

WARHAMMER

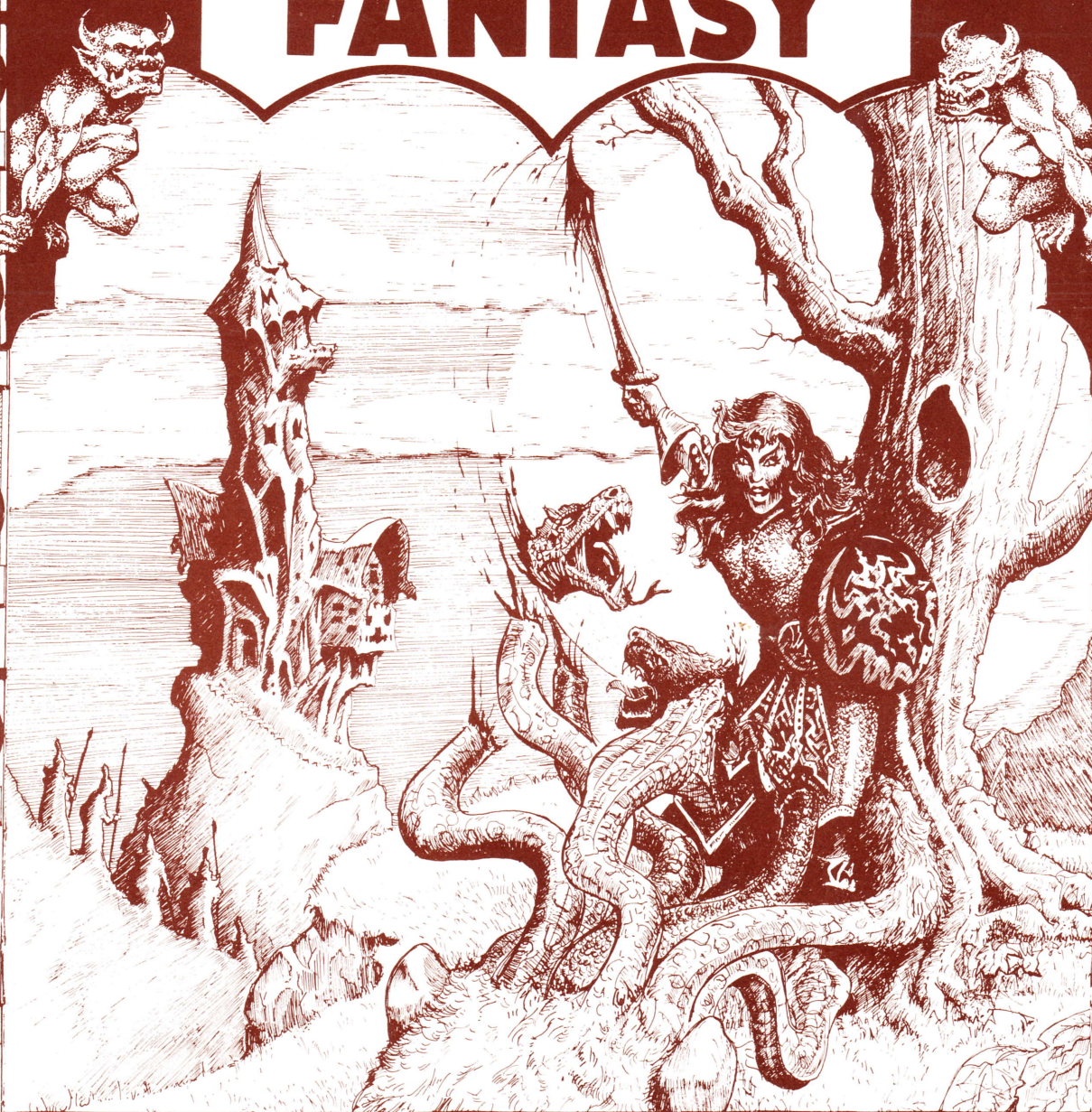
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OF

FANTASY



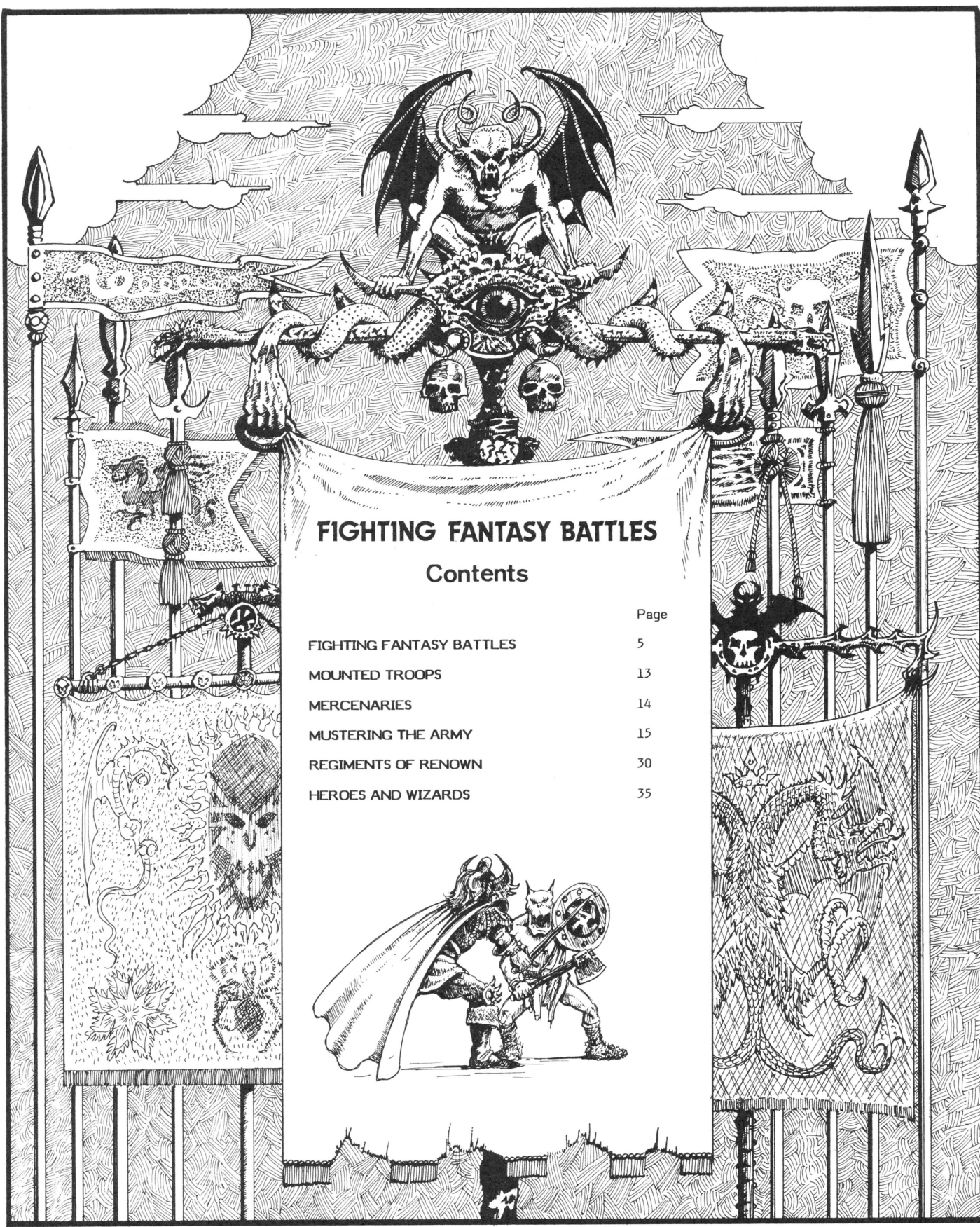
FIGHTING FANTASY BATTLES

Vol, 2.

FIGHTING FANTASY BATTLES

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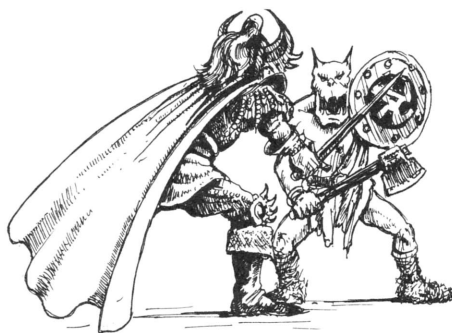
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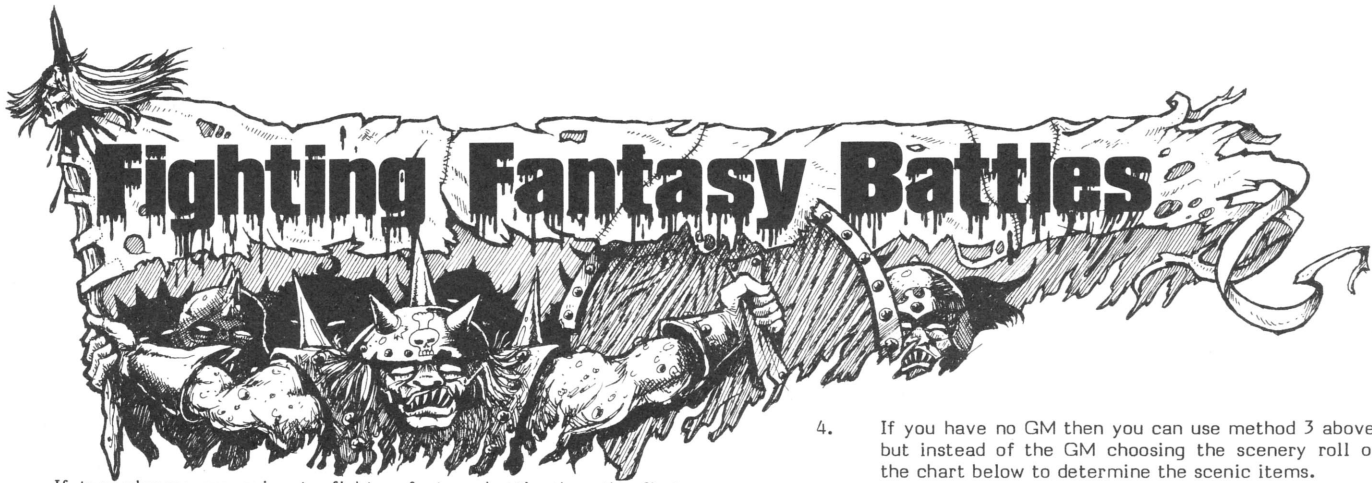


FIGHTING FANTASY BATTLES

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If two players are going to fight a fantasy battle then the first thing they will need is a third person to act as the Games Master (GM) - or Umpire. It is the GM's responsibility to enforce the rules of the game, and to interpret them where necessary. It is possible to fight a friendly game without a GM - so long as both players are willing to co-operate a little and adopt a reasonable attitude.

SETTING UP YOUR BATTLEFIELD

It is the GM's job to set up the field of battle and invent the plot line for the game. This is often the most important part of the entire battle, so it is vital that the GM puts a little thought and imagination into the plot.

You will need a fairly large table or area of floor to fight on, 6'x 4' is about the size you will require for a modest game. Having prepared your playing area the GM may then place the model scenery, woods, hills, rivers and buildings. Obviously the scenery available will dictate the extent and type of items you can have. When positioning scenery the GM can adopt one of several policies.

1. He can set up the scenery entirely at his own discretion.
2. He can set up the table symmetrically so that both sides of the table are the same. In this way no advantage is conferred to either side.
3. He can ask the players to secretly write down how many pieces of scenery they would like on their half of the table (up to a maximum of 1 item per 1' table length). The GM can then apply a plus/minus 1 modifier and choose the items of scenery himself. The players may then place their own items on their half of the table. Players place their pieces down alternately, first one and then the other, until one runs out of pieces. The player with pieces remaining then places them on the table. Roll a D6 to decide who places the first piece.

Using this method it is still up to the GM to choose the scenery, so he must still be as fair as possible. Typical items of scenery could be:-

A Wood approximately 6"x 6".
A Hill approximately 6"x 6".
16" of Hedge, River or Low Wall
A single small building.

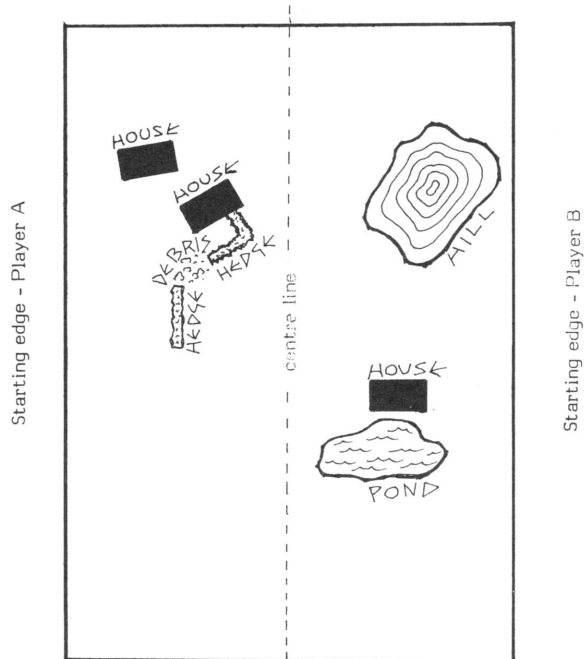
Rivers must have at least one Bridge or Ford - which the GM may position as he sees fit. Rivers must enter and leave the table, they cannot simply stop!

4. If you have no GM then you can use method 3 above, but instead of the GM choosing the scenery roll on the chart below to determine the scenic items.

ROLL 2 D6.

- | | |
|----|-------------------------|
| 2 | Grave Yard 6"x6" |
| 3 | Debris/Ruins 6"x6" |
| 4 | River (and Bridge/Ford) |
| 5 | 1 Small Building |
| 6 | Bog 6"x 6" |
| 7 | Hill 6"x 6" |
| 8 | Hill 6"x 6" |
| 9 | Wood 6"x 6" |
| 10 | Hedge/Wall |
| 11 | Pool/Lake 6"x 6" |
| 12 | Soft Sand 6"x 6" |

Areas of the same feature can be combined into larger features if the players wish. For example 2 Woods can be combined to give an area of 12"x 6". The actual shape of the area is up to the player who places the item. No feature can be narrower than 3" at its narrowest point, except hedges and walls which are always 1". 2 Hills may be placed on top of each other to give a single hill with steep slopes.



Example of a table set up for play. Player A has positioned 4 scenic items, and player B 3 scenic items as indicated.

ADVANCED RULE - TERRAIN AND HIDDEN MONSTERS



Players whose troops wander into terrain features may run the risk of encountering hidden monsters or dangers. Roll on the chart the first time a particular terrain feature is disturbed.

FEATURE	% CHANCE	ENCOUNTER
WOODS	01-05	SPIDER'S DEN 5% chance of entanglement per model. 1-3 Giant Spiders.
	06	SCORPION'S LAIR 1 Giant Scorpion
	07	WOLF DEN 1-6 Pack Wolves
	08-10	TREEMEN 1-2 Treemen.
BUILDINGS & RUINS	01-05	RATS 1-6 Giant Rats
	06-07	BETLES 1-3 Giant Beetles - D6 1-2 STAG 3-4 CARRION 5-6 WEEVIL 50% chance of falling masonry in areas with Weevils.
	08-09	SPIDER DEN 5% chance of entanglement per model. 1-3 Giant Spiders
	10	HAUNTED 1 Ghost
HILL	01-05	BARROW 1 Wight, Inactive in daytime. 1 Randomly generated Enchanted Weapon inside.
RIVER/BRIDGE	01-05	FROGS 1-3 Giant Frogs
	06	TROLL 1 Troll
POOL/BOG	01-05	FROGS 1-6 Giant Frogs
	06-09	FISHMAN LAIR 1-6 Menfish
	10	HAUNTED 1 Spectre
GRAVE YARD	01-05	RATS 1-6 Giant Rats
	06-10	HAUNTED 1-3 Ghouls
	11-14	HAUNTED 1 Ghost
	15	HAUNTED 1 Spectre

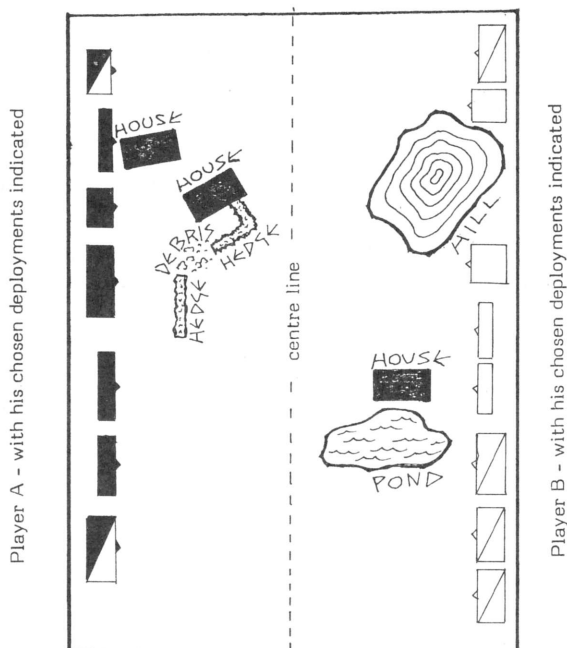
Games Masters who have set up their own battlefields and scenarios may wish to construct their own encounters, and can control the actions of the monsters and characters.

