

This is the second reprint of **Warhammer**, which must make our mass-combat game one of the most widely used set of wargame rules ever. It is our intent to continue to add new material in the form of new supplements, scenarios and specially designed Warhammer models.

In previous printings we included a sheet of amendments and extra rules, to clear up points in the original text where mistakes were made before publication. This free supplement has all of the recognised amendments to date, with extra optional rules and items culled from the First Citadel Compendium. These amendments refer only to the first volume **Tabletop Battles**.

I would also like to take this opportunity to thank all those Warhammer players who have written in with suggested amendments and new rules. If you have any ideas which you think would improve our Warhammer game please feel free to write to us, enclosing an S.A.E for a reply. Similarly we would be more than happy to receive items for inclusion in the Citadel Compendium, or even entire scenarios for consideration for possible publication. We hope that players will not only enjoy Warhammer, but also feel able to chop and change according to their own personal tastes.

If you use our mail order service, please note that any Warhammer enquiry must be sent separately, with an individual S.A.E.

R.I.P Priestley

AMENDMENTS

Page

5 THE TURN SEQUENCE. Point 2. Shooting Phase should read:-

✓ '2. Shooting Phase The **active player** may shoot with any suitably equipped troops.'

Point 4 Second Movement Phase. Note that Routers and Pursuers are not moved at all in this phase.

7 THE COUNTERCHARGE. Replace 'Missile troops who are charged may elect to stand and fire instead of countercharging, but must deduct 1 from their 'to hit' roll as they will be slightly panicked' with 'Missile troops who are charged may elect to stand and fire, in which case they are not allowed to countercharge. Firers will be slightly panicked and so deduct 1 from their 'to hit' roll.'

Some players were interpreting the old reading to mean infantry couldn't fire on charging cavalry as they couldn't fire **instead of countercharging**, because infantry can't countercharge cavalry. However, that was not the original intention of the rule.

10 HATRED. Add. Troops defending prepared fortifications, such as forts, towers etc, do not have to react to Hated enemy. Troops behind fortified low walls or barricades are also exempt. The Gamesmaster can use his discretion in permitting a player to count an enclosed area, such as a walled village or vineyard, as fortified. Troops behind domestic hedges, boundary walls and in drainage ditches must still test.

11 TERROR. Note that troops only have to make the Terror test once during a battle. After the test has been made, any future encounters with Terrorising types counts as Fear -1.

17 Note that Mithric armour is made from a very rare and special metal called Mithril, a metal which is silver in colour but far stronger than steel. Mithric armour should not be available to rank and file troops; it is normally reserved for Heroes only.

✓21 On the chart line '9. Master 2 2 2 3 3 4' should read '9. Master 2 2 2 2 3 3'.

✓21 Dice modifier 'For each **wound** suffered (unless regenerated) -1', replace this with, 'If **any** wounds have been suffered by the attacker (unless regenerated) -1'.

24 COMBAT RESULTS. Add, 'Troops pushing back enemy from a fortified position don't have to follow up. Defenders and attackers must spend their next Move Phase stationary.'

26 KNOCK OUT. Note that the victim must take and fail his saving throw on his last Wound Point before you can try to knock him out. It is an alternative to being dead!

ADDITIONAL RULES

These rules are taken from the First Citadel Compendium. Some of these rules are optional, and should only be tackled once you're used to the Warhammer system.

ADVANCED RULE. Return Fire. This rule may be used only in games involving two sides. In either player's Shooting Phase the other player may attempt to shoot with figures whose Bow Skill is 6 or more. Throw a D6, add 1 for each point of Initiative. If the result is 10 or more that unit, or individual, may shoot. This does not prevent them firing again in their own Active Turn.

ADVANCED RULE. Fighting Defensively. This is an advanced alternative rule designed for games involving only a few (less than 10) models a side, although it is applicable to any sized game. Any Hero or Wizard may choose to fight defensively in combat. This means he forgets about trying to kill his opponent and just concentrates on parrying and trying to stay alive. This is particularly useful if you find yourself totally outclassed in combat. You must declare at the beginning of combat that you intend to **Fight Defensively**. Having done so, you roll 'to hit' as normal but with a +2 dice modifier - you will roll **first**, even if your opponent's Initiative is higher and he would normally have the first blow. If you succeed in hitting your opponent then you cause **no damage** - but your opponent may not attempt to hit you: you have blocked his blow. You may fight defensively against as many individuals as you have attacks.

ADVANCED RULE. Magicians and Armour. Wizards may not use shields and perform magic. They may carry shields into combat, but then function as fighters, with no ability to cast further spells until they remove the shield. Shields hinder a Wizard's ability to make the correct gestures for effective conjuration. Wizards may wear armour, but the presence of metal armour will interfere with the Wizard's abilities; setting up bad vibes and confounding his magic. All Wizards wearing armour become subject to an increased **Fumble Factor** and must roll for a fumble everytime a spell is cast. Roll 2D6 as for a normal fumble. Tot up the modifiers that apply (Wounds etc) and add an additional 1 per Saving Throw 'pip' from armour. (Save of 6 = 1 pip; 5,6 = 2 pips; 4,5,6 = 3 and so on). If your score is 13 or more roll for a fumble. This way the more armour a figure has, the more likely it is to fumble a spell. Wrist guards, the odd gorget and helmets don't add to the Saving Throw, and so don't make any difference to the Wizard, being quite small and mostly decorative anyway.

