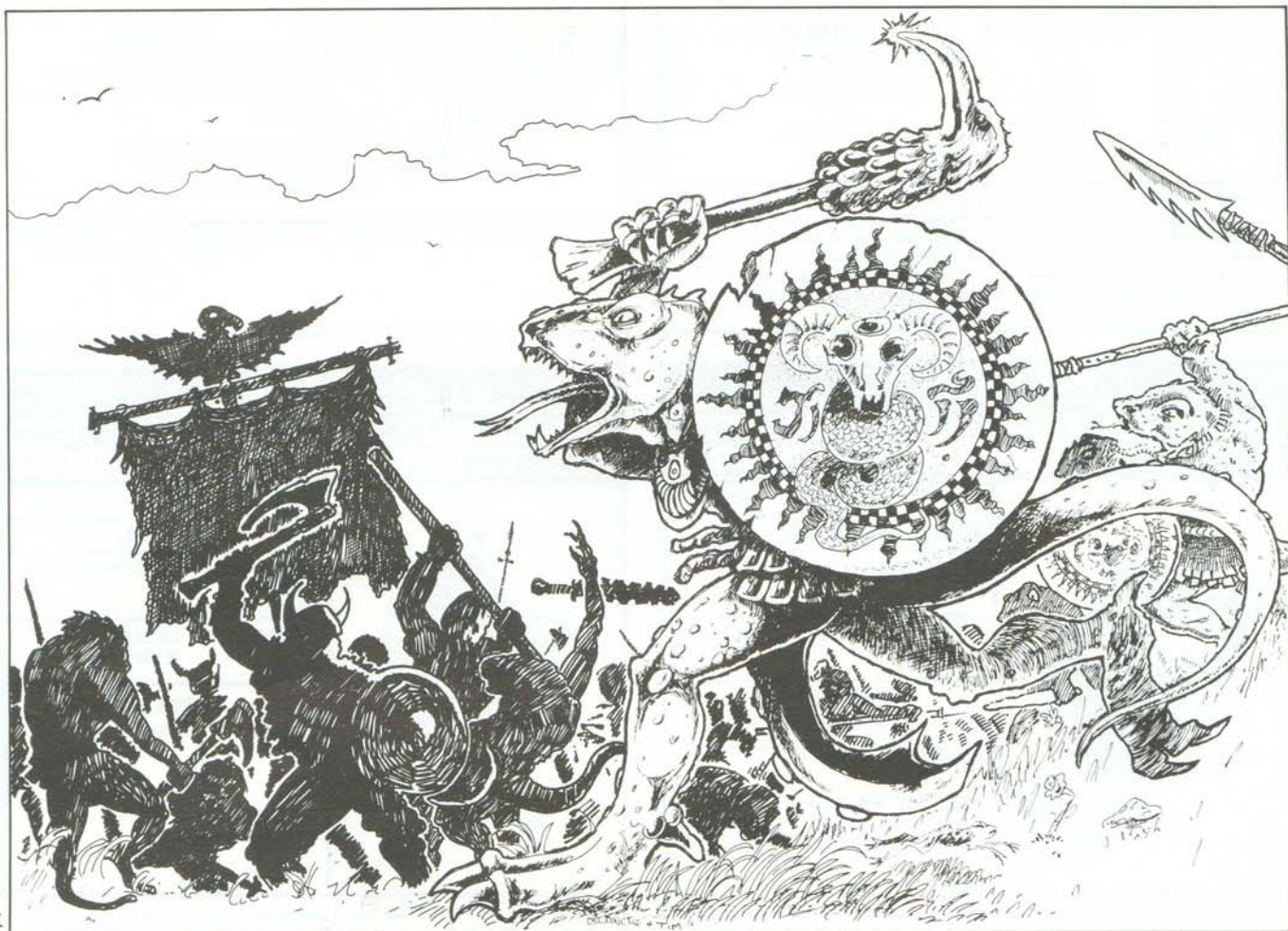
At least half of the army's total points value must be spent on rank & file troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit.

Any unit may be given a standard bearer and/or musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost twice the points value of a basic trooper.

Any unit indicated may convert an ordinary unit standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magic musical instrument with a single ability. All magical instruments cost an extra 25 points as indicated below. The specific ability must be chosen and noted down before the game (see p16).

Units of human slaves must be led by a Slann champion. If their Slann leader is slain and no other Slann character is available to take over command, human troops will do nothing, although they will fight back if attacked.



0-40 BULL SLANN RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	-	4	2	3	4	1	4	1	8	7	9	9
COLD ONE MOUNT	8	3	0	4	4	-	1	2	-	-	-	-



MODELS PER UNIT: 5-10

POINTS PER MODEL: 31

WEAPONS: SPEAR & HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:

- SHIELDS 2
- LIGHT ARMOUR 4
- DARTS 2

The Slann hunt and capture Cold Ones from their subterranean haunts in the mountains of the west. Only the bravest of regular troops are permitted to ride these monsters.

0-30 JAGUAR WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	4	4	2	3	4	1	4	1	8	7	9	9



MODELS PER UNIT: 10-20

POINTS PER MODEL: 12

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS

ANY UNIT MAY HAVE:

- DARTS 1
- JAVELINS 1

ONE UNIT MAY HAVE:

- MAGIC STANDARD 50
- MAGICAL INSTRUMENT 25

This elite order of Slann warriors wears battlesuits made from jaguar skins.

0-10 WARRIOR PRIESTS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+4 SHOCK ELITE	4	4	2	4	4	1	4	2	8	7	9	9



MODELS PER UNIT: 5-10

POINTS PER MODEL: 12

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ONE UNIT MAY HAVE:

- A MAGIC STANDARD 100
- A MAGIC INSTRUMENT 25

ANY UNIT MAY HAVE:

- SHIELDS 1

There are many priestly clans; every large Slann city has its own god and its own class of warrior priests. In battle these are easily recognisable because they paint their skins black, and add further paint to form the colourful mystic symbols associated with their god. The warrior priests of Quetzacoatl, for example, have winged serpents drawn upon their bodies, whilst those of Axlberyn use a geometrical design of circles and lines. Slann warrior priests are subject to frenzy.

0-30 ALLIGATOR WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	4	4	2	3	4	1	3	1	8	7	9	9



MODELS PER UNIT: 10-20

POINTS PER MODEL: 11

WEAPONS: HAND WEAPON

ARMOUR: HEAVY ARMOUR

OPTIONS

ANY UNIT MAY HAVE:

- ADDITIONAL HAND WEAPONS 1
- DOUBLE HANDED WEAPON 2
- SHIELD 1

ONE UNIT MAY HAVE:

- MAGIC STANDARD 25
- MAGICAL INSTRUMENT 25

The order of Alligator warriors wears armour made from tough alligator skin.

0-30 EAGLE WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	4	4	2	4	4	1	4	1	8	7	9	9



MODELS PER UNIT: 10-20

POINTS PER MODEL: 13

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS

ANY UNIT MAY HAVE:

- DOUBLE-HANDED WEAPONS 2
- DARTS 1

ONE UNIT MAY HAVE:

- MAGIC STANDARD 75
- MAGICAL INSTRUMENT 25

This order of Slann totem warriors wears battlesuits woven from feathers, and helmets shaped like eagles' heads. To become a member of the Eagle Order is the highest honour a Slann warrior can gain.

0-60 BULL SLANN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	4	4	2	3	4	1	3	1	8	7	9	9



MODELS PER UNIT: 10-20

POINTS PER MODEL: 11

WEAPONS: HAND WEAPONS

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS

ANY UNIT MAY HAVE:

- DARTS 1

The regular warriors of the Slann guard the highways and palaces of the Emperor, the religious buildings, fortresses and other institutions of the Slann. Bull Slann are regular warriors, spawned, bred and trained for war.

0-20 VENOM TRIBES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 MISSILE ELITE	4	4	3	3	4	1	3	1	8	7	9	9



MODELS PER UNIT: 10-20

POINTS PER MODEL: 12

WEAPONS: HAND WEAPON & BLOWPIPE

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 DARTS 1
 SHIELDS 1
 LIGHT ARMOUR 2

The Emperor's lands are vast, and many of his subjects are primitive Slann who live by hunting savage beasts in the jungle. They are distinguished by their slightly smaller size and by the vivid red and black patterning of their skin. These primitive tribes supply many of the Slann armies with lightly armed missile troops. By an adaption of nature these Slann exude a poisonous mucus which enables them to poison their weapons. All attacks, including missile hits, are poisonous

10-80 SPAWN BANDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SLANN	4	3	2	3	4	1	3	1	8	7	9	9



MODELS PER UNIT: 10-20

POINTS PER MODEL: 9

WEAPONS: HAND WEAPONS

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 DOUBLE HANDED WEAPONS 2
 SHIELDS 1

These form the majority of warrior slann and are drawn from local jungle settlements or districts of a town. All Slann are obliged to perform a length of military duty in these bands. Those that distinguish themselves in battle may rise to one of the elite orders of Slann warriors described above.

0-15 SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SLANN SCOUT	4	3	2	3	4	1	3	1	8	7	9	9



MODELS PER UNIT: 5-15

POINTS PER MODEL: 12

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 BLOWPIPE 1
 DARTS 1
 SHIELDS 1
 POISONED ATTACKS 3

Many Slann dwell in the deepest jungles and trackless swamps where they have become skilled at scouting, tracking, ambushing and skirmishing. Many intruders disappear without trace, victims of the barely seen Slann.

0-60 JUNGLE BRAVES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SLANN LEVY	4	2	1	3	4	1	2	1	7	6	8	8



MODELS PER UNIT: 15-20

POINTS PER MODEL: 5

WEAPONS: HAND WEAPONS

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 SHIELDS 1
 ONE UNIT MAY HAVE:
 BLOWPIPES 1
 DARTS 1

The Slann of the southern jungles are wild and untamed. Their warriors serve the Emperor by means of tribute, having little else to offer their distant master. Many Jungle Tribes have distinctively coloured skins, either black and green mottled, pale blue, or yellow.



Slann Warband led by a hero, advances upon the enemies of the Emperor.

0-30 HUMAN SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN SLAVE	4	3	3	3	3	1	3	1	7	2	7	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 4½

WEAPONS: HAND WEAPON

ARMOUR: SHIELD

To bolster their dwindling armies, the Slann take young captives from human settlements and rear them as lobotomised eunuch slave warriors.

0-4 SLANN ANIMAL HANDLERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ANIMAL HANDLER	4	3	2	3	4	1	3	1	8	7	9	9



MODELS PER UNIT: 1-4

HANDLERS WITH PACKS

POINTS PER MODEL: 12

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY ANIMAL HANDLER MAY HAVE:
SHIELD 1
LIGHT ARMOUR..... 2

HANDLERS MAY LEAD EITHER:
COLD ONE WARHOUNDS..... 8
GIANT SCORPIONS..... 45
GIANT SPIDERS..... 45
SABRE TOOTH TIGERS..... 38

Each handler may control 2-6 animal models, two or more handlers and their packs may be merged to form larger units. However each animal handler unit may contain only one type of creature.

0-5 TROGLODYTES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TROGLODYTE	4	3	3	4	4	2	1	2	9	4	9	9



MODELS PER UNIT: 1-5

POINTS PER MODEL: 36

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
SHIELD 4
DOUBLE HANDED WEAPON..... 8

Troglodytes are larger and fiercer relatives and associates of Lizardmen. They cause fear in smaller creatures and suffer from stupidity. Opponents suffer from nausea as described on WFB p239.

0-1 SLANN WAR ALTAR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ALTAR GUARDS	4	4	2	4	4	1	4	2	8	7	9	9



MODELS PER UNIT:
1 WAR ALTAR
4 ALTAR
GUARDS

ALTAR GUARDS: 4 SLANN
WARRIOR PRIESTS

WEAPONS:
HAND WEAPON

ARMOUR:
SHIELD

OPTIONS

THE WAR ALTAR MAY:
BE PLACED ON A LITTER 12
HAVE A MAGIC STANDARD 100

POINTS PER MODEL: 98

Large armies are accompanied by a sacrificial altar of which there are a great many in the Slann Empire. Altars vary depending on the cult from which they come. Some are merely huge idols, whilst others are elaborately fashioned from the mummified remains of ancient high priests.

0-20 LIZARDMEN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LIZARDMAN	4	3	3	3	4	2	1	1	9	5	9	9



MODELS PER UNIT: 10-20

POINTS PER MODEL: 20

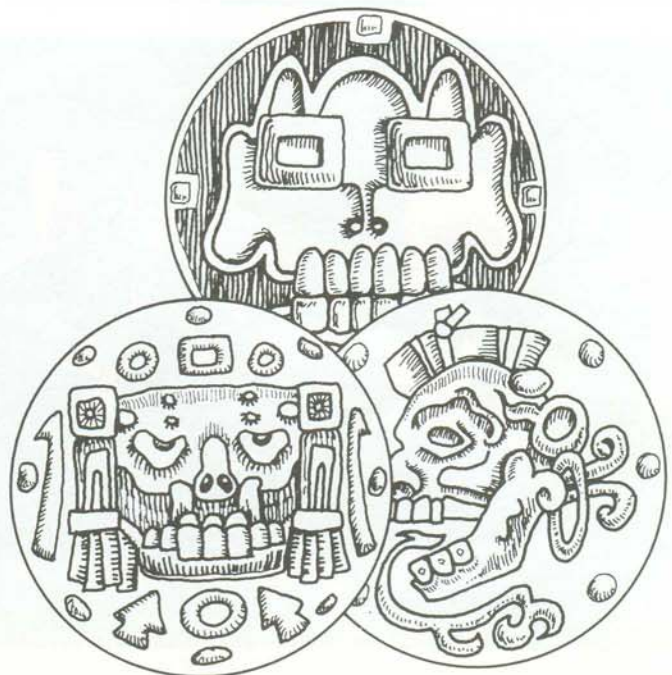
WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
SPEARS 2
DOUBLE-HANDED WEAPONS..... 4
SHIELDS 2

Many thousands of years ago, the ancestors of the Slann waged war against and destroyed the ancient civilisation of the Lizardmen. Today most Lizardmen live reclusive underground lives, but some have been subjugated by the Emperor and fight in his armies.



◀ SKIRMISHERS (see WFB p100) ▶

The following units may operate as *skirmishers* if the player wishes. Skirmishing units must be noted down before the battle (maximum size for a skirmishing unit is 15).

Unit Type	Maximum number of skirmishing units
Venom Slann	Any
Jungle Braves	Any
Scouts	Any



◀ BAGGAGE ▶

In the dense jungles in which the Slann live, baggage must be transported on foot. For this onerous task the Slann use bearers, frequently castrated and lobotomised human slaves. Because Slann don't use wagons, their baggage contingents are larger than most armies. The baggage consists of 5 Slann bearers and 5 human slaves per 1000 points worth of troops. All members of the baggage have standard profiles for their type, are unarmoured and use improvised weapons.

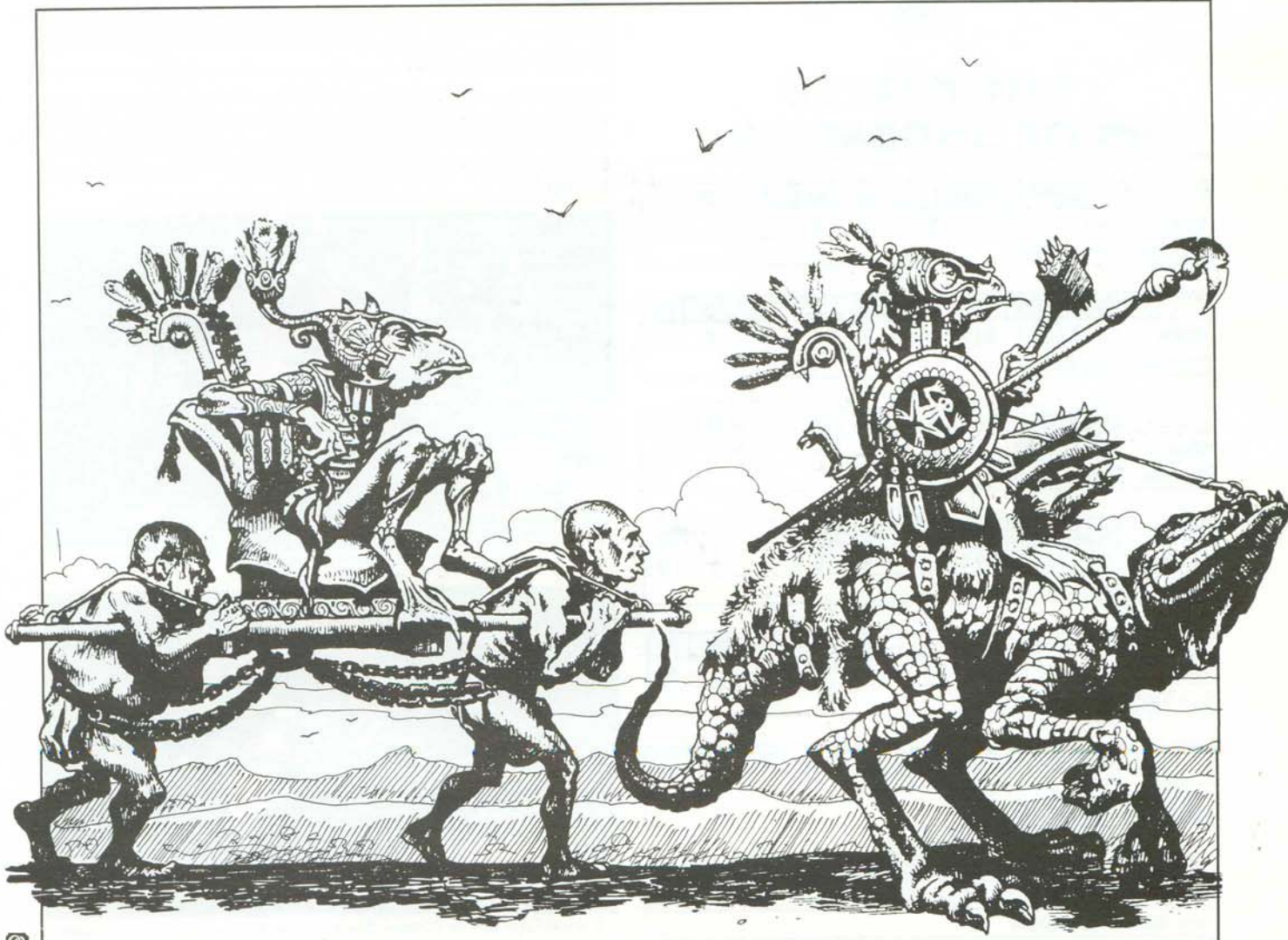
◀ ALLIES ▶

Amongst the Slann's many subject races are the Lizardmen, already included in its armies, and Pygmies. These tributary allies are not always trustworthy, but will serve loyally if kept away from their own homelands. The player may spend up to one third of the army's total points on a Pygmy allied contingent (p126).

◀ HOSTS ▶

A Slann wizard may magically bind a monstrous host prior to the game. The player may spend up to one quarter of the army's total points on *hosts*. Creatures permitted are detailed below. The host must be assembled subject to the rules provided in the **Warhammer Bestiary**.

The monstrous host may contain:	Points cost per model
0-20 Cold Ones	22
0-30 Cold One Warhounds	8
0-2 Dragons	250-800
0-30 Giant Bats	2
0-20 Giant Frogs	7
0-30 Giant Leeches	6
0-8 Giant Scorpions	45
0-8 Giant Spiders	45
0-1 Swarms	250



UNDEAD

The study of magic is a long hard journey. And of those that set out along this dangerous path, very few reach its end. Tempted by the promise of power, many magicians turn aside to study the dark arts of Daemonology and Necromancy.

The army presented here represents the force of a Necromantic power. These individuals are not common in the Old World, but neither are they unknown. Even great nations pay heed to the thoughts and wishes of the Necromancers that live within their borders. Human Necromancers are not necessarily evil, although they are certainly misguided and probably a bit unhinged. Liches, the undead forms of magicians are even more dangerous, however. Their very existence bespeaks madness, for who but a madman would wish to live beyond life? Vampires represent perhaps the most perilous of all the masters of undead, for they are not truly human, and have no respect for the world of men.

All of these mighty magical powers are able to create and maintain armies of Undead. Rarely do such armies march, for the ambitions of their overlords are not generally earthly ones, nor do dreams of worldly conquest trouble their sleep. However, there are times when a Necromancer's aims can be achieved only by force of arms. At such times the forces of Undeath gather from their graves and charnel houses, ready to obey the commands of their strange and powerful masters.



THE FORCES OF UNDEATH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Skeleton	4	2	2	3	3	1	2	1	5	5	5	5	10

Base Size: 20mm x 20mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Carrion	4	3	0	3	3	2	4	3	7	3	7	7	45

Base Size: Flying Base

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Ghoul	4	2	0	3	4	1	3	2	2	5	8	8	8

Base Size: 20mm x 20mm

Undead	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Horseman	8	2	2	3	3	1	2	2	5	5	5	5	20

Base size: 25mm x 50mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Mummy	3	3	0	4	5	4	3	2	9	8	8	9	80

Base Size: 20mm x 20mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Zombie	4	2	0	3	3	1	1	1	5	5	5	5	4

Base Size: 20mm x 20mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Spectre	4	4	0	0	4	4	4	4	5	5	5	5	200

Base Size: 20mm x 20mm

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Undead Heroes													
5 Hero	4	3	3	4	3	1	3	2	7	7	7	7	30
10 Hero	4	4	3	4	4	2	3	3	8+1	7	7	7	55
15 Hero	4	4	3	4	4	3	4	3	9+2	7	8+1	8+1	85
20 Hero	4	5	3	4	4	4	5	4	10+3	7	8+1	8+1	105
25 Hero	4	5	4	4	4	4	5	4	10+3	9+2	9+2	9+2	130
Liches													
5 Liche	4	3	2	4	3	1	2	1	7+3	8+1	8+3	8+1	90
10 Liche	4	3	2	4	3	2	3	1	8+3	9+2	8+3	9+2	140
15 Liche	4	4	2	4	4	3	3	1	9+3	10+3	9+3	10+3	235
20 Liche	4	4	3	4	4	4	4	1	9+3	10+3	9+3	10+3	345
25 Liche	4	5	4	4	4	4	5	1	10+3	10+3	10+3	10+3	460
Vampires													
5 Vampire	4	6	6	6	6	4	6	4	7	8	8	8	330
10 Vampire	4	6	6	6	6	5	7	4	8	9	8	9	380
15 Vampire	4	7	6	6	7	6	7	4	9	9	9	9	475
20 Vampire	4	7	7	6	7	7	8	4	9	10	9	10	585
25 Vampire	4	8	8	6	7	7	9	4	10	10	10	10	690
Necromancers													
Level 5	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	60
Level 10	4	4	3	4	3	2	4	1	8+1	9+2	9+2	9+2	85
Level 15	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	155
Level 20	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3	240
Level 25	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3	340

Base Size: 20mm x 20mm

Alignment: Undead armies will invariably include troops with different alignments, usually chaotic, neutral and evil. Undead are somewhat beyond petty questions of alignment, many are simple automatons with no real motivation or sense of personal morality.



One of the most renowned Skeleton forces in the Old World - the Nightmare Legion.



A spectacular unit of Skeleton Warriors from the army of the Lichemaster.



Psychology: Players wishing to use an Undead Army should consult the *Warhammer Fantasy Battle* rulebook for full details of psychology. Almost all Undead are immune to psychology, whilst causing *fear* in living creatures to a degree (but see **WFB**, pp257-265). Most Undead are affected by *instability* (see **WFB**, p206). The chart below summarises the main psychological and other reactions.

Creature	Immune to Psychology	Cause Fear in living creatures up to 10'/All	Subject to Instability	Other
Carrion	Yes	Yes/Yes	Yes	Cannot be routed.
Ghouls	No	Yes/Yes	No	Always rout if pushed back.
Liches	Yes	Yes/Yes	Yes	Stupid unless controlled.
Mummies	No	Yes/Some	No	
Skeletons	Yes	Yes/Yes	Yes	Cannot be routed.
Undead Heroes	Yes	Yes/Yes	Yes	Cannot be routed.
Undead Horsemen	Yes	Yes/Yes	Yes	Stupid unless controlled. Cannot be routed.
Vampires	No	No/No	No	See WFB , p262.
Zombies	Yes	Yes/Yes	Yes	Stupid unless controlled.

Riding in chariots: Character models may ride in chariots, included as part of the army's 'rank and file' points allowance. This does not affect either the points value of the chariot or the character. Chariots carrying characters can be treated as separate units of 1 model.

Points: The points costs given for characters are for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the list below. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored.

Item	Points cost per character model	Item	Points cost per character model
Close Combat Weapons		Armour	
Additional hand weapon	1	Shield	1
Double-handed weapon	2	Light armour	2
Halberd	2	Heavy armour	3
Flail	1	Horse barding	4
Lance	2	Riding Animals	
Spear	1	Undead horse	10
Missile Weapons			
Pistol	2		

ARMY SELECTION

Force	Minimum	Maximum
Rank & File models	½ Army's total PV	Whole army less 1 Character
Character models	1 Necromancer, Vampire, or Liche	½ Army's total PV
Heroes	0	6 models
Wizards	1 Necromancer, Vampire, or Liche	
Allies	0	½ Army's total PV
Monstrous Host or Ethereal Host	0	¼ Army's total PV

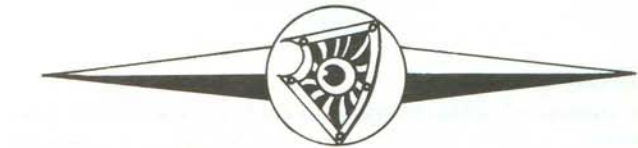
Undead armies do not hire mercenaries or need baggage trains.

CHARACTER MODELS

Character models for an undead army can be undead heroes, human wizards (Necromancers), Vampires, or Liches. Up to half of the army's total points value may be spent on character models. An undead army may spend up to half its total points value on character models and must have at least 1 Necromancer, Vampire or Liche to act as its General.

General: The army must be led by a General who will be the Necromancer, Vampire or Liche with the highest *leadership* characteristic.

Army Standard: The army is allowed one army standard which must be carried by a character model, and paid for from the character model allowance. Army standards cost 50 points.



Heroes

The army has a theoretical maximum of 21 Undead Hero models but may spend no more than half its total points value on them. The maximum number of heroes available at each level is given on the table below.

Maximum availability	Points per model
8 Charnel Warriors (level 5 undead heroes)	30
6 Grave Fiends (level 10 undead heroes)	55
4 Tombterrors (level 15 undead heroes)	85
2 Corpse Knights (level 20 undead heroes)	105
1 Undead Lord (level 25 undead hero)	130

Champions:

Level 5, 10 and 15 Undead Heroes must be assigned to specific units as leaders (unless designated as Army Standard Bearer). They are then referred to as *Undead Champions*. Undead Champions are part of the unit they are assigned to and cannot leave it (see **WFB**, p93).

Level 20 and 25 Undead Heroes may be assigned to specified units as Undead Champions, if the player wishes. Alternatively, they may be left as independent characters, free to associate with any unit in the normal way (see **WFB**, p90).

Magic weapons: Note that Undead Heroes of level 10 or greater *must* carry a magic weapon (see p120).