For example you could have a scenario in which Imperial forces clash with a Rebel army in a small border town. The Games Master could decide that some of the townsfolk will stay behind and defend their property against pillage and occupation....by either side. In this case the Games Master plays the part of the townies as they leap out from behind hedgerows, launch household rubbish out of house windows and generally make a nuisance of themselves.

DEPLOYMENT

Once all of the scenery is in place play can begin. If the Games Master has worked out the plot beforehand then he can tell the players where they may set up their pieces. For instance; in a game in which Malin Ironhide, the Dwarf, is besieging a Goblin Fortress the Games Master could say, - Goblins can set up anywhere within the Fortress and Dwarfs anywhere on the table but no closer than 12" to the Fortress.

In a straight encounter game each player may set up his troops within his half of the table and within 6" of his starting edge. An example of a table top set out for battle could look like this.



Players may place units on alternately, first player A places a unit, and then Player B places on one of his units, and so on. As an alternative both players may make a rough map of the battlefield and their initial dispositions. Once both players have marked down where all their units are going they may place them on the table in accordance with the maps. In this way you have to try to work out where your opponent is going to place his troops and out guess him.

To continue our example Player A made a rough sketch map of his dispositions as follows.



Player A indicates where he is to place each Regiment

ENGINES OF WAR

In a straight encounter game between two players any army may have 1 engine of war, paid for at the points indicated and crewed by an appropriated number of infantry types paid for separately. In special games involving fortresses and other seige equipment Games Masters may decide to allow players extra engines as they see fit.

Dwarfs and Orcs are an exception in that any Orc or Dwarf Battalion may have up to 3 bolt-throwing and 1 stone-throwing engine at the points indicated. Crew must be paid for separately.

BOLT THROWING ENGINES

Movement. The engine can be manhandled by the crew of 3 at 3" per turn - but is normally set up somewhere near the rear and not moved during the battle. If crew should be killed or lost then you may move at 1" per crew member. Engines move only in the **first** Movement Phase, they never get to move in the Second Movement Phase.

To reload the device the crew must remain stationary during the entire turn - they may not move and fire.

Firing. The engine may fire once during the active players Shooting Phase. When firing Engines of War use the Bow Skill (BS) and Initiative (I) given for the **Engine**. Characters who have **Engineering** as a Skill may instead use their highest Skill (be it WS or BS) and Initiative Level. In any army there may be one Engineer as part of the crew of one engine, and all of the crew benefit from his knowledge and good advice. This allows for specialist characters to be more effective with Engines - but stops characters who just happen to be good with Bows etc from instantly knowing how to operate the heavy equipment.

To fire first select your target. Throw 'To Hit' as normal - if you hit your target then the velocity and power of the bolt is so great that it causes 1D6 'Hits' on the model struck. Roll to see how many hits you have caused. The **Strength** of the hit is 5 at short range and 4 at long range. If your target has a Saving Throw remember to modify the score for being attacked by weapons with high Strength Grade hits.

If the bolt slays the model hit then it will go straight through and hit any figure stood in a second rank behind the first. The Strength of the attack is reduced by one level for each rank pierced in this way, but any number of ranks may be pierced.

Range	BS	S	T	W	I	A
Short 0-18"	3	5	C	2	1	1
Long 19-48"	3	4	C	2	1	1

Points cost is 30 points plus the cost of crew

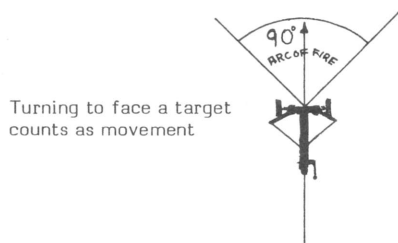
Close Combat. The Engine itself has a nominal Toughness (T) of C, and can take 2 Wounds (W) -just in case someone should want to actually try to destroy it. The Engine cannot be attacked by shooting. It can be 'hacked and dismantled' in close combat.

The crew will have their own normal character profile, WS, BS etc, and can abandon the Engine anytime they like. If the Engine should be attacked the crew may fight hand-to-hand with close combat weapons. The crew may be shot at by enemy missilemen, the Engine counts as soft cover.

If a crewman should be killed then another ordinary figure may take his place. If this is not possible then the Engine may still fire but must roll a dice (D6) to determine whether the Engine is ready.

Number of Crew	Score needed on D6 to fire that turn
3	Firing is automatic
2	4,5,6
1	6

If the crew has an Engineer leading it then various sorts of special missile may be fired, such as flaming pitch bolts.



Arc of fire for bolt-throwing engines

STONE THROWING ENGINES

These War Engines have a counter-weighted arm for hurling rocks at any enemy foolish enough to be in the way. The Engine may fire once per turn during your Shooting Phase. Maximum range is 48", Minimum range is 18". The machine cannot fire at troops under 18" away, although it is possible to hit troops within this distance if you should happen to miss your target and undershoot.

Movement. The Engine can be moved along by means of the crew pushing. This distance moved is always 1" for each crew member. The maximum speed possible is 6". Engines never get a move in the secondary Movement Phase. You may finish the Movement Phase by turning the Engine to face the direction you desire. If you turn the engine more than 45° then you may not fire that turn. Otherwise if you move you may be able to fire.

If you move the engine at all, including turning it about, then there is a chance it won't be reloaded in time to fire. Roll a D6. 1,2,3 and you may not fire that turn. 4,5,6 and you may fire as normal.

Because of the bulkiness and general difficulty in moving the Engine it can easily become bogged down. Roll a D6 at the beginning of the turn. If the score is a 1 then the machine has bogged down, roll a D6 and deduct that number of inches from the move that turn. Next turn the machine is automatically free but must roll to see if it is bogged down again.

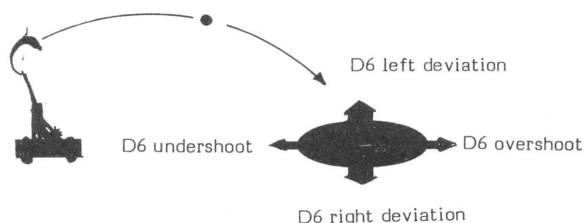
Firing. You must have at least 3 crew in order to fire the engine. 2 crew may fire if they roll a 4,5,6 on a D6. 1 crewman may fire if he scores a 6 on a D6. Ordinary troops may be drafted in to make up a crew if necessary.

To fire your Engine firstly nominate your target point. This can be any point visible to the crew, or the middle of a formation which the crew can see. The target point must be within the 18"-48" range band, and must lie within the 45° firing arc of the War Engine.



Now take an area effect template. This can be represented by a 1 1/2" radius cardboard circle. You can easily make these up using any card you might have, use the design and instructions given.

Place the effect template with the center directly over your target point. Now throw to determine how accurate your shot is. Roll a D6 for overshoot in inches - move the template as indicated. Now roll a D6 for undershoot in the same way. Now roll a D6 for left deviation in inches. Lastly roll a D6 for right deviation in inches. Now you know exactly where your shot has landed.



Every model whose base is either wholly or partly underneath the effect template may be hit. Roll a D6.

- | | |
|-------|--|
| 1,2,3 | The model manages to get out of the way - no damage. |
| 4,5,6 | The model is struck by the rock and debris. |

Large models are less agile and so more likely to be hit. Creatures over 10' tall add 1 to the dice. Creatures over 10' tall with 5 or more wound points add 2.

Each model struck receives 1D3 Strength 5 hits. Dice 'To Kill' as appropriate. Take any Saving Throws, remembering to save against each wound/kill caused. Saving Throws have a -2 modifier for Strength 5 attacks.

Combat. With most of these engines, such as the Orc War Machine Crewmen may be attacked in combat or shot at. Large engines count as hard cover for their crew. If all of the crew are killed in close combat then the victors may attempt to topple over the Engine thus destroying it. Roll a D6 add 1 per Strength Level of the troops involved, if the score is 6 or more the machine is pushed over and wrecked. If the attackers have a Strength Level of less than 4 then at least 4 men are required to try to push over an Engine.

The structure of the engine may only be attacked by creatures, engines or magic with a Strength Attack of 4 or more. Every time a 'Kill' is caused roll a D6 - a score of 6 will topple over the engine and destroy it.

The Ral Partha Goblin War Machine has a special armour plate which prevents the crew being shot at from the front, or attacked frontally in combat. In hand-to-hand combat the crew of the Goblin War Machine may attempt to push the spiked wheels and armoured skull over any enemy. This counts as 1D6 attacks with a Weaponskill of 3 and Strength Attack of 4. Opponents may only go on to attack the crew if they actually succeed in pushing the War Machine back, and may then fight an extra combat round that turn. Only troops with a Strength of 4+ may attack an engine rather than the crew. All troops pushing, fighting from and operating the Engine count as being behind hard cover. If crewmen are killed then the speed of the machine will drop, and firing may be restricted, but ordinary troopers may be drafted in to make up the numbers.

The Goblin War Machine is a really fearsome huge Engine of War - designed mainly for attacking the walls and ramparts of fortresses. The Engine features a vast bestial ram at the front. When battering down doors count the Strength as the total of all of the Slaves pushing the Engine all x 2. So a full crew of 6 pushers would exert $6 \times 2 = 12$ Strength. This should be enough to break down even an Extra-Heavy Door - roll a D6 per Turn, requiring a 4 to break in the door. Normal doors are just swept aside automatically and Heavy Doors are broken in on the score of a 2.

	Range	Strength	Toughness	Wounds	Initiative
Orc War Machine	18-48"	5	E	8	1
Goblin War Machine	18-48"	5	E	8	1

Goblin War Machine:- In combat has D6 Attacks, WS 3, S 4.

Points cost is 120 points for the Orc and 180 points for the Goblin engine. Crew are paid for separately.

Capturing Engines. If all of the crew should be killed then the victors may capture an Engine rather than destroy it. Engines can be pushed away, but may not be used by normal troops. Captured engines may be used only under the direct supervision of a character with **Engineering** Skill.

If a character with **Engineering** Skill is available as part of your crew then the Engine may fire more accurately. Roll as normal to determine 'overshoot', 'undershoot', 'right' and 'left deviation'; but if you should throw a 6 count it as 5 instead.

CHARIOTS

Some armies, and a few Heroes, are permitted to ride chariots; these come under the special rules given here.

Movement. Chariots are of two kinds LIGHT and HEAVY. Light Chariots may have no more than 2 Crew, one of whom is the driver. Heavy Chariots are built to carry in excess of 2 crew members. No matter which kind of creature is pulling the chariot the move rate is 5" for Heavy Chariots and 7" for Light Chariots. The only exception is creatures whose move is normally less than 7 or 5 inches, in which case the chariot may move no faster than the creature.

Combat. The crew of a Chariot will have all the normal 'profile' - WS, BS, Strength etc - as if they were ordinary foot figures. The Chariot's crew will still have their normal number of wound points, and these are recorded separately from damage on the chariot.

In combat the driver may not attack, the rest of the crew may strike as normal and may strike all round the chariot. When a chariot is fired on or engaged in combat, its opponent must strike against the chariot - **not** against the crew. The chariot itself causes a random number of attacks as the animals pulling it stamp and gore and bite, and the chariot careers about trampling and pulverising the unfortunate enemy. Roll the dice indicated on the Attacks for the chariot - most chariots have 1-3 attacks ($\frac{1}{2}$ a D6).

They attack at the Strength indicated. Chariots with scythes receive 1 additional attack per scythe at the Strength indicated. If the chariot is pulled by creatures who would normally receive an independent attack, such as wolves, then they may try to attack as well. They have a 50% chance of being able to attack.

A Chariot can take a fixed number of 'Kills' - and is then useless and the crew must pile out and fight on foot. A Chariot can take 5 Kills before it is out of action.

Everytime a Hit is scored on the chariot throw to 'Kill' as normal. Everytime a Kill is scored there is a chance that some vital damage has been caused - Roll a D6. If the score is 6 then some sort of damage has occurred, roll a D6 again and consult the chart below.

- One of the animals drawing the Chariot has been killed - deduct 2" from the Speed and 1 from the Strength of the Chariot. If all the animals are killed the chariot may not move.
- A wheel comes off - roll a D6 to decide which 1,2,3 Left, 4,5,6 Right. The chariot must keep turning 90° to the left/right or stop altogether.
- The reins are severed - you can no longer control the beasts, roll to determine speed and direction of travel. Roll 1D10 for speed. Move the chariot where you actually want it to go and then roll a D6 for Left deviation and a D6 for Right deviation.
- The axle snaps - the chariot crunches to a halt. Skid D4". You may attack any troops contacted during the skid.
- The chariot pole snaps and the animals pulling it charge and attack the nearest enemy. The body of the chariot slides to an ignominious rest - leaving the crew in a state of stationary embarrassment.
- The animals go Berserk - charging and attacking the nearest troops - friend and foe alike, goring and biting insanely. All you can do is hang on, apologise to friends getting killed and try to regain control. Roll a D6 in the Rout phase - if you score a 6 you have regained control.

DESCRIPTION	PROFILE								POINTS
	M	Ws	Bs	S	T	W	I	A	
HEAVY CHARIOT	5	3	-	4	D	5	3	D3	40+Crew
LIGHT CHARIOT	7	3	-	4	D	5	3	D3	30+Crew
Scythes (2)	-	3	-	3	-	-	3	2	10

If the creatures pulling have their own attack then full points must be paid for them.

Mounting/dismounting. Any crew may get on or off the chariot as part of their normal move. It takes half of your movement to do so, provided that the chariot is moving no faster than 2" during that move phase. If the chariot is going faster then you can still try to get off, but take 1 automatic Strength 2 hit as you bounce off the floor.

Frenzy and Fear. Where animals are subjected to Frenzy or Fear the Games Master should take a hand and decide what should happen. Frenzied animals can act like 6 above - attacking and moving randomly whilst the crew hang on for dear life. Animals subject to Fear or Terror could try to get away from the source of what is frightening them, or they could just go wild and move in a random manner. It is up to the Games Master to apply common sense here. If in doubt determine randomly.

DESTROYING FORTIFICATIONS AND BUILDINGS

When you have played Warhammer a few times, and you are familiar with the methods of play, you might wish to introduce fortifications and buildings into your games. This really adds a whole new dimension and can form the basis for a scenario - with one side trying to defend a village or fort and the other side trying to destroy it.

Buildings and fortifications may be damaged by hits with a Strength Attack of 5 or more, but not less. Large creatures or monsters may try to pull buildings or walls apart if their Strength is 5 or more, they have as many Attacks as normal and hit automatically.

Before your game decide how many 'Kills' each of your buildings is going to have. A typical cottage type building could have 3 Kills, a small shed 1 Kill, a stone building 5 Kills. Walls and large buildings should be done in sections, with each 4" section having a fixed number of Kills - usually 5 for a stone wall.

All buildings have a **Toughness of F**. Stone walls and buildings have a 5,6 Saving Throw against each Kill caused. Wooden stockades and improvised barricades have a Toughness of E.

Kills scored against buildings must be recorded. When the building has suffered its full amount of Kills it is destroyed, or that section of wall falls down. Troops either inside or on top of falling buildings automatically receive 1 Kill, with normal Saving Throws. You might wish to have special destroyed models of your buildings and wall sections. Alternatively you can use pieces of black card to place over fallen walls, or on top of destroyed buildings.



FIRE WEAPONS

Buildings may also be damaged by fire.

Any archers may fire flame arrows at short range. Each hit from a flame arrow causes 1 **Fire Damage Point**. Fire arrows, must dice 'To Hit' as normal - with a +1 modifier for firing at a large target.

Any stone throwing War Engine may shoot a flaming missile with the same effect as for a stone. Flaming missiles cause fire damage against thatched roofs and wooden buildings. Each hit causes 1D6 Fire Damage Points. Bolt throwing engines may also throw flaming missiles, each hit causes 1D3 Fire Damage Points.

