

WARHAMMER

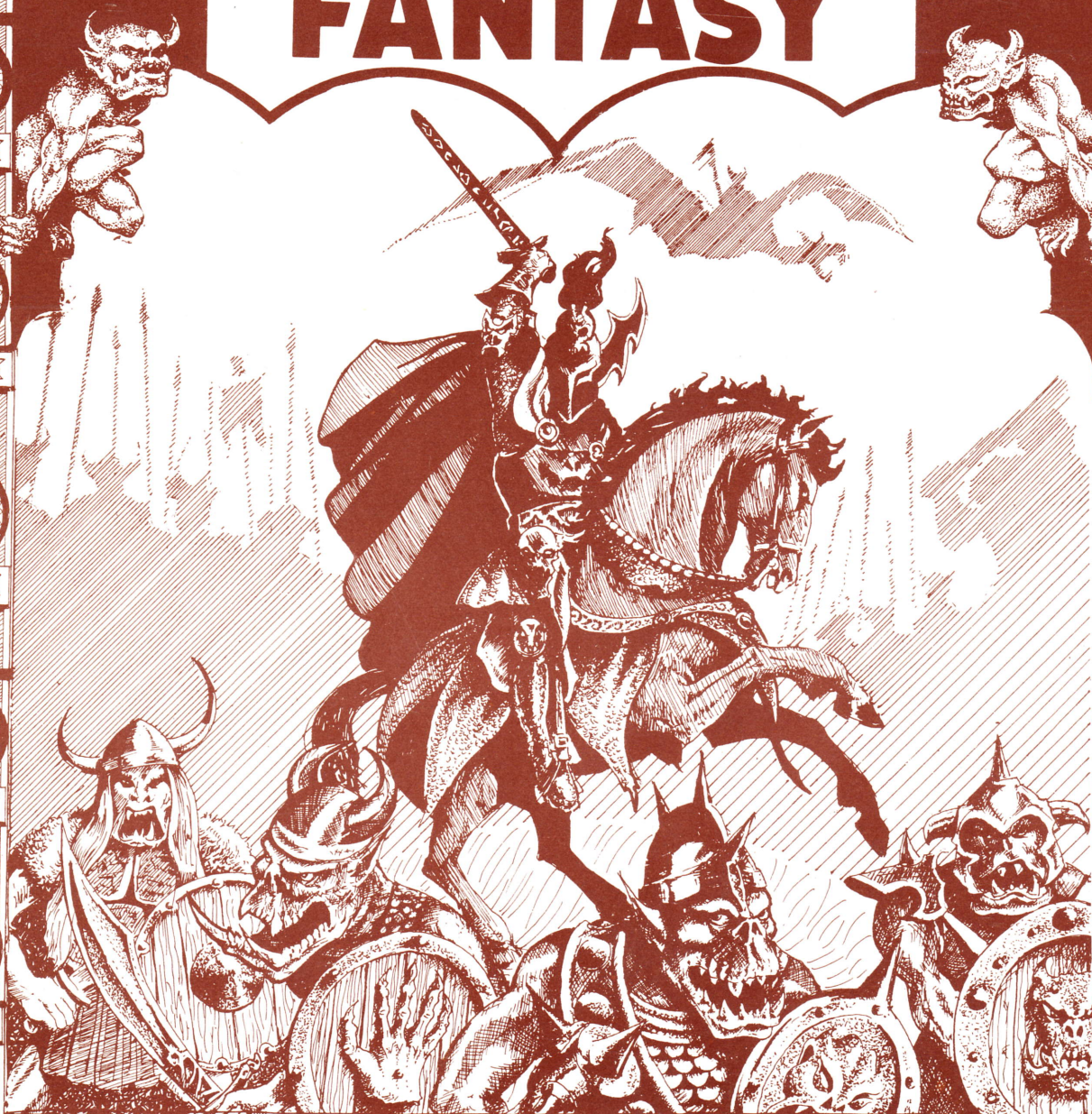
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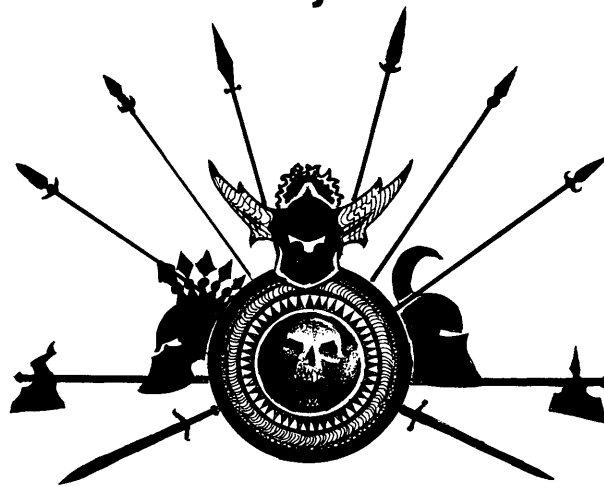
OF

FANTASY



FORCES of FANTASY

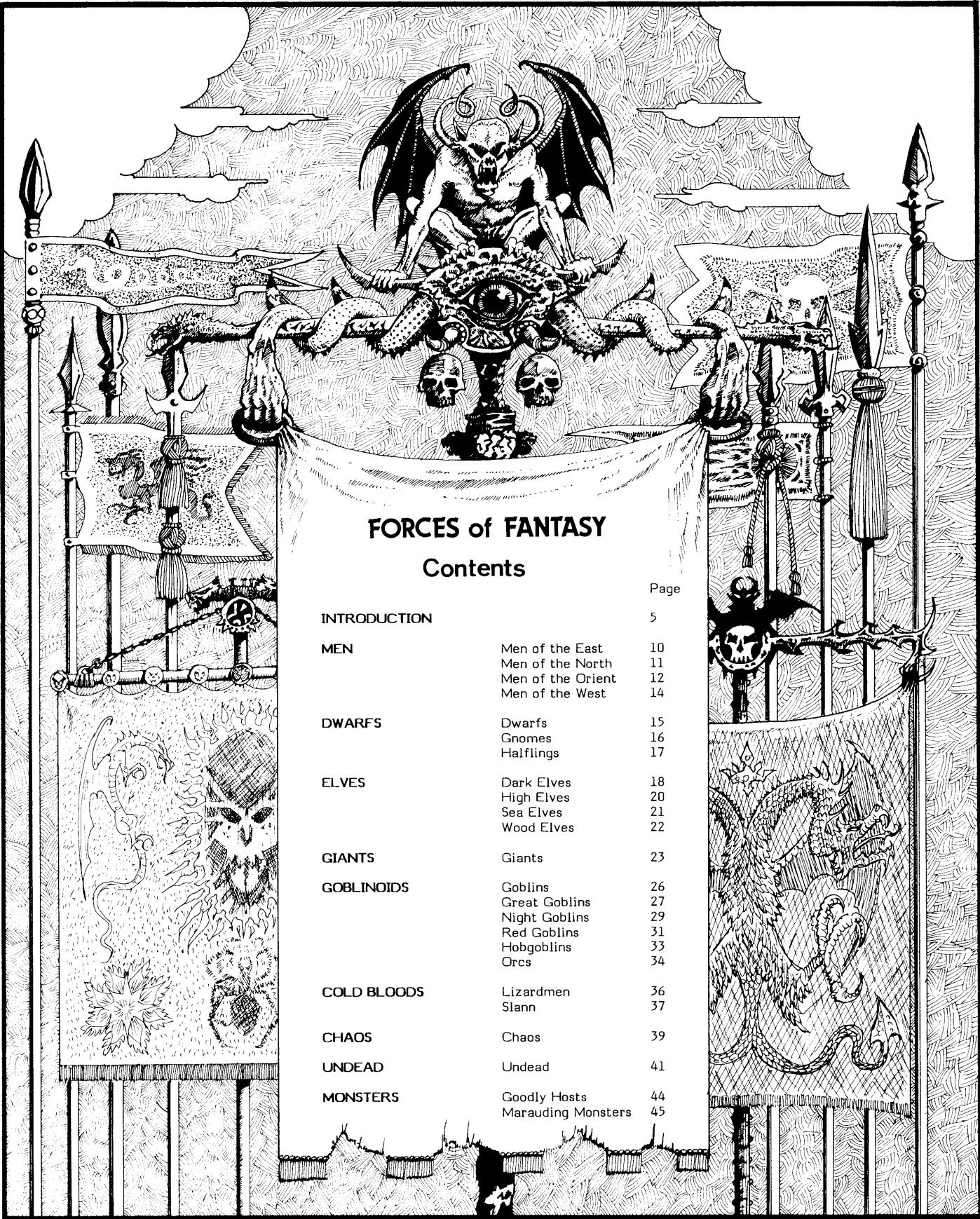
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FORCES of FANTASY

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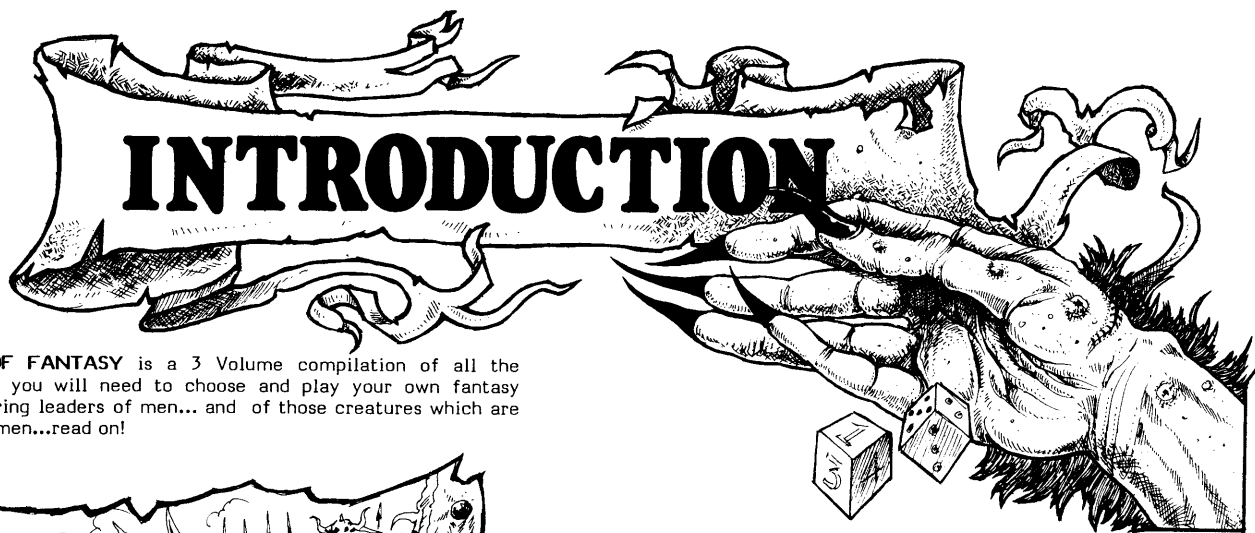
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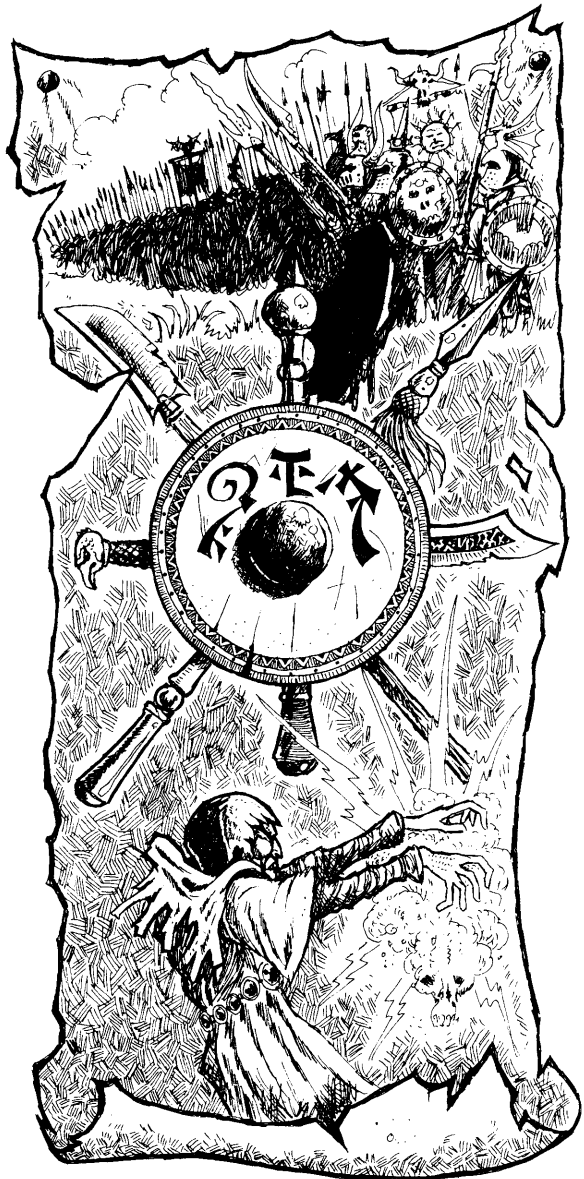
FORCES of FANTASY

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FORCES OF FANTASY is a 3 Volume compilation of all the information you will need to choose and play your own fantasy army. Aspiring leaders of men... and of those creatures which are other than men...read on!



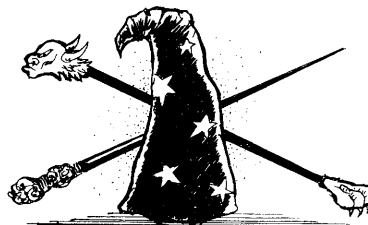
The first volume - **FORCES OF FANTASY** - comprises of the lists of Fighting Battalions. It is divided into individual lists of racial types. For example you will find a complete list for Wood Elves, Dwarves, Orcs - and so on for all the major warring races. You are able to choose troops from any one list to assemble a Battalion of troops of that race. Using as many Battalions as you wish you can assemble a fantasy army of any size, and you may select Battalions from either the same or different lists in order to create a powerful mixed army.



In the second volume - **FIGHTING FANTASY BATTLES** - you will find all of the information you require to set up battles, including battlefield encounters, tactical hints, and additional rules to cover chariots, siege equipment and buildings. We have included a full selection of fantasy shield patterns and relevant uniform details for each of the Armies described described in the first volume - together with organisation details and painting and modelling tips where appropriate.



The third volume - **ARCANE MAGICKS** - provides players with new magical weapons, monsters, potions, spells and equipment. Rules are included for enchanted weaponry including Power Weapons and Rune-weapons, as well as new monster types such as the Hydra and Chaos Chimera.



Fighting Battalions

A Battalion usually consists of a number of regiments to the combined value of 1000 Points. Battalions generally include at least one personality model who will act as the Battalion's Commander. When, in Warhammer, we speak of a Battalion, then we mean simply 1000 points of troops chosen from the lists that follow. Purists will note that this use of the word Battalion does not conform to the accepted practice in the modern British army!

CHOOSING ARMIES

An army consists of three Battalions. Select each Battalion using the appropriate list. Your army can consist of 3 Battalions of the same creatures, or you may choose 3 different Battalions. The only restriction is that you may not mix Good and Evil aligned Battalions into the same Army.

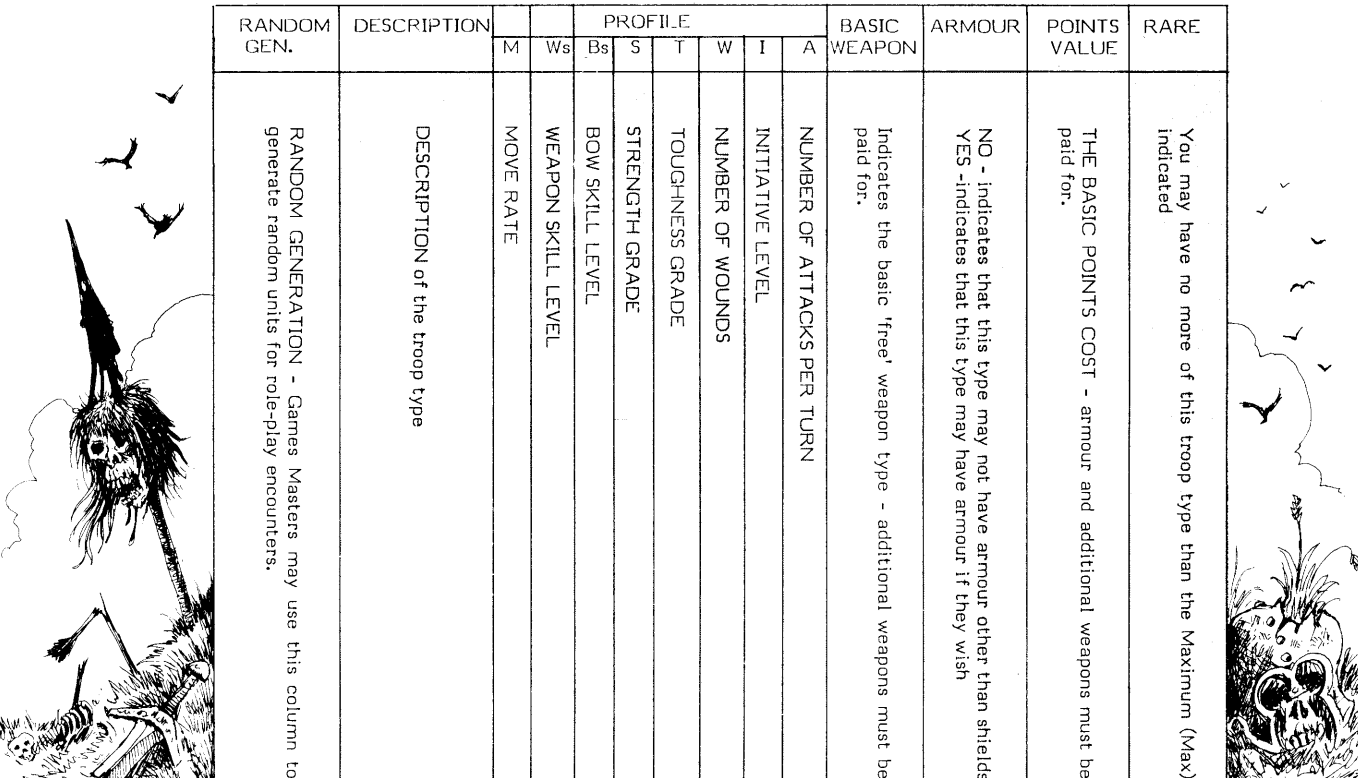
You must then appoint 1 of the Battalion Commanders to be your General, the model which will represent you. 3 Battalions will give you a fairly sizeable battle. If you like, you can fight smaller battles, either with less Battalions, or with smaller 500 point Battalions; alternatively you can fight huge battles with as many Battalions as you like. The points values are not intended to be restrictions on imaginative play, only a guide for the Games Master. There is no reason why Battalions shouldn't be slightly over, or under, the 1000 points level - so long as the entire army balances at 3000 points, or your agreed points total.

The Lists of Fighting Battalions are arranged in the following manner:-



For example, one possible army could consist of 1 Battalion of Night Goblins, 1 Battalion of Red Goblins and 1 Battalion of Undead. A total of 3000 Points worth of troops. An army to oppose this could consist of 2 Battalions of High Elves and 1 Battalion of Dwarfs. Some creatures are 'Neutral' and these may fight in either Good or Evil Armies.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE	
		M	Ws	Bs	S	T	W	I	A					
RANDOM GENERATION - Games Masters may use this column to generate random units for role-play encounters.	DESCRIPTION of the troop type	MOVE RATE	WEAPON SKILL LEVEL	BOW SKILL LEVEL	STRENGTH GRADE	TOUGHNESS GRADE	NUMBER OF WOUNDS	INITIATIVE LEVEL	NUMBER OF ATTACKS PER TURN	Indicates the basic 'free' weapon type - additional weapons must be paid for.	NO - indicates that this type may not have armour other than shields YES - indicates that this type may have armour if they wish	THE BASIC POINTS COST - armour and additional weapons must be paid for.	You may have no more of this troop type than the Maximum (Max) indicated	



ORGANISING YOUR TROOPS INTO REGIMENTS

Troops are organised into units called **Regiments**. A Regiment usually consists of between 5 and 30 models all of which have the same **Profile**; i.e. identical Move Rates, Weapon Skill etc. Normally a Regiment will count as having the same weaponry and armour throughout, although it is not strictly necessary to have identical models. For example, a Regiment of Red Goblins could comprise of some in Mail armour, some in Plate and some with no armour at all - but on the battlefield they could all count as having Mail. Similarly a Regiment of Night Goblins could have assorted weaponry, some could have spears, some axes others clubs or swords - but on the battlefield they could all count as ordinary hand weapons. This is perfectly acceptable and makes your Regiments look more threatening and interesting. Just so long as it is clear to your opponent how Regiments are equipped it doesn't matter too much.

The ideal size for Regiments depends on the size and type of game you wish to play; but between 12 and 20 models look good and can be manoeuvred easily. Troops mounted in Skirmish order may be better employed in units of 10, or fewer, models.

There is no reason why some fighters in a Regiment shouldn't be equipped in a different manner to others - for instance you could have a Regiment which is half bow armed unarmoured troops and half plate armoured spearmen. The Spearmen could then try to protect the bowmen while deriving support fire from them. Such units require more skill to manoeuvre and employ.

Large Creatures and Monsters may be organised into small Regiments if you wish, without officers, standard bearers or musicians. Alternatively, individual Monsters may act as personality types, moving and fighting independently. Such creatures can attach themselves to fighting units to enhance their power where opportunity permits.

REGIMENTAL LEADERS

Every Regiment must have a Regimental Leader model. Leaders are not removed as casualties until the rest of the Regiment has been slain, or until he is challenged and slain by another Leader.

The Leader for each Regiment will have a Leadership Factor - the higher the Leadership the better commander he is. The values for the leaders of each race are given in with the Battalion lists.

Regiments whose commander had a Leadership of 3 or more may add to their dice throw when saving against Fear and Terror.

Leadership	Save Modifier
3	+1
4	+2
5	+3
6	+4

Commanders with a Leadership of 3 or more can try to stop units reacting to **Hated Enemy** - Roll a D6, you will need to score a 6 to stop the unit reacting for that turn. Add 1 for each point of Leadership above 3.

When Throwing for Morale a Regiment may **add 1** to the dice if the Leadership of the Leader is 3 or more.

In combat a Regimental Leader may challenge his opposite number to personal combat. His opponent may accept or refuse. If he refuses then he loses all but 1 point of Leadership. If he accepts then the two models must fight against each other in combat - and if either Leader should be killed then an instant Morale test must be taken by his unit.



REGIMENTAL CHAMPIONS

Any Regiment may have a Regimental Champion who will be a Hero and have enhanced profile characteristics. Regimental Champions are described on the appropriate 'Hero' chart for your Battalion. Champions fight alongside their brethren but their combat is worked out separately. Champions of opposing Regiments will always fight each other if opportunity permits. Champions may not leave their parent unit.

A Regiment's Leader may also be the Regimental Champion if you wish. Leaders who are also Champions are not obliged to fight other Champions.

