# WARHAMMER

THE GAME OF FANTASY BATTLES

# WARHAMMER®

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Prepare thyself to enter a world of Daemons and vile sorcery, of battle and death, of violence and of madness. Chaos infects this world like a malignant disease from which there can be no recovery. Logic, reason and sanity have no place here. Even the earth and the air are suffused with the stuff of raw magic, causing gnarled hag-trees to come alive, men to devolve into monsters and castles of bone to form from the mass graves of ancient battles. In this blasted realm you will see wonders and horrors alike that you shall carry to the grave.

Look to the north – tribe upon tribe of barbarians and iron-clad immortals charge into the teeth of a thousand cannons before crashing into mile-long lines of brightly uniformed infantry. Behold the great equator, land of the warrior sun, where skeletal legions and armies of living statues rise from the desert to crush the crusades of plate-armoured knights. Across the Old World, bestial and nameless things pour out from the endless forests to besiege, burn and topple fortress-cities. Orc Warlords stand atop storm-wracked mountains, bellowing raucous battle-cries. A constant flood of savage greenskins, slime-skinned monsters and ramshackle war engines emerges from the caves below in answer to the call. In the earth below, scurrying Skaven infest the depths like a tide of filth in a stinking sewer. Their verminous hordes crashing into the unyielding shieldwalls of grim Dwarf tunnel-guards who fight daily for the survival of their cavernous dominion. In the far-off lands of the Elves, brother fights brother in a war that has raged for time immemorial, the skies above alight with the fire of a hundred duelling dragons. Steam-driven towers prowl the borders of Mankind's realm, each one garrisoned by a regiment of war-hardened veterans. Above them come flocks of war gryphons and flying galleons held aloft by sorcerous pacts.

Yet amidst all of the fire, flame and fury, it is a world too of mighty heroes, of bold deeds and of great courage. These few champions stand against the encroaching darkness, rallying their warriors with acts of valour and hope of victory. The deafening roar of battle rises above them all, the sound of a thousand times a thousand men crashing body, blade and shield against a horde of daemonic terrors from the bowels of hell.

The fate of the world, be it damnation or salvation, will soon be decided.

This is a world of eternal war and fleeting glory.

This is the world of Warhammer.

# INTRODUCTION

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

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

## THE WARHAMMER HOBBY

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

# HOW THIS BOOK WORKS

This book contains everything you need to know in order to play games of Warhammer on your tabletop. For ease of navigation the book is divided into the following main sections:

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

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

**The Warhammer World:** The Warhammer world is a strange, magical realm full of battle and strife. This section provides histories, tales of the major epochs, and a glimpse at the mighty heroes and villains that have carved their legacies upon the world of Warhammer.

**Miniatures Showcase:** This truly glorious section shows off a fantastic assortment of Citadel miniatures from the Warhammer range. There are examples from every army and each model has been lavishly painted by a member of the world-famous 'Eavy Metal team. Looking through this section should help you make the tough decision of which models and which army to start out collecting.

We have also included an introduction to collecting, assembling and painting your own miniatures and terrain ready for battle, with pointers to where you can find out more.

**Warhammer Battles:** The final section is all about putting the rules, background, and the models together to take your games even further. In addition to tips about setting up and playing your own games, you'll find all manner of exciting scenarios to play, along with advice on running your own campaigns, an exciting battle report and an awe-inspiring Legendary Battle.

### Getting Started

*It is not essential to read the entirety of this book in order to play a game. You can fight your first battle after skimming the first few chapters of the Rules section.*

*What you'll come to realise, however, is that the rest of the information greatly enriches your battles. Inspiration can be drawn from each section – additional special rules, stories from Warhammer's epic history, amazing paint schemes, terrain examples, or new scenarios to try. Such depth turns Warhammer from a game into a hobby, and will make your battles even more rewarding.*

# WHAT YOU NEED

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

## ARMIES OF CITADEL MINIATURES

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

## RULEBOOK

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

## TAPE MEASURE

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

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

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

## A BATTLEFIELD

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

## TEMPLATES

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

## A PLAYING SURFACE

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

## MOVEMENT TRAYS

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

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

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

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

## PEN & PAPER

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

## DICE

Warhammer uses six-sided dice to work out effects such as combat and shooting. It's useful to have quite a few dice on hand as combats are tumultuous affairs requiring fistfuls of dice to be rolled at a time. A few differently coloured dice are handy to work out specific rolls for heroes. You will also need an artillery dice and a scatter dice to work out certain spell and war machine effects (see page 7).

# MUSTERING YOUR FORCES

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

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

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

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

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

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

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

*Right: An Empire army including infantry, cavalry, and a powerful Bright Wizard.*

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

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

## WARHAMMER ARMIES

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

## UNBRIDLED ZEAL

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

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

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

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

# FIGHTING A BATTLE

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

## SETTING UP THE BATTLE

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

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

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

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

*Wizards in close proximity to Elven Waystones gain extra power.*

## THE ARMIES DEPLOY

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

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

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

*Some units, like these Shadow Warriors, have special rules, allowing them to set up outside of their deployment zone before the game begins.*

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

# FIGHTING THE BATTLE

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

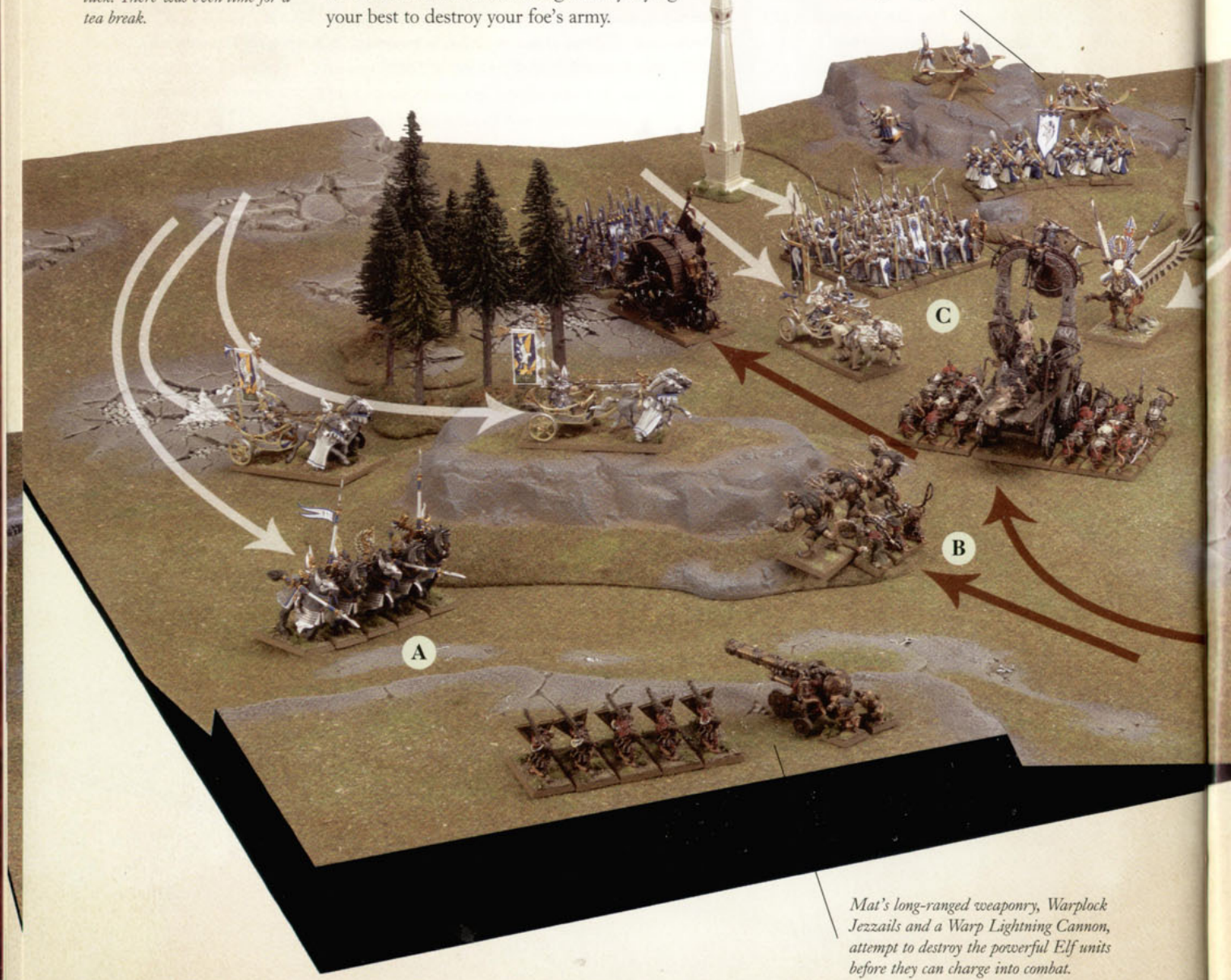
During your own turn you will be busy trying to apply your masterful battle plan. You will be moving models, measuring the range of potential bowfire (or other missiles and spells), working out close combat results and generally trying your best to destroy your foe's army.

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

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

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

*Jervis used his Archers and Repeater Bolt Throwers on the hill to slay many Skaven.*



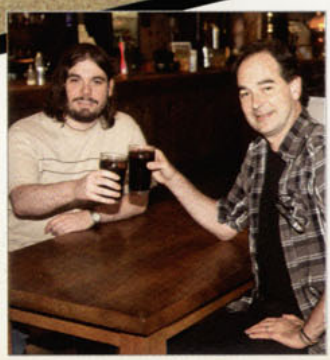

*Mat's long-ranged weaponry, Warplock Jezzails and a Warp Lightning Cannon, attempt to destroy the powerful Elf units before they can charge into combat.*

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

**Battle Key**

*A The Elven flank takes casualties from Warplock Jezzails but advances into charge range.*
*B The Rat Ogres defend the rear of the large Skaven unit.*
*C Three Elven units line up charges against the formidable Skaven regiment with the Screaming Bell.*
*D The High Elf Phoenix Guard and Skaven Stormvermin square off, ready for bitter combat.*
*E Sneaky Skaven Gutter Runners advance into the Wizard's Tower.*
*F A Doomwheel kills the Shadow Warriors and crashes through into the Elven Dragon Princes.*

*Additional Skaven units move up to support the Doomwheel.*



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

## VICTORY

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

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

*A full Warhammer battle report – detailing the cut and thrust of a game – as well as information on all aspects of Warhammer, can be found at:*

*www.games-workshop.com*

# THE RULES

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

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

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

Written by Mat Ward.

# OVERVIEW OF THE GAME

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

## 1. MUSTER YOUR FORCES

You will need two armies to play a Warhammer battle, so the first thing to do is assemble your forces. You can simply use all the models in your collection, but most players use the system of points values and army lists to ensure their forces are evenly matched for a closely fought game. This system is explained in the Choosing Your Army chapter on page 132.

## 2. CHOOSE A PITCHED BATTLE

The Fighting a Warhammer Battle chapter on page 140 presents six 'pitched battles'. Each of these explains how to play a slightly different type of battle, ranging from a straightforward clash of battlelines to a fight in a mountain pass or the defence of a watchtower. Players can roll a dice to decide which pitched battle they will play or simply choose one.

## 3. SET UP THE BATTLEFIELD

Next, you will need a battlefield, be it the kitchen table, the floor or a fully modelled wargames board. The players set up terrain for their armies to fight over, representing haunted woods, fortified watchtowers and other strange features that make up the landscape of the Warhammer world. How to do this is also covered in the Fighting a Warhammer Battle chapter.

## 4. DEPLOY ARMIES

The two armies are deployed facing each other across the battlefield, ready to fight. Details on how to deploy can be found in the Fighting a Warhammer Battle chapter on page 140.

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

## 5. FIGHT!

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

## 6. DETERMINE THE WINNER

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

### *The Most Important Rule*

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

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

# MODELS & UNITS

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

## CHARACTERISTICS OF MODELS

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

### MOVEMENT ALLOWANCE (M)

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

### WEAPON SKILL (WS)

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

### BALLISTIC SKILL (BS)

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

### STRENGTH (S)

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

### TOUGHNESS (T)

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

### WOUNDS (W)

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

### INITIATIVE (I)

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

### ATTACKS (A)

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

### LEADERSHIP (Ld)

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

#### *The Spirit of the Game*

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

# THE CHARACTERISTICS PROFILE

Orc Boy

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

Empire Halberdier

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

High Elf Spearman

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

Skaven Clanrat

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

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

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

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

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

## OTHER IMPORTANT INFORMATION

In addition to its characteristics profile, each model will have a troop type, such as infantry or cavalry, which we discuss in more depth on page 80. It might also have a save of some kind, representing any armour or magical protection it might have, and it could be carrying one or more shooting or close combat weapons (see page 88) or might have one or more special rules (see page 66). Don't worry about any of this for now – for the moment it's enough that you know about these aspects of the model.

## CHARACTERISTICS OF ZERO

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

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

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

# FORMING UNITS

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

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

All models in a unit must face the same direction.

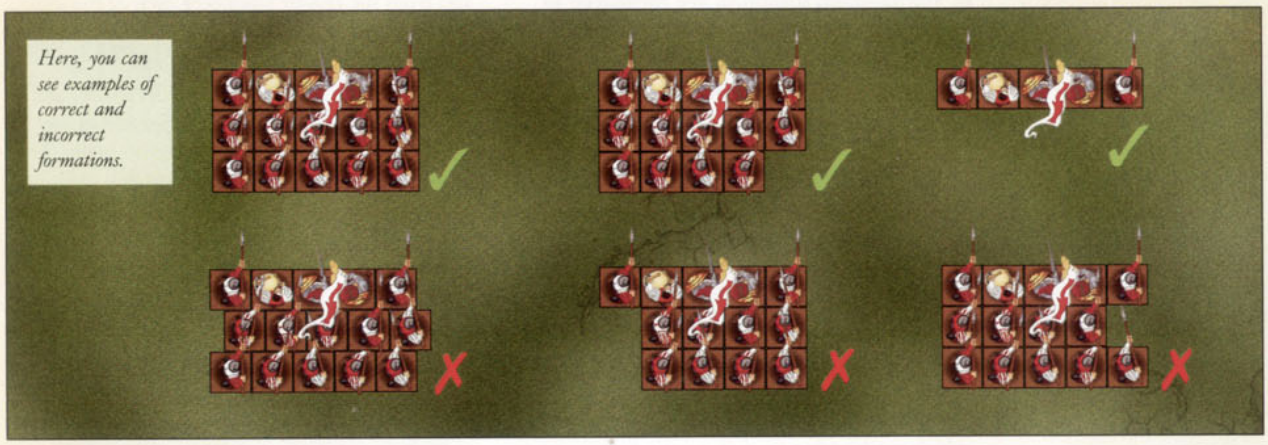
In addition, all models in the unit must be arranged in a formation that consists of one or more horizontal lines, called ranks and a number of vertical lines, called files. This is why we often refer to basic warriors as 'rank and file' troops.

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

### *Facing Front*

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

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



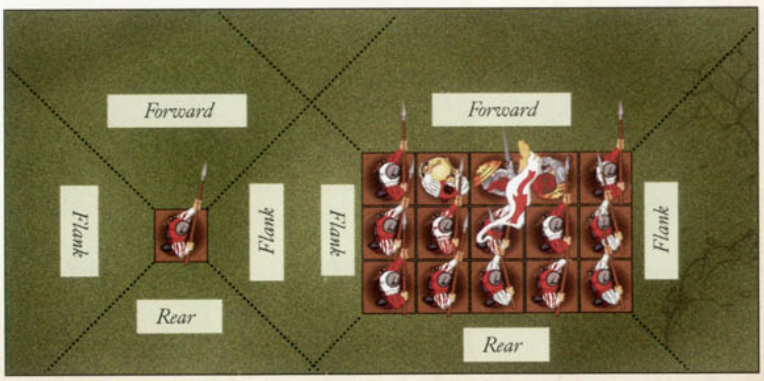

# REMOVING CASUALTIES

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

# UNIT FACING

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

A model's forward (or 'front'), flank and rear arcs extend out from its corners at 45° angles, forming four 90° quadrants, as shown here. A unit's facings therefore are determined by the facing of its constituent models.



# GENERAL PRINCIPLES

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

## MEASURING DISTANCES

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

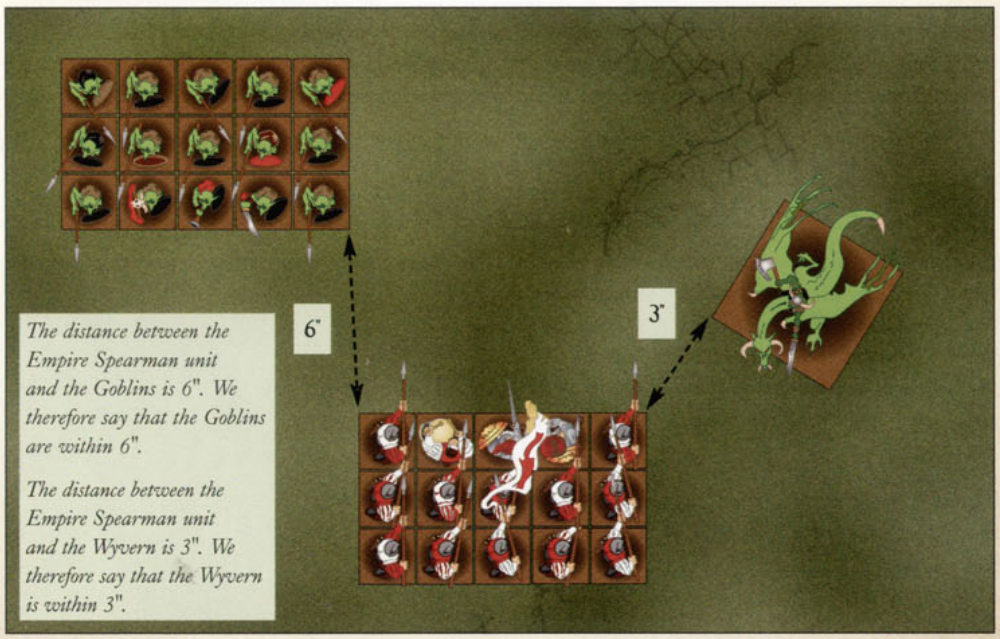
This allows you to check whether your units are in range of their target before they launch an attack. After all, our warriors are all led by experienced campaigners and we can assume that they can accurately judge the range of their weapons, even if we, their generals, cannot (one does not, after all,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

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

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

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

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




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

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

*Skeleton Warrior*

# DICE

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

Almost all the dice rolls in Warhammer use standard six-sided dice, also known as D6, but there are some exceptions as noted below.