FIRES

Record the number of **Fire Damage Points** caused on each building.

A building which has less than 10 points is just smouldering, there is no other effect. Place a little cotton wool on the building to symbolise the smoke.

A building with over 10 or more points is ablaze and acquire an additional D6 Fire Damage Points per turn as the fire burns out of control.

Once the building has 20 Fire Damage Points the roof collapses causing 1 automatic 'Kill' on anyone inside. Saving Throws as normal - any saved figures are placed outside the building.

Once a building has acquired 30 points it collapses.

Large buildings can be divided into different sections if you wish. Once a section is ablaze fire spreads to adjacent sections, causing D6 points of damage per turn.

THE TURN SEQUENCE

The turn sequence given in the first edition of Warhammer should read as follows. Each player takes a turn in rotation. If the Games Master has troops to move then he may elect to do so either before or after the other players, but must be consistent.

- 1 Movement The **Active Player** may move any of his troops within the provisions described in the rules.
- 2 Shooting The **Active Player** may shoot with suitably equipped troops.
- 3 Combat **Any** opposing troops in base-to-base contact with each other may fight.
- 4 Second Movement The **Active Player** may now move any of his troops again - so long as they **didn't** fight in the Combat Phase. However, troops may not move closer than within 4" of enemy troops. Troops already within 4" of enemy may not move at all. This represents the bringing up of reserves.
- 5 Magic Phase The **Active Player** may now cast and implement spells.
- 6 Rout Phase **All** units who are routing or pursuing should be moved now. **Any** players may dice to rally their troops.

WEAPONS DIFFERENTIATION AND OTHER BONUSES

Weapons differentiations add more detail to your games. In large battles, or where players are unfamiliar with the rules, it is convenient to ignore the effects of different weapon types. More detail can be included in your games by introducing bonuses to cover exotic weapons and situations. The following list summarises the factors given in the first edition of Warhammer and includes a few new ones.

	Initiative	To Hit	To Kill
CHARGE/COUNTERCHARGE	+1	-	-
FIGHTING ROUTING ENEMY	-	+2	+1
LANCERS	+1	-	+1
ARMED MONSTER S+4	-	-	+1
LONGER WEAPON	+1	-	-
LIGHT WEAPON vs SKIRMISH	+1	+1	-
LIGHT WEAPON vs SHOCK	-	-	-1
CROSS DEFENDED OBSTACLE	-1	-1	-
HEAVY WEAPON vs SKIRMISH	-1	-1	-
HEAVY WEAPON vs SHOCK	-	+1	-
HEAVY WEAPON vs ALL	-	-	+1

New items which won't be familiar are **Crossing Defended Obstacles** and **Heavy Weapon vs Shock**. If you are attacking troops who are behind some sort of cover - such as a barricade, hedge or wall - then you will suffer a penalty of -1 'To Hit' and -1 Initiative. Once you have pushed back the defenders you have scrambled over the obstacle and there is no penalty. If the defenders push you back then they don't have to follow over the obstacle - but the unit pushed back still retreats 2" as normal.

Heavy Cutting and Thrusting Weapons - basically two-handed weapons and heavy pole-arms - receive a +1 'To Hit' bonus when fighting troops in Close Order. This is because troops in close order have little room to duck or dodge.

An additional bonus is the +2 'To Hit' and +1 'To Kill' if you are **Fighting Routed Troops**.

RETURN FIRE



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



FIGHTING DEFENSIVELY



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



MAGICIANS AND ARMOUR



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

PERSONAL CHARACTERISTICS - ADVANCED RULES



These rules are used to determine the effects of Personal Characteristics in battle. The great mass of troops will have average values of Cool, Intelligence etc. However, Heroes, Regimental Leaders, Champions and such like can have normal generated values.

LEADERSHIP

A character's Leadership determines his ability to lead and organise other people. In units of troops the Regimental Leader may **add 1** to the Saving Throw against **Fear** and **Terror** for the whole unit if his Leadership Factor is 3. He may add an additional 1 for each Factor over 3. The maximum normal Leadership value is 4 for Men and Elves, 5 for Dwarves - so the maximum total plus factors would be +2 and +3.

Leaders 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 unit Leader may **add 1** to the dice if his Leadership is 3 or more.

In combat the leader of a unit may challenge his counterpart in the opposing unit to man-to-man combat. If you refuse a challenge then your Leadership value is reduced to 1. If the combat is accepted then the two models must fight each other - until combat is over or one of them is killed.

INTELLIGENCE

Characters with a high Intelligence receive a percentage bonus on the Experience Points that they earn. Characters with a really low Intelligence suffer certain penalties.

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

Characters with an Intelligence of 2 or less are unable to acquire more than 1 skill - they will not be able to learn to read or write and suffer a **minus** 25% Experience Points penalty.

Characters with an Intelligence of 4 or less may not become Wizards.

Characters with an Intelligence of 10 receive a +10% Experience Points bonus.

Characters with high Intelligence may learn new Skills quite quickly, and Games Masters may wish to take this into account in certain situations. For example a character with an Intelligence of 10 could have a 10% chance of being made supervisor of a workshop if he is working there, or a character working as a Sailor could have a 10% chance of being promoted to Mate and so on.

WILL POWER

A character's Will Power reflects his personal determination and self possession. Accordingly, characters with very high Will Power levels (of ten or more) can be very resistant to magic. Such characters are termed magically resistant.

Add the Will Power of the magician casting a spell to his Mastery Level (Magical weapons are mostly considered to have a Will Power of 10). If this total is **less** than the Will Power of the magically resistant character then he is entitled to a D6 Saving Throw. This will be 1 'pip' on the dice for each point advantage - 1 'pip' is 6, 2 'pips' 5,6 and so on. If he makes his Saving Throw then the character takes no damage or effect from that spell. Of course, this rule will only apply to you if you have a Will Power of 10 or more.

Characters with a Will Power of 1 or 2 always take **double damage** or **effect** from magic.

For example:- A magically resistant character, with a Will Power of 12, is attacked by a Fire Ball from a Wizard with Will Power 8 and Mastery 2. Subtract the Wizard's Will Power and Mastery (8+2 = 10), from the character's Will Power (12). This works out as 12 minus 10 = 2. This gives him a Saving Throw of 2 'pips' - or 5,6 on a D6. If the same character were to be attacked by a goblin wielding a magic scimitar with a +2 'To Hit' and +2 'To Kill', then this weapon would count as having a Will Power of 10. Our character must again make his Saving Throw to be immune to the weapon's magic powers, if he makes the throw successfully the weapon will count as a normal scimitar for that round of combat. More powerful magical weapons will have extra plus factors for mastery.

If you use this rule then Dwarves will be particularly resistant to magic. Because of this Dwarves with a Will Power **over ten** will be so out of tune with the ways of magic that they will not be able to become Wizards. Dwarves never were over keen on things mystical anyway. Dwarves with a Will Power of 16 will then be totally **immune** to the effects of magic, they may not use magic items and cause **Fear** in any Wizard within 12".

COOL

A character's Cool determines his temperament and ability to keep himself under control in stressful situations.

Characters with a Cool of 2 or less are always subject to **Frenzy**, and must make a compulsory throw when within charge range of an enemy or when they are fired at. Rules for disarming of armour while in **Frenzy** are waived for these unstable characters.

Characters with a Cool of eleven or more are NEVER subject to **Frenzy**, even if caused by magic.

Characters with a Cool of 12 are immune to **Terror** and **Fear**, even if caused by magic. They are also immune to Aura of Command and Mind Control Spells.

OTHER RANKS

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

	Cool	Intelligence	Will Power
Dwarfs	5	9	10
Elves	7	9	7
Men	7	5	5
Halflings	6	5	6
Goblinoids	5	5	5



Mounted Troops



Experienced players may wish to use these special Advanced Rules which cover mounted troops in increased depth.

These rules are recommended for small games only, involving 50 or fewer models a side. They are ideal for fighting medieval type 'jousts' and multi-player arena combats. A fantasy tournament can include all sorts of mounted warriors, Dragon riders, Wizards riding monsters or strange fighters astride Chaos creatures.

All **Mounts** and **Riders** may be considered separate. In combat the Rider strikes a blow and the Mount also strikes a blow where appropriate. Normal Horses, Donkeys, Mules etc, don't strike a blow but trained **Warhorses** do.

Foot opponents may choose to either fight the Mount or Rider. If the Mount is so large that the Rider is out of reach of his enemies weapon then the blow must be struck against the Mount. Generally for foot opponents under 10' tall the Rider can be attacked if he is riding anything horse sized and not if he is riding anything bigger.

Where two mounted opponents meet in combat riders may attack either riders or mounts; mounts may attack only mounts. Riders mounted on horses or horse sized creatures may not strike blows against riders riding larger creatures. They must strike against the mount.

DISMOUNTING YOUR OPPONENT

This rules section provides the player with further optional rules for use with mounted troops. If you are attacked by a mounted model then instead of attacking the rider you may attempt to unseat him - flinging him from his mount and forcing him to fight on foot. You may only attempt this if you may normally fight the rider, but not if you can only fight the mount. First, declare your intention to try to dismount your opponent. Then roll 'to hit' as normal. For each hit roll 'to dismount' - Roll a D6.

Then consult this chart:-

- 1-2 No effect at all
- 3-4 You fail to dismount
Roll 'to kill' as normal but with a -2 dice modifier.
- 5-6 You have unseated your opponent Roll again on the chart below.

If a riders mount is killed then Throw a D6.

- 1-4 Rider is dismounted and must fight on foot.
- 5 Rider is thrown clear of mount. Place 2" behind combat. Fight on foot.
- 6 Rider is trapped under mount -take 1 Strength 2 Hit and roll a 4,5,6 on a D6 at the end of the Turn to break free. If attacked whilst trapped reduce Initiative to 1 and number of Attacks to 1 only. If you break free continue to fight on foot.

If a rider is killed then the mount may continue to fight alone if it is intelligent, but a semi-intelligent or non-intelligent creature becomes subject to **STUPIDITY**. Non-intelligent creatures will move and attack randomly - this must be determined by the Games Master. As a general guide non-intelligent mounts without riders will attack the nearest troops if they are naturally aggressive (such as a non-intelligent stupid Dragon) and will run away if they are passive (such as horses).

Riders and mounts take separate Saving Throws -riders receive no bonus for being 'mounted'.

Example. A Dragon rider could charge into a unit of infantry. The Dragon will attack as

normal, the Rider will attack as normal and the Infantry will attack the Dragon. If the Infantry succeed in killing the Dragon then the Rider rolls a dice to determine whether he is dismounted, thrown clear or trapped. Once dismounted he will continue to fight on foot.

Example. If a Griffon rider and a Hippogriff rider attack each other then the Griffon and Hippogriff must attack each other. The riders may choose either to attack each other or their opponents mount.

It is ultimately left to the GM to decide whether a mount counts as horse sized or bigger - but as a rough guide most monsters that can be ridden count as horse sized. For example Griffons, Pegasus, Unicorns, Hippogriffs, Manticore, Wolves, Boars, Carniverous Birds, and Centaur. Creatures which count as bigger should be fairly obvious, Elephants, Dragons, Giant Reptiles, Winged Reptiles and the 'riding' Wyvern for instance.

COMBAT FACTORS FOR TYPICAL MOUNTS						
	WSS	T	W	I	A	
Warhorses (NI)	3	2	B	1	3	1
Horse (NI)	-	2	B	1	2	0
Giant Wolf (SI)	4	3	C	1	3	1
Giant Boar (NI)	3	4	D	2	3	1
Elephant (NI)	3	5	F	5	1	2
Unicorn (SI)	5	3	C	3	4	2

NI = Non-Intelligent / SI = Semi-Intelligent

Roll a D6 to determine what has happened to the dismounted rider.

- 1-4 Dismounted - continue to fight on foot
- 5-6 Dismounted but with complications

- 1 Foot caught in stirrup
- 2 Drops weapon -Disarmed
- 3 Trampled by mount
- 4 Flung to ground
- 5 Concussed
- 6 Knocked out or killed

If your foot catches in the stirrup you will be dragged 1D6 " by the mount and deposited as concussed. Horse and similar mounts will always run away from the conflict. Aggressive and intelligent mounts will probably continue to fight in which case count as trample.

Dropped weapons may include shields (50% of the time) and may be picked up; or another one drawn, on the roll of a D6 - needing a 6 to succeed. Recovery increases by +1 per turn and is automatic if there is a break in combat.

Trample involves getting stood on... a lot. This can hurt, count as 1 Hit at the Strength Attack of the mount. So you'll probably survive being trampled by a horse - but a Dragon?

If you are flung to the ground take 1 Hit at a Strength Attack equivalent to the number of 'pips' on your Saving Throw from armour. 6 is 1 'pip', 5 is 2, 4 is 3 and so on. Riders flung to the ground may not get up that Turn and may only fight defensively.

If you are concussed this means that you are flung to the ground as above. In addition you receive a blow to the head and become a little bit 'vague' - from now on you are subject to **Stupidity**.

Knock out or kill means that the rider has been rendered out of combat and should be removed from play. Roll for injuries after the battle if you wish - Vol 3 p 16.



Mercenaries are professional soldiers who hire their services to the highest bidder. Only **Neutral** creatures may be mercenaries.

HIRING MERCENARIES

Any army may include mercenaries. The points cost of these is not fixed as with other troops. The player pays 100 points and is then entitled to roll up a mercenary band. If a larger band is desired then the cost will be 200, 300 and so on in units of 100 points for each roll of the chart. No army may have more than half of its points as mercenaries.

MERCENARIES AND RELIABILITY

Mercenaries are notoriously unreliable, and have been known to switch sides before a battle or even half way through. The first time that a mercenary band comes within 16" of the enemy they must test for loyalty. A band which has been charged always remains loyal and so need not test. A band which has been shot at will probably remain loyal and so adds 1 to the dice. Roll a D6.

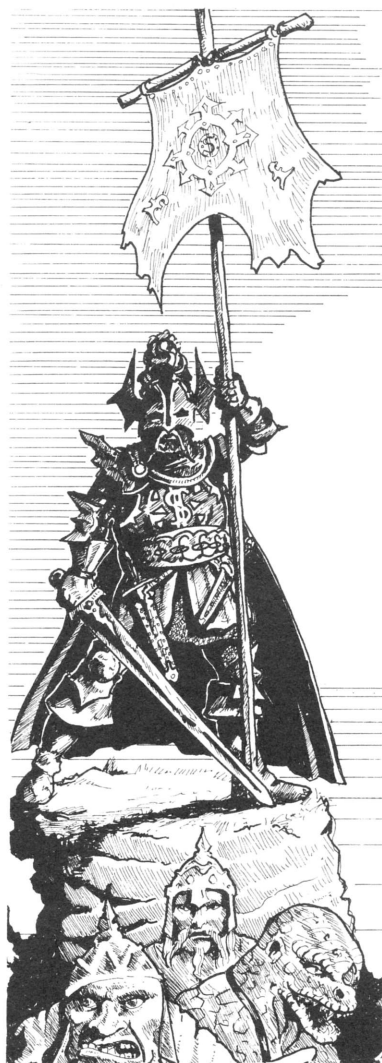
Dice Result

- 1 The Band decide to throw in their lot with their former enemies. The Regiment is now part of the other players army.
- 2 The Band decide that this war is not for them. The Regiment marches away from the fighting and leaves the battle-field as soon as possible.
- 3-6 The Regiment remains loyal.

GENERATING MERCENARY BANDS

Only Neutral creatures may be mercenaries, and they may fight alongside Good, Evil or other Neutral troops. Generate mercenary bands using the following chart. Roll once to give the basic creature types. Consult the relevant army list and use the Random Generation system to determine which sort of troops you may have. Where there is any option as for armour or equipment then mercenaries will always have shields and mail-armour. Weapons will be as appropriate - you will probably be restricted in your choice of models anyway. There is no need to pay extra points for items of equipment, but mercenaries never have more than one weapon unless this is specifically mentioned in the lists as being compulsory.

The second chart gives the number of basic **infantry** types that are generated. Mounted troops will be half as many rounding up. Troops with a basic points cost of over 100 points and character models will be one (1) only. Where a character is to be generated then dice randomly from those available. If you are hiring more than one lot of mercenaries then you can decide to have



them all of the same type or dice separately for each - its up to you.