REGIMENTAL STANDARDS

Any Regiment may have a Regimental Standard - this can take the form of a banner or trophy of some kind. The Standard Bearer model may fight exactly as if he were a normal member of the Regiment, it is assumed he either plants the Standard in the ground or holds it in one hand or something. The Standard Bearer is not removed as a casualty unless there are no ordinary soldiers left alive, and then any surviving Leader, Champion or personality model may take up the Standard. So long as the Standard remains intact the Regiment may:-

Add 1 to all MORALE dice rolls
Add 1 to all dice rolls against FEAR

If the Standard is lost, however, the Regiment will also be so disheartened that they must:-

Deduct 1 from all MORALE dice throws
Test Morale instantly

Capturing Standards. In combat any Regiment may attempt to capture the Standard of the enemy if they succeed in pushing back their opponent. After the combat has been worked out and the opponent retreated 2" the player must declare that he is going to 'Seize the Enemy's Standard'. This is a risky business and involves the Leader shouting, 'Follow me lads!' and heading off towards the enemy's Standard, hopefully followed by those around him. The number that will actually follow will be:-

Attackers = 1 D6 plus 1 per Leadership Factor over 3.

Champions never follow, they are much too engrossed in the normal confusion of hack and slay. Leaders who are also Champions may, however, still attempt to capture standards - but their superior fighting abilities are not taken into account. The scramble for the standard is considered to be more a question of luck than martial prowess.

The enemy Standard Bearer, seeing his opponent baring down on him with his mates in tow, will naturally shout, 'Rally round me!', and hopefully his friends will all come to his assistance. The number that will come will be:-

Defenders = 1 D6 only.

There is no need to fight the fierce battle over the Standard; the side with more models committed automatically wins. The side that wins causes 1 Wound per 1 man advantage they have, the losing side causes no casualties. Casualties receive normal 'Saving Throws' but 'saved' men still count as casualties for purposes of working out whether the Standard is captured.

If the attacking side causes enough casualties to kill all of the men who have rallied to the Standard, including the Standard Bearer himself, then the Standard has been captured! Otherwise the attack has been beaten off.

Standards may be recaptured in exactly the same way. If you have captured enemy Standards then you may take them along to future battles and parade them in front of the enemy. This will annoy him no end! A Regimental Leader who captures 3 enemy Standards may increase his Leadership Factor by 1.

REGIMENTAL MUSICIANS

Musicians are not essential, but any Regiment, other than Militia Regiments, can have a Musician model if desired. The presence of a Regimental musician model will inspire the troops and make them more reliable.....hopefully.

Regimental musicians are not removed as casualties unless all the normal troopers are killed, the premise being that if the musician should be slain then one of his fellows will pick up the instrument and carry on with as much enthusiasm and musical talent as he can muster. If there are no ordinary troops left then Musicians are the next to go, although the Standard Bearer or Leader can pick up the instrument if they wish.

Musicians and Standard Bearers are often combined into a single model, in which case they have a combined effect.

A Regiment which has a musician may add 1 to all Morale Dice rolls, so long as the Regiment is advancing and at least some of its members are facing the enemy.

THE LISTS - HEROES AND WIZARDS

A choice of standard Heroes and Wizards is presented within the lists. These give the gamer a selection of standard pre-rolled characters which will save time and ensure a fair game. A further section is included to enable the gamer to generate Heroes, Wizards and their followers more thoroughly.

Heroes and Wizards selected from the main lists may be mounted on horses on the D6 dice score of a 4,5 or 6. Roll before the game starts. Alternatively, if both players are in agreement then either all or an agreed number of character models may be mounted. Champions belonging to cavalry regiments automatically have horses, at no additional cost, champions belonging to mounted units in which the mount actually fights, such as Wolves and Boars, must pay the extra points indicated on the list for an appropriate mount.

Both Heroes and Wizards are entitled to carry magic weapons. Arcane Magicks provides the gamer with the option of rolling up complete magic weaponry for your Heroes.

If you are short on time, or if you wish to play a strictly competitive wargame, then players can agree to use either no magic weapons at all, or else the same weapons or weapons chosen from the following - SIMPLE MAGICAL WEAPONS FOR BATTLEFIELD HEROES chart. This chart does not pretend to be inexhaustive, but you may find it convenient if you do not have enough time to properly develop magical weapons before battles.

Any Hero or Wizard may employ a magic weapon - but players may mutually agree to use only a restricted number if they prefer. Generate weapons by rolling a D10 to give your magical bonus. Lesser Heroes, Heroes and Wizards may roll once - cost 30 points extra. Mighty Heroes may roll up to 3 times - cost 30 points per roll. Results are cumulative, a weapon may have only one special attribute.

SIMPLE MAGICAL WEAPONS FOR BATTLEFIELD HEROES

- Roll a D10

- | | |
|---|---|
| 1 | +3 Initiative Level |
| 2 | +1 on 'To Hit' dice score |
| 3 | +1 on 'To Kill' dice score |
| 4 | +1 Attack per Combat Round |
| 5 | Cause double damage - each wound = 2 |
| 6 | +1 level of Toughness |
| 7 | +1 level of Strength |
| 8 | +1 level of Weapon Skill |
| 9 | +1 Wound |
| 0 | A special attribute - roll again on the following chart |

Special Attributes - D6

- 1 The weapon will destroy any other magical weapon in combat on the D6 score of a 6. Roll once per Combat Round. The weapon gains any of the magical abilities of the defeated weapon for the rest of the game. If two such weapons meet in combat the highest Initiative may roll first. Simultaneous dice rolls of a 6 will destroy both weapons.
- 2 The weapon will dispell all Undead within 3" including Liches, Undead Champions and Heroes as well as ordinary Undead. This power can be 'felt' by Undead creatures within 12".
- 3 The weapon enables the wielder to fly as if he had wings.
- 4 The weapon causes **Terror** in all enemy living creatures within 12".
- 5 The weapon may strike with a Strength Attack of 6 during one combat round in the game.
- 6 The wielder of the weapon is invulnerable to the effects of fire or fire based magic so long as he retains his hold on it.

Players may mutually decide to retain Heroes and weapons from game to game if they wish. Games Masters can decide to rebalance forces to allow for magical weapons.

The basic points cost of Heroes and Wizards does not include any additional equipment or armour. Such things must be bought and paid for using the Basic Points system given below. Any Hero may choose to wear Mithril Armour, so long as he pays the points cost. In Goblin, Orc or Hobgoblin Battalions Mithril may only be worn by the Battalion Commander - who will normally be the most powerful Hero.



THE LISTS AND BASIC POINTS VALUES

The Lists of Fighting Battalions give the standard points value for 1 model of the type indicated. The value includes 1 basic close combat weapon; usually a hand weapon such as a sword or axe. The value does not include any armour or a shield, armour may only be bought if the option is indicated in the list. Shields may always be bought, even if other armour is prohibited. Further weapons or equipment must be paid for separately, the costs are listed below. These costs may be modified for certain troops types.

Sword, mace or other additional hand weapon	$\frac{1}{2}$
Spear, Pike or Cavalry lance	$\frac{1}{2}$
Halberd, two-handed axe or other Heavy Cutting or Crushing Weapon	1
Short Bow	$\frac{1}{2}$
Infantry Bow	1
Long Bow	$1\frac{1}{2}$
Elf Bow*	2
Night Elf Crossbow*	2
Crossbow	2
Sling, javalin, throwing knife or darts	$\frac{1}{2}$
Shield	$\frac{1}{2}$
Chainmail Armour	1
Plate Armour	$1\frac{1}{2}$
Mithril Armour*	50
Horse Barding or Armour*	1
Nets*	$\frac{1}{2}$
Huge Ball and Chain*	1
Blowpipe*	$\frac{1}{2}$
Extra for Camel*	1
Extra for Warhorse*	2
Extra for Regimental Standard	100
Extra for Regimental Musician	50

* Troops may only employ the weapons and equipment marked * if these are specifically mentioned as options in the Fighting Battalions section.

If your basic points value, as given in the lists, is 4 or less (as is the case with some Halflings and Goblins) then you may acquire extra equipment at half cost, round $\frac{1}{4}$'s up to $\frac{1}{2}$'s.

Larger or more exotic creatures may find it harder to find suitable armour, or they may have difficulty hiring the services of a specialist armorer. For this reason troops with a basic points value of more than 10 points must pay **double** the normal costs for armour and shields. Troops with a basic points value of more than 20 must pay **treble**, more than 30 x4, 40 x5, 50 x6 and so on.

If your basic Weaponskill is 6 or more then additional weapons cost $\frac{1}{2}$ point extra on top of the costs given. If your basic Bowskill is 6 or more then missile weapons cost $\frac{1}{2}$ point extra.

Regiments of mixed weaponry, which are all being counted as the same weapon type, pay points as if they were all equipped identically. So a mixed Regiment of Spears, Clubs, Swords and Axes, which is going to count as all Swords, is treated as if every model is sword armed, with no need to pay extra points for the spears etc. Similarly you do not have to pay extra points for multiples of the same weapon type which are not going to benefit you in any way. Having 13 swords may look pretty, but if you intend to use only one at a time then there is no need to pay any extra points.

For example:-

A Wood Elf with Shield and Elf Bow

Basic Cost	9 - with long knife
Elf Bow	+2
Extra for shield	$+\frac{1}{2}$
Total	$11\frac{1}{2}$ points

A Lesser Goblin with bow and shield

Basic cost	3 - with short sword
Short bow	$\frac{1}{4}$ - half price
Shield	$\frac{1}{4}$ - half price
Total	$3\frac{1}{2}$ points

A Mounted Samurai with lance, bow and mail armour

Basic cost	13 - with sword
Cavalry lance	$+\frac{1}{2}$
Long bow	$+1\frac{1}{2}$
Chainmail armour	+2 (double - basic cost 10+)
Horse barding	+1
Total	18 points

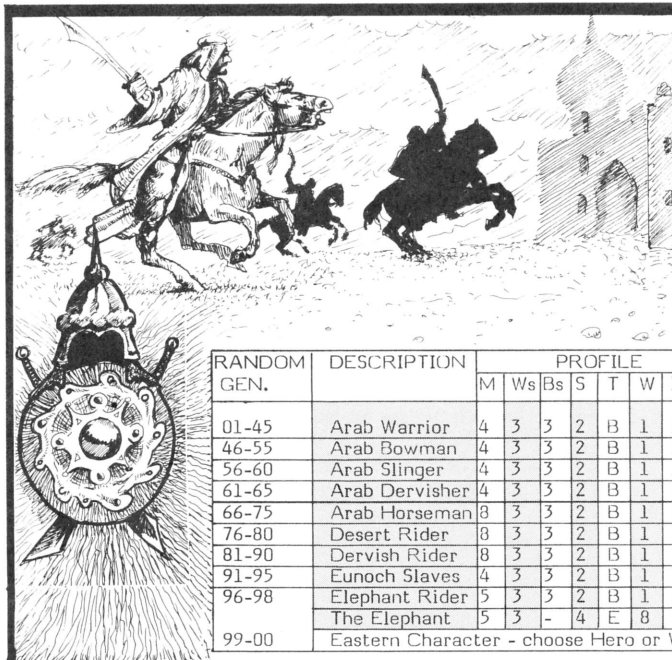
An Ogre with double handed club, mail armour and shield

Basic cost	30- with sword
Double handed club	+1
Shield	$+1\frac{1}{2}$ (treble - basic cost 20+)
Mail	+3 (treble - basic cost 20+)
Total	$35\frac{1}{2}$ points

An Orc with mail armour, spear and shield

Basic cost	6 - with sword
Chainmail armour	+1
Shield	$+\frac{1}{2}$
Spear	$+\frac{1}{2}$
Total	8 points





Men of the East

The Easterners live along the coasts of Araby, in mythical Arabia and the heartlands of the near east. They are a colourful people, sometimes cruel, but always involved in some exotic adventure. The fabulous wealth of Arabia comes from world wide trade, piracy and conquest.

The toughest fighters come from the great desert tribes; independant warriors feared greatly by desert travellers. Also feared by travellers and merchants are the strange eastern mages and desert demons. Araby is a very magical place, the wise men of the east are often accomplished magicians, and their powers of healing and summonation are unrivalled.

RANDOM GEN.	DESCRIPTION	PROFILE									BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A					
01-45	Arab Warrior	4	3	3	2	B	1	3	1	Sword	YES	6		
46-55	Arab Bowman	4	3	3	2	B	1	3	1	Sword	NO	6		
56-60	Arab Slinger	4	3	3	2	B	1	3	1	Sword	NO	6		
61-65	Arab Dervisher	4	3	3	2	B	1	3	1	Sword	NO	7		
66-75	Arab Horseman	8	3	3	2	B	1	3	1	Sword	YES	9		
76-80	Desert Rider	8	3	3	2	B	1	3	1	Sword	NO	9		
81-90	Dervish Rider	8	3	3	2	B	1	3	1	Sword	NO	10		
91-95	Eunuch Slaves	4	3	3	2	B	1	3	1	Sword	YES	7		
96-98	Elephant Rider	5	3	3	2	B	1	3	1	-	YES	6 each		
99-00	The Elephant	5	3	-	4	E	8	3	2	Stomp	YES	90		
	Eastern Character - choose Hero or Wizard													



SPECIAL PROVISIONS

- Bowmen must be bought Infantry or Short Bows, Slingers must be bought slings.
- Desert Riders may ride camels at extra points cost.
- Up to half of the number of Horsemen may ride armoured horses.
- Elephants must have an unarmed driver - who will be too busy to fight. In addition an Elephant may carry up to 3 fighters armed with either a long spear or bow.

SPECIAL RULES

- Eastern Dervishers are subject to **Frenzy**. They **Hate** Men of the West. Dervishers add 1 to all Morale, Fear and Terror dice.
- Eunuch Slaves are excellent warriors who may gain their freedom by military service. They ignore **Fear**, count **Terror** as Fear and add 1 to **Morale** throws.
- Camels cause **Fear** in horsed troops within 3".

MEN OF THE EAST CHARACTERS - HEROES AND WIZARDS

Each Regiment of Easterners will have a Regimental leader. Unless he is also a Champion his profile will be normal for his type. Generate the Leadership Factor for each Regiment by rolling 1D3+1.

Each Eastern Regiment may have a Regimental Champion -who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

Each Battalion of Men of the East will have 1 Eastern hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword. There are three kinds of hero available, with the characteristics and costs given below. The player may select which level of hero he wants and will then pay the points indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	5	6	7
Bow Skill	3	5	5
Strength	2	2	3
Toughness	B	B	C
Wounds	2	3	3
Initiative	4	8	11
Attacks	1	2	3
Points Value	16	29	62

A Battalion of Men of the East may include 1 Wizard at the indicated Points cost. Wizards have the following profile depending upon Level. Points cost includes a sword and Personal Talisman, which is usually a staff.

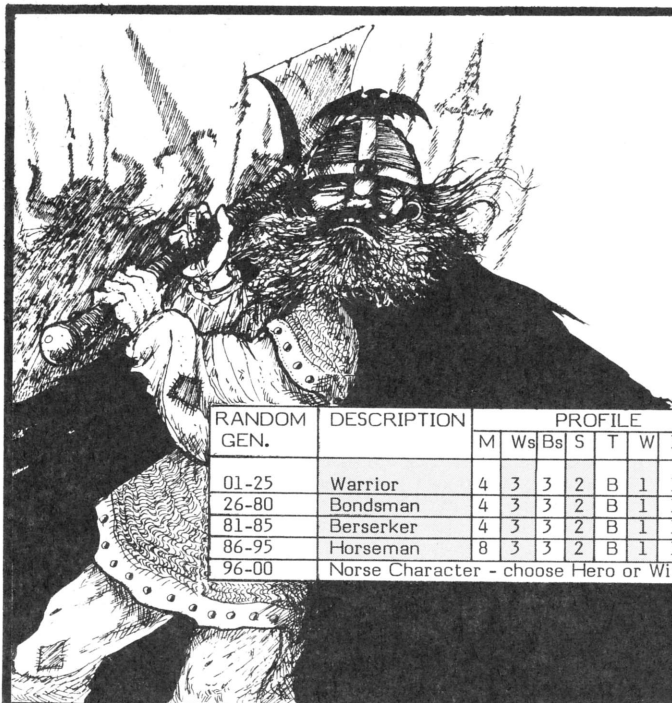
	Novice	Acolyte	Adept	Mage
Weapon Skill	3	4	5	6
Bow Skill	3	3	4	5
Strength	2	2	2	3
Toughness	B	B	B	B
Wounds	1	2	3	4
Initiative	3	4	5	6
Attacks	1	1	1	2
Mastery	1	2	3	4
Constitution	9	14	20	27
Points Value	108	312	517	736

Generate the number of spells available as follows:-

2D4 Spells at each Level Lower than Mastery
1D4 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.

Men of the North



The Northmen, also called the Norse, are a numerous and influential race of Men. They are barbarians, working the land and fishing the cold northern seas. They are also great seafarers and traders, as well as hardy warriors and fearsome pirates.

It has been claimed by many so called 'scholars of human behaviour' that the Norse are merely an unco-ordinated gang of drunken thugs. It has even been said that they are led by psychopathic killers, and motivated only by pillage, lust and alcohol addiction. The Norse would heartily agree with all of this. They are very proud of their barbarous and violent reputation, in particular they take great pains with their personal appearance - which is invariably hairy and unclean.

RANDOM GEN.	DESCRIPTION	PROFILE										BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	W	B	S	T	W	I	A						
01-25	Warrior	4	3	3	2	B	1	3	1			Sword	YES	5	
26-80	Bondsman	4	3	3	2	B	1	3	1			Sword	NO	5	
81-85	Berserker	4	3	3	2	B	1	3	1			Sword	YES	6	
86-95	Horseman	8	3	3	2	B	1	3	1			Sword	YES	8	10 Max
96-00	Norse Character - choose Hero or Wizard														



SPECIAL PROVISIONS

- Warriors or Bondsman may be bought bows - paying the extra cost. Berserkers and Horsemen may not carry missile weapons, other than throwing axes or spears.

SPECIAL RULES

- Berserkers are subject to **FRENZY**.
- All Norse are heavy drinkers and there is a 10% chance of any Regiment or individual being subject to **ALCOHOLISM** at the beginning of the game. A Regiment of drunken Berserkers is subject to Alcoholism +1.
- Norsemen **HATE** Giants - but are immune to **FEAR** or **TERROR** caused by Giants.
- Norsemen are, on the whole, a pretty brave, fearsome and hirsute bunch. They add 1 to all **FEAR** and **TERROR** reaction dice.

NORSE CHARACTERS - HEROES AND WIZARDS

Each Norse Regiment will have a Regimental leader. Unless he is also a Norse Champion his 'profile' will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3+1.

Each Norse Regiment may have a Regimental Champion, who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

Each Norse Battalion will have 1 Norse hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword, either a normal sword or double-handed sword; or else an axe or double handed axe. There are three kinds of hero available, with the characteristics and costs given below. The player may decide which kind of hero he wants and will then pay the points indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	5	6	7
Bow Skill	3	5	5
Strength	2	2	3
Toughness	B	B	C
Wounds	2	3	3
Initiative	4	8	11
Attacks	1	2	3
Points Value	16	29	62

A Norse Battalion may include 1 Wizard at the indicated Points cost. Wizards have the following profile depending upon Level. Points cost includes a sword axe or hammer and Personal Talisman, which is often a Hammer pendant.

	Novice	Acolyte	Adept	Mage
Weapon Skill	3	4	5	6
Bow Skill	3	3	4	5
Strength	2	2	2	3
Toughness	B	B	B	B
Wounds	1	2	3	4
Initiative	3	4	5	6
Attacks	1	1	1	2
Mastery	1	2	3	4
Constitution	9	14	20	27
Points Value	108	312	517	736

Generate the number of spells available as follows:-

2D4 Spells at each Level Lower than Mastery
1D4 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.

Men of the Orient



Sundered from the greater part of humanity by great distances and terrible dangerous seas, the Men of the Orient have developed a unique and strange warrior society. The whole of their country is under the domination of warrior lords called Shogun; these Shogun are incredibly cruel, and retain power only through the use of their elite warriors - the Samurai. Fortunately for the rest of mankind the Samurai spend most of their time fighting each other and have very little regard for foreigners.

The Samurai warriors are supported in battle by their followers, the Ashiguru, who form the backbone of most armies. Such is the peak of training and dedication of the Samurai that they have an improved profile - being able to take 2 Wounds rather than just 1 like a normal Man.

Another feature of Oriental society are the Vim-to Monks who are universally feared and respected. They live in strict segregated temple communities and study the ways of Spiritual and Arcane Vim-to, a study which involves the worship of unnamable gods and unfathomable demons.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-40	Samurai	3	5	5	2	B	2	6	1	Sword	YES	9	
41-45	Kamikaze	3	5	5	2	B	2	6	1	Sword	YES	11	10 Max
46-65	Ashiguru	3	3	3	2	B	1	3	1	Sword	YES	6	
66-75	Vim-to Monk	5	8	8	3	C	2	10	2	-	NO	35	20 Max
76-96	Mounted Samurai	8	5	5	2	B	2	6	1	Sword	YES	13	
97-00	Oriental Character - choose Warrior Hero, Martial Arts Hero or Mage												



SPECIAL PROVISIONS

1. All oriental warriors may be equipped with Naginata.
2. Mounted Samurai may ride horses with barding.
3. All orientals may use Long Bows, as well as ordinary Bows and Crossbows.

SPECIAL RULES

1. Samurai are so highly trained and powerfully motivated that they are rarely perturbed in battle. Samurai never need test for **MORALE** and ignore **FEAR** reactions entirely. They treat **TERROR** as if it were fear but get a plus 2 dice modifier.
2. Kamikaze are Samurai warriors sworn to die gloriously in this particular engagement. They are subject to compulsory **FRENZY**. They must go into a Frenzy as soon as enemy are spotted, and may not even try to come out of Frenzy until all of the enemy are dead. They are totally immune to all Psychological effects at all times.
3. The Vim-to priesthood administrate the nations curious form of religion. The Vim-to Monks are possibly the ultimate expression of the main principals of Vim-toism; total dedication of mind and body, complete self deprivation and self sacrifice.

The Vim-to Monks fight in squads, each Monk may be armed with any of the traditional weapons of Vim-to, staffs, the bo-stick, naginata, mace or sword. Some Monks scorn weapons and use their hands and feet only. No matter how they are armed all monks are treated as having a normal hand arm - such as a sword. In addition the Monk may use his training to block or dodge blows, giving him a 5,6 Saving Throw on a D6. Monks receive no benefit from wearing armour though, as it slows them down. A Squad of Monks has no Regimental Leader, Standard Bearer or Musician.

Monks ignore **MORALE**, **FEAR** and **TERROR** and are Magically Immune.



4. The naginata is a curious oriental weapon which resembles a short spear with a very long curved blade. It counts as a short spear for Weapon Length, and as a Heavy Cutting weapon for attack bonus.

ORIENTAL CHARACTERS - HEROES AND WIZARDS

Each Regiment of Orientals, except Monks, has a Regimental leader. Regimental leaders are always Samurai, and may be Samurai Champions. Generate the Leadership factor of the Regiment by throwing 1D4+1. Kamikaze Squads have Kamikaze leaders.

Each Oriental Regiment, except Monks, may have a Regimental Champion -who is always a Samurai and may be the units Leader. His profile will be as a Minor Warrior Hero. Kamikaze squads may have Champions who are themselves Kamikazes, but with profiles as Minor Warrior Heros.

Each Battalion of Orientals will have 1 Oriental Warrior Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. In addition a battalion may include up to 2 other Warrior Heroes and 1 Martial Arts Hero. Points cost includes a sword. There are three kinds of hero available for each type, with the characteristics and costs given below. The player may select which level of hero he wants at the cost indicated.