## ROLLING A D3

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

## ARTILLERY DICE AND SCATTER DICE

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

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

## DIVIDING TO CONQUER

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

## MODIFYING DICE ROLLS

Sometimes, you may have to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1. Roll the dice and add or subtract the number given to or from the score (as appropriate) to get the final result. For example, D6+2 means roll a dice an add 2 to the score, giving a total between 3 and 8. You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6 and so on. Roll the indicated number of dice and add the scores together, so a 2D6 roll is two dice rolled and added together for a score of 2-12. Another method is to multiply the score of a dice by a certain amount, such as D6x5 for a total of between 5 and 30.

## RE-ROLL

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

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

## ROLL-OFF

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

## RANDOMISING

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

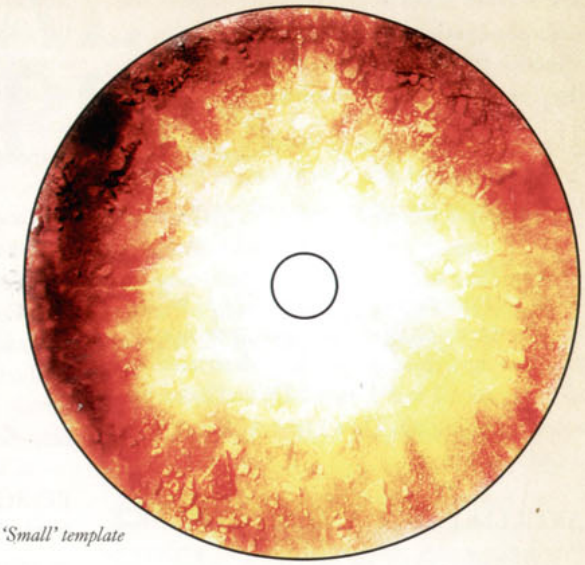
*For example, a player has to randomly select one of five models. He assigns each model a number between 1 and 5, and rolls a D6, re-rolling results of 6 until he gets a number between 1 and 5.*

### *Misfire!*

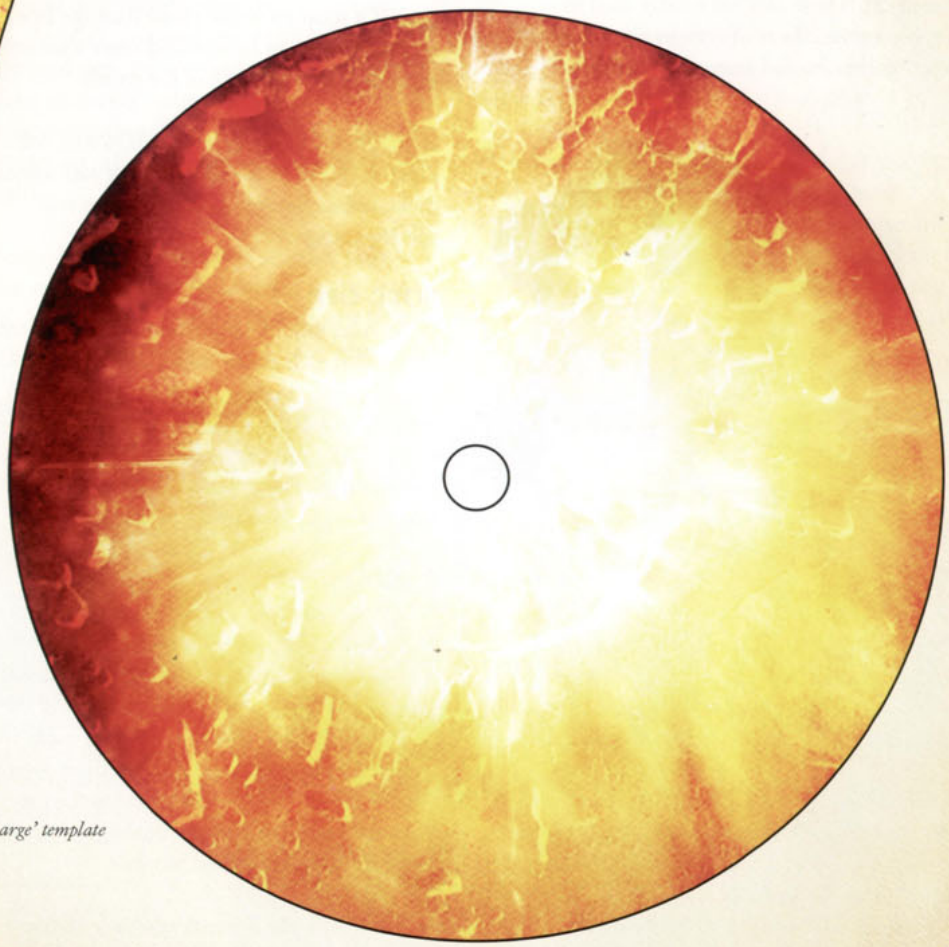
*It's common practice for players to refer to the artillery dice as a 'misfire dice' – chiefly because you can guarantee that it'll roll a misfire at the most inappropriate moment. Conversely, more superstitious players refer to it slavishly as an artillery dice, simply because they believe that saying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

*Chaos Warrior*

*Flame template*



*3" 'Small' template*



*5" 'Large' template*

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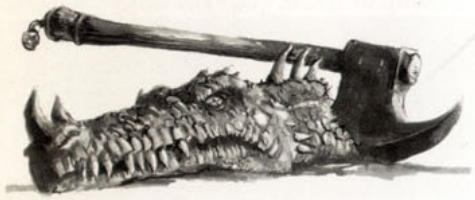
## TEMPLATES

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

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

Copies of these templates can be found opposite. You can photocopy these if you wish, but plastic transparent versions can be purchased separately.



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

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

## SCATTER

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

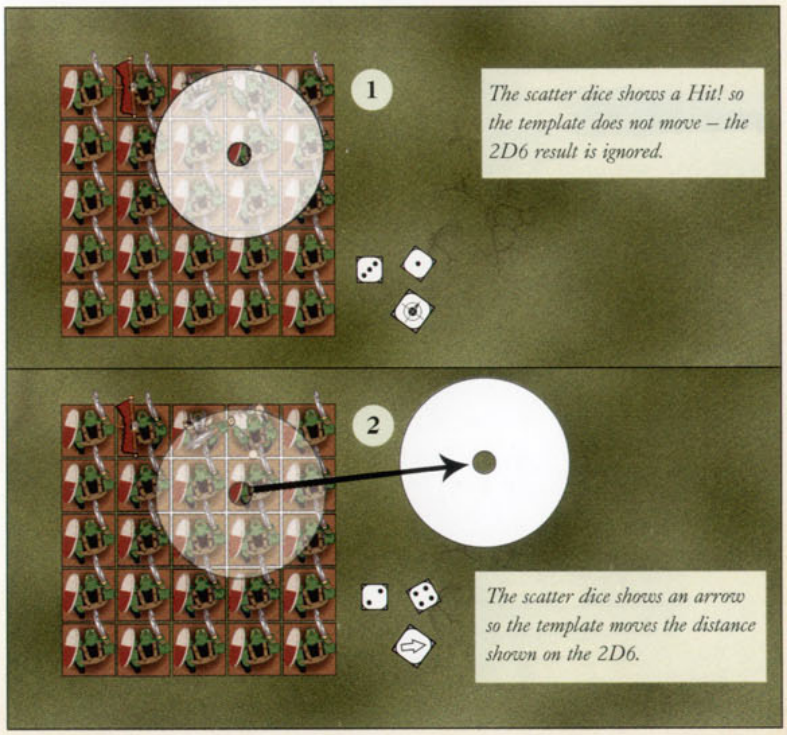
Place the object on the battlefield, as instructed by the rule. Roll a scatter dice to determine the direction of scatter, and any other dice required by the rule to determine the scatter distance. For example, if something is said to 'scatter 2D6" in a random direction' then you'd roll the scatter dice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

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

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

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

*Night Goblin Shaman*



*Is it Natural?*

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

## CHARACTERISTIC TESTS

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

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

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

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

### AUTOMATIC PASS AND FAIL

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

## LEADERSHIP TESTS

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

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

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

*Wood Elf Glade Guard*

## LINE OF SIGHT

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

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

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

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

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

### SEQUENCING

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

# BASIC RULES AND ADVANCED RULES

*Dwarf Warrior*

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

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

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

## BASIC VERSUS ADVANCED

Where rules apply to a specific model, they always override any contradicting basic rules. For example, the basic rules state that a model must take Panic test under certain situations. If, however, that model has a rule that makes it immune to Panic, then it does not test for Panic – the advanced rule takes precedence.

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

# THE TURN

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

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

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

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

## TURN SUMMARY

### 1. MOVEMENT PHASE

*Here, you move any of your units that are capable of doing so. See the Movement rules on page 13 for more details of how to do this.*

### 2. MAGIC PHASE

*In the Magic phase your Wizards can cast spells, whilst your opponent attempts to dispel them. See the Magic rules on page 28 for more details on casting spells.*

### 3. SHOOTING PHASE

*You now shoot with any of your units that are capable of doing so. See the Shooting rules on page 38 for more details on how to resolve this.*

### 4. CLOSE COMBAT PHASE

*During the Close Combat phase all troops in close combat fight. This is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting close combats can be found in the Close Combat rules on page 46.*

*Tomb Guard Standard Bearer*

## THE TURN SEQUENCE

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

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

### EXCEPTIONS

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

# MOVEMENT

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

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

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

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

## MOVING YOUR UNITS

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

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

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

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

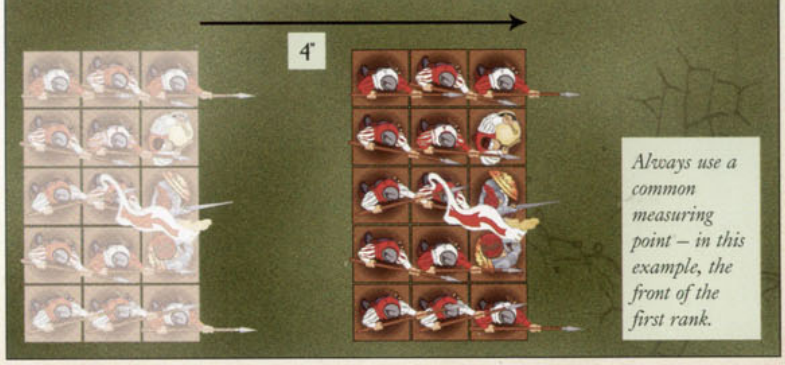
### 1" APART

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

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

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

*When moving models it is a common mistake to measure the distance from the front of the base and then place the model so the back of its base is on the far side of the tape measure. This is incorrect, as it adds the entire length of the model's base (or the unit's bases) to the distance moved.*




### Give 'em an Inch...

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

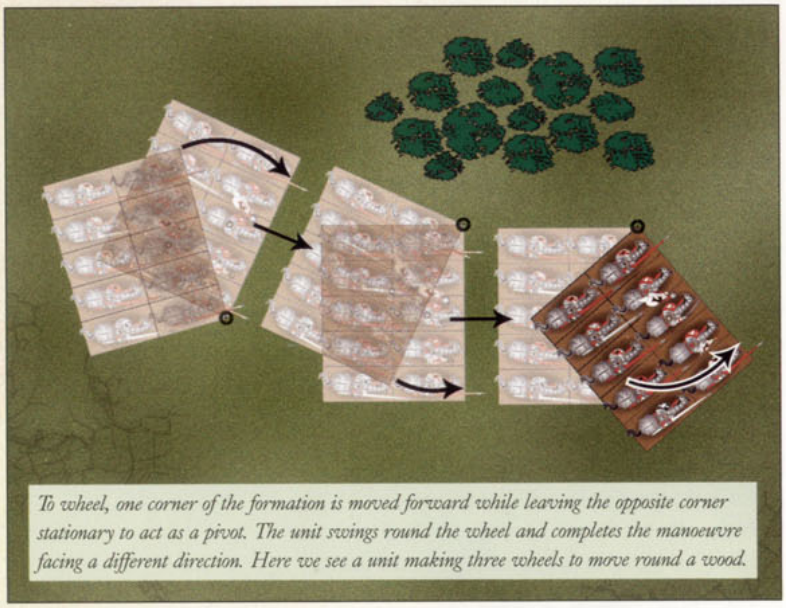
*Dark Elf Spearman*

# MANOEUVRES

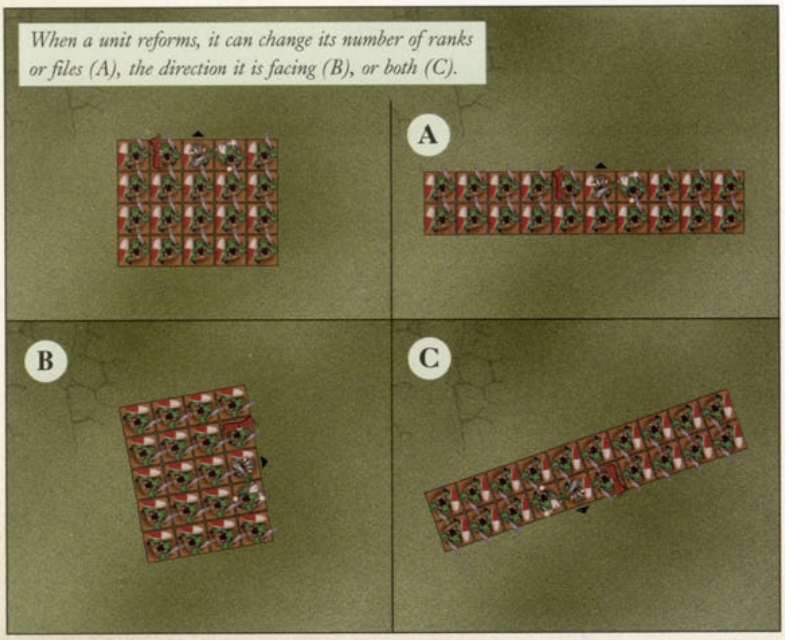
**There are two specific manoeuvres that enable a unit to change direction or rearrange its ranks: wheel and reform.**

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

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



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




*When a unit reforms, it can change its number of ranks or files (A), the direction it is facing (B), or both (C).*

## WHEEL

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

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

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

## REFORM

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

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

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

A reform is a complicated manoeuvre and ordinarily prevents the unit from moving any further that turn, and also stops it from firing missile weapons in the Shooting phase. However, it's worth noting that if the unit has a musician, there is a chance it will be able to carry out the reform and still be able to move, and even shoot if it has the appropriate weapons (see page 95 for more details).

# THE MOVEMENT PHASE SEQUENCE

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

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

## THE FIRST TURN

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

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

## MOVEMENT PHASE SUMMARY

### 1. START OF TURN

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

### 2. CHARGE

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

### 3. COMPULSORY MOVES

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

### 4. REMAINING MOVES

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

# 1. START OF TURN

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

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

### *Chances of Charging*

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

# 2. CHARGE

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

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

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

## DECLARE CHARGE

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

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

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

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

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

### CAN I CHARGE?

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

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

To make such a judgement, you'll need to know how a charge move is completed (see page 18).

## CHARGE REACTION

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

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

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

### CHARGE SUMMARY

i. Declare a charge.

ii. Resolve charge reaction.

iii. Go back to step i, until all units you wish to charge have done so.

iv. Move all charging units, in any order you like.

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

### HOLD

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

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

### STAND AND SHOOT

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

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

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

If a Stand and Shoot charge reaction is declared, the unit makes a normal, although out of sequence, shooting attack against the charging unit (see the Shooting Phase on page 38 for more details on shooting attacks). Once the shooting attack, and any Panic test caused by it (see page 62), have been resolved, the unit is treated as having declared a hold reaction.

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

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

### FLEE!

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

You'll normally want to declare a Flee! reaction if you think that your unit has no chance of surviving the ensuing fight. A Flee! reaction is not always voluntary – units that are already fleeing must declare a Flee! reaction, and certain terrifying creatures may force an otherwise steady to unit to Flee! instead of other options (see the rules for Terror on page 78).

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

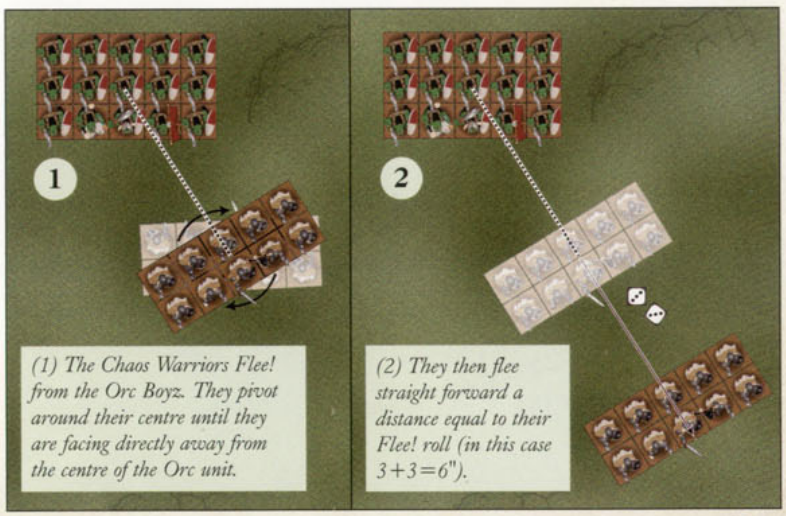
- Immediately turn the unit about its centre so that it is facing directly away from the centre of the charging enemy unit (ignore other units or impassable terrain). This turn is 'free' and does not reduce the distance the unit will flee.

- After turning, the unit flees 2D6" in the direction it is facing, as described under Move Fleeing Units in the Compulsory Moves sub-phase (see page 25).

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

***Let me just get something from my wagon...***

*Fleeing isn't just the last resort of cowards and scoundrels. A canny general can use a timely Flee! to pull a hot-blooded enemy out of their battleline and into a trap, there to be pounced on and annihilated. Of course, such measures aren't without risk – your fleeing unit might never rally and, worse, could spark panic up and down your own battleline.*




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

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

*Crypt Ghoul*

### REDIRECTING THE CHARGE

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

Each unit can only make one redirect per turn.

### FLEEING OFF THE BATTLEFIELD

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

### CHARGING MORE THAN ONE UNIT

A unit can normally only declare a charge at a single enemy unit. However, if there is no way at all of completing the charge against an enemy unit without touching another (sometimes known as 'clipping') then the charging unit must also declare a charge against the other unit(s). Each target unit must declare and resolve its own charge reaction (in the order chosen by their controlling player). As normal, any units that do not declare charge reactions are assumed to hold.