All mercenary units have a Leader as well. Generate the Leader using the chart below, he will be of the same race as the rest of his men. Standard bearers and musicians may

also be present in addition, use the chart given to determine the chance of a unit having these types. Leaders, Standard bearers and Musicians are **extra** to the number of troops generated.

D100 Type of Mercenary

- 01-10 Dwarfs
- 11-15 Gnomes
- 16-25 Men of the West
- 25-35 Men of the East
- 36-46 Men of the North
- 46-55 Men of the Orient
- 56-65 Slann
- 66-80 Ogres
- 81-95 Lizardmen
- 96-00 Giants

D6 Number of Mercenaries

- 1 4
- 2 6
- 3 9
- 4 12
- 5 16
- 6 20

D6 Leader

- 1-4 Minor Hero
- 5 Hero
- 6 Mighty Hero

D6 Standard Bearer

- 1-2 No
- 3-6 Yes

D6 Musician

- 1-4 No
- 5-6 Yes

Note that there is no Ogre army list. Units of mercenary Ogre will have the same profiles as for Golgfag's Regiment of Mercenary Ogres in the Regiments of Renown section. Ogre Heroes have the same profile as Golgfag himself.

If you wish, and if you have time, then mercenary characters may be generated, complete with an entourage, as described in the Heroes and Wizards section.

MUSTERING THE ARMY

MUSTERING THE ARMY

To fight a fantasy battle you do not need hundreds and hundreds of expensive models - all you really need is a little effort, imagination and an eye for the unusual. Our own collections of models were built up over a period of years, adding a Regiment every few months. Certainly it is a good idea to collect one Regiment at a time, painting each model carefully and finishing off with the Leader and Standard Bearer. Many people have asked us about colour schemes and shield patterns, my usual reply is that in a fantasy world you paint your models how you like. This still goes! The following lists of suggested colour schemes and shield patterns, are just that; a host of ideas, but not mandatory by any means. In particular I find it difficult to invent shield patterns, especially after I've done a dozen or more, so I know that this list will be useful.

COLLECTING MODELS FOR WARGAMES

The easiest way to assemble a fantasy army is to first decide what sort of army you're going to collect. There are lots of different types of creatures available but most people have an idea of which troops they would like to command. Goblins are popular, Dwarfs and Undead are also widely collected - or perhaps you see yourself at the head of a mighty Elven host, or leading wild and drunken Norse Warriors. Collect a Regiment at a time. Regiments can be of any size, but between 20 and 30 is the usual number. Skirmishing troops are easier to use in Regiments of 10 or less. Each Regiment can include a special Leader model and Standard Bearer. You can add character to your Regiments by converting your own leaders using a basic model and lots of Milliput to add cloaks, extra weapons, and unusual personal characteristics.



The lists that follow show you one way in which you can assemble and paint a fantasy army. Each of the main creature types is dealt with in turn.

Organisation Chaos Regiments may be of from 16-24 models for most infantry, with monsters and other troops in units of a convenient size.

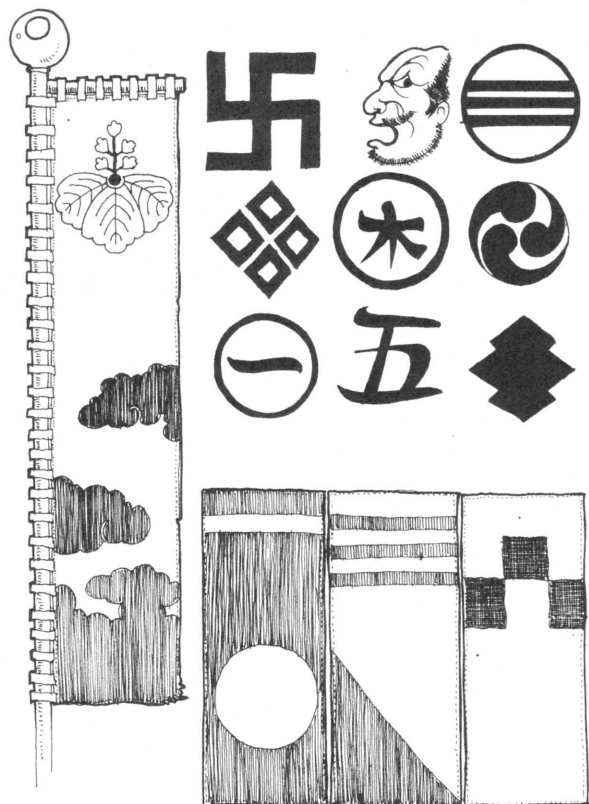
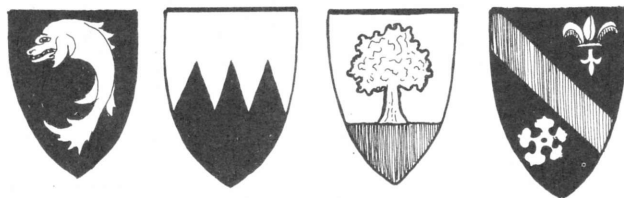
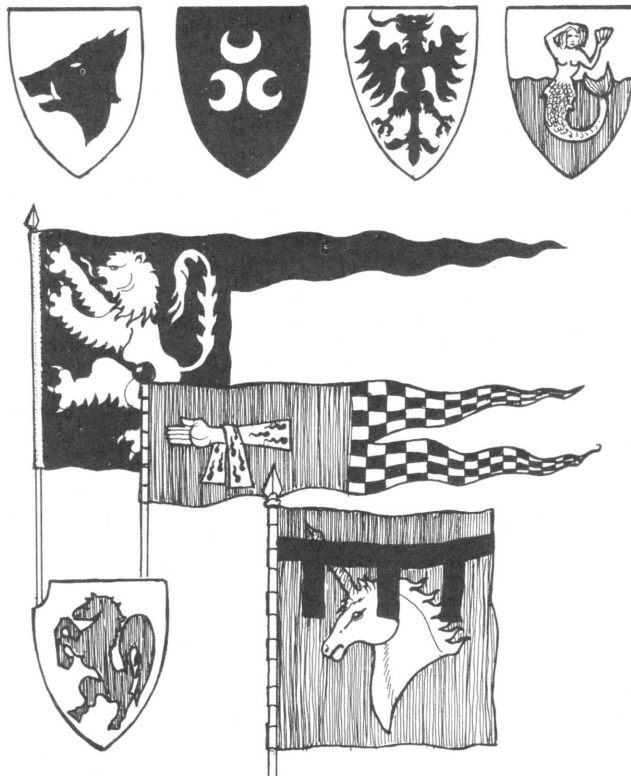
Painting Chaos troops wear black. Some individuals, however can wear clothing of any colour, even garish patterns or wierd and frightening pictorial scenes can appear. Armour for the majority is black, but can be coloured, may glow (flouescent paint) or change colour from time to time. Alternatively armour can be highly decorated with gems or precious metal. With some Chaotic mutations armour, clothing and flesh may become physically intermixed so that armour takes on flesh tints whilst flesh becomes metallic.

MEN OF THE WEST

Organisation Mounted troops are organised into Regiments of 10 men, with infantry in units of 20-24.

Tactics The main aim of the armies of the West is to get the armoured Knights into battle as soon as possible - a wild and disorganised charge usually results. More learned tacticians prefer to hold back the cavalry until the enemy have been softened up with bow fire.

Painting Armour is steel - silver or steel paint with a thin wash of black gives an excellent impression of steel plate. Chain Mail is dark steel or black. Clothing can be leather, reddish browns, black or red in colour. Other clothing can be virtually any colour. Weapons are of steel with naturally coloured wooden parts. Knights carry lances which can be coloured or striped in any bright shade. Shields and banners follow strict heraldic patterns, these can be very colourful indeed. Knights always wear their own badge or arms, retainers often carry the same arms on their shields, or else some simplified form of it.



MEN OF THE ORIENT

Organisation The Samurai fight in impromptu units, re-organising themselves for each battle. Accordingly their Regiments can vary from as few as 5 to as many as 30 men. Cavalry Regiments and monks are generally organised in smaller units of between 5 and 10 models.

Tactics Samurai are not great tacticians and favour a straight forward advance with ample support from missile and mounted units. Martial arts monks and Oriental Heroes are very tough fighters indeed, and always form the spearhead of any attack.

Painting Oriental armour is often lacquered as protection against the warm, damp tropical weather. Armour treated in this way can be black, red or dark red. Other armour can be black iron or steel. Clothing for Samurai is often very elaborate, with a variety of colourful shades such as red, blue, green and yellow. Cloth can be patterned or have floral designs. Non-Samurai will wear more uniform clothing of duller colours, white, off-white, dark-red, blue or brown.

Shields often bear the badge or sign of the warrior lord commanding the troops. Banners are oblong shaped and taller than they are wide - typical designs are shown. Colours can be anything, light colours such as white, yellow and pale greens are common, usually with black outline designs in Oriental script or an abstract form.

Weapons may be highly engraved, inlaid or lacquered. Wood is always lacquered red or black, sometimes both.

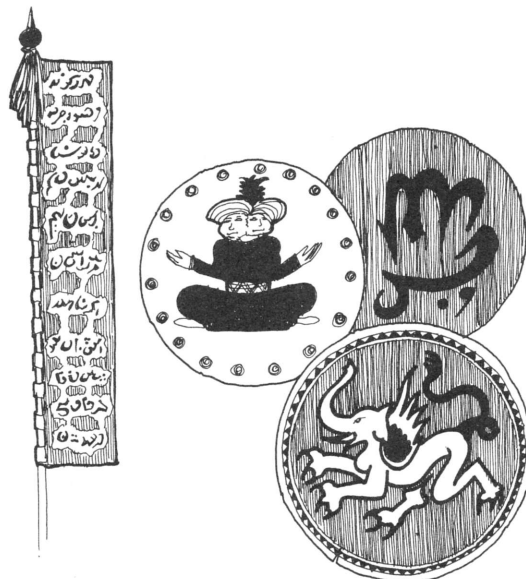
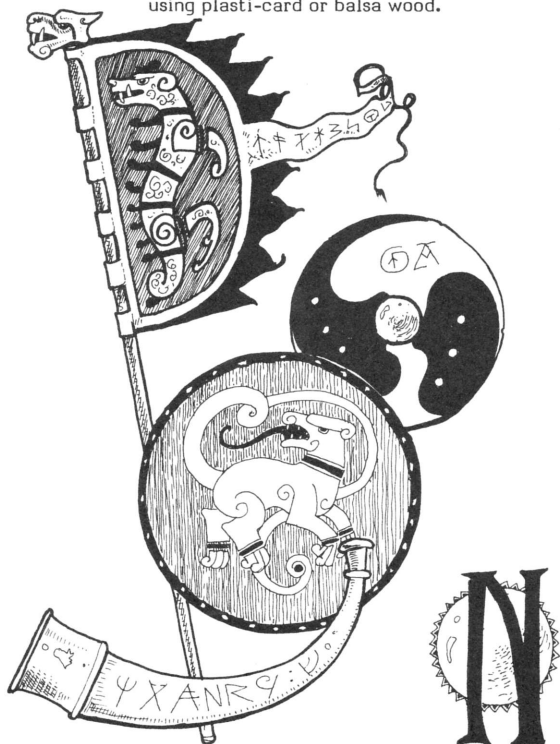
MEN OF THE EAST

Organisation Easterners are organised into quite formal Regiments, with a good permanent military structure. Their units sizes are usually between 20 and 30 for infantry, with skirmishers operating in smaller units of between 5 and 12 men. Cavalry Regiments vary between 10 and 20 men.

Tactics Easterners have so many different kinds of troops available that their tactics may be varied from one battle to another. Great use can be made of the unarmoured horsemen, who are able to skirmish against enemy formations whilst waiting to penetrate their lines and attack from the rear. Camels and Elephants have their place too. Elephants make excellent battering rams which can be charged against solid blocks of enemy troops. Elephants can be supported by the Arab infantry, whilst the Dervishers rush ahead to tie up the advance enemy units.

Painting Easterners wear white or off-white clothing, with turbans often of a uniform colour within a Regiment. Some units may wear coloured 'poverty patches', these are squarish patches of brightly coloured cloth sewn on more or less at random over the tunics and trousers. Armour is often worn underneath the tunic, but where visible is steel, occasionally with bronze, copper or gold decoration. Regimental officers and some other personalities can wear black clothing, as do some of the desert tribesmen.

Weapons are of steel. Shields are generally of one solid colour, sometimes with decorative tassles made out of horse hair and dyed red. Spear shafts and bows are natural wood colour. Banners will be any solid colour and usually carry either a single device in a contrasting colour, or else reams and reams of text from the great sacred books of the great eastern sage Mullah Aklan'd. Elephants are a mid-grey colour. Britains Ltd., the well known toy company, make several excellent plastic Elephant models. These are really very good value for money at less than £2 each. Howdas can be constructed using plasti-card or balsa wood.



NORSEMEN

Organisation The Norse organise themselves into local Regiments based around their villages and communities. Sizes can vary between 10 and 30 men. Cavalry, where present, operate in smaller units of under 10 men. The Norse Berserkers are a disorganised and drunken bunch - they tend to get together before a battle and fight in either one or two units.

Tactics Hack and slay. Norsemen fight best when committed to a rapid attack and as much bloodshed as possible.

Painting Norsemen have skins bronzed by the Northern sun. They are also a very healthy lot, which they claim is due entirely to their high roughage diet and constant exercise. Clothing is of a natural colour, commonly browns or dull shades of red, blue or green. Bright colours are considered effeminate. Hair colour can be red, reddish brown or blond. Most northerners are heavily bearded. Weapons and armour are steel, shields can be natural wood or painted in some strong colour. Shield emblems are often of a strange intertwined animal style, or simple parti-colour shield divisions.

Banners are usually red, and have either no device or an animal motif. War-horns are carried by some troops.

Norse ship models are difficult to obtain commercially, as the only one available in plastic seems to have disappeared from the shops. Cardboard can be used to produce a workmanlike model, dowelling and paper can be used to make masts and sails whilst thin dowelling or plastic rod makes passable oars.

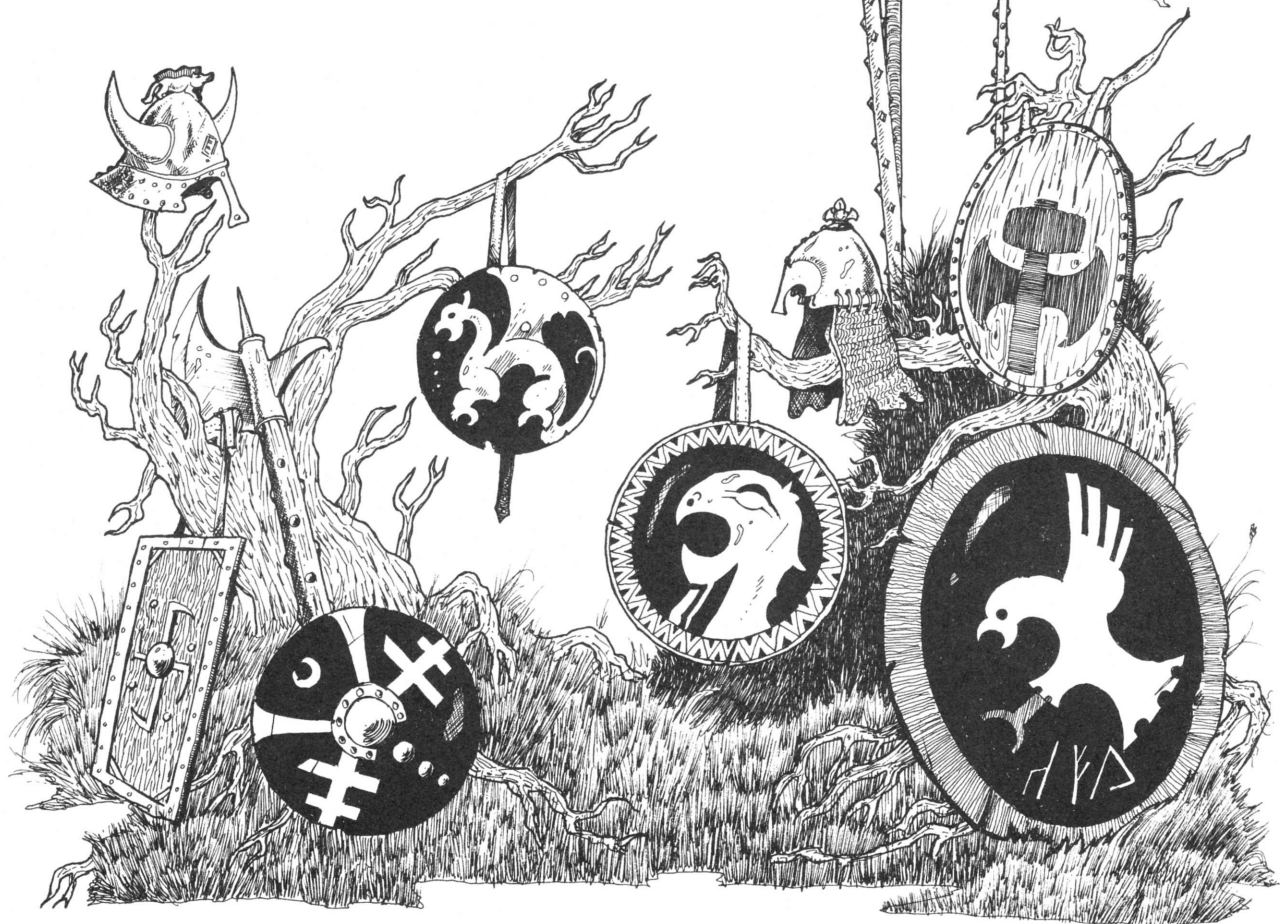
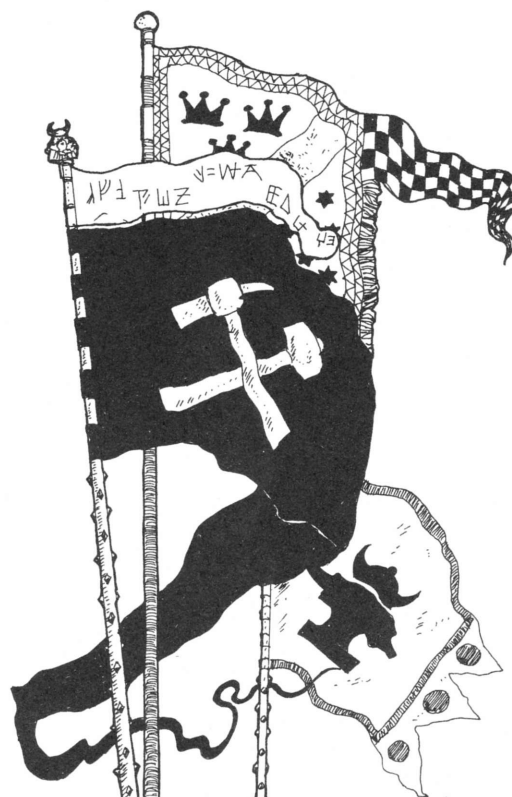
DWARFS