ADVANCED RULE. Personal Characteristics. These rules are used to determine the effects of Personal Characteristics in battle. The great mass of troops will have average values of Cool, Intelligence, Will Power and Leadership.

LEADERSHIP

In units of troops Regimental Leaders with a Leadership of 3 or more and add to the whole Regiments Saving Throw against **Fear** and **Terror**.

Leadership	Modifier
3	+1
4	+2
5	+3 etc

Leaders with a Leadership of 3 or more can try to stop their Regiment reacting to Hated enemy. Roll a D6 - You will need to score as follows.

Leadership	Score required
3	6
4	5,6
5	4,5,6 etc

Leaders with Leadership of 3 or more may **add 1** to any Morale Test score taken by their Regiment.

INTELLIGENCE

Characters with an Intelligence of 1 are subject to **Stupidity**.

WILL POWER

Characters with very high WP levels (of 10 or more) can be resistant to magic, and receive a Saving Throw against all magical attacks. Add the WP of the casting magician to his Mastery level. If the score is less than the WP of the character then the victim is entitled to a Saving Roll. This will depend upon how much higher the character's WP is than the Wizard's WP+Mastery.

Points Higher	Saving Throw
1	6
2	5,6
3	4,5,6 etc

Dwarfs are an especially materialistic and sceptical lot. Dwarfs with a WP of more than 10 will be so out of tune with the ways of magic that they cannot become Wizards. Dwarfs with a WP of 16 or more are totally **immune** to the effects of magic. They may not use magical items and cause **Fear** in any Wizard within 12".

Characters with a WP of 1 or 2 take **double damage** or **effect** from magic.

COOL

A character's Cool determines his temperament and ability to keep himself under control in stressful situations. Characters with a Cool of 2 or less are subject to **Frenzy**, and must make a compulsory throw when within charge reach of an enemy, or when they are fired at. Rules for disarming of armour are waived for these unstable characters. Characters with a Cool of 11 or more are never subject to **Frenzy**, even if caused by magic. Characters with a Cool of 12 are **immune** to **Fear** and **Terror**, even if caused by magic. They are also immune to Aura of Command and Mind Control Spells.

OTHER RANKS

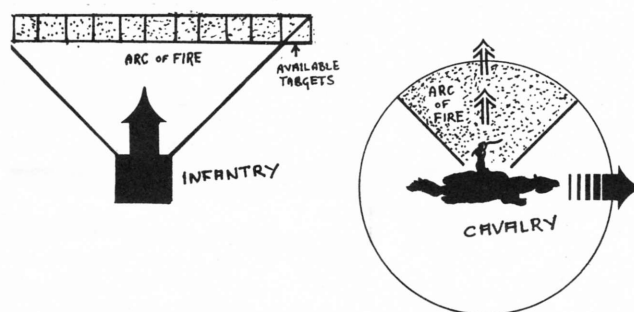
Ordinary rank and file members of a unit do not have to generate their Personal Characteristics. They are considered to have average values - which are:-

	COOL	INTELLIGENCE	WILLPOWER
DWARFS	5	9	10
ELVES	7	9	7
MEN	7	5	5
HALFLINGS	6	5	6
GOBLINOIDS	5	5	5

FIRING ARCS IN BATTLES

The following rules are those we use in our own games. Gamesmasters are at liberty to decide whether troops are in a position to fire or not.

Infantry armed with missile weapons may fire at targets within 90° to their front only. Mounted troops are the same, except that their fire arc is normally at right angles to their front. Mounted troops in Skirmish Order may fire all round, but suffer a minus 1 'to hit' penalty for firing out of the 90° arc.



WEAPONS DIFFERENTIATIONS AND OTHER BONUSES

In addition to those on page 23 of Warhammer vol. 1 add.

Fighting to Cross a Defended Obstacle	-1 to hit -1 Initiative
Fighting Routing/Broken Enemy	+2 to hit +1 to kill
Heavy Weapon vrs Troops in Shock Order	+1 To hit

IDEAS

Most of the play testing of new ideas for Warhammer is done by members of the Citadel staff. However the actual volume of ideas is always greater than we can possibly cope with. Therefore, I'm listing some of the subjects which we've not had time to fully develop, but which you might like to consider, test and invent new rules for. Send any comments or rules to Citadel, and we'll publish the best in our Compendium.

SEIGECRAFT - Engines and fires are covered in Forces of Fantasy. In addition we need rules for sieges proper including; mining, provisions, treachery, pestulence, politics, and seige equipment of all kinds. The main problems to be overcome are of translating a seige into game/time and space terms.

CANNON - fall of shot, shot types, explosions and accidents. Any system will have to tie in to the rules on engines in Forces of Fantasy.