WARRIOR HERO	Minor Hero	Hero	Mighty Hero
Weapon Skill	6	7	8
Bow Skill	6	7	8
Strength	2	2	3
Toughness	B	B	C
Wounds	3	4	5
Initiative	7	10	14
Attacks	1	2	3
Points Value	24	56	90

MARTIAL HERO	Minor Hero	Hero	Mighty Hero
Weapon Skill	7	8	9
Bow Skill	7	8	9
Strength	3	3	4
Toughness	C	C	D
Wounds	3	4	5
Initiative	12	14	16
Attacks	4	5	6
Points Value	95	160	312

All Martial Arts Heroes are Vim-to masters and have all the usual attributes of Vim-to. Some may be masters of other paths - but the characteristics of these are identical to Vim-to as far as the details given are concerned. For example, the Ninja are a cast of master assassins with many extra abilities including extended night vision (30"), Woodsman and Tracker abilities and possible limited spell use.

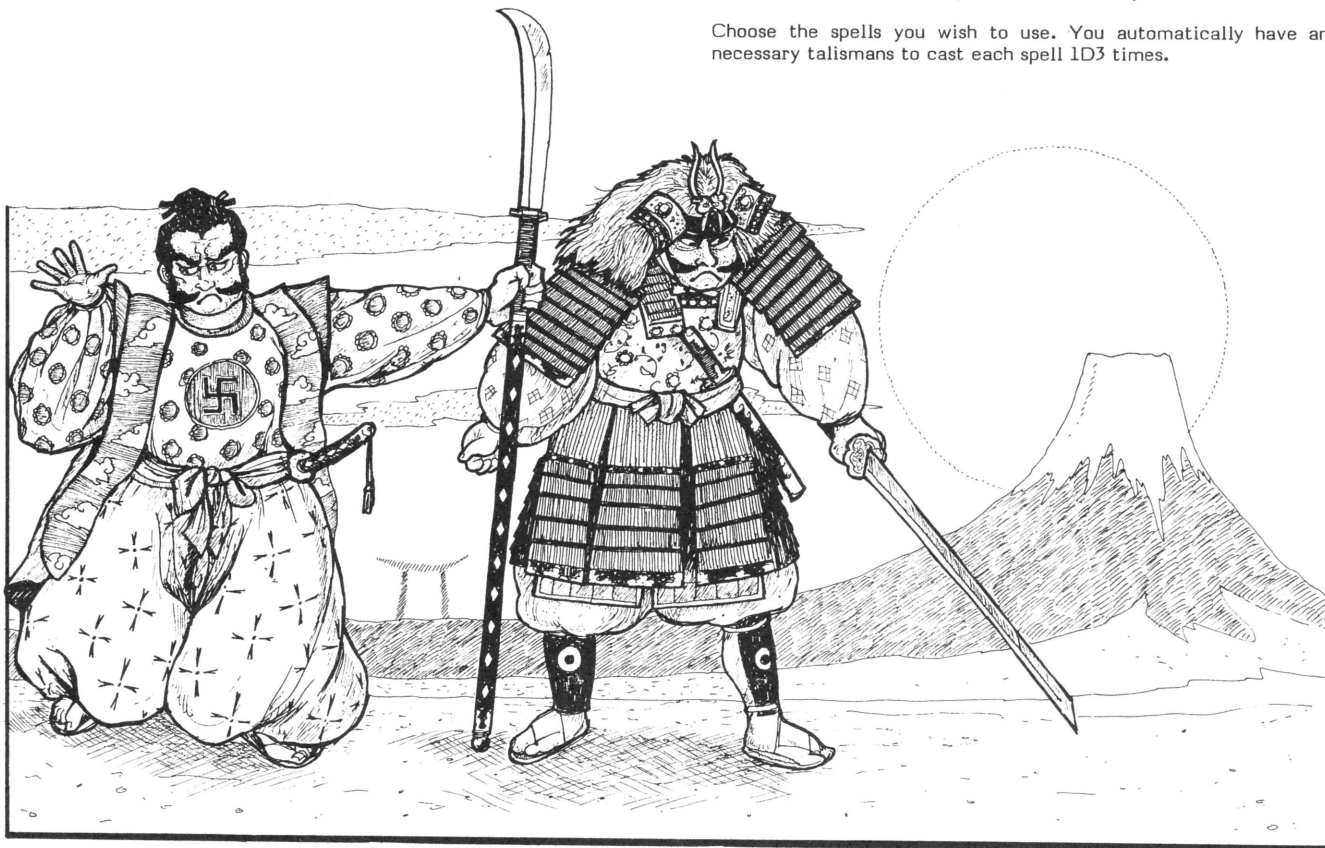
A Battalion of Orientals may include 1 Vim-to Mage at the indicated Points cost. The Vim-to Mage is a master of Arcane Vim-to and, as only age brings enlightenment, the more experienced mages have lower fighting abilities. It is against the principles of Arcane Vim-toism to willingly precipitate combat, but defending yourself is O.K. The points cost includes a personal Talisman, usually a white stick, but no weapon. The mage does not need weapons as he has all of the normal powers of a Vim-to monk.

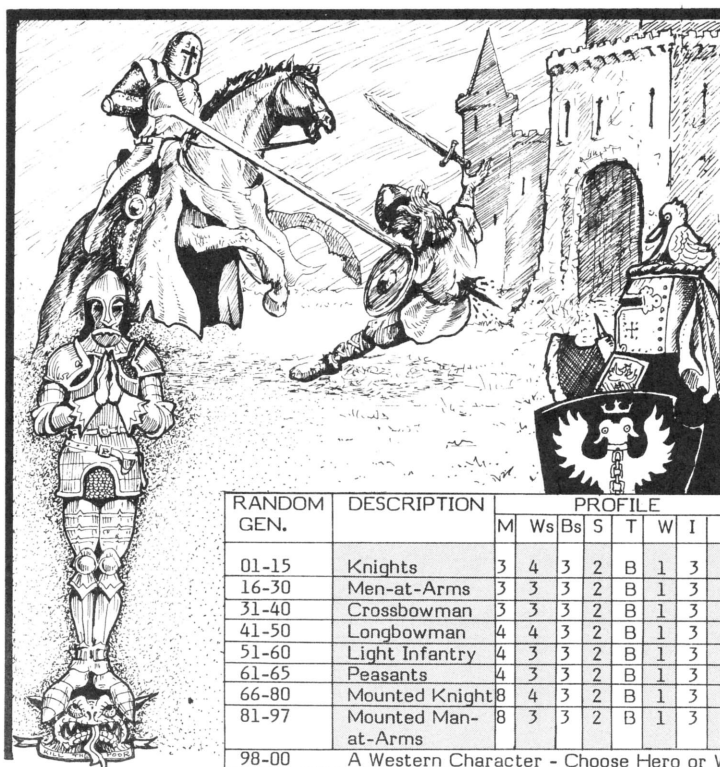
	Novice	Acolyte	Adept	Mage
Weapon Skill	6	7	6	5
Bow Skill	6	7	6	5
Strength	2	2	3	3
Toughness	B	B	B	B
Wounds	1	2	3	4
Initiative	10	10	10	10
Attacks	1	1	1	2
Mastery	1	2	3	4
Constitution	9	14	20	27
Points Value	140	312	517	736

Generate the number of spells available as follows:-

2D4 Spells at each Level Lower than Mastery
1D4 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.





Men of the West

The men of the Kingdoms of the West live in well ordered communities, with large towns and cities. Their society is highly and rigidly structured on a feudal basis; Lords, Knights, Townsfolk and lowly Peasants. In charge of each country is the King; who keeps a court consisting of the most valiant, chivalrous, cultured and bigoted Nobles.

The various Kingdoms are different to a degree, and fight amongst themselves when not otherwise engaged. Of particular note are the Religious Orders; warrior monks who belong to one of the Templar or Hospitaller organisations. They are very dedicated individuals with a burning hatred of foreigners in general and non-westerners in particular.

The chief enemy of the Kingdoms of the West are the Easterners (Godless Heathens who deserve to be cut down mercilessly) and the Norse (Unshaven Barbarians who deserve to be cut down mercilessly).

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-15	Knights	3	4	3	2	B	1	3	1	Sword	YES	7	
16-30	Men-at-Arms	3	3	3	2	B	1	3	1	Sword	YES	6	
31-40	Crossbowman	3	3	3	2	B	1	3	1	Sword	NO	5	
41-50	Longbowman	4	4	3	2	B	1	3	1	Sword	NO	6	
51-60	Light Infantry	4	3	3	2	B	1	3	1	Sword	NO	5	
61-65	Peasants	4	3	3	2	B	1	3	1	-	NO	4½	
66-80	Mounted Knight	8	4	3	2	B	1	3	1	Sword	YES	10	
81-97	Mounted Man-at-Arms	8	3	3	2	B	1	3	1	Sword	YES	9	
98-00	A Western Character - Choose Hero or Wizard												

SPECIAL PROVISIONS

- Crossbowmen must be bought crossbows, Longbowmen must be bought Longbows.
- Men-At-Arms may be bought missile weapons if you wish. Knights regard the use of all missile weapons as cowardly and unchivalrous and so never employ them.
- Mounted Knights may ride barded or armoured horses, they may also ride Warhorses instead of normal horses at extra points cost.
- Up to 10 Knights, either mounted or on foot may be religious Knights belonging to either the Templars or Hospitallers.

SPECIAL RULES

- All Peasants are subject to **Stupidity**, and use only improvised weapons, such as farming or kitchen implements.
- Templars and Hospitallers are subject to **Frenzy**, they never take Morale tests and add 1 to Fear and Terror throws. They **Hate** all non-western men. In Frenzy they disregard the normal requirement to cast off their armour.

MEN OF THE WEST CHARACTERS - HEROES AND WIZARDS

Each Western Regiment will have a Regimental leader. Unless he is also a Champion of the West his 'profile' will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3+1.

Each Western Regiment may have a Regimental Champion - he may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

Each Battalion of Men of the West will have 1 Western Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword. There are three kinds of hero available, with the characteristics and costs given below. The player may decide which kind of hero he wants and will then pay the points indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	5	6	7
Bow Skill	3	5	5
Strength	2	2	3
Toughness	B	B	C
Wounds	2	3	3
Initiative	4	8	11
Attacks	1	2	3
Points Value	16	29	62

A Battalion of men of the West may include 1 Wizard at the indicated Points cost. Wizards have the following profile depending upon Level. Points cost includes a sword and Personal Talisman, which is usually a staff. Western Wizards may not wear armour or use shields, they generally wear a pointy hat and have long white beards.

	Novice	Acolyte	Adept	Mage
Weapon Skill	3	4	5	6
Bow Skill	3	3	4	5
Strength	2	2	2	3
Toughness	B	B	B	B
Wounds	1	2	3	4
Initiative	3	4	5	6
Attacks	1	1	1	2
Mastery	1	2	3	4
Constitution	9	14	20	27
Points Value	108	312	517	736

Generate the number of spells available as follows:-

2D4 Spells at each Level Lower than Mastery
1D4 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.

Dwarfs

Dwarfs are not a numerous people, they live a long time but multiply very slowly. They are also very clannish and live in small extended family communities, these often take the form of inaccessible castles or underground holds. They are powerful warriors and much feared and respected, even by Goblins.

Dwarfs are proud and often very short tempered. Dwarf history relates many occasions when Dwarfish indignation at some petty slight resulted in racial feuding or costly war. One such occasion was when Wulfrun Willowhand was slain in a drunken brawl with Grom 'The Paunch of the Misty Mountain', a Goblin of especially ill repute. The resultant feud lasted for half a century and became known as the Goblin Wars, this was a costly affair which ended in the destruction of the remaining Goblin armies at the Battle of Mad Dog Pass. This list typifies the Dwarf armies of those times.



RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-10	Guardsman	3½	5	3	2	C	1	2	1	Sword	YES	9	20 Max.
11-60	Warriors	3½	4	3	2	C	1	2	1	Sword	YES	9	
61-75	Militia	3½	4	3	2	C	1	2	1	Sword	NO	9	
76-90	Mounted Dwarf	6½	4	3	2	C	1	2	1	Sword	YES	12	15 Max.
90-95	Bolt Thrower	?	-	3	4/5	C	2	1	-	-	-	30+Crew	3 Max.
96-00	Dwarf Personality - choose Dwarf Hero or Mage.												



SPECIAL PROVISIONS

- Up to ¼ (25%) of the Dwarf Warriors may carry Crossbows in addition to other weapons. BUT NO MORE.
- The Dwarf Militia usually only fights in times of the direst need. This consists of very old and very young Warriors, women, disabled Dwarfs and servants. They are armed with the first thing to hand (with Dwarfs this is usually something deadly), kitchen knives, clubs, axes, agricultural tools and such like. Militia units never have Champions or Standard Bearers, although they still have Leaders.
- Dwarfs may employ War Engines. See the Fighting Fantasy Battles section for details and full rules.

SPECIAL RULES

- Dwarfs are not natural horsemen, the ponies they ride are small and stolid, more suitable as pack animals than cavalry mounts. For this reason Dwarf Cavalry receive no charge bonuses and suffer a **minus 1** 'To Hit' penalty.
- Dwarfs **Hate** Goblins and Orcs.
- Dwarfs are **Magically Resistant**, average Willpower is 10.

DWARF CHARACTERS - HEROES AND WIZARDS

Each Dwarf Regiment will have a Regimental leader. Unless he is also a Dwarf Champion his 'profile' will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3+2.

Each Dwarf Regiment may have a Regimental Champion, who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

Each Dwarf Battalion will have 1 Dwarf Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword, either a normal sword or double-handed sword; or else an axe or double handed axe. There are three kinds of hero available, with the characteristics and costs given below. The player may

decide which kind of hero he wants and will then pay the points indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	5	6	9
Bow Skill	2	3	4
Strength	2	3	3
Toughness	B	C	D
Wounds	2	3	4
Initiative	3	6	7
Attacks	1	2	3
Points Values	15	39	65

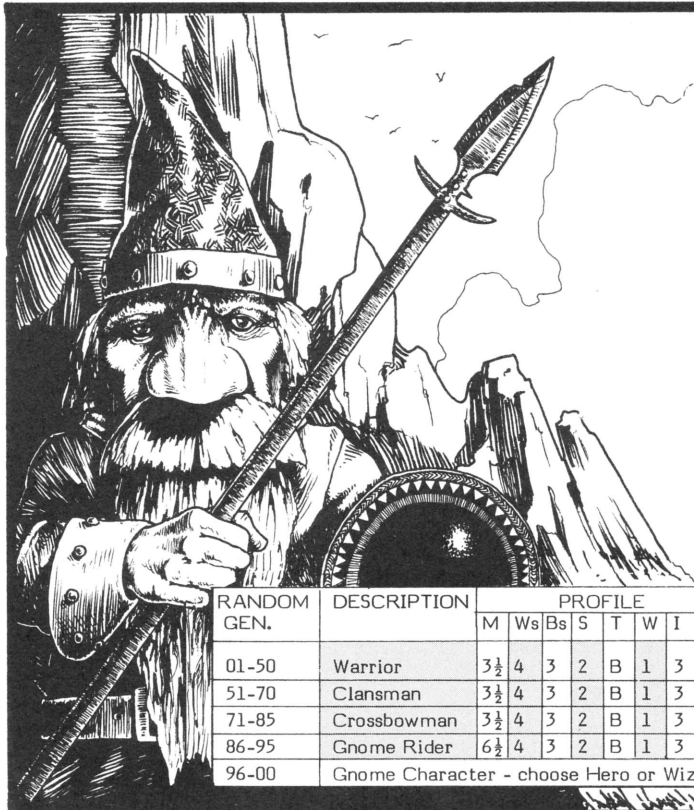
A Dwarf Battalion may include 1 Wizard at the indicated Points cost. Wizards have the following profile depending upon Level. Points cost includes a hammer which also functions as a Personal Talisman.

	Novice	Acolyte	Adept	Mage
Weapon Skill	4	4	5	6
Bow Skill	3	3	3	4
Strength	2	2	2	3
Toughness	C	C	C	D
Wounds	1	2	3	4
Initiative	2	5	6	7
Attacks	1	1	1	2
Mastery	1	2	3	4
Constitution	7	11	16	21
Points Value	109	311	521	754

Generate the number of spells available as follows:-

2D3 Spells at each Level Lower than Mastery
1D3 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.



Gnomes

Gnomes are smaller relatives of Dwarfs, they have a similar cultural background and share many of the same character traits as their larger cousins. For instance, they speak a dialect version of the Common Dwarf Language, and share many Dwarfish Folk Beliefs. Dwarfs and Gnomes feature greatly in each others mythic background - the Dwarfs seeing the Gnomes as troublesome and mischievous, the Gnomes regarding Dwarfs as oafish and stupid. Gnomes can be very short tempered and difficult to get on with, although they are not basically evil. It has been known for Gnomes to imprison humans, Dwarfs and other adventurers that upset them; they are particularly sensitive about their squeaky voices.

Gnomes live in underground caverns like Dwarfs. They **HATE** Goblins and for pretty much the same reasons as Dwarfs. Gnomes have Night Vision up to 24".

	Move	Ws	Bs	S	T	W	I	A
GNOMES	3½	4	3	2	B	1	3	1

Gnome armies usually fight their battles under the earth - in the tunnels and chambers of Goblin dens and Dwarf mines.

RANDOM GEN.	DESCRIPTION	PROFILE									BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A					
01-50	Warrior	3½	4	3	2	B	1	3	1	Sword	YES	6		
51-70	Clansman	3½	4	3	2	B	1	3	1	Sword	NO	6		
71-85	Crossbowman	3½	4	3	2	B	1	3	1	Sword	YES	6		
86-95	Gnome Rider	6½	4	3	2	B	1	3	1	Sword	YES	8		
96-00	Gnome Character - choose Hero or Wizard													



SPECIAL PROVISIONS

1. Crossbowmen must be bought Crossbows.

SPECIAL RULES

1. Gnomes **HATE** Goblins.
2. Gnomes are not natural horsemen, the ponies they ride are small, more suitable as pack animals than as cavalry mounts. For this reason Gnome Cavalry receive no charge bonus's and suffer a **minus 1** 'To Hit' penalty.

GNOME CHARACTERS - HEROES AND WIZARDS

Each Gnome Regiment may have a Regimental leader. Unless he is also a Gnome Champion his 'profile' will be normal for his type, whether that is Warrior, Clansman or Crossbowman. Generate the Leadership Factor for each Regiment by throwing 1D4+1.

Each Gnome Regiment may have a Regimental Champion -who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

	Minor Hero	Hero
Weapon Skill	4	5
Bow Skill	3	4
Strength	2	3
Toughness	C	D
Wounds	2	3
Initiative	4	5
Attacks	1	2
Points Value	18	36

Each Gnome Battalion will have 1 Gnome hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword but no other equipment. There are two kinds of hero available, with the characteristics as given above. Each one costs more, or less, depending on how good he is. The player may decide which kind of hero he wants and will then pay the points indicated.

A Gnome Battalion may include 1 Wizard at the indicated points cost. His profile will depend upon level, there are two levels available. The basic points cost includes a sword and a Personal Talisman.

	Novice	Acolyte
Weapon Skill	4	4
Bow Skill	3	3
Strength	2	2
Toughness	B	B
Wounds	1	2
Initiative	3	3
Attacks	1	1
Mastery	1	2
Constitution	6	8
Points Values	40	100



Generate the number of spells available as follows:-

1D3 Spells at each Level Lower than Mastery
1D2 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.

Halflings

Halflings are an overfed and peaceful folk, not much given to military pursuits. They regard most wars and forms of organised martial display as a waste of good feeding time. Nevertheless they are a determined, even stubborn, race; and will defend their homes, country and livelihoods with considerable vigour if necessary.

Their main enemies have always been marauding Goblin bands, who wander into their lands occasionally. Apart from that Halflings tend to avoid getting involved in foreign squabbles.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-20	Watchman	3	3	4	1	A	1	5	1	Sword	YES	4	25 Max.
21-30	March Wardens	3	3	4	1	A	1	5	1	Dagger	NO	4	
31-85	Militia	3	2	4	1	A	1	5	1	*	NO	4	
86-95	Rider	6½	2	4	1	A	1	5	1	*	NO	7	15 Max.
96-00	Halfling Personality - choose Hero type												

SPECIAL PROVISIONS

1. Halfling Militia may not have shields and may carry only improvised weapons - scythes, farm and kitchen utensils or knives. Alternatively they may have missile weapons such as Bows and slings.
2. Watchmen and March Wardens are better equipped than the militia, they may carry normal weapons as well as missile weapons.
3. Halfling Riders have small ponies - with a slower move rate than normal horses. Halflings are not natural horsemen, for this reason Halfling Cavalry receive no charge bonus's and suffer a **minus 1 'To Hit'** penalty.

SPECIAL RULES

1. Halflings are **Magically Resistant** with an Average Will Power of 10.



HALFLING CHARACTERS - HEROES

Each Halfling Regiment must have a Regimental leader. His profile will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3+1.

Halflings don't have champions - they would regard the establishment of anything of this kind as not only an infringement of their personal liberty but also down right silly.

Each Halfling Battalion will have 1 Halfling Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword but no other equipment. There are three kinds of hero available, with the characteristics given. Each one costs more, or less, depending on how good he is. The player may decide which kind of hero he wants (or thinks he can afford) and will then pay the points indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	4	5	6
Bow Skill	5	6	7
Strength	1	2	2
Toughness	A	B	C
Wounds	1	2	3
Initiative	6	7	8
Attacks	1	2	3
Points Value	15	30	68



Dark Elves

At a time when the Elves were young, certain of the High Elves became disenchanted with their lot. They rebelled against the Old Gods and, in their pride, were seduced into the worship of the sinister Gods of Chaos. In doing so they lost all of the charm and wisdom natural to their kind, becoming bitter and twisted so that they were called the Dark Elves. Driven from the Elven lands they took refuge amongst dark forests and caves until, many years later, they established a small independant Kingdom.

Dark Elves bear an almost uncontrollable hatred for all other living creatures, especially other Elves. They are jealous of Men, despise Goblins and Orcs and regard Dwarfs as repulsive. They are greatly involved with magic, especially Necromantic and evil magic.

Amongst the deep caves, away from sunlight, the Elves found the huge mutant Lizardmen, possibly the ancient primal reptile from which all intelligent Lizardmen evolved. These they called the Cold Ones. The Elves discovered that although very stupid, and almost blind, the Cold Ones could be controlled and ridden. In the dark tunnels and midnight forests the Cold Ones could move fast, using their uncanny sense of smell to root out hiding creatures.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-25	Dark Guard	4	5	4	2	B	1	5	1	Sword	YES	8	20 Max.
26-35	Witch Elves	4	4	4	2	B	2	7	2	Sword	YES	13	10 Max.
36-85	Dark Warriors	4	4	4	2	B	1	5	1	Sword	YES	8	
86-95	Cold One Rider	4	4	4	2	B	1	5	1	Sword	YES	112	5 Max.
	Cold One	8	3	-	4	E	5	1	3	Chew!	NO	104	
96-00	Dark Elf Personality - choose Hero or Necromancer												



SPECIAL PROVISIONS

- Dark Elf soldiery is as likely to be female as male, Elf maidens are as cruel and murderous as their menfolk.
- Witch Elves are Dark Elf maidens whose lives are dedicated totally to the hellish gods of the Dark Elves. In battle they are possessed by inhuman forces which give them enhanced profiles. After battle they bathe in cauldrons of sacrificial blood and feast on the remains of the slain.