### THERE'S TOO MANY OF THEM!

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

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

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

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

## ROLL CHARGE RANGE AND MOVE CHARGERS

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

Work through the charges one at a time, in any order decided by the player whose turn it is, calculating the charge distance for each and resolving the resultant successful or failed charge before moving on to the next unit (the only exception is when several units charge a single target – see page 23).

***Unlikely Flights***

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

## CALCULATING CHARGE RANGE

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

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

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

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

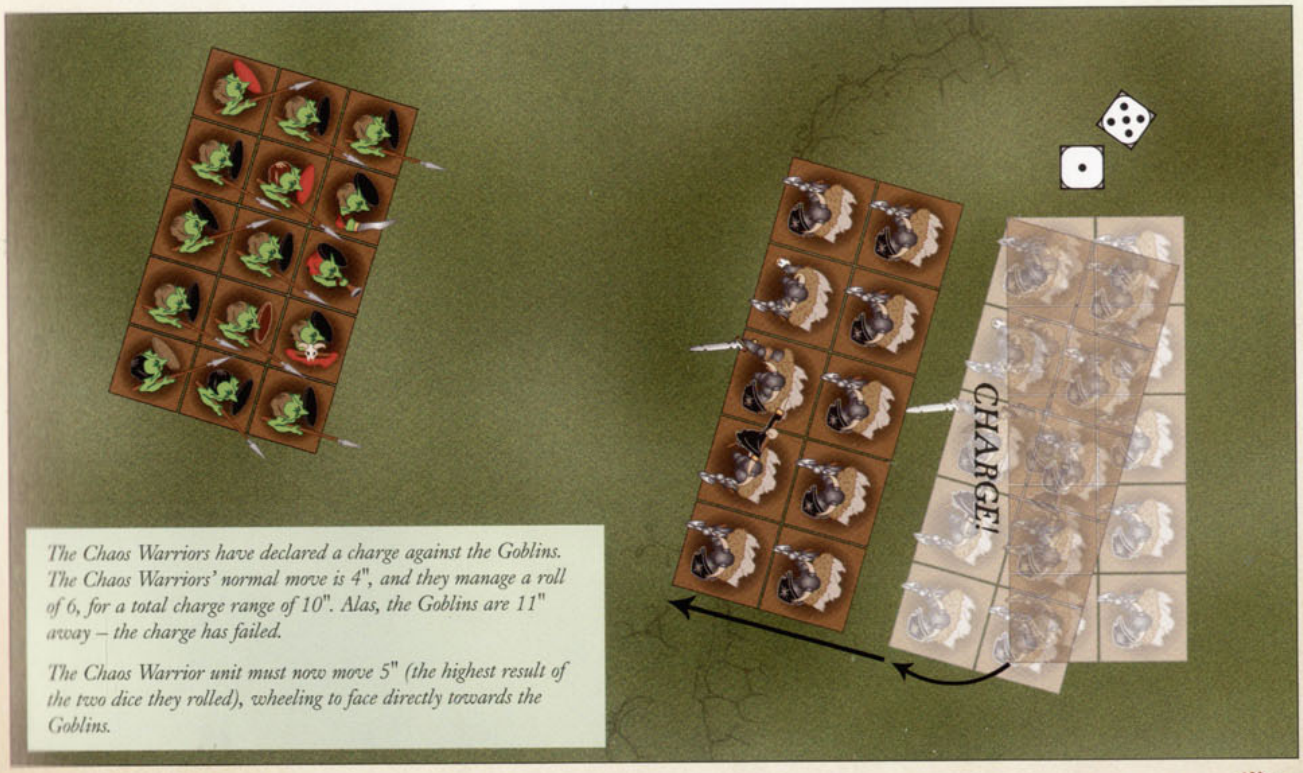
## FAILED CHARGE

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

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

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

*Beastman Gor*

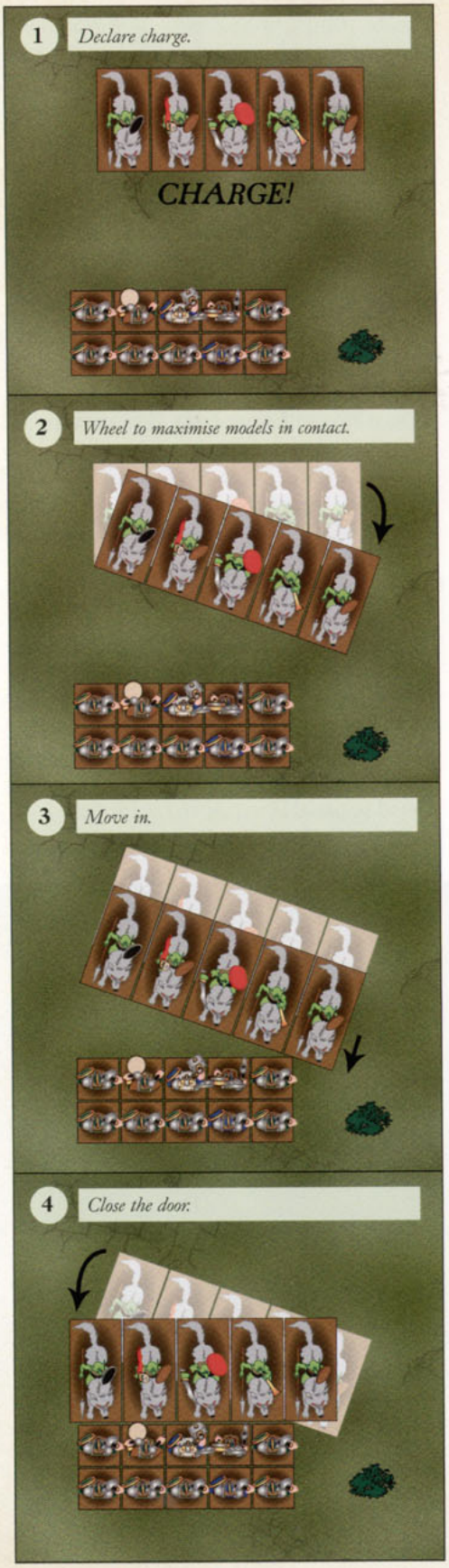



*The Chaos Warriors have declared a charge against the Goblins. The Chaos Warriors' normal move is 4", and they manage a roll of 6, for a total charge range of 10". Alas, the Goblins are 11" away – the charge has failed.*

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

### *Unexpected Problems*

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




## MOVE CHARGERS

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

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

That said, the charge move is subject to an important restriction: the unit must move straight ahead, except that, during this move, it may make a single wheel of up to 90°. You are free to make this wheel in order to place your unit wherever you like against the facing of the enemy unit that is being charged, but remember that you must bring as many models into base contact with the enemy as possible, from both sides! Therefore this wheel cannot be used to reduce the number of models in base contact, unless of course you have no choice, and you need to wheel for the unit to avoid intervening units and impassable terrain in order to complete the charge.

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

### Aligning to the Enemy

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

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

## FLANK AND REAR CHARGES

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

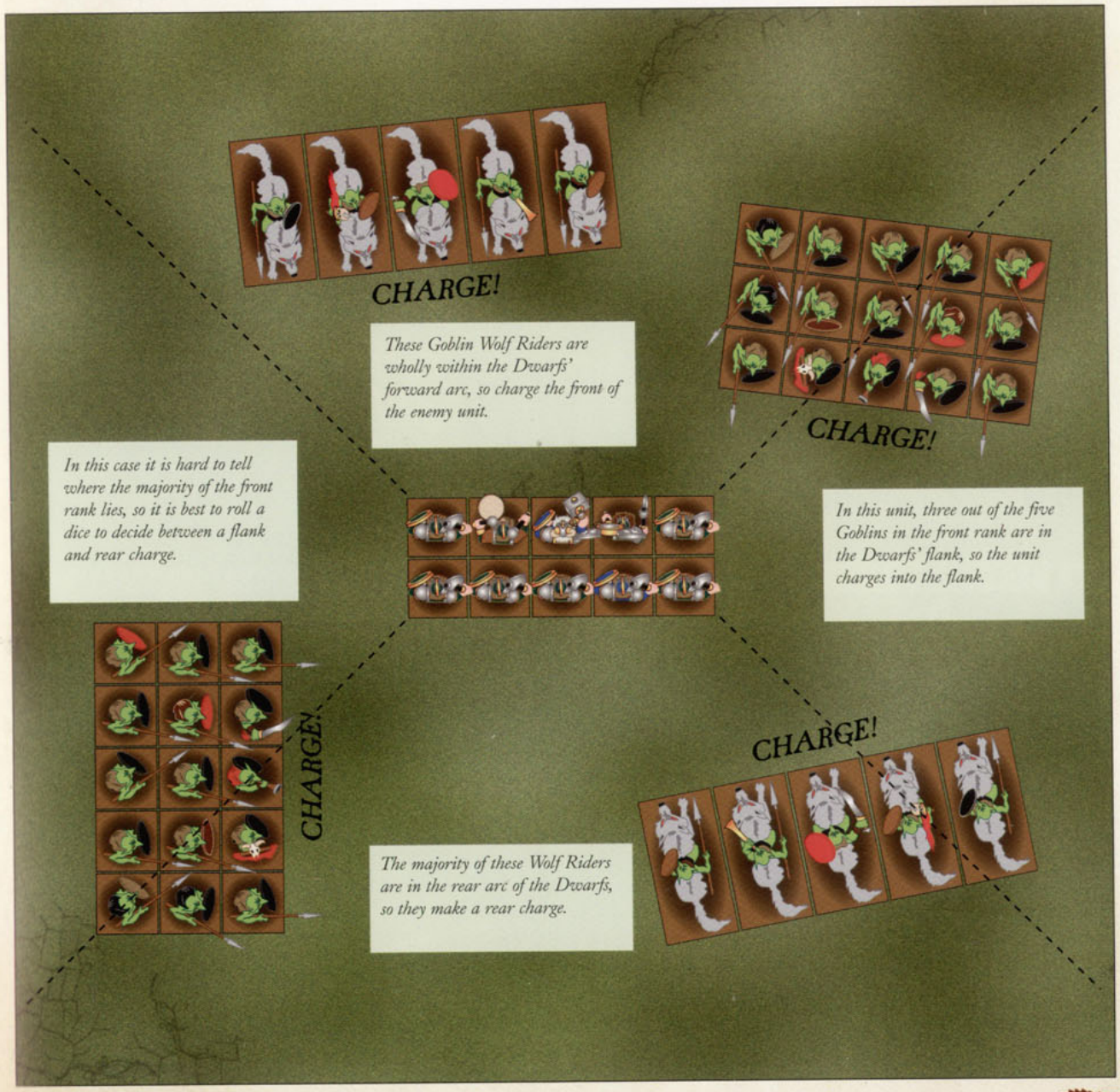
A charging unit's position when the charge is declared determines whether it charges into the front, flank or rear of the enemy unit. If the charging unit is in the target's frontal zone when the charge is declared then it charges into the front.

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

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

### *Front to Back*

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

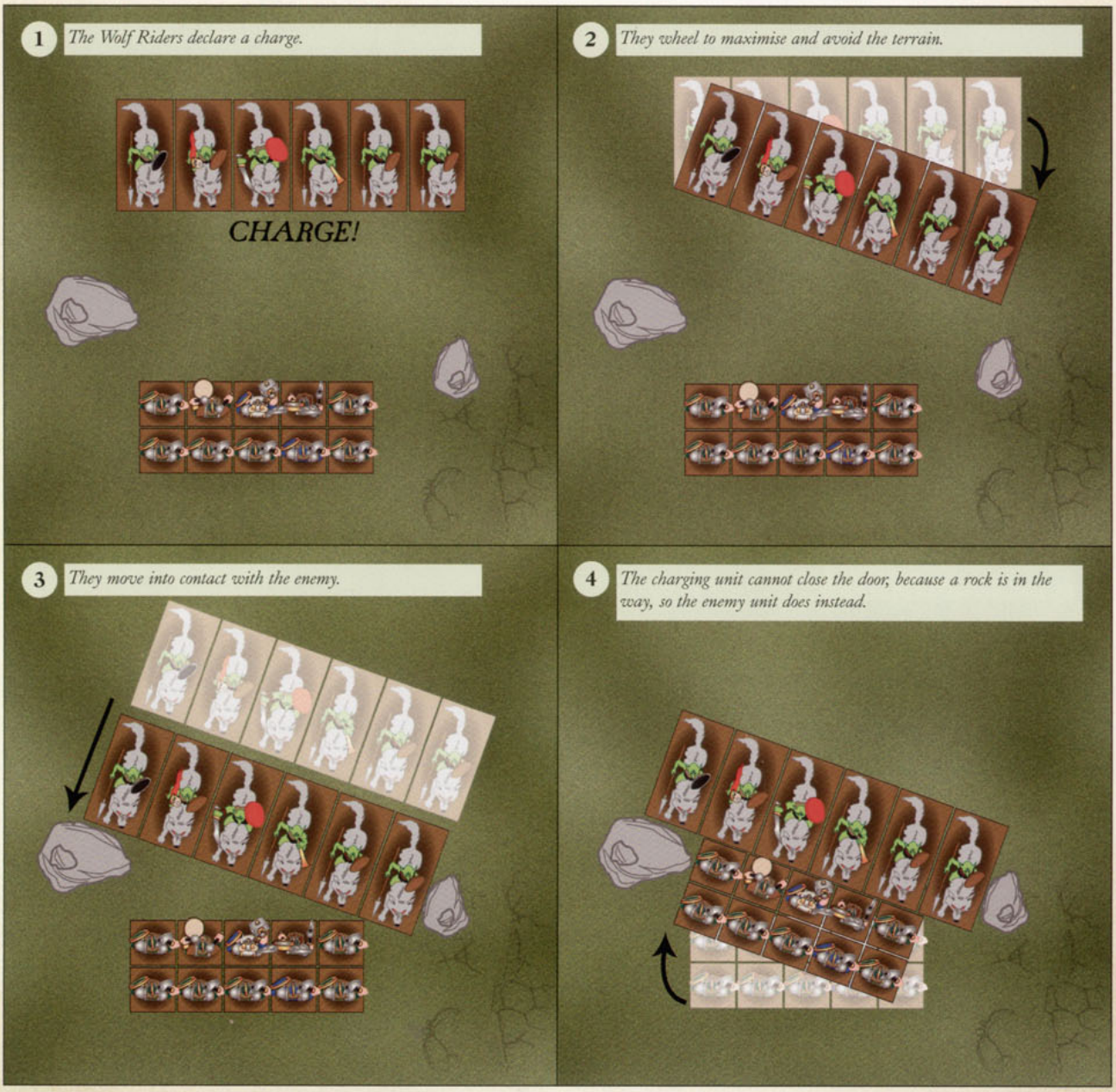


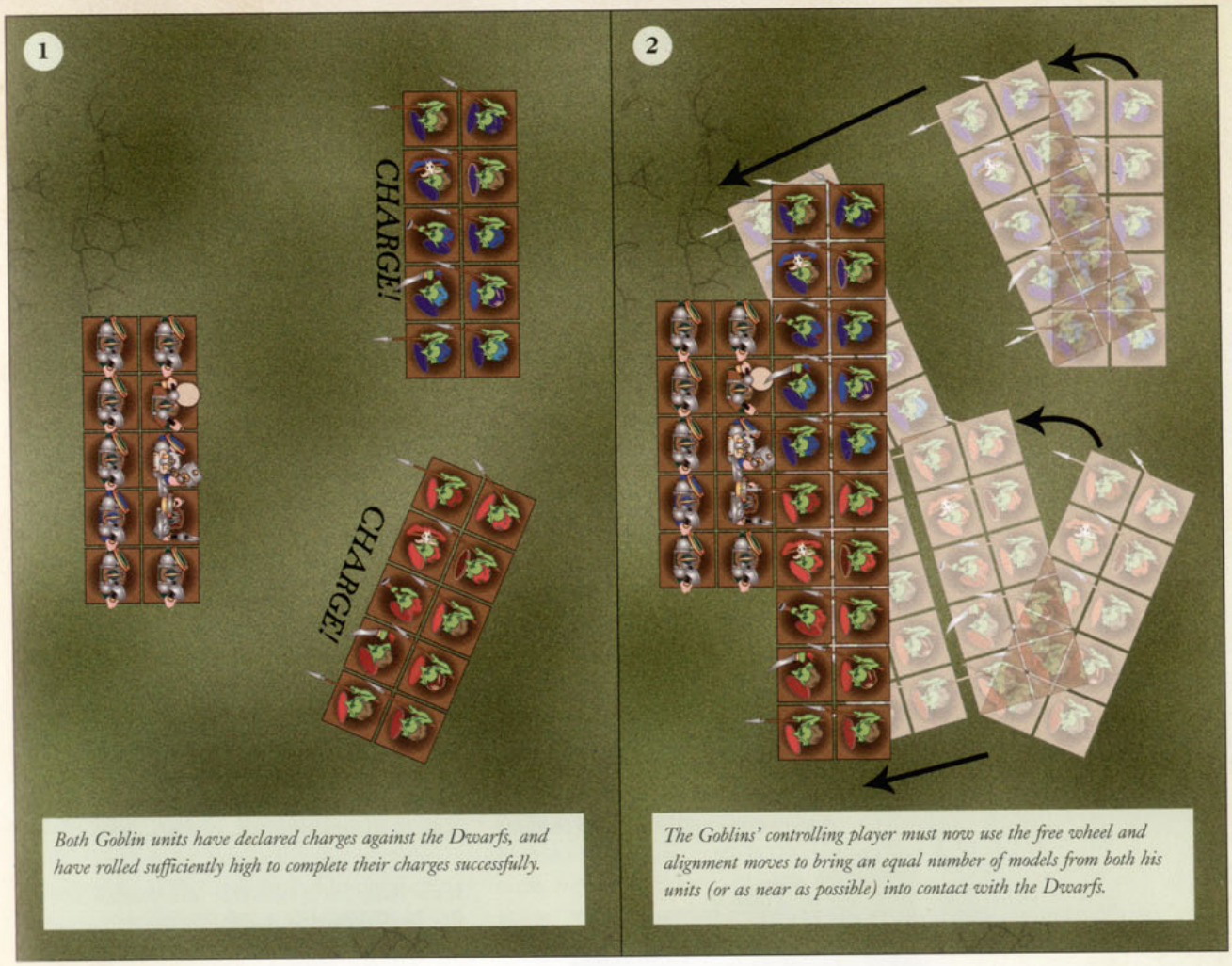
## UNUSUAL SITUATIONS

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

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

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






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

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

## CHARGING A FLEEING ENEMY

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

A charging unit that destroys fleeing troops in this way will often find itself pulled out of position and vulnerable to enemy counter-charges. Accordingly, we allow the charging unit to attempt a reform by passing a Leadership test. If the test is failed, the troops are so overcome with hacking at the fallen corpses that they do not have the chance to reform. If the test is passed, the unit immediately makes a reform manoeuvre (see page 14). In either case, the unit cannot move further during this Movement phase.