Wizards

The army may contain up to 6 Necromancers/Liches/Vampires. These characters can act either as Champions leading specific units, or as independent characters free to associate with and lead any unit. The maximum number of wizards available at each level is given below.

Maximum availability	Points per model		
	Evil Sorcerer	Liche	Vampire
2 level 5 wizards	60	90	330
2 level 10 wizards	85	140	380
2 level 15 wizards	155	235	475
2 level 20 wizards	240	345	585
1 level 25 wizard	340	460	690

The following table gives the titles by which the various types and levels of wizards are known:

Character level	Evil Sorcerer	Liche	Vampire
Level 5 wizards	Necrus Adeptus	Barrow Seer	Vrolka
Level 10 wizards	Morbidus	Doombinder	Wurdalak
Level 15 wizards	Necrosus	Deathmage	Lugosi
Level 20 wizards	Magister Mortis	Dust Lord	Nosferatu
Level 25 wizards	Necrarch	Lichemaster	Dracula



Generating Spells

The number of spells available to each level of wizard is as follows.

Character level	Magic level	Number of spells at level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the appropriate Spell Charts.

Necromancers must have at least 1 Necromantic spell in each of their levels of *Mastery*. Remaining spells may be either Battle Magic or Necromantic.

Liches may have either Necromantic or Battle Magic spells. In addition, a Liche may have a single Daemonic spell in each level of *Mastery*.

Vampires must have at least 1 Necromantic spell in each of their levels of *Mastery*. Remaining spells must be Battle Magic, except for a single spell of each level which may be Elemental, Illusionist, Daemonic or another Necromantic spell.

Magic Items for Characters

Characters can carry a limited number of magical items by paying the points indicated on the *Magic Items Chart* (p13). These are paid for from the character model points allowance and selected from the following list:

Any character may have a magic weapon with 1 attribute per 5 'levels', plus 1 additional attribute (ie, a level 5 hero may have a weapon with 2 attributes and a level 10 hero may have a weapon with 3 attributes). Undead Heroes of level 10 or higher *must* have a magic weapon with at least 1 attribute.

Wizards may be equipped with up to three scrolls each. The scrolls may contain up to 3 different spells of level 3 or lower.

Two character models may wear a ring with a spell of level 3 or lower.

Two character models may be equipped with magic armour.

The army standard may have up to two magical abilities.

◀ RANK & FILE ▶

At least a half of the army's total points value must be spent on rank & file troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit.

Any unit may be given a unit standard bearer and/or a musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit, and cost double the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see p15).

Any unit indicated may convert an ordinary musical instrument into a magic instrument with a single ability. All magical instruments cost an extra 25 pts as indicated below. The specific ability must be noted down before the game (see p16).



0-50 DEATH RIDERS

UNDEAD HORSEMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	8*	2	2	3	3	1	2	2*	5	5	5	5

* INCLUDES MOV. ALLOWANCE & STOMP ATTACK OF UNDEAD STEED



MODELS PER UNIT: 5-25

POINTS PER MODEL: 21

WEAPONS: HAND WEAPON

ARMOUR: SHIELD

OPTIONS

ANY UNIT MAY HAVE:
LIGHT ARMOUR..... 2

ONE UNIT MAY HAVE:
LANCES..... 2
SPEARS..... 1
BOWS..... 2

These knights of undeath are mounted on undead horses, creatures of wholly unnatural appearance and uncanny abilities.

0-40 SKELETON CROSSBOWS

SKELETON	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	2	2	3	3	1	2	1	5	5	5	5



MODELS PER UNIT: 10-40

POINTS PER MODEL: 13

WEAPONS: CROSSBOW & HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
LIGHT ARMOUR..... 2

ONE UNIT MAY SUBSTITUTE:
ARQUEBUSES FOR CROSSBOWS.. 1

Skeleton warriors carrying the deadly crossbow.

0-4 UNDEAD CHARIOTS

CHARIOT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKELETON CREW (2)	4	2	2	3	3	1	2	1	5	5	5	5
UNDEAD HORSE (2)	8	2	2	3	3	1	2	1	5	5	5	5

MODELS PER UNIT: 1-4

WEAPONS: HAND WEAPON



POINTS PER MODEL: 88

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY CREW MEMBER MAY HAVE:
SHIELDS..... 4
BOW..... 4

ANY CHARIOT MAY HAVE:
SCYTHED WHEELS..... 20

There are those amongst the warriors of the dead who ride into battle upon empty carcasses of huge creatures, wheeled in bone and pulled by undead horses. The value of the shield has been adjusted, as all crew count as shielded by any crew member.

10-50 GRIM REAPERS

SKELETON	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	2	2	3	3	1	2	1	5	5	5	5



MODELS PER UNIT: 10-20

POINTS PER MODEL: 12

WEAPONS: DOUBLE-HANDED WEAPONS (SCYTHES)

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
SHIELDS..... 1
LIGHT ARMOUR..... 2

Skeleton warriors armed with the very symbol of death itself - the scythe.

20-100 SKELETON WARRIORS

SKELETON	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	2	2	3	3	1	2	1	5	5	5	5



MODELS PER UNIT: 10-30

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
SHIELDS..... 1
LIGHT ARMOUR..... 2

ONE UNIT MAY HAVE:
SPEARS..... 1

The bulk of undead are plucked from their graves in the form of skeletons, fleshless and unfeeling, fearless and frightening.

0-40 SKELETON ARCHERS

SKELETON	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	2	2	3	3	1	2	1	5	5	5	5



MODELS PER UNIT: 10-20

POINTS PER MODEL: 12

WEAPONS: BOW & HAND WEAPON

ARMOUR: NONE

OPTIONS

ONE UNIT MAY HAVE:
LIGHT ARMOUR..... 2

Skeleton warriors armed with the bow...

0-10 MUMMIES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MUMMY	3	3	0	4	5	4	3	2	9	8	8	9



MODELS PER UNIT: 1-10

POINTS PER MODEL: 80

WEAPONS: CLAW

ARMOUR: NONE

Mummies are amongst the most powerful of all undead, preserved beyond death by potent magic, and reeking of the natron and sulphur of the embalmer's parlour.

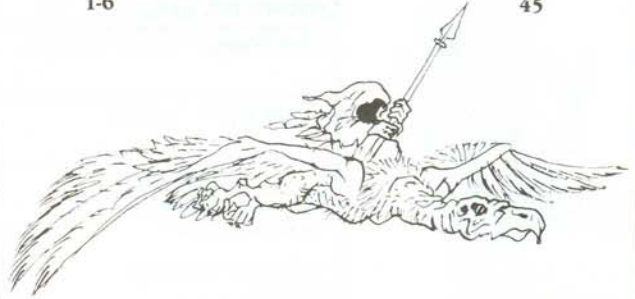
0-6 CARRION

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CARRION	4	3	0	3	3	2	4	3*	7	3	7	7

* PLUS THE RIDER'S ATTACKS (see WFB, p257)

MODELS PER UNIT:
1-6

POINTS PER MODEL:
45



WEAPONS:
BITE/CLAW

ARMOUR:
NONE

The giant bird of death is a creature of chaos. A powerful master of Necromancy can draw it from the Chaos Wastes where it feeds upon the lost souls of the misguided.

0-100 ZOMBIES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ZOMBIE	4	2	0	3	3	1	1	1	5	5	5	5



MODELS PER UNIT: 20-30

POINTS PER MODEL: 4

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ONE UNIT MAY HAVE:
DOUBLE-HANDED WEAPONS... 1
SHIELDS... 1/2
LIGHT ARMOUR... 1

Zombies are fleshy undead, their rotten flesh and torn entrails creating a nauseating stench, their stiff muscles leaving them with a shambling gait.

0-1 PLAGUE CART

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WAGON												
UNDEAD DRIVER	4	2	2	3	3	1	2	1	5	5	5	5
UNDEAD OX (1)	8	2	2	3	3	1	2	0	5	5	5	5

MODELS PER UNIT: 1 WAGON

POINTS PER MODEL: 100



WEAPONS: SCYTHE

ARMOUR: NONE

The creaking cart of death carries its dark cargo of doom into the centre of battle, bolstering the power of the undead and filling the hearts of the enemy with despair.

0-80 GHOULS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GHOUL	4	2	0	3	4	1	3	2	2	5	8	8



MODELS PER UNIT: 20-40

POINTS PER MODEL: 8

WEAPONS: BITE, CLAW OR CLUB

ARMOUR: NONE

Ghouls are living creatures perverted into undead form by omphagic practices and other forms of morbid depravity.

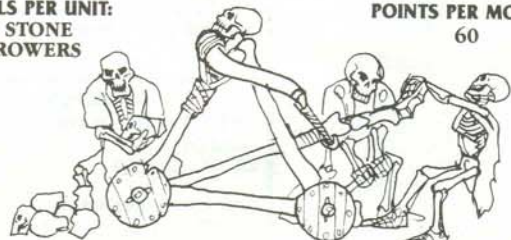
0-4 UNDEAD WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKELETON CREW (3)	4	2	2	3	3	1	2	1	5	5	5	5

	RANGE		TEMPLATE	STR	SAVE	WINDS
	MIN	MAX			MOD.	PER HIT
STONE THROWER	12"	48"	1"	5	-2	D4

MODELS PER UNIT:
1-4 STONE
THROWERS

POINTS PER MODEL:
60



WEAPONS:
HAND
WEAPON

OPTIONS

ANY UNIT MAY HAVE:
SCREAMING SKULL AMMUNITION... 25

ARMOUR:
NONE

Constructed by Necromantic artificers from bones, and dragged forth from the charnel vaults, these machines of hell may hurl stones or dread "skull" ammunition.

◀ ALLIES ▶

The player may spend up to one third of the army's total points on allies. The allies must be assembled using the *Allies Section* (p126), and chosen from the following:

Chaos Allies

Dark Elves



◀ HOSTS ▶

A wizard may magically bind a Monstrous or Ethereal host prior to the game. The player may spend up to one quarter of the army's total points on a host, assembled using the rules in the *Warhammer Bestiary* (see **WFB**, pp240 & 263).

A Monstrous host may contain:		Points cost per model
0-30	Giant Bats	2
0-40	Giant Rats	2
0-8	Giant Spiders	45
0-1	Swarms	250

An Ethereal host may contain:		Points cost per model
0-8	Ghosts	50
0-3	Spectres	200
0-3	Spectral mounts	+25*
0-4	Wights	100
0-4	Wraiths	150

* May only be used if the host includes Spectres.



MERCENARIES AND ALLIES

MERCENARIES

The Old World is a violent and uncertain place where the dispossessed form an everpresent minority. For these individuals there are few options: begging, crime and the military provide the only means by which they can survive. The most attractive option undoubtedly lies in enlisting with the mercenary bands that roam the Old World, following upon the heels of regular armies like dogs upon the scent of blood.

Players have the option of employing these tough fighters as indicated in the lists. Mercenaries are paid for using 'points' just like ordinary troops. However, the loyalty of mercenaries is dubious at best, and both sides will have the opportunity to reserve part of their points value for bribery. If a player wishes to employ mercenaries, his army *must* include a baggage train. The train is assumed to include the payment promised to the mercenaries in return for their services.

Mercenary Contingents

All mercenary units chosen from the same list fight as a 'mercenary contingent'. An army may include several mercenary contingents by employing mercenaries from different lists.

1. Each *contingent* must be led by a 'mercenary commander', who should be a *character model* with the highest *Leadership* of all characters within the mercenary contingent.



2. The contingent receives no *Leadership* bonus from the proximity of the army's general, or the commanders of other allied or mercenary contingents, or from any magical standards or instruments belonging to the army or other contingents.
3. The mercenary contingent commander may only confer his own *Leadership* bonus upon any unit which is a member of the same contingent. The commander must be within 12" of the unit's leader model to do this. *Leadership* tests are then made using the commander's modifier rather than the unit leader's modifier.
4. The contingent's, standard/s and musical instrument/s only confer bonuses to units belonging to the same contingent, not to other mercenary or allied contingents nor to the main army.

Mercenary Loyalty

Players must pay points for mercenaries in the same way as other troops. The number and type of mercenaries available are restricted by the *Army Lists*. However, mercenaries are loyal only to their pockets! To represent this, a player using mercenaries may choose to allocate more of his available 'points' to paying them. Additional points allotted for mercenary payment can come from points normally reserved for 'rank and file', 'characters', 'mercenaries' or any other part of the army's total points value. Additional mercenary payment does not *have* to come from the points normally reserved for mercenaries, although it may do so, if the player wishes.

The more additional points the player allots for paying his mercenaries, the more 'cash' he is offering them to fight, and the more likely they are to remain loyal. If a player decides to allot additional points for paying mercenaries, he should make an appropriate note of the total number of additional 'payment points' on a piece of paper.

Just as a player may pay his mercenaries extra to encourage their loyalty, a player may also allot points for 'bribing' mercenaries employed by the enemy! The more points a player uses for bribery, the more likely he is to succeed. There is no limit to the number of additional points used either to pay for or to bribe mercenaries. A player is free to spend no points for extra payment or bribery of mercenaries, if desired. If a player decides to allot points for bribing mercenaries, he should make an appropriate note of the total number of 'bribery points' on a piece of paper.

Mercenary loyalty is tested for each *mercenary contingent*. The test is made **once** for each contingent as soon as one of its composite units enters one of the situations covered below. The result applies to the whole contingent, not just the unit causing the test.

1. The first time a unit belonging to a mercenary group charges. Make the test before the charge starts.
2. The first time a unit belonging to a mercenary group is called upon to fire missile weapons at the enemy.
3. As soon as a unit belonging to a mercenary group comes within 4" of an enemy unit, if neither of the above apply.

To make the test, each player rolls 1D6 for each full 500 points worth of non-allied and non-mercenary troops on his side, including the value of characters, war-engines, and everything that is not part of mercenary or allied contingents.

If the player who employs the mercenaries rolls a total score of **half or more** of the enemy player's score, the mercenaries remain loyal.



If the enemy player's score is more than **twice** that of the player employing the mercenaries, the contingent immediately retreats from the battlefield off the nearest table edge. The mercenaries will defend themselves if attacked.

If the enemy player's score is more than **three times** that of the player employing the mercenaries, the contingent immediately switches sides and is controlled by the enemy player.

Either player may secretly use points from their additional 'payment' or 'bribery' points to increase the number of dice rolled. A player does not have to spend **all** of his points at once, but may use some (or none), reserving the rest for testing the loyalty of other mercenary contingents. Once points have been used, they may not be used again, and the player must reduce the points total on his piece of paper. For every 50 points of additional payment or bribery, a further D6 is added to the side's score.

For example, if a side with 1500 points of normal troops and 500 points of mercenaries, is battling against a side with 2000 points of ordinary troops, the first side rolls 3D6, the other 4D6. It would obviously be in the first side's interests to spend extra points to bunk up its dice rolls and 50 points would bring the two sides level (+D6).

The more mercenaries a side employs, the more extra points it will need to spend to ensure their loyalty! If a side relies too heavily on mercenary troops it is asking for trouble.

Death of the Army Commander

Mercenaries are employed to fight in a particular battle or campaign. They fight for money, booty, good times and nothing else. Their employer is the army's General, who they rely upon to pay them once the battle is over. If the General is killed, the chances are the mercenaries will stop fighting and go home. On the death of the General, all mercenary contingents must test to see how they react. Roll a D6 and add the following modifiers:

- +1 If the mercenary commander has been slain.
- +1 If the employing army's baggage is within 12".
- +1 If a friendly table edge is within 12".
- +1 If the enemy army's baggage is within 12".

If the result is less than 6, the mercenaries will continue to fight normally - hoping that they will get a fair deal after the battle from whoever takes over from the army's General.

If the result is 6 or more, the mercenaries realise that further fighting will be pointless. Any units engaged in close combat will complete the engagement. As soon as they are able to, units will move away from the battle area as swiftly as possible, retiring as directly as they can to the nearest table edge. If charged they will fight, completing any engagement before retiring once more. If attacked with missile weapons, they will return fire so long as this does not hinder their movement. Units will not attack or shoot any troops without provocation.

Once a mercenary unit is retiring, it will not return to the battle no matter what happens. If the unit approaches within 12" of a baggage area, it must move towards it, attack, and occupy it for one whole turn before moving off the table. This represents the mercenaries looting the baggage in an attempt to recoup as much as possible before leaving the battle. Mercenaries don't care which side the baggage belongs to, or which side currently occupies it, they attack it anyway.

Professionalism

Mercenaries are professional fighters, hardened to the realities of war and the risks of combat. Mercenaries have seen and done it all before, and usually learned from the experience. They know that to run away from combat is far more dangerous than staying put - even if you're getting beat! A mercenary unit will often fight it out to the last, even once all hope of victory has gone.

Similarly, mercenaries are not fools, if offered a chance to escape from a hopeless fight they will take it. To reflect this professional attitude the following special rules apply:

1. If a mercenary unit does not wish to pursue, it does not have to. No test is required - the unit automatically halts and, unlike other units which decline to pursue, does not have to *reform*. If a mercenary unit wishes to halt once pursuit is underway, it may do so automatically - no test is taken.
2. If a mercenary unit is called upon to take a *rout* or *rally* test, it may add +1 to its *Leadership* up to a maximum value of 10.
3. If a mercenary unit has been pushed-back in combat by an enemy unit (or units) outnumbering it by 2 to 1, instead of following-up, the victors may 'offer terms' to the mercenaries. If the player wishes to offer terms the combat engagement comes to an immediate halt - and the units concerned may not move for the remainder of that turn.

The terms offered follow a fairly traditional pattern - ie, the mercenary unit must move off the table taking no further part in the battle. In return the player will not attack the mercenaries, or fire upon them, and will allow them to retreat unmolested.

Test to see if the terms have been accepted by rolling a D6. If the mercenaries are outnumbered 3 to 1, add +1, if by 4 to 1 add +2, and so on. If the result is 6 or more, the mercenaries will agree, and the unit is moved away from the battle by the GM or opposing player. It is impossible to come to terms with mercenaries who are *bated* or who *bate* the troops they are fighting.



ALLIES

Some armies are permitted groups of allies as indicated in the *Army Lists*. Allies are formed in 'allied contingents', by race, in a similar way to mercenaries. A contingent of allies may include several units and *character models*, led by the character model with the highest *Leadership* who will be the *ally commander*. Ally commanders function in an identical manner to army commanders, but are only able to influence the *Leadership* value of troops in their contingent. Allied units do not benefit from the *Leadership* bonus of the army commander. In this respect, the rules for allies are exactly the same as those for mercenaries.

Allied Loyalty

Allies are fighting for their friends - a very laudable thing to do! Allies are not motivated by money or booty in the same way as mercenaries, but their enthusiasm may be a little less than that of normal troops.

If fighting against an army that includes *bated* enemy, allies have normal characteristics and no special rules apply - they are happy to be given the opportunity to kill their foe!

If the opposing army includes no *bated* enemy, all allied units have a *Leadership* modifier of -1 when taking any *rout* or *rally* tests. This also applies to the *Ld* of a character associated with the unit, but not to his *Ld* bonus.

For example, a level 20 Elf character has *Ld* 10 + 3, which brings the normal Elf *Ld* value up to 10 from 8; 10 being the maximum allowed. If fighting as allies, the unit's *Ld* value is still 10 because 8-1+3 = 10.



CHAOS ALLY CONTINGENT

126
CHAOS

The dark forces of Chaos are only too willing to lend their malefic powers in the service of those touched by the corruption of the Chaos Gods. A Chaos pack of this kind is an horrific thing, harbouring diverse and foul lackeys, and the hideously twisted forms of barely recognisable creatures.

Alignment: Chaotic.

Psychology: As with a Chaos Army, a Chaos Ally Contingent contains a wide variety of creatures, many of which have complex psychological reactions to other races and to each other. Players wishing to employ a Chaos Ally Contingent should consult the *Bestiary* (WFB pp225-258) for specific details.

Chaotic Attributes: Troops making up the Chaos Ally Contingent may manifest *chaotic attributes* subject to the provisions on p6. The chart across summarises the number of attributes applying to units and individual characters of the various types in the contingent.



Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points value as listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.

Contingent commander: The contingent must be led by a *contingent commander*. If the contingent includes more than one chaotic 'race', it must be led by a Chaos Sorcerer (or a Chaos Knight if it includes chaos warriors). A contingent comprising a single unit may be led by the unit champion who will then count as the contingent commander. If the entire contingent belongs to the same chaotic 'race' (eg. Chaos Dwarfs, Chaos Centaurs, Beastmen, Minotaurs or Chaos Goblins) the champion or hero of that race with the highest *leadership* characteristic will be their contingent commander.

0-1 CHAOS SORCERER AS CONTINGENT COMMANDER

SOULFLAYER	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 20 SORCERER	4*	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3
CHAOS STEED	8	4	0	4	4	-	4	2	-	-	-	-

* 8 WHEN MOUNTED



POINTS COST:	240
WEAPONS:	HAND WEAPON
ARMOUR:	NONE
OPTIONS	
ALLY COMMANDER MAY HAVE:	
CHAOS STEED	32
CHAOS HEAVY ARMOUR	53

The Sorcerer may use Battle Magic, Daemonic, Elemental, Illusionist or Necromantic spells without any restriction as to choice of type.

Grade	Number of Attributes
Characters	
Beastmen	D6
Chaos Knight	D6
Chaos Sorcerer 'Soulflayer'	D6
Chaos Champion	D6-1
Chaos Centaurs	D6-4
Chaos Dwarfs	D6-4
Chaos Goblins	D6-3
Minotaur	D6-4
Units	
Beastmen	D6-3
Chaos Warriors	D6-3
Chaos Centaurs	D6-4
Chaos Dwarfs	D4-3
Chaos Goblins	D6-4

0-1 CHAOS KNIGHT AS CONTINGENT COMMANDER

CHAOS KNIGHT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	4*	8	8	5	4	3	8	3	10+3	10+3	10+3	10+3
CHAOS STEED	8	4	0	4	4	-	4	2	-	-	-	-
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

* 8 WHEN MOUNTED



POINTS PER MODEL:	250
WEAPONS:	HAND WEAPONS
ARMOUR:	HEAVY ARMOUR
OPTIONS	
ANY COMMANDER MAY HAVE:	
CHAOS STEED	32
WARHORSE	6
WARHORSE BARDING	4
SHIELD	1
LANCE	2

A mighty disciple of Chaos, by force of his own will and favour in the god's eye, may attract a following among those also upon the path of chaos.

0-20 CHAOS WARRIORS

WARRIOR	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2
CHAMPION	4	7	7	5	3	2	7	2	10+3	10+3	10+3	10+3



MODELS PER UNIT:	5-10
POINTS PER MODEL:	74
WEAPONS:	HAND WEAPON
ARMOUR:	HEAVY ARMOUR & SHIELD
OPTIONS	
ANY UNIT MAY HAVE:	
CHAOS CHAMPION	129
ADDITIONAL HAND WEAPON	1
DOUBLE-HANDED WEAPON	2
HALBERD	2
ONE UNIT MAY HAVE:	
MAGIC STANDARD	100
MAGIC INSTRUMENT	25

These Human warriors worship the gods of Chaos. They have exchanged their souls for superhuman strength and courage.



0-50 MINOTAURS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MINOTAUR	6	4	3	4	4	3	3	2	9	5	7	6
LEVEL 5 HERO	6	5	4	5	4	3	4	3	9	5	7	6
LEVEL 10 HERO	6	6	4	5	5	4	4	4	10+1	5	7	6
LEVEL 15 HERO	6	6	4	5	5	5	4	4	10+2	5	8+1	7+1



MODELS PER UNIT: 5-10
POINTS PER MODEL: 40
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
ANY UNIT MAY HAVE:
 CHAMPION:
 LEVEL 5 HERO90
 LEVEL 10 HERO140
 LEVEL 15 HERO190
 DOUBLE-HANDED WEAPONS...8
 ADDITIONAL HAND WEAPONS...4
 SPEARS4
 HALBERDS8
 LIGHT ARMOUR8

Minotaurs are slaving creatures of chaos which lust for the taste of warm blood, snarling and fighting with empassioned ferocity amidst an orgy of broken flesh. Minotaurs are subject to blood-greed and frenzy as described in WFB pp236-237.

0-100 CHAOS BEASTMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	3	4	2	3	1	7	6	7	6
LEVEL 5 HERO	4	5	4	4	4	2	4	2	7	6	7	6
LEVEL 10 HERO	4	6	4	4	5	3	4	3	8+1	6	7	6
LEVEL 15 HERO	4	6	4	4	5	4	5	3	9+2	6	8+1	7+1



MODELS PER UNIT: 10-40
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
ANY UNIT MAY HAVE:
 CHAMPION:
 LEVEL 5 HERO60
 LEVEL 10 HERO110
 LEVEL 15 HERO160
 SHIELDS1
 LIGHT ARMOUR2
ONE UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS...1
 DOUBLE-HANDED WEAPONS...2
 FLAILS1
 THROWING SPEARS1
 HALBERDS2

Bands of Beastmen dwell deep in forests and wilderness regions, worshipping the Chaos gods and steadily increasing in numbers.

0-50 CHAOS CENTAURS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CENTAUR	8	3	4	4	3	2	3	2	7	7	7	7
LEVEL 5 HERO	8	4	5	5	3	2	4	3	7	7	7	7
LEVEL 10 HERO	8	5	5	5	4	3	4	4	8+1	7	7	7
LEVEL 15 HERO	8	5	5	5	4	4	5	4	9+2	7	8+1	8+1



MODELS PER UNIT: 5-10
POINTS PER MODEL: 32
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
ANY UNIT MAY HAVE:
 CHAMPION:
 LEVEL 5 HERO82
 LEVEL 10 HERO132
 LEVEL 15 HERO182
 LANCES8
 DOUBLE-HANDED WEAPONS...8
 HALBERDS8
 FLAILS4
 ADDITIONAL HAND WEAPON...4
 BOWS8
 SHIELDS4
 LIGHT ARMOUR8
ONE UNIT MAY HAVE:
 MAGIC STANDARD50
 MAGIC INSTRUMENT25

Nomadic Chaos Centaurs are hot-blooded, aggressive animals always eager to sate their bestial lust for carnage.