SPECIAL RULES

- All Dark Elves are expert Woodsmen and Miners, and they have an extraordinary sense of direction and perspective in the dark. Accordingly they move full distance in woods, at night, and amongst tunnels or inside buildings.
- Dark Elves **HATE** other Elves.
- Dark Elves may not make use of the Elf Bow, they may use the ordinary infantry bow. Alternatively they can use the Dark Elf Crossbow - a small, light crossbow with a short range and rapid rate of fire. Maximum range is 16" - which counts as Short Range, there is no Long Range. Strength Attack with a Dark Elf Crossbow is 2, but the weapon can fire 2 shots per move. Unlike a normal crossbow the user may move and then fire during his Active Player Turn.
- The Cold One is subject to **STUPIDITY** - but the rider may over-ride this on the D6 score of 4,5,6. Cold Ones are over 10' tall and cause **FEAR** in Man sized, or smaller, enemy within 15". Cold Ones will not attack other Lizardmen.
- Cold Ones have very tough skins which act like Mail Armour at no extra cost. This gives them a Saving Throw of 6 on a D6.

- Using their acute sense of smell Cold Ones can detect the scent of any creature within 6", even if completely hidden. They can detect the scent of creatures over 6" and up to 18" away on the D6 dice roll of 4,5,6.

DARK ELF CHARACTERS - HEROES AND NECROMANCERS

Each Dark Elf Regiment will have a Regimental leader. Unless he is also a Dark Elf Champion his profile will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3+1.

Each Dark Elf Regiment may have a Regimental Champion, who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

Each Dark Elf Battalion will have 1 Dark Elf Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword. There are three kinds of hero available, with the characteristics and costs given below. The player may decide which kind of hero he wants at the points cost indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	5	6	7
Bow Skill	4	5	6
Strength	2	2	3
Toughness	B	C	C
Wounds	1	2	3
Initiative	6	9	13
Attacks	1	2	3
Points Values	15	30	60

A Dark Elf Battalion may include 1 Dark Elf Necromancer and 1 Witch Elf Necromancer at the indicated Points cost. Necromancers have the following profile depending upon Level. Points cost includes a sword and Personal Talisman, which is often a sacrificial knife or dark jewel.

	Novice	Acolyte	Adept	Mage
Weapon Skill	5	5	6	7
Bow Skill	4	4	5	6
Strength	2	2	2	3
Toughness	B	B	B	C
Wounds	1	2	3	3
Initiative	6	7	9	11
Attacks	1	1	2	3
Mastery	1	2	3	4
Constitution	8	12	18	25
Points Value	120	300	500	750

The Necromancer acts exactly like a normal Wizard - except that he can also make use of Necromancy spells and act as a 'controller' of friendly Undead.

Generate the number of non-Necromancy spells available:-

1D3 Spells at each Level lower than Mastery

1D2 Spells at the Mastery Level

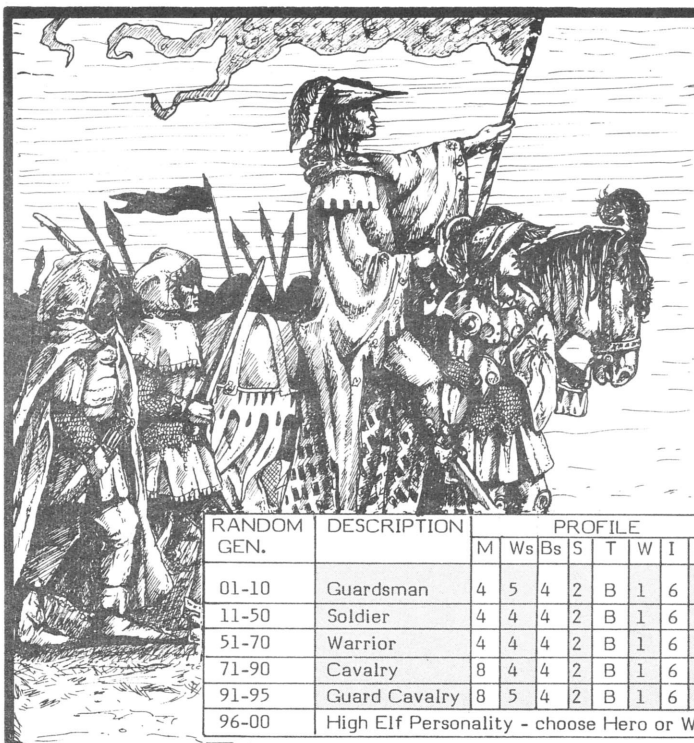
Generate the number of Necromancy spells available:-

1D2 Spells at each Level lower than Mastery

1D2-1 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary Talismans to cast each spell 1D3 times.





High Elves

High Elves are related very closely to Sea Elves - they are part of the same Elf kindred, and are separated now only by choice of habitation. While the Sea Elves maintain their white towers by the sea, the High Elves have moved away from the coast and built mighty cities of stone, cities which hold sway over vast inland empires. The power and the technical skill of the High Elves is without equal. Perhaps because of their achievements the High Elves have become somewhat arrogant - even towards their fellow Elves, and especially the Wood Elves who they regard as rustic and boorish.

The High Elves claim kingship over all of the Elf Races - and by means of their wealth and influence they maintain an effective control of the other Elf kingdoms. They have a professional soldiery and a Guard elite as well as a strong Warrior class. Elf armies are always well supplied and equipped, and the Elf kings are always ready to use force of arms to back up their expansive foreign policies.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-10	Guardsman	4	5	4	2	B	1	6	1	Sword	YES	10	10 Max
11-50	Soldier	4	4	4	2	B	1	6	1	Sword	YES	9	
51-70	Warrior	4	4	4	2	B	1	6	1	Sword	YES	9	
71-90	Cavalry	8	4	4	2	B	1	6	1	Sword	YES	11	
91-95	Guard Cavalry	8	5	4	2	B	1	6	1	Sword	YES	12	
96-00	High Elf Personality - choose Hero or Wizard												



SPECIAL PROVISIONS

- High Elf Soldiers, but not Warriors, may make use of bows - Elf bows may be chosen at the extra points cost.
- Cavalry may have barded or armoured horses.
- Guard Cavalry may ride Warhorses.

SPECIAL RULES

- Elf infantry may move through woods at normal speed.
- Elves **HATE** Goblins, Orcs and Night Elves
- Elves cause **FEAR** in units of Goblins less than twice their own strength - so, for instance, 10 Elves cause Fear in 19, or fewer, Goblins.

ELF CHARACTERS - HEROES AND WIZARDS

Each Elf Regiment may have a Regimental leader. Unless he is also an Elf Champion his profile will be normal for his type - Guardsman, Soldier, Warrior or Cavalry. Generate the Leadership Factor for each Regiment by throwing 1D3+1.

Each Elf Regiment may also have a Regimental Champion -who may be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

	Minor Hero	Hero	Mighty Hero
Primary Skill			
if Bow	7	8	9
if Sword	5	6	7
Secondary Skill	4	5	6
Strength	2	2	3
Toughness	B	C	C
Wounds	1	2	3
Initiative	6	9	13
Attacks	1	2	3
Points Value	15	30	68

A High Elf Battalion will have 1 Elven Hero to lead it, and may have up to 3 other independant Elven Heroes as well. High Elf Battalion Commanders must be Mighty Heroes. Points cost includes a sword but no other equipment. There are three kinds of Hero available, with the characteristics as given below. Each one costs more, or less, depending on how good he is. Apart from the Battalion Commander, the player may decide which kind of Hero he wants and will then pay the points indicated.

Independant Elven Heroes may ride Chariots - see the Rules Additions section on chariots for details. The Basic Points cost of each chariot includes a driver but no other crew. There is room for the Hero and one other model - who must be paid for separately.

An Elven Battalion may include 1 Elvish Wizard at the points cost indicated for his type. He may be the Battalion Commander. Elvish Wizards have the following profile depending on Level. Points cost includes a long knife only.

	Novice	Acolyte	Adept	Mage
Weapon Skill	4	4	5	6
Bow Skill	4	4	5	6
Strength	2	2	2	3
Toughness	B	B	B	C
Wounds	1	1	2	3
Initiative	6	7	9	11
Attacks	1	1	2	3
Mastery	1	2	3	4
Constitution	9	14	20	27
Points Values	111	311	515	737

Elvish Wizards may not wear armour or carry a shield, they may employ additional weaponry if they pay the appropriate points costs. Generate the number of spells available as follows:-

2D4 Spells at each Level Lower than Mastery
1D4 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary Talismans to cast each spell 1D3 times.

Sea Elves

Sea Elves live amongst the west facing shore lines - where they maintain and guard the passages to the lands across the sea. They are reclusive folk; proud and independant. They are also fearsome warriors, seafarers and explorers.

Sea Elves do not favour the bow as do the Wood Elves, but prefer to rely upon close combat weapons. Accordingly they have never quite developed the archery skills of their brethren - although some warriors do carry bows and make good use of them.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-50	Spearmen	4	4	4	2	B	1	6	1	Spear	YES	9	
51-75	Warrior	4	4	4	2	B	1	6	1	Sword	YES	9	
76-95	Cavalry	8	4	4	2	B	1	6	1	Sword	YES	11	25 Max
96-00	Sea Elf Personality - such as a Hero or Wizard.												



SPECIAL PROVISIONS

- Up to half of the Warriors may make use of bows - you may choose to pay the extra points for Elf bows if you wish.
- Cavalry may have barded or armoured horses.

SPECIAL RULES

- Elf Infantry may move through woods at normal speed.
- Elves **HATE** Goblins, Orcs and Night Elves.
- Elves cause **FEAR** in units of Goblins less than twice their own strength - so, for instance, 10 Elves cause Fear in 19, or fewer, Goblins.

ELF CHARACTERS - HEROES AND WIZARDS

Each Elf Regiment have a Regimental Leader. Unless he is also an Elf Champion his 'profile' will be normal for his type - Bowman, Spearman, Warrior or Cavalry. Generate the Leadership Factor for each Regiment by throwing 1D3+1.

Each Elf Regiment may also have a Regimental Champion - who may be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

	Minor Hero	Hero	Mighty Hero
Primary Skill			
if Bow	7	8	9
if Sword	5	6	7
Secondary Skill	4	5	6
Strength	2	2	3
Toughness	B	C	C
Wounds	1	2	3
Initiative	6	9	13
Attacks	1	2	3
Points Value	15	30	68

Each Battalion of Sea Elves will have 1 Elven hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword but no other equipment. There are three kinds of hero available, with the characteristics as given below. Each one costs more, or less, depending on how good he is. The player may decide which kind of hero he wants and will then pay the points indicated.

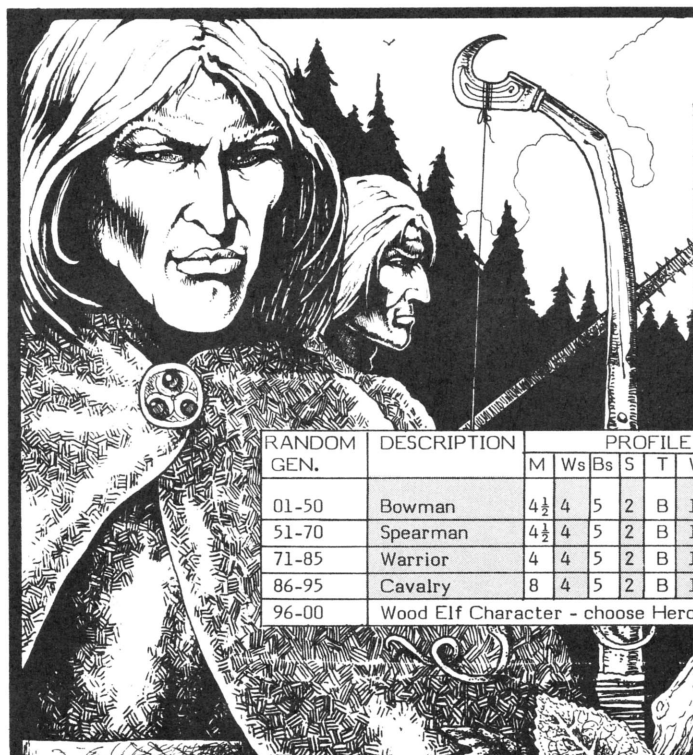
An Elven Battalion may include 1 Elvish Wizard at the points cost indicated for his level. He may be the Battalion Commander. Elvish Wizards have the following profile depending on Level. Points cost includes a long knife and personal Talisman.

	Novice	Acolyte	Adept	Mage
Weapon Skill	4	4	5	6
Bow Skill	4	4	5	6
Strength	2	2	2	3
Toughness	B	B	B	C
Wounds	1	1	2	3
Initiative	6	7	9	11
Attacks	1	1	2	3
Mastery	1	2	3	4
Constitution	9	14	20	27
Points Values	111	311	515	737

Elvish Wizards may not wear armour or carry a shield, they may employ additional weaponry if they pay the appropriate points costs. Generate the number of spells available as follows:-

2D4 Spells at each Level Lower than Mastery
1D4 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary Talismans to cast each spell 1D3 times.



Wood Elves

Wood Elves live in woodlands and forests, as their name suggests. They are expert woodsmen and archers, and their armed forces reflect this preference for the bow. Wood Elves are the most practical and least sophisticated of all the Elf races - preferring hunting, dancing and singing to arduous study and learned discourse.

Orcs and Goblins are the main enemies of Wood Elves - and many a long battle has taught the Goblins to fear Elven valour. Sadly Elves are not overfond of Dwarfs either and the history of the two races is not an entirely peaceful one.

RANDOM GEN.	DESCRIPTION	PROFILE									BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A					
01-50	Bowman	4½	4	5	2	B	1	6	1	Knife	NO	9		
51-70	Spearman	4½	4	5	2	B	1	6	1	Spear	NO	9		
71-85	Warrior	4	4	5	2	B	1	6	1	Sword	YES	9		
86-95	Cavalry	8	4	5	2	B	1	6	1	Sword	YES	11		
96-00	Wood Elf Character - choose Hero or Warrior Mage													

SPECIAL PROVISIONS

- Bowmen must be bought bows - you may choose Elf Bows if you wish.

SPECIAL RULES

- Elf Infantry may move through woods at normal speed.
- Elves **HATE** Goblins, Orcs and Night Elves.
- Elves cause **FEAR** in units of Goblins less than twice their own strength - so, for instance, 10 Elves cause Fear in 19, or fewer, Goblins.

ELF CHARACTERS - HEROES AND WIZARDS

Each Elf Regiment may have a Regimental Leader. Unless he is also an Elf Champion his 'profile' will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3+1.

Each Elf Regiment may have a Regimental Champion. Regimental Champions have the same profile as Minor Heroes.

	Minor Hero	Hero	Mighty Hero
Primary Skill			
if Bow	7	8	9
if Sword	5	6	7
Secondary Skill	5	5	6
Strength	2	2	3
Toughness	B	C	C
Wounds	1	2	3
Initiative	6	9	13
Attacks	1	2	3
Points Value	15	30	68

Each Elven Battalion will have 1 Elven Hero to lead it. He may attach himself to a Regiment if he wishes and act as their Leader, or he may act as an independant character. Points cost includes a sword but no other equipment. There are three kinds of Hero available, with the characteristics described above. The better Heroes cost more points, whilst the lesser one is cheaper. You can decide which kind of Hero you require, or think you can afford.

An Elven Battalion may include 1 Warrior Mage at the indicated points cost. He may be the Battalion Commander if you wish. The Warrior Mage has the following profile depending upon level. Points cost includes a sword and Personal Talisman - usually a gemstone.

	Novice	Acolyte	Adept	Mage
Weapon Skill	5	5	6	7
Bow Skill	3	4	5	6
Strength	2	2	2	3
Toughness	B	B	B	C
Wounds	1	2	3	3
Initiative	6	7	9	11
Attacks	1	1	2	3
Mastery	1	2	3	4
Constitution	9	14	20	27
Points Value	120	320	525	750

The Warrior Mage acts exactly like a normal Wizard - except he is not subject to the extra Fumble Factor for wearing armour. Generate the number of spells available:-

1D6 Spells at each Level lower than Mastery
1D3 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary Talismans to cast each spell 1D3 times.

Giants

Many of the larger humanoid creatures live solitary and isolated lives or live in small roving groups. Often these creatures are handicapped by stupidity or psychopathic criminality, and for these reasons Giants cannot really be considered as 'armies' - but they often band together with other evil types to assault passing merchants and travelling parties.

One popular trick, developed by an unusually bright Giant, concerns the military use of the Giant pitching ball - a huge sphere of lead used by the Giants to play Giant Skittles. This is a game which requires great strength and a dozen captive travellers (preferably Dwarfs).

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-30	Small Giant	6	3	3	4	D	4	3	2	Club	YES	50	
31-65	Giant	7	3	3	4	E	6	2	4	Club	YES	120	
66-00	True Giant	*	*	*	*	*	*	*	*	Club	YES	380	

SPECIAL PROVISIONS

1. Players may select any of the three types of Giant described above, either the Small Giant (models up to 40mm), Giant (models up to 60mm tall) or True Giants (models 60mm tall and upwards). Because giants are so diverse a race the characteristics for True Giants may be very variable. Use the **True Giant Generation** section to create them. Obviously this means that your Giant could be better or worse than you expected. It is all in the luck of the dice.
2. Giants usually carry a club or similar massive weapon. Where included on the model True Giants carry 1 or 2 huge spheres of lead to drop on or bowl at their enemies.

SPECIAL RULES

1. True Giants may **Bowl** or **Drop** balls of metal where included on the model.

A Giant may attempt to **Bowl** one ball at a Regiment up to 18" away. Of course, there is always a chance the missile will miss altogether, either not reaching the target or veering off at an angle.

Establish as follows:-

The Giant picks his exact target spot and bowls the ball.

The player then rolls dice to see how far the ball goes. Roll 3D6 for bowls on the level, 1 D6 for bowls uphill and 4 D6 for bowls down hill. Bowls passing over rivers, bogs or trenches get stuck. Bowls passing over hedges lose 1D6 inches of range. Bowls passing through woods or over low walls lose 2D6 inches of range.

Mark the target point of the ball and then roll for accuracy.

Roll a D10 for right swerve in inches, and a D10 for left swerve in the same way. Now you should know where the ball strikes, balls hitting a Regiment go straight through to their bowled distance. The ball will strike any units in its path, and may even pass through one unit and hit another behind it!

Each bowl causes 1D6 automatic Hits at Strength 3. Troops in Skirmish order, or units of less than 10 models, can try to dodge the ball. To simulate this they get a +1 on their Saving Throw (minimum 6).

The Giant may **Drop** a metal ball onto combat opponents who are man sized or smaller in any combat round instead of attacking normally. The ball will cause 1 Strength 4 Hit, 1 Strength 3 Hit, 1 Strength 2 hit and 1 Strength 1 hit due to the bounce effect.

2. True Giants may be attacked normally by long spears or longer weapons. They may be attacked normally whilst they are laying down, after the result of a fall, for instance. Otherwise if the attackers are armed with shorter weapons they can only hack at the Giants feet - causing only $\frac{1}{2}$ damage. $\frac{1}{2}$ Wounds can be recorded and added to normal Wounds.
3. A Giant pushed back in combat may fall over. Roll a D6 - a score of 6 and he will fall over.
4. Giants cause **FEAR** in man sized, or smaller, enemy. Elves are not easily impressed by brute force alone, and so are immune.

GIANT ATTACK MODES FOR TRUE GIANTS

Because Giants are rather special their combats are not worked out in quite the same way as normal attacks. Normally you will throw 'To Hit' and then 'To Kill' for each Attack. With Giants you will roll a dice to discover how many automatic hits you cause. Then roll, as normal, for each hit to see if you score a Kill.

In combat the True Giant has several possible **Attack Options**. Each has a slightly different effect and level of amusement value - a factor important to Giants. The Giants Weapon Skill Level makes no difference to his attack, and similarly the Weapon Skill Level of his opponent makes no difference either (no amount of fancy fencing is going to stop a Giant who is intent on hitting you with a telegraph pole.)

For example, Drough Glutthog, the Giant, swings his club against a Regiment of Dwarfs. He causes 1D6+2 automatic hits at Strength 3 (standard number of hits for this attack option as explained in the next bit). The dice turns up a 4 - so he has caused 6 hits.

1. **Stomp and Grind.** (Against opponents under 10' tall only). This involves the Giant treading on his target and grinding the poor victim into the ground - an attack option which negates the value of armour entirely. Creatures with Strengths of 3 or more are immune -smaller creatures receive 1D3 Hits at Strength 4 with no Saving Throw for Armour.

2. **Pick Up and Throttle.** (Against opponents under 10' only). This is an option which appeals especially to the more stupid Giants. The Giant picks up any single member of the enemy Regiment. The victim may attempt to escape. He does this by striking once against the Giant's hand as it descends - this is an extra attack, on top of any other attack he might already have had.

If the struggling victim causes a Wound then the Giant must drop him causing 1 Strength 1 Hit as he hits the ground. If the victim fails to cause a wound then the Giant squeezes (and the rest is too horrible to think about, but results in automatic death for the person concerned).

3. **Pick Up and Throw.** (Opponents under 10' only). This is another popular attack option with Giants of a more athletic disposition. The Giant picks up the victim in the same way as in 2 above and the victim gets his chance to strike and escape. If he doesn't escape then the Giant may throw him bodily back into his regiment causing 1 Strength 3 Hit on him and 1D6 Strength 2 Hits on the Regiment.

4. **Pick up and Eat** (Against opponents under 10' only). This is an option used by especially slow witted or enraged Giants who have difficulty remembering whether they are fighting or eating. The Giant picks up his victim who may strike and escape as for the other 'Pick Up' attacks. If the captive fails to escape then the Giant bites his head off. The unfortunate victim, faced with the oncoming maw of the unhygienic giant may have yet **another** attack - this time against the face of the Giant. Again if he scores a Wound he is instantly dropped causing 1 Strength 1 Hit on him as he hits the ground. Victims who have their heads bitten off are killed instantly, and their remains can be thrown back into their Regiment as for '3' above.

5. **Pick Up and Stuff into Bag.** (Against opponents under 10' only). The Giant picks up the victim who may try to escape as per the other 'Pick Up' attacks. Failure to escape results in being stuffed into a sack, bag or pocket for the rest of the game - the captive escapes automatically if the Giant is killed.

6. **Jump Up and Down.** (Against opponents under 10' only). A Giant may jump up and down on top of troops in combat - the resulting carnage can be quite devastating. There is a 10% chance that any Giant attempting to jump up and down will fall over immediately (use the Stagger and Fall chart to find out where). The chance increases to 50% if the Giant attempts to jump up and down for two or more turns consecutively, with an additional 10% chance of instantly expiring in an apoplectic frenzy. (Kills outright - use Stagger and Fall Chart). A Regiment jumped on must save against **Terror** at the end of combat. The Giant causes D12 automatic Hits at Strength 4 on the Regiment.

7. **Swing With Club.** This involves cutting a sweep across the front of the Regiment causing 1D6+2 automatic Hits at Strength 3.

8. **Thump with Club.** This is a more discriminating stroke for the conscientious Giant. It involves raising the club above ones head and, taking hold of the weapon with both hands, bringing it down with a single stroke. This method causes only 1 automatic Hit - but at Strength 6. There is a 10% chance any weapon used in this manner will become embedded firmly in the ground and take an entire combat round otherwise unengaged to free.