## MULTIPLE CHARGES ON A UNIT

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

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

*Chaos Champion of Khorne*

*Flee!*

# 3. COMPULSORY MOVES

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

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

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

### *Movement Etiquette*

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

## RALLY FLEEING UNITS

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

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

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

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

A unit attempts to rally by taking a Leadership test, as described on page 10. If the fleeing unit has been reduced in size to a quarter (25%) or less of the number of models with which it began the game, it can only pass its Rally test on a double 1, regardless of its Leadership value (the survivors are too demoralised to give all but the scantest consideration to rallying).

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

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

A unit that has successfully rallied immediately makes a reform manoeuvre, as described on page 14, so that the controlling player can at least get his troops pointed towards the enemy again, rather than the wild blue yonder. A rallied unit cannot perform further actions during the Movement phase, and loses its opportunity to make a shooting attack in the Shooting phase, as the troops are too busy reorganising themselves after their headlong flight.

## MOVE FLEEING UNITS

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

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

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

Fleeing through enemies or impassable terrain is not without its dangers. Enemies may be quick-witted enough to capture or slay several of the fleeing troops as they run past, while the sheer drops, deep water and dense undergrowth of impassable terrain present all kinds of hazards to a warrior more concerned about what he is running from than what he is running into.

Accordingly, each fleeing model must pass a Dangerous Terrain test for each enemy unit or area of impassable terrain that it flees through. More information on Dangerous Terrain tests and impassable terrain can be found in the Battlefield Terrain chapter on page 116.

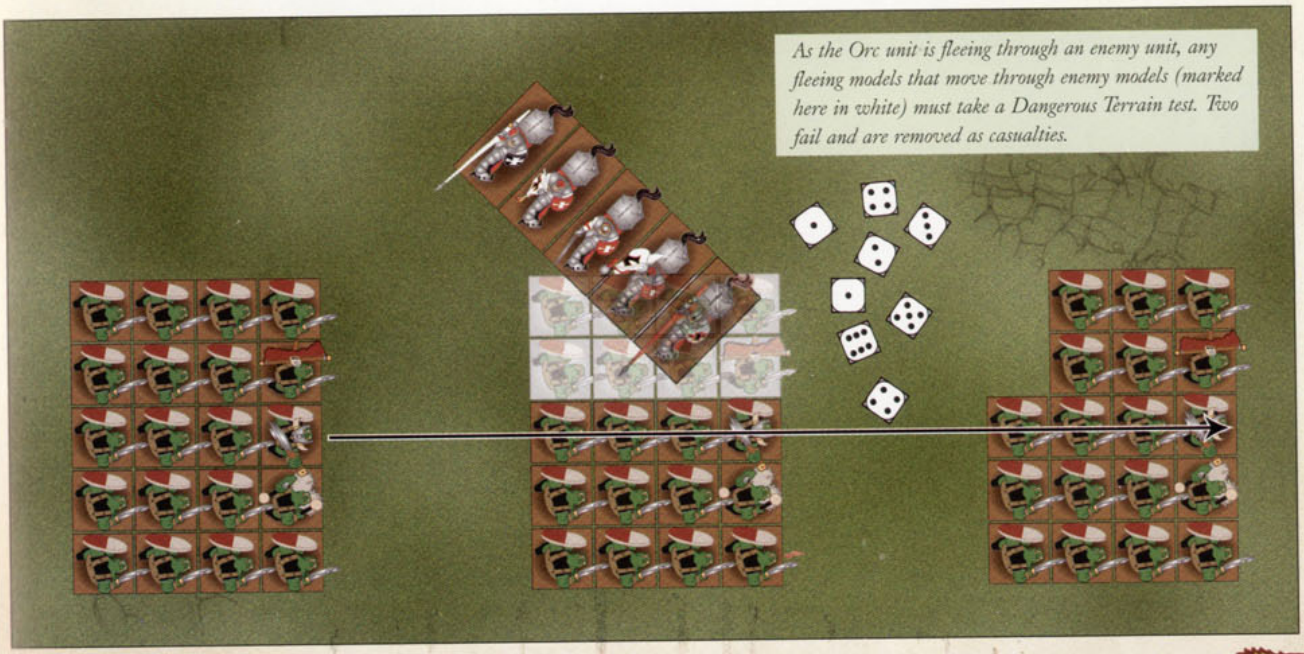
There are consequences for a unit fleeing through friends as well – having allies stream past you in a panicked state is not conducive to maintaining your confidence in victory, after all! Any unit that has friends flee through it must take a Panic test, as described on page 62, as soon as the fleeing unit has completed its move.

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

## OTHER COMPULSORY MOVES

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

*Bretonnian Grail Pilgrim*



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

*All the Right Moves*

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

# 4. REMAINING MOVES

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

## MOVING YOUR UNITS

**During the Remaining Moves sub-phase, units that did not charge, flee, rally or compulsorily move this Movement phase, and which are not engaged in combat, can now move and perform manoeuvres as described on page 13.**

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

### MOVING BACKWARDS

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

### MOVING SIDEWAYS

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

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

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

*Skaven Plague Censer Bearer*

## MARCHING

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

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

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

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

### ENEMY SIGHTED!

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

## LONE MODELS AND MOVEMENT

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

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

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

## MOVING OFF THE BOARD

**Except in the case of fleeing troops (as discussed earlier) and pursuing troops (see the Close Combat Phase on page 56) units are not permitted to move off the board.**

## REINFORCEMENTS

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

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

A unit that enters as reinforcements cannot charge, as it has missed its opportunity to declare charges, and may not march, but can otherwise participate in the game normally. It's worth bearing in mind that the unit counts as having moved for the purposes of shooting.

*Daemonette of Slaanesh*

# MAGIC

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

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

## WIZARDS

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

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

*Skaven Grey Seer Thanquol*

### WIZARD LEVEL

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

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

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

### SPELLS

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

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

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

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

## THE LORES OF MAGIC

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

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

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

### Choosing Your Lore

The choice of which lore each of your Wizard models know for a particular battle must be made when choosing your army, as explained on page 134.

### *A Lore unto Itself*

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

## THE MAGIC PHASE SEQUENCE

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

## MAGIC SUMMARY

### 1. ROLL FOR WINDS OF MAGIC

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

### 2. CAST

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

### 3. DISPEL

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

### 4. SPELL RESOLUTION

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

### 5. NEXT SPELL

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

*Empire Light Wizard*

*How many Magicians?*

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

# 1. ROLL FOR WINDS OF MAGIC

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

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

## THE POWER POOL

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

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

### CHANNELLING POWER DICE

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

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

### POWER LIMIT

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

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

*Bretonnian Damsel*

## THE DISPEL POOL

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

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

### CHANNELLING DISPEL DICE

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

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

### DISPEL LIMIT

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

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

# 2. CAST

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

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

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

## CHOOSING A TARGET

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

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

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

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

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

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

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

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

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

Unlike most other spells and other gaming effects that use templates in Warhammer, magical vortexes remain on the battlefield (unless they move off it). At the end of every subsequent Magic phase, each magical vortex moves in the direction and distance stated in the spell. If a magical vortex ever ends its move over a unit, place it 1" beyond the unit in the direction it was moving. Magical vortexes are always *remains in play* spells (see page 36).

### *Spell Priority*

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

*Wood Elf Spellsinger*

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

## CHOOSE NUMBER OF POWER DICE

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

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

## CASTING VALUE

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

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

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

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

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

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

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

*Empire Celestial Wizard*

## BOOSTED SPELLS

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

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

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

## NOT ENOUGH POWER!

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

## BROKEN CONCENTRATION

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

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

## IRRESISTIBLE FORCE

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

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

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

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

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

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

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

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

*Chaos Sorcerer*

### *Minimising Your Miscasts*

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

## MISCASTS

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

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

You'll notice that many of the results on the Miscast table call for damage (in the shape of automatic hits) to be caused upon the Wizard or nearby models. Though we've yet to talk about how damage is worked out, you'll find all the information you need on page 42.

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

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

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

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

# MISCAST TABLE

| 2D6 | Result |
|---|---|
| 2–4 | **DIMENSIONAL CASCADE.** The summoned magics wrench free of the Wizard's control, laying waste to anyone unfortunate enough to be nearby. Centre the large round template over the Wizard – every model underneath the template (including the hapless Wizard – he is not entitled to a Look Out Sir! roll in this case) suffers a Strength 10 hit.<br><br>Once the damage has been resolved, roll a D6. On the score of 3 or less, the Wizard is cast into the Realm of Chaos – remove him as a casualty. On a roll of 4-6, D6 dice are lost from the power pool instead. |
| 5–6 | **CALAMITOUS DETONATION.** In his battle to contain the roiling energies, the Wizard somehow manages to make the situation worse, feeding more power into what promises to be a devastating explosion. Centre the small round template over the Wizard – every model underneath the template suffers a Strength 10 hit (including the foolish Wizard – note that he is not entitled to a Look Out Sir! in this case). Additionally, D6 dice are lost from the power pool. |
| 7 | **DETONATION!** The energy explodes without warning! All models in base contact with the Wizard (friend and foe, but not the Wizard himself) suffer a Strength 10 hit. Additionally, D6 dice are lost from the power pool. |
| 8–9 | **MAGICAL FEEDBACK.** The Wizard disperses the excess magical energy, but the resulting feedback leaves him unable to harness the Winds of Magic for a time. The Wizard and every model on the same side that can channel/generate power or dispel dice suffer a Strength 6 hit as a result of the magical backlash. Additionally, D6 dice are lost from the power pool. |
| 10–12 | **POWER DRAIN.** Through a combination of luck and skill, the Wizard manages to dissipate most of the spell's excess energy, leaving him with a splitting headache and pervading amnesia. His Wizard level is permanently reduced by D3, to a minimum of 0 and he forgets a single spell for each Wizard level lost (the first is always the spell that was just miscast – other spells lost are determined randomly). The Wizard cannot attempt to cast further spells this phase. |

# 3. DISPEL

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

## CHOOSE WIZARD

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

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

## CHOOSE NUMBER OF DISPEL DICE

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

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

## DISPEL VALUE

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

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

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

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

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

## DISPELLING WITH IRRESISTIBLE FORCE

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

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

### DWARFS AND DISPELLING

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

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

### *Dastardly Dispelling*

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

*Tomb Kings Liche Priest*

*Duration, Duration, Duration*

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

# 4. SPELL RESOLUTION

**Follow the instructions in the spell's text.**

If the enemy has failed his dispel attempt (or not even attempted one!), the spell is cast successfully and its effect is now resolved. Each spell in Warhammer provides all the information you need. Many spells inflict hits or wounds on your enemies – you can find out how to resolve these on page 40 of the Shooting Phase.

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

## SPELLS AND PANIC

**Quite a lot of spells inflict damage in one manner or another and, as with shooting attacks, if enough damage is caused, can cause the enemy to flee from battle. Damage from magic can provoke Panic tests, as described in the Panic chapter on page 62.**

*A Vampire Lord – master of necromantic magic.*

## SPELL DURATION

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

### REMAINS IN PLAY SPELLS

Spells marked 'remains in play' stay in effect indefinitely when cast. They only come to an end when the target is slain, or else the caster is slain, chooses to end the spell (which he can do at any time) or leaves the battlefield. The Wizard can continue to cast other spells (but not the same remains in play spell in subsequent turns) as he requires only a little concentration to keep a remains in play spell going.

If they are not dispelled immediately when they are cast, remains in play spells can be dispelled at any point during a subsequent Magic phase, using dispel dice as normal, or dice from the power pool as if they were dispel dice if it is your turn.

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

### SPELLS LASTING MORE THAN ONE TURN

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

## BOUND SPELLS

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

### CASTING BOUND SPELLS

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

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

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

### DISPELLING BOUND SPELLS

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

### IRRESISTIBLE FORCE

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

#### Miscasts

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

- If the bound spell is contained within a magic item of some kind, the item crumbles to dust and cannot be used again during the game. Do not roll on the Miscast table.

- If the bound spell is an 'innate' ability – such as those used by a Warrior Priest, for example, then the model simply cannot cast further bound spells during this phase. Do not roll on the Miscast table.

# 5. NEXT SPELL

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

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

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

*High Elf Mage*

# SHOOTING

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

This section covers the shooting rules for common weapons and the majority of troop types. War machines and other, more peculiar, devices of destruction are covered in their own chapter (beginning on page 108). However, even the most colossal trebuchet is governed by many of the same rules as the humble bow and arrow, so it's worth reading through this section before unlimbering your cannon or organ gun.

## PHASE SEQUENCE

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

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

### SHOOTING SUMMARY

1. NOMINATE UNIT TO SHOOT
2. CHOOSE A TARGET
   - *Check the shooter can see the target*
   - *Check the target is in range of the weapon*
3. ROLL TO HIT
   - *Shooting modifiers*
4. ROLL TO WOUND
5. TAKE SAVING THROWS
6. REMOVE CASUALTIES

## 1. NOMINATE UNIT TO SHOOT

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

*Orc Arrer Boy*

### WHO CAN SHOOT?

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

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

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

# 2. CHOOSE A TARGET

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

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

## CHECK THAT THE SHOOTER CAN SEE THE TARGET

As you might expect, to shoot at an enemy your warriors need to be able to see it. We use two straightforward rules to determine whether or not an enemy can be seen. Firstly, the target enemy unit must lie at least partially within the shooting model's forward arc, just as it would if your shooting model wished to declare a charge (if you need to refresh your memory about forward arcs, see page 5). Secondly, the shooting model must be able to trace a line of sight to the target (information on line of sight can be found on page 10).

### Fire in two ranks

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

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

## CHECK THE TARGET IS IN RANGE OF THE WEAPON

All missile weapons have a maximum range that indicates the furthest distance they can shoot. A detailed summary of shooting weapons and their ranges can be found on page 88.

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

## WE CAN'T ALL FIRE!

All models in a unit have to shoot at the same target. Due to the relative positions of the shooting unit and the target, it might happen that some models in a firing unit can shoot the target while other models in the unit cannot (the target may be out of their forward arc or completely obscured by terrain or other models). Sometimes, some models in the shooting unit will be out of range. In these situations, you're free to continue with the shot, but only those models permitted to shoot the target (and that have it within their weapons' range) will fire.

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

## SHOOTING INTO COMBAT

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

Some war machine weapons, particularly those that use templates, can accidentally hit friends whilst aiming at the enemy. The key word here is 'accidentally' – you cannot purposefully aim a template so that some of your models will be hit. See page 108 for more details on war machines.

### *Target Priority*

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

*Dwarf Engineer*

### *Remembering the roll To Hit*

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

# 3. ROLL TO HIT

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

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

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

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

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

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

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

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

### *Cocked Dice*

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

## SHOOTING MODIFIERS

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

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

### 7+ To Hit

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

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

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

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

## MOVING AND SHOOTING

Models that moved for any reason during the preceding Movement or Magic phase will have less time to aim, making their shots less accurate and suffering a shooting modifier of -1.

## FIRING AT LONG RANGE

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

*For example, a short bow has a maximum range of 16". Targets within 8" are in short range. Targets that are more than 8" and within 16" are in long range and so the firers suffer a -1 shooting modifier.*

## STANDING AND SHOOTING

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

## COVER

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

### Target Behind Soft Cover

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

### Target Behind Hard Cover

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

### Automatic Hits

Some unusual attacks (most commonly those made by magic missile spells – see page 31) hit automatically. Where this is the case, it is exactly how it sounds – do not roll for the attack, it instead automatically causes the number of hits stated within the wording.

### *Fast Dice Rolling*

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

*If this was the 'model's eye view' then: The Swordsmen (1) are completely visible – there is nothing in the way, and no cover modifiers apply. The Giant (2) is more than half hidden by the building, so shots against it would suffer from a -2 penalty for hard cover. Similarly, the Knights (3) would benefit from the -2 penalty for hard cover – which is the Swordsmen in this case. The Flagellants (4), with a front rank 8 models wide, are clearly more than half visible, and so do not benefit from cover. Although the majority of the Bright Wizard (5) is visible, he is in base contact with a fence and so benefits from the special rules conferred by obstacles (see page 122), counting as in soft cover (-1 To Hit).*

### *Memorising the Wound chart*

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

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

# 4. ROLL TO WOUND

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

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

To determine whether a hit causes a telling wound, compare the weapon's Strength (not the Strength of the firer) with the target's Toughness characteristic. Each weapon has a Strength value, given in that weapon's description on page 88 – some examples are shown below.

| *Weapon* | *Strength* |
|---|---|
| Bow | 3 |
| Crossbow | 4 |

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

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

**Resolving Unusual Attacks**

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

The only exceptions are hits caused by close combat attacks – these are discussed in the Close Combat chapter (page 46).

## TO WOUND CHART

| ATTACKER'S STRENGTH \ TARGET'S TOUGHNESS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| **1** | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| **2** | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| **3** | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| **4** | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| **5** | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ |
| **6** | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ |
| **7** | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ |
| **8** | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ |
| **9** | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ |
| **10** | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ |

*Flamer of Tzeentch*

# 5. SAVING THROWS

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

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

Note that a model can never have a save (of any kind) better than 1+ for any reason, and that, even then, a roll of 1 is always a failure.

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

## ARMOUR SAVES

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

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

## SHIELDS

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

If a model carries a shield, the score it needs to save is reduced by 1 (though this can't take the save to beyond 1+).