Organisation Dwarfs are tribal - with numerous family sub-groupings. In battle Regiments are formed from family groups, or occasionally from certain localities. A typical Regiment will be of 20 Dwarfs, Guards units are more likely to be in Regiments of 10 and Militia can be of any size. Mounted Dwarfs will be in Regiments of 5.

Tactics Tactics usually consist of a steady advance covered by supporting missile fire. In combat Dwarfs are powerful, but the cavalry are less reliable and so are usually reserved for protecting flanks and keeping enemy cavalry at bay.

Painting Dwarfs have well tanned and ruddy complexions, often with reddish hair. Their clothing is varied, they favour fairly bright colours and like ornate patterns, or interwoven designs. Bright blues, greens and reds predominate. Shields may be painted, red, black and blue being popular, or overlaid with gold or silver. Shield designs are often metallic, sometimes even Mithril - which is a silver coloured metal many more times valuable than gold.

Dwarf standards are likely to be great family heirlooms and often very old. Banners can be of any strong colour or even black, with the family badge or motto emblazoned on it in Dwarf runes.







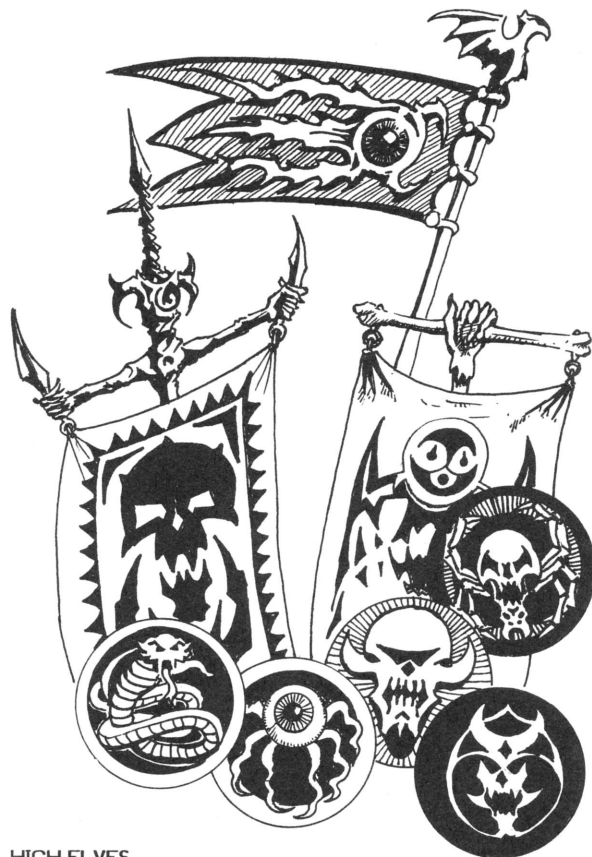
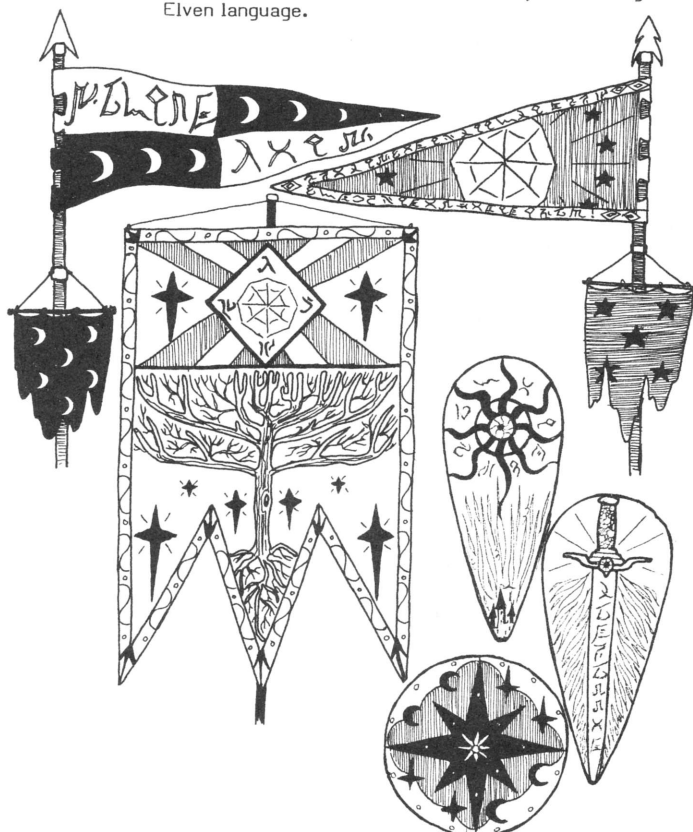
DARK ELVES

Organisation Dark Elves retain a constant vigil amongst their dark wood-land paths and mountain passes. As a consequence all Dark Elves belong to one of the Regiments, although there is no uniformity of equipment or clothing. A typical Regiment will be of between 10 and 20 men, with mounted Regiments of 5 men.

Tactics Dark Elves are mighty warriors - they are cruel and strong with none of the reticent sophistication or moralising of the High Elves. In battle they form well ordered ranks and attack against the weakest part of the enemy army.

Painting Armour and weapons are black iron, sometimes with decorative metal work of steel or bronze. Clothing is always dark, black, dark greens, blues or browns. Dark Elves are paler of skin colour than any other elf types, and their eyes may be red due to their living away from direct sunlight. Standards and penants are black, and may have ornate gold or silver designs. Shields are ornate with gold and silver engraving. Witch Elves have masses of unkempt black hair, which they often dye or streak with wild and insane colours.

Dark Elves have a universal battle cry in the High Elven language.



HIGH ELVES

Organisation High Elves are by far the most sophisticated of the Elves and their organisation tends to reflect this. In peace time the sole troops under arms are the Guardsmen, organised into Regiments of 10 men. In times of war the civilian population is drafted into a number of the traditional but essentially amateur fighting Regiments. The Leadership of these Regiments is hereditary - but in no way reflects military ability. Size varies between 5 and 20 models, cavalry Regiments are no larger than 12 models.

Tactics Tactics vary, the High Elves are great theorists of the military art but in practice they do best by a quick advance and as much hacking and slaying as possible. Delay can be disastrous, as the needless and pointless manoeuvres which nearly resulted in defeat at the Battle of the Burning Temple proved. This battle was one of the many skirmishes fought as part of the religious persecutions of Jeon Staleord, the infamous evangelical Elf Lord.

Painting High Elves dress in very fine and expensive clothing which can be of any colour, or richly embroidered. Grey, white, blue and green are highly favoured, or any bright colour. Regiments may have identically coloured spear or lance penants and helmet plumes.

Weapons and armour will be bright silver, although armour can be black. Shields are of uniform colours in Guard Regiments but can be assorted colours and devices in ordinary Regiments.

High Elves carry elaborate standards similar to Sea Elves - but more commonly in white or black with a quasi-religious motive.

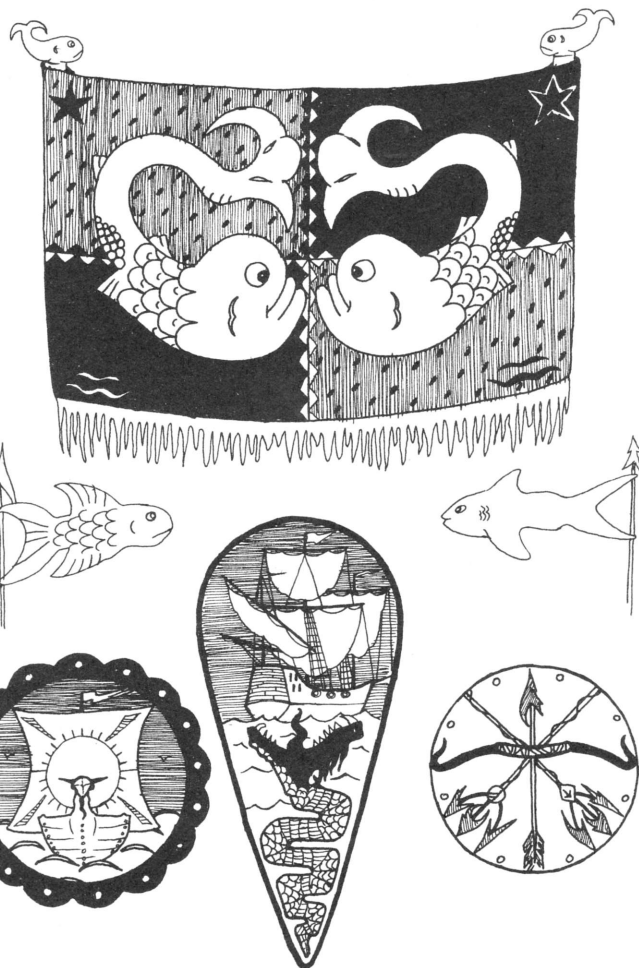
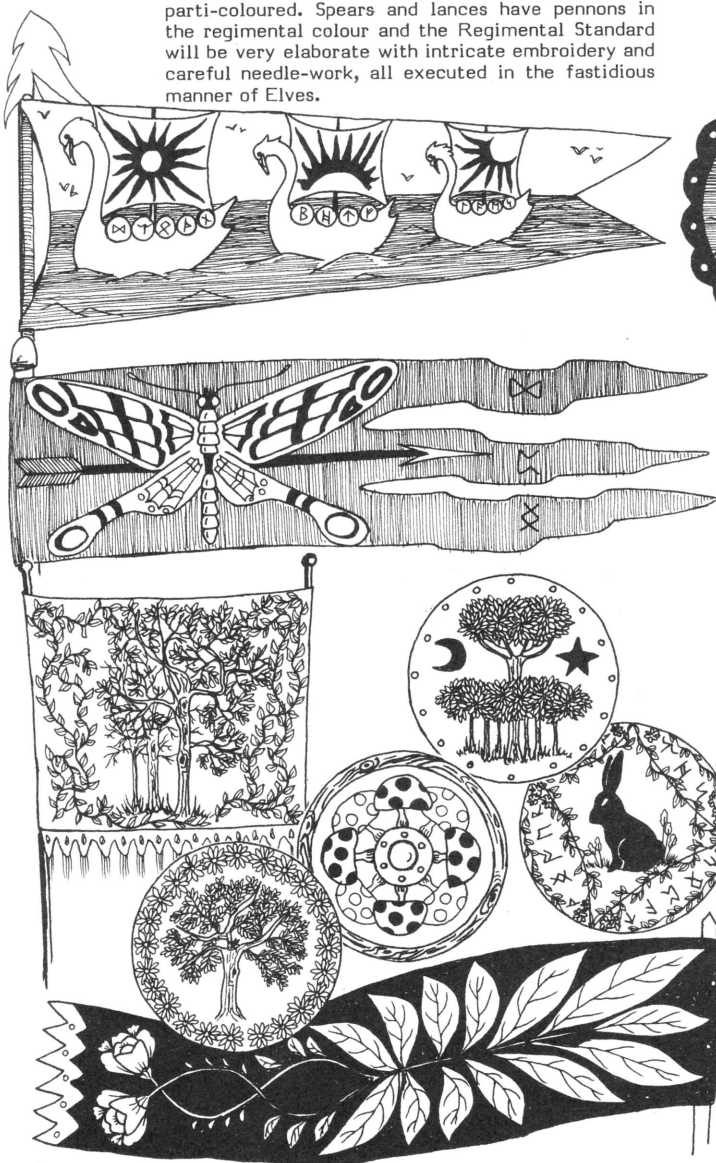
SEA ELVES

Organisation Sea Elves, like Wood Elves, are permanently organised into local patrol groups - which form the basis for Regiments in war time. Regiments are between 12 and 16 men in strength, cavalry between 5 and 10.

Tactics Sea Elves favour a slow advance, hopefully backed up by archers and covered by cavalry. Because Sea Elf armies are small they avoid remaining stationary, so their enemies cannot gang up against them.

Painting Sea Elves dress in solid, but bright colours - especially blue, but also red, green and grey. They wear steel armour and their weapons are of keen, bright steel. Spear shafts and bows may be left natural wood or painted in a regimental colour, which will be reproduced in the helmet plumes and shields.

Shields may be elaborately embossed or brightly painted; blue predominating but also red, green, and parti-coloured. Spears and lances have pennons in the regimental colour and the Regimental Standard will be very elaborate with intricate embroidery and careful needle-work, all executed in the fastidious manner of Elves.



WOOD ELVES

Organisation All Wood Elves belong to one of the tribal troops whose main peace time duties involve patrolling the border lands and intercepting unwanted travellers, itinerant merchants and beggars. In war these same troops form the Regiments that make up the Wood Elf armies. Infantry are organised into Regiments of between 12 and 16 men, whilst horsemen usually fight in Skirmish Order and in Regiments of between 5 and 10 men.

Tactics Wood Elves are great bowmen and usually fight delaying actions until they can pick off the most threatening or least stable enemy troops. Once engaged in combat the horsemen take up positions on the flanks of the infantry or behind to fend off attackers.

Painting Wood Elves favour bright natural colours, although they have no such things as uniforms in the strict sense. Clothing is often green, grey or natural browns such as yellow ochre or tawny.

Weapons are usually left natural wood shades, with bright steel blades, spear tips and armour. Arrows are sometimes red and have white or grey flights.

Elven shields are occasionally covered in sheet silver or gold, or else painted brightly with the regimental emblem. Elvish standards are often elaborately embroidered with gold and silver thread.

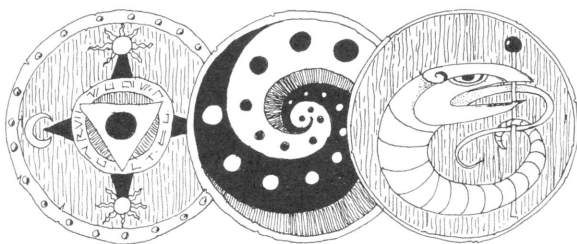
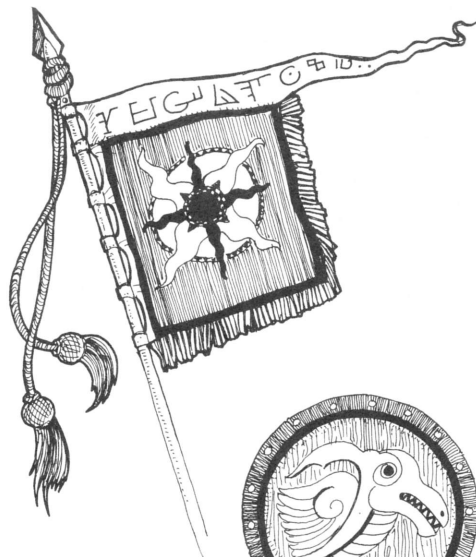
GIANTS

Organisation Nope! none at all. Giants are sometimes encountered in families.