WEATHER - Weather could be used as the basis of some new magic and psychological effects. Flash floods, drying sun, rain, snow etc. I like the idea of cold weather slowing down cold blooded animals like Lizardman. This allows for 'Sudden Chill/Frost spells' which make Lizardmen vulnerable to warm blooded critters.

NEW PSYCHOLOGY - We've already had Alcoholism and Paralysis - but there's still room for phobias and foibles of all kinds. For example, try out **Warp Frenzy**. A character subject to Warp Frenzy may roll at the beginning of his turn to see if he goes into a **Warp Spasm**. Roll a D6 - add on 1 for each wound you inflicted last combat round. If the score is 5 or 6 the character goes into a normal **Frenzy**. If the result is more than 6 the character has a warp spasm and increases Strength, Toughness, Wounds and Attacks by 1. In addition the character acquires D3 Chaos Attributes from the Mark of Chaos article in the First Citadel Compendium (or Realm of Chaos). The character may only roll to come out of Warp Frenzy in the same way as normal Frenzy. If the character goes into a normal Frenzy he cannot then progress into a Warp Frenzy - he's stuck in normal Frenzy until he comes out of it. Warp Frenzy should be very rare, say 1% chance on Fighters only. Characters wearing armour or carrying shields cannot attempt to warp at all. Some characters can be subject to Warp Frenzy -1, +1, +2; etc in which they gain more or less Chaotic Attributes. Attributes disappear when the character returns to normal.

A WORD ON DICE

To play Warhammer you'll need D6's ...handfulls of them. Fortunately D6's are available pretty readily from toy shops or even newsagents and are cheapo cheapo. Don't muck around rolling 1 D6 endless times in combat, count up how many of your troops are fighting, work out the score needed 'to hit' and roll for the lot at once. Then pick out the dice showing successful hit results and roll them again to see how many kills you've scored. Your opponent can then roll for all of his saves, if appropriate. If your Regiments include Leaders, Champions or other individuals with different Weapon Skills, use a differently coloured dice for his attacks.

THE WARHAMMER PLAY-SHEET

This playsheet has been redesigned and revised so as to make playing Warhammer easier and quicker. Redraw or photocopy as many of these sheets as you find necessary. We have actually reduced the amount of information on the sheet, because we found the old playsheet too cumbersome. All of the different factor modifiers have been placed next to the relevant chart, whether 'to hit', 'to kill' or 'missile fire'. Unlike the old playsheet this one has no magic summary - so players with Wizards will have to make their own. Also we've not included any of the saving throws for armour, mostly because they are so easy to remember there hardly seemed any point. Space has been provided in the 'Troops' section to write in any savings throws that apply.

[illegible]

TO HIT - MISSILES

BS	D6	Modifiers
1	6	-1 Long Range
2	5	-1 Moving Mount
3	4	-1 Skirmish Target
4	3	-1 Soft Cover
5	2	-1 Bottles etc
6	1	-1 Firer Wounded
7	0	-1 Hard Cover
8	-1	-1 Charging Target
9	-2	-1 Flying Target
10	-3	+1 Large Target

MISSILE WEAPONS SR LR S

Short Bow	8	16	2
Bow	12	24	2
Long Bow	16	32	3
Elf Bow	16	32	4
Crossbow	16	32	4
Sling	18	-	2
Javelin	3	6	2
Dart/Spear	1	3	2
Bottles etc	1	3	1

TO HIT - COMBAT

Att.	1	2	3	4	5	6+
1	5	5	6	6	7	7
2	4	5	5	6	6	7
3	4	4	5	5	6	6
4	3	4	4	5	5	6
5	3	3	4	4	5	5
6	2	3	3	4	4	5
7	2	2	3	3	4	4
8	2	2	2	3	3	4
9	2	2	2	2	3	3
10	2	2	2	2	2	2

Modifiers

- +2 Frenzied
- +2 Routed Enemy
- +2 Fighting Defensively
- +1 Charged **not** Countered
- +1 Uphill
- +1 HCW vrs Shock
- +1 LCW vrs Skirmish
- 1 HCW vrs Skirmish
- 1 Cross Defended Obstacle
- 1 More than 1 Weapon
- 1 Weapon Left Handed
- 1 Bottle etc
- 1 Opponent is Flying
- 2 Rear/Flank Attack
- 2 Fear Combat Opponent

TO KILL

S	A	B	C	D	E	F
1	4	5	5	6	6	N
2	4	4	5	5	6	6
3	3	4	4	5	5	6
4	K	2	3	4	4	5
5	K	K	2	3	4	4
6	K	K	K	K	3	4

Modifiers - Combat Hits

- +1 Charging Lancers
- +1 HCW
- +1 Armed Monster S4+
- +1 Routing Enemy
- 1 LCW vrs Shock

INITIATIVE MODIFIERS

- +4 Flying
- +4 Frenzied
- +1 Charging
- +1 Countercharging
- +1 Charging Lance
- +1 Longer Weapon
- +1 LCW vrs Skirmish
- 1 HCW vrs Skirmish
- 1 Cross Defended Obstacle