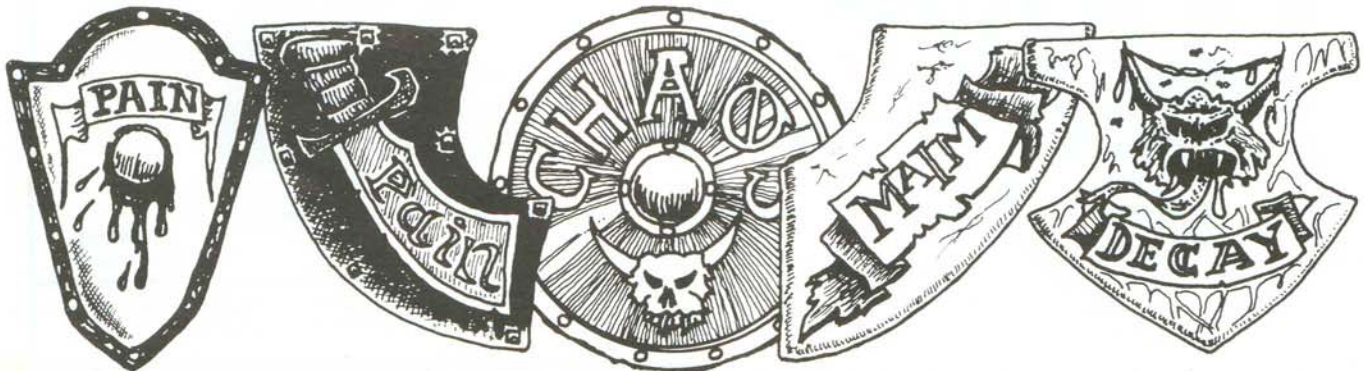
0-100 CHAOS GOBLINS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS GOBLIN	4	2	3	3	3	1	2	1	5	5	5	5
LEVEL 5 HERO	4	3	4	4	3	1	3	2	5	5	5	5
LEVEL 10 HERO	4	4	4	4	4	2	3	3	6+1	5	5	5
LEVEL 15 HERO	4	4	4	4	4	3	4	3	7+2	5	6+1	6+1



MODELS PER UNIT: 20-50
POINTS PER MODEL: 2½
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
ANY UNIT MAY HAVE:
 CHAMPION:
 LEVEL 5 HERO15
 LEVEL 10 HERO28
 LEVEL 15 HERO40
 SPEARS½
 SHIELDS½
 LIGHT ARMOUR1
 BOW1
ONE UNIT MAY HAVE:
 MAGIC STANDARD50
 MAGIC INSTRUMENT25

Scorned outcasts of goblinoid society, these unwholesome creatures quickly heed the whims of their masters in the service of Chaos.



0-20 CHAOS DWARF BERSERKER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BERSERKERS	3	4	3	3	4	1	2	1	9	7	9	9
LEVEL 15 HERO	3	6	4	4	5	3	4	3	10+2	7	10+1	10+1



MODELS PER UNIT: 10-20

POINTS PER MODEL: 13

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

- ANY UNIT MAY HAVE:
- CHAMPION 155
 - DOUBLE HANDED WEAPON 2
 - ADDITIONAL HAND WEAPON 1
 - THROWING AXE OR SPEAR 1
 - SHIELD 1

Gnashing razor sharp teeth and chewing at their own exposed flesh in their lust for battle, these blood-vomiting maniacs are the most dangerous of all Chaos Dwarfs. They are subject to the full rules for Berserkers (WFB p97)

0-60 CHAOS DWARFS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	1	9	7	9	9
LEVEL 5 HERO	3	5	4	4	4	1	3	2	9	7	9	9
LEVEL 10 HERO	3	6	4	4	5	2	3	3	10+1	7	9	9
LEVEL 15 HERO	3	6	4	4	5	3	4	3	10+2	7	10+1	10+1



MODELS PER UNIT: 10-40

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

- ANY UNIT MAY HAVE:
- CHAMPION:
 - LEVEL 5 HERO 50
 - LEVEL 10 HERO 130
 - LEVEL 15 HERO 150
 - DOUBLE HANDED WEAPON 2
 - SHIELD 1
 - HEAVY ARMOUR 1
- ONE UNIT MAY HAVE:
- MAGIC STANDARD 50
 - MAGIC INSTRUMENT 25

Warped by Chaos, the Chaos Dwarfs manifest all the most warlike qualities of their race but twisted to a new pitch of evil and insanity.

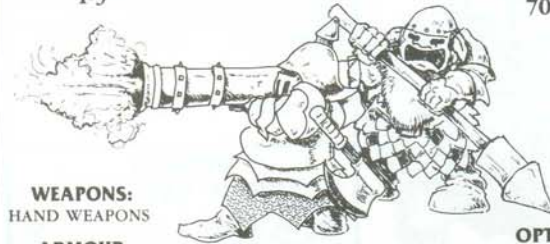
0-3 CHAOS DWARF BAZUKA

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	1	9	7	9	9

	RANGE	TEMPLATE	STR	SAVE MOD.	WNDS PER HIT
BAZUKA	36"	1" radius	5	-3	D3

MODELS PER UNIT: 1-3

POINTS PER MODEL: 70



WEAPONS: HAND WEAPONS

ARMOUR: LIGHT ARMOUR

OPTIONS

CREW MAY HAVE: HEAVY ARMOUR 1

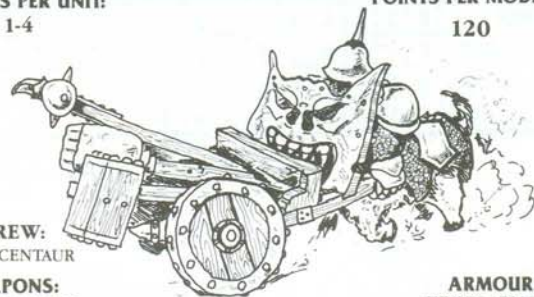
Another outstanding example of the remarkable pyrotechnic abilities of the Chaos Dwarfs is the rocket launcher bazuka. The weapon is spectacular in its effects if rather erratic. Crews are usually volunteers who are either exceptionally brave or possibly slightly insane.

0-3 CHAOS DWARF WAR MACHINES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BOAR CENTAUR	7	4	3	3	4	2	2	2	9	7	9	9

MODELS PER UNIT: 1-4

POINTS PER MODEL: 120



CREW: 1 BOAR-CENTAUR

WEAPONS: DOUBLE-HANDED WEAPON

ARMOUR: HEAVY ARMOUR & BARDING

These awesome war machines were devised by the notorious Chaos Dwarf inventor who also bred the Dwarf Boar-Centaurs to crew them. There are two types; the 'Whirlwind' with rotating flails and scythes, and the 'Tenderiser' armed with three enormous concussive implements.

0-2 CHAOS DWARF MORTARS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	1	9	7	9	9

	RANGE	TEMPLATE	STR	SAVE MOD.	WNDS PER HIT
CHAOS DWARF	MIN MAX				
MORTAR	16 36	1" radius	6	-2	D4

MODELS PER UNIT: 1-4

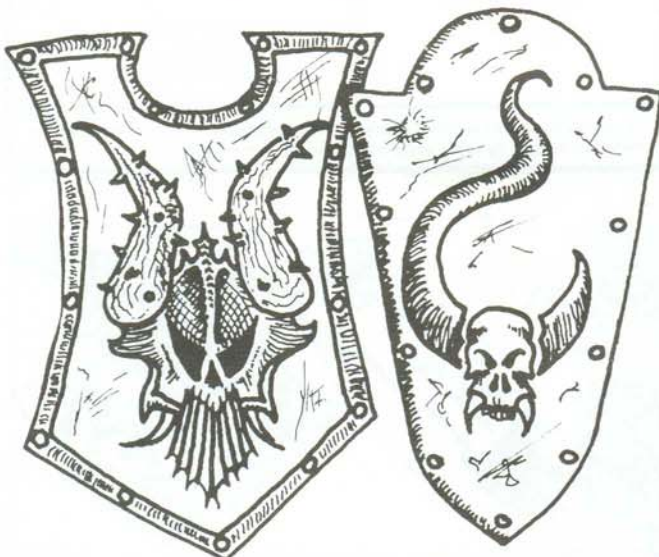
POINTS PER MODEL: 42



CREW: 2 CHAOS DWARFS

ARMOUR: HEAVY ARMOUR

Chaos Dwarfs retain the ingenuity of their race, but their inventive minds are tainted with Chaos, and they seek only to serve the Chaos gods.



DWARF ALLY CONTINGENT

Dwarfs are by nature a very loyal people. They rarely forget a favour, and will readily march to help their friends when asked. In the same way, they rarely forget a debt, and often get extremely hostile towards any who renege on past agreements.

Psychology: Dwarfs *bate* goblinoids, including Orcs, Goblins, Hobgoblins and Snotlings. Dwarfs also suffer *animosity* against friendly units of Elves.

Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points value listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.

Contingent commander: the contingent must be led by a commander who may have a magic weapon with one attribute.



Alignment: Dwarf contingents are Neutral.

1 DWARF CONTINGENT COMMANDER

DWARF	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	3	7	4	4	5	4	5	4	10+3	7	10+1	10+1



POINTS PER MODEL: 170

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS
CONTINGENT COMMANDER MAY HAVE:
DOUBLE-HANDED WEAPON.....2
SHIELD1
MITHRIL HEAVY ARMOUR.....26

Dwarf lords take their responsibility towards allies very seriously, and will often lead a contingent personally, or else appoint a trusted friend or relative to undertake the task on their behalf.

0-40 DWARF CROSSBOWMEN

DWARF	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-30

POINTS PER MODEL: 13

WEAPONS: CROSSBOW & HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS
ANY UNIT MAY HAVE:
CHAMPION LEADER.....53
SHIELDS1

The Dwarfs favour the crossbow above all other missile weapons. Like the Dwarfs themselves it is slow, but dependable and hard-biting.

0-10 IRON BREAKERS

DWARF	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	3	5	3	4	4	1	3	1	9	7	9	9
LEVEL 10 HERO	3	6	4	4	5	2	3	3	10+1	7	9	9



MODELS PER UNIT: 10

POINTS PER MODEL: 15

WEAPONS: HAND WEAPON

ARMOUR: HEAVY ARMOUR & SHIELD

OPTIONS
ANY UNIT MAY HAVE:
CHAMPION LEADER.....92
DOUBLE-HANDED WEAPON.....2
ONE UNIT MAY HAVE:
MAGIC STANDARD.....50
MAGIC INSTRUMENT.....25

Dwarf contingents are often formed around a core of elite dour-bearded warriors whose bravery and valour will serve to honour the race in the eyes of its allies.

10-80 DWARF WARRIORS

DWARF	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-40

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS
ANY UNIT MAY HAVE:
CHAMPION LEADER.....50
DOUBLE-HANDED WEAPONS.....2
SHIELDS1
SPEARS1

Dwarfs make steadfast warriors, ideal and dependable troops to fill the battle lines.



DARK ELF

ALLY CONTINGENT

130
DARK ELF

The evil Elves of Naggarond still carry the blood of their seafaring ancestors in their corrupt veins. Their black boats sail the chill oceans, breaking the waves of the northern seas, harrying shipping, raiding coastal settlements and aiding the forces of Evil and Chaos in return for the self evident rewards of slaughter and blood-letting.

Alignment: Dark Elves can be either Evil or Chaotic.

Psychology: Dark elves *bate* other Elf kindreds. Witch Elves are subject to *frenzy*.

Chaos attributes: Dark Elf character models may manifest chaotic attributes subject to the provisions on page 6. A Dark Elf character may have up to D6-3 personal attributes.

Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points value as listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.

Contingent commander: the ally contingent must be led by a comander who may have a magic weapon with one attribute.

1 CONTINGENT COMMANDER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	5*	7	5	4	4	4	9	4	10+3	9	10+1	9+1
COLD ONE	8	3	0	4	4	-	1	2	-	-	-	-
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

*8 WHEN MOUNTED



POINTS PER MODEL: 170

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

CONTINGENT COMMANDER

MAY HAVE:

- COLD ONE.....22
- WARHORSE.....6
- BARDING.....4
- ADDITIONAL HAND WEAPON...1
- SHIELD.....1
- CROSSBOW.....3
- LANCE.....2
- DOUBLE-HANDED WEAPON.....2

These are frequently captains of black bulled fleets, nobles, or blood-seekers from the aristocracy of their kind - merciless leaders all too happy to throw in their lot with the forces of destruction in return for the chance to bathe in the blood of their enemies.

0-1 GRIMWITCH

GRIMWITCH	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 10 WIZARD	5*	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2
COLD ONE	8	3	0	4	4	-	1	2	-	-	-	-
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

*8 WHEN MOUNTED



POINTS PER MODEL: 118

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

GRIMWITCH MAY HAVE:

- COLD ONE.....22
- WARHORSE.....6

Great practitioners of magic, Dark Elf forces often include wizards. The Grimwitch must have at least one Daemonic or Necromantic spell at level 1. Remaining spells are made up with Battle Magic, Daemonic or Necromantic spells.

0-1 ALLY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	5*	5	5	4	3	1	7	2	8	9	9	8
COLD ONE	8	3	0	4	4	-	1	2	-	-	-	-
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

* 8 WHEN MOUNTED



POINTS COST INCLUDING CONTINGENT STANDARD: 100

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

STANDARD BEARER MAY HAVE:

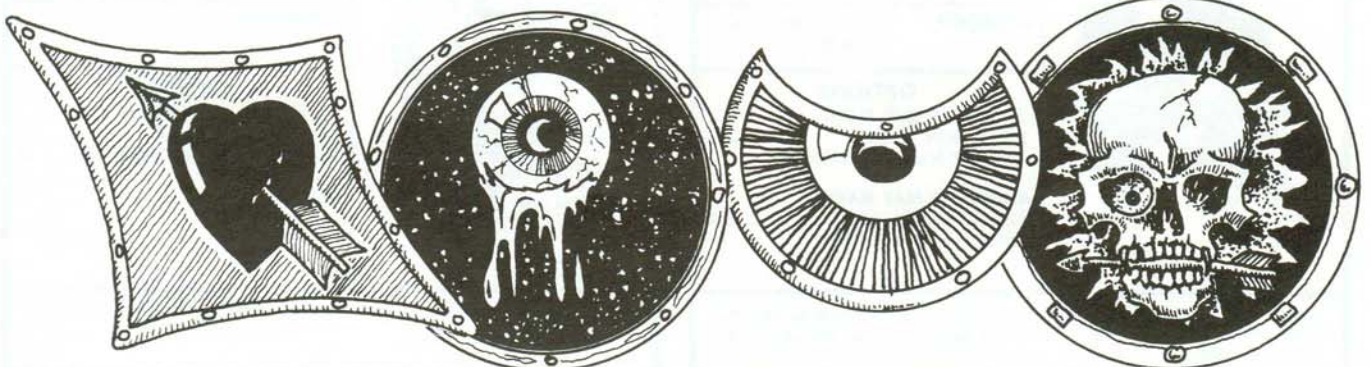
- COLD ONE.....22
- WARHORSE.....6
- WARHORSE BARDING.....4

CONTINGENT STANDARD

MAY HAVE:

- ONE MAGIC ATTRIBUTE.....100

The tattered black banners of Dark Elf raiders are probably the least welcome sight in all the coastal regions of the Old World.



0-10 DOOMDRAKES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	-	5	4	3	3	1	6	1	8	9	9	8
LEVEL 10 HERO	-	6	5	4	4	2	7	3	9+1	9	9	8
COLD ONE	8	3	0	4	4	-	1	2	-	-	-	-



MODELS PER UNIT: 5-10
POINTS PER MODEL: 35
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....105
 CROSSBOWS.....6
 LANCE.....4
 ONE UNIT MAY HAVE:
 REPEATING CROSSBOWS.....8

Cold Ones are deadly lizard-like creatures of tremendous power. Ridden into battle by hardened Elf warriors, few can stand before them and fewer still stand for long.

0-60 WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8
5 HERO	5	5	5	4	3	1	7	2	8	9	9	8



MODELS PER UNIT: 10-20
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....50
 SHIELDS.....1
 ONE UNIT MAY HAVE:
 CROSSBOWS.....3
 DOUBLE-HANDED WEAPONS.....2

Few races are as murderous, or as keen to do battle, as the Dark Elves. To these mean-hearted and fell-banded people, slaughter is the ultimate aim of war, and one they will travel far to savour.

0-10 DOOMSTEEDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+2 SHOCK ELITE	-	5	4	3	3	1	7	1	8	9	9	8
LEVEL 5 HERO	-	5	5	4	3	1	7	2	8	9	9	8
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-10
POINTS PER MODEL: 33
WEAPONS: LANCE & HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....59
 CROSSBOWS.....6
 ONE UNIT MAY HAVE:
 REPEATING CROSSBOWS.....8
 BARDING.....8
 MAGIC STANDARD.....50
 MAGIC INSTRUMENT.....25

The horses of the Dark Elves are evil-eyed brutes, as cruel tempered and murderous as their masters.

0-30 WITCH ELVES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DARK ELF	5	4	4	3	3	1	6	1	8	9	9	8
LEVEL 5 HERO	5	5	5	4	3	1	7	2	8	9	9	8



MODELS PER UNIT: 10-20
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION.....50
 ADDITIONAL HAND WEAPONS...1
 POISONED ATTACKS.....3
 ONE UNIT MAY HAVE:
 CROSSBOWS.....3

These blood-smeared she-elves fight as though possessed by Daemons, and with a murderous appetite which can only be sated in the heat of battle. They are subject to frenzy.



HIGH ELF

ALLY CONTINGENT

The Elven Kings of Ulthuan sometimes send contingents to augment the armies of friendly peoples, especially if they are at war with a mutual foe. There are also High Elven nobles and warriors who have become restless with life in the inner realms of Ulthuan, and who are willing to set out and fight for a cause they judge to be worthy. The Sea Elves of the coastal realms of Ulthuan frequently become involved in the wars of the wider world, and have colonies and trading posts in many lands which can contribute forces to friendly nations in danger. They are especially willing to do this if Elven trading interests are threatened.

Alignment: Elves are Good.

Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may be given a *champion* leader by paying the appropriate points value as listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.

Contingent commander: the contingent must be led by a commander who may have a magic weapon with one attribute.

1 ELF CONTINGENT COMMANDER

PRINCE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	5*	7	5	4	4	4	9	4	10+3	9	10+1	9+1
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

*8 WHEN MOUNTED



POINTS PER MODEL: 168

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

CONTINGENT COMMANDER

MAY HAVE:

WARHORSE	6
BARDING	4
SHIELD	1
LANCE	2
LONGBOW	3

Few races are so bandsome, or so physically imposing as the Elves, but few amongst even their own race can match the breathtaking physical perfection of the Princes of Ulthuan. No less impressive are the finely crafted armours and ancient weapons which adorn these heroes of a proud warrior culture.

0-1 SPELLBARD

SPELLBARD	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 10 WIZARD	5*	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

*8 WHEN MOUNTED



POINTS PER MODEL: 118

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

SPELLBARD MAY HAVE:

WARHORSE	6
----------	---

Elves are a magical folk who often take their wizards to war. The Spellbard may have one Illusionist, Elemental or Daemonic spell at level 1, making up the remainder with Battle Magic spells.

0-1 ALLY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	5*	5	5	4	3	1	7	2	8	9	9	8
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

*8 WHEN MOUNTED



POINTS COST INCLUDING CONTINGENT STANDARD: 101

WEAPONS: HAND WEAPON

ARMOUR: HEAVY ARMOUR

OPTIONS

STANDARD BEARER MAY HAVE:

WARHORSE	6
BARDING	4

CONTINGENT STANDARD

MAY HAVE:

ONE MAGIC ATTRIBUTE	100
---------------------	-----

The fluttering banners of the Elves are wrought of the finest materials from the world over, cunningly crafted with the aid of magic, and depict many valiant deeds and heroic conquests.



0-20 SILVER HELMS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	-	5	4	4	3	1	7	1	8	9	9	8
LEVEL 5 HERO	-	5	5	4	3	1	7	2	8	9	9	8
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-20

POINTS PER MODEL: 35

WEAPONS: LANCE & HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS

ANY UNIT MAY HAVE:
CHAMPION LEADER.....59

ONE UNIT MAY HAVE:
MAGIC MUSICAL INSTRUMENT..25
HEAVY ARMOUR.....2
BARDING.....8
A MAGIC STANDARD.....50

It is said that Elven horses are the finest in all the world, carrying their warriors unflinching into the heat of battle.

10-40 WARRIOR KINDREDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	3	3	1	6	1	8	9	9	8
LEVEL 5 HERO	5	5	5	4	3	1	7	2	8	9	9	8



MODELS PER UNIT: 10-30

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
CHAMPION LEADER.....50
HALBERDS.....2
DOUBLE-HANDED WEAPONS....2
SPEARS.....1
HEAVY ARMOUR.....1
SHIELDS.....1

The glittering ranks of Elven warriors have honoured their race upon many a battlefield since the world was young.

0-40 ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 MISSILE ELITE	5	4	5	3	3	1	6	1	8	9	9	8
LEVEL 5 HERO	5	5	5	4	3	1	7	2	8	9	9	8



MODELS PER UNIT: 10-20

POINTS PER MODEL: 14

WEAPONS: LONG BOW & HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
CHAMPION LEADER.....53

Bows are the most common form of missile weapon amongst the Elves. Many are trained to excel in their use.

0-20 MERCHANT COMPANIES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	3	3	1	6	1	8	9	9	8
LEVEL 10 HERO	5	6	5	4	4	2	7	3	9+1	9	9	8



MODELS PER UNIT: 10-20

POINTS PER MODEL: 10

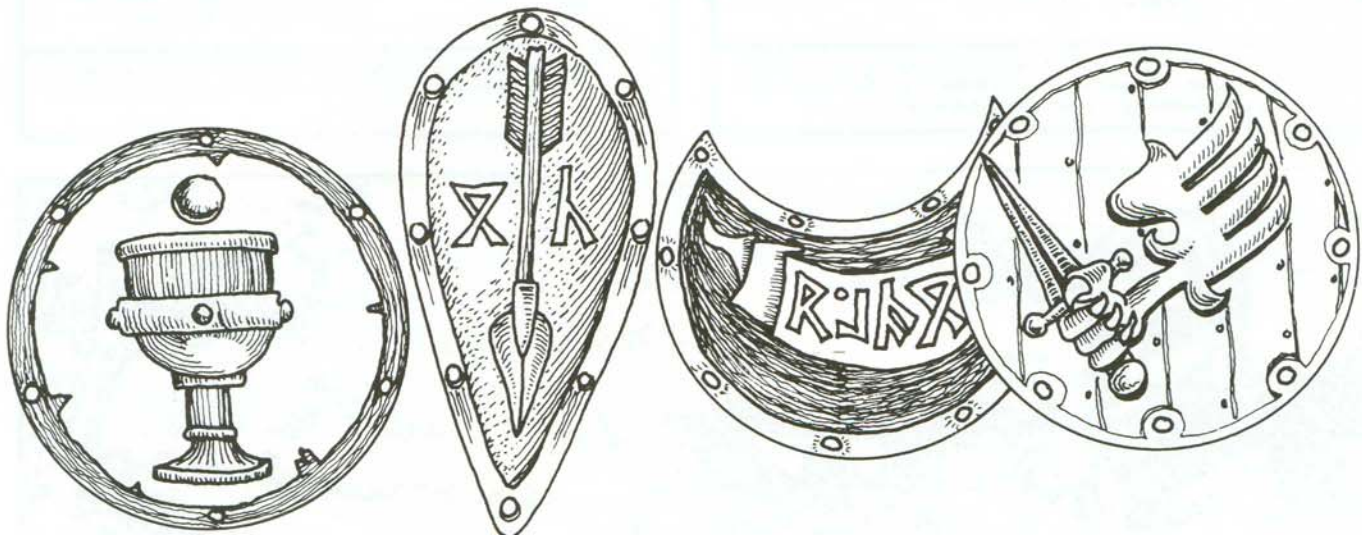
WEAPONS: HAND WEAPONS

ARMOUR: LIGHT ARMOUR

OPTIONS

ONE HALF OF EACH UNIT MUST HAVE:
LONGBOWS.....3
OTHER HALF OF EACH UNIT MAY HAVE:
SPEARS.....1
HALBERDS.....2
ANY UNIT MAY HAVE:
CHAMPION LEADER.....53
SHIELDS.....1

These regiments are raised by Merchant Princes and are uniquely armed: half as spearmen or halberdiers, the other half as archers (see WFB p125).



WOOD ELF

ALLY CONTINGENT

Wood Elves are strong and loyal allies. They will not leave their woodlands for trivial reasons, but given sufficient cause will take up arms on behalf of their friends and allies. Elves are more aware than man of the changing world, and anxiously watch the growing power of their mutual enemies.



Alignment: Wood Elves are Good.

Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points value as listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.

Contingent commander: the contingent must be led by a commander who may have a magic weapon with one attribute.

0-1 WOOD ELF WIZARD

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 10 WIZARD	5*	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

*8 WHEN MOUNTED



POINTS PER MODEL: 118

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS
THE WIZARD MAY HAVE:
WARHORSE 6

The wizard may have one level 1 Elemental spell. Remaining spells are Battle Magic.

1 WOOD ELF CONTINGENT COMMANDER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 15 HERO	5*	6	5	4	4	3	8	3	10+2	9	10+1	9+1
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

*8 WHEN MOUNTED



POINTS PER MODEL: 130

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS
CONTINGENT COMMANDER
MAY HAVE:
WARHORSE 6
ADDITIONAL HAND WEAPON... 1
DOUBLE-HANDED WEAPON... 2
SHIELD 1
BARDING 4

Elven lords are highly respected and cultured members of their complex hierarchical society. They are also brave fighters and able leaders, and inspire the best qualities from their loyal followers.

0-40 WARRIOR KINBANDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	4	3	1	6	1	8	9	9	8
LEVEL 5 HERO	5	5	5	4	3	1	7	2	8	9	9	8

MODELS PER UNIT: 10-30

POINTS PER MODEL: 9

WEAPONS: HAND WEAPON

ARMOUR: SHIELD

OPTIONS
ANY UNIT MAY HAVE:
CHAMPION LEADER 49
LIGHT ARMOUR 2
SPEARS 1

ONE UNIT MAY HAVE:
ADDITIONAL HAND WEAPONS... 1
DOUBLE HANDED WEAPONS... 2



The family banners of the Kinbands are a familiar sight to the allies of the Elves, and their bloody-banded bearers a welcome addition to the army



0-20 LORD'S BOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 MISSILE ELITE	5	4	5	3	3	1	6	1	8	9	9	8
LEVEL 10 HERO	5	6	5	4	4	2	7	3	9+1	9	9	8



MODELS PER UNIT: 10-20
POINTS PER MODEL: 12
WEAPONS: LONG BOW & HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....91
 LIGHT ARMOUR.....2
 SHIELDS.....1
 ONE UNIT MAY HAVE:
 MAGIC STANDARD.....25
 MAGIC INSTRUMENT.....25

The finest archers of the realm form the elite core of a Wood Elf force, and are drawn from the personal retainers of the contingent's leader.

0-10 WARDANCERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARDANCER	5	4	4	3	3	1	6	1	8	9	9	8
LEVEL 5 HERO	5	5	5	4	3	1	7	2	8	9	9	8



MODELS PER UNIT: 5-10
POINTS PER MODEL: 20
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....60
 ADDITIONAL HAND WEAPONS...1
 DOUBLE-HANDED WEAPONS...2
 SPEARS.....1
 FLAILS.....2
 SHIELDS.....1
 LIGHT ARMOUR.....2

The amazing athletic fighting prowess of these dancing warriors of doom is doubly welcomed by their allies

0-30 ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF	5	4	4	3	3	1	6	1	8	9	9	8
LEVEL 5 HERO	5	5	5	4	3	1	7	2	8	9	9	8



MODELS PER UNIT: 10-20
POINTS PER MODEL: 11
WEAPONS: LONG BOW & HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....51
 SHIELDS.....1
 ONE UNIT MAY HAVE:
 LIGHT ARMOUR.....2
 DOUBLE HANDED WEAPONS...2

Wood Elves are masters of the bow, the most notorious and deadly Elven weapon of them all.

0-10 GLADE RUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ELF SCOUT	5	4	4	3	3	1	6	1	8	9	9	8
LEVEL 5 HERO	5	5	5	4	3	1	7	2	8	9	9	8



MODELS PER UNIT: 5-12
POINTS PER MODEL: 16
WEAPONS: LONGBOW & HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....56
 SHIELDS.....1
 ONE UNIT MAY HAVE:
 MAGIC INSTRUMENT.....25

Scouts, way-watchers, messengers and hunters form the basis of the Elven Glade Runners, a valuable addition to the strength of any ally.