Tactics Not a hope. Giants like to blunder about causing as much damage as possible.

Painting Giants are a similar colour to humans, they are generally well tanned and hairy. Hair colour can be anything, but a good layer of dirt usually tones down light or bright colours. Clothing is usually plain, in some earthy shade. Remember, Giants are not very sanitary, so all clothing will be at least grubby. Bronze, iron and steel are all used for weapons and ornamentation.

Giant weapons and heads can be affixed using an epoxy type glue, super glue is O.K. but not so good. The large size of the larger giants gives the modeller considerable scope for a special paint job. Extra detailing can be put on using a very fine brush or drawing pen and ink, for example scars, stitches and tatoos. Because these castings are quite robust a certain amount of conversion can be attempted, arms can be carefully repositioned, or sacks and other baggage can be added using modelling putty.



GNOMES

Organisation Gnomes are organised into family groups in a similar way to Dwarfs. Typical unit sizes are between 10 and 20 men, with Cavalry and unarmoured troops in smaller units of between 5 and 10.

Tactics Gnomes are underground dwellers and fight many of their battles in cave systems and tunnels. In the open they prefer to find a good defendable position and hold it, supported by crossbows and other missile fire. They are quite prepared to advance and fight once the enemy has become discouraged.

Painting Gnomes are a very dark skin shade, their hair may be black or occasionally fair or red. Armour and weapons are steel, sometimes ornamented with gold or other precious metals. Shields may be any strong bright colour or black, usually with a family device in contrasting colour. The same device may be repeated on clothing and banners.

GREAT GOBLINS

Organisation Tribal organisation prevails; with local Chiefs leading individual Regiments. Regiments can be of any size, but 20 is usual.

Goblin Rider Regiments are of between 5 and 10 men.

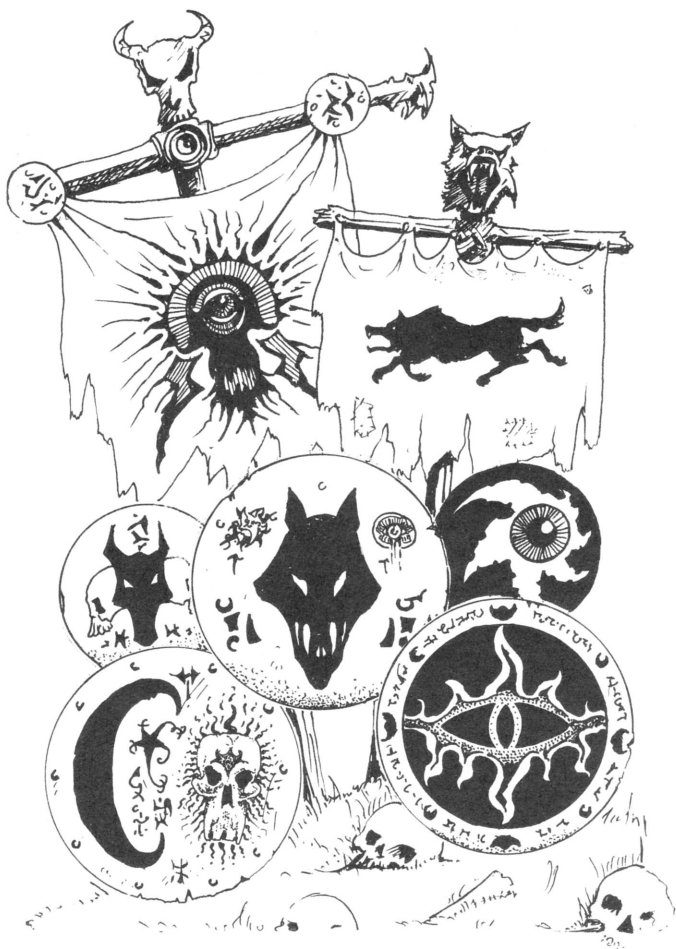
Tactics Cavalry operate as outriders, foraging and scouting; and in battle advance to secure important positions, cover the infantry and generally make a nuisance of themselves.

Lesser Goblins are not hardy warriors, but are useful scouts and cannon fodder. Their small size make them handy for assaulting houses and tunnels.

Painting Great Goblins are a ruddy-flesh colour, although this varies from tribe to tribe. Some tribes practice tattooing or the application of white or red warpaint, usually in stripes over the face and arms. This helps identification of Regiments in battle.

Clothing tends to be dull, black, brown or dark red. Weapons are steel, armour can be steel or black iron and helmets are steel or bronze.

Shields can be quite elaborate with carefully painted tribal motives - white, black, red and blue being popular colours.



RED GOBLINS

Organisation Red Goblins are relatively tough fighters for Goblins. They operate in Regiments of 20 men.

Red Goblin Wolf Riders are organised into small Regiments of 5 troopers in Skirmish Order - usually armed with bows.

Tactics Red Goblins are great exponents of 'hit and run' tactics. The Wolf Riders ride up to within bow range of their enemy, fire their arrows and retire out of charge reach. Once the main forces of the Goblin Infantry are engaged the Wolf Riders ride round the enemy and attack them in the back.

Painting Red Goblins are a deep, red-brown colour. Their clothes tend to be black or brown or sometimes red, with little actual uniformity. Shields and weapons are usually black, and even mail armour can be black or very dark grey. Each Regiment has its own shield pattern, standard and war-cry. Shields and standards often portray runic inscriptions in the base Goblin tongue, and generally consist of obscene anecdotes about the personal habits of Dwarfs. War-cries follow the same general pattern.

Wolves are usually black, although some can be brown or grey and Leaders can ride white or even albino wolves.

NIGHT GOBLINS

Organisation Night Goblins are not really great warriors. In fact Night Goblin commanders spend most of their time watching their troops exercise a series of routs, retreats and tactical withdrawals. To make up for their shortcomings Night Goblins are organised into large Regiments of 30 or more troops - sometimes with 10 extra bowmen in Skirmish order.

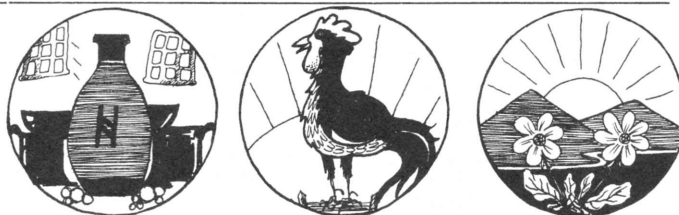
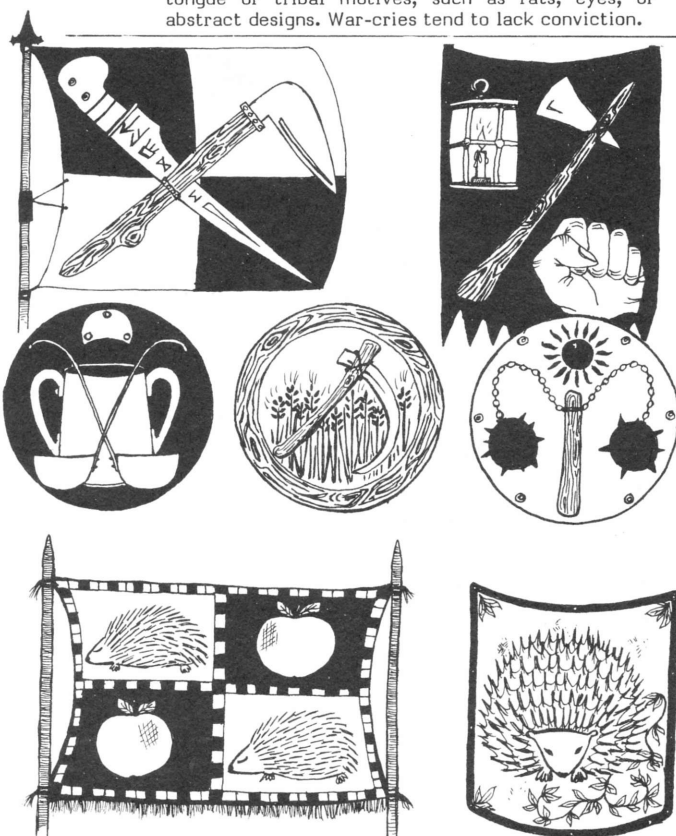
Night Goblin cavalry are less effective than Red Goblins, but can still cause much damage attacking engaged enemy in the rear; advancing rapidly to cover key points and protecting the sides and rear of foot Regiments. Regiments consist of between 6 and 8 men.

Tactics Night Goblins have no real idea of tactics. Their only role on the battlefield is to die in droves, this they invariably accomplish.

The most effective ploy practiced by Night Goblins is to mob the enemy with as many troops as possible as soon as they can. Lesser Night Goblins make useful support troops, being cheap to equip with bows and shields.

Painting Night Goblins are a pale, greenish flesh colour. They wear black or brown clothes, with the occasional green or red cloak or hood. Weapons are usually black or wood painted red. Most metal is black iron, with a little brass used for small items such as belt buckles or ear-rings.

Like Red Goblins each Regiment has its own shield pattern, standard and war-cry. Shields and standards often portray runic inscriptions in the base Goblin tongue or tribal motives, such as rats, eyes, or abstract designs. War-cries tend to lack conviction.



HALFLINGS

Organisation Halflings dislike organisation of any kind. They like food, however, and military administration is dictated by the numbers of Halflings that can be easily fed at one time. Regiments are of between 20 and 30 individuals with mounted Regiments in 5's.

Tactics No Halfling has ever thought about tactics in his life. Military campaigns generally revolve around important strategic positions, such as graneries, bakeries and ale houses. On the battlefield Halflings try to occupy buildings and then stay in them - using the upper stories as missile platforms.

Painting Halflings are very fond of colours that they describe as 'bright and cheerful'. Garish greens and yellows are common, with blues and browns also appearing - sometimes on the same garment. Blacks, dark browns and reds are hardly ever used. There are no uniforms at all, even amongst the Marshals - so a Halfling Regiment will present a colourful and varied appearance. Shields are usually plain wood or painted, weapons and armour are generally steel.

HOBGOBLINS

Organisation Hobgoblins are powerful fighters and they prefer a smaller unit size to give them more tactical mobility. 10 to 20 men is usual.

Tactics The Hobgoblins are best employed in a close combat role, in this way they can make good use of their high Toughness. They are subject to Frenzy, because they also hate just about everybody. Hobgoblins are difficult to control. This makes tactics largely a question of initial placing - don't expect too much common sense from a Frenzied Hobgoblin.

Painting Hobgoblins are a deep yellowish brown colour, their hair is black. Hobgoblin armour is black, with bronze decoration. Favoured colours for clothing are all dark shades of brown, green and red. Shields can any colour with black the most common. Weapons can be either natural wood or black iron.



LIZARDMEN

Organisation Lizardmen have no formal organisation - although local Chieftains may retain a loyal bodyguard with a fixed number of troopers. Normally a Regiment will have anywhere from 10 to 30 members. Cold Ones are rare and so are used mostly in small units or even on their own or in pairs. Troglodytes usually have smaller Regiments.

Tactics As Lizardmen fight mostly underground or at night, their tactical methods tend to be a bit specialised. On the surface they prefer to sneak up as close to the enemy as possible without being spotted, launch a deluge of missiles, and charge in to attack. Troglodytes are a bit too stupid to attempt any fancy tactical manoeuvres, so their most effective approach is to get into combat as soon as possible. Because Lizardmen are immune to Psychological effects, and even some magic, they are especially good at dealing with large or magical creatures, which would normally cause Fear or Terror.

Painting Lizardmen can be almost any colour, but green is by far the most common. Clothing and armour will be dark, but again can be of any colour. Lizardmen often have designs or emblems tattooed or painted on to their skin. Rich or powerful Lizardmen can have gem stones or precious metals studded on to their tough hide, making them look very spectacular. Weapons can be steel or bronze, armour iron, steel or bronze.

ORCS

Organisation Orcs are powerful fighters, Regiments are usually of between 16 and 20 men. Riding Wyverns are banded into small Regiments of up to 5 men.

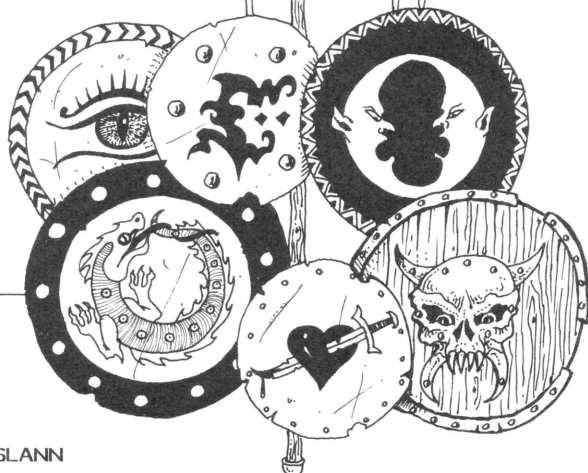
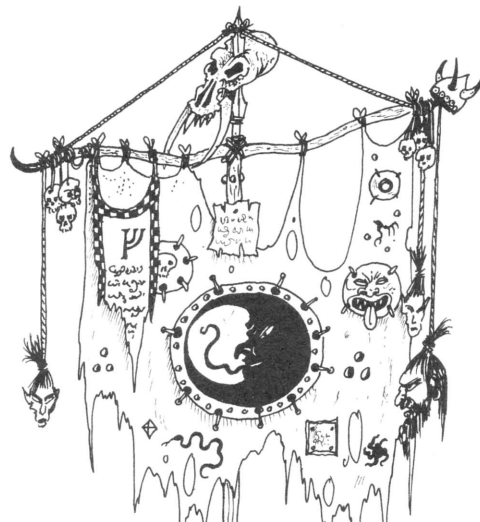
Tactics Orcs prefer frontal assault to subtle manoeuvring. They make great use of the Wyvern by engaging an enemy Regiment frontally and simultaneously attacking from the air.

Painting Orcs are a deep olive brown or dull green colour. Their clothing is usually of any dull shade such as grey, brown or red. Guard Regiments wear red.

Weapons and armour can be steel or brass, mail armour would usually be steel but brass is sometimes used.

Shields and standards are often heavy with embossed metal. Orcs love making their own standards out of those captured from their enemy, or even from captured enemy themselves! Obviously this means that a successful Orc Regiment could have a huge standard, maybe even needing two Orcs to carry it. Orcs have loud voices and typically loud and vulgar battlecries.

For example - "Waaar'the Orcs Oi! Oi! Oi!"



SLANN

Organisation Slann Empire soldiers are organised into fighting units of 20 men. Slave Warriors are used in Regiments of 20 or more troops with Slann Slave Leaders. Tribal troops are not organised into any formal units, but on the battlefield may form Regiments of from 5 to 30 men.

Tactics Slann tactics are highly ritualised, at the beginning of a battle the Slann warriors line up and advance upon their foes. Often Slann may commit themselves to battle without even an attempt to cover their flanks, a role which could be amply filled by the tribal troops.

Painting Slann are green, blue, grey or sometimes yellow in colour. Their skin may carry black or dark red mottling or broken stripes, to some extent these are dictated by the area the Slann come from, and some skin colours have a limited geographic distribution. Tribesmen, especially Braves, often wear not only ritual or tribal tatoos, but also war paint. Colours vary and are traditional within each tribe -lights blues, reds and white are common pigment types. Slann armour is made from sea-shells and gold, tribesmen wear animal skins which can be any lightish brown colour. Decoration can be any vivid colour with a predominance of light blues, red and light green. All wood is painted. Blow-pipes are often black.

Slave warriors are humans, but tend to assume a white and palid skin colour, clothing is simple white or off white fabric. Slave warriors may be tatoored to show ownership, in which case each warrior within a Regiment will bare the same tatoos.