9. **Yelling and Bawling.** (Against opponents under 10' tall only). This is an attack option which is a great favourite with the more jovial Giants. The Giant bends down until his face is only a few yards away from his assailants - he then proceeds to yell as loudly as he can, bombarding his foes with a frightening blast of sound and rancid air. The air blast has the effect of making it impossible for the enemy to fight at all that Combat round. In addition they must save against **Terror**. The Giant player must announce that the Giant is going to Yell before the enemy attack.

10. **Head Butt.** (Against opponents over 10' tall or flying only). If your opponent is tall enough, or is attacking you from the air then you may opt for this useful combat mode. The Giant causes D3-1 automatic Hits, so their is a chance he will miss altogether. Hits caused are at Strength Attack 3.

TRUE GIANT GENERATION

To generate your Giant deal with each of the characteristics in turn, Movement, Weapon Skill etc. For each characteristic roll a D6 and read down the appropriate column to give the score - some scores involve extra dice throws. The chart may be used to give personal characteristic scores for smaller Giants if you wish.

CHARACTERISTIC	1	2	3	4	5	6
MOVE	7"	8"	8"	8"	8"	9"
WEAPON SKILL	2	3	3	3	3	4
BOW SKILL	1	2	2	3	3	4
TOUGHNESS	E	E	E	E	F	F
WOUNDS	6	7	8	8	9	10
INITIATIVE	1	2	2	3	3	3
INTELLIGENCE	1*	1*	2	3	4	5
COOL	2*	3	4	5	6	7
WILL POWER	D6	D6+1	D6+2	D6+3	D6+4	10

All True Giants attack once, using a selected strike mode.

Giants with an Intelligence Level of 1 are subject to **Stupidity**, with a further 10% chance of being subject to **Stupidity** -1 (that's really dim).

Giants with a Cool of 2 must make a compulsory throw for **Frenzy** whenever any enemy approach within charge reach or fire missiles at them.

Giants with a Will Power of 1 or 2 take **double damage** from magical attack. Giants with Will Power levels of 10 are **Magically Resistant** (see Advanced Rules).

GIANTS AND ALCOHOL

It is a sad fact that Giants have a very irresponsible attitude towards alcohol. Quite why this should be is uncertain, the Elves believe it is due to 'enviromental factors' and 'widespread social and economic deprivation'. Whatever the cause it is certainly true that a great many Giants spend a great deal of time utterly and obviously drunk. Giants with a Will Power of 3 or less are Subject to **Alcoholism** +1, there is a 10% chance any other Giant may be subject to **Alcoholism**.

A Giant subject to **Alcoholism** will start the battle drunk 25% of the time. Even if sober he will take every opportunity to drink all he can, stopping at nothing to imbibe as much as possible before passing out.

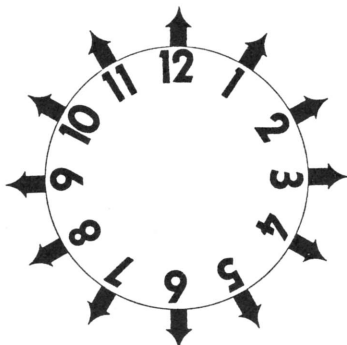
Drunken Giants have very little control of their attack options - so instead of the player choosing how he will attack roll a dice. If the result is inappropriate for the enemy type roll again.

1	Stomp and Grind
2	Pick up and Throttle
3	Pick up and Throw
4	Pick up and Eat
5	Pick up and Stuff into Bag
6	Jump up and Down
7	Swing with Club
8	Thump with Club
9	Yelling and Bawling
10	Head Butt or Drop Ball on short opponents

GIANT STAGGER AND FALL CHART

Giants are clumsy. This chart will enable you to simulate that most common occurrence - the Giant Stagger and Fall. A stagger consists of the Giant lurching about in a random direction, treading on people and walking into trees etc. Giants may stagger for many reasons - Drunken Giants stagger automatically on the D6 dice roll of a 6 made at the beginning of their movement phase. A Giant who is killed in combat may also stagger about in his death throes - this happens on the throw of a 4,5,6 on a D6.

How to simulate a Giant Staggering:-



Consult the chart above - you will see that it resembles a clock face, with 12 being the direction in which the giant is facing. Roll a D20 to establish the direction in which your Giant is going to stagger. A roll of 13-20 is counted as 12, so there is more chance your Giant will stagger forward. Stagger distance is 1D6 inches.

A Giant Staggering through a unit causes 1D6 Strength 2 Hits.

Falling Giants are downright dangerous! Dead Giants always fall, (after staggering if appropriate). Drunken giants may fall after staggering on the D6 throw of a 6.

How to simulate a falling Giant:-



Use the clock chart above to determine the direction in which the Giant falls. Throw a D20. 12 o'clock on the chart represents the direction in which the Giant is facing, a dice score of 13-20 is counted as 12. Now use the Falling Giant Template to determine who has been hit by the plummeting Giant. You can copy out the diagram onto a piece of card for easy use. Place the feet of the template by the feet of the model with the head in the direction of fall. All models completely covered by the template receive 2 automatic Strength 4 Hits. Models partly covered receive 1 automatic Strength 2 Hit.

A Drunken Giant falling over may knock himself out, or just lapse into unconsciousness, roll a D6 - a score of 6 and the Giant is unconscious for 1D6 turns. A Drunken Giant attempting to rise takes a complete Move Phase to stand up and then must roll again to see if he staggers.

GIANT ATTACK OPTION SUMMARY CHART

This chart is intended as a ready reference for players familiar with the attack options.

ATTACK	HITS	STRENGTH	NOTES
Stomp/Grind	D3	4	No Armour Save
Pick up/Throttle	1	-	Instant Death
Pick up/Throw and...	1 D6	3 2	
Pick up/Eat	1	-	Instant Death
Pick up/Bag	1	-	Capture
Jump up/down	D12	4	Terror
Swing with club	D6+2	3	
Thump with club	1	6	Embed Weapon
Yelling	none	none	Terror
Head Butt	D3-1	3	
Dropped Ball	4	1-4	
Fall and...	2 1	4 2	Full Strike Partial Strike

AN EXAMPLE OF THE GIANT RULES IN OPERATION

Drough Glutthog is a True Giant, he is also very drunk. At the beginning of his move he rolls a D6 to see if he staggers - he rolls, scores a 2, so he's alright. The Giant charges an enemy unit of Goblins, who dice to save against Fear and stand firm. Drough has an Initiative of 3, against the Goblins 2, so he attacks first. As Drough is a bit worse for drink he gets a random Attack Option, dices and scores 4 - Pick Up and Eat. Drough bends down and picks up one of the Goblins, the Goblin takes a swipe at his hands but causes no damage (The Goblin requires a 6 followed by a 4 'To Hit' -WS 2 vs 3). As Drough stuffs the struggling Goblin into his mouth it strikes again, but again causes no damage as Drough's jaws clamp down and crush him.

The Goblins fight back but cause no damage at all and are pushed back and routed. Drough decides not to follow them, contenting himself with chewing contemplatively on their ex-comrade.



The three lists that follow will allow you to select Battalions of three types of Goblin - Great goblin, Night Goblin and Red Goblin. Hobgoblins and Orcs are related quite closely to Goblins but are different in many ways and so have been given their own distinct sets of lists and rules. The three main types share many characteristics, and for this reason many of the special 'goblin' rules apply to them all.

The Warhammer player with a Goblin army will be faced by additional problems of command. As everybody knows Goblins are an extremely quarrelsome lot. They argue amongst themselves, fight and even kill each other without much provocation. The only thing that keeps these creatures from their own throats is the prospect of killing something else. The **Inter-goblinoid Animosity Chart** provides rules for goblins going out of control and attacking their own troops.

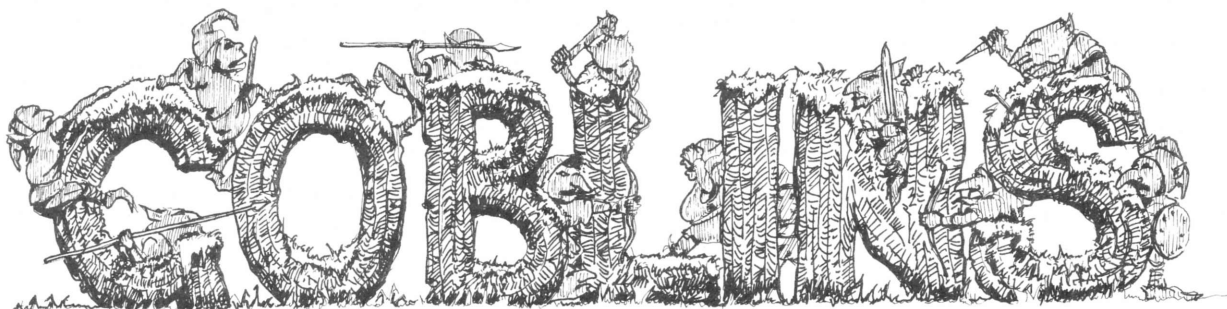
INTER-GOBLINOID ANIMOSITY

A goblinoid is a creature of general Goblin stock, and here I would include all Goblins, Hobgoblins and Orcs as well as cross breeds. All of these types may be subject to **Animosity** - that is, they don't like each other very much!

At the beginning of his turn a player whose armies includes Goblins or goblinoids must make a check for each Regiment that is not already engaged in combat. Roll a D6 - if a 6 is thrown then the Regiment becomes subject to **Animosity** for this turn, and may possibly lose control. If a score of from 1 to 5 is thrown then the Regiment is under control and behaves as normal for this turn.

Score	Result
Below 1	The Regiment loses all self control and attacks the nearest goblinoid unit, charging and giving missile fire where possible.
1-2	The Regiment will charge and fight any other unit of goblinoids within charge reach, taking any opportunity to fire missiles. If there are no goblinoids within charge reach then the Regiment will halt for the duration of the turn and fight amongst itself. Fight half the unit against the other half.
3	Some internal squabble develops into an open brawl within the Regiment. You may not move at all this turn. D6 members of the Regiment decide to fight amongst themselves.
4 or more	The Regiment is still under control and behaves as normal, swearing, spitting, cursing and gesticulating but not actually fighting.

Reactions apply only for the rest of that turn. A character model, such as a Hero or Wizard, may interject himself into a goblinoid Regiment that is out of control and try to 'sort 'em out'. He may then add his Leadership levels to the Regiments dice throw **instead** of the ordinary unit leader.



Regiments which have scored 6 must test immediately for **Animosity**. Friendly Goblins who find themselves in combat, due to the effects of a previous turns dice roll, are **always** subject to animosity and test automatically. In such a combat both Regiments must be brought under control before the fighting can cease. If two squabbling goblinoid units are attacked by enemy troops then they will instantly forget about each other and fight the newcomers.

Roll a D6 and modify as follows

ADD	The Leaders Leadership value.
ADD	One (1) for each enemy Regiment within 20". Add three (3) instead if the Regiment is of Hated enemy.
DEDUCT	One (1) for each 'friendly' Regiment of goblinoids within 20". Deduct two (2) if the Regiment is of a different Goblin or goblinoid race.

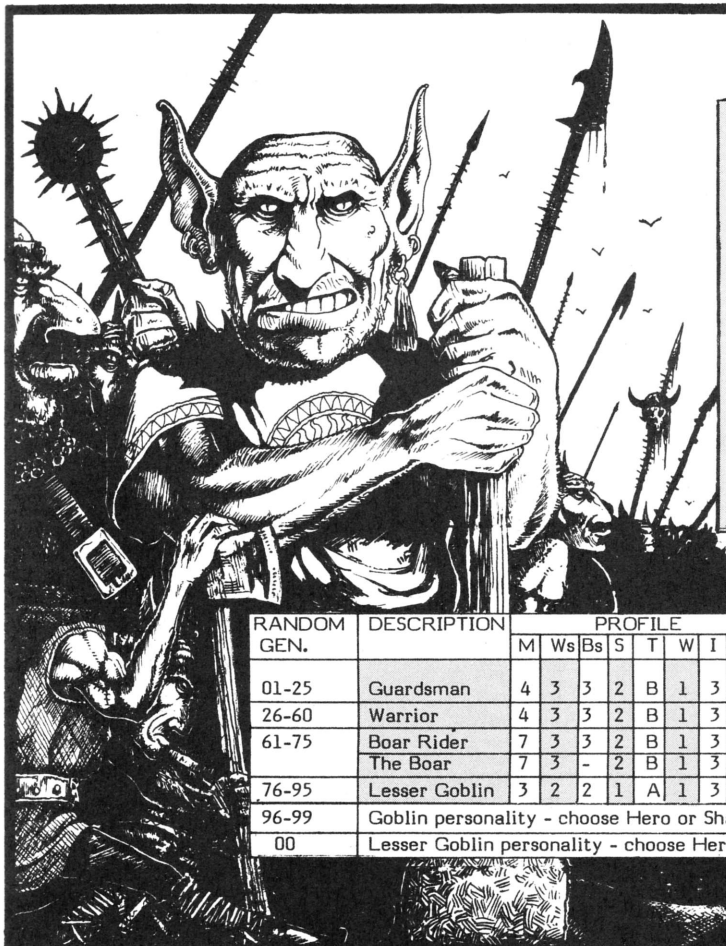
Now use your score on the animosity chart to find out what that Regiment decides to do.

Advanced players may add character to their Goblin units by taking into account the past record of each Regiment. If, for example Borg the Red's Red Goblins were to attack Dagmutt's Night Goblins then it is to be expected that Dagmutt would be out for revenge.

Every time a goblinoid Regiment fights another it receives 1 'Animosity Point' (AP) against that unit. Record Animosity Points. If you have AP's against any unit within charge reach you are more likely to lose control and become subject to Animosity, deduct any AP's you have against **one** such unit from your initial D6 dice roll. This will be the highest possible, if two units are within charge reach you will ignore the one you dislike least. If you go out of control then you must try to attack the Regiment you dislike most.

After a few battles goblin Regiments will all dislike each other so much that they become to all intents and purposes useless. This may be realistic, but its a bit impractical. Therefore, as soon as your AP reaches 5 the Regiment can decide to 'bury the hatchet'. This is done in one of two ways. In the first way the Regimental Leaders get together over a few beers and agree that fighting is a bit silly and it would be a good idea to stop it. There is a 10% chance of this method working - if successful reduce AP's to zero. If the first method fails then the second method will be used. This involves the Regimental Leaders fighting to the death. Fight the combat in a spare moment, it will make a good basis for a mini-game. Winning leaders can install a new leader over the defeated unit. New leaders can be generated, or may be minor heroes as appropriate. Losing leaders get eaten. AP's are reduced to zero.

Great Goblins



There are many different tribes of Goblin, and these fall into several broad types. The Great Goblins form one of these groups, they are characterised by their size; large thickset faces and squat bodies. They also ride giant boars and, of course, cannot stand the sight of other Goblins. A sub-species of their kind are the Lesser Goblins which have similar features but are smaller. Lesser Goblins live alongside their larger brethren, usually as slaves or social inferiors.

All Goblins are naturally evil creatures who dislike each other almost as much as they hate Elves and Men. Because of this Goblin armies are sometimes difficult to control, and often the whole course of a battle can depend on the ability of the individual Goblin Regimental Leaders to keep their troops in check.

Goblins have always presented a threat to settlements of Men, Elves and Dwarves. To meet this threat these so-called 'goodly peoples' sometimes collaborate to purge an area of Goblins. Fortunately Goblins are very prolific and can regain their lost population very quickly.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-25	Guardsman	4	3	3	2	B	1	3	1	Sword	YES	5	20 Max.
26-60	Warrior	4	3	3	2	B	1	3	1	Sword	NO	5	
61-75	Boar Rider	7	3	3	2	B	1	3	1	Sword	YES	9	25 Max.
	The Boar	7	3	-	2	B	1	3	1	Gore	NO	5	
76-95	Lesser Goblin	3	2	2	1	A	1	3	1	Club	NO	3	
96-99	Goblin personality - choose Hero or Shaman												
00	Lesser Goblin personality - choose Hero												

SPECIAL PROVISIONS

1. A Goblin Battalion may contain no more Lesser Goblins than there are normal Goblin types.

SPECIAL RULES

1. In combat a Goblin Boar rider gets two (2) attacks - one normal attack with the rider, and one 'gore' from the boar. Use the factors given for the Boar's attack. Charging Boars receive the same combat bonus as mounted Lancers.
2. All Goblins must deduct one (1) from their Morale Dice when testing in strong sunlight. Woods, Mists, Buildings and other terrain features block out the effects of the sun.
3. Goblins **HATE** Dwarfs.
4. Goblins **FEAR** units of Elves which are more than half their own numerical strength - for example 20 Goblins will fear 11 or more Elves.
5. Goblin Regiments sometimes lose control and attack other Regiments of Goblins. Simulate this using the **Inter-Goblinoid Animosity Chart**.
6. The Great Goblin Battalion Commander may ride in the Goblin Chieftens Chariot - see the Fighting Fantasy Battles volume for the full chariot fighting rules. The Commander may dismount and fight on foot if he wishes leaving the rest of the crew to battle on alone.

7. The Lesser Goblin thralls are armed with clubs, but up to half of them can carry nets as well. Nets are used in hand to hand combat, and can **either** be thrown or used as shields in each round of combat. If a Goblin throws his net he cannot strike with his club. Net Attacks throw 'To Hit' as normal in combat, then throw to entangle your victim - you will need to score 4,5,6 on a D6 to do so. Entangled victims get a Saving Throw which is:-

Strength Grade of Creature	Saving Throw
1	6
2	5,6
3	4,5,6
4	3,4,5,6
5+	2,3,4,5,6

Entangled figures may not move or fight - they may be attacked and cruelly slain whilst helpless. Reduce their Initiative to 1 whilst entangled. Once a net has been thrown it is gone and may not be used again.

Entangled models who survive an entire combat are freed automatically by their friends.

GOBLIN CHARACTERS - HEROES AND SHAMANS

Each Goblin Regiment must have a Regimental leader. Unless he is also a Goblin Champion his 'profile' will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3.

Each Goblin Regiment may have a Regimental Champion -who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes of the appropriate type.

Each Goblin Battalion will have 1 Goblin Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword but no other equipment. There are two kinds of Hero available, with the characteristics as given below. Each one costs more, or less, depending on how good he is. The player may decide which kind of Hero he wants and will then pay the points indicated.

If the Battalion includes Lesser Goblins then the player may select a Lesser Goblin Hero as well.

	Minor Hero	Hero	Lesser Minor Hero	Lesser Hero
Weapon Skill	4	5	3	4
Bow Skill	4	5	3	4
Strength	2	3	2	3
Toughness	B	C	A	B
Wounds	2	3	2	3
Initiative	4	5	4	5
Attacks	1	2	1	2
Points Value	10	20	5	10

A Goblin Battalion can also include a Goblin Shaman. These are low level Wizards with only a few spells, and are not to be trusted! Shamans cannot lead other troops at all because they are much too chicken. The Points Cost includes a dagger and a personal Talisman of some kind - usually a bit of bone, broken mirror or a cheap glass bead.

	Novice	Acolyte
Weapon Skill	3	4
Bow Skill	3	3
Strength	2	2
Toughness	B	B
Wounds	1	2
Initiative	3	3
Attacks	1	1
Mastery	1	2
Constitution	7	11
Points Values	60	140

The Shaman acts exactly like a normal Wizard. Generate the number of spells available as follows:-

1D3 Spells at each Level Lower than Mastery
1D2 Spells at the Mastery Level

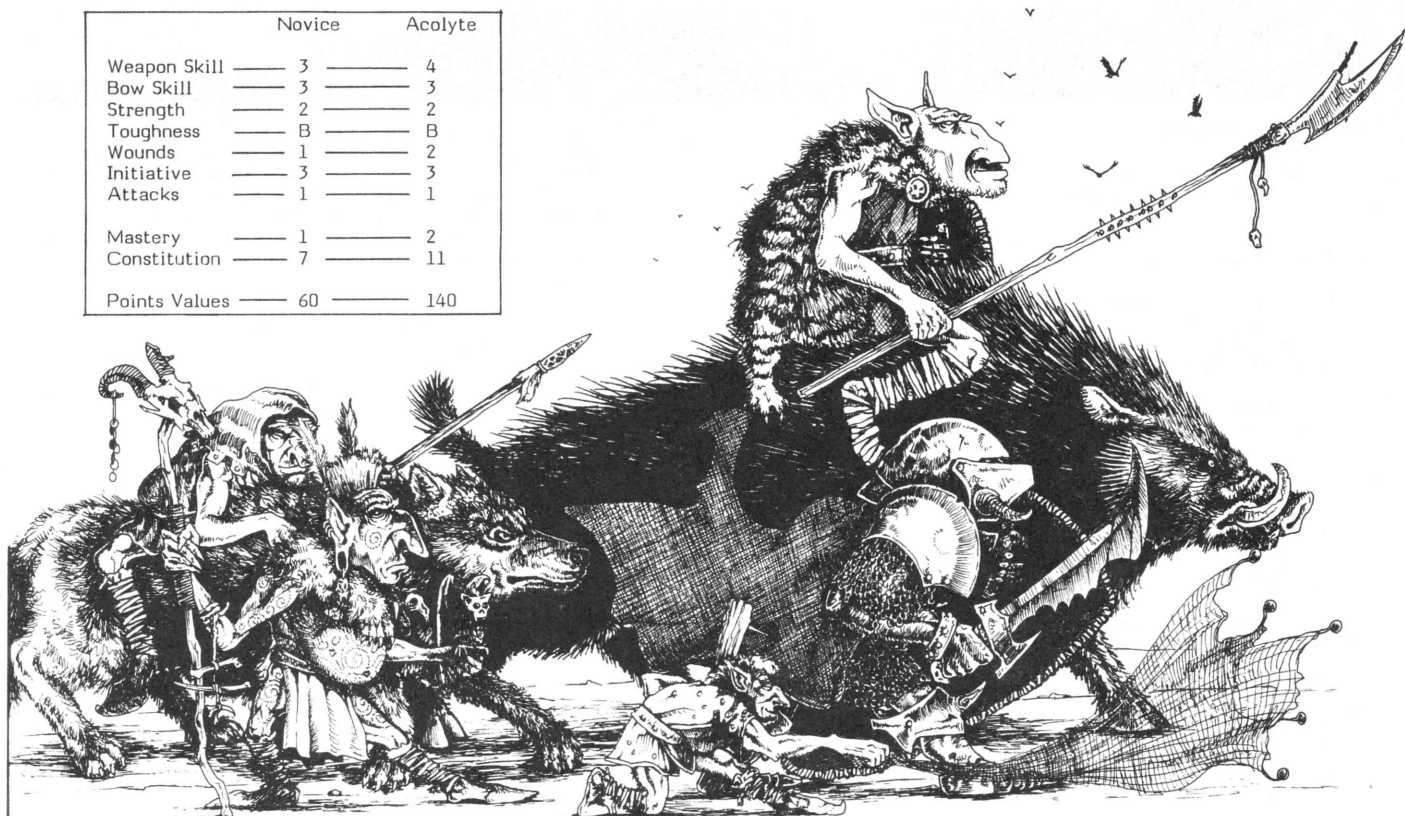
Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.

Goblin Shamans will act perfectly normally so long as there is a friendly Hero within 12". But as soon as the friendly Hero turns his back, and leaves the Shaman with no one in 12" to keep an eye on him, the Shaman will try to make his way off the battlefield by the shortest route. He'll come to heel only if another Hero comes within 12".

LESSER GOBLIN HEROES

Regiments of Lesser Goblins may have Leaders in the same way as other Goblins. However, they never have Regimental Champions. A Goblin Battalion may have a Lesser Goblin Hero as well as a normal Goblin Hero if you wish. There are two grades available - choose which one you require and pay the appropriate points cost.