FIMIR ALLY CONTINGENT

The Fimir haunt bogs, fens and desolate moorlands. They dwell in crude strongholds, little more than craggy heaps of boulders hidden by thick swirling mist. This weird mist is generated by the Fimir themselves in order to screen them from sunlight, which they loath. Any Fimir warband ranging far from its lair will be shrouded in just such an enchanted mist.

The fearful Fimm raiders are the scourge of human settlements along fenland margins as small bands frequently come forth from the marshes to take human captives. Larger Fimir warbands, which might join forces with other races as allies, result from the sundering of Fimir clans.

The only female Fimir are the Meargh or 'witch-hags'. They are revered as powerful spellcasters and rule the Fimir clans. A Fimir contingent will never have more than a single Meargh, and she will always be present if the Fimir are defending their stronghold. If an aged Meargh has brought up a Meargh 'daughter' (a very rare event indeed), this will cause the community to split when the young Meargh leaves to found a new clan, taking a proportion of the old clan with her.

If the Meargh should die without a successor, the clan will disperse, with the various retinues of Fimm warriors setting out on a *death-quest* as they seek a new Meargh or their ultimate annihilation. Sometimes a Meargh will banish a noble from the clan, who will then take his following with him. It is such restless and disturbed bands of Fimir which may make common cause with other Evil races as allies.

Only the Warrior Fimm and the elite Fianna Fimm (retainers of the Fimm nobles), appear as allies. Such contingents will certainly contain Dirach wizards or possibly even a Meargh, but the wretched *sbearls*, as the Fimir slave caste is known, perish with the sundering of the clan.

The contingent must contain at least one wizard. A Fimir wizard may be a Dirach or a Meargh. The Dirach or *daemon-friends* usually accompany any Fimir raiding force or ally contingent. Fimir also associate with Daemons and may even worship them. Their wizards are masters of Daemonic magic, and the Meargh will often make pacts with Daemons sealed by blood sacrifices. Capturing victims for sacrifice is frequently a motive for Fimir raids on human settlements.

Fimir Mist

Every Fimir unit of at least 5 models will generate its own covering mist (consult **WFB**, p218).

Alignment: Fimir are Evil.

Base size: 40mm x 40mm.

Psychology: Fimir dislike bright sunlight. If Fimir are deprived of their covering mist, they become confused and subject to *stupidity*. This will apply to both units and characters.

Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points value listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.



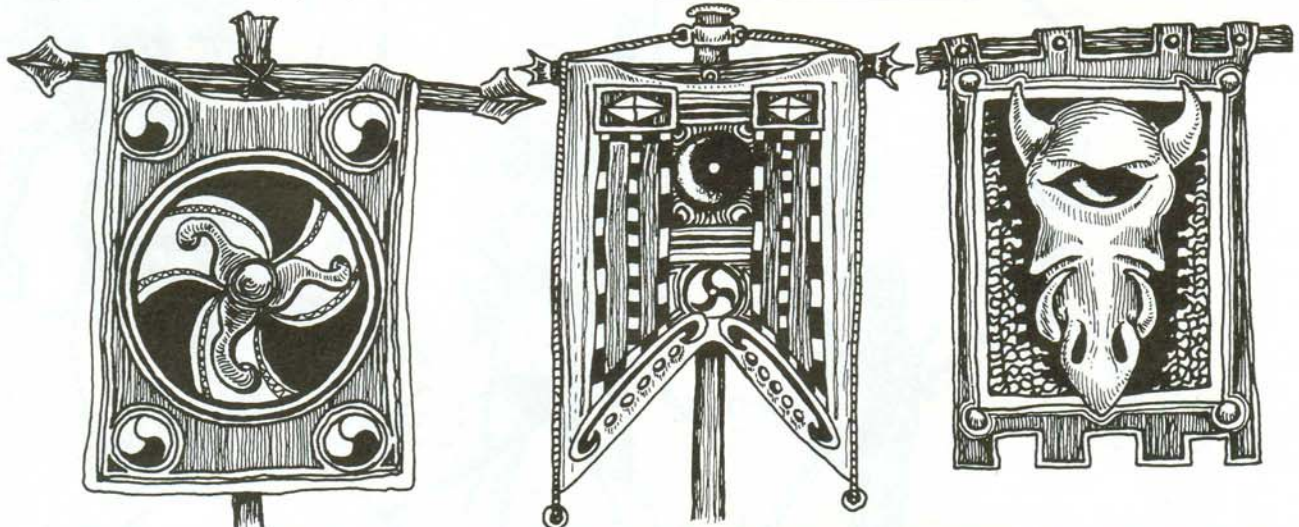
Contingent Commander: The contingent must have a commander to lead it, either a Fimm warlord or a Meargh wizard. The commander, whether Fimm or Meargh, may have one magic weapon with one attribute.

0-1 FIMM WARLORD

FIMIR WARLORD	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 15 HERO	4	6	4	5	6	4	5	4	8+2	5	7+1	7+1
POINTS PER MODEL:											190	
WEAPONS:											HAND WEAPON	
ARMOUR:											LIGHT ARMOUR	
OPTIONS												
FIMM WARLORD MAY HAVE:												
ADDITIONAL HAND WEAPON											4	
DOUBLE-HANDED WEAPON											8	
SHIELD											4	
HEAVY ARMOUR											4	



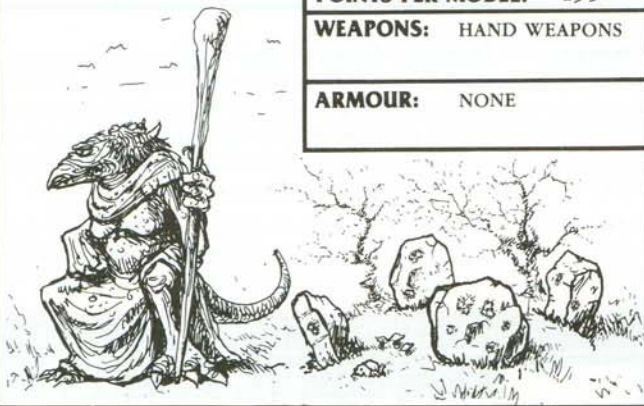
A Fimir contingent must be led by a Fimir warlord unless a Meargh is present, in which case she may assume command instead.



0-1 MEARGH WIZARD

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 15 MEARGH	4	5	1	5	4	4	3	1	8+2	7+2	8+2	8+2

POINTS PER MODEL: 195
WEAPONS: HAND WEAPONS
ARMOUR: NONE



The Meargh must have 1 Daemonic spell of levels 1 and 2. Remaining spells may be Battle Magic, Illusionist, Necromantic or Daemonic. A Meargh may act as commander of the Fimir contingent instead of a Fimm Warlord.

0-30 FIANNA FIMM

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FIMM +3	4	5	3	5	5	2	4	2	6	5	6	6
SHOCK ELITE	4	5	3	5	5	2	4	2	6	5	6	6
LEVEL 10 HERO	4	6	4	5	6	3	4	4	7+1	5	6	6

MODELS PER UNIT: 5-10
POINTS PER MODEL: 42
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR



OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....140
 HEAVY ARMOUR.....4

These doughty cyclopean warriors are the elite retainers of Fimm nobles and warlords.

0-1 DIRACH WIZARD

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 DIRACH	4	4	1	5	3	2	2	1	6	6+1	7+1	7+1

POINTS PER MODEL: 75
WEAPONS: HAND WEAPONS
ARMOUR: NONE



A Dirach must have at least 1 Daemonic spell. Remaining spells may be either Daemonic or Battle Magic.

5-60 FIMM WARRIORS

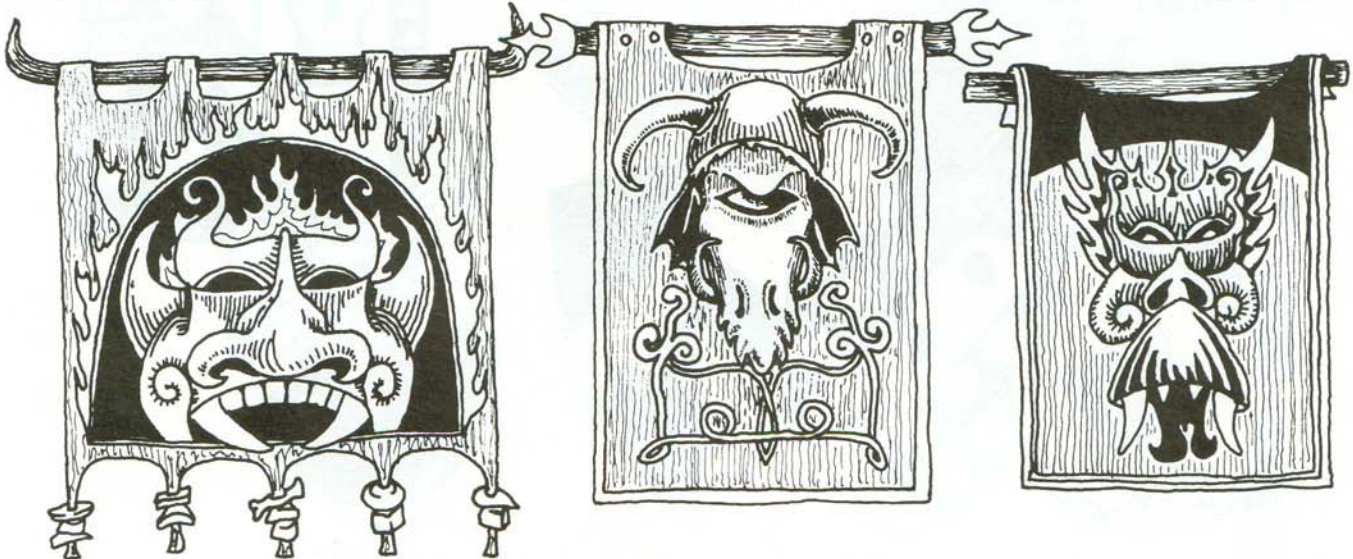
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FIMM	4	4	3	4	5	2	3	2	6	5	6	6
LEVEL 5 HERO	4	5	4	5	5	2	4	3	6	5	6	6

MODELS PER UNIT: 5-20
POINTS PER MODEL: 32
WEAPONS: HAND WEAPON
ARMOUR: NONE



OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....82
 SHIELDS.....4
 ONE UNIT MAY HAVE:
 LIGHT ARMOUR.....8

These form the majority of warrior Fimm, strong flesbed and hard skinned these creatures have abhuman strength and ferocity.



OLD WORLDER

ALLY CONTINGENT

The Old World is divided into several powerful realms, all of which are, from time to time, under threat from outside enemies. Sometimes at war amongst themselves, alliances are frequently made and altered according to the nature of the threat or swings in the balance of power. When armies are mustered in time of war, allies will be expected to contribute contingents to the cause. There are also other warrior bands who will freely give their service out of religious motivation or bonds of friendship.

Alignment: Old World Humans are usually Neutral.

Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points value as listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.

Contingent commander: A contingent including more than one unit must be led by a contingent commander. If only a single unit is involved it must be led by the champion.

0-1 CONTINGENT COMMANDER

HUMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	4*	6	4	4	4	4	6	4	10+3	7	8+1	8+1
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

* 8 WHEN MOUNTED

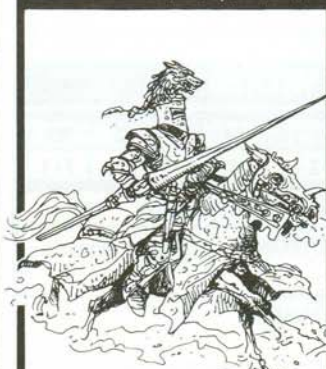


POINTS PER MODEL:	108
WEAPONS:	HAND WEAPON
ARMOUR:	HEAVY ARMOUR
OPTIONS	
CONTINGENT COMMANDER MAY HAVE:	
HORSE	3
WARHORSE	6
BARDING	4
SHIELD	1
LANCE	2

Leaders often come from noble families with a military tradition, and may be of any nationality from amongst the Old Worlders. These warrior allies are very cosmopolitan, often combining individual units of several nationalities.

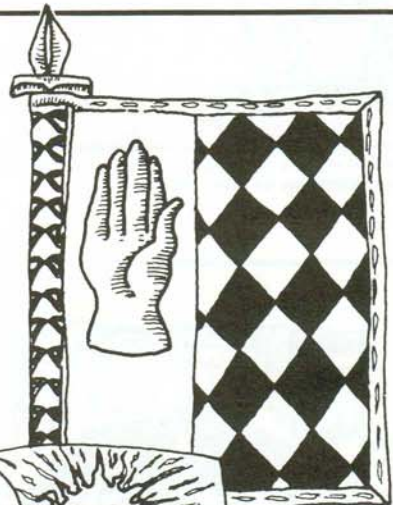
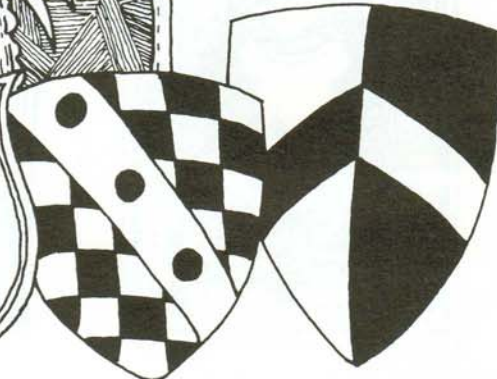
0-10 IMPERIAL TEMPLARS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+3 SHOCK ELITE	-	4	3	4	3	1	4	1	7	7	7	7
LEVEL 15 HERO	-	5	4	4	4	3	5	3	9+2	7	8+1	8+1
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT:	5-20
POINTS PER MODEL:	39
WEAPONS:	LANCE & HAND WEAPON
ARMOUR:	HEAVY ARMOUR, SHIELD, & BARDING
OPTIONS	
ANY UNIT MAY HAVE:	
CHAMPION LEADER	96
ONE UNIT MAY HAVE:	
MAGIC STANDARD	100
MAGIC INSTRUMENT	25

Templars are religious orders of knights from the Empire, including the Order of the Fiery Heart, the Templars of the White Wolf and the Templars of Myrmidia.



0-30 BRETONNIAN CHEVALIERS ERRANTS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	-	4	3	3	3	1	3	1	7	7	7	7
LEVEL 15 HERO	-	5	4	4	4	3	5	3	9+2	7	8+1	8+1
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-30

POINTS PER MODEL: 25

WEAPONS: LANCE & HAND WEAPON

ARMOUR: HEAVY ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION LEADER.....91
 SHIELD 2
 BARDING 8

ONE UNIT MAY HAVE:
 MAGIC STANDARD.....50
 MAGIC INSTRUMENT.....25

These are either Bretonnian knights sent forth by the King to help allies of Bretonnia, or bands of questing knights seeking honour, glory and reputation by fighting for noble causes in foreign fields.

0-50 IMPERIAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO	4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 10-50

POINTS PER MODEL: 9

WEAPONS: HALBERD & HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION LEADER.....34

The Electoral Provinces of The Empire maintain small standing armies, the core of which are the halberdiers, and sometimes contribute ally contingents to help friends in time of war.

0-30 BORDER HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	8*	3	3	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO	8*	4	4	4	3	1	4	2	7	7	7	7

*INCLUDES MOVEMENT ALLOWANCE OF HORSE



MODELS PER UNIT: 10-30

POINTS PER MODEL: 14

ARMOUR: LIGHT ARMOUR

WEAPONS: HAND WEAPON

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION LEADER.....35
 SPEARS 2
 SHIELDS 2
 BOWS 4

These are units of Border Princes and their retainers from the area lying between the Black Mountains and the Black Gulf. They are descendants of Bretonnian and other Old Worlder adventurers who conquered and settled in this region.

0-30 KISLEVITES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO	4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 10-30

POINTS PER MODEL: 7

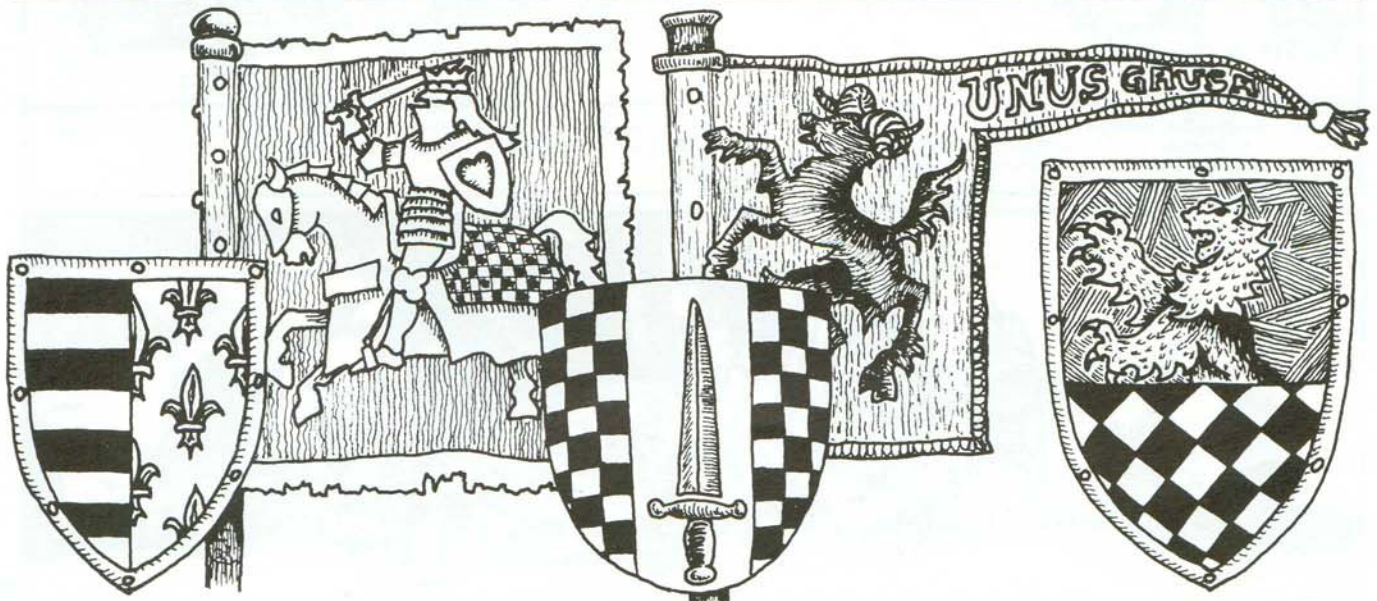
WEAPONS: DOUBLE-HANDED WEAPON & HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION LEADER.....32
 LIGHT ARMOUR.....2

Kislev is a hard land and a source of sturdy, tough warriors of great courage.



ORC AND GOBLIN ALLY CONTINGENT

There are always roving bands of Orcs and Goblins looking for trouble. They are willing to join up with any evil or chaotic force that offers the chance to indulge in some wanton destruction and pillaging.

Alignment: Orcs and Goblins are Evil.

Psychology: Units of Orcs and Goblins are subject to *animosity* towards other goblinoid units. Goblins *bate* Dwarfs and Gnomes, and *fear* units of Elves of more than half their own numeric strength.



Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points value as listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.

Contingent commander: the contingent must be led by a commander who may have a magic weapon with one attribute.

0-1 ALLY STANDARD BEARER												
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	4	4	4	4	4	1	3	2	7	5	7	7

POINTS COST INCLUDING CONTINGENT STANDARD: 86

WEAPONS: HAND WEAPON

ARMOUR: HEAVY ARMOUR

OPTIONS

CONTINGENT STANDARD MAY HAVE:
MAGIC ATTRIBUTE..... 100

Above all else, standard bearers need a good strong pair of arms... and a standard. Orc standards are ugly, crude affairs, repugnant to look upon and rather smelly. Orc standard bearers are the same.

1 ORC CONTINGENT COMMANDER												
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	4	6	4	4	5	4	5	4	10+3	5	8+1	8+1

POINTS PER MODEL: 119

WEAPONS: HAND WEAPON

ARMOUR: HEAVY ARMOUR

OPTIONS

CONTINGENT COMMANDER MAY HAVE:
ADDITIONAL HAND WEAPON... 1
DOUBLE-HANDED WEAPON... 2
SHIELD 1

Orcs are ideally suited to the role of command, being loud-mouthed, brutal and rather unimaginative. Operating on the maxim 'If in doubt, kill the nearest living thing', they have achieved a considerable measure of success.

0-1 ORC SHAMAN												
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 15 WIZARD	4	5	3	4	5	3	3	1	9+2	7+2	9+2	9+2

POINTS PER MODEL: 163

WEAPONS: HAND WEAPON

ARMOUR: NONE

The Shaman may generate one Elemental, Daemonic or Illusionist spell from levels 1 and 2. Remaining spells must be Battle Magic.



0-20 BIGUNS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	4	4	3	3	4	1	2	1	7	5	7	7
LVL 10 HERO	4	5	4	4	5	2	3	3	8+1	5	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 9½
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....64
 ADDITIONAL HAND WEAPONS...1
 DOUBLE-HANDED WEAPONS...2
 SPEARS.....1
 ONE UNIT MAY HAVE:
 MAGIC STANDARD.....25

The biggest Orcs always get to fight at the front of the battle, right where the action is! They are very proud of their ability to chop down large numbers of enemy, whilst their mates can only admire their bloody-banded prowess.

0-20 ARRER BOYZ

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC	4	3	3	3	4	1	2	1	7	5	7	7
LVL 5 HERO	4	4	4	4	4	1	3	2	7	5	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 7½
WEAPONS: BOW & HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....35
 SHIELDS.....1
 LIGHT ARMOUR.....2

Bows are favoured by the more technically minded Orcs. Rumour has it that Orc arrows are pointed at both ends, just to avoid confusion on the battlefield.

0-60 BOYZ

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC	4	3	3	3	4	1	2	1	7	5	7	7
LVL 5 HERO	4	4	4	4	4	1	3	2	7	5	7	7



MODELS PER UNIT: 10-30
POINTS PER MODEL: 8½
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....33
 HALBERDS.....2
 SPEARS.....1
 ADDITIONAL HAND WEAPONS...1
 ONE UNIT MAY HAVE:
 DOUBLE HANDED WEAPONS...2

Orc Boyz make up the bulk of the real fighting force of any group of goblinoids.

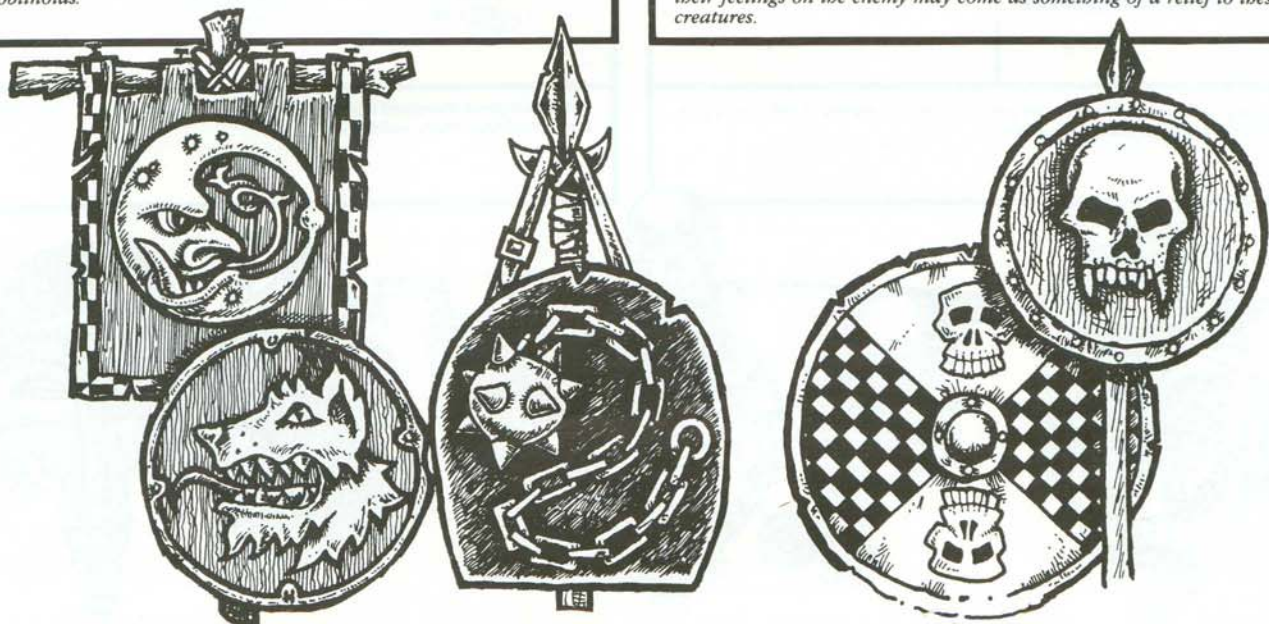
0-100 GOBBOS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GOBLIN	4	2	3	3	3	1	2	1	5	5	5	5
LVL 5 HERO	4	3	4	4	3	1	3	2	5	5	5	5



MODELS PER UNIT: 20-100
POINTS PER MODEL: 3
WEAPONS: HAND WEAPON & JAVELIN
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....16
 SHIELDS.....½
 LIGHT ARMOUR.....1
 SPEARS.....½

Beaten, abused and frequently eaten by their larger cousins, Goblins form a large but downtrodden part of goblinoid society. The chance to vent their feelings on the enemy may come as something of a relief to these creatures.



PYGMY ALLY CONTINGENT

Pygmies inhabit the lush jungles of Lustria towards the south of the Slann Empire. Although many tribes are hostile to the Slann, some are vassals of the Emperor and are required to pay him tribute. Since Pygmies are primitive people with little wealth, tribute takes the form of allied warriors. Pygmies are expert jungle fighters, hunters and trackers. Their characteristic weapon is the blowpipe with which they shoot poisoned darts.

Pygmy culture is primitive, colourful and full of ritual. Pygmies decorate their bodies with war-paint and tribal marks, and mutilations such as nose-bones, lip and ear plates. Filed teeth and ritual scarring are considered very attractive (by other pygmies). Pygmies decorate their huts with the shrunken heads of enemies and captives are often invited for dinner.


Alignment: Pygmies are Neutral.

Champions, Standard Bearer and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points value as listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.

Contingent commander: the contingent must be led by a chieftain who may have a magic weapon with one attribute.

0-1 PYGMY SHAMAN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
15 WIZARD	4	5	3	3	3	3	4	1	8+1	9+2	8+1	9+2



POINTS PER MODEL: 123

WEAPONS: HAND WEAPON


ARMOUR: NONE



Pygmy tribal shamans may have upto 2 level 1 Elemental spells, and upto 2 level 2 Elemental spells. Remaining spells may be made up from either Elemental or Battle Magic.

1 PYGMY CHIEFTAIN

PYGMY	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	4	6	4	3	3	4	6	4	10+3	7	8+1	8+1



POINTS PER MODEL: 64

WEAPONS: HAND WEAPON

ARMOUR: SHIELD


OPTIONS

CHIEFTAIN MAY HAVE:
JAVELIN 1

Pygmy chieftains often grow enormously fat, as obesity is taken as a sign of rank amongst these tiny people.