*For example: A Black Orc wears heavy armour and thus has an armour save of 5+. If the Black Orc also carries a shield, his armour save increases to 4+.*

The table below shows the most common combinations, and their associated armour saving throws. Note that there are other armour saving throw modifiers to encounter in Warhammer – notably for riding a cavalry mount of some kind, as discussed on page 82.

| *Armour worn* | *Saving Throw* |
|---|---|
| None | None |
| Light armour | 6+ |
| Light armour and shield | 5+ |
| Heavy armour | 5+ |
| Heavy armour and shield | 4+ |

## ARMOUR SAVE MODIFIERS

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

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

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

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

### *Dice Overboard*

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

*Wood Elf Lord.*

*High Elf Prince*

## WARD SAVES

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

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

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

### More than one save

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

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

### 'Instant Kills'

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

# 6. REMOVE CASUALTIES

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

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

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

## MODELS WITH MORE THAN ONE WOUND

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

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

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

## HITS INFLICTING MULTIPLE WOUNDS

Some war machines, spells or magic weapons are so destructive that if a model suffers an unsaved wound from them, the victim doesn't lose only 1 Wound, but 2 Wounds, or a number of Wounds equal to the roll of a D3, D6, etc, as noted in the weapon's rules. In such cases, roll to hit and to wound as normal and then take any armour saves and ward saves that apply. Finally, for each such wound that is not saved, roll the appropriate dice to determine how many wounds are caused. A model cannot suffer more wounds than it has on its profile. Should the model do so, it dies instantly and any excess wounds are wasted. You'll notice a single hit causing many wounds works differently to multiple hits that each cause a single wound. This is quite deliberate – it's easy to imagine a volley of arrows falling amongst the members of a unit and killing several, but a cannonball that hits a single Elf should always only kill a single Elf, regardless of how mighty the blow.

## MULTI-WOUND MODELS AND MULTI-WOUND WEAPONS

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

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

## SHOOTING AND PANIC

If a unit suffers too many casualties during the Shooting phase, there is a chance that it will panic and flee. Full rules for Panic tests can be found starting on page 62.

### *Wound Markers*

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

*Skeleton Archer*

# CLOSE COMBAT

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

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

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

Most combats involve a single unit fighting a single opposing unit, so that's what we'll discuss first. Sometimes however, you'll end up with a multiple close combat where there is more than one unit fighting on one or both sides. Multiple close combats have some additional rules, which you'll find discussed towards the end of the chapter (page 59). As all the rules for a normal close combat also apply to a multiple close combat, you'll probably find it easier (and clearer) if you just work your way through the section.

### CLOSE COMBAT PHASE SEQUENCE

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

### Oops, forgot...

*There's a lot to think about when you're commanding an army – even the most alert of us occasionally have lapses and forget to declare a charge, cast a spell or shoot with a unit. In fact, I've been known to completely forget entire phases in some games. If your opponent looks like he's forgotten to do something fairly crucial, such as not declaring a charge with a killer unit, firing a war machine or similar, it's considered good form to politely remind him – you want to win through your own skill and not through your opponent's lapses, after all...*

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

### CLOSE COMBAT SUMMARY

**1. FIGHT A ROUND OF CLOSE COMBAT**

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

**2. CALCULATE CLOSE COMBAT RESULT**

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

**3. LOSER TAKES A BREAK TEST**

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

**4. FLEE AND PURSUE**

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

# 1. FIGHT A ROUND OF CLOSE COMBAT

*Dwarf Slayer*

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

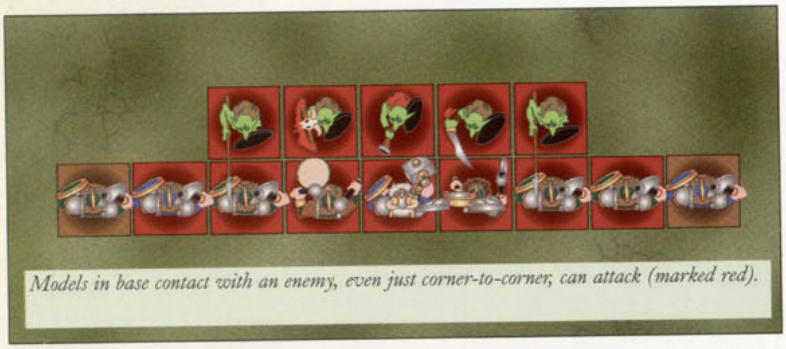
Occasionally a spell or special effect will stop models from fighting, but more often will simply reduce a model's chances of landing a blow – the will to survive is particularly strong when a six-foot-tall, heavily muscled killing machine is laying about you with an axe.

## WHO CAN STRIKE?

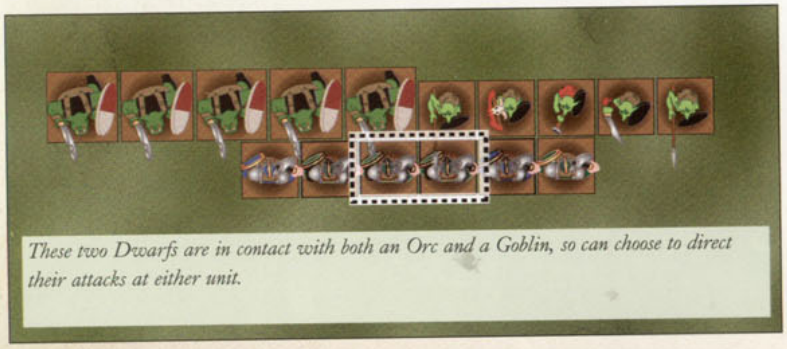
**Models can fight if they are in base contact with an enemy model when it is their chance to attack, even if the models' bases only touch at the corner.**

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

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



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



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

## HOW MANY ATTACKS?

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

For most troops this will normally be 1, although bonuses for additional hand weapons (see page 91), spells or special rules can raise or lower the total. More powerful creatures, characters and monsters will often have 2, 3, 4 or even more Attacks.

### DIVIDING ATTACKS

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

If a model is touching enemies with different characteristic profiles, it can choose which one to attack when its turn to strike comes (before any dice are rolled).

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

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

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

### SUPPORTING ATTACKS

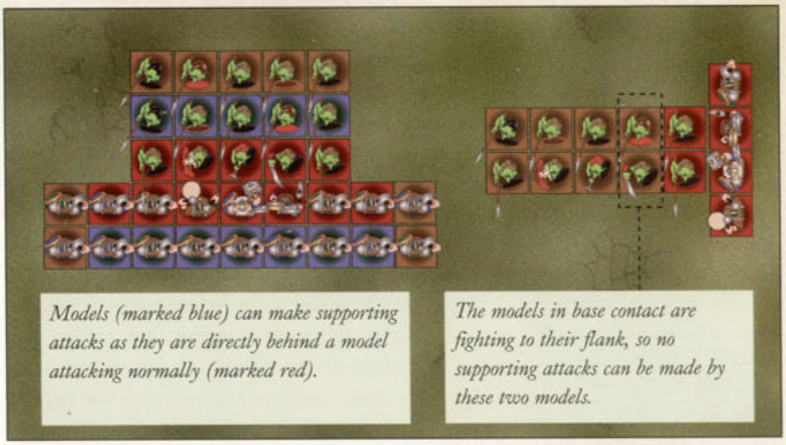
**Warriors in the second rank do not sit idly by whilst their comrades battle away, but muster forward to strike blows of their own. We refer to the attacks made by these models as supporting attacks.**

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

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

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

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



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

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

## THE HORDE

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

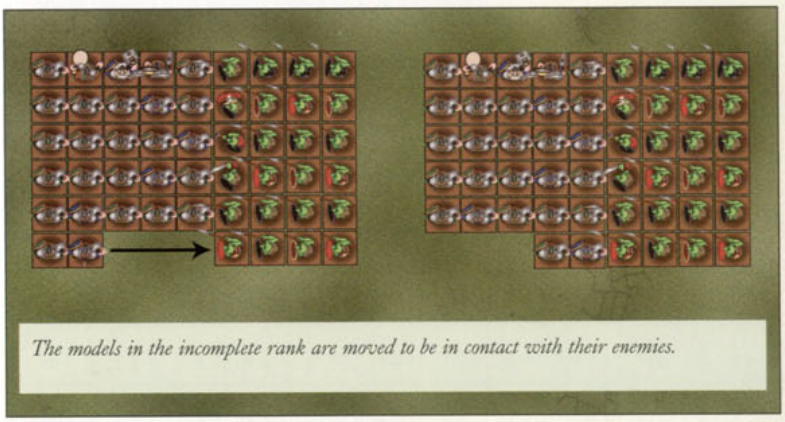
This represents the crush of bodies driving yet more warriors into striking distance, as well as the back ranks surging forwards to assail the unengaged enemy warriors. If the unit drops below the minimum frontage it ceases to be a horde and loses the ability to make these extra supporting attacks.

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

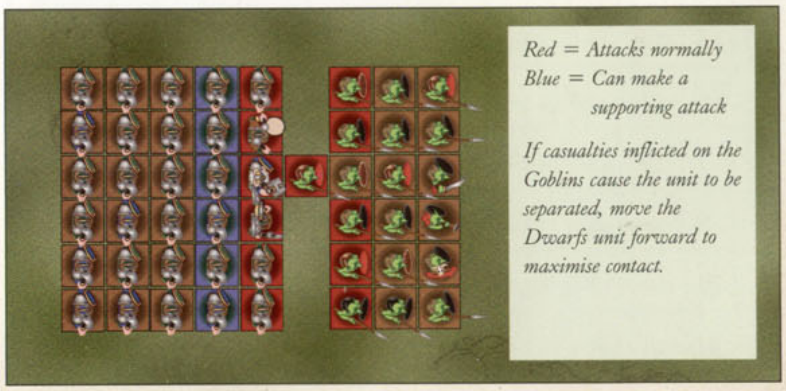
## INCOMPLETE RANKS

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

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



*The models in the incomplete rank are moved to be in contact with their enemies.*



*Drawn Initiative*

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

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

## STRIKING ORDER

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

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

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

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

### SPLIT PROFILES AND STRIKING ORDER

**Where a model has Attacks at two or more Initiative values, such as a knight or other cavalry models (see page 82), resolve each set of Attacks in the relevant order.**

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

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

## ROLL TO HIT

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

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

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

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

*Continuing our earlier example, the Dark Elf Spearmen are Weapon Skill 4, whilst the Orc Boyz are Weapon Skill 3. Looking at the To Hit chart, we can therefore see that the Dark Elves will require 3s to hit, whilst the Orcs will need 4s.*

### TO HIT CHART

| ATTACKER'S WEAPON SKILL | TARGET'S WEAPON SKILL 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 4+ | 4+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ |
| 2 | 3+ | 4+ | 4+ | 4+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ |
| 3 | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 5+ | 5+ | 5+ | 5+ |
| 4 | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 4+ | 5+ | 5+ |
| 5 | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 4+ | 4+ |
| 6 | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 4+ |
| 7 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ |
| 8 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ |
| 9 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ |
| 10 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ |

## ROLL TO WOUND

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

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

Consult the To Wound chart, cross-referencing the attacker's Strength with the defender's Toughness. Both values appear on the profiles of the creatures that are fighting. The chart indicates the minimum score required on a D6 to cause a wound. In most cases, you use the Strength on the attacker's profile regardless of what weapon they are using. However, some close combat weapons give the attacker a Strength bonus, as we'll discuss in the Weapons chapter on page 88.

Remember to roll dice separately for models with different Strength values.

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

## TAKE SAVING THROWS

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

As before in the Shooting phase, the enemy player can try to 'save' models that have been wounded. He rolls a D6 for each wound suffered by his troops. If he rolls equal to or greater than the model's save (after any modifiers have been applied) the wound has been deflected by its armour. See page 43 of the Shooting Phase if you need a reminder about the different types of save and how they work. Remember that wounds caused by Strength 4 or higher inflict a saving throw modifier on armour saves.

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

## REMOVE CASUALTIES

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

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

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

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

### *Fast Dice Rolling in Close Combat*

*As with shooting attacks of the same Ballistic Skill and type, you can roll To Hit dice together if they're of the same Initiative and Weapon Skill. Naturally, if there's a higher Weapon Skill present, you'll want to represent it with a different set of dice. This is not only because the model(s) with the better Weapon Skill will probably be more likely to hit the foe, but also because they'll probably have a higher Strength, more devastating weapon or special rules that otherwise help cause damage. Even if none of these things are true in a particular combat, I like to roll dice separately for important models. That way I can be sure that my characters, monsters and so on have lived up to their fearsome reputation and, what's more, so can my opponent!*

## TO WOUND CHART

| ATTACKER'S STRENGTH \ TARGET'S TOUGHNESS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| 2 | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| 3 | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| 4 | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| 5 | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ |
| 6 | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ |
| 7 | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ |
| 8 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ |
| 9 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ |
| 10 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ |

# 2. CALCULATE COMBAT RESULT

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

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

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

### WOUNDS INFLICTED

**+1 combat result for each wound inflicted.**

Inflicting wounds on the foe is an important factor when determining combat resolution – perhaps the most important.

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

*Ogre Maneater*

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

Attacks that kill a model outright (made with a Killing Blow, say – see page 72) count as having scored all the slain model's remaining wounds.

### CHARGE!

**+1 combat result if the unit charged.**

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

### EXTRA RANKS

**+1 combat result for each extra rank with at least five models, to a maximum of +3.**

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

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

**Disruption**

A unit does not receive combat result points for extra ranks as long as it is disrupted.

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

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

### STANDARD

**+1 combat result for a standard bearer.**

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

### FLANK ATTACK

**+1 combat result if your unit is fighting the enemy unit's flank.**

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

### REAR ATTACK

**+2 combat result if your unit is fighting the enemy unit's rear.**

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

### THE HIGH GROUND

**+1 Combat Result if the unit charged downhill.**

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

### UNCOMMON BONUSES

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

#### Battle Standard

**+1 combat result if the unit includes a Battle Standard Bearer.**

Troops fight harder under the personal banner of their lord. Therefore, if your unit includes a battle standard, it receives +1 combat result, cumulative with any bonus for a 'normal' standard. See page 107 for more about battle standards.

#### Overkill

**+1 combat result per excess wound caused in a challenge, to a maximum of +5.**

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

Challenges are a special type of close combat performed only by characters, and are covered in more detail on page 102.

## WHO'S THE WINNER?

**The unit with the highest combat result score wins the fight.**

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

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

### WIPEOUT!

Of course, if one side has been completely wiped out in the fight, the other side is automatically the winner. In such cases the unit automatically restrains pursuit and reforms (as discussed on page 57). Alternatively, if the unit charged this turn it can choose to overrun (see page 58).

*For example, a unit of High Elf Archers is fighting a unit of Goblins.*

*The Goblins inflict 3 wounds on the High Elves, and the High Elves inflict 4 wounds on the Goblins. However, the Goblins have four complete ranks in their unit, each rank beyond the first adding +1 to their score, and have charged the High Elves, adding another +1. This gives them 3+3+1 = 7 points against the High Elves' score of 4.*

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

*Goblin Warboss*

*Chaos Marauder*

# 3. LOSER TAKES BREAK TEST

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

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

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

## TAKING A BREAK TEST

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

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

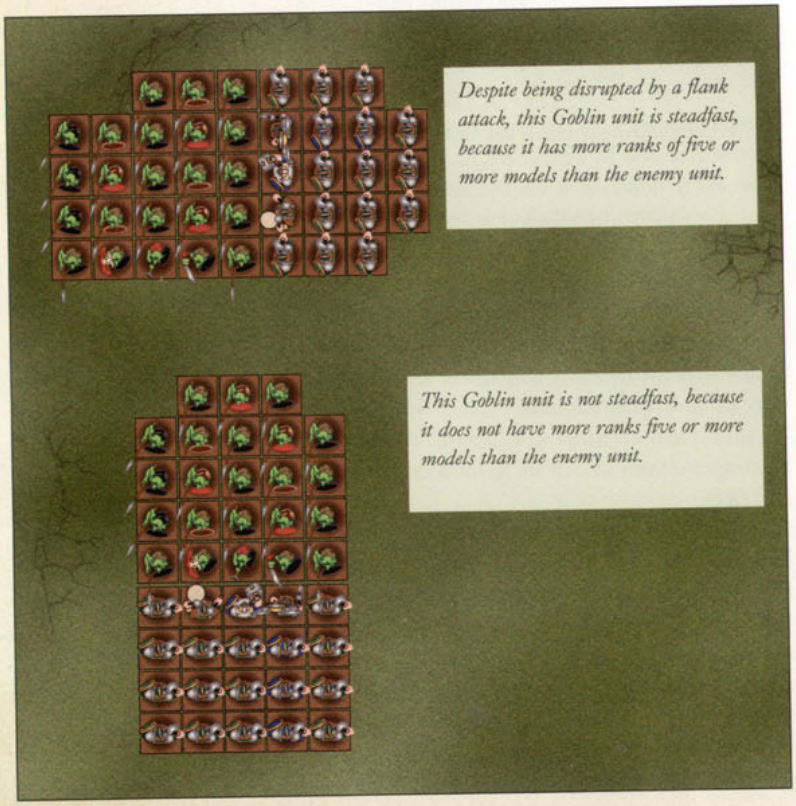
### STEADFAST

**If a defeated unit has more ranks than its enemy, it takes its Break test on its unmodified Leadership.**

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

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

Steadfast units can always take Break tests on their unmodified Leadership (or the General's unmodified Leadership if the testing unit is in range of his Inspiring Presence special rule – see page 107). It doesn't matter whether they have been beaten by 1 point or by 100 points, they still use their normal Leadership value.



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

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

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

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

### INSANE COURAGE

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

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

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

## COMBAT REFORM

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

### REFORMING FROM VICTORY

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

A combat reform is essentially a standard reform (page 14) save for the fact that it can be made even though the unit is in close combat. The most common usage of a combat reform is to allow the unit to turn to face its enemy (if attacked in the flank or rear), although it can also be used to bring more models into the fight by increasing the unit's frontage. There is one special restriction on a combat reform, however – it cannot be used to get a model (friend or foe) out of base contact with the enemy if it was in contact before the reform was made. The model can be in base contact with a different enemy at the end of the reform if you wish.

### REFORMING AMID DEFEAT

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

In this case, your unit must pass a Leadership test to muster the necessary discipline to alter its formation. Note that this Leadership test is subject to any modifiers from having lost the fight, just like a Break test. If your unit is steadfast (or has the Unbreakable special rule – see page 78) the test is taken on the unit's unmodified Leadership. If the test is failed, your unit cannot make a combat reform. If the test is passed, the combat reform can be carried out as described above.

### UNUSUAL SITUATIONS

If both sides wish to make (or attempt to make) a combat reform, take any Leadership tests required in order to make the reforms, then roll off to determine which side makes all of his reforms first (the winner of the roll-off decides).

If a unit is engaged to more than one facing (say to the front and one flank), it cannot make combat reforms.

*High Elf White Lion*

### *Should We Stay or Should We Go?*

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

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

# 4. FLEE AND PURSUE

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

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

## RESTRAIN OR PURSUE?

**The victorious unit can choose to pursue or restrain pursuit.**

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

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

*Wood Elf Wardancer*

## ROLL TO FLEE

**A unit flees 2D6.**

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

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

## ROLL TO PURSUE

**A unit pursues 2D6.**

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

## CAUGHT!

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

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

## MOVE FLEEING UNIT

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

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

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

The unit then flees straight forward a distance equal to the result of the Flee roll. This is otherwise treated exactly the same as a flee move in the Movement phase (see page 25 for details). You'll remember that fleeing troops are assumed to run around, force their way through or otherwise avoid other units and impassable terrain in their desperate flight.