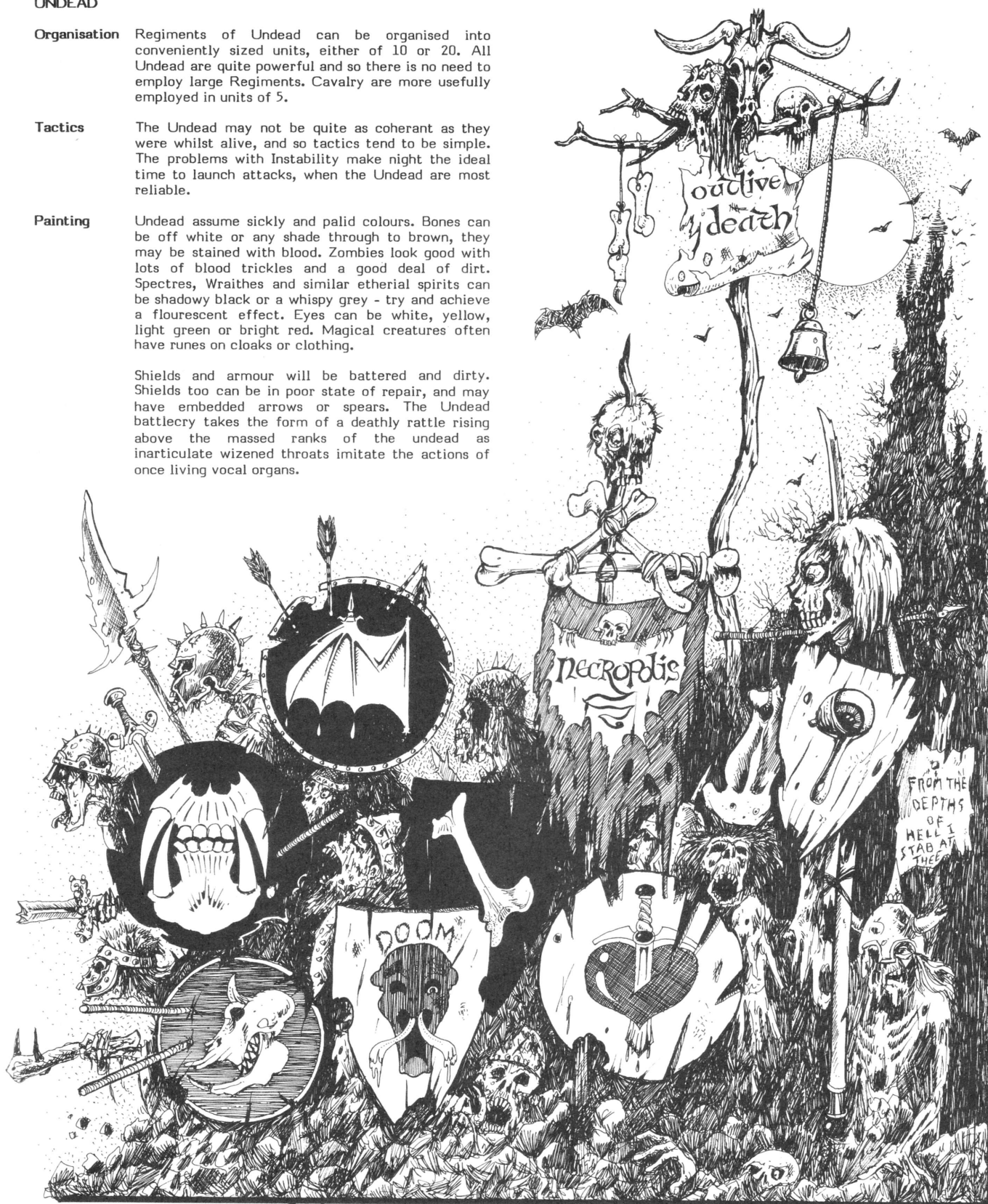
UNDEAD

Organisation Regiments of Undead can be organised into conveniently sized units, either of 10 or 20. All Undead are quite powerful and so there is no need to employ large Regiments. Cavalry are more usefully employed in units of 5.

Tactics The Undead may not be quite as coherent as they were whilst alive, and so tactics tend to be simple. The problems with Instability make night the ideal time to launch attacks, when the Undead are most reliable.

Painting Undead assume sickly and palid colours. Bones can be off white or any shade through to brown, they may be stained with blood. Zombies look good with lots of blood trickles and a good deal of dirt. Spectres, Wraithes and similar etherial spirits can be shadowy black or a whispy grey - try and achieve a flourescent effect. Eyes can be white, yellow, light green or bright red. Magical creatures often have runes on cloaks or clothing.

Shields and armour will be battered and dirty. Shields too can be in poor state of repair, and may have embedded arrows or spears. The Undead battlecry takes the form of a deathly rattle rising above the massed ranks of the undead as inarticulate wizened throats imitate the actions of once living vocal organs.



REGIMENTS OF RENOWN

As Regiments fight battle after battle they can gain a reputation far beyond the expectations of their commanders. The following are examples of famous Regiments that have graced the battlefields of the world. Long may their memory be honoured! Any of these units may be incorporated into an appropriate army.

BUGMAN'S DWARF RANGERS

Joseph Bugman was possibly the most famous Dwarf master brewer of all time. The brewing community of Bugman's Brewery, in fact a small town, had been founded in ages past by the great Samuel Bugman, Joseph's long-dead grandfather. By the time of the Goblin Wars Joseph was a prosperous and wealthy brewing merchant, and a reasonably passive and contented Dwarf. His small community lay well off the beaten track, away from the worst excesses of the fighting, and Joseph felt no inclination to meddle in what seemed to him to be a domestic quarrel. After all 'Brass was Brass', and Bugman's Bitter sold well to Goblins and Dwarfs alike.

Joseph found himself unexpectedly involved in the war when a convoy transporting Bugmans Best Bitter into the Troll Country was attacked by a rampaging Goblin band. Every last Dwarf was slain, including Samuel's only son Bono. The news came as a terrible blow to the old Dwarf, who instantly swore uncompromising revenge upon the Goblins for this foul deed of theft and murder. Without hesitation Joseph took up his sword and his armour and gathered a small band of his workers - all of whom had lost relatives or friends in the massacre.



PROFILE										POINTS
M	Ws	Bs	S	T	W	I	A			
3½	5	3	2	C	1	2	1			13

The band disappeared into the Bad Lands, and little was heard from them during the following years. Rumours from the south told of the ravages of Bugman's Rangers, of cunning ambushes, of deadly nocturnal raids and the consternation of the Goblins.

Eventually, wounded and deathly exhausted, Bugman and his now pitifully small band returned to their homes, only to fight their last battle defending Bugman's Brewery from the advancing armies of the Goblins. Joseph Bugman's body was never found, it is generally assumed that he died along with every other member of his Regiment and their families.

Armament.	Double-handed axe, hand axe, short sword and crossbow.
Dress	Sturdy brewers buff coats, heavy earth coloured rough weather cloaks, buck-skin breeches and heavy boots. Mail armour is worn underneath the buff coat.
Shield	The shield design illustrated is that of the Bugman family.
Battlecry	'Mhinz Abeir' - shouted by half the company, to which the rest reply - 'Z'yor Rond' - Dwarvish, translation unknown.
Leader	Samuel Bugman. Profile is as for a Major Dwarf Hero. Leadership factor 5.

THE KNIGHTS OF ORIGO

The island outpost of Fyrus seemed a good place for the monks of the holy order of Saint Origo to build a monastery. True - Fyrus did lie but a dozen miles from the coasts of Araby, it was the birth place of the revered Mullah Aklan'd and its harbours did control the main east-west trade route; but the Brothers of the Holy Order of Saint Origo decided Fyrus would make an ideal place to rest and meditate. They started by kicking out all of the natives and building a huge fortress. This they decided to call the 'Holy Monastery of the Divine Origo'.

When the good brothers found their prayer disturbed by Arabian pirates and the continued complaints of the disinherited they reacted in the only way they knew how. They built fleets, wiped the waterways clean of eastern ships, and fired every Arabian port within a hundred miles. For the purposes of the crusade the Grand Master of the Order designed the special uniform and banner which is illustrated here.

The Knights returned to a life of peace and contemplation, disturbed only by annual excursions burning, looting and destroying all along the coasts of heathendom. After a few years they were shaken from their solitude by vast armies of Easterners, who lay siege to, and eventually destroyed, the monastery. Many of the Knights were slain but a company escaped, and led by the Grand Master of the order, Sir John Tyrweld, the Order reformed in the West.

From then on the company crusaded extensively against the enemies of all right thinking folk and gained a considerable reputation from their enemies. Amongst the Goblins they became renowned as 'The Frothers', whilst the Easterners dubbed Sir John 'The Foaming One'.

Armament. Sword and Knife, known as the Heathen Dispatcher.

Dress Mail armour, great helm and surcoat. The surcoat of this particular order is red, which symbolises the blood that was shed that others might go on - specifically the blood of their enemies. Note the badge of the order worn over the right breast.

Shield The badge of the order is placed upon the 'heater' shield.

Battlecry Peace and Justice.

Leader Sir John Tyrweld, he has the same profile as a Mighty Hero. Leadership 6.

Note All of the Knights are subject to **FRENZY**, never take morale tests and add 1 to all Fear and Terror throws. They **HATE** all non-westerners. In Frenzy they disregard the normal requirement to discard armour.



PROFILE								POINTS
M	Ws	Bs	S	T	W	I	A	
3	4	3	2	B	1	3	1	10

Grom was killed in the first onslaught on the Dwarf fortress of the Middenheim and his guards were exterminated at the final battle of the war at Mad Dog Pass.

Armament. Sword

Dress Leather jerkin and trousers, with mail coat and heavy iron helmet.

Shield Assorted shield patterns prevail.

Battlecry 'Yaaaghhrruuuuugh' - Goblins are not known for their eloquence.

Leader Grom the Paunch of Misty Mountain. Leadership 4. Grom has the attributes of a Major Night Goblin Hero, except that his layers of fat give him a Toughness of D and 4 Wounds. Leadership 4.



PROFILE								POINTS
M	Ws	Bs	S	T	W	I	A	
4	3	3	2	B	1	3	1	6½

GROM'S GOBLIN GUARD

Grom initiated the Goblin Wars when he slew Wulfrun Willowhand, King of the Northern Dwarfs, in a drunken brawl. The cause of the dispute is not recorded, although the relative merits of Old Sam's Brown and Bugman's Best may have been responsible. Grom led the armies of the Goblins in some of their most notable victories, for a Goblin he was a fine tactician and soldier. He was not a pure bred Goblin but of mixed ancestry and presented the appearance almost of an especially ugly Ogre. He was known as 'The Paunch of Misty Mountain' because he was so fat.

Grom selected his guard from the dregs of Goblin society - the outcasts; creatures who were half Goblin and half Orc. These guards were especially large and vicious. Their armour was scavenged from the early battlefields of the war, and their weaponry was forged at the Dwarf smithy of Zhuf Field after its fall to Grom's armies.

MENGIL MANHIDE'S COMPANY OF DARK ELVES

During the spring of his last year Kraal the Hearteater gathered about him all the young men of his immediate family. Spells were cast, bloody sacrifices were made, and, at last, the young elven warriors were initiated into their family cult. At the completion of the ceremony Kraal banished all of the young elves, expelled them from the forest and forbade them to return until each had slain a human warrior, or died in the attempt. This was the way of the Dark Elves of Kraal's family.

Mengil, son of old Kraal, had never before strayed from the dank, leafy confines of his forest home. He soon acclimatised to his new social role, however, and discovered that he liked the marauding life so much that he decided against returning to his father's people and set out on a life of banditry and mayhem. His first victim was a huge Norse champion. His skin Mengil fashioned into a cloak,

establishing both the mode of dress of his followers and his full name - Mengil Manhide.

Mengil's followers caused considerable disruption around the farmlands and homesteads of the west.

Armament. Long sword, knife and crossbow.

Dress Black tunic and breeches with light leather boots, elegantly shaped. Over the tunic the elves wear a coat of scale armour belted round the waist. Over their shoulders each warrior wears the mark of his company, a man-hide.

Shield The device of Mengil is encribed upon each warriors shield.

Battlecry None - the Regiment prefers sneaking up quietly in the middle of the night.

Leader Mengil is a Mighty Dark Elf Hero.



PROFILE								POINTS
M	Ws	Bs	S	T	W	I	A	
4	4	4	2	B	1	5	1	13

HARBOTH AND THE BLACK MOUNTAIN BOYS

The Black Fire Pass is the only route over the Black Mountains, and for years the mountain and the pass were by and large impassable due to the presence of a large Orc settlement. This dirty and squalid township consisted of several dozen wooden shacks, a large but unstable saloon and hundreds of mean, greedy, low-down Orcs.

The town was run by Harboth, an Orc of great size and strength. Harboth's mates used to spend most of their time in the saloon, sheltering from the almost non-stop rain which is an every day phenomenon along the slopes of the Black Mountains. They would take turns manning the toll gates and torturing travellers. Occasionally there would be a fight as some indignant Halfling or Dwarf tried to defend himself - but not often.

As you can see The Black Mountain Boys don't go in much for fine clothing or fancy gear. They have quite an extensive collection of armour and weapons looted from travellers, including sturdy bows as well as heavy iron hooked cleavers called Dwarf Ticklers, an invention of Harboth's of which he is justly proud.

After the Goblin wars the Bad Lands were gradually cleaned up by the Dwarfs. Harboth and his gang were forced to take to their heels. It is rumoured that Harboth spent his declining years cattle rustling in the deep south.

Armament. Dwarf Tickler, knives and clubs.

Dress Ragged tunics and breeches, all clothing is very dirty with a generally cast off appearance. A light Mail jerkin is worn underneath the other rags.

Shield Assorted emblems prevail - often of an offensive or insulting nature.

Battlecry Harboth's favoured expression is 'Pulp the Stunties'.

Leader Harboth has the profile of a Mighty Orc Hero. Leadership factor 4.



PROFILE								POINTS
M	Ws	Bs	S	T	W	I	A	
4	3	3	2	C	1	2	1	13

MAD MULLAH AKLAN'D'S DEATH COMMANDOS

It was the talented and fanatical Wizard Mullah Aklan'd who first led the Men of the East against the Elven lands. Within his lifetime the Mullah had reduced the Elven nations to a few pockets of isolated resistance, and taken control of all of their old trade routes. It was at this time that the Sea Elves undertook many of their great journeys across the western seas.

Aklan'd may have been insane, many claimed as much, most of them died horribly. His brand of religio-magic was based upon the old religions of the desert tribes, modified to accord more closely with his own distorted view of the world.

His most dedicated followers were the Aklan'd Death Commandos. This elite Regiment was formed from the most devoted of the young desert warriors, men willing to die, and in dying gloriously pass into the highest of the 7 Heavens, known as St'oec.

The successors of the Mullah maintained the glorious tradition of the Death Commandos, always choosing the finest equipment for them and always placing them at the forefront of battle.

- Armament.** Scimitar and dagger.
- Dress** Mail armour and helmet. The long coat is made up of thick padded material and can be worn either underneath or over the armour. It is blue.
- Shield** The Death Commandos wear the badge of the Mullah.
- Battlecry** Purity through death.
- Leader** Originally the Mullah himself, but afterwards a Captain of the Guard with the same profile as a Hero. Leadership 4.
- Note** The Death Commandos are subject to Frenzy, but do not have to discard armour whilst Frenzied. They **HATE** men of the west. Death Commandos add 1 to all Morale, Fear and Terror dice.



PROFILE									POINTS
M	Ws	Bs	S	T	W	I	A		
4	3	3	2	B	1	3	1		10

THE BOWMEN OF OREON

All Wood Elves are noted for their skills with the bow. From amongst his father's people Prince Oreon chose the very best archers and woodsmen and assembled this famous Elven Regiment. With his company Oreon left his homeland and joined the crusading armies of the Elven lord Staloerd. He fought with distinction at the assault upon the Necromantic fortress of the evil Wizard Dornbast, and eventually returned home after the destruction of Dornbast's Goblin armies. It was in hand-to-hand combat with the Necromancer himself that Oreon lost an eye.

Oreon's company wear the traditional hunting green of Wood Elves, with full capes and hoods. In addition to his bow each warrior carries a shield, sword, long knife, and two quivers. The company proved more than willing to get stuck in, and after their return to the Greenwoods formed the basis of their defence.

Oreon himself grew sullen over the years and took to brooding over the loss of his eye and vitality, a result of the wound, inflicted as it was by a potent and evil magical weapon. One day he left his home and was never seen again, it is said that he went in search of his lost eye. The tale is told at some length in the popular lay known as Oreon's Folly .