0-1 PYGMY STANDARD BEARER

PYGMY	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	4	4	4	3	2	1	4	2	7	7	7	7



POINTS COST INCLUDING CONTINGENT STANDARD: 68

WEAPONS: HAND WEAPON

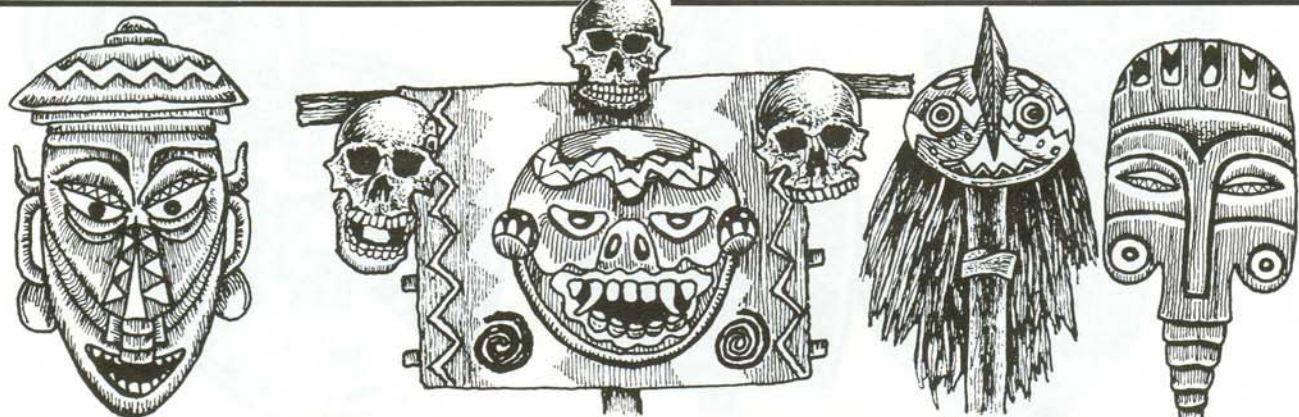
ARMOUR: NONE

OPTIONS

STANDARD BEARER MAY HAVE:
SHIELD 1

CONTINGENT STANDARD MAY HAVE:
MAGICAL ATTRIBUTE 100

The contingent standard can be of many sorts, but is always carried by a particularly brave warrior.



0-20 PYGMY IMPIS

PYGMY +2	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SHOCK ELITE	4	4	3	2	2	1	4	1	7	7	7	7
LEVEL 15 HERO	4	5	4	3	3	3	5	3	9+2	7	8+1	8+1



MODELS PER UNIT: 10-20
POINTS PER MODEL: 5
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER 48
 JAVELIN ½
 SHIELDS ½

Tribal elders, older and more experienced warriors who form the bodyguards of chiefs.

0-40 PYGMY BRAVES

PYGMY	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PYGMY	4	3	3	2	2	1	3	1	7	7	7	7
LEVEL 5 HERO	4	4	4	3	2	1	4	2	7	7	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 3½
WEAPONS: BLOWPIPE & HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER 19
 POISONED ATTACKS 3

Many Pygmy warriors use the blowpipe as their principle weapon, often with poisoned darts.

10-80 PYGMY WARRIORS

PYGMY	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PYGMY	4	3	3	2	2	1	3	1	7	7	7	7
LEVEL 10 HERO	4	5	4	3	3	2	4	3	8+1	7	7	7



MODELS PER UNIT: 10-30
POINTS PER MODEL: 3½
WEAPONS: HAND WEAPON
ARMOUR: SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER 33½
 JAVELINS ½

Young warriors who have proven their bravery by taking the heads of enemies in battle.

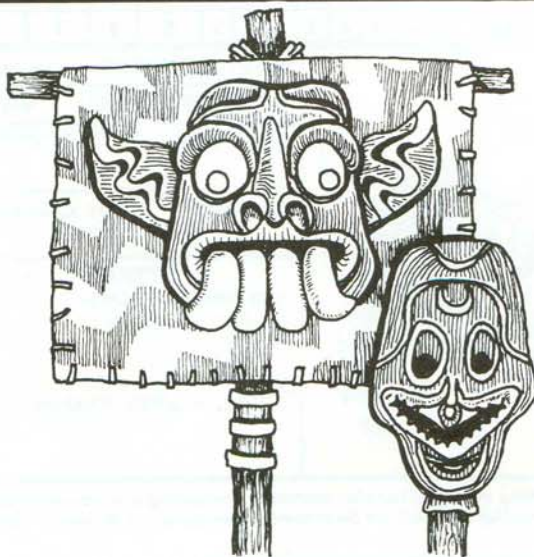
0-20 PYGMY SCOUTS

PYGMY SCOUT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PYGMY SCOUT	4	3	3	2	2	1	3	1	7	7	7	7
LEVEL 5 HERO	4	4	4	3	2	1	4	2	7	7	7	7



MODELS PER UNIT: 5-10
POINTS PER MODEL: 8½
WEAPONS: BLOWPIPE & HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER 24
 JAVELINS ½
 SHIELDS ½
 POISONED ATTACKS ½

Adept trackers and hunters, skilled in the arts of tribal raiding, bead-taking, ambushing and skirmishing.



SKAVEN ALLY CONTINGENT

144
SKAVEN

Skaven serve Chaos by spreading pestilence and decay. Everywhere there are bands of Skaven willing to ally with other chaotic or evil races to further the cause. The prime instigators are Clan Eshin and Clan Pestilens, and they venture far and wide seeking packs of Skaven Clanrats and stirring them into action.

Alignment: Skaven are Chaotic.

Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points value listed under the *options* for the troop type. Any unit may

have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.



Contingent commander: the contingent must be led by a commander who may have a magic weapon with one attribute.

1 SKAVEN CONTINGENT COMMANDER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	5	6	4	4	4	4	7	4	9+3	6	6+1	8+1



POINTS PER MODEL: 98

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS
CONTINGENT COMMANDER MAY HAVE:
ADDITIONAL HAND WEAPON...1
THROWING STAR.....1
POISONED ATTACKS.....3

Skaven leaders have a rodent-like cunning beyond the capacity of mere humans to understand. It is said that they can taste an enemy's fear on the wind, and can scent omens of victory from afar.

0-1 CLAN ESHIN ASSASSIN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ASSASSIN	5	4	4	4	3	1	5	2	6	6	5	7
LEVEL 5 HERO	5	4	4	4	3	1	5	2	6	6	5	7



POINTS PER MODEL: 31

WEAPONS: HAND WEAPON

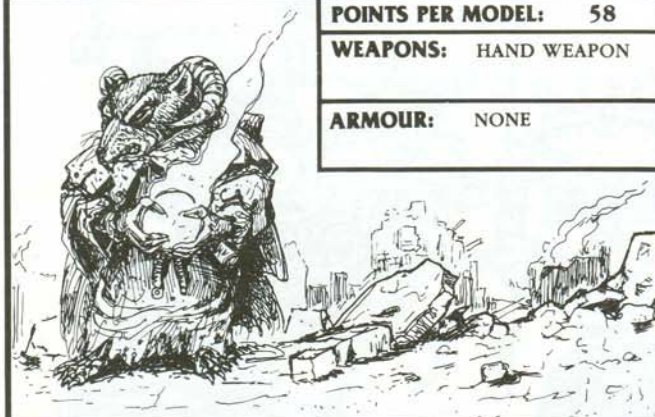
ARMOUR: NONE

OPTIONS
THE ASSASSIN MAY HAVE:
ADDITIONAL HAND WEAPON...1
LIGHT ARMOUR.....2
THROWING STAR.....1
NET.....2

This Assassin may be bidden in any Skaven unit. While bidden, he may not lead the unit, but may do so once revealed. Assassins are armed with warpstone weapons and have poisoned attacks, the extra points cost for poisoned attacks has been included.

0-1 CLAN SKRYRE SEER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 5 WIZARD	5	4	3	4	3	1	4	1	6	7+1	6+1	8+1



POINTS PER MODEL: 58

WEAPONS: HAND WEAPON

ARMOUR: NONE

A Skaven wizard who may have one Elemental, one Necromantic and one Daemonic spell of level 1. Remaining spells are Battle Magic.

10-50 CLANRAT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN	5	3	3	3	3	1	4	1	6	6	5	7
LEVEL 5 HERO	5	4	4	4	3	1	5	2	6	6	7	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 4½

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS
ANY UNIT MAY HAVE:
CHAMPION LEADER.....31
SPEARS.....½
ONE UNIT MAY HAVE:
DOUBLE-HANDED WEAPON....1

Squeaking masses of fur-clad warriors, undulating over the battlefield like a racing tide, these are the common fighting rats of the Skaven clans.



0-10 CLAN ESHIN GUTTER RUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN SCOUT	5	3	3	3	3	1	4	1	6	6	5	7
LEVEL 10 HERO	5	5	4	4	4	2	5	3	7+1	6	5	7



MODELS PER UNIT: 5-10
POINTS PER MODEL: 12½
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....58
 SHIELDS.....½
 LIGHT ARMOUR.....1
 ONE UNIT MAY HAVE:
 ADDITIONAL HAND WEAPON...½
 THROWING STARS.....½

Clan Eshin use weapons forged with warpstone to inflict poisoned wounds. All attacks count as poisoned and the points cost for poisoned attacks has been included.

0-3 CLAN PESTILENS PLAGUE CENSER BEARERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN	5	3	3	3	3	1	4	1	6	6	5	7



MODELS PER UNIT: HIDDEN WITHIN OTHER SKAVEN UNITS
POINTS PER MODEL: 40
WEAPONS: PLAGUE CENSER
ARMOUR: NONE
OPTIONS
 ANY MODEL MAY HAVE:
 LIGHT ARMOUR.....1

Devoted followers of corruption, plague censer bearers may be hidden in any Skaven unit, (WFB p100).

0-10 CLAN PESTILENS PLAGUE MONKS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN	5	3	3	3	3	1	4	1	6	6	5	7
LEVEL 10 HERO	5	5	4	4	4	2	5	3	7+1	6	5	7



MODELS PER UNIT: 10
POINTS PER MODEL: 4½
WEAPONS: HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER.....50
 LIGHT ARMOUR.....1

Hooded and robed in the tattered rags of filthy habits, the Plague Monks are the spreaders of divine corruption, unwilling to rest until they have carried their message of doom throughout the whole world.

0-4 CLAN SKYRE WARP FIRE THROWER TEAMS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKAVEN	5	3	3	3	3	1	4	1	6	6	5	7

	RANGE	TEMPLATE	STR	SAVE MOD.	WINDS PER HIT
WARPFIRE THROWER	12"	1" radius	5	-3	D3

POINTS PER TEAM: 81
CREW: 2 SKAVEN
TEAMS PER UNIT: 1-4



WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

These Skaven use deadly devices capable of spewing gouts of flame upon the foes of Chaos.



UNDEAD ALLY CONTINGENT

146
UNDEAD

Ever seeking to wield power, the minions of Necromantic magic cultivate allies in the material world. Necromancers seek the patronage of great lords, whilst power-hungry Kings readily offer protection to magicians of power in return for their services. However, few amongst the most powerful Necromancers will ally themselves in this way, for they are generally unwilling to involve themselves in material affairs. The allied list reflects this, and is centred around a Necromancer of only medium abilities.

Undead allies present the player with a wholly different and comparatively effective body of troops which have the advantage of being unaffected by psychology, and largely indifferent to any localised defeat.



Alignment: Undead may be considered aligned in the same way as the army with which they are allied.

Psychology: Players wishing to include an Undead ally contingent should consult the main rule book for full details of psychology. Almost all Undead are immune to psychological

effects, whilst causing *fear* in living creatures to a degree. Most Undead are affected by *instability*, once again the main rules should be checked for details. The main psychological reactions are summarised on p119.

Champions, standard bearers and musicians. Every unit must be led by an Undead champion chosen from the Undead Heroes listed under the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper. Champions, standard bearers and musicians are armed and armoured as the rest of the unit.

Undead Heroes of level 10 have a magical weapon with one attribute of up to 25 points in value. This basic cost of the magic weapon is included in the cost of the model, the additional maximum cost of the weapon's magical ability is shown as +25 after the cost of the model.

Contingent commander: The force must be led by a Necromancer as contingent commander. The Necromancer has a magic weapon with between 1 and 4 attributes chosen from the attribute lists (p13). The basic cost of the weapon is included in the cost of the model, the additional cost of attributes will vary depending on which attributes are chosen. Points for attributes must be added once attributes have been selected.

1 NECROMANCER

NECROMANCER	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 15 WIZARD	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2
UNDEAD HORSE	+4	-	-	-	-	+1	-	+1	-	-	-	-



POINTS PER MODEL: 155

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

NECROMANCER MAY HAVE:

- UNDEAD HORSE.....10
- DOUBLE-HANDED WEAPON (SCYTHE).....2

The Necromancer must have at least 1 Necromantic spell of levels 1 and 2. Remaining spells may be either Battle Magic or Necromantic.

0-1 ALLY STANDARD BEARER

UNDEAD	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	4	3	3	4	3	1	3	2	7	7	7	7



POINTS COST INCLUDING CONTINGENT STANDARD: 80

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

- STANDARD BEARER MAY HAVE:
- UNDEAD HORSE.....10
- LIGHT ARMOUR.....2

- CONTINGENT STANDARD MAY HAVE:
- ONE MAGIC ATTRIBUTE.....100

Mouldering, tattered banners that hang above the sepulchres of the venerated dead, provide undead legions with their standards. These are often embellished with the contents of a shattered reliquary or clutter from the charnel house.



0-30 DEATH RIDERS

UNDEAD	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HORSEMAN	8	2	2	3	3	2	2	2*	5	5	5	5
LEVEL 5 HERO	8	3	3	4	3	1	3	3*	7	7	7	7
LEVEL 10 HERO	8	4	3	4	4	1	3	4*	8+1	7	7	7

*INCLUDES MOV. ALLOWANCE & EXTRA STOMP ATTACK OF MOUNT



MODELS PER UNIT:	10-20
POINTS PER MODEL:	20
WEAPONS:	HAND WEAPON & 1 STOMP FROM HORSE
ARMOUR:	SHIELD
OPTIONS	
EACH UNIT MUST HAVE ONE OF:	
5 CHAMPION LEADER.....	41
10 CHAMPION LEADER.....	91 + 25
ANY UNIT MAY HAVE:	
LIGHT ARMOUR.....	2
ONE UNIT MAY HAVE:	
LANCES.....	2
SPEARS.....	1
BOWS.....	2
MAGIC INSTRUMENT.....	25

Upon many an ancient blood-soaked field, slain warriors and their steeds were flung into the same burial pit, only to rise again as gruesome cavalry.

20-60 SKELETON WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKELETON	4	2	2	3	3	1	2	1	5	5	5	5
LEVEL 5 HERO	4	3	3	4	3	1	3	2	7	7	7	7
LEVEL 10 HERO	4	4	3	4	4	2	3	3	8+1	7	7	7



MODELS PER UNIT:	10-30
POINTS PER MODEL:	10
WEAPONS:	HAND WEAPON
ARMOUR:	NONE
OPTIONS	
EACH UNIT MUST HAVE ONE OF:	
5 CHAMPION LEADER.....	30
10 CHAMPION LEADER.....	80 + 25
ANY UNIT MAY HAVE:	
SHIELDS.....	1
SPEARS.....	1
LIGHT ARMOUR.....	2
ONE UNIT MAY HAVE:	
BOWS.....	2

Many a foe will listen in fear to the dreaded rattling bones of a skeleton horde, which breaks the eerie silence before battle is joined.

0-30 GRIM REAPERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKELETON	4	2	2	3	3	1	2	1	5	5	5	5
LEVEL 5 HERO	4	3	3	4	3	1	3	2	7	7	7	7
LEVEL 10 HERO	4	4	3	4	4	2	3	3	8+1	7	7	7



MODELS PER UNIT:	10-20
POINTS PER MODEL:	12
WEAPONS:	DOUBLE-HANDED WEAPON (SCYTHES)
ARMOUR:	NONE
OPTIONS	
EACH UNIT MUST HAVE ONE OF:	
5 CHAMPION LEADER.....	32
10 CHAMPION LEADER.....	82 + 25
ANY UNIT MAY HAVE:	
LIGHT ARMOUR.....	2
SHIELDS.....	1
ONE UNIT MAY HAVE:	
MAGIC STANDARD.....	50

Carrying the symbol of their deadly craft, the Grim Reapers represent the very personification of death.

0-60 ZOMBIES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ZOMBIE	4	2	0	3	3	1	1	1	5	5	5	5
LEVEL 5 HERO	4	3	3	4	3	1	3	2	7	7	7	7



MODELS PER UNIT:	20-30
POINTS PER MODEL:	4
WEAPONS:	HAND WEAPON
ARMOUR:	NONE
OPTIONS	
EACH UNIT MUST HAVE:	
CHAMPION LEADER.....	30
ONE UNIT MAY HAVE:	
DOUBLE-HANDED WEAPONS.....	1
SHIELDS.....	1/2
LIGHT ARMOUR.....	1

The portals of the crypt are flung open, and up from the dank and foetid darkness emerge the warriors of the catacombs.



HALFLING ALLY CONTINGENT

Halflings are often said to be peace-loving folk more concerned with their crops and livestock than military matters. The main settlements of the Halflings lie in the heart of The Empire in the area known as *The Moot*. This is defended from intruders by the Halfling Militia which is sometimes called to fight alongside the Imperial army. Halflings are also much valued as baggage guards because they will fight tenaciously to prevent the provisions falling into enemy hands.

Alignment: Halflings are Neutral.

Champions, Standard Bearers and Musicians: If present, these are armed and armoured as the rest of the unit. Any unit may have a *champion* leader by paying the appropriate points

value listed under the *options* for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper.



Contingent commander: the contingent must be led by a commander who may have a magic weapon with one attribute.

1 HALFLING CONTINGENT COMMANDER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	3*	5	5	3	3	4	8	4	9+3	7	7+1	9+1

* 8 WHEN MOUNTED

POINTS PER MODEL: 77

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS
COMMANDER MAY HAVE:
 PONY 3
 SPEAR 1

Halfling Commanders are often respected civilian dignitaries, or members of noble families, elected as military leaders in time of war.

10-80 HALFLING MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HALFLING	3	2	4	2	2	1	5	1	6	7	6	8
LEVEL 10 HERO	3	4	5	3	3	2	6	3	7+1	7	6	8

MODELS PER UNIT: 10-30

POINTS PER MODEL: 3½

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS
ANY UNIT MAY HAVE:
 CHAMPION LEADER 39
 SHIELD ½
 LIGHT ARMOUR 1
 SPEAR ½
 BOW 1
 SLING ½

A muster of able bodied farmers and villagers maintained in readiness to defend their lands against raiders.

0-1 ALLY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	3	3	5	3	2	1	6	2	6	7	6	8

POINTS COST INCLUDING CONTINGENT STANDARD: 73

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS
CONTINGENT STANDARD MAY HAVE:
 ONE MAGIC ATTRIBUTE 100

A Halfling contingent may have a standard which will be carried by a noble or renowned warrior.

0-20 HALFLING SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HALFLING SCOUT	3	2	4	2	2	1	5	1	6	7	6	8
LEVEL 5 HERO	3	3	5	3	2	1	6	2	6	7	6	8

MODELS PER UNIT: 5-10

POINTS PER MODEL: 9½

WEAPONS: BOW & HAND WEAPON

ARMOUR: NONE

OPTIONS
ANY UNIT MAY HAVE:
 CHAMPION LEADER 28

Halfling woodsmen and those from remote and isolated homesteads are given the tasks of scouting and skirmishing. As might be expected, they are expert foragers.

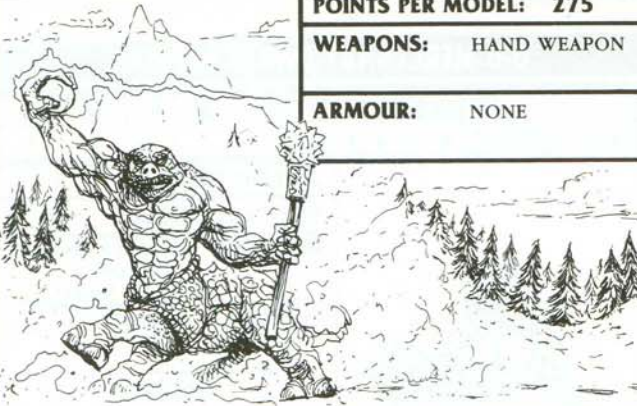



ZOAT ALLY CONTINGENT

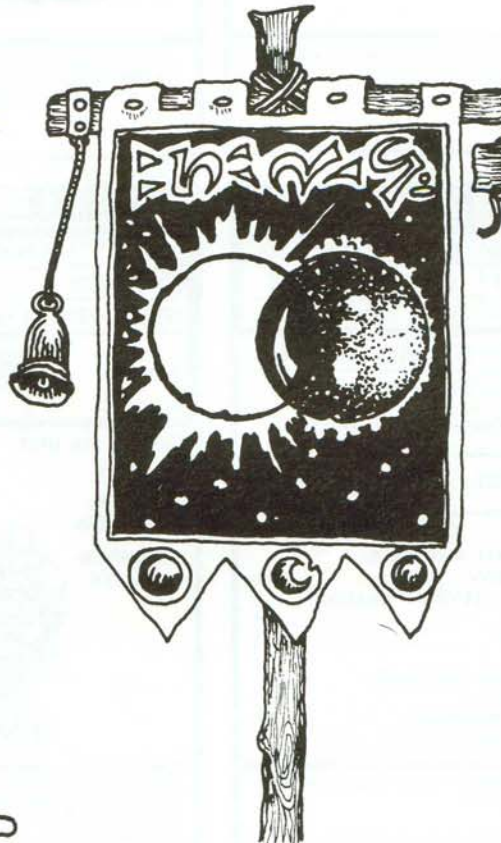
Zoats are mysterious creatures which are so rarely seen that for many people in the Old World they are the subject of legend and fairy tale rather than reality. They seldom stray far from their woodland habitat where they sometimes associate with Wood Elves. One of the strange facets of Zoa society is that they have no 'heroes', only wizards.

Alignment: Zoats are Neutral.

Contingent commander: the force must be led by a Zoa wizard who may have a magic weapon with one attribute. Zoa wizards can have Elemental or Battle Magic spells (or both).

1 ZOAT WIZARD CONTINGENT COMMANDER												
ZOAT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 15 WIZARD	7	7	3	5	6	5	6	2	10+2	10+2	10+2	10+2
												
POINTS PER MODEL: 275												
WEAPONS: HAND WEAPON												
ARMOUR: NONE												
<p><i>Zoa leaders are warriors of mysticism as well as battle, intermingling their guttural battle cries with frightening philosophical truths.</i></p>												

0-20 ZOAT WARRIORS												
ZOAT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	7	5	3	4	5	3	5	2	10	9	9	9
												
MODELS PER UNIT: 5-20												
POINTS PER MODEL: 50												
WEAPONS: HAND WEAPON												
ARMOUR: NONE												
<p>OPTIONS ANY UNIT MAY HAVE: DOUBLE-HANDED WEAPONS...10 MAGIC STANDARD.....100</p>												
<p><i>Zoats are large, rough-skinned creatures whose massive physical presence and superficial ugliness shields a cunning intelligence and deep-seated passion for arcane lore.</i></p>												



DWARF MERCENARY CONTINGENT

150
DWARF

Dwarf greed is legendary, as is their reputation as grim, reliable fighters. There are many Dwarf mercenary bands available for hire. Such specialist Dwarf mercenaries as artillery and sappers are highly regarded and much in demand.



Alignment: Dwarfs are Neutral.

Psychology: Dwarfs *bate* goblinoids, including Orcs, Goblins, Hobgoblins and Snotlings. Dwarfs also suffer *animosity* against friendly units of Elves.

Champions, standard bearers and musicians: any unit may be given a champion leader by paying the points listed under the options for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper. Champions, standard bearers and musicians are armed and armoured as the rest of the unit.

Mercenary commander: the contingent must be led by a mercenary commander who may have a magic weapon with one attribute. If the contingent only contains a single battery of Mercenary Dwarf Artillery, the bombardier may act as ally commander

1 DWARF MERCENARY COMMANDER

DWARF HERO	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20	3	7	4	4	5	4	5	4	10+3	7	10+1	10+1

POINTS PER MODEL: 170

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS
MERCENARY COMMANDER MAY HAVE:
 ADDITIONAL HAND WEAPON...1
 DOUBLE-HANDED WEAPON...2
 HALBERD...2
 SPEAR...1
 SHIELD...1
 HEAVY ARMOUR...1
 MITHRIL HEAVY ARMOUR...26

Usually a battle-hardened veteran Dwarf warlord or freebooter who has gathered a mercenary band on account of his reputation for securing a good deal.

0-6 MERCENARY DWARF SAPPERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF SAPPER	3	4	3	3	4	1	2	1	9	7	9	9

MODELS PER UNIT: 2

POINTS PER MODEL: 15

WEAPONS: DOUBLE-HANDED WEAPON & HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS
ANY UNIT MAY HAVE:
 HEAVY ARMOUR...1

Dwarf sappers are often hired on account of their renowned expertise in fortification and siegework. Sappers operate in teams of two models. See WFB p99 for full rules on sappers.

0-80 DWARF MERCENARY WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	3	4	1	2	1	9	7	9	9
LEVEL 10 HERO	3	6	4	4	5	2	3	3	10+1	7	9	9

MODELS PER UNIT: 10-40

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS
ANY UNIT MAY HAVE:
 CHAMPION...90
 DOUBLE-HANDED WEAPON...2
 SPEARS...1
 SHIELDS...1
ONE UNIT MAY HAVE:
 CROSSBOWS...3
 MAGIC STANDARD...50
 MAGIC INSTRUMENT...25

Since Dwarfs love wealth, loot and battle, there are many Dwarf warriors willing to fight for pay or a share in the spoils.

0-4 DWARF MERCENARY ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BOMBARDIER	3	4	3	3	4	1	2	1	9	7	9	9
LEVEL 5 HERO	3	5	4	4	4	1	3	2	9	7	9	9

3 DWARF CANNON	RANGE	STRENGTH UP TO 12"	SAVE MOD.	WOUNDS PER HIT
	48"	7	-3	D4

MODELS PER UNIT: 1-4

CREW: 3 DWARFS

ARMOUR: NONE

POINTS PER MODEL: 69

WEAPONS: HAND WEAPON

OPTIONS
EACH UNIT MAY HAVE:
 BOMBARDIER CHAMPION...68
ANY UNIT MAY HAVE:
 LIGHT ARMOUR...2
 HEAVY ARMOUR...3

Gunpowder weapons and artillery are a Dwarf speciality. Batteries of Dwarf cannon are always available for hire and much in demand. These mercenary batteries are always led by renowned master gunners or 'bombardiers'.



GIANT MERCENARIES

Giants are rare and dwell in isolated places such as mountains and forests or roam in small nomadic bands. Such bands, when they can be persuaded to desist from banditry and terrorising people, may sometimes be hired as mercenaries. Most Giants can be persuaded to fight in return for promises of vast amounts of food and booze. Giants are usually dull-witted, tend to regard most living things smaller than themselves as potential meals and are prone to drunkenness. Giants hardly ever find armour that they can wear or weapons big enough for them to wield, so they make do with massive wooden clubs (usually a tree trunk) and various brutal physical assaults (see WFB pp234-236).