## RESTRAINING UNITS REFORM

**A unit that does not pursue can perform a reform manoeuvre.**

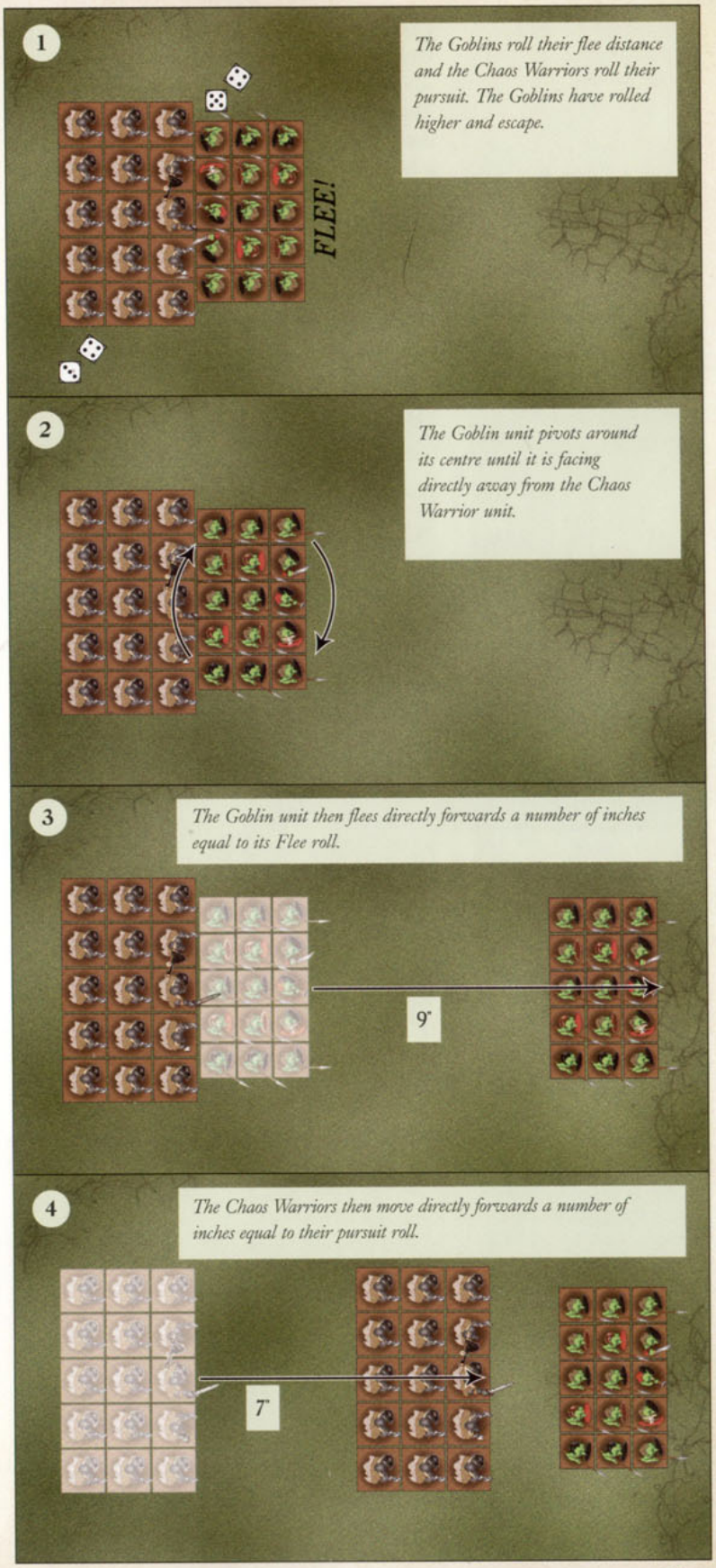
If your unit elected to restrain and passed the test to do so, or wiped out the enemy and did not overrun, it can now perform a reform manoeuvre, as described on page 14 of the Movement phase.

## MOVE PURSUERS

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

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

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



## PURSUIT INTO AN OBSTRUCTION

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

## PURSUIT INTO A NEW ENEMY

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

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

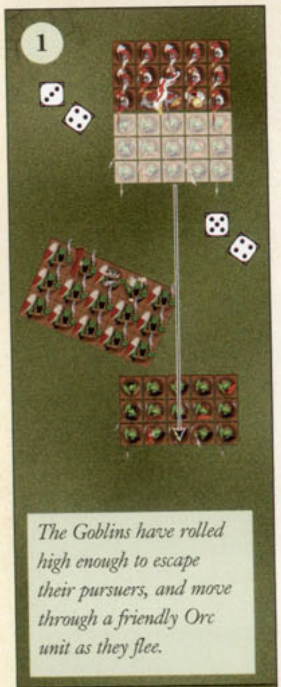
Naturally, the charged unit is taken by surprise by this impromptu assault – it is not allowed to take any charge reactions and must Hold.

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

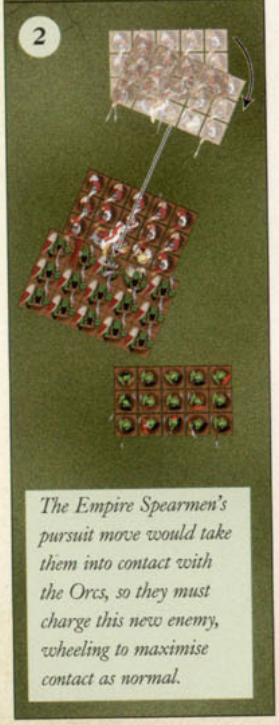
If the unit that has been charged as a result of pursuit was not engaged in combat from the beginning of this combat phase, or if it was engaged but that fight has already been resolved in this combat phase, the combat is not resolved straight away, but in the combat phase of the following turn.

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

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




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




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

### Pursuit into Fleeing Foes.

Even if the charged unit was already fleeing, it still cannot take any charge reactions. Move the pursuers into contact with it as you would for a unit completing a charge against a fleeing unit (see page 23). The fleeing unit is then immediately destroyed and the pursuing unit is allowed one final reform.

## OVERRUN!

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

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

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

## SWIFTSTRIDE

**Some troop types, such as cavalry, can flee and pursue more swiftly, as we'll discuss in the Troop Types chapter on pages 80-87.**

## PURSUIT OFF THE BATTLEFIELD

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

Unlike troops fleeing the battlefield, however, such pursuers are good and keen to come back to the fray. Accordingly, we allow them to re-enter the board in their next Movement phase, using the rules for reinforcements (see page 27). The unit is placed back as close as possible to the same point from which it left the battlefield, in the same formation. Remember that it needs to face directly towards the battlefield and have all of its rear rank touching the battlefield edge. It's often a good idea to leave a model from such a unit in order to mark the position from which it left the battlefield (a standard bearer is ideal).

# MULTIPLE CLOSE COMBATS

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

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

## MULTIPLE COMBAT RESULTS

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

### Standards

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

### Extra Ranks

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

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

### Flank and Rear

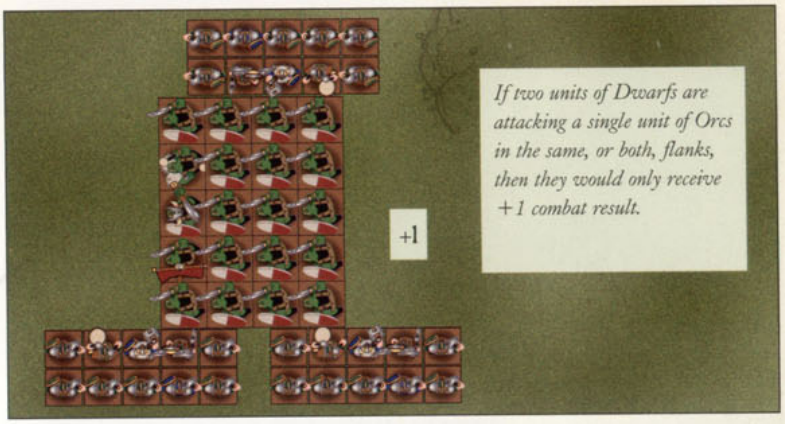
Bonuses for flank and rear attacks can only be earned once per unit attacked in the flank or rear – having multiple units attacking the same unit does not grant additional bonuses.

### Charging

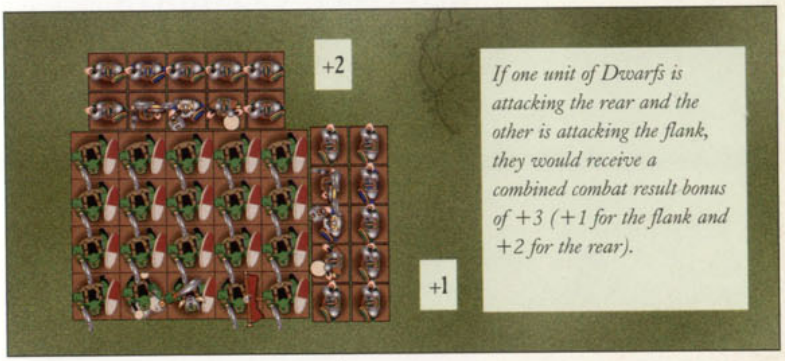
In a multiple close combat, you receive +1 combat result if your side has one or more units that charged this turn.

### The High Ground

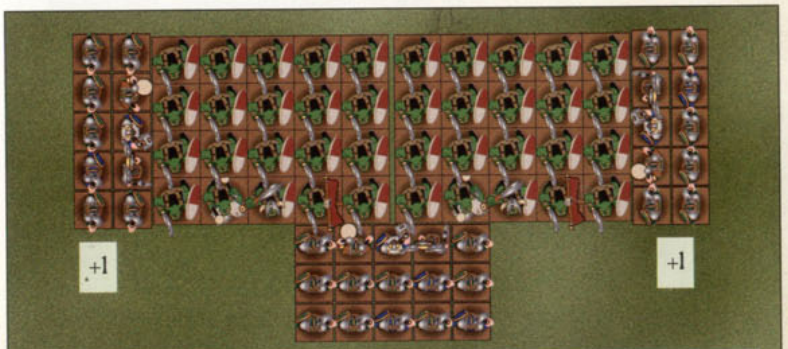
The combat result for charging downhill can only be counted once, by the side with the highest charging unit (i.e. the one that started the turn highest up).




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




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




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

### *Staying Sane Through Multiple Combat Resolution*

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

## MULTIPLE COMBATS AND BREAK TESTS

**All units on the defeated side must take a break test.**

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

### STEADFAST

Any unit on the losing side can use its unmodified Leadership for Break tests so long as its number of ranks is higher than that of any of the enemy units in the close combat – compare the unit's ranks to the enemy unit with the most ranks in the combat. If even one enemy unit has an equal or higher number of ranks, then the unit must test using its modified Ld.

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

## MULTIPLE COMBATS AND PURSUIT

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

Where this happens, bear the following in mind:

### PURSUIT

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

### FLEE!

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

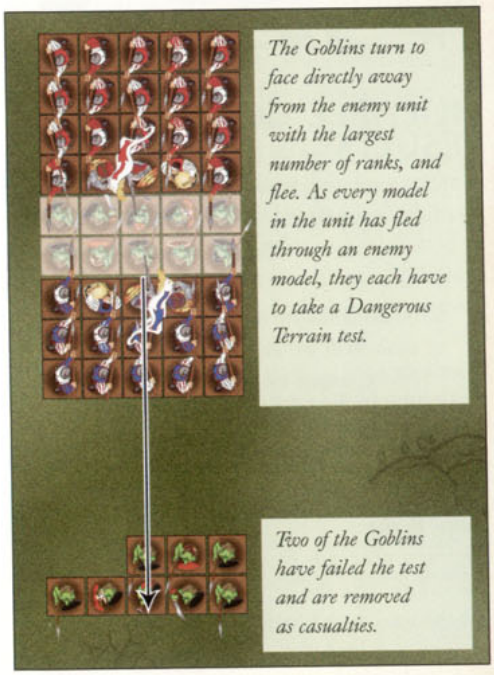
*Troll*

### DIRECTION OF FLIGHT

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

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

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

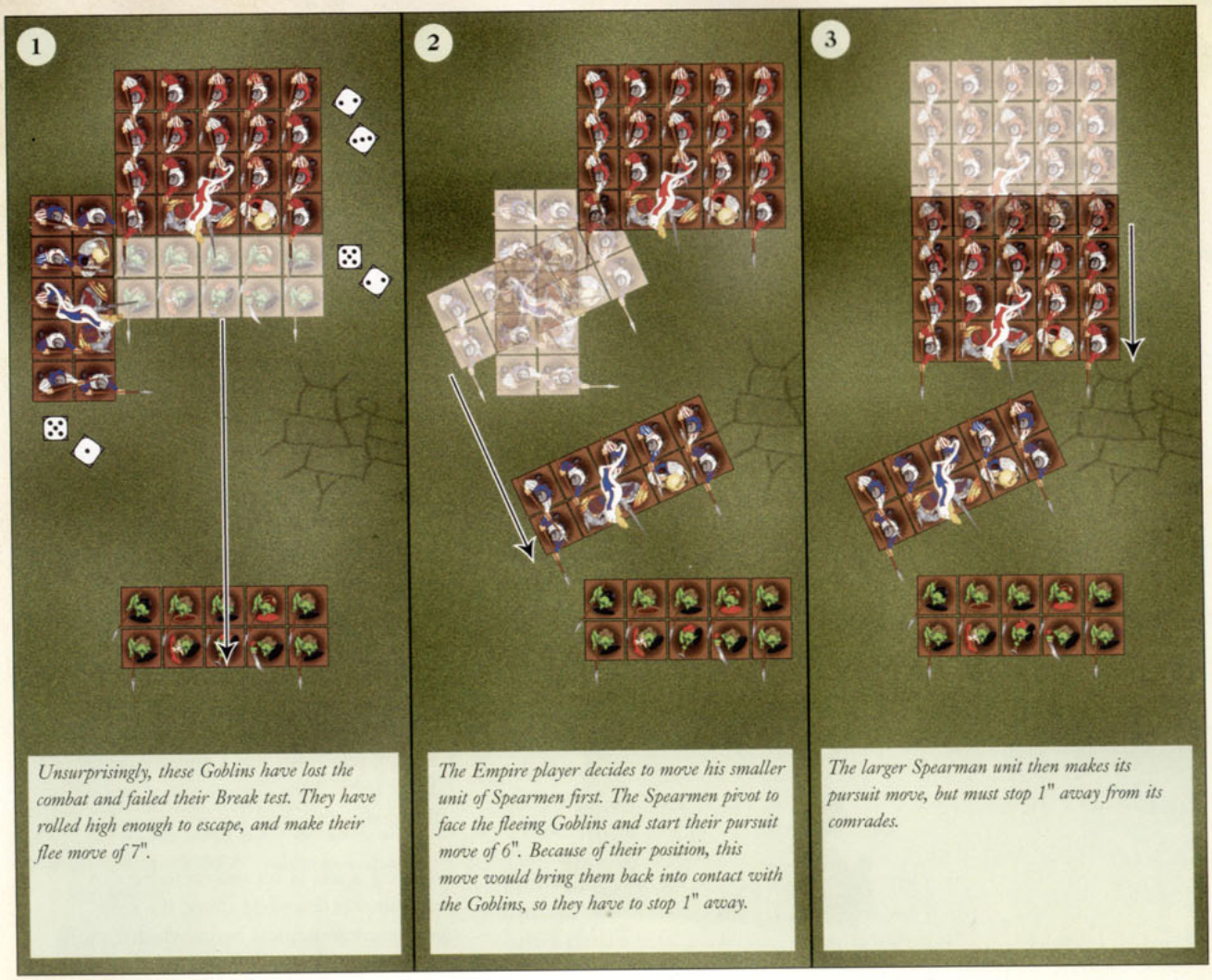


*The Goblins turn to face directly away from the enemy unit with the largest number of ranks, and flee. As every model in the unit has fled through an enemy model, they each have to take a Dangerous Terrain test.*

*Two of the Goblins have failed the test and are removed as casualties.*

### DIRECTION OF PURSUIT

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




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

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

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

## SHRINKING UNITS AND MULTIPLE FIGHTS

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

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

## NO MORE FOES

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

# PANIC

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

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

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

## PANIC TESTS

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

A Panic test is simply a Leadership test, as described on page 10. If the test is passed, everything is fine, but if the test is failed the unit will immediately flee as described opposite.

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

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

*Skaven Gutter Runner*

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

- A unit does not take Panic tests if it is in close combat – the immediate fray blots out all other events going on around them.

- A unit does not take a Panic test if that unit is already fleeing – fear has already lent wings to these warriors, the prospect of further jeopardy does not accelerate their flight.

- Finally, remember that a unit does not take a Panic test if it has already passed one earlier in the phase – its nerve has been tested already!

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

### HEAVY CASUALTIES

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

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

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

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

### NEARBY FRIEND ANNIHILATED

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

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

### NEARBY FRIEND BREAKS

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

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

### FLED THROUGH

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

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

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

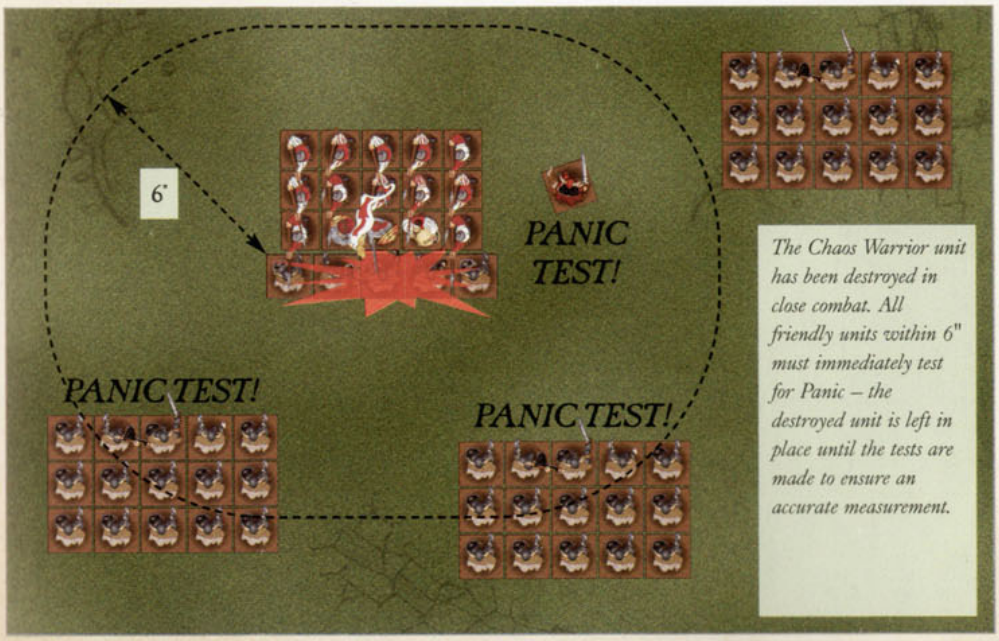
## DIRECTION OF FLIGHT

If a unit fails a Panic test:

- **Brought about by heavy casualties.** Pivot the unit on the spot (ignoring other units) so that it is facing directly away from the unit that caused the most casualties in that phase – it then flees as described on page 25.

- **Brought about by any other reason.** Pivot the unit on the spot (ignoring other units) so that it is facing directly away from the closest enemy unit, and then flees as described on page 25.

Providing that the panicked unit doesn't carry itself off the board with its first flee move, you'll have a chance to rally it in later turns, as we discussed earlier on page 24.




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

### THE FOUNDATION IS COMPLETE!

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

# SPECIAL RULES

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

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

## WHAT SPECIAL RULES DOES IT HAVE?

It may seem obvious, but unless stated otherwise, a model does not have a special rule. Most special rules are given to a model by the relevant entry in its Warhammer Armies book. In addition, a model's attacks can gain special rules because of the equipment it is using. Similarly a model might get special rules as the result of a spell that has been cast upon it or perhaps even as the result of it being in a particular type of terrain. Where this is the case, the rule that governs the equipment, spell or terrain feature in question will make this clear. Unless otherwise noted, the effects of multiple special rules are cumulative.

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

For ease of consultation, I've arranged all the special rules in alphabetical order. There's also a specific index at the back of the book to help you locate the particular special rule you're after.

### *A Compendium of Special Rules*

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

### ALWAYS STRIKES FIRST

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

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

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

### ALWAYS STRIKES LAST

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

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

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

## ARMOUR PIERCING

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

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

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

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

## BREATH WEAPONS

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

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

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

### BREATH WEAPON SHOOTING ATTACK

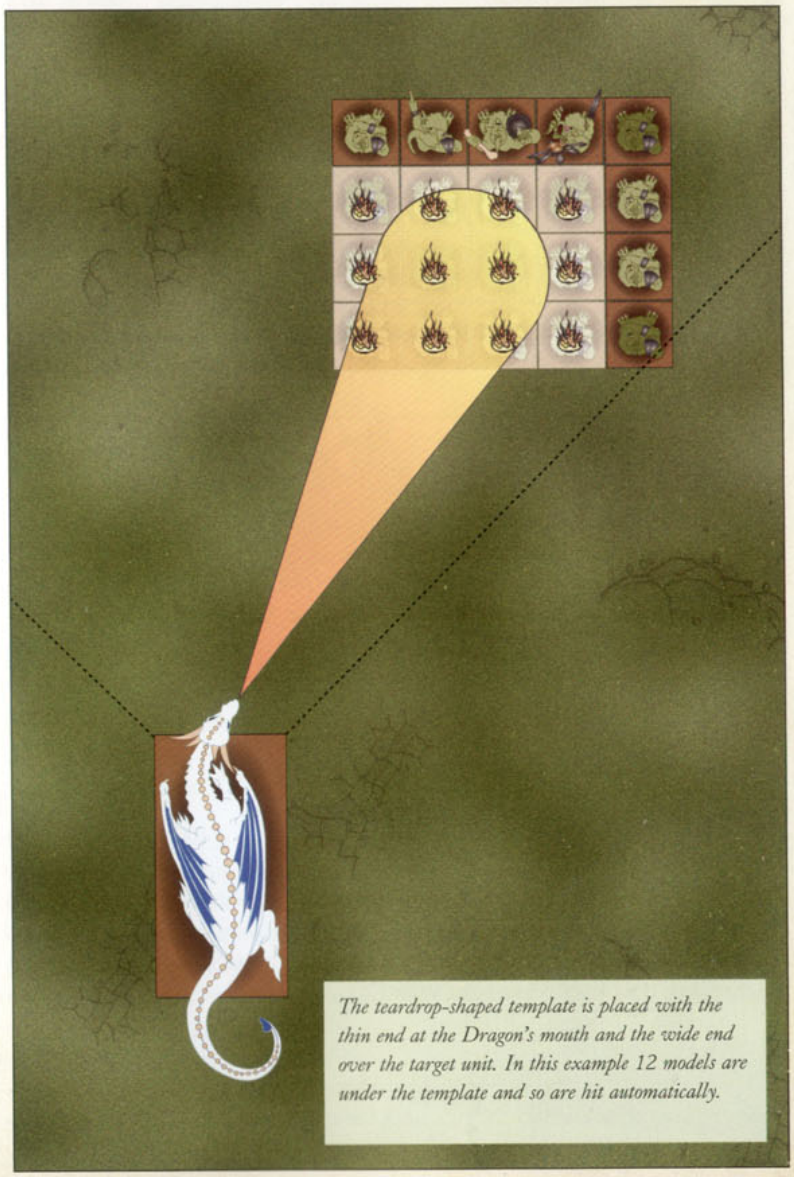
Provided the model is not in close combat, it can use its Breath Weapon during its Shooting phase. A Breath Weapon shooting attack can be made even if the model marched or reformed during the same turn.

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

All models that lie even partially under the template are automatically hit, as covered on page 9. The Strength and any special effects of the creature's Breath Weapon will be covered in its rules.

### BREATH WEAPON CLOSE COMBAT ATTACK

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



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

## DEVASTATING CHARGE

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

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

## ETHEREAL

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

Ethereal creatures treat all terrain as open terrain for the purposes of movement. They may not finish their movement inside impassable terrain – though they can pass through obstructions of this kind, they cannot linger. They are also never slowed by any special rule, spell or item that would otherwise reduce their movement or stop them from moving completely.

The close combat attacks of Ethereal creatures are magical. Conversely, Ethereal creatures can only be wounded by spells, magical attacks and magic weapons or effects. This is not to say that Ethereal creatures cannot be beaten in close combat by mundane troops, because combat results are not wholly dependent upon casualties.

Ethereal creatures block line of sight normally and cannot see through anything that would block the line of sight of normal units.

Characters that are not themselves Ethereal are not permitted to join units that are (even if they become temporarily Ethereal for some reason).

## FAST CAVALRY

*Fast cavalry (sometimes called light cavalry) are riders of exceptional prowess, trained in lightning-fast manoeuvres and flank attacks. They are more lightly armed and armoured than other cavalry, but make up for this with their flexibility. In battle, they act as scouts and outriders for the army, and harry the flanks of enemy formations.*

### VANGUARD

Fast Cavalry are inevitably at the forefront of any advance – Fast Cavalry automatically have the Vanguard deployment special rule (see page 79).

### FREE REFORM

Unless it charges, a Fast Cavalry unit is allowed to reform as many times as it wishes during its move, even if it marches, provided that no model ends up moving a number of inches higher than double its Movement value.

### CHARACTERS

If a Fast Cavalry unit is joined by a character without the Fast Cavalry rule, the unit loses the rule until the character leaves.

### FEIGNED FLIGHT

Fast Cavalry are extremely good at escaping from the foe and regrouping. A unit of Fast Cavalry that chooses to flee as a charge reaction and subsequently rallies at the beginning of their next turn may reform as normal, but is then also free to move during the remaining moves part of the Movement phase. The unit is also free to shoot as normal (but always counts as having moved). Note that if the flee move of the Fast Cavalry does not take them beyond the charge reach of their enemies, the unit is caught and destroyed as normal.

### FIRE ON THE MARCH

Fast Cavalry armed with missile weapons are expert at shooting from horseback (or wolfback!) and can therefore shoot during a turn in which they marched or reformed (providing their weapon doesn't have the Move or Fire special rule). However, the normal -1 To Hit penalty for moving and shooting still applies.

*The Fast Cavalry rule is sometimes given to troop types other than cavalry – note that it does not change the model's troop type to cavalry.*

## EXTRA ATTACK

*Through fury, extra limbs or being armed to the teeth, this warrior can strike more blows.*

A model with this special rule (or who is attacking with a weapon that bestows this special rule) increases his Attacks value by 1.

## FEAR

*Some creatures are so large or disturbing that they provoke an irrational fear in the foe.*

At the start of each Close Combat round, a unit that is in base contact with one or more enemy models that cause Fear must take a Leadership test, before any blows are struck.

If the test is passed, all is well – the unit has mastered its fear, at least for now. If the test is failed, the unit's fear goes uncontrolled and the warriors cower defensively from the horror before them – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that round of close combat.

Models that cause Fear are themselves immune to Fear, and are not affected by any of this rule's effects (even if their unit fails its test, for example). This includes characters riding Fear-causing mounts, who count as causing Fear themselves (see page 82).

## FIGHT IN EXTRA RANKS

*These troops can fight in extra ranks, perhaps because they have been trained to do so, or because their sheer ferocity means they willingly trample their comrades in order to reach the foe.*

If a unit has this special rule then supporting attacks can be made by an extra rank than normal on a turn in which the unit did not charge. Accordingly, a unit with this special rule can normally make supporting attacks with two ranks. Remember that supporting attacks cannot be made to the side or rear, but only to the front.

A horde with this rule will make supporting attacks with three ranks!

## FLAMING ATTACKS

*Fire is a fearsome thing on the battlefield, but some creatures are more vulnerable to it than others.*

Whilst Flaming Attacks do not give bonuses against most troops (we assume the weapon blow to be far deadlier that the flames that wreathe it), they can be Fear-inducing in wild creatures, as well as prove fatal against some of the Warhammer world's more peculiar monsters.

Enemies with Flaming Attacks cause Fear in war beasts, cavalry and chariots (we talk about troop types starting on page 80). Flaming Attacks also have special properties against creatures that have the Flammable and Regeneration special rules, as explained later on.

Fire can be a valuable weapon for driving out the defenders of a fortification. Every model with Flaming Attacks rerolls failed To Wound rolls when shooting at or assaulting a building, to represent the added peril for the occupants of being inside the burning structure.

Unless otherwise stated, a model with this special rule has both Flaming shooting and close combat attacks (though any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding).

### *I Bring Fire!*

*Flaming Attacks don't come into effect very often, but when they do, they really pay off. Though Flammable creatures are not particularly common they're normally pretty fearsome beasties, against whom any extra advantage is welcome. Similarly, Flaming Attacks are worth their weight in gold when attacking a building – a bunch of extra hits can swing any combat and, in a building (where combat results are based on casualties alone) this is doubly true.*

## FLAMMABLE

*Some creatures are naturally vulnerable to fire. Once flame has been set amongst such a beast's flesh, it will run rampant, causing terrible harm.*

If a model with the Flammable rule suffers one or more unsaved wounds from a Flaming Attack, each unsaved wound is doubled. So, for example, if an attack would normally cause 1 wound, the Flammable creature would take 2 wounds. If the number of wounds are randomly determined by a dice roll, double the result of the dice, rather than rolling two dice and adding the scores together.

*Wood Elf Tree Kin*

*Savage Orc Champion*

## FRENZY

*Certain warriors can work themselves up into a fighting frenzy, a whirlwind of destruction in which all concern for personal safety is overridden in favour of mindless violence.*

To represent their fighting fury and lack of self-preservation instincts, Frenzied troops have the Extra Attack and Immune to Psychology special rules (see opposite and page 69).

### BERSERK RAGE

If, during the Charge sub-phase, a unit that includes one or more Frenzied models could declare a charge, then it must do so unless a Leadership test is passed. If the Leadership test is failed, the Frenzied unit must declare a charge against the nearest viable enemy.

A unit that includes one or more Frenzied models cannot choose to restrain pursuit if it beats a foe in close combat. It will either pursue (if the enemy has fled) or overrun (if the enemy was wiped out in combat).

Note that if the enemy is wiped out in combat but the Frenzied unit did not charge that turn (or if the combat was the result of a pursuit or overrun charge in the same turn), then the Frenzied unit will reform as normal as it has no other choice of action.

In addition, Frenzied models cannot parry (see page 88).

### LOSING FRENZY

Unlike other special rules, Frenzy can be lost as the game goes on. Models retain their Frenzy for the entire game unless beaten in combat, at which point the enemy have succeeded in knocking them into a less fanatical state and the Frenzy (together with all associated rules) is lost.

## FLY

*Some creatures of the Warhammer world have wings and can fly, soaring quickly from one side of the battlefield to the other. Such creatures are often potent forces on the battlefield, able as they are to easily outmanoeuvre clumsier, ground-bound troops.*

Whether they fly or move on the ground, all flyers have the Swiftstride special rule (see page 76). In addition, because of their loose fighting style, flying units consisting of more than one model have the Skirmishers special rule (see page 77).

### MOVING FLYERS

In Warhammer, flight is represented by a swoop or glide of up to 10". The flyer starts off on the ground, takes off, flies to where it wishes to go, and then lands. Flyers, therefore, begin and end their movement on the ground. This is chiefly because it's impractical to suspend models over the battlefield, so we use the 'glide' for the sake of simplicity.

Units made up entirely of models that can fly can move or charge normally on the ground, using their Movement value, or instead choose to fly. A unit that flies can move over other units and terrain as it does so, treating the entire move as taking place over open ground. It may not finish the move on top of another unit or in impassable terrain. Depending on the flying model's height and/or position, it will sometimes be able to draw a line of sight over intervening units to a more distant target and make a flying charge over the intervening unit.

A unit that makes a flying charge does so using the glide move of 10" as its Movement characteristic.

### FLYING MARCH

A unit that is flying can march as normal, doubling its flying move to 20", representing a particularly long swoop or glide.

### FLEE AND PURSUE

Flyers always move on the ground when attempting to flee or pursue – there simply is no time for them to take off properly. Note that they still benefit from their Swiftstride rule as they flee and pursue.

### FLYING CAVALRY

Some units, such as the noble Bretonnian Pegasus Knights, have the Flying Cavalry special rule – a particularly effective type of flying unit. In rules terms, flying cavalry are treated as Fast Cavalry with the Fly special rule. See page 68 for more details on Fast Cavalry.

## HATRED

*Enmity is rife in the Warhammer world, where many races have nurtured grudges and animosities against others for thousands of years, and overwhelming hatred is a potent force in battle.*

A model striking a hated foe in close combat re-rolls all misses during the first round of combat – this represents the unit venting its pent up hatred upon the foe. After this initial blood-mad hacking, the impetus is considered to be spent – the rest of the combat is fought normally. Sometimes a model will only Hate a specific foe (rather than everyone). Where this is the case, the type of foe will be expressed in the special rule, for example *Hatred (Dwarfs)*.

## HOVER

*Some creatures do not fly, but rather hover on a cushion of air or magical energy.*

Models with the Hover special rule follow all the rules for Flyers, but cannot march.

## IMMUNE TO PSYCHOLOGY

*There are those warriors who are especially brave, or are so jaded by the dangers of the world that they heed personal peril somewhat reluctantly...*

If the majority of the models in a unit have the Immune to Psychology rule, the unit automatically passes all Panic, Fear and Terror tests it has to take. It should be noted that they have to take Break tests (and other Leadership tests) normally – being stoic does not necessarily make a warrior entirely heedless of mortal danger.

If the majority of the models in a unit have the Immune to Psychology rule, the unit cannot choose Flee! as a charge reaction. Pride, or a sluggish acceptance of the situation, prevents them from doing so.

## IGNORES COVER

*Some shooting attacks are incredibly precise, whether because they are magically guided, blanket the area with roiling flame or are merely aimed with impossible skill.*

If a model's shooting attacks have the Ignores Cover special rule, they ignore To Hit penalties imposed by soft cover, hard cover and obstacles (other To Hit penalties apply as normal).

## IMPACT HITS

*The impact of a charge can itself sometimes cause severe casualties amongst the foe.*

Some models, notably chariots, have so much impetus that they cause considerable damage when they crash into the enemy. To represent this, these models cause Impact Hits.

The number of Impact Hits caused varies from creature to creature, or troop type to troop type, but is shown in brackets after the special rule. Such as Impact Hits (D6+1) or Impact Hits (D3).

*For example, a High Elf Tiranoc Chariot has the Troop Type: Chariot, and therefore causes D6 Impact Hits, as seen in the Troop Types chapter on page 86.*

If a creature is granted two sets of Impact Hits, normally because its troop type and special rules both bestow Impact Hits, use the highest set, rather than a total.

### RESOLVING IMPACT HITS

Impact Hits are only made on the turn the model charges into close combat. If the model with Impact Hits is itself charged, or is fighting in a second or subsequent round of combat, then this rule gives no benefit. Note that if the model does not complete the charge for any reason (for example, because it is destroyed) then no Impact Hits will take place.

Impact Hits are resolved at the very beginning of the close combat, before challenges are issued and attacks of any other kind are made. They hit a unit in base contact (if in base contact with more than one enemy unit, split the hits as evenly as possibly, randomising any 'spare' hits) if the model with Impact Hits is not in base contact with the enemy, this rule has no effect.

Impact Hits hit automatically, and roll to wound using the Strength of the model making the Impact Hits. The hits are distributed exactly as if they were shooting attacks (see page 42 for more information on shooting attacks, and page 96 for characters and shooting attacks).

Finally, as Impact Hits are close combat attacks (albeit of an unusual type) any unsaved wounds they inflict count towards combat resolution, just as any more conventional close combat attacks would.

### *Brace for Impact*

*Impact Hits can seem pretty fearsome when you're on the receiving end, but take heart! If you can weather this initial, well, impact, then the combat should start to go your way. Most models with the Impact Hits special rule rely on breaking the enemy on the charge. In subsequent rounds, they're likely to struggle unless other units move in to support – you've got that long to take them out of action.*

*Dark Elf Corsair.*

*Grave Guard Champion.*

## KILLING BLOW

*Tales are told of warriors who can slay their opponents with but a single strike of a blade that seeks an armour's merest gap. Whether such an attack is wrought by skill or ensorcelment matters not – the target is just as dead.*

If a model with the Killing Blow special rule rolls a 6 to wound in close combat, he automatically slays his opponent – regardless of the number of wounds on the victim's profile. Armour saves and regeneration saves cannot be taken against a Killing Blow. A ward save can be attempted – if passed, the ward save prevents all damage from the Killing Blow.

Killing Blow is only effective against infantry, cavalry and war beasts – all other creatures are considered either too large to be felled by a single blow (monsters, monstrous infantry /cavalry/beasts, chariots and so on) or too numerous for a well-placed strike to slay them all (Swarms).

Note that if a Killing Blow attack wounds automatically, then the Killing Blow special rule does not come into play.

Unless otherwise specified, Killing Blow applies only to close combat attacks.

### HEROIC KILLING BLOW

Heroic Killing Blow is a skill possessed by truly mighty warriors. It functions exactly like a normal Killing Blow, except it works on any creature, regardless of size and troop type, except for swarms. A model with Heroic Killing Blow can take the head off a Dragon with a single swing – its scaly hide matters naught!

### *Chop!*

*Make those 6s work for you! Units with Killing Blow are best employed against elite, heavily armoured troops – the more elite and heavily armoured the better, as those natural rolls of 6 are no respecters of Toughness values or armour saves. Conversely, if you know you're going up against enemies with Killing Blow, it's worth bringing along a little fodder to keep them busy whilst your shock troops fight elsewhere.*

## LARGE TARGET

*Some mighty creatures tower over the battlefield, able to see and be seen over the heads of more diminutive warriors.*

Large Targets are models that are especially tall, such as Dragons, Giants and Greater Daemons. Such foes cannot easily take cover behind obstacles that would shelter lesser troops. Large Targets cannot claim cover modifiers for obstacles (see page 122 for more details).

However, if your General or Battle Standard Bearer is a Large Target (or is mounted on one), then the range of their respective Inspiring Presence and Hold Your Ground! abilities is increased from 12" to 18" to represent the ease with which your troops can see them. See page 107 for more details on Generals, Battle Standard Bearers and their special abilities.

## LOREMASTER (*)

*There are some wizards whose knowledge of their chosen discipline is all-encompassing.*

A Wizard with the Loremaster special rule knows all the spells from his chosen lore – he does not need to roll randomly. The lore in question is normally given in brackets as part of the Loremaster special rule. For example, a model with Loremaster (Fire) would know all the spells from the Lore of Fire.

## MAGIC RESISTANCE (1-3)

*Through natural quirk or potent artefact, some warriors have an innate resistance to magical attack.*

A model with Magic Resistance has a bonus to its ward saves when saving against damage caused by spells. This bonus is based on the number shown in brackets after the Magic Resistance special rule. Magic Resistance (2) would give a +2 bonus (turning a 5+ ward save into a 3+ ward save, for example). Magic resistance can even give a ward save to models that do not have one at all. A model with Magic Resistance (3) and no ward save normally would therefore have a 4+ ward save against damage from spells. If a character with Magic Resistance joins a unit, all models in the unit benefit from the Magic Resistance. If a model has two sets of Magic Resistance, the two do not combine, it uses the highest.

## MONSTER AND HANDLERS

*Some armies drive colossal beasts to battle, beastmasters hurrying at the monster's heels as they goad it into the foe.*

The handlers aren't really a combat unit per se, so we ignore them for most gaming purposes, treating the monster itself as the extent of the unit. When the monster suffers an unsaved wound, roll a D6. On a roll of 1-4 the monster suffers the wound as normal, but on a roll of 5-6 a handler model is removed instead. Once all the handlers have been removed, the monster must take a Monster Reaction test just like a ridden monster that loses its rider.

In close combat, the handlers can direct their attacks against any enemy in base contact with their monster. The handlers are otherwise assumed to have their hands too full controlling the monster to carry out any actions like shooting, or casting spells, etc. In addition the handlers cannot be charged, attacked or otherwise affected separately from their monster – if they are found to be blocking movement or line of sight, the controlling player simply alters their position, just as you would for any other battlefield marker or counter. If the monster is removed, so are its handlers.

## MOVE OR FIRE

*Some weapons sacrifice a speedy reload for hitting power, making them impossible to fire on the move.*

A weapon with the Move or Fire special rule cannot be fired in the Shooting phase if the model moved earlier in the turn. This even applies if the model in question was forced to move as the result of a spell or other such compulsory action.

## MULTIPLE SHOTS

*Some weapons are designed to fire a fusillade of shots, sacrificing accuracy for sheer volume.*

A weapon with this special rule enables its wielder to fire several shots at a time, rather than a single shot. The number of shots the weapon can fire will normally be given as part of its description. Such weapons can either fire once without penalty, or as many times as indicated in their rules with a -1 To Hit penalty (this is in addition to any other modifiers for range, cover and so on). All models in the unit must fire either single or Multiple Shots – the player cannot choose to fire single shots with some and Multiple Shots with others.

## MULTIPLE WOUNDS

*The most powerful attacks strike home with crushing force, and cause massive damage to their victim.*

Each unsaved wound inflicted by an attack with the Multiple Wounds special rule is multiplied into more than one wound. The exact number of wounds caused will vary from model to model and weapon to weapon, but will normally be shown in brackets as part of the special rule. For example, Multiple Wounds (2) would mean that each unsaved wound would multiply to 2 wounds, whilst Multiple Wounds (D6) would mean that each unsaved wound would multiply to D6 wounds.

Where the number of Multiple Wounds is generated by a dice roll, roll a dice separately for each unsaved wound and use the total of all the dice rolled for the final number of wounds inflicted.

## POISONED ATTACKS

*There are many warriors who use deadly toxins to overcome their foes, turning an otherwise minor injury into a mortal wound.*

A model with the Poisoned Attacks special rule wounds his target automatically if his natural dice roll to hit is a 6. Armour saves are modified by the Strength of the attack as normal. Note that if a Poisoned shooting attack needs to roll a 7 or more to hit, or hits automatically, then the Poisoned attacks rule does not come into play.

Unless otherwise stated, a model with this special rule has both Poisoned shooting and close combat attacks. Any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding, whether they be shooting or close combat attacks.

## QUICK TO FIRE

*Not all weapons are cumbersome – some can be brought to bear in less than a heartbeat, and let fly shortly after.*

Quick to Fire weapons do not suffer the usual -1 To Hit penalty for moving and shooting – we assume that the wielders can aim and fire them swiftly enough to remain accurate. Furthermore, Quick to Fire weapons can always be used to Stand and Shoot against a charging enemy, even if that enemy would normally be too close for such a charge reaction to be declared.

### *Quantity or Quality?*

*There's an age-old debate about when it's best to fire Multiple Shots, and when it's not. Personally, I always fire Multiple Shots when given the choice – my warriors have already paid a points premium for the ability, and more shots means the possibility of more kills.*

*Skink Warrior.*

## RANDOM ATTACKS

*Not all creatures fight with discipline, but flail about in an uncontrolled manner, with unpredictable consequences.*

Models with the Random Attacks special rule do not have a normal number for their Attacks characteristic, but rather a dice roll, such as D3, D6 or D6+1. Each time a model with this special rule comes to strike blows, roll the indicated dice, adding any modifiers shown, to determine the number of attacks that the model will make, then roll to hit as normal. If a unit contains more than one model with Random Attacks, roll separately for each model, unless specified otherwise.

## RANDOM MOVEMENT

*Some creatures do not advance in an even manner, rushing forward at one moment, only to falter clumsily in the next.*

Models with the Random Movement special rule do not have a Movement characteristic, but rather a dice roll, such as D6, 2D6 or 3D6. This is the distance they move, charge, pursue, overrun and flee – they cannot march.

Models with Random Movement cannot declare charges, and are always moved in the Compulsory Moves sub-phase. When the model moves, first pivot it about its centre to face the direction in which you wish it to travel. Then, roll the dice shown in the model's profile. Finally, move the model directly forwards a number of inches equal to the total rolled by the dice. No other pivots can be made.

There's a chance that the model's peculiar movement will cause it to come into contact with an enemy, so measure the distance in a straight line before the model is moved. If the move is found to take the unit into contact with an enemy, then it counts as charging, and this is resolved using the normal rules for charges and using the distance rolled as its charge range. Charge reactions cannot be declared against enemies with the Random Movement special rule – the enemy find it impossible to recognise the danger until it is far too late!

If the random move brings the unit to within 1" of a friendly unit or impassable terrain, it stops immediately and cannot move further during that Movement phase.

If two or more models in a unit have the Random Movement special rule, pivot the unit about its centre, then roll the dice only once to determine how far the unit moves. If models in the unit have a different Random Movement value, use the slowest for the entire unit.

## REGENERATION

*Trolls and other particularly hardy creatures can regenerate damage at an incredible rate.*

A model with the Regeneration special rule is permitted a special regenerate saving throw after it has failed any armour save it may have, instead of taking a ward save (if it has one). If a model has both a ward save and Regeneration, you must choose which save is used.

To take a regeneration save, roll a D6. On a 1-3, the wound affects the model normally, even its incredible constitution has not prevented this injury. On a 4-6, the damaged flesh regrows, leaving not even so much as a scar to indicate the injury was ever there – the wound is discounted, exactly as if it had been saved by other means.

Whilst the type of regeneration described above is the most common form, some creatures do have a lesser or greater chance to regenerate. Where this is the case, the score required to regenerate will be shown in brackets after the special rule, e.g. Regeneration (5+) would indicate that the model had the Regeneration rule, but that it only worked on a 5+, whilst Regeneration (2+) would mean that the creature would pass its regeneration save on a 2 or more!

Wounds caused by Flaming Attacks (as described earlier in this section) cannot be regenerated, and if a unit is wounded by a Flaming Attack it loses the Regeneration rule for the remainder of the phase (it can be used later in the turn, though – it just takes a short time for the Regeneration to overcome the flames).

*Night Goblin Squig Hopper.*

## REQUIRES TWO HANDS

*Many weapons are cumbersome to wield, requiring a firm two-handed grip in order to use effectively.*

If a weapon requires two hands to use, it is not possible for a model to use a shield or an additional hand weapon alongside it in close combat (although a shield can still be used against wounds caused by shooting or magic). We assume that the warrior in question slings the spare wargear on his back, or simply drops it, until the fight is done.

## SCALY SKIN

*Many creatures have gnarled, tough or scaly skin that offers the same protection as wrought armour.*

The hide of some creatures, the reptilian Lizardmen in particular, forms a kind of natural armour that grants the model an armour save. The degree of the scaly skin save varies from model to model, and will be stated in the relevant Warhammer Armies book.

Scaly Skin can be combined with normal armour for even greater protection. To determine a model's combined armour save, take the value of its scaly skin save and modify it one point better for light armour, one point better for a shield, two points better for heavy armour, and so on.

*For example, a model with a scaly skin save of 5+ would have a total armour save of 4+ if he also carried a shield, and 3+ if he both carried a shield and wore light armour.*

## SEA CREATURE

*In the deep oceans of the Warhammer world lurk all manner of foul and wondrous denizens, from the killer Kraken to sinuous Sea Serpents and black-scaled Leviathans. Such creatures can move through the water as easily as a man walks the land, but are somewhat ponderous when out of their element.*

Sea Creatures can move within any area of water on the battlefield, including rivers and even deep water that players may have deemed impassable to other models, as if it were open ground (see page 116 for more on terrain types). However, when out of the water they cannot march. Sea Creatures are still subject to any special effects that specific terrain may have (e.g. we don't exempt Sea Creatures from the dangers of marshes). Being a denizen of the deep seas does not necessarily equate to protection from a choking quagmire.

## SLOW TO FIRE

*Some missile weapons are so cumbersome that they cannot aim swiftly enough to shoot a charging foe.*

Weapons with the Slow to Fire special rule cannot be used to Stand and Shoot.

## SNIPER

*Most shooting attacks are not aimed at specific foes, but fired indiscriminately into a knot of troops. Those shots aimed more carefully are greatly feared, for no chieftain or general is safe from their vengeance.*

A model with the Sniper special rule can make a special Sniper shot instead of shooting normally. A Sniper's shot suffers an additional -1 To Hit penalty, in addition to any other modifiers, but can be aimed with great precision.

A model making a Sniper shot can shoot at a different target from the one chosen by his unit. A hit from a Sniper shot is not distributed in the same manner as other shooting attacks. The Sniper can shoot at any model he can see, including characters or champions within a unit and so on – the controlling player simply declares which model will be the Sniper's target – "Look out Sir!" cannot be taken.

A Sniper shot can even target a character riding on the back of a ridden monster or chariot if he wishes, or indeed a specific model where the target is usually rolled for randomly (such as a character who has joined a war machine).

*Dark Elf Harpy*

### The bigger they are...

*The Stomp special rule is a great equaliser – a good round of stomping can garner your monster a good few extra combat result points, hopefully enough to overcome the enemy's rank bonus. Just bear in mind that the Stomp comes right at the end of combat. It can be easy to forget in the heat of the moment, and it means all enemies in base contact are going to have a crack at taking your monster down before he can start a-tramplin'.*

## STOMP

*Some creatures are so massive that their sheer bulk is a threat all of its own.*

A model with this special rule can make a Stomp in addition to its other close combat attacks. A Stomp has the Always Strikes Last special rule, and inflicts 1 automatic hit, at the model's Strength, on one enemy infantry, war beasts or swarm unit in base contact with the model. This represents the creature crushing the foe beneath its ponderous feet, or knocking their broken bodies aside with one sweep of its mighty tail (probably while it's roaring in a most intimidating fashion).

### Thunderstomp

*Particularly massive monsters have an altogether more devastating stomp.*

A Thunderstomp makes D6 hits on the target unit, rather than the single hit for a normal Stomp. It is otherwise treated exactly like a normal Stomp.

## STRIDER

*Some well-trained or naturally skilled warriors can traverse unhindered through the densest terrain.*

Warriors with the Strider special rule are rare – normally, a model will have a subset of Strider, such as Forest Strider, River Strider or Marsh Strider and the rule only applies in terrain of the specified type. Warriors with the Strider rule do not have to take Dangerous Terrain tests.

In older army books, this rule is presented as something along the lines of 'ignores movement penalties for <terrain type>'. Treat such rules as being the relevant version of Strider. For example, 'ignores movement penalties for forests' equates to the Forest Strider rule.

*Troll*

## STUBBORN

*Whether because they hold themselves to be elite, or because they are too slow-witted to flee, some troops fight on almost regardless of casualties.*

Stubborn units are always steadfast, whether or not they have more ranks than their enemy (see page 54 for details). If a character joins a Stubborn unit, he gains the Stubborn special rule as long as he is part of that unit. If a Stubborn character joins a unit, that unit is Stubborn whilst he remains amongst its ranks.

## STUPIDITY

*Some creatures are so dull of mind that events on the battlefield can sometimes leave them rather distracted and confused.*

Models that are subject to Stupidity are also Immune to Psychology – they just don't get frightened that easily, and by the time they do, it's normally too late.

Provided that they are not engaged in close combat, a unit that contains one or more models with the Stupidity special rule must try to overcome its Stupidity at the start of its turn by taking a Leadership test. If the test is passed, all is well – the creatures have risen above their dull-witted nature and will act normally. If the test is failed, the warriors succumb to their stupidity and amble forward, perhaps drooling a little, eating grass or cackling in silly voices, as explained below.

### ME 'EAD 'URTS

A unit that fails its Stupidity test immediately stumbles D6" directly forwards – this move is otherwise treated in exactly the same manner as a failed charge. The Stupid unit cannot take any further action that turn, so cannot declare charges or make a shooting attack. Wizards that have failed a Stupidity test cannot attempt to cast or channel power dice or dispel dice until a Stupidity test is passed (there's a lot of hand waving and chanting, but for some reason the magic just doesn't seem to work).

## SWIFTSTRIDE

*Just as not all warriors are not equal in their might and resolve, so too are some fleeter of foot (or hoof).*

When charging, units entirely made of models with the Swiftstride special rule roll 3D6, discard the lowest result, and add the result to their Move value.

*For example, a unit of Harpies charge and roll 3D6, with results 2, 4 and 5. Thus they charge 4 (their Movement) + 4 + 5 = 13".*

When fleeing and pursuing, units entirely made of models with the Swiftstride special rule roll 3D6 and discard the lowest result.

*For example, Dark Riders flee and roll 3D6, with results 1, 3 and 5. They can therefore flee: 3 + 5 = 8".*

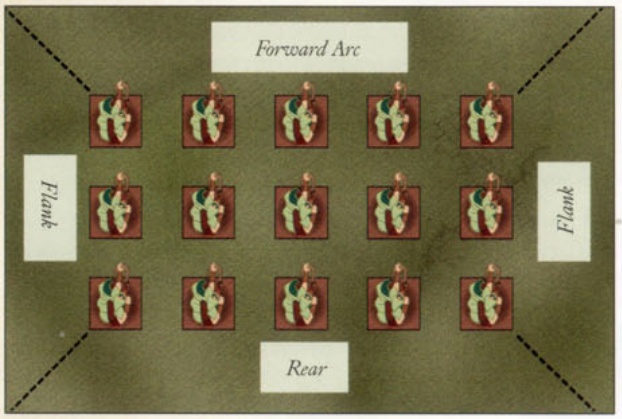
# SKIRMISHERS

*Skirmishers are light infantry troops sent ahead of the main battleline in a dispersed formation. Such troops are normally no match for a ranked-up unit, but can be used to harry and harass the foe.*

## SKIRMISH FORMATION

Skirmishers are deployed in a 'loose' formation, where the models are not placed in base contact, but are positioned roughly 1/2" apart. The models in the unit must still face the same direction and the unit will still have a front, two flanks and a rear – essentially the only difference is that the models are slightly spaced out.

This dispersed formation allows Skirmishers to move and shoot with greater freedom than other troop types.




## SKIRMISHERS AND CHARGING

If skirmishers declare a charge (or a charge reaction that does not involve fleeing) they immediately tighten their loose formation into a 'normal' formation *before* the charge distance is rolled. This happens 'for free' at the moment the unit declares the charge or is called upon to make a charge reaction. The unit immediately forms up in base contact around the centremost model in the front rank – if the front rank has an even number of models, and therefore two centremost models, the Skirmishers' controlling player can choose which of the two models the unit will form up around.

The number of ranks, files and the formation's facing do not alter as the Skirmishers tighten up – all that happens is that models that were previously spaced out are now in base contact with one another. This has the effect of rendering the Skirmishers' loose formation into a regular shape so that other units can fight them in the normal way.

If the Skirmishers are not in base contact with an enemy in the Remaining Moves sub-phase, the controlling player must move them apart so that they readopt their loose formation.

## FREE REFORM

A unit of Skirmishers moves, wheels, marches and charges just like other troops. However, due to the incredible flexibility of its formation, unless it charges, a skirmishing unit is allowed to reform as many times as it wishes during its move, provided that no model ends up moving a number of inches higher than double its Move value.

## FIRE ON THE MARCH