	Minor Hero	Hero
Weapon Skill	3	4
Bow Skill	3	4
Strength	2	3
Toughness	A	B
Wounds	2	3
Initiative	4	5
Attacks	1	2
Points Value	5	10



Night Goblins

Night Goblins are by far the most common of all the Goblin races. They are shortish and stooped and have misshapen leering faces. Some of them are noticeably smaller than others, and these are sometimes called 'lesser' Night Goblins. Both sorts live together, intermix and interbreed, but the lesser Goblins are more often found performing the more menial and demeaning tasks in Goblin society.

Goblins often live in underground warrens, somewhat like Dwarf Mines but far cruder. They are relatively safe in these holes because very few people would dare to risk being trapped amongst the dirty and dark stone caverns and passages. Occasionally the Goblins organise raiding parties, or may even group together into large armies if they have some specific objective in mind.

RANDOM GEN.	DESCRIPTION	PROFILE									BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A					
01-40	Warrior	4	2	3	2	B	1	2	1	Sword	NO	4		
41-45	Slingers	4	2	3	2	B	1	2	1	Knife	NO	3½		
46-50	Bowmen	4	2	3	2	B	1	2	1	Knife	NO	3½		
51-55	Wolf Rider	9	2	3	2	B	1	2	1	Spear	NO	8	10 Max.	
	The Wolf	9	3	-	3	C	1	3	1	Bite	NO	5		
56-60	Boar Rider	7	2	3	2	B	1	2	1	Lance	NO	9	10 Max.	
	The Boar	7	3	-	2	B	1	3	1	Gore	NO	5		
61-65	Fanatic	4	3	3	2	B	1	2	?	Ball/Chain	NO	4	10 Max.	
66-95	Lesser Warrior	3½	2	3	1	A	1	4	1	Sword	NO	3		
96-00	Night Goblin personality - choose Hero or Shaman.													



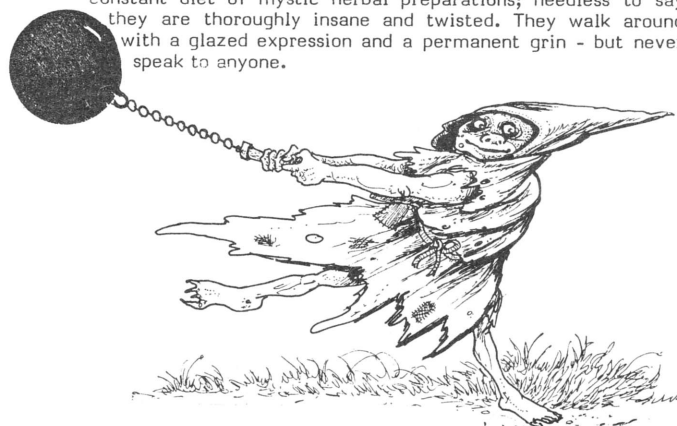
SPECIAL PROVISIONS

1. A Goblin Battalion may contain no more Lesser Goblins than there are normal Goblin Types.
2. Lesser Goblin Warriors may be bought Short Bows in addition to other weapons at the appropriate extra points cost.
3. Goblin Slingers **must** be bought slings at additional points cost.
4. Goblin Bowmen **must** be bought Goblin Short Bows at additional cost.

SPECIAL RULES

1. In combat a Goblin Boar rider gets two (2) attacks - one normal attack with the rider and one gore from the boar. Use the factors given for the Boar's attack. Charging Boars receive the same combat bonus as mounted Lancers.
2. In combat a Goblin Wolf rider gets two (2) attacks - one normal attack with the rider and one 'bite' from the wolf. Use the factors given for the Wolf's attack.
3. All Goblins must deduct one (1) from their Morale Dice when testing in strong sunlight. Woods, Mists, Buildings and other terrain features block out the effects of the sun.
4. Goblins **HATE** Dwarfs.
5. Goblins **FEAR** units of Elves which are over half their own strength or more.
6. Goblin Regiments sometimes lose control and attack other Regiments of Goblin. Use the Inter-Goblinoid Animosity Chart to dictate their actions.

7. The Night Goblin Fanatic is a strange and frightening creature. Promising young Goblins are selected for incorporation into the ranks of the Fanatics. Each initiate is cruelly tortured and fed a constant diet of mystic herbal preparations; needless to say they are thoroughly insane and twisted. They walk around with a glazed expression and a permanent grin - but never speak to anyone.



In battle the Fanatics hide themselves amongst the ordinary Goblins and appear only when able to charge the enemy. This they do screaming their nauseating battle cry and swinging huge Ball and Chains around their heads in an uncontrollable manner.

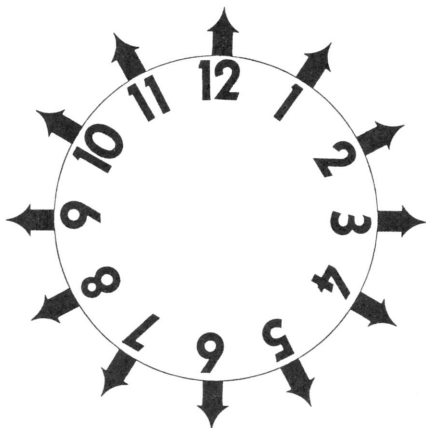
In the Wargame the Goblin player pays for his Fanatics in the normal manner, but **doesn't** place them on the table. Instead they are 'hidden' in with normal units of Goblins or Lesser Goblins, either split up into small groups, singly, or all in one unit. The player must note down how many Fanatics are hiding in which Regiments, a Regiment may conceal up to half its own number of Fanatics.

When the Regiment comes within 8" of any enemy then the Fanatics go totally loony, leap from the ranks, and start swinging their fearsome Ball and Chain weapons. This happens as soon as the models are within 8" even if movement has already been completed and the models couldn't otherwise move or fight.

Mount your Fanatic models on circular pieces of card 1" radius. Within this area the twirling Fanatics are spinning round like tops - hopefully causing horrendous damage to anything they hit. As the Fanatics leap from the ranks of their covering unit they go almost completely out of control. Treat each model as an individual and determine the **Move Distance** and **Direction** randomly for each one.

Move Distance Throw 2D6 - this is the distance moved in inches.

Move Direction Throw a D20 and consult the chart below. The Fanatic player first decides the direction he actually wants the models to move in. Then he throws his dice - if the score is 12-20 he may move the Fanatics as desired, otherwise they go out of control, and could go almost anywhere, including back into their covering unit. Any models they come into contact with are automatically attacked, friend and foe alike.



In their first turn the Fanatics must attack any body of troops that they come into contact with. This may mean they attack more than one Regiment in the same turn. Each enemy Regiment 'hit' by the flailing Fanatics receives 1D3 automatic hits at Strength 3. They may not fight back.

In their next move the Fanatics **must** determine **Move Distance** and **Direction** again. This time use a D12, so they could go anywhere! If they stumble into combat they cause D3 automatic Hits again at Strength 3. By this time the enemy will have recovered from the initial shock and can fight back but with a reduced Initiative of only 1. The Goblins can cut swaithes through any opponents and so can move straight through units they are attacking, possibly attacking more than one Regiment a turn.

At the **end** of his second turn the Fanatic will have whipped up his Ball and Chain to such velocity that he must attempt to throw it at the enemy. Determine direction of throw by choosing the direction you want and then rolling a D20 on the random direction chart. What actually happens is determined by rolling a D3:-



1. Goblin lets go and the Ball whizzes off 8" - the first thing it hits receives a Strength 4 Hit.
2. Goblin misjudges his throw and the Ball wraps itself around his neck - killing him instantly.
3. Goblin almost gets it right, he throws the ball but forgets to let go. He and his weapon whizz off 6" - the first thing hit receives an automatic Strength 3 Hit. The Goblin is killed.

Once a Fanatic has thrown his Ball and Chain he subsides into exhaustion and religious ecstasy. The model is removed from play as the Fanatic is now too 'out of it' to continue.

GOBLIN CHARACTERS - HEROES AND SHAMANS

Each Goblin Regiment must have a Regimental leader. Unless he is also a Goblin Champion his profile will be normal for his type. Generate the Leadership Factor for each Regiment by rolling 1D3.

Each Goblin Regiment may have a Regimental Champion -who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes of the appropriate type.

Each Goblin Battalion will have 1 Goblin Hero to lead it. He may attach himself to a Regiment if he wishes, and be their leader, or he may act as an independent character. Points cost includes a sword but no other equipment. There are two kinds of Hero available, with the characteristics as given below. Each one costs more, or less, depending on how good he is. The player may decide which kind of Hero he wants and will then pay the points indicated.

If the Battalion includes Lesser Goblins then the player may select a Lesser Goblin Hero as well.

	Minor Hero	Hero	Lesser Goblin Minor Hero	Lesser Goblin Hero
Weapon Skill	3	4	3	4
Bow Skill	3	4	3	4
Strength	2	3	1	2
Toughness	B	C	A	B
Wounds	2	3	2	3
Initiative	3	4	4	5
Attacks	1	2	1	2
Points Value	8	16	5	10

A Goblin Battalion can also have a Night Goblin Shaman. These are minor Wizards who tend to the spiritual needs of the Goblins - needless to say these are pretty basic. Night Goblin Shamans are much more enthusiastic than Great Goblin Shamans, but still cannot lead other troops, as they are half-crazed and unpredictable. The Points Cost includes a dagger and a personal Talisman of some kind which will often be a ju-ju stick or else some disgusting piece of bone, flesh or entrail.

	Novice	Acolyte
Weapon Skill	3	4
Bow Skill	3	3
Strength	2	2
Toughness	B	B
Wounds	1	2
Initiative	3	3
Attacks	1	1
Mastery	1	2
Constitution	6	8
Points Values	50	120

The Shaman acts exactly like a normal Wizard. Generate the number of spells available as follows:-

1D3 Spells at each Level Lower than Mastery
1D2 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.

The Night Goblin Shaman can go into a Spirit Dance if he is within 6" of a Night Goblin Regiment of at least 10 models who are otherwise unoccupied. The Regiment will then join him in their tribal chant, the details of which are not only ultimately evil but unprintably obscene as well. During the chant the Shaman draws off a portion of the life energy of the Regiment and converts it directly into Constitution Points which **must** then be used **that turn** to cast a spell. If they are not used, or if only part are used, the points are lost. Gain D10 points of Constitution for use in that magic phase only.



Red Goblins



Red Goblins are a characteristic tribe of goblin who were bred away from the main Goblin stock by evil Necromantic Wizards in years past. They have little respect for other types of Goblin, or anything else for that matter. They are by far the most evil hearted of their kind. Red Goblins still serve the purposes of their Wizard creators, although whether these still live is unknown.



RANDOM GEN.	DESCRIPTION	PROFILE									BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A					
01-70	Warrior	4	3	3	2	B	1	2	1	Sword	YES	5		
71-85	Wolf Rider	9	3	3	2	B	1	2	1	Sword	YES	8		
	The Wolf	9	4	-	3	C	1	3	1	Bite	NO	5		
86-95	Wolf	9	4	-	3	C	1	3	1	Bite	NO	5		
96-00	Goblin personality - choose Hero													



SPECIAL PROVISIONS

1. If Wolves are to be used without riders there must be at least 1 Goblin Wolf rider 'Leader' for every 5 Wolves. If he is killed the Wolves become subject to **Stupidity**.
2. Wolf Riders may be armed with Goblin Bows in addition to their other weapons.

SPECIAL RULES

1. In combat a Goblin Wolf rider gets two (2) attacks - one normal attack with the rider and one 'bite' from the wolf. Use the factors given for the Wolf's attack.
2. All Goblins must deduct one (1) from their Morale Dice when testing in strong sunlight. Woods, Mists, Buildings and other terrain features block out the effects of the sun.
3. Goblins **HATE** Dwarfs.
4. Goblins **FEAR** units of Elves which are twice their own strength or more.
5. Goblin Regiments sometimes loose control and attack other Regiments of Goblin. Use the Inter-Goblinoid Animosity Chart to dictate their actions.

GOBLIN CHARACTERS - HEROES

Each Goblin Regiment must have a Regimental leader. Unless he is also a Goblin Champion his 'profile' will be normal for his type. Generate the Leadership Factor for each Regiment by throwing 1D3.

Each Goblin Regiment may have a Regimental Champion, who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes.

Each Goblin Battalion will have 1 Goblin Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword but no other equipment. There are two kinds of Hero available, with the characteristics as given below. Each one costs more, or less, depending on how good he is. The player may decide which kind of Hero he wants and will then pay the points indicated.

	Minor Hero	Hero
Weapon Skill	4	5
Bow Skill	4	5
Strength	2	3
Toughness	B	C
Wounds	2	3
Initiative	3	4
Attacks	1	2
Points Value	10	20



Hobgoblins

Hobgoblins are large, aggressive relatives of Goblins - in fact the relationship is so close that the two types can interbreed, producing especially large Goblin off-spring. Hobgoblins are generally more organised and together than other Goblins, they are prolific, if crude, metal workers - producing armour and weapons in great quantities. The Hobgoblins are known to manufacture some of the armour and weapons used by other Goblins. Hobgoblin Shamans can have fierce mutant guard dogs called Hobhounds.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-90	Warrior	4	3	2	2	C	1	3	1	Sword	YES	7	
91-95	Hobhound	6	3	-	3	B	2	3	2	Chew	NO	15	6 Max.
96-00	Hobgoblin Personality - choose a Hobgoblin Shaman or Hero												

SPECIAL PROVISIONS

- Hobgoblin's may employ bows or crossbows - but no more than 25% of the models may be so equipped. Archers may use either a normal bow or a **long bow**, at the appropriate points costs.
- Hobhounds may only be used in conjunction with a Shaman. Hounds without a master will run off the table, defending themselves if attacked.

SPECIAL RULES

- Hobgoblins are subject to **FRENZY** - but don't have to remove their armour when Frenzied. Hobgoblin armour is cunningly constructed to be almost impossible to shake off when frenzied (these Hobgoblins are no fools).
- Hobgoblins **HATE** Elves, Dwarfs and Men.
- Hobgoblins are subject to **inter-goblinoid animosity** as described in the 'Goblin' section.
- Hobhounds are immune to psychological factors.

HOBGOBLIN CHARACTERS - HEROES AND SHAMANS

Each Hobgoblin Regiment must have a Regimental leader. Unless he is also a Hobgoblin Champion his 'profile' will be the same as a normal warrior. Hobgoblin leaders are quite ruthless! and they can usually control their troops very effectively. Generate the Leadership Factor for each Regiment by rolling 1D4+2.

Each Hobgoblin Regiment may have a Regimental Champion -who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Heroes of the appropriate type.

Each Hobgoblin Battalion will have 1 Hobgoblin Hero to lead it. He may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword or club but no other equipment. There are three kinds of Hero available, with the characteristics as given below. Each one costs more, or less, depending on how good he is. The player may decide which kind of Hero he wants and will then pay the points indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	4	5	8
Bow Skill	3	4	5
Strength	2	3	3
Toughness	C	D	D
Wounds	2	3	4
Initiative	4	5	8
Attacks	1	2	3
Points Value	18	36	60

A Hobgoblin Battalion can also have a Hobgoblin Shaman. Such a character has the characteristics described below. Hobgoblin magicians are relatively powerful compared to other goblin-like magic users and they are much sought after for this reason. A Shaman can have up to 6 Hobhounds as guard dogs and pets. Hobhounds are loyal and extremely aggressive, they will fight unto death and are immune to psychological factors. Hobhounds normally do not move more than 6" away from their Shaman, but they can be ordered to attack any enemy within 12". If they survive a combat and kill their foes, Hobhounds with return to their master. If the Shaman should be killed Hobhounds will leave the table, defending themselves if attacked.

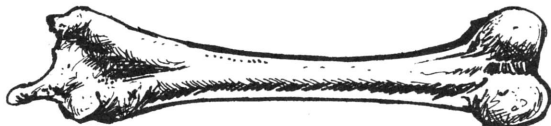
Points cost includes a sword, axe or mace and Personal Talisman, which is often a huge ceremonial mace.

	Novice	Acolyte	Adept	Mage
Weapon Skill	3	4	5	6
Bow Skill	2	3	4	5
Strength	2	2	2	3
Toughness	C	C	C	C
Wounds	1	2	3	4
Initiative	3	4	5	6
Attacks	1	1	1	2
Mastery	1	2	3	4
Constitution	10	15	20	30
Points Value	115	320	525	775

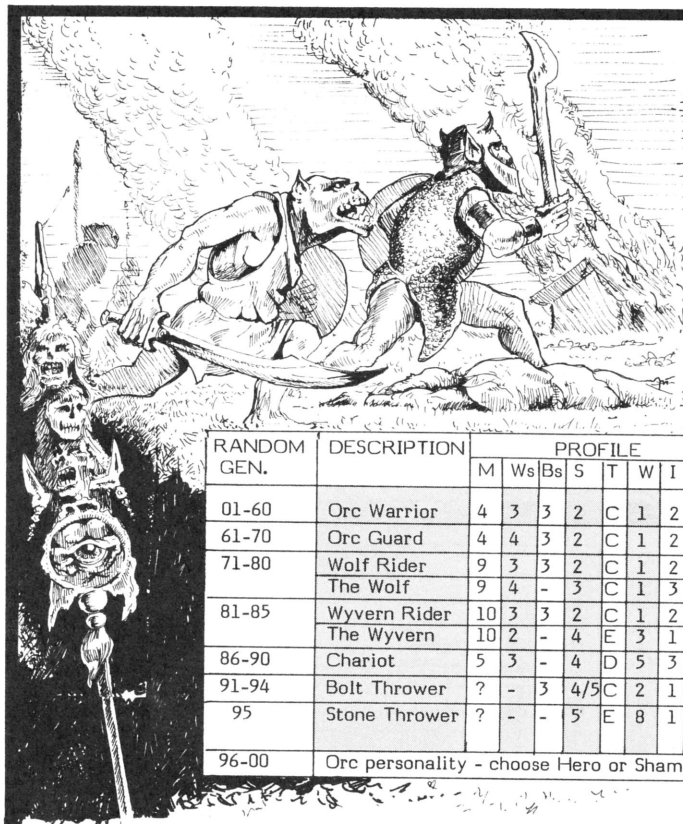
Generate the number of spells available as follows:-

2D4 Spells at each Level Lower than Mastery
1D4 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.



Orcs



Orcs are similar in appearance to other goblinoids, but they are far tougher and meaner than even the very largest sorts of Goblin. Orcs are related quite closely to Goblins and they speak different versions of the same language, the two races can even interbreed producing repulsive half Orc/half Goblin offspring. This debasing of the fighting Orc stock, together with tribal bigotry and fragmentation has resulted in the appearance of several distinguishable Orc races. Of special note are the famous Pig Faced Orcs who enjoyed fame and supremacy in former times, but who are now, sadly, hardly ever seen at all.

Despite their close relationship there is a great deal of hostility between Goblins and Orcs, and fighting and squabbling will break out from time to time. The Orcs generally get the better of this.

RANDOM GEN.	DESCRIPTION	PROFILE									BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A					
01-60	Orc Warrior	4	3	3	2	C	1	2	1	Sword	YES	6		
61-70	Orc Guard	4	4	3	2	C	1	2	1	Sword	YES	7	25 Max.	
71-80	Wolf Rider	9	3	3	2	C	1	2	1	Sword	YES	9		
	The Wolf	9	4	-	3	C	1	3	1	Bite	NO	5		
81-85	Wyvern Rider	10	3	3	2	C	1	2	1	Spear	NO	126	5 Max.	
	The Wyvern	10	2	-	4	E	3	1	3	Chew!	NO	120		
86-90	Chariot	5	3	-	4	D	5	3	D3	Trample	-	40+Crew	5 Max.	
91-94	Bolt Thrower	?	-	3	4/5	C	2	1	-	-	-	30+Crew	3 Max.	
95	Stone Thrower	?	-	-	5	E	8	1	-	-	-	120 + Crew	1 Max.	
96-00	Orc personality - choose Hero or Shaman													



SPECIAL PROVISIONS

- Orc Warriors, but not Guards, may employ Bows or Crossbows and may use the Infantry Bow paying the appropriate cost. Orc Guards may use heavy weighted throwing Darts.
- The cost of a Wolf Rider includes the Wolf. The value for Wolves used individually is given too (5). If Wolves are to be used separately then there must be 1 Orc Wolf Rider for every 5 independant Wolves, otherwise the Wolves become subject to **Stupidity**. Use the Wolf profile given for Wolf attacks.
- The cost of the Wyvern Rider includes the Wyvern. The value for Wyverns bought separately as a mount for the Shaman is given too (120).
- Wolf Riders may employ Short Bows in addition to their other weapons.
- Any Orc Battalion may employ up to 5 chariots pulled by either 2 or 4 Wolves, and crewed by Orc Warriors. Wolves and crew must be paid for separately. See the Fighting Fantasy Battles section for the full chariot fighting rules. Orc personalities may also ride chariots. Use the Wolf profile for any Wolf attacks from the chariot. Chariots may have scythed wheels at 10 points extra.
- Orcs may use War Engines crewed by Orc warriors. Any Battalion may include 1 Stone Throwing and up to 3 Bolt Throwing engines. See the Fighting Fantasy Battles section for the full War Engine rules.

SPECIAL RULES

- The Orc Wyvern Rider occupies an important social position, the Wyvern itself is a venerated animal accorded much respect by the Orcs. In combat an Orc Wyvern rider has 4 attacks, 1 from the rider and 3 from the Wyvern. Use the factors given for the Wyvern's attack. The combat opponent must strike back

against the Wyvern until it is killed, and the rider is dismounted. Wyvern cause **FEAR** within 8" and **TERROR** in anything they attack. Wyvern may also fly.

ORC CHARACTERS - HEROES AND SHAMANS

Each Orc Regiment must have a Regimental leader. Unless he is also an Orc Champion his profile will be normal for his type -Guard or Warrior. Generate the Leadership Factor for each Regiment by throwing 1D4.

Each Orc Regiment may have a Regimental Champion -who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Orc Heroes.

Each Orc Battalion will have 1 Orc Hero to lead it. He may attach himself to a Regiment and be their leader, or he may act as an independant character. Points cost includes a sword but no other equipment. There are two kinds of Hero available, with the characteristics as given above. The player may decide which kind of Hero he wants and pays the points indicated. Orc Battalion Commanders may ride a Wyvern at the additional points cost indicated.

	Minor Hero	Hero
Weapon Skill	4	5
Bow Skill	4	5
Strength	2	3
Toughness	C	D
Wounds	2	3
Initiative	3	4
Attacks	1	2
Points Value	15	25

An Orc Battalion may include an Orc Shaman. Orcs are not

naturally competent Wizards but can master a few simple spells with which to impress their fellows. Only the Orc Shaman has the ability to train the Wyvern, which he achieves by battling with the spirit of the Wyvern on the spirit plane. Because of this special relationship the Shaman may ride a Wyvern into battle, paying extra points for his fearsome mount, as indicated on the list.

Choose one of the two grades of Shaman available. These may act as normal Wizards - the points cost includes a sword and personal Talisman, usually a piece of jewelry such as a necklace, bangle or brooch.