- Alignment:** Giants can be of any alignment.
- Psychology:** Giants cause *fear* in troops under ten feet tall
- Mercenary commander:** the contingent must be led by the giant with the highest *leadership* characteristic.

0-6 GIANTS													
D6	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
1	5	2	2	6	6	5	1	special	5	4	5	5	
2	6	3	2	6	6	5	2	special	6	5	6	6	
3	6	3	3	7	6	6	2	special	6	5	6	6	
4	6	3	3	7	7	6	3	special	6	5	7	7	
5	6	3	3	7	7	7	3	special	7	5	7	7	
6	7	3	3	8	7	7	4	special	8	6	8	8	

MODELS PER UNIT: 1-3

POINTS PER MODEL: 250

WEAPONS: BIG BLUNT IMPLEMENT

ARMOUR: NONE

There is great diversity among Giants, some being tougher, stronger, faster or more intelligent than others. Profiles for Giants are generated before the game. Roll a D6 for each characteristic in turn to establish a Giant's profile.

OGRE MERCENARY CONTINGENT

Ogres dwell in forests and mountains and are noted for their aggressiveness, brutality and cannibalism. They make excellent mercenaries since they tend to slay, capture and eat the enemy thereby providing their own payment.

- Alignment:** Ogres are Neutral.
- Psychology:** Ogres cause *fear* in all living creatures under 10 feet tall. Ogres distrust goblinoids, although they will fight for them as mercenaries. The *Leadership* characteristic value of Ogres automatically falls by -1 when they are fighting for goblinoids.

Champions, standard bearers and musicians: any unit may be given a champion Leader by paying the points cost listed under the options for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper. Champions, standard bearers and musicians are armed and armoured as the rest of the unit.

Mercenary commander: the contingent must be led by a mercenary commander who may have a magic weapon with one attribute.

1 MERCENARY COMMANDER													
OGRE HERO	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
LEVEL 20	6	6	3	5	6	6	6	5	10+3	4	6+1	8+1	

POINTS PER MODEL: 240

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

MERCENARY COMMANDER MAY HAVE:

ADDITIONAL HAND WEAPON... 4

DOUBLE-HANDED WEAPON... 8

FLAIL... 4

HALBERD... 8

SPEAR... 4

SHIELD... 4

LIGHT ARMOUR... 8

HEAVY ARMOUR... 12

The most brutal and savage Ogres quickly acquire followers. The success of a leader depends on his ability to find out where the most loot, grub and captives are to be had. Failures are eaten by their followers.

0-50 OGRE MERCENARIES													
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
OGRE	6	3	2	4	5	3	3	2	7	4	5	7	
LEVEL 5 HERO	6	4	3	5	5	3	4	3	7	4	5	7	

MODELS PER UNIT: 5-20

POINTS PER MODEL: 38

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:

CHAMPION... 90

ADDITIONAL HAND WEAPONS... 4

DOUBLE-HANDED WEAPONS... 8

SPEARS... 4

FLAILS... 4

HALBERDS... 8

SHIELDS... 4

LIGHT ARMOUR... 8

HEAVY ARMOUR... 12

Many Ogres become mercenaries, mainly because an Ogre's idea of an ideal life is one of constant fighting relieved by frequent periods of eating (or vice-versa). However, these are not necessarily mutually exclusive activities for Ogres.



HALF ORC MERCENARY CONTINGENT

Half-Orcs are of mixed human and goblinoid blood. Although known generally as Half-Orcs they may sometimes have Goblin or Hobgoblin ancestors rather than Orc. These outcasts from Human society usually end up as slaves, outlaws or mercenaries.

Alignment: Half-Orcs may be either Neutral or Evil.

Champions, standard bearers and musicians: any unit may be given a champion leader by paying the points listed under

the options for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper. Champions, standard bearers and musicians are armed and armoured as the rest of the unit.

Mercenary commander: the contingent must be led by an mercenary commander who may have a magic weapon with one attribute.

1 MERCENARY COMMANDER

HALF ORC	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	4*	6	4	4	4	4	6	4	10+3	6	8+1	8+1
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

* 8 WHEN MOUNTED



POINTS PER MODEL: 105

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

- MERCENARY COMMANDER MAY HAVE:**
- ADDITIONAL HAND WEAPON... 1
 - DOUBLE-HANDED WEAPON... 2
 - SPEAR... 1
 - SHIELD... 1
 - LIGHT ARMOUR... 2
 - HEAVY ARMOUR... 3
 - WARHORSE... 6

Shunned by Humans and Goblins alike, Half-Orcs band together and form their own society. The most intelligent and most ruthless rise to become leaders of large and formidable mercenary bands.

0-1 HALF-ORC SHAMAN

HALF ORC	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LVL 15 WIZARD	4	5	3	4	4	3	4	1	9+2	8+2	9+2	9+2

POINTS PER MODEL: 155

WEAPONS: HAND WEAPON

ARMOUR: NONE



The Shaman may have one spell at level 1 and/or 2 from the Elemental, Daemonic, Necromantic or Illusionist spell charts. Remaining spells must be Battle Magic.



0-20 HENCHMEN

HALF ORC +1	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SHOCK ELITE	4	4	3	3	3	1	3	1	7	6	7	7
LEVEL 10 HERO	4	5	4	4	4	2	4	3	8+1	6	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 9
WEAPONS: HAND WEAPONS
ARMOUR: LIGHT ARMOUR & SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER..... 58
 DOUBLE-HANDED WEAPON..... 2
 SPEARS..... 1
 ONE UNIT MAY HAVE:
 HEAVY ARMOUR..... 1
 MAGIC STANDARD..... 50

In the uncouth and brutal society of Half-Orc mercenaries, a leader can only maintain his authority with the aid of trusted henchmen. These often act as his elite bodyguard in battle.

0-20 BUSHWACKERS

HALF ORC	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SCOUT	4	3	3	3	3	1	3	1	7	6	7	7
LEVEL 5 HERO	4	4	4	4	3	1	4	2	7	6	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 12
WEAPONS: BOW & HAND WEAPON
ARMOUR: NONE
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER..... 32
 SHIELDS..... 1
 LIGHT ARMOUR..... 2
 CROSSBOWS INSTEAD OF BOWS.. 1

Another reason why Half-Orcs are generally so despised is their habit of skulking in the scrub and shooting travellers in the back then leaping out to rob the corpses. Such mean low-lives as these find employment in mercenary bands as skirmishers.

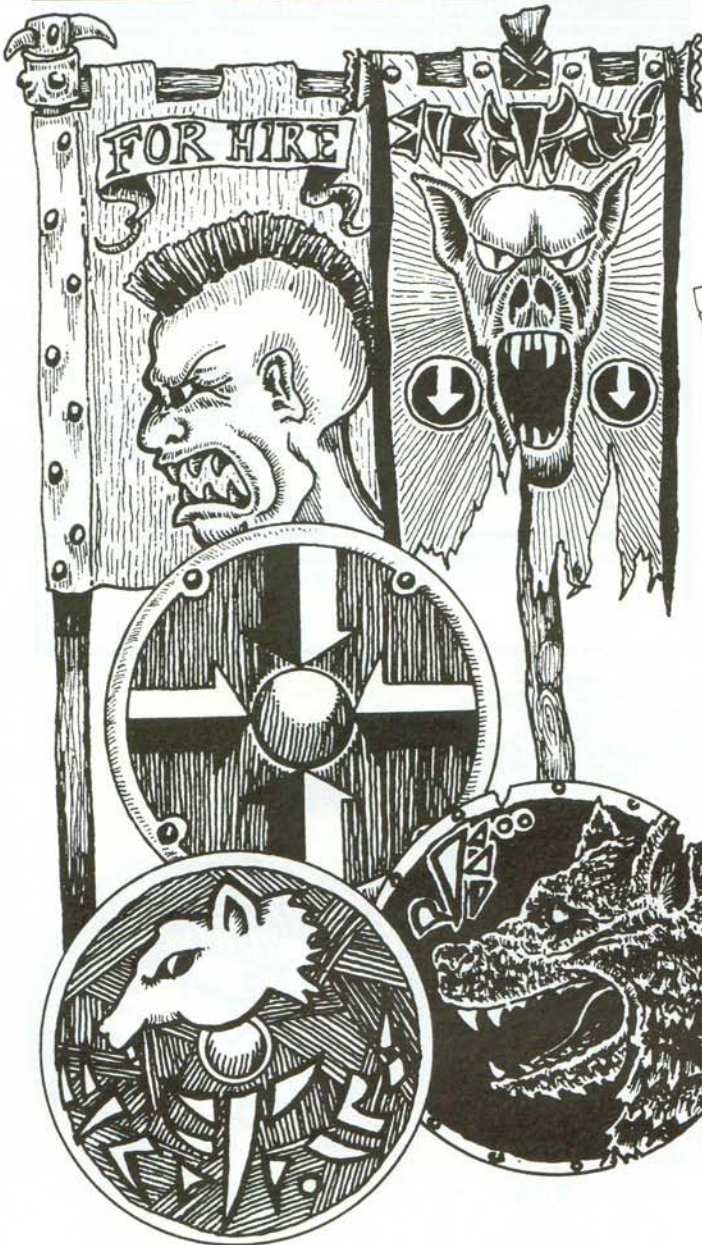
0-100 WARRIORS

HALF-ORC	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HALF-ORC	4	3	3	3	3	1	3	1	7	6	7	7
LEVEL 5 HERO	4	4	4	4	3	1	4	2	7	6	7	7



MODELS PER UNIT: 10-30
POINTS PER MODEL: 6
WEAPONS: HAND WEAPON
ARMOUR: SHIELD
OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION LEADER..... 31
 DOUBLE-HANDED WEAPON..... 2
 HALBERDS..... 2
 SPEARS..... 1
 LIGHT ARMOUR..... 2

It is ruthless self-interest which motivates Half-Orc mercenaries. They are feared and shunned even by their employers.



HOBGOBLIN MERCENARY CONTINGENT

Hobgobla-Khan is the despotic leader of the Hobgoblin hordes, and undisputed ruler of the vast steppes of the east. He is chief of the tribe of Mournguls, fierce Hobgoblins whose lax standards of hygiene and sadistic habits ensure that they are universally abhorred. The Great Horde of Hobgobla-Khan dominates vast tracts of steppe and includes many tribes and countless bands of Hobgoblin nomads. From time to time, Hobgoblin bands split off from the horde and range beyond the realm of the Khan, spreading terror and destruction amongst their neighbours. These rampaging bands are usually led by some lesser noble, often a warlord banished by the Hobgobla Khan, or an unfortunate underling fleeing from his wrath. Sometimes bands of raiders are deliberately despatched by Hobgobla Khan to seek new regions to conquer and despoil. Occasionally Hobgoblin renegades penetrate far into the West, or even across the northern ice into the New World. Most renegade bands of Hobgoblins end up as mercenaries of Evil races.

Alignment: Hobgoblins are Evil.

Psychology: The contingent standard is a sacred tribal fetish. As long as the standard remains intact, all Hobgoblins are subject to *frenzy*. Any enemy unit engaged in close combat with the standard bearer will be *hated* by all Hobgoblins.

Champions, standard bearers and musicians: any unit may be given a champion Leader by paying the points listed under the options for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper. Champions, standard bearers and musicians are armed and armoured as the rest of the unit.

Mercenary commander: the contingent must be led by a mercenary commander who may have a magic weapon with one attribute.

1 HOBGOBLIN KHAN MERCENARY COMMANDER

HOBGOBLIN	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
LEVEL 20 HERO	4*	6	3	4	5	4	6	4	10+3	6	7+1	7+1
TEMPLE DOG	5	5	0	5	5	3	3	3	-	-	-	-

*5 WHEN MOUNTED



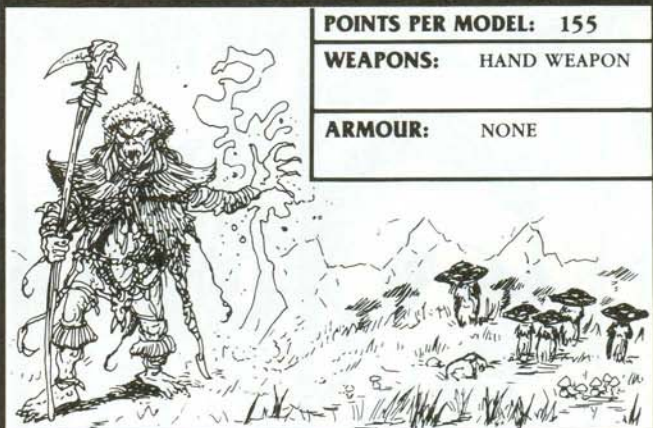
POINTS PER MODEL: 107
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

- OPTIONS**
MERCENARY COMMANDER MAY HAVE:
ADDITIONAL HAND WEAPON... 1
DOUBLE-HANDED WEAPON... 2
SPEAR... 1
BOW... 2
SHIELD... 1
HEAVY ARMOUR... 1
TEMPLE DOG MOUNT... 85

Hobgoblin mercenary leaders are usually lesser Khans who have fallen out with the great Hobgobla-Khan and led their tribes beyond his domains. Some are leaders of roving bands which have split off from the Great Horde.

0-1 HOBGOBLIN SHAMAN

SHAMAN	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
LEVEL 15	4	5	2	4	5	3	4	1	9+2	8+2	8+2	8+2



POINTS PER MODEL: 155
WEAPONS: HAND WEAPON
ARMOUR: NONE

The Shaman may use Battle Magic, Elemental, Daemonic or Necromantic magic. Hobgoblins do not use Illusionist magic.



0-1 CONTINGENT STANDARD BEARER

HOBGOBLIN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	4	4	3	4	4	1	4	2	7	6	6	6



POINTS COST INCLUDING CONTINGENT STANDARD: 82

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS
 STANDARD BEARER MAY HAVE:
 HEAVY ARMOUR.....1
 CONTINGENT STANDARD MAY HAVE:
 ONE MAGIC ATTRIBUTE.....100

Hobgoblin standards are usually venerated tribal fetishes or shamanistic totems.

20-80 MOURNGUL RENEGADES

HOBGOBLIN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HOBGOBLIN	4	3	2	3	4	1	3	1	7	6	6	6
LEVEL 5 HERO	4	4	3	4	4	1	4	2	7	6	6	6



MODELS PER UNIT: 10-30

POINTS PER MODEL: 5

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION.....30
 SPEAR.....1
 BOW.....2
 SHIELD.....1
 LIGHT ARMOUR.....2

The core of a Hobgoblin mercenary band are the Mourngul warriors. They are usually unruly elements that have fallen out with the great Hobgobla-Khan.

0-30 HOBYARS

HOBGOBLIN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	4	4	2	3	4	1	3	1	7	6	6	6
LEVEL 10 HERO	4	5	3	4	5	2	4	3	8+1	6	6	6



MODELS PER UNIT: 10-30

POINTS PER MODEL: 9

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION.....58
 DOUBLE-HANDED WEAPONS.....2
 BOWS.....2

The Hobyars are Hobgoblin warrior nobles and their retainers. They form the highest caste of Hobgoblin nomad society; possessing the greatest wealth, prestige and martial prowess.

0-6 HOBHOUND HANDLERS

HOBGOBLIN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HOBGOBLIN	4	3	2	3	4	1	3	1	7	6	6	6
HOBHOUND	8	4	0	3	3	1	3	2	8	4	8	8

MODELS PER UNIT:
 1-4 HANDLERS EACH WITH PACK OF 2-6 HOBHOUNDS

POINTS PER MODEL:
 HOBGOBLIN HANDLER 10,
 HOBHOUND 10

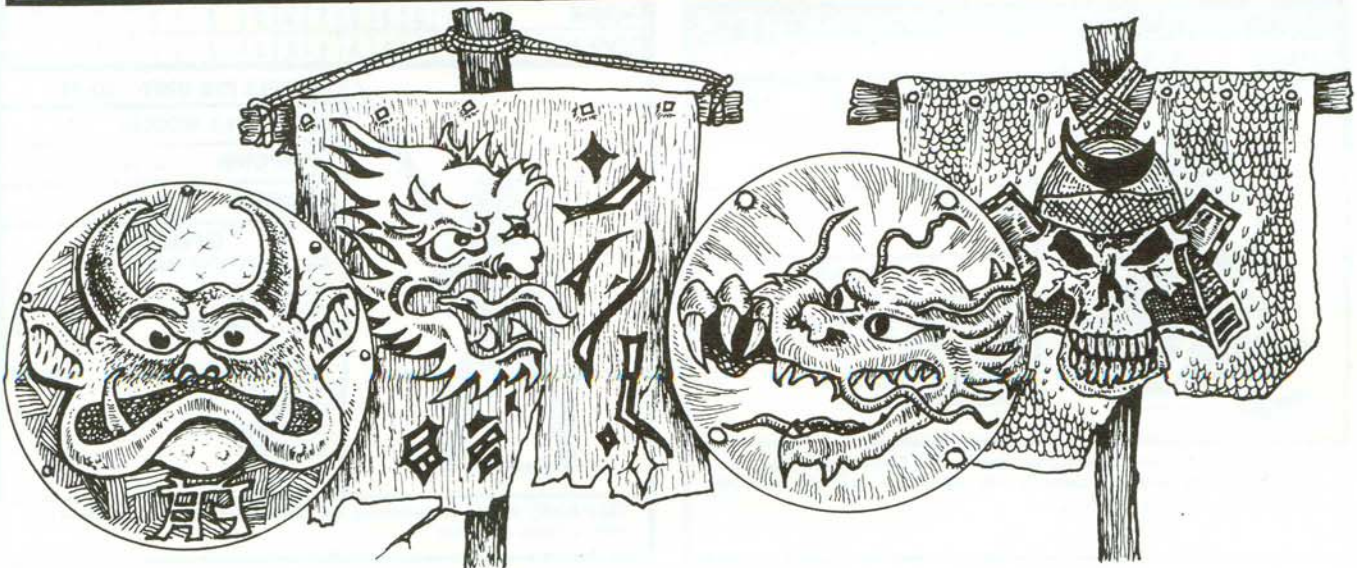


WEAPONS: HAND WEAPON

OPTIONS
 ANY UNIT MAY HAVE:
 SHIELDS.....1
 LIGHT ARMOUR.....2

ARMOUR: NONE

Hobgoblins breed large ferocious dogs known as Hobbounds which they lead into battle to unleash onto the enemy.



NIPPON MERCENARY CONTINGENT

The inscrutable Eastern Empire known as Nippon, is ruled by a reclusive semi-divine Emperor, but real power lies in the hands of the many feudal warlords or 'Samurai'. These warrior nobles govern large domains and command retinues with which they frequently indulge in private wars among themselves. Nippon is an island realm and a notable sea power and it sometimes happens that a Samurai war fleet is dispersed by a typhoon, scattering the ships far and wide. Should an isolated war junk fetch up on a foreign shore the Samurai commander will gather his men and march straight for the nearest representative of authority to offer his services in return for food and shelter. Sometimes Samurai lords deliberately embark their followers into war junks and set sail towards the rising sun in search of adventure, especially if the other feudal clans back home in Nippon are cramping his style.

Alignment: Nipponese are Neutral

Champions, standard bearers and musicians: any unit may be given a champion leader by paying the points cost listed under the options for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper. Champions, standard bearers and musicians are armed and armoured as the rest of the unit.



Mercenary commander: the contingent must be led by a Samurai Lord as mercenary commander who may have a magic weapon with one attribute.

1 SAMURAI LORD MERCENARY COMMANDER

HUMAN HERO	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-
TEMPLE DOG	5	5	0	5	5	3	3	3	-	-	-	-
KI-RIN	8	4	0	5	4	2	7	3	-	-	-	-



POINTS PER MODEL: 107

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

MERCENARY COMMANDER MAY HAVE:

- ADDITIONAL HAND WEAPON... 1
- DOUBLE-HANDED WEAPON... 2
- FLAIL... 1
- SPEAR... 1
- LONG BOW... 3
- HEAVY ARMOUR... 1
- WARHORSE... 6
- HORSE BARDING... 4
- TEMPLE DOG... 85
- KI-RIN... 75

Samurai lords lead bands of disciplined and utterly devoted followers. The Samurai martial code does not recognise failure and there can be no honour in defeat. The Samurai are much concerned with their personal reputation as warriors and always fight to the utmost of their ability.

0-60 SAMURAI

HUMAN +1	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SHOCK ELITE	4	4	3	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO	4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 8

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:

- CHAMPION... 32
- DOUBLE-HANDED WEAPONS... 2
- LONG BOW... 3
- HEAVY ARMOUR... 1

Samurai are the warrior nobility of Nippon. They adhere to a strict martial code of honour in which defeat is considered to be the greatest humiliation.

0-1 MERCENARY NINJA ASSASSIN

ASSASSIN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 10	4	5	4	4	4	2	4	3	8+1	7	7	7



POINTS PER MODEL: 80

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ASSASSIN MAY HAVE:

- ADDITIONAL HAND WEAPON... 1
- DOUBLE-HANDED WEAPON... 2
- FLAIL... 1
- TORINOKO GRENADES... 1
- THROWING STAR... 1

A Ninja assassin is an indispensable member of a Samurai lord's retinue. Ninja assassins may be hidden in any Nipponese unit. For rules on assassins see WFB pp95-96.

0-60 ASHIGARU

HUMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	4	3	3	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO	4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 10-30

POINTS PER MODEL: 5

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:

- CHAMPION... 30
- SPEARS... 1
- LIGHT ARMOUR... 2

ONE UNIT MAY HAVE:

- LONG BOW... 3
- ARQUEBUS... 3
- LONG BOW... 3
- ARQUEBUS... 3

These highly disciplined warriors are followers of the Samurai whom they obey without question.



ORC MERCENARY CONTINGENT

Certain Orcs have realised that there is money to be made selling something that they do for fun anyway. The first Orc mercenaries were probably tribes that lent their aid to others for suitable reward. Orc mercenaries are not particular who they work for, as the famous utterance of the Orc Warlord Spitbone Vorsprunk illustrates: "Look mate, if a sprogging Stuntie offered me 'arf their prisoners to eat an' some tasty loot an' all, I'd 'elp 'im raid me own village!".

Alignment: Orcs are Evil.

Psychology: Units of Orcs are subject to *animosity* against other goblinoid units.



Champions, standard bearers and musicians: any unit may have a champion chosen from those listed for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper. Champions, standard bearers and musicians are armed and armoured as the rest of the unit.

Mercenary commander: the contingent must be led by a mercenary commander who may have a magic weapon with one attribute.

20-80 ORC RENEGADES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC	4	3	3	3	4	1	2	1	7	5	7	7
LEVEL 10 HERO	4	5	4	4	5	2	3	3	8+1	5	7	7

MODELS PER UNIT: 10-30
POINTS PER MODEL: 5½
WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
ANY UNIT MAY HAVE:
 CHAMPION 61
 ADDITIONAL HAND WEAPON... 1
 DOUBLE-HANDED WEAPON... 2
 HALBERDS 2
 SPEARS 1
 SHIELDS 1
 LIGHT ARMOUR..... 2

ONE UNIT MAY HAVE:
 MAGIC STANDARD..... 25
 MAGIC INSTRUMENT..... 25

Many of Orc mercenaries are outcasts or renegades who managed to escape the wrath of their tribal chiefs.

1 ORC MERCENARY COMMANDER

ORC HERO	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20	4*	6	4	4	5	4	5	4	10+3	5	8+1	8+1
WAR BOAR	7	4	0	3	4	-	3	1	-	-	-	-

*7 WHEN MOUNTED

POINTS PER MODEL: 118
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
MERCENARY COMMANDER MAY HAVE:
 ADDITIONAL HAND WEAPON... 1
 DOUBLE-HANDED WEAPON... 2
 SPEAR 1
 BOW 2
 SHIELD 2
 HEAVY ARMOUR..... 1
 WARBOAR 16

The most successful Orc mercenary leaders tend to be those with an unusual glimmer of intelligence, able to intimidate the most booty out of their employers.

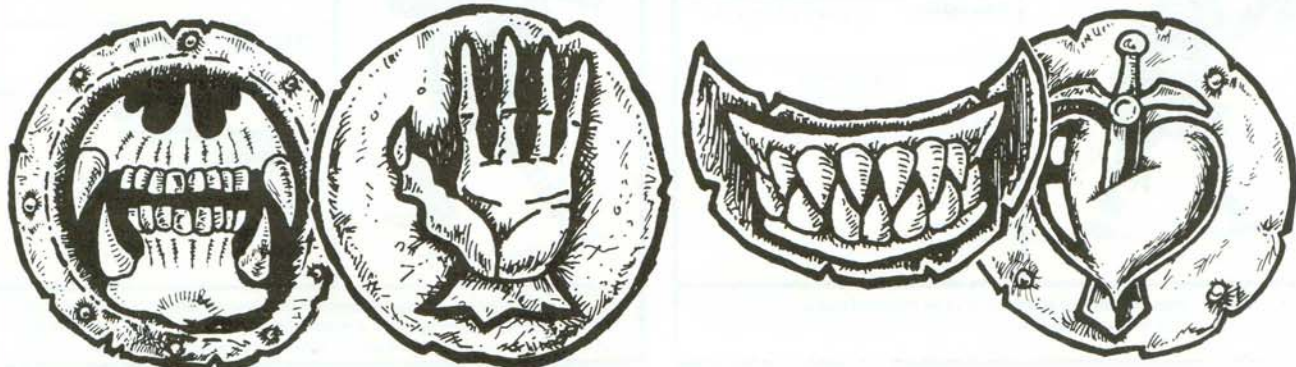
0-30 ORC RENEGADE ARRER BOYZ

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORC	4	3	3	3	4	1	2	1	7	5	7	7
LEVEL 5 HERO	4	4	4	4	4	1	3	2	7	5	7	7

MODELS PER UNIT: 10-30
POINTS PER MODEL: 7½
WEAPONS: BOW & HAND WEAPON
ARMOUR: NONE

OPTIONS
ANY UNIT MAY HAVE:
 CROSSBOWS INSTEAD OF BOWS... 1
 SHIELDS 1
 LIGHT ARMOUR..... 2

The cleverest Orc mercenaries acquire bows and fight as Arrer Boyz since they can slay the enemy from a safe distance with a good chance of surviving the battle to collect their pay.



NORSE MERCENARY CONTINGENT

The ambition of every Norse warlord is to inspire a saga and enter into legend. The best way to do this is to gather a following of warriors and set of in dragonships seeking adventure and loot. Few shores are safe from such ravenous warbands. Some are content to raid and pillage, others seek more permanent gains. Some may be bought off with huge payments of tribute, while others are hired as mercenary bands. Norse mercenaries are often hired not only on because of their obvious fighting abilities but in order that the wrath of the Norse might be directed elsewhere in return for money.

Alignment: Norse are Neutral

Psychology: Norse Berserkers, Norse Dwarf Berserkers and Troll-Slayers are subject to *frenzy*. Norse and Norse Dwarfs are subject to *saga animosity*.

Champions, standard bearers and musicians: any unit may be led by a champion as listed for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper. Champions, standard bearers and musicians are armed and armoured as the rest of the unit.



Mercenary commander: the contingent must be led by a mercenary commander who may have a magic weapon with one attribute.