- Armament.** Long sword, knife, elf bow and two quivers.
- Dress** Green tunic and breeches with weather stained green cloak and hood. Long leather boots are worn with turned down tops.
- Shield** The bowmen of Oreon adopted the device illustrated for their shields.
- Battlecry** 'Oreon! - Oreon! take the high ground'
- Leader** Oreon himself wears a similar uniform to his men, but in a more elaborate cut. He has the same profile as a Mighty Wood Elf Hero. Leadership 5.



PROFILE									POINTS
M	Ws	Bs	S	T	W	I	A		
4½	4	5	2	B	1	6	1		13

GOLGFAG'S REGIMENT OF MERCENARY OGRE'S

The wars between the Goblins and Dwarfs had just begun when Golgfag and his Ogre band emerged out of the northern darkness. Golgfag was the chief of the Rutdrogg clan, and he saw the impending war as a good opportunity to gather loot and fresh meat. The Rutdroggs shambled out of their mountain homes and straight into the employ of Bogdan Legbreak, the chief of the Goblins of the northern Misty Mountains.

After a limited period of service Golgfag had taken part in several early actions of the war. The Rutdroggs proved themselves to be excellent troops, if somewhat undisciplined. One night after an especially long and intense drinking bout Golgfag and Bogdan, who had never liked each other anyway, fell to arguing. Within moments the whole Regiment was up and blood was flowing freely. By morning Golgfag's Regiment had fought its way out of the Goblin compound and taken to the woods. He soon found employ again, however, this time fighting for the Dwarfs against his former allies. In this capacity he led a Dwarf party into the Goblin's stronghold and slew Bogdan in a bitter fight. He later established himself as one of the most adventurous leaders of the war and collected a great deal of gold, loot and captives before returning to the frozen north.

	PROFILE								POINTS
	M	Ws	Bs	S	T	W	I	A	
Rutdroggs	6	3	2	3	D	3	3	2	34
Golgfig	6	5	2	3	D	4	4	3	55

Armament. Two-handed mace.

Dress Rutdroggs have long tunics down to the knee, with heavy breeches and boots. Over their tunics they wear mail armour, and over their backs they have long furry cloaks. Their skin coloration is swarthy, with longish black or grey hair.

Shield Each Ogre carries a large round shield, this is strapped to his back in combat so as to enable him to swing the mighty war mace.

Battlecry The Ogre language is bestial in the extreme, and not easily translated. A phonetic transcription would be something like, 'Gruugh aghhhhh aghhhh waaaaaa.' Experts claim to recognise some elements and offer the following broken translation. 'Remove yourselves from your current physical location, failure to comply with our request could result in severe physical discomfort of a kind which could seriously curtail your social life.'

Leader Golgfag has a profile as given below. His Leadership value is 5.



Heroes and Wizards

This section of the rules is intended to allow you to easily roll up interesting Heroes, Wizards and their companions to order.

If you require a Hero and Wizard for an army which is being assembled on a points value basis, you may also use the charts to create a character with randomly determined Attributes, followers, magical equipment etc, having first paid the appropriate number of points to be allowed to roll him up. This will give you a different character every time, and whether you get good value for points cost will be entirely in the hands of Goethi and Spaanal the Gods of Chance. For competitive battles where evenly matched forces are imperative, the standard characters given in the main lists should be used.

In random encounters you may dice for the might of the encountered Hero or Wizard as follows:- throw a D10

HEROES

1,2,3,4,5,6
7,8,9
0

Minor Hero
Hero
Mighty Hero

WIZARD

1,2,3,4
5,6,7
8,9
0

Novice
Acolyte
Adept
Mage



HEROES

MEN

	Minor Hero	Hero	Mighty Hero
Weapon Skill	D6+2	D4+4	D4+6
Bow Skill	D6	2D4	D8
Strength	2	D2+1	D2+1
Toughness	B	D2+1	D2+1
Wounds	D3	D4	D4+1
Initiative	D6+1	2D6+1	3D+1
Attacks	D2	D3	D2+1
Magic Weapons	10%	25%	45%
Other Magic	5%(D2)	10%(D3)	25%(D4)
Followers (and number)	20% D6	30% 2D6	50% 2D10
Fantastic Mount	2%	5%	10%
Points Value	16	29	62

Mighty Heroes will always have the best possible equipment for a prestigious person of their race, including a horse if appropriate.

Other Heroes may spend up to half of their own Points Value on equipment.

If the Hero is not mounted, then neither will be any of his followers. Followers will usually be the same nationality as their leader.

ELVES

	Minor Hero	Hero	Mighty Hero
Primary Skill if Bow	D6+4	D4+6	D2+8
if Sword	D6+2	D4+4	D4+6
Secondary Skill	D6	2D4	D10
Strength	2	D2+1	D2+1
Toughness	B	D2+1	D2+1
Wounds	D2	D3	D4
Initiative	D8	2D8	3D8
Attacks	D2	D3	D4
Magic Weapons	15%	30%	50%
Other Magic	10%(D3)	20%(D4)	40%(D6)
Followers (and number)	10% D4	20% D6	40% D8
Fantastic Mount	5%	10%	20%
Points Value	15	30	68

Throw a D6 to determine the Elf Heroes Primary Weapon Skill

1,2,3,4
5,6

BOW
SWORD

DWARFS

	Minor Hero	Hero	Mighty Hero
Weapon Skill	D6+2	D4+4	D4+6
Bow-Skill	D4	D6	D6
Strength	D2+1	3	3
Toughness	B	D2+1	D3+1
Wounds	D4	D4+1	D4+2
Initiative	D4+1	2D4+1	2D4+2
Attacks	D2	D3	D2+1
Magic Weapon	10%	25%	50%
Other Magic	5% (D2)	10% (D3)	15% (D4)
Followers (number of)	20% D10	30% 2D10	50% 3D10
Fantastic Mount	No	No	No
Points Value	15	39	65

Dwarf magic weapons will always take the shape of hammers or axes. Dwarfs whose Will Power makes them MAGICALLY IMMUNE will not have magical items or Wizards for followers, but will add one to all dice throws, sometimes producing Mega-Heroes who go beyond normal racial limitations.



WIZARDS

MEN

	Novice	Acolyte	Adept	Mage
Weapon Skill	D6	D8	D8+1	D8+2
Bow Skill	D4	D6	D6+1	D6+2
Strength	2	2	D2+1	D2+1
Toughness	B	B	B	2D+1
Wounds	1	D2+1	D3+1	D3+2
Initiative	D4+1	D6+1	D8+1	D10+1
Attacks	1	1	D2	D3
Mastery	1	2	3	4
Constitution	6+D6	8+D12	10+D12+D6	12+2D12
Magical Weapons	5%	10%	20%	30%
Other Magic	10% (D3)	20% (D4)	40% (D6)	60% (D8)
Special Staff	5%	10%	30%	45%
Followers (number of)	0 0	10% D3	20% D6	30% D10
Fantastic Mount	0	5%	10%	15%
Points Value	108	312	517	736

All Wizards have D4 spells at their Mastery Level and 2D4 of levels below. They will be carrying D4 philtres for each spell they know that requires them, with a 10% chance of instead having the appropriate Amulet instead. They will have one each of all required Talismans. There is a 50% chance of Amulets and Talismans having been incorporated into any magical weaponry to make a single enchanted artifact.

ELVES

	Novice	Acolyte	Adept	Mage
Weapon Skill	D6	D8	D8+1	D8+2
Bow Skill	D4	D6	D6+1	D6+2
Strength	2	2	D2+1	D2+1
Toughness	B	B	B	D2+1
Wounds	1	D2	D3	D4
Initiative	D4+3	D6+4	D8+5	D10+6
Attacks	1	D2	D3	D4
Mastery	1	2	3	4
Constitution	6+D6	8+D12	10+D12+D6	12+2D12
Magical Weapon	10%	15%	25%	35%
Other Magic	15% (D3)	25% (D4)	45% (D6)	65% (D8)
Special Staff	5%	10%	30%	45%
Followers (number of)	0 0	0 0	10% D4	20% D8
Fantastic Mount	Q	5%	10%	20%
Points Values	111	311	515	737

DWARFS

	Novice	Acolyte	Adept	Mage
Weapon Skill	D6	D8	D8+1	D8+2
Bow Skill	D3	D4	D4+1	D4+2
Strength	2	D2+1	D2+1	3
Toughness	D2+1	D2+1	D3+1	D2+2
Wounds	D2	D3+1	D4+1	D4+2
Initiative	D4	2D4	2D4+1	2D4+2
Attacks	1	1	D2	D3
Mastery	1	2	3	4
Constitution	4+D6	5+D12	6+D12+D6	6+2D12
Magic Weapon	10%	15%	30%	40%
Other Magic	5% (1)	15% (D2)	35% (D4)	55% (D6)
Special Staff	0	5%	10%	30%
Followers (number of)	0	10%	25%	40%
	0	D6	2D6	3D6
Fantastic Mount	No	No	No	No
Points Value	109	311	521	754

Dwarfs do not lean naturally towards magic, and wizards are quite rare amongst them. If a player wishes to add a wizard to his Dwarf army, he must throw a D6:-

- | | |
|-------|--|
| 1,2,3 | Roll Dwarf Heroes instead to the same Points Value |
| 4,5,6 | Gets the wizard |

Dwarf wizards always carry a hammer, if they have an enchanted weapon it will be the hammer, and all Amulets and Talimans will be incorporated into it, magical or not.

FANTASTIC MOUNTS

Throw a D10:-

	Neutral/Evil Heroes & Wizards	Good Heroes & Wizards
1	Giant Wolf	Warhorse
2	Centaur	Centaur
3	Griffon	Hippogriff
4	Griffon	Griffon
5	Wyvern	Wyvern
6	Manticore	Manticore
7	Chimera	Unicorn
8	WIZARD - Palanquin	WIZARD -Palanquin
	HERO - Flightless Riding Reptile	HERO -Unicorn
9	Flying Riding Reptile	Pegasus
10	Chaos Spawn riding beast	Pegasus

If you roll up a Chaos riding beast generate the creature randomly using the Realm of Chaos supplement. A Palanquin is a raised platform or chair held aloft by bearers, you can improvise one using 4 models of appropriate type as bearers and an oblong piece of card. Place the bearers at the corners and the Wizard on the platform itself. It is usual for the bearers to be fairly huge and generally stupid monsters such as Ogres or Hobgoblins.

Any Hero or Wizard can elect to throw for a chariot - you have a 10% chance. The chariot will be drawn by a brace of whichever monster you role up as a mount.



HERO'S FOLLOWERS

1. MEN

To generate the followers of a Human Hero throw 1D100

01-80	Man-at-Arms*
81-85	Wizard - Throw for Mastery
	Follower of:- Minor Hero 1
	Hero D2
	Mighty Hero D3
86-90	Elf/Orc
91-95	Dwarf/Ogre
96-00	Creature

*10% of the Men-at-Arms of Mighty Heroes will themselves be Heroes.

2. ELVES

To generate the followers of an Elf Hero throw 1D100

01-80	Elves*
81-90	Wizard - Throw for Mastery
	Follower of:- Minor Hero 1
	Hero D2
	Mighty Hero D3
91-00	Creature

*10% of the Elves following a Mighty Elf hero will themselves be Heroes.

3. DWARFS

To generate the followers of a Dwarf Hero throw D100

01-97	Dwarfs
98-00	Wizard - Throw for Mastery
	Follower of:- Minor Hero 1
	Hero D2
	Mighty Hero D3

*10% of the Dwarfs following a Mighty Dwarf Hero will themselves be Heroes.

WIZARD'S FOLLOWERS

1. MEN

To generate the followers of a Human Wizard throw 1 D100

01-30	Man-at-Arms
31-45	Lesser Hero
46-60	Novice
61-75	Elf/Orc
76-90	Dwarf/Ogre
91-00	Creature

2. ELVES

To generate the followers of an Elf Wizard throw a D100

01-40	Elf
41-60	Minor Elven Hero
61-85	Novice
86-00	Creature

3. DWARFS

To generate the followers of a Dwarf Wizard throw a D100

01-80	Dwarf
81-90	Minor Dwarf Hero
91-00	Novice

GENERATING CREATURES AS FOLLOWERS

To generate creatures as followers for your Heroes and Wizards roll a D100, creatures generated in this way are far too wild to be ridden but have a sense of dog-like loyalty which allows them to be commanded and prevents them from attacking friends.

Dice Roll	Evil/Neutral	Good
0-10	Ogre	Eagle
11-20	Centaur	Centaur
21-30	Minotaur	Winged Serpent
31-40	Troll	Winged Panther
41-50	Wyvern	Wyvern
51-60	Chimera	Hippogriff
61-70	Griffon	Griffon
71-80	Manticore	Manticore
81-85	Giant	Giant
86-90	Harpy	Treeman
91-95	Giant Creature - D6	Were-Bear
	1 Frog	
	2 Rat	
	3 Spider	
	4 Scorpion	
	5,6 Wolf	
96-00	Werecreature - D6	Were-Bear
	1 Tiger	
	2,3 Rat	
	4,5 Wolf	
	6 Boar	

SPECIAL TALISMAN STAFFS

By far the most popular of all Wizards' Personal Talismans is the Staff. The Staff is very much the symbol of the magician and Wizards often grow very fond of their Staffs. Often it will be enchanted in other ways and may include further Talismans and enchanted items as part of its design.

If a Wizard is found to have a Special Talisman Staff all Amulets and Talismans he is carrying have a 50% chance of being incorporated into the staff. A Special Talisman Staff also has the following additional powers:-

ARCANE ROD	20% Chance
VENOM STAFF	20% Chance
RUNE STAFF	30% Chance
NIOBES TORCH	10% Chance
PRECIOUS STAFF	10% Chance

PRECIOUS STAFFS are made of rare metals, gem encrusted or of great artistic beauty, such as to make them worth D6 x D6 x 100 crowns.

If the Wizard is found to have **both** an enchanted weapon **and** a special staff then, in fact, the enchanted weapon will also be his personal talisman, and throws will be made for additional powers for it as if it were a Special Talisman Staff.

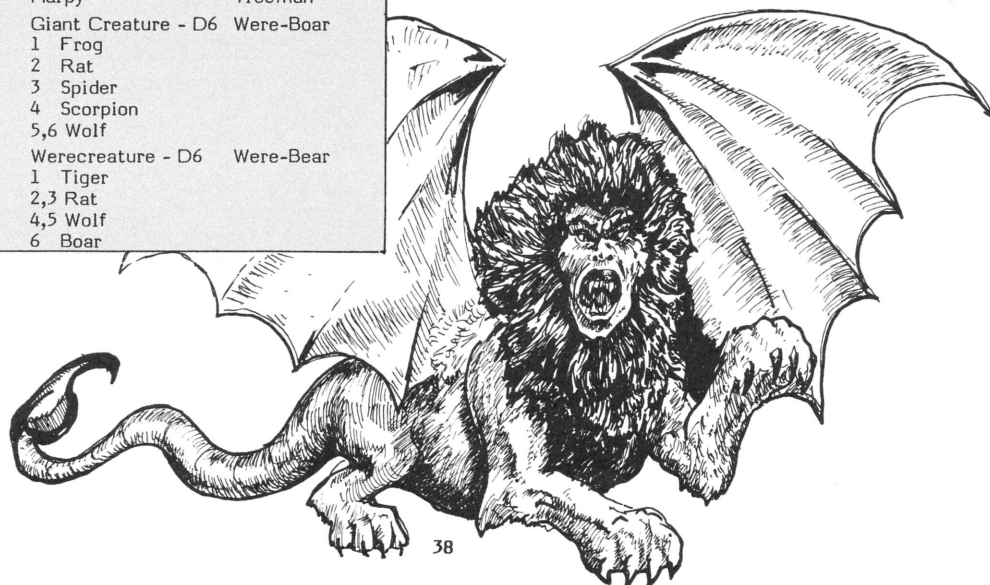
If none of the extra benefits are found to be present, then the Games Master should determine some useful or unusual minor power for the staff.

CHARACTERS IN LONG RUNNING CAMPAIGNS

Players may wish to retain favourite characters from game to game, perhaps continuing their earlier adventures and exploits. This will also save time rolling up a new character for every game.

Players may keep any character who survives a wargame, characters who are killed during the game may not be used again. The character may retain any magical weapons or equipment that he pillages, and make use of them in games that follow. All wounds and other hurts are considered healed in between games.

Experienced Games Masters may wish to allow characters to advance and become more powerful as they acquire additional experience and fame. The experience points system of Warhammer can be used as the basis for this.





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