	Novice	Acolyte
Weapon Skill	3	4
Bow Skill	3	3
Strength	2	2
Toughness	C	C
Wounds	1	2
Initiative	2	2
Attacks	1	1
Mastery	1	2
Constitution	8	12
Points Values	70	150

Generate the number of spells available as follows:-

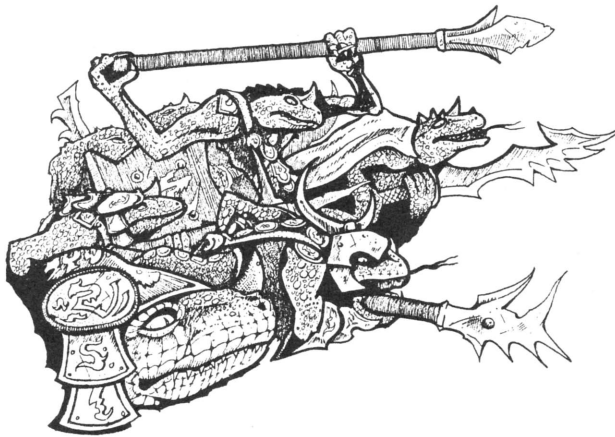
- 1D3 Spells at each Level Lower than Mastery
- 1D2 Spells at the Mastery Level

Choose which spells you wish to use. You automatically have enough Talismans to cast each spell up to 3 times.

Orc Shamans are a bit incompetent and so always add 1 onto their Fumble - giving them an automatic chance of Fumble on every spell, so remember to always roll.



Lizardmen



A proper study of these reptiles would show them to be a diverse, possibly genetically unstable, group of races. As with Goblins there are several main tribal groupings based on size. They live in the deeper regions of cave systems, emerging into the lower levels of Goblin dens or Dwarf Holds to raid and take captives.

Deep in the heart of the earth live the largest and the most primitive of all living Lizard men - The Cold Ones. These creatures have only the faintest glimmer of primal intelligence. Eons of living in darkness has caused their eyes to become almost useless, but they have a keen sense of smell. Cold Ones may be ridden by other Lizardmen, although Troglodytes mostly lack the skill except in the case of a few rare individuals.

The next largest of these reptiles are Troglodytes. These creatures are powerful warriors but, sadly, rather stupid and smelly.

The smallest of the Lizardmen are the Lesser Lizardmen. These are by far the most intelligent and lively of the reptilians. Raiding parties of these creatures often wander far from their cave homes, raiding and looting the farms and villages of men.

RANDOM GEN.	DESCRIPTION	PROFILE									BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A					
01-25	Troglodyte	4	3	3	3	C	2	1	2	*	YES	30		
26-70	Lizard Warrior	3½	3	3	2	C	2	1	2	*	YES	20		
71-85	Lesser Lizard	3½	3	3	2	B	1	3	1	*	NO	5		
86-95	Cold One Rider	3½	3	3	2	C	2	1	2	*	YES	124	Max. 5	
	Cold One	8	3	-	4	E	5	1	3	Chew!	NO	104		
96-00	Lizardman Personality - choose Lizardman Hero													



SPECIAL PROVISIONS

- All Lizardmen may have any one close combat weapon as their basic weapon.

SPECIAL RULES

- Lizardmen have really tough skins which provide some defence against most normal weapons. All lizardmen, including the Cold Ones, count their skin as if it was Mail Armour, at no extra points cost, thus giving them a minimum Saving Throw of 6.
- Troglodytes are, unfortunately, rather stupid. They are subject to **Stupidity -1**.
- Troglodytes smell extremely badly. This horrendous aroma causes Fear in all non-reptilian creatures within 3", all such troops within 3" must test to save against **Nausea**. Roll a D6.
 - Bouts of giddiness and sickness.
-2 from 'To Hit' dice this combat round.
 - Sickened and disgusted.
-1 from 'To Hit' dice this combat round.
 - Put out - but otherwise unaffected.
- Troglodytes are over 10' tall and so cause Fear in man sized, or smaller, creatures.
- All Lizardmen are a cold blooded and emotionless people. They have an average Cool of 12, and so are immune to **Fear**, **Terror** and **Frenzy**, even if caused by magic. They are also immune to Aura of Command and Mind Control spells. In addition they ignore **Morale**.
- The Cold One is subject to **STUPIDITY** - but the rider may over-ride this on the D6 score of 4,5,6. Cold Ones are over 10' tall and cause **FEAR** in Man sized, or smaller, enemy within 15". Cold Ones will not attack other Lizardmen.

- Using their acute sense of smell, Cold Ones can detect the scent of any creature within 6", even if completely hidden. They can detect the scent of creatures over 6" and up to 18" away on the D6 dice roll of 4,5,6.

LIZARDMEN CHARACTERS - HEROES

Each Regiment will have a Regimental leader. Unless he is also a Lizardman Champion his profile will be normal for his type. There is no need to have Leadership Factors, as Lizardmen are exempt from Psychological reactions.

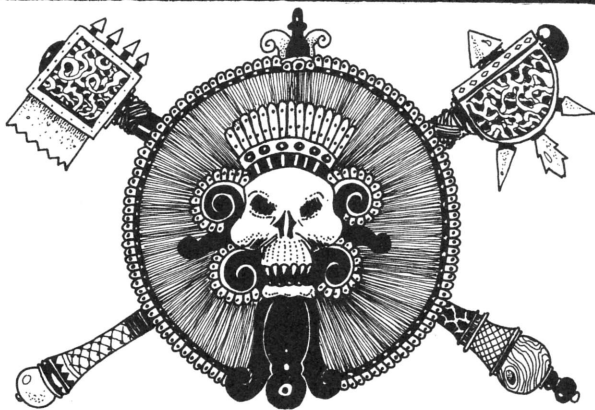
Each Regiment may have a Regimental Champion, who may also be the Leader if you wish. Regimental Champions have the same profile as other Heroes. Regiments of Lizardmen or Lesser Lizardmen may have Champions of any Lizardman type.

Each Battalion of Lizardmen must have 1 Lizardman hero to act as the Battalion Leader. He may move as an independant character, moving freely over the battlefield. Alternatively he may act as the leader of a Regiment in battle, remaining with that Regiment throughout.

Points cost includes any one close combat weapon, usually an axe or heavy pole weapon. There are three kinds of hero available, with the characteristics and costs given below. The player may decide which kind of hero he wants and will then pay the points indicated.

	Troglodyte Hero	Lizardman Hero	Lesser Lizardman Hero
Weapon Skill	5	5	5
Bow Skill	3	3	3
Strength	4	3	3
Toughness	D	C	C
Wounds	4	3	2
Initiative	2	2	4
Attacks	3	3	3
Points Value	50	30	15

Slánn



The Slánn are an ancient and sophisticated race of semi-aquatic creatures who inhabit the continent of Southern Lustria. In former times they controlled a vast Empire, and built huge ziggurats, stone tombs and mighty highways. The incursions of the Northmen, and more especially the Elves, into their Empire has much reduced this once proud race.

Their Empire is controlled by the Imperial Soldiers, aided, and sometimes hindered, by untrained tribal warriors. The lands they retain under their dominion are almost entirely tropical rain forests, populated by the scattered tribes of primitive Slánn.

The list that follows differs slightly from those in the 'Legend of Kremlo' scenario which appeared in print in the first Citadel Compendium. This new list is representative of the whole Slánn Empire - rather than just the local area around Zapotec, involved in the Kremlo adventure.



RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-10	Palace Guard	3	6	-	2	D	1	4	1	Sword	YES	10	20 Max.
11-25	Empire Soldier	3	3	-	2	C	1	3	1	Axe	YES	7	
26-30	Cold One Rider	3	3	-	2	C	1	3	1	Axe	YES	113	5 Max.
	Cold One	8	3	-	4	E	5	1	3	Chew!	NO	104	
31-35	Warhound	6	3	-	3	D	2	3	2	Chew!	NO	20	5 Max.
	Handler	3	1	2	2	D	1	1	1	Any	NO	3	
36-55	Tribal Warrior												
	Water Scythe	3	3	-	2	C	1	3	1	Knife	YES	7	
	Blowpipe	3	3	4*	2	C	1	3	1	Knife	YES	7	
56-70	Young Brave												
	Tomahawk	3	3	3*	2	C	1	4	1	Knife	YES	7	
	Blowpipe	3	3	3*	2	C	1	4	1	Knife	YES	7	
71-95	Eunoch Slave	3	1	2	2	D	1	1	1	Any	NO	3	
96-00	Slann Character - Choose Slaan Hero or Wizard												



SPECIAL PROVISIONS

- Eunuch Slave soldiers are human captives, surgically altered to fight in the Imperial armies. They are almost will-less, and very poor fighters, but shortfalls in the Slánn population make their use necessary. For every Palace Guard and Empire Soldier in your army you must have at least 1 Eunuch Slave Soldier.
- Tribal Warriors and Braves must be bought the additional compulsory weaponry.
- Slánn with Bow Skills marked * may use the indicated level only when firing their specialist weapon, either blow-pipe or tomahawk. **All** Slánn may throw knives or similar hand thrown weapons with a Bow Skill of 3.
- Warhounds are large reptilian carnivores, used by the Slánn in battle and as guard dogs. Each Warhound **must** have a handler.
- Slánn are known to occasionally ride the large reptilian Cold Ones, though how these creatures arrived in Southern Lustria is a mystery hidden in the days of the Old Slánn.

SPECIAL RULES

- Slánn are semi-aquatic and may move 4" swimming on the surface of the water. They may submerge totally, in which case they become invisible in all but the clearest water. Submerged they may swim 3". Slánn may shoot blow-pipes from the water surface, with only their eyes peeking above the water. In this semi-submerged state they are invisible at distances of over 6", but firing blow-pipes will give away their position.
- Blowpipes are a unique Slánn weapon. They are mostly used for hunting, the Slánn floating along a river until he gets an opportunity to pick off some likely looking animal drinking at the waters edge.

Slánn Blowpipes are often poisoned when used for hunting. On the battlefield their isn't usually time to prepare poisoned missiles. Slánn Heroes may employ poisoned blow-darts if they wish.

Blowpipes have the following Range and Attack Strength.

Short Range	Long Range	Attack Strength
0-6"	6-12"	1 - Weak

Blowpipes ignore the 'To Hit' Modifiers given on page 16 of Volume 1 of Warhammer.

- Regiments of Eunuch Slave Warriors must be led by a Slánn Leader. Slánn Leaders carry whips and batons for this very purpose.
- Slánn Braves are somewhat impetuous. During their first charge/countercharge of the game there is a chance they will become subject to **Frenzy**. Roll a D6 - if the score is 6 then the Braves will go into a Frenzy.
- Slánn armour is made out of shell, precious gems or gold. This counts as Mail Armour and costs the same points. In addition Slánn have a +1 onto their Saving Throw to account for their tough leathery hides, giving them a minimum Save of 6.
- The Cold One is subject to **STUPIDITY** - but the rider may over-ride this on the D6 score of 4,5,6. Cold Ones are over 10' tall and cause **FEAR** in Man sized, or smaller, enemy within 15". Cold Ones will not attack other Lizardmen.
- Using their acute sense of smell, Cold Ones can detect the scent of any creature within 6", even if completely hidden. They can detect the scent of creatures over 6" and up to 18" away on the D6 dice roll of 4,5,6.

8. Warhounds are fierce and unpredictable brutes at the best of times. They usually enter battle half starved, this makes them subject to **FRENZY**. So long as their handlers are alive the Warhounds will only attack enemy, and the handlers can drag the beasts about the battlefield in a reasonably controlled manner. If his handler should be killed the warhound will cease fighting and begin to feed on any suitable carcase, if attacked it will run off, but defend itself if necessary.

SLANN CHARACTERS - HEROES AND WIZARDS

Each Slann Regiment must have a Slann Champion as the Regimental Leader. The Leadership Factor is generated by rolling 1D4.

Regimental Champions have the same profile as Minor Heroes.

Each Slann Battalion will have 1 Slann Hero to lead it. Slann Heroes are often Imperial officials, or else relatives of the Slann ruling family.

The Battalion Commander may attach himself to a Regiment if he wishes and be their leader, or he may act as an independant character. Points cost includes a sword. There are three kinds of Hero available, with the characteristics and costs given below. The player may decide which kind of hero he wants and will then pay the points indicated.

	Minor Hero	Hero	Mighty Hero
Weapon Skill	6	7	8
Bow Skill	3	4	5
Strength	2	3	4
Toughness	C	D	D
Wounds	2	3	3
Initiative	4	6	8
Attacks	1	2	3
Points Value	18	30	75

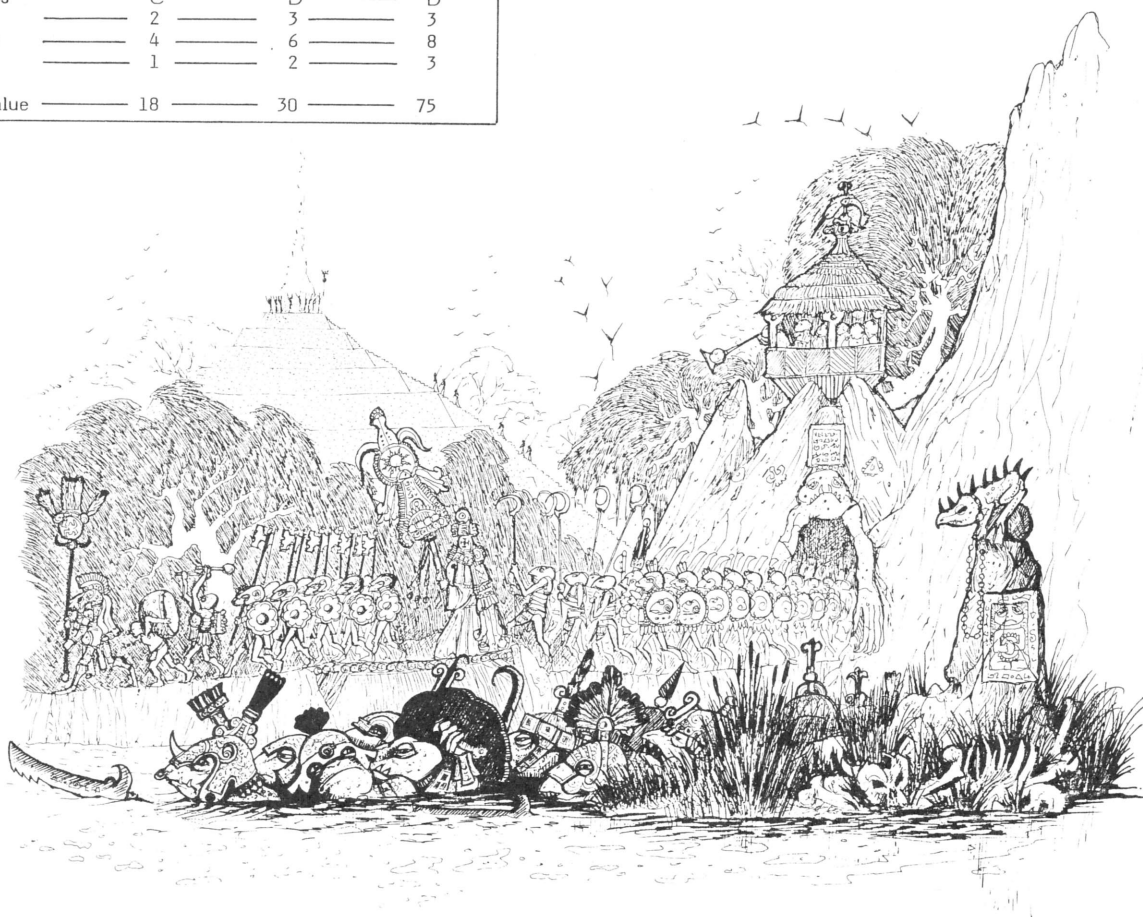
A Slann Battalion may include 1 Slann Wizard at the indicated Points cost. Wizards have the following profile depending upon Level. Points cost includes a sword and Personal Talisman, which is often a religious motif.

	Novice	Acolyte	Adept	Mage
Weapon Skill	3	4	5	6
Bow Skill	3	3	4	5
Strength	2	2	2	3
Toughness	C	C	C	C
Wounds	1	2	3	4
Initiative	3	4	5	6
Attacks	1	1	1	2
Mastery	1	2	3	4
Constitution	10	15	20	25
Points Value	110	320	510	730

Generate the number of spells available as follows:-

2D4 Spells at each Level Lower than Mastery
1D4 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.



Chaos

The Chaos Battalion is potentially the most powerful of tabletop forces; its eldritch potency and awesome strangeness makes it a difficult and unpredictable enemy indeed. By its very nature a Chaos force is always a distinctly 'one-off' formation. There is no such thing as a ready-made Chaos Army, players wishing to general the Chaos Hordes will have to assemble their armies after generating their Champions, followers and appropriately weird Chaos Creatures, using the various charts contained in our arcane REALM OF CHAOS publication.

Though we intend manufacturing various Chaos types for your convenience, a certain amount of modelling and conversion work on your part will probably be desirable to give you a complete tailor-made Horde.

For this reason, we have a convention whereby the same Creatures and Champions, once provided as complete models, may be used time and time again by their owner. The only exception to this is the CHAOS GENERAL, once he, she or it is finally and irrevocably dead (after attempting an after battle saving throw on the **injuries** chart in Vol. 3 of the main rules), he must be rolled up again. If the army includes a Necromancer, either as part of the Chaos Horde, or as an ally commanding his own Battalion, then the General may return as an Undead Champion of Chaos.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-20	Chaos either Beastmen or	4	3	2	2	B	2	3	2	Sword	YES	25	See Text
		4	5	2	2	C	2	3	2	Sword	YES	8	
21-40	*Chaos Warrior	4	6	6	3	C	2	6	2	Sword	YES	25	
41-50	*Troll	6	3	-	4	B	3	1	3	Sword	YES	45	
51-60	*Centaur	8	3	4	3	C	2	3	2	Sword	YES	19	
61-62	*Hydra	6	3	-	4	E	7	3	7	Bite	NO	225	
63-65	*Griffon	8	5	-	4	D	6	6	4	Bite	NO	125	
66-68	*Hippogriff	8	3	-	3	D	4	8	5	Bite	NO	125	
69-72	*Chimera	5	*	*	5	E	7	*	6	Bite	NO	275	
73-76	*Harpy	4	4	-	3	C	2	2	1	Claw	NO	18	
77-80	*Manticore	5	6	4	5	E	7	4	3+1	Bite	NO	140	
81-84	Skeleton	4½	2	2	1	B	1	2	1	Sword	YES	8	
85-88	Zombie	3½	2	-	1	B	1	1	1	Any	NO	4	
89-92	Demon	Varies											
93-96	Demonic Beast	Varies											
97-00	Chaos Personality - Choose Chaos Champion, Undead Champion, Necromancer Wizard, Hero or Liche.												



SPECIAL PROVISIONS

1. **Chaos Beastmen** may be considered as a mass of bestial and ugly ex-humans, whose various Chaotic Attributes have the effect of increasing the Weaponskill and Toughness of the Regiment as a whole to 5 and C in each case. This form of Beastmen costs only 8 points each.

Alternatively you may wish to field a group of more advanced and complex, individual Chaos mutations. Roll for each member of the unit, starting with a basic human, and adding D4 Beastman attributes to each. This is most suitable for a small battle or skirmish, but experienced Warhammerists should be able to cope with the added colour, even in major battles, especially if they enjoy the extra detail and strangeness. These more horrible Chaos Beastmen cost 25 points each.

2. All troops types marked with an asterisk (*) have **double** normal chances of having Chaos Attributes, as per the MARK OF CHAOS section in REALM OF CHAOS, or the simplified system given in the FIRST CITADEL COMPENDIUM.

NEW Percentage chances are;

Centaur	20%
Chaos Warrior	6%
Chimera	40%
Griffon	20%
Harpy	20%
Heroes and Wizards	4%
Hippogriff	10%
Hydra	10%
Manticore	20%
Troll	10%

Happy Converting!

3. Demons and Demonic Beasts must be of an appropriate type for the Chaos God which the General worships. Chaos Generals who do not worship a documented God (Khorne, Slaanesh, Nurgle or Tzeentch at the time of writing) may summon a Demon or Demonic Beast of their own creation approved by the GM.
4. All Chaos Generals may summon (at considerable cost) a **Balrog** - at a cost of 1500 points, or a randomly generated New Chaos Demon, as per Realm of Chaos, at a points cost of 1,900. This is only likely to happen during very large battles.
5. Chaos Generals may choose to summon Chaos Hounds in preference to the Demonic Beast of their particular patron.
6. Chaos Warriors, and all Chaos personalities, may be mounted on Warhorses. Only specially bred and uncommonly fierce Warhorses could possibly be ridden by these strange warriors. A normal Warhorse would be far too timid, and would flee in terror from so heinous and powerful a group of riders. Accordingly a Warhorse suitable for these riders costs 10 points for a Chaos Warrior, and 50 points for a Chaos Personality.
7. Chaos Champions, Heroes and Wizards may be purchased Centaurs, Griffons, Hippogriffs, Chimera or Manticore as riding beasts. Riders **must** have a Willpower of 7 or better.
8. See the **MONSTERS** section for details of Hydra, Chimera and other new creatures.

SPECIAL RULES

1. Skeletons and Zombies are subject to **Undead Instability**. They must be led by an Undead Chaos Champion, these may be generated randomly as per REALM OF CHAOS.
2. All monsters are subject to the rules contained throughout the Warhammer system.
3. To Summon Demonic assistance a General must spend a full turn requesting the presence of his infernal reinforcements. At the end of the turn the allies will appear approximately where the General wishes, anywhere within 24" of his person. Throw for their exact position as for the accuracy of shot of a stone throwing engine - nominating a 'target' and rolling a D10 for right, left, under and over-shoot in inches. Demons and Demonic Beasts make no actions other than to defend themselves during the following turn. Winged beings may be materialised in the air.

CHAOS PERSONALITIES, LEADERS AND CHAMPIONS

Chaos Hordes must always be commanded by a Champion of Chaos. Chaos Champions, and their entourages, are generated randomly using the system provided in REALM OF CHAOS, at the following costs.

MINOR CHAMPION plus entourage	480 Points
CHAMPION plus entourage	800 Points
MIGHTY CHAMPION plus entourage	1150 Points

There is a one in three (5,6 on a D6) chance of a Champion being a Wizard Champion. This does not cost extra points.

A Chaos Champion may command one, two or more Battalions. This is fortunate, as the Man and his associates can cost nearly as much, or indeed more, than a full Battalion. Thus an army containing a Mighty Champion must consist of either two or three Battalions; the Champion and his followers plus 850 or 1850 points of other troops respectively. Regimental Leaders - Leadership D4.

In addition to its despicable leader, the Chaos Horde may contain one additional Chaos Personality per Battalion. If Necromancers, Wizards or Heroes are chosen, then they may be generated on the appropriate charts in the heroes and Wizards section of FORCES OF FANTASY, sometimes bringing their own groups of followers with them.



CHAOS ATTRIBUTES AND TABLETOP BATTLES

The **Realm of Chaos** supplement can be used to determine the type of the many strange **Chaos Attributes** that afflict some unfortunate creatures.

When you have determined that a member of, say, a Goblin Regiment, has Attributes, and discovered what they are, it is possible to use your imagination to picture the creature, while using the original model to represent it on the table. Once the battle is underway you should stop thinking of it simply as another Goblin, as you picture its wings, fangs and extra arms. Blu-tack can be used to model on temporary arms, tails, heads etc and will not damage the models paint job. The stage beyond this is to actually provide models of the Chaos creatures you use. Citadel will be manufacturing various Creatures of Chaos in our **Warhammer** range, but it is very satisfying to set about converting and constructing your own.

In our own games we have a convention that Creatures of Chaos are only permitted if a model is provided. There is no way that our collection could encompass all possible eventualities, so we have a system which compromises between variety and visual appeal.