1 NORSE MERCENARY COMMANDER

HUMAN HERO	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20	4*	6	4	4	4	4	6	4	10+3	7	8+1	8+1
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

* 8 WHEN MOUNTED



POINTS PER MODEL: 108

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS

MERCENARY COMMANDER MAY HAVE:
 DOUBLE-HANDED WEAPON..... 2
 ADDITIONAL HAND WEAPON... 1
 SPEAR 1
 WARHORSE 6

Many Norse warlords take to raiding now and again. Raiding is the best way of ensuring enough loot, food, drink, women and heroic tales to keep the retainers entertained through the long winter evenings. If you can persuade one side to pay you to raid another, so much the better!

0-80-NORSE WARRIORS

HUMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 10 HERO	4	5	4	4	4	2	4	3	8+1	7	7	7



MODELS PER UNIT: 10-30

POINTS PER MODEL: 6

WEAPONS: HAND WEAPON

ARMOUR: SHIELD

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION 56
 DOUBLE-HANDED WEAPON..... 2
 SPEAR 1
 LIGHT ARMOUR..... 2

ONE UNIT MAY HAVE:
 THROWING AXES..... 1
 THROWING SPEARS..... 1
 BOWS..... 2

These are the bard-fighting, hard-drinking retainers of Norse warlords, seasoned warriors who indulge in regular raiding, pillaging and feuding.

0-1 NORSE STANDARD BEARER

HUMAN HERO	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5	4	4	4	4	3	1	4	2	7	7	7	7



POINTS COST INCLUDING CONTINGENT STANDARD: 82

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

CONTINGENT STANDARD MAY HAVE:
 ONE MAGIC ATTRIBUTE..... 100

Some Norse warbands have frightening or even magical banners depicting such motifs as ravens, mythical beasts or valkyries intertwined with runes.

0-20 BERSERKERS

HUMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION 35
 ADDITIONAL HAND WEAPON... 1
 DOUBLE-HANDED WEAPON..... 2
 SHIELD 1

Wild, maladjusted and insane elements in Norse society fight as Berserkers. They work themselves up into a battle-frenzy in which they rip asunder their clothing, clash their weapons, bite their shields and tear into the foe.



0-10 ULFWERENAR

WERE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WOLFMAN or	4	4	3	4	4	1	4	1	8	6	8	8
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7

LEVEL 5 HERO	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WOLFMAN or	4	5	4	5	4	1	5	2	8	6	8	8
HUMAN or	4	4	4	4	3	1	4	2	7	7	7	7
GIANT WOLF	9	6	0	4	4	1	6	2	6	4	6	6



MODELS PER UNIT: 5-10
POINTS PER MODEL: 15
WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
 EACH UNIT MUST HAVE:
 WERE CHAMPION 65

ANY UNIT MAY HAVE:
 ADDITIONAL HAND WEAPON... 2
 DOUBLE-HANDED WEAPONS... 4
 SHIELDS 2

Ulfwerenar or 'wolf-kin' are Norse were-warriors, able to transform partly or completely into wolves. Ulfwerenar must be led by a were champion.

0-10 NORSE DWARF BERSERKERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	3	4	1	2	1	9	7	9	9
LEVEL 5 HERO	3	5	4	4	4	1	3	2	9	7	9	9



MODELS PER UNIT: 5-10
POINTS PER MODEL: 13
WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION 48
 ADDITIONAL HAND WEAPON... 1
 DOUBLE-HANDED WEAPON... 2
 THROWING AXE OR SPEAR... 1
 SHIELD 1

Norse Dwarf Berserkers are subject to the special rules for Berserkers on p96 of WFB.

0-50 NORSE DWARFS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	3	4	1	2	1	9	7	9	9
LEVEL 5	3	5	4	4	4	1	3	2	9	7	9	9



MODELS PER UNIT: 10-40
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION 50
 DOUBLE-HANDED WEAPONS... 2
 SPEARS 1
 SHIELDS 1

Norse Dwarfs dwell in the mountains of Norsca and have much in common with their Norse neighbours, especially their liking for fighting and drinking.

0-10 NORSE DWARF TROLL SLAYERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DWARF	3	4	3	3	4	1	2	1	9	7	9	9
LEVEL 5 HERO	3	5	4	4	4	1	3	2	9	7	9	9

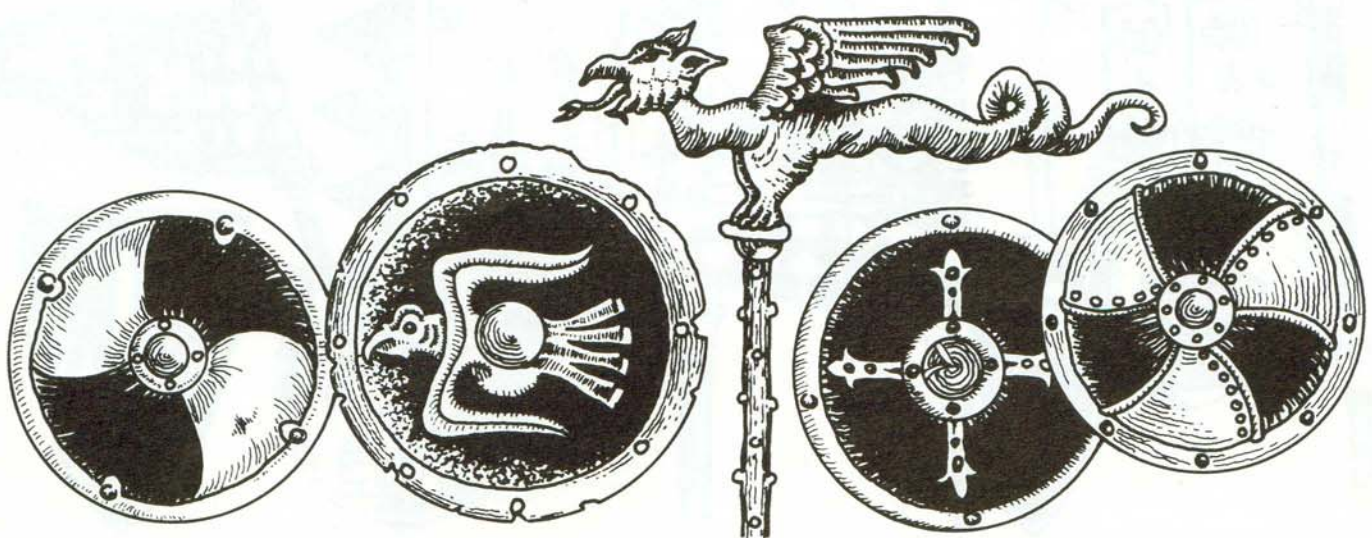


MODELS PER UNIT: 5-10
POINTS PER MODEL: 8
WEAPONS: HAND WEAPON
ARMOUR: NONE

OPTIONS
 EACH UNIT MUST HAVE:
 TROLL-SLAYER CHAMPION 48

ANY UNIT MAY HAVE:
 ADDITIONAL HAND WEAPONS... 1
 DOUBLE-HANDED WEAPONS... 2
 SHIELDS 1
 LIGHT ARMOUR 2

Troll-slayers are immune to fear caused by living creatures and are subject to frenzy. Troll-slayers must be led by a Troll-slayer champion.



OLD WORLDER MERCENARY CONTINGENT

160
OLD WORLDER

There is usually a war going on somewhere in the Old World and there are plenty of restless warriors, adventurers, freebooters and bandits willing to hire out their services as mercenaries. Mercenary contingents vary from small specialist contingents to large mixed bands led by such famous mercenary leaders as Bad Vlad of Praag, Sigismundo 'The Mailed Fist', Gonzalez 'The Cruel', Count Tortellini, Mad Gustav and Bernadette 'Bane of Bretonnia'.



Alignment: Humans are Neutral.

Champions, standard bearers and musicians: any unit may give a champion leader by paying the points listed under the options for the troop type. Any unit may have a standard bearer and/or a musician which will cost double the points of an ordinary trooper. Champions, standard bearers and musicians are armed and armoured as the rest of the unit.

Contingent Commander: A mercenary contingent comprising more than one unit must be led by a Mercenary Leader as Contingent Commander. A mercenary contingent consisting only of a single unit may count the unit champion as Contingent Commander. The Contingent Commander may have a magic weapon with one attribute.

1 MERCENARY LEADER

HUMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 20 HERO	4*	6	4	4	4	4	6	4	10+3	7	8+1	8+1
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-

* 8 WHEN MOUNTED ON A HORSE



POINTS PER MODEL: 107

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

MERCENARY COMMANDER MAY HAVE:

HORSE	3
WARHORSE	6
BARDING	4
SHIELD	1
HEAVY ARMOUR	1
LANCE	2
DOUBLE-HANDED WEAPON	2

There are many mercenary leaders in the Old World, each commanding a contingent of seasoned warriors willing to fight for any side in any cause, but loyal only to themselves and their leader.

0-30 TILEAN CONDOTTIERI

HUMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEVEL 5 HERO	-	3	3	3	3	1	3	1	7	7	7	7
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-



MODELS PER UNIT: 5-30

POINTS PER MODEL: 23

WEAPONS: LANCE & HAND WEAPONS

ARMOUR: HEAVY ARMOUR

OPTIONS

ANY UNIT MAY HAVE:

CHAMPION	41
SHIELDS	2

The Tilean city-states frequently make war among themselves. Consequently there are many bands of Tilean mercenary knights willing to fight for one city or another. In times of relative peace, many seek employment elsewhere in the Old World.



0-50 TILEAN CROSSBOWMEN

HUMAN	+2	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MISSILE ELITE		4	3	4	3	3	1	4	1	7	7	7	7
LEVEL 5 HERO		4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 10

WEAPONS: CROSSBOW & HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION 33
 LIGHT ARMOUR 2
 SHIELD 1

Crossbowmen from the city-states of Tilea are some of the most famous and widespread mercenaries in the Old World and are often employed by Bretonnia and the Empire.

0-30 ESTALIAN CABALLEROS

HUMAN	+1	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SHOCK ELITE		8*	4	3	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO		8*	4	4	4	3	1	4	2	7	7	7	7

* INCLUDES MOVEMENT ALLOWANCE OF HORSE



MODELS PER UNIT: 5-30

POINTS PER MODEL: 20

WEAPONS: LANCE & HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION 37
 HEAVY ARMOUR 2
 SHIELD 2

ONE UNIT MAY HAVE:
 MAGIC STANDARD 50

These are impoverished Estalian knights and freebooters who have left their decaying feudal estates to become soldiers of fortune.

0-30 ESTALIAN HOMBRES VILLANOS

HUMAN	+2	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SHOCK ELITE		4	4	3	3	3	1	4	1	7	7	7	7
LEVEL 5 HERO		4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 5-20

POINTS PER MODEL: 10

WEAPONS: HAND WEAPON

ARMOUR: LIGHT ARMOUR & SHIELD

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION 33

These are fierce, aggressive, sword and buckler men from Estalia, recruited from among the numerous cut-throats, bandits and renegades that inhabit that country.

0-20 ESTALIAN BANDOLLEROS GRINGOS

HUMAN	+1	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MISSILE ELITE		4	3	4	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO		4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 10-20

POINTS PER MODEL: 11

WEAPONS: ARQUEBUS & HAND WEAPON

ARMOUR: LIGHT ARMOUR

OPTIONS

ANY UNIT MAY HAVE:
 CHAMPION 35

These are a notorious mercenary company of arquebusiers recruited originally in Estalia from among the local banditry but including fugitives and freebooters from many lands.



0-20 BRETONNIAN MERCENARY BRIGANDS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO	4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 7
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION 32
 SHIELDS 1
 ARQUEBUSES 3
 CROSSBOWS 3
 HALBERDS 2
 DOUBLE-HANDED WEAPONS 2
 SPEARS 1

Many of the ruffians and dispossessed peasants that flock to Bretonnian armies are just as willing to wander abroad to fight as mercenaries, should peace break out at home.

0-20 FREIFORSTJAEGER

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7
FORESTER	4	3	3	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO	4	4	4	4	3	1	4	2	7	7	7	7



MODELS PER UNIT: 5-20
POINTS PER MODEL: 10
WEAPONS: LONG BOW & HAND WEAPON
ARMOUR: NONE

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION 35
 SHIELD 1
 LIGHT ARMOUR 2

ONE UNIT MAY HAVE:
 MAGIC INSTRUMENT 25

From the vast forests of The Empire come many fine woodsmen and hunters. Those seeking adventure join up in one of the mercenary companies of 'Free-Foresters'.

0-50 NULNER LANDSKNECHTES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN +1	4	4	3	3	3	1	3	1	7	7	7	7
SHOCK ELITE	4	4	3	3	3	1	3	1	7	7	7	7
LEVEL 10 HERO	4	5	4	4	4	2	4	3	8+1	7	7	7



MODELS PER UNIT: 20-50
POINTS PER MODEL: 9
WEAPONS: PIKE & HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION 58
 HEAVY ARMOUR 1
 HALBERD INSTEAD OF PIKE 1
 DOUBLE-HANDED WEAPON INSTEAD OF PIKE 1

The city of Nuln is famous for its good, disciplined, steadfast infantry. The pikemen of Nuln are renowned throughout the Old World and much sought after as mercenaries. They sometimes have supporting units of halberdiers, axemen or two-handed swordsmen.

0-30 KISLEVITE DRUZHINA

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	8*	3	3	3	3	1	3	1	7	7	7	7
LEVEL 5 HERO	8*	4	4	4	3	1	4	2	7	7	7	7



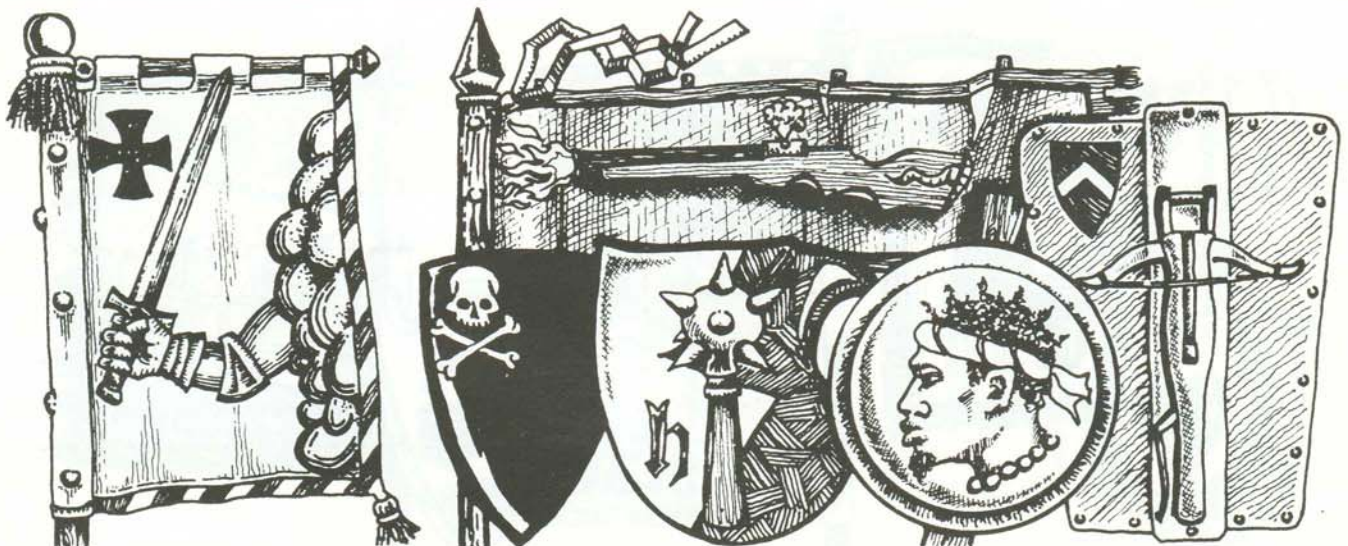
*** INCLUDES MOVEMENT ALLOWANCE OF HORSE**

MODELS PER UNIT: 10-30
POINTS PER MODEL: 18
WEAPONS: LANCE & HAND WEAPON
ARMOUR: LIGHT ARMOUR

OPTIONS
 ANY UNIT MAY HAVE:
 CHAMPION 37
 SHIELD 2
 HEAVY ARMOUR 2

ONE UNIT MAY HAVE:
 MAGIC STANDARD 50

Bands of Kislevite nobles and retainers sometimes venture into the West to offer their services as mercenaries. Their armour tends to be rather old-fashioned, but begins to resemble the Western knights as they acquire items of equipment from the battlefield.



WARHAMMER ARMIES SUMMARY SHEET

UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV

ARMOUR:	WEAPONS:
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UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV

ARMOUR:	WEAPONS:
---------	----------

UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV

ARMOUR:	WEAPONS:
---------	----------

UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV

ARMOUR:	WEAPONS:
---------	----------

UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV

ARMOUR:	WEAPONS:
---------	----------

UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV

ARMOUR:	WEAPONS:
---------	----------

UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV

ARMOUR:	WEAPONS:
---------	----------

UNIT:														
PROFILES:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	SAVE	PV

ARMOUR:	WEAPONS:
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WARHAMMER ARMIES SUMMARY SHEET

SPECIAL RULES

(Magic Weapons, Standards, Instruments, Psychology, Chaos Attributes).

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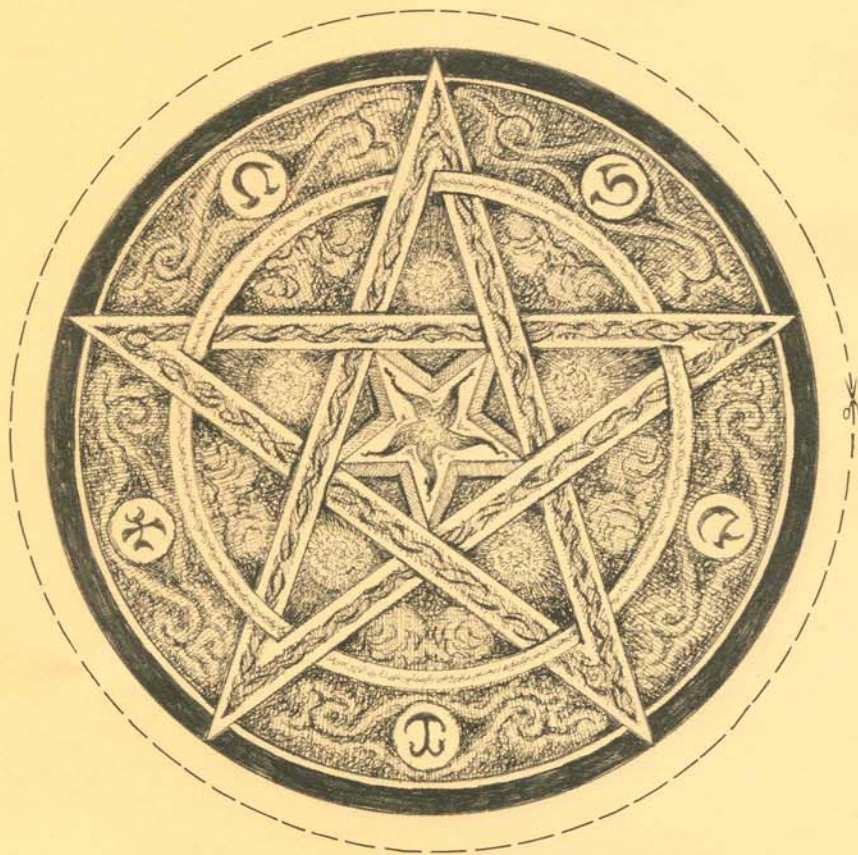
SPECIAL RULES

(Magic Weapons, Standards, Instruments, Psychology, Chaos Attributes).

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(Magic Weapons, Standards, Instruments, Psychology, Chaos Attributes).

SUMMONING PENTAGRAM



WARHAMMER FANTASY BATTLE

ERRATA

The following should have appeared on pp180-181.

LEVEL THREE NECROMANTIC SPELLS

N3.1 ANNIHILATE UNDEAD

Spell Level 3
Magic Points 10
Range 12" radius

Description

This spell affects all undead and ethereal creatures within 12" of the caster. All undead/ethereal creatures within range are destroyed.



N3.2 LIFE IN DEATH

Spell Level 3
Magic Points 10
Range Personal

Description

This spell may be cast by the wizard on himself. Should the wizard be slain during the game his spirit is preserved, and is free to inhabit the body of any other creature during the next 2D6 turns (counting from the side's turn following the one in which the wizard is killed).

The wizard's invisible spirit may move 6" per turn and must begin from his corpse. The spirit must touch a host before it can try to inhabit its body. The host is permitted a *magic save*. If the save is successful the spirit may not inhabit that creature either then or subsequently, but may keep trying to inhabit other bodies within the time permitted.

The disembodied spirit has no magical or physical powers at all and cannot be harmed in any way. As an incorporeal entity the spirit is unaffected by terrain and may move through solid objects, but cannot enter a *zone of sanctuary* in the same way as any other ethereal entity. If the spirit fails to find a new body within the time allowed, the wizard is destroyed and his soul blown to the cosmic winds.

If the wizard's spirit finds and succeeds in taking over a host body, the model representing the host is now considered to be the wizard reincarnated. The host creature is, to all intents, spiritually destroyed by the process. The wizard is mentally unchanged and so his *Ld*, *Int*, *Cl* and *WP* remain as before. His body, however, is different, so his *M*, *WS*, *BS*, *T*, *S*, *W*, *I* and *A* are those of the host creature.



RULES SUMMARY & REFERENCE

A. TURN START

Wizards who did not move, fire missiles, fight or use magic during their last turn gain 1MP (up to power level).

Wizards employing *Magic Awareness* last turn become aware of the presence and magic level of any other wizards within 48".

Spells: resolve any effects beginning to act in this turn. Dispel any which expired at the end of the previous turn.

Miscellaneous

Roll for (see also *J. Psychology*):

- burning buildings and creatures: D3 damage points/wounds (p137).
- damaged buildings (see also *E. Damage*).
- unexploded mortar shells: 6 on 1D6 indicates an explosion (p111).
- entry of trailing units: roll under unit's highest **Ld** on 2D6 for each unit meant to appear this turn or earlier (p141).
- return of off-table aerial units: 6 on 1D6 indicates the unit returns from collecting missiles (p124).
- *panic*: if within 4" of friendly rout (p73).
- *stupidity*: if subject to stupidity (p73).
- *animosity*: if subject to animosity against a unit within 12" (p205).
- *instability*: if within 12" of a wizard using an appropriate *zone* spell (p206).

B. MOVEMENT PHASE

Associated Characters may be moved away from units (p92). If the character is a leader, abandoning the unit must be declared now to take effect next turn (p93).

ENCUMBRANCE PENALTIES (p40)

Armour Type	Penalty
None	-
Shield	-
Light armour	-
Light armour & shield	½"
Heavy armour	½"
Heavy armour & shield	1"
If mounted	+ ½"
(unless unarmoured, then no penalty)	
If cloth or metal barding worn by mount	+ ½"

TERRAIN MOVEMENT PENALTIES (p40)

Difficult ground (half movement): bush, scrub, woods, dense foliage, debris, wreckage, loose rocks, boulders, fords, shallow water, marshes, bogs, stairs, steps, ladders, steep or treacherous slopes.

Very difficult ground (quarter movement): includes areas of arduous terrain which are hazardous but not impassable.

Obstacles (half movement):

can only be crossed if the model has sufficient movement left when it reaches the *obstacle*: walls, hedges, fences, barricades, ditches, trenches, streams, etc.

Single characters and units in single file suffer no penalty for *difficult ground*, treat *very difficult* as *difficult ground* and only lose a quarter of their move for *obstacles*.

MANOEUVRES (p47 and p125)

Units may make 1 *complex manoeuvre* or up to 3 *simple manoeuvres*. The first *simple manoeuvre* is automatic. All other manoeuvres require a leader and a 2D6 roll under **Ld** or the unit immediately halts. If a *complex manoeuvre* is failed the unit also loses its *reserve move*.

Simple manoeuvres comprise:

Formation changes, turns, wheels (p48).
Changing ranks, deploying flanks (p125).
Wedges, archer wedges, shieldwalls (p126).

Complex manoeuvres comprise:

Moving backwards, wheeling backwards, wheeling from the centre (p49).
Squares (p125), testudos (p128).

Units in single file can follow snaking paths without penalty. Single characters can make as many turns as desired without penalty.

A unit with a musician in the front rank adds +1 to **Ld** tests for manoeuvres.

AERIAL MOVEMENT (p121)

Limitations

- maximum speed: flyer's top speed.
- minimum speed: flyer crashes if slower.
- acceleration: number of inches flyer can increase speed per turn.
- deceleration: number of inches flyer can decrease speed per turn (double acc. rate), & max landing speed.
- turning: made in an arc with a radius equal to the distance to be moved.
- climbing: flyer may climb 1 height level for each 20" moved (or part thereof).
- diving: flyer may dive 1 height level for each 10" moved (or part thereof); diving faster causes a crash.
- coherence: each model need only be within 2" of one other in the unit.

Aerial troops may leave the table to collect suitable missiles to drop, requiring at least 1 full turn off-table before returning.

CHARGING (p57)

Units in single file may not charge. Charging units may not *manoeuvre* within 4" of the enemy except to wheel to within 22½° of the enemy line. A unit failing a manoeuvre (**Ld**) test while charging may complete the charge, and may still *wheel*, but attacks *unformed*. A unit that meets the enemy at an angle greater than 22½° or that fails to complete a charge is also *unformed*. *Unformed* units receive no charge bonuses, make all **Ld**, **Int**, **Cl** and **WP** tests at -1 and automatically *rout* if *pushed back* during the first round of combat (see *E. Damage*).

Units *must* charge a *bated* enemy if possible (roll under **Cl** on 2D6 to resist, see *J. Psychology*).

Charged Units may: (p59)

Shoot, provided the enemy begins more than half of its charge move away. Measure the range before charge begins, or at maximum range if the enemy begin out of range. Unit must make a **Ld** test to fire, and must receive at the halt if it fails. Once it has fired, the unit receives at the halt.

Turn to face: if charged in the side or rear, unengaged models may turn to face the enemy (unless crossing an obstacle).

Run away: requires **Ld** test to avoid a rout. If successful, unit turns and moves away from enemy at double rate. It may move next turn but cannot charge. This option *must* be taken by units in single file if charged. Attackers may try to charge a different enemy unit if they can still *wheel*.

Roll for (see *J. Psychology*):

- *fear*: if charged by a feared enemy (p71).
- *frenzy*: if charging and subject to frenzy (p72).
- *panic*: if charged in the side or rear, charged while crossing an obstacle or entering a building, or a character leaves while unit is engaged (p73).
- *reform*: p70

Units that became *unformed* last turn are now considered reformed and may act normally.

C. SHOOTING PHASE

This phase covers shooting and similar attacks, such as hawks cast by falconers (p97), Dragons' breath weapons (p243) and firing Engines of War (p105).

Roll for (see *J. Psychology*):

- *fear*: if wishing to fire missiles at a feared enemy within charge range (p71).
- *hatred*: if wishing *not* to shoot at a *bated* enemy within range (p72).

HITTING THE TARGET (p51)

Roll 1D6 for each model firing:

	FIRER'S BS									
Roll	1	2	3	4	5	6	7	8	9	10
To Hit:	6	5	4	3	2	1	0	-1	-2	-3

Modify the roll as follows (p53):

- +1 large target: over 10' high or long (not models on normal-sized riding animals).
- 1 small target: under 1' high or long.
- 1 firing while moving: applied to any model that moved or turned in the preceding *movement phase*.
- 1 firing at a rapidly moving target: any target that moved more than 6" during its side's last *reserve phase*.
- 1 firing at charging enemy.
- 1 within *fear* range of enemy creature.
- 1 firing at over half range.
- 1 throwing an improvised weapon.
- 1 target is behind soft cover: hedge, woods, wagon etc (p52).
- 2 target is behind hard cover: wall, corner of building, palisade, pit, ditch, at window or door etc (p52).

GRENADES (p90)

Specify target point within 6" range (this may be a rear rank) and roll a D20:

- 1-12 deviates D3" with 12 o'clock as direction of throw.
- 13-19 lands at specified target point.
- 20 explodes prematurely at D6-1".

All models wholly or partly within a 1" diameter template are hit once.

AERIAL SHOOTING (p123)

Height levels may alter the effective range (attack level being treated as ground level):

- +10" for each +10 of level target is above firing model
- +10" for each +10 of level target is below firing model after first 20+ difference

Aerial models may drop objects rather than shooting normally. Nominate a target and roll a D6, modifying it by:

- 1 if the attacker is at level +20
- 2 if the attacker is at level +10
- 3 if the attacker is at attack level

0 or less = a direct hit. A positive score is a miss in a random direction by a number of inches equal to the result. Damage is rolled at the flyer's S plus 1 per level above attack.

For missiles dropped from level +30 and higher, roll 1D20 and deduct 1 to give the number of inches from the target.

Damage: Roll for damage (see E. Damage).

Rout: Test for rout in any unit that has just lost a quarter of its current strength to missile fire (see K. Victory).

D. COMBAT PHASE

Either player may reveal concealed special troop types in engaged units.

Either player may make *personal challenges* with characters and leaders: these are fought separately and other models cannot interfere. A leader that refuses a *challenge* loses face (Ld bonus reduced to -1 for rest of game) though a character may take up a challenge on behalf of a leader. *Unfair challenges* may be refused without losing face (pp76 and 94).

All models, in base-to-base contact exchange blows - this covers similar attack forms such as the Gorgon's gaze (p253). Models with the highest *Initiative* strike first, making all their attacks at once. Attacks versus leaders, standard bearers, characters and so forth must be declared before the dice are rolled.

HITTING THE ENEMY (p62)

Roll a D6 for each model attacking:

W	Defender's Weapon Skill									
	1	2	3	4	5	6	7	8	9	10
A	5	5	6	6	+4	+4	+5	+5	+6	+6
t	4	5	5	6	6	+4	+4	+5	+5	+6
p	4	4	5	5	6	6	+4	+4	+5	+5
a	3	4	4	5	5	6	6	+4	+4	+5
o	3	3	4	4	5	5	6	6	+4	+4
c	2	3	3	4	4	5	5	6	6	+4
n	2	2	3	3	4	4	5	5	6	6
k	2	2	2	3	3	4	4	5	5	6
e	2	2	2	2	3	3	4	4	5	5
s	2	2	2	2	2	3	3	4	4	5
i	2	2	2	2	2	2	3	3	4	4
r	2	2	2	2	2	2	2	3	3	4
s	2	2	2	2	2	2	2	2	3	3
l	2	2	2	2	2	2	2	2	2	3
l'	2	2	2	2	2	2	2	2	2	2

+4, +5 or +6 - roll a 6 then the indicated number on a 2nd roll (eg +5 means roll 6, then 5, 6). A roll of 1 always means a miss.

Modify the roll as follows (p62):

- +1 if charging: provided no *wheels* made within 4" and the unit is not *unformed* at the end of the charge.
- +1 *following up* an attack: bonus given to the side which won the previous turn (see E. Damage).
- +1 advantage of higher ground: does not include being taller than the enemy.
- +1 if the unit is *frenzied*.
- +1 if attacking a *hated enemy*.
- 1 enemy behind *obstacle*: eg hedge or wall.

- 1 within *fear* range of enemy creature.
- 1 to right-hand attack if using 2 weapons.
- 2 to left-hand attack if using 2 weapons.
- 2 attacking unarmed: does not apply to natural attacks such as *stomp* or *bite*.

E. DAMAGE

DAMAGE CHART (p54)

Roll a D6 for each successful attack:

Weapon's Strength	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
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

N - no damage can be caused

Note that a roll of 1 always means no damage.

Frenzied units add +1 to the roll.

SAVING THROW (p55)

Armour Type	Saving Throw	
	On foot	Mounted
None	-	6
Shield	6	5
Light armour	6	5
Light armour & shield*	5	4
Heavy armour	5	4
Heavy armour & shield*	4	3

* shield discounted if using weapon requiring both hands or being attacked from the rear.

+1 to the roll if mount has cloth or metal armour.

+1 to the roll if *frenzied*.

Remember to apply saving throw modifiers due to weapon type (see F. Weapon Tables).

AERIAL CASUALTIES (p125)

Flyers that are killed crash to the ground (landing D12" in a random direction from their current position), receiving and causing D4 *wounds/damage points* for each height level above *ground level*.

If the crashing flyer lands on another creature or object, modify the damage to the target by adding the flyer's *Toughness* and deducting the target's *Toughness*.

CHARIOT DAMAGE (p119)

Record hits against chariots and determine the effect at the end of the relevant phase - roll 2D6 and add +1 for each hit sustained:

- 3-7 No effect
- 8 damaged wheel: if the chariot turns, roll D6: 4-6 means the wheel falls off and the axle snaps (see 13 - below).
- 9 reins twisted or severed: all *run amok* tests are failed on a 5 or 6 (p120).
- 10 draft animal slain: reduce move (p118).
- 11 crewman hit: randomly determine which model is hit and resolve with S equal to the crewman's T (save as normal).
- 12 badly shaken: crew may not fight for the rest of this or next turn.
- 13 axle snaps: chariot skids forward D6" in *reserve phase*, causing D4 automatic S 4 hits against any unit struck - crew may leave next turn and fight on foot.
- 14 yoke pole snaps: if in combat, draft animals continue to fight and must pursue if the enemy *rout* - the chariot is now useless and the crew must fight on foot.

- 15 chariot overturned: all crewmen must make a basic *saving throw* or be killed. Survivors continue the fight on foot - all draft animals are slain and the chariot is now useless.
- 16+ massive jolt: crew thrown overboard and must make a basic *saving throw* or be killed. Survivors continue the fight on foot - draft animals *run amok* (p120).

BUILDING DAMAGE (p136)

When the *damage points* taken by a section/level rise to 6, roll a D6 at the start of each turn for the state of the section/level, adding +1 for each *damage point* over 6:

- 1 shaky and unsafe: only 6 models from each side may occupy it - counts as *soft cover* to fire from outside.
- 2 unstable: if occupied by more than 6 models, collapses immediately (see 4) - counts as *soft cover* to fire from outside, structurally unsound; if there is more than 1 section/level above or if it is occupied by more than 6 models it collapses (see 4) - counts as *soft cover* to fire from outside and as a *moving surface* for firing models inside collapses: all section/levels above collapse - all models within these section/levels must make their basic *saving throw* or be killed (models with a *Toughness* of 5+, or more than 2 *Wounds* are judged to have a minimum *save* of 4 and take D3 *Wounds* if damaged). Survivors are placed in any adjoining section/level or outside by the door.
- 3 collapses: as 4, but the section/level immediately below also collapses.
- 4 collapses: as 4 but bringing down as many section/levels below as above (minimum 1).
- 5 collapses: as 6, but also bringing down any adjacent section/levels at the same level, and all section/levels above those.
- 6 collapses: as 7, but all adjacent sections collapse entirely (*secondary collapse*).
- 7 collapses: as 8, but any section/levels adjacent to a *secondary collapse* also collapse if they have taken any damage (*tertiary collapse*) - all section/levels above a *tertiary collapse* also collapse.
- 8 collapses: as 9, but any undamaged section/level adjacent to a *secondary collapse* receives D6 damage points.
- 9 collapses: as 9, but any undamaged section/level adjacent to a *secondary collapse* receives D6 damage points.
- 10+ collapses: as 9, but any undamaged section/level adjacent to a *secondary collapse* receives D6 damage points.

Where an upper level is made of a weaker material than its supporting level (eg, wood on stone base), collapse of the level will not affect lower levels. Damage to free-standing walls is treated as above but the effects are confined to the wall itself.

COMBAT RESULTS (p64)

To establish the winner, total the number of *Wounds* caused to the opponent and add:

- +1 if the unit charged this turn.
- +1 if the unit *followed up* last turn.
- +1 for each complete rank after the first - to qualify a rank must have four or more models and at least as many as the front rank, to a maximum bonus of +3.
- +1 if unit standard in front rank.
- +1 if army standard in front rank.

Test for *rout* in any unit that has lost a quarter of its numerical strength and has just lost a round of combat (see K. Victory).

PUSH BACK (p64 and p128)

The models of a losing unit that has not routed are *pushed back 2"*, with the victors *following up* to continue the engagement - models must always follow up, unless:

- behind prepared defensive positions.
- protected by *zone* spells.
- in combat with a friendly unit due to *animosity*: make a Ld test to decline the *follow up* and break off combat.
- mercenaries.

Roll for the continuing presence of Chaotic (p251) and Ethereal hosts (p263) that have just completed a combat engagement.

F. WEAPON TABLES

MISSILE WEAPONS (p87)

WEAPON	RANGE	STRENGTH	SAVE MODIFIER	NOTES
			Up to ½/over ½	
Bow	24"	3	-	
Short Bow	16"	3	-	
Long Bow	30"	3	-1/0	
Crossbow	30"	4	-1/0	cannot move and fire during the same turn.
Repeating crossbow	16"	3	-	may be fired twice per turn at -1 to hit
Throwing Spear/Axe	4"	S	-1/-	may be thrown as model charges into combat
Throwing Dart/Knife	6"	S	-	may be thrown as model charges into combat
Javelin	8"	S	-	may be thrown as model charges into combat
Sling	18"	S	-	may fire twice at ½ range if no move that turn
Blowpipe	12"	D6	-	
Improvised Weapon	3"	S-2	+1/+1	

S - use the firer's Strength

GUNPOWDER WEAPONS (p88)

WEAPON	RANGE	STRENGTH	SAVE MODIFIER	NOTES
			Up to ½/over ½	
Arquebus	24"	4	-2/-1	cannot move and fire; no consecutive fire
Blunderbuss	16"	1	-2/-1	cannot move and fire; no consecutive fire
Pistol	6"	4	-1/-1	no consecutive fire
Grenade	6"	3	-2/-2	no move if throwing but may reserve move
Torinoko Grenade	6"	see below	-	no move if throwing but may reserve move

Torinoko types

Explosive: as normal grenade but only Strength 2.

Flash: blind all in template until end of next turn; blind models are hit automatically.

Firecracker: bounce through unit reducing WS and I by -1 during the next turn.

Missile weapons that cannot move and fire in the same turn may only shoot at charging enemy if no move was made in the previous turn; *gunpowder weapons* that may not fire during consecutive turns may not shoot at charging enemy if a shot was fired in the previous turn.

See pages 105 to 118 for Engines of War

HAND WEAPONS (p84)

WEAPON TYPE	I MODIFIER	TO HIT MODIFIER	STRENGTH	SAVE MODIFIER	NOTES
Hand Weapon	-	-	-	-	
Improvised Weapon	-	-1	-	+1	
Dagger	+1	-	-1	+1	
Double-handed Weapon	-1	-	+1	-1	Cannot be used with shield
Flail	-	-	+1	-	Charge at normal rate
- if pushed back	-1	-	-	-	
- if WS less than 3	-	-1	-	-	
Halberd	-	-	+1	-	Cannot be used with shield
- Vs. aerial/mounted targets if not pushed back	+1	-	-	-	
Pike	-	-	-	-	Cannot be used with shield; 2nd, 3rd and 4th ranks may attack; all mods lost if pushed back, when only 1st rank may fight
- Vs. mounted enemy	+6	-	-	-	
- Vs. aerial enemy	+1	-	-	-	
Spear	-	-	-	-	Half of 2nd rank may attack
- Vs. ariel enemy	+1	-	-	-	
- in 1st turn	+1	-	-	-	
- Vs. mounted enemy if not pushed back	+2	-	-	-	
Pistol	-	-1	-	-2	Only fire once in a combat

MOUNTED WEAPONS (p86)

WEAPON TYPE	I MODIFIER	TO HIT MODIFIER	STRENGTH	SAVE MODIFIER	NOTES
Hand Weapon	-	+1	-	-	
Improvised Weapon	-	-1	-	+1	
Dagger	+1	-	-1	+1	
Flail	-1	-1*	+1	+1*	*if WS less than 4
Lance	+2	-	+2	-1	hand weapon after 1st turn
Spear	+1*	+1**	+1***	-	*in 1st turn; **Vs. enemy under 10' if not pushed back; ***if charging only fire once in a combat
Pistol	-	-1	-	-2	

G. RESERVE PHASE

Units making a reserve move may not approach within 4" of an enemy unit (including routing enemy units).

COMMITTED UNITS (p71)

The following may not *reserve move*:

- units divided by an *obstacle* or with any models on *difficult ground*
- units which failed a *complex manoeuvre* in their previous movement phase
- units which failed a *fear test* before charging a *feared* enemy
- units engaged in hand-to-hand combat
- routing and pursuing units
- units within 4" of friendly or enemy routing troops
- units within range of a feared creature
- units hurling insults at friendly troops while subject to *animosity*
- flying creatures of any type
- large vehicles and war machines (this does not include 1 and 2 horse chariots)

H. MAGIC PHASE

Dispel any spells whose duration has now expired and remove relevant effects from play. The GM or player may move or redirect existing spells where appropriate.

Wizards who were wounded during the combat phase or who are routing may not cast spells.

Wizards with less than 12 magic points left must roll under their *Intelligence* or the number of remaining points (whichever is higher) on 2D6 successfully to cast a spell (p147) - the relevant magic points must be expended regardless of the spell's success or failure.

Spell targets may be allowed a *magic save*, requiring a 2D6 roll under the target's **WP**. Wizards may augment their *magic save*, gaining +1 to their roll per magic point expended: the caster may enhance his spell and reduce the target's save by -1 per extra point expended - these points must be spent before the *saving throw* is made.

Test for *roul* in any unit that has just lost a quarter of its current strength to the combined effects of missile and magical attacks this turn (see *K. Roul*).

I. RALLYING PHASE

The player may roll under **Ld** on 2D6 to rally any units that began routing last turn or earlier. Rallied units may not move but can adopt any permitted formation and facing, reverting to normal after this phase.

RALLYING UNITS (p68)

To qualify for *rallying*, a unit must:

- not be in base-to-base contact with pursuing troops.
- have at least a quarter of its original numerical strength (rounding odd numbers down) - characters who joined during the game do not count.
- have a non-routing, friendly unit of at least 5 models closer than any enemy units.
- not be within *fear range* of any *feared* enemy.

If their general or a subordinate commander of their own race is within 12", the unit may use this model's **Ld** bonus instead of their own leader's. Units within 12" of their army standard may add +1 to **Ld** (max. **Ld** of 10).

J. PSYCHOLOGY

Units are subject to their own psychology and that of their leader. Leaders and characters are always subject to the psychology of the unit they accompany. Unless otherwise noted, tests are made against the unit's CI.

FEAR (p71)

Test if the unit:

- wishes to fire missiles at a *feared* enemy within that creature's charge range; failure means no shot is fired.
- wishes to charge a *feared* enemy; failure causes the unit to halt immediately for the remainder of the turn.
- is charged by a *feared* enemy; failure causes the unit to *rout* immediately.

Any unit pushed back and followed up by a *feared* enemy is automatically routed. Models with a *ranged fear* ability affect enemy units within *fear* range as follows:

- all attacks are made at -1 to hit.
- no attempt may be made to rally.
- no *reserve move* may be made.

Bonuses to the *fear* ability (eg *fear* +2) are applied to the enemy's dice roll against CI.

FRENZY (p72)

Test when a unit *subject to frenzy* charges - characters may use CI bonus points either to reduce or increase a unit's CI for *frenzy* tests only. The following rules apply:

- *frenzy* continues while the unit remains in base-to-base contact with the enemy.
- the unit must always *follow up* and *pursue*
- the unit never takes other *psychology* tests or *rout* tests.
- models gain +1 to hit, +1 to wound, and +1 to any *saves* made.

HATRED (p72)

Units *subject to hatred* must always charge *bated* enemy, or shoot at them if outside charge range, unless a CI test is passed.

Models in hand-to-hand combat with *bated* enemy gain +1 to hit, and +1 to *Ld* for *rout* tests. They must always pursue routing enemy.

PANIC (p73)

A unit must pass a *panic* test under the following circumstances or *rout* immediately:

- unit is within 4" of a visible, friendly, routing unit at the start of their turn.
- unit is charged in the side or rear while engaged in combat to the front (unless models have *stomp* or *tail* attacks).
- unit is charged by an enemy unit that has emerged from concealing cover.
- unit is charged while crossing an *obstacle* or entering a building (the unit cannot turn models to face the attack).
- a friendly unit within 12" routs due to close combat losses - CI bonus of +1 if the unit outnumbers the routers by 4:1.
- a character model leaves a unit while it is engaged in combat (unless the character is the one with the lowest level of 3 or more characters with the unit).
- unit *fears* fire and is attacked by fire or comes within 4" of a burning building.
- at any time the GM thinks appropriate.

STUPIDITY (p73)

Test at the start of the side's turn, effects lasting until the beginning of its next turn.

If the unit becomes *stupid* while engaged in combat, half of the models fail to fight (roll a D6 for odd models and characters, with 1-3 indicating inaction). If not in combat at the start of the turn, roll a D6:

- 1-3 unit moves at half speed in a random direction (no penalty for turning).
- 4-6 unit remains inactive with models staring mindlessly or falling asleep.

A *stupid* unit that encounters an enemy unit while wandering rolls a second D6:

- 1-2 halt immediately and stare stupidly.
- 3-4 each model makes 1 attack.
- 5-6 attack as normal.

Units affected by *stupidity* ignore all other *psychology* tests. If routed they revert to normal status while being pursued, but become *subject to stupidity* once pursuit stops.

ANIMOSITY (p205)

Test if a unit causing animosity is within 12" at the start of the turn, unless:

- enemy troops are within 12" or charge range.
- there are *bated* enemy within sight.
- the unit is already engaged in combat.

Only the closest unit causing *animosity* is considered for the test. Roll a D6, deduct the leaders' *Ld* bonus and modify by:

- +1 if the unit causing *animosity* lies directly in front and in charge range.
- +1 if the unit causing *animosity* is of a different race.
- +1 if there are no enemy in sight.

This result determines the unit's action:

- 7+ charges the other unit - if beyond charge range, moves as close as possible and fires missiles (hurling deadly insults if no missiles are available).
- 6 fires missiles if available, or moves as close as possible (no closer than 1") and exchanges jeers and spittle with its allies - neither unit can *reserve move*.
- 5- unit behaves normally.

Units gripped by *animosity* will fight unless enemy units approach to within 12" (or charge range) or *bated* enemy appear. Leaders may try to restrain their troops from *following up* (*Ld* test) thus breaking off the combat.

SAGA ANIMOSITY (p206)

As normal *animosity*, except no *Ld* test is required to break off combat after a *push back* (if the combat is drawn, both sides pull back 2") - the remainder of the turn is spent jeering at the opposition.

INSTABILITY (p206)

Test if:

- the unit is pushed back in combat.
- the unit begins its turn within 12" of a wizard using a relevant zone spell.
- a wizard casts *dispel magic* at the unit.

Roll a D6 to determine the effect:

- 1 unit cannot cause physical damage, but is affected by weapons and magic as normal: paralysis and chill attacks plus psychological effects still work. The effect is permanent - another test immediately dispels the unit.
- 2 unit may not move, fire missiles or employ magic during this turn or, if the enemy's turn, during its next turn - if in combat, it attacks at -1 to hit for the remainder of the engagement.
- 3 roll a further D6 for each model: 4-6 - remove from play (character models receive a magic save - 2D6 roll under WP).
- 4 as 3 but only remove on 5 or 6.
- 5 unit may strike an extra round of blows this turn, or may double its movement or fire missiles twice - if it is the enemy's turn, these effects apply during the unit's next turn.
- 6 any casualties caused this turn (before or after the test) are returned to the unit, though they are still counted for establishing the winner of a combat.

K. ROUT

Test (roll 2D6 under unit's *Ld*) if the unit:

- has just lost 25% of its current strength to missile and magical attacks.
- has lost 25% of its original strength and has just lost the current turn of combat.
- loses a combat fought to capture a standard.
- has been penetrated by a *wedge*.

The unit automatically routs if it has:

- failed a *panic test* (see *J. Psychology*).
- been *pushed back* while *unformed*.
- been *followed up* by a *feared* enemy.
- failed to break free of pursuers after a voluntary withdrawal from combat.

Frenzied units never take *rout* tests.

If a rout is caused, the enemy gets a *free back* for each model remaining in the front rank: the routers are hit automatically - armour saves are allowed, ignoring shields.

The routing unit is turned and moved away at double rate. It moves at this rate during its side's *movement phase* (with no *reserve move*) towards the nearest table edge until it has rallied (see *G. Reserve Phase*) or has left the table. Terrain penalties apply, but no *manoeuvres* are made.

The enemy which caused the rout will pursue the fleeing unit unless a 2D6 roll under *Ld* is made (in which case the unit need not reform). Units routing a *bated* enemy must always pursue. If pursuit occurs, the unit follows the routers at double rate, gaining a second *free back*. Pursuers that keep contact make all subsequent attacks as *free backs*.

If a pursuing unit loses contact because the routers are faster, or kills all the routers, it becomes *unformed* and remains so until the end of its next *movement phase*. An *unformed* unit makes *Ld*, *Int*, *CI* and *WP* tests at -1, and automatically *routs* if *followed up*.

Once pursuit has begun, the pursuers may only be restrained by a *Ld* test made with a -1 penalty, the unit becoming *unformed* as above. If the pursuers are charged while in pursuit, they break off and turn to face the new attackers. They are not *unformed*, but if *pushed back* are automatically *routed*.

L. VICTORY

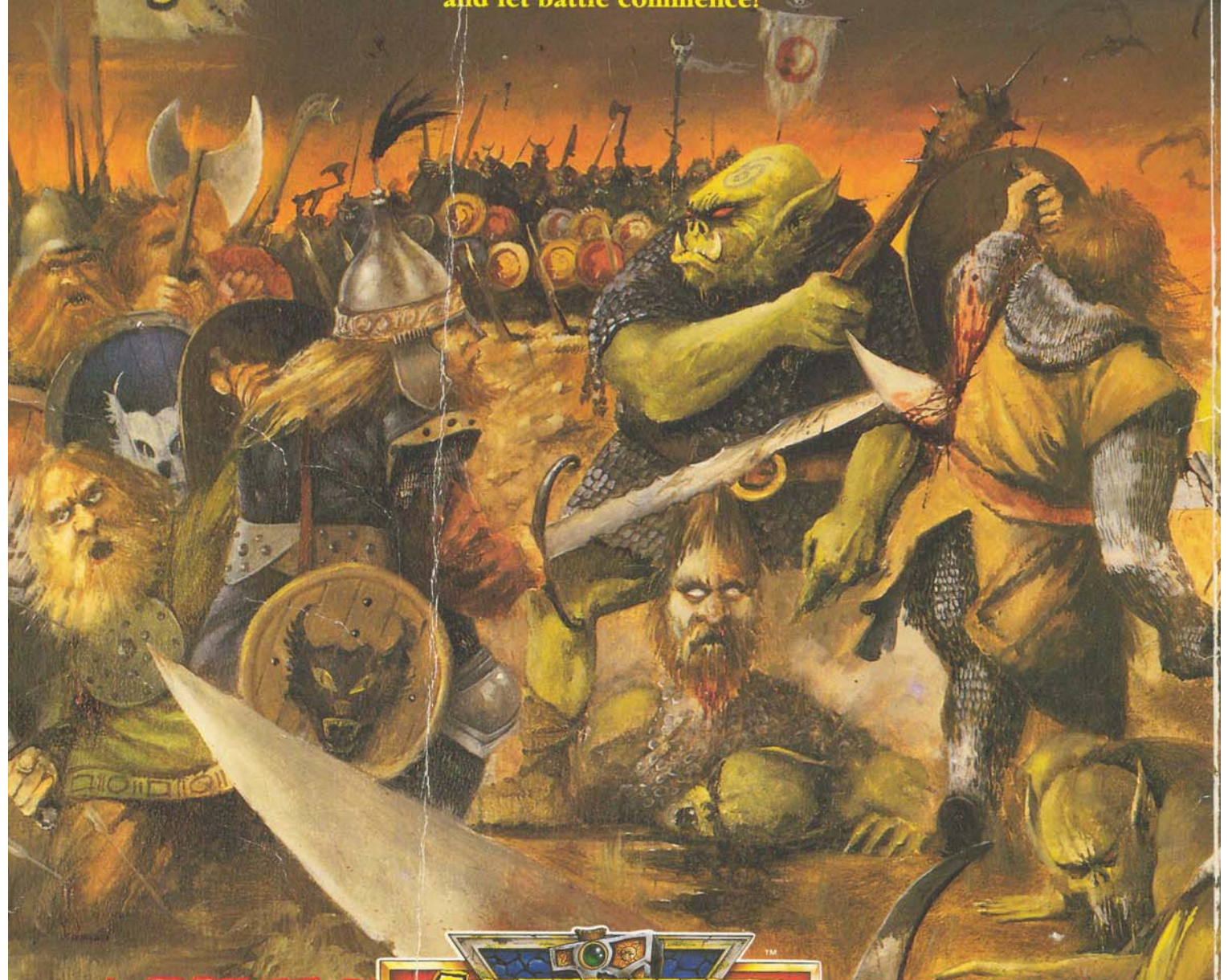
Determine the winner and loser according to the victory points gained by each side - if the side with the highest number has 10% more points it has won, otherwise the battle is declared a draw (the higher scoring side gaining a winning draw if in competition).

Victory Points (p142)

Specific conditions with points bonuses may be determined in advance, otherwise add up the points values of surviving troops on each side and award the following bonus points:

- 50 points for each hill occupied by 5 or more friendly models and no enemy.
- 50 points for each scenery zone occupied by at least 1 friendly unit and no enemy units; if the zone contains enemy models they must be out numbered by at least 3:1 (with characters or models over 10' tall outnumbered 3:1 by similar types).
- 50 points if the enemy general is dead.
- 50 points for every captured unit standard.
- 50 points if the enemy baggage area is being looted at the end of the game.
- 100 points for each bridge occupied by 1 or more friendly models with no enemy in charge range - unoccupied bridges go to the side controlling that zone.
- 100 points if the enemy baggage is captured.
- 100 points for a captured army standard.
- 100 points if the friendly baggage area is intact and unoccupied by enemy units.

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PRINTED
IN THE
UK

Code: 001159
ISBN: 1-872372-16-3

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Nottingham NG16 3HY

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Baltimore
MD 21227



CITADEL™

Cover art: Chris Collingswood

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