When the dice roll reveals that an Orc Regiment has a member bearing the Mark of Chaos, he can only be used if his commander has an Orc model with a suitable number of Chaotic Attributes available. Obviously the model will already have specific physical Attributes, and it is assumed that if a physical mutation is rolled it is automatically changed to one the Orc model already has. Attributes which do not involve a change to physical appearance remain as rolled.

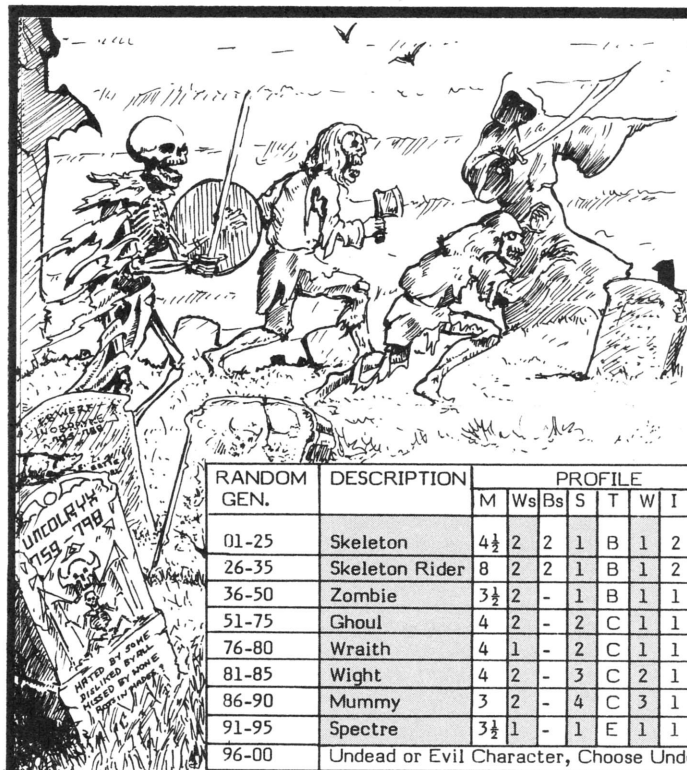
The player must therefore have an Orc model with the right number of physically evident Attributes to be able to use it (Blu-tack can still be used to add the odd tentacle or whatever).

Extra points must be paid for these powers as detailed in **Realm of Chaos**.

Undead

It is not difficult for Necromancers of great power to raise whole armies of Undead creatures. The Undead have certain disadvantages, some kinds may be banished, for instance, or they may be ineffective in sunlight. For this reason Battalions of Undead are often included in with living troops of evil alignment.

One particular problem with employing undead troops is that they have an inherently unstable existence in the living world, and this stability may be undermined outside of the creatures host environment. Skeletons, for example, are powerful foes amongst grave yards and death pits, but in the open and under the living sun they may crumble into dust. Similarly Wraiths may exist within the confines of a tomb - but are dispersed in daylight. Almost, it is as if there are pockets of the world of the dead in the world of the living and these pockets are often places of carnage or burial.



RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-25	Skeleton	4½	2	2	1	B	1	2	1	Sword	YES	6	
26-35	Skeleton Rider	8	2	2	1	B	1	2	1	Sword	YES	12	
36-50	Zombie	3½	2	-	1	B	1	1	1	Any	NO	4	
51-75	Ghoul	4	2	-	2	C	1	1	2	None	NO	9	
76-80	Wraith	4	1	-	2	C	1	1	1	Touch	NO	28	10 Max.
81-85	Wight	4	2	-	3	C	2	1	2	Touch	NO	40	10 Max.
86-90	Mummy	3	2	-	4	C	3	1	2	Touch	NO	30	20 Max.
91-95	Spectre	3½	1	-	1	E	1	1	1	Touch	NO	30	20 Max.
96-00	Undead or Evil Character, Choose Undead Hero, Necromancer or Liche.												



SPECIAL RULES

1. Skeletons, Zombies, Wraiths, Wights and Spectres are subject to Undead Instability - use the Undead Instability chart to determine their state every move.
2. Skeletons cause **Fear** in living creatures within 6". They cause **Terror** in units of Men they are fighting - test once only during the initial charge/countercharge.
3. Zombies cause **Fear** in all living creatures they attack - test once only during the initial charge/countercharge.
4. Hits from Ghouls are **Poisoned**.
5. Wraiths are dispersed in sunlight and rendered ineffective. Each hit by a Wraith reduces the victims Strength Level by 1 grade, victims reduced to a Level of 0 are killed. Wraiths are immune to non-enchanted weapons. They cause **Fear** in all living creatures.
6. Wights are dispersed in sunlight as per Wraiths. Each hit causes Strength reduction in the same way as Wraiths. Wights are immune to non-enchanted weapons and non-necromantic magic, a Blessed Blade has no effect on them. Enchanted Weapons cause normal damage. They cause **Fear** in all living creatures.
7. Mummies cause **Fear** in living creatures within 10", and **Terror** against combat opponents. Test at the initial charge or countercharge for Terror.
8. Spectres cause **Fear** within 15", and **Terror** within 5", in all normal living creatures. Hits cause **Paralysis**, throw to save as Poison. Paralysed victims are helpless for 6D6 Turns. Spectres are immune to non-enchanted weapons and most magic. They may be dispelled by a Necromantic Banish Undead spell with a plus 3 Fumble Factor. They are affected by enchanted weapons, and a Blessed Weapon will cause normal damage.

UNDEAD INSTABILITY

Skeletons, Zombies, Wraiths, Wights and Spectres are subject to Undead Instability. These types naturally belong in the Planes of the Dead; the plane into which the spirit is transported after death. Accordingly each Regiment of these Undead types may, at any time, be effected by Shifts between the various planes.

If your army contains potentially unstable Undead roll a D6 at the beginning of your turn before you do anything else. If the result turns up 6 then a Dimensional Shift has occurred, and each Regiment of unstable type may be effected. Roll again for each Regiment as follows, the result takes effect from then until your next turn.

- 1 The dimensions pull apart totally. The Regiment is now trapped in this plane, do not throw any more for instability this battle. This seriously effects the fighting power of the unit, as their minds gradually decay and their bodies become more insubstantial.

The Regiment becomes subject to **STUPIDITY**. Deduct 1 from their 'to hit' dice each turn from now on. Eventually the Regiment will no longer be able to hit at all. When this happens the Regiment will not be able to cause any damage. They can, however, still cause Fear or Terror as appropriate.
- 2 The dimensions are in a state of flux. Confused by the sudden fluidity in reality, the creatures are held in a state between 2 planes.

The Regiment may not move at all this turn. If in combat the Regiment fights at half effect (halve number of hits), and all hits caused on them destroy automatically.
- 3 A sudden shift between the dimensions removes the physical part of their bodies back into their own realms. The visible, though ineffectual, images of the Regiment remain. In time the shift ends and the creatures return to full power.

The Regiment may continue to move as normal. However blows struck by them, and blows struck against them, will be totally ineffective. The blows just go straight through! Magic will have full effect and the Regiment continues to cause **FEAR** etc as normal.

- 4 A slow shift between dimensions draws some of the Regiment back to their own world.

Roll a D6 to determine how many models are drawn back - they do not return.

- 5 The Regiment's natural dimension moves more closely onto the one they occupy. The Regiment becomes more stable and acquires added vigour.

For this turn only the Regiment fights with twice as many Attacks as normal.

- 6 The Dimensions shift slightly and, although the Regiment will be aware of the change, they are unaffected.

The Regiment may fight, move and otherwise function as normal.



UNDEAD CHAMPIONS - NECROMANCERS AND LICHES

Each Regiment of Undead must be led by an Undead Champion. An Undead Champion is basically the Undead form of a once powerful living character. Typical Undead Champions are Skeletal Champions and Zombie Lords. Liches, who are Undead Magicians, are also counted as Undead Champions. Evil Wizards, and Necromancers can act as Undead Champions if they wish.

Undead Champions can have very varied profiles. To represent this generate Undead Heroes using the following chart. Roll a D6 for each of the characteristics given.

CHARACTERISTIC	DICE					
	1	2	3	4	5	6
MOVE	4"	4"	4"	4"	4"	4"
WEAPON SKILL	2	3	4	5	6	7
BOW SKILL	1	1	2	2	3	3
STRENGTH	2	2	2	3	3	4
TOUGHNESS	B	C	C	D	D	E
WOUNDS	1	2	2	3	3	4
INITIATIVE	3	3	3	3	3	3
ATTACKS	0	1	2	2	3	4
WILL POWER	D6	D6+1	D6+2	D6+3	D6+4	10
Points Cost	25					

Undead Champions cause Psychological effects appropriate for their type, Skeleton Champions cause **Fear** with 6" and **Terror** against Combat opponents, for example.

Alternatively the Undead Hero may be a deceased Chaos Champion, these may be generated using the rules given in Realm of Chaos.

A Battalion of Undead must have either a Necromancer, Evil Wizard, or Liche to lead it. An Undead Battalion may, in addition, include as many Necromancers, Evil Wizards or Liches as the player wishes, so long as he pays the appropriate points cost. So it would be possible, for example, to field a Battalion which consisted entirely of Undead or Evil characters.

Necromancers have the following profile depending upon Level. Points cost includes a sword and Personal Talisman, which is often a sacrificial knife or dark jewel.

	Novice	Acolyte	Adept	Mage
Weapon Skill	— 5	— 5	— 6	— 7
Bow Skill	— 4	— 4	— 5	— 6
Strength	— 2	— 2	— 2	— 3
Toughness	— B	— B	— B	— C
Wounds	— 1	— 2	— 3	— 3
Initiative	— 6	— 7	— 9	— 11
Attacks	— 1	— 1	— 2	— 3
Mastery	— 1	— 2	— 3	— 4
Constitution	— 8	— 12	— 18	— 25
Points Value	— 120	— 300	— 500	— 750

The Necromancer acts exactly like a normal Wizard - except that he can also make use of Necromancy spells and act as a controller of friendly Undead.

Generate the number of non-Necromancy spells available:-

1D3 Spells at each Level lower than Mastery
1D2 Spells at the Mastery Level

Generate the number of Necromancy spells available:-

1D2 Spells at each Level lower than Mastery
1D2-1 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary Talismans to cast each spell 1D3 times.

Evil Wizards have the following profile depending upon Level. Points cost includes a sword and Personal Talisman, which is often a staff.

	Novice	Acolyte	Adept	Mage
Weapon Skill	— 3	— 4	— 5	— 6
Bow Skill	— 3	— 3	— 4	— 5
Strength	— 2	— 2	— 2	— 3
Toughness	— B	— B	— B	— B
Wounds	— 1	— 2	— 3	— 4
Initiative	— 3	— 4	— 5	— 6
Attacks	— 1	— 1	— 1	— 2
Mastery	— 1	— 2	— 3	— 4
Constitution	— 9	— 14	— 20	— 27
Points Value	— 108	— 312	— 517	— 736

Generate the number of spells available as follows:-

2D4 Spells at each Level Lower than Mastery
1D4 Spells at the Mastery Level

Choose the spells you wish to use. You automatically have any necessary talismans to cast each spell 1D3 times.

Liches are Undead Wizards. They are mentally and physically foul and corrupt, twisted and tormented by years of nameless evil toil. Liche are immune to magic, but may themselves cast spells as for normal Wizards. Liche may have extra powers. Generate your Liche as follows. Roll 1D6 for each characteristic.

CHARACTERISTIC	DICE					
	1	2	3	4	5	6
MOVE	4½	4½	4½	4½	4½	4½
WEAPON SKILL	7	8	9	9	9	10
STRENGTH	2	3	3	3	4	4
TOUGHNESS	D	E	E	E	E	F
WOUNDS	3	4	4	4	5	5
INITIATIVE	4	4	5	5	6	6
ATTACKS	0	1	2	2	3	4
POWERS	-	1*	2*	3*	4*	5*
Points Cost	+250					
*Extra Powers						

1. The Liche is so far gone down the path of decadence and decay that he cannot abide the presence of living creatures. He will try to avoid being within 8" of living creatures - if this should happen he must move away as soon as possible.
2. The Liche has horrible glowing eyes that can transfix and destroy living creatures. Range is 6" - but he can use the attack in close combat. First select your victim. The victim can be any one model including characters or leaders. Now throw 2 D6 -the Liche needs to score **higher** than the victims Will Power to transfix him. The victim remains transfixed for the rest of that Turn, he cannot fight or move during this time. Whilst transfixed the Liche drains his life forces - causing D6 automatic Wounds. The Liche may not attack with normal weapons or perform magic whilst he is using his tranfix attack.
3. The Liche has the awesome ability to throw 1-3 (D3) number of fireballs in his Shooting Phase. Each fireball hits automatically and causes a Strength 2 hit. This in no way effects the Liche's ability to cast other magic. The fireballs have a range of 24". Individual characters may be shot at with the same restrictions as normal missile fire.
4. The Liche has attained a physical condition which is far beyond the ability of even the most skilled healer to remedie. His skin hangs off in leprous fronds and he leaves sticky green patches wherever he goes. His state is so putrescent that any combat hits he should cause have a 50% chance of being **Leprous**. A character struck by a Leprous blow will loose 1 Wound per Active Player Turn until he is dead. A Cure Light Wounds spell will cure.
5. The Liche has achieved an extraordinary level of arcane knowledge. So steeped is he in the lore of the dead that he possitively radiates an aura of deathliness. This has the effect of negating the effects of Undead Instability within 12", any Undead troops within 12" of the Liche are exempt from the Instability dice roll.

Liches also have the same powers as either Necromancers or Wizards. Choose the Level you desire and select your spells. Then generate the Characteristics for the Liche. The points cost of the Liche will be equivalent to the points cost of the Necromancer or Wizard type plus 250 points.

Liches cause **Terror** in creatures they attack, and **Fear** in all living creatures who can see them, except friendly Evil Wizards or Necromancers. Test just once for **Terror** - before the first round of combat. Test just once for **Fear** when the Liche is first sighted. There is no need to keep testing every turn. Friendly living troops must also test, but instead of Routing they will go into an immediate state of **Frenzy**.

In combat hits from a Liche cause **Paralysis** - save as for Poison. Paralysed troops are not killed but take no further part in combat that game.

FIGHTING AT TWILIGHT

Many of the Undead creatures are prevented from fighting in tabletop battles because they are dispersed in sunlight. Normally battles take place during daytime and so these more unstable Undead can only be used within buildings, dense woods or underground.

At the beginning of a game either player may ask the Games Master to determine how many turns can be played before nightfall. The Games Master can establish this using the following method. The GM secretly rolls 2D6 - giving his a score of from 2-12. This is the number of turns of full daylight that remain. This will be followed by 2 turns of twilight, followed by complete darkness.

In twilight Wights, Wraiths and Spectres and all other types of undead that are normally dispersed by daylight may wander about freely, but are all subject to **Instability** on the D6 dice throw of 5,6.

In darkness Undead are not subject to **Instability** at all, unless they attempt to enter a holy precinct, such as a church, which has been determined to be a sanctuary by the Games Master.

FIGHTING AT DAWN

Games Masters may wish to stage night time games involving Undead creatures. In a similar way as with twilight attacks, the GM can establish how many turns of darkness remain by rolling 2D6. This will be followed by 2 turns of twilight, followed by normal daylight.



Goodly Hosts

A Battalion of Goodly Hosts can form part of a good army. These Hosts take the form of goodly creatures who are willing to help by fighting alongside the normal troops for the cause of the Good and the Righteous.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
01-11	Dragon												
01-02	Black	10	6	6	6	F	10	3	4	Stomp	NO	420	
03-04	Fire	10	7	6	6	F	10	3	4	Stomp	NO	400	
05	Gold	10	8	8	6	F	12	5	6	Stomp	NO	710	
06-07	Green	9	8	8	6	F	10	3	4	Stomp	NO	450	
08-09	Ice	10	6	5	6	F	10	2	5	Stomp	NO	410	
10-11	Red	10	5	5	5	F	8	5	5	Stomp	NO	400	
12-25	Eagle	2	7	-	4	C	3	5	2	Claw	NO	42	
26-40	Pegasus	8	3	-	2	B	2	3	1	Bite	NO	12	
41-60	Treeman	8	8	-	5	F	6	2	4	Stomp	NO	130	
61-75	Unicorn	8	5	-	3	C	3	4	2	Stomp	NO	375	
76-90	Winged Panther	8	8	-	3	C	4	6	3	Claw	NO	350	
91-00	Winged Serpent	2	6	-	3	D	3	6	3	Bite	NO	175	



SPECIAL PROVISIONS

1. It is not recommended that competitive games be fought using creatures from either this list, or the Marauding Monsters list, **unless** both players agree beforehand, and fix the number of points available for such creatures. Goodly Hosts may only appear in Good armies.

SPECIAL RULES

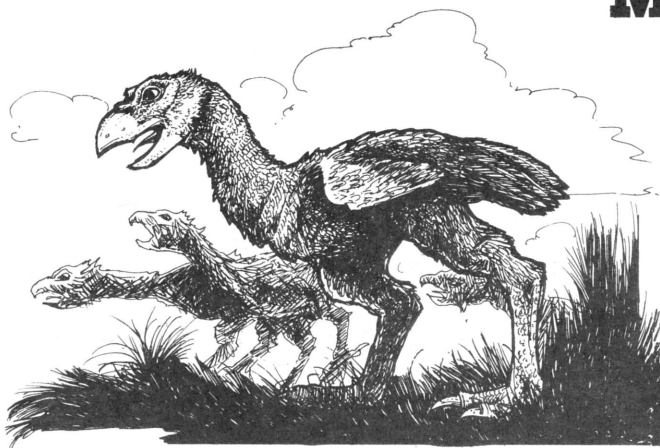
1. Players must consult the detailed rules given for each creature within the Warhammer system.
2. Certain creatures from this list may be used as cavalry mounts, or equipped with howdas and played in the same way as Elephants. The use of such creatures will usually involve modelling conversion, or imaginative combination of models already available. A player may use creatures in this way **only with the consent of his opposing player or the Games Master**. Crews and riders must be paid for separately, as if they were standard infantry models.
3. Goodly creatures may be banded together into ad hoc Regiments, or they may be attached to Regiments of normal troops in order to make them more effective. Once attached to a Regiment a creature may not leave it, in effect he becomes a member of the unit. It is not subject to the psychological or other effects that may occur in the normal troops. The creatures combat must be worked out separately from the rest of the Regiment, and it may be engaged by missile fire in the same way as a hero within the body of a Regiment.

CREATURES AS CHARACTERS

Intelligent creatures may act as Regimental Leaders for Regiments of ordinary troops - such as Elves, Men or Dwarfs. They retain the same profile, and have Leadership Factors as would normal Regimental Leaders of that racial type.

An intelligent creature may also act as the leader of an entire army. For example an army of Dwarfs could have a Eagle general. A creature leading an army counts as an individual Hero for purposes of enemy missile fire, morale and so on.

Marauding Monsters



A Battalion of marauding monsters can form part of an evil army, although this list has also been included to provide 'profiles' and points costs for monsters. Marauding monsters will add 'punch' to an evil army, and make your games more interesting.

Games Masters may wish to introduce large monsters into Warhammer games, he might like to run 'players versus monsters' games in which the GM takes the part of the monsters, and the players have to try and survive! The 'random generation' column can be used to provide a random monster, or suitable wizard's 'pet', should one be needed.

RANDOM GEN.	DESCRIPTION	PROFILE								BASIC WEAPON	ARMOUR	POINTS VALUE	RARE
		M	Ws	Bs	S	T	W	I	A				
	Carniverous Bird	6	3	-	3	C	2	1	1	Beak	NO	11	
	Dragons												
	Black	10	6	6	6	F	10	3	4	Stomp	NO	420	
	Fire	10	7	6	6	F	10	3	4	Stomp	NO	400	
	Gold	10	8	8	6	F	12	5	6	Stomp	NO	710	
	Green	9	8	8	6	F	10	3	4	Stomp	NO	450	
	Ice	10	6	5	6	F	10	2	5	Stomp	NO	410	
	Red	10	5	5	5	F	8	5	5	Stomp	NO	400	
	Giant Frog	3	2	4	3	B	3	5	1	Bite	NO	21	
	Giant Insects												
	Spider	5	3	-	4	C	4	1	2	Bite	NO	30	
	Scorpion	5	3	-	2	C	2	1	2	Claw	NO	12	
	Stag Beetle	4	3	-	2	C	2	1	2	Bite	NO	12	
	Carrion B'tle	4	3	3	1	A	1	1	1	Bite	NO	3	
	Weevil	4	3	-	2	B	2	1	1	Bite	NO	6	
	Giant Rat	6	2	-	1	B	1	3	1	Bite	NO	4	-
	Giant Reptile	8	3	-	5	E	6	3	3	Stomp	NO	115	
	Jabberwock	6	8	-	4	E	8	1	8	Claw	NO	310	
	Minotaur	6	4	2	3	D	4	3	2	Sword	YES	37	
	Serpent Crawler	3	3	3	2	C	2	4	2	Sword	NO	16	
	Wolves	9	4	-	3	C	1	3	1	Bite	NO	5	



SPECIAL PROVISIONS

1. It is not recommended that competitive games be fought using creatures from this list, or the Goodly Hosts list, **unless** both players agree beforehand, and fix the number of points available for such creatures. Marauding monsters may only appear in Evil or Neutral armies.

SPECIAL RULES

1. Players must consult the detailed rules given for each creature within the Warhammer system.
2. Certain creatures from this list may be used as cavalry mounts, or equipped with howdas and played in the same way as Elephants. The use of such creatures will usually involve modelling conversion, or imaginative combination of models already available. A player may use creatures in this way **only with the consent of his opposing player or the Games Master**. Crews and riders must be paid for separately, as if they were standard infantry models.

3. Marauding monsters may include some intelligent or semi-intelligent creatures from the lists. However, because of the high level of confusion and general lack of co-ordination **all** marauding monsters not directly controlled by a rider are subject to **Stupidity**.
4. Marauding monsters travel round and attack in a vast 'pack'. Models could be grouped into an approximate circle shaped mass. Individual monsters do not need to be in base-to-base contact but should remain within 1" of at least 1 other pack member. The Games Master must try to enforce this rules - and he can move 'stray' or 'stranded' individuals back to the pack.
5. Monsters packs do not fight like conventional units. Any monster may leave the pack to attack troops within its charge reach; Two, or more, monsters can charge together if the target lies within their different charge distances. Monsters must, however, return to the main body of the pack as opportunity permits. Flying monsters form an aerial swarm above the other monsters, they will attack troops within 12" of the pack.

6. Marauding monsters get quite excited and uncontrollable if they find themselves anywhere near scenes of slaughter, noise or mayhem. For this reason a monster pack **must** attack routing or pursuing troops of either side who approach within charge reach.
7. Monster packs are moved by the GM, but the player can tell him which direction he wants the pack to take. The pack will generally move as requested, but there is a 10% chance that the pack will go out of control. Members of an out of control pack will charge any troops within reach, the rest of the pack will move en masse in a random direction.



MONSTERS AS CHARACTERS

Intelligent monsters may act as Regimental Leaders for Regiments of ordinary troops - such as Goblins or Orcs. They retain the same profile.

An intelligent monster may also act as the leader of an entire army. For example an army of Goblins could have a Dragon general - excess or left over points may be balanced over the entire army to compensate for the points expense. A monster army leader counts as an individual Hero type for purposes of enemy missile fire, morale and so on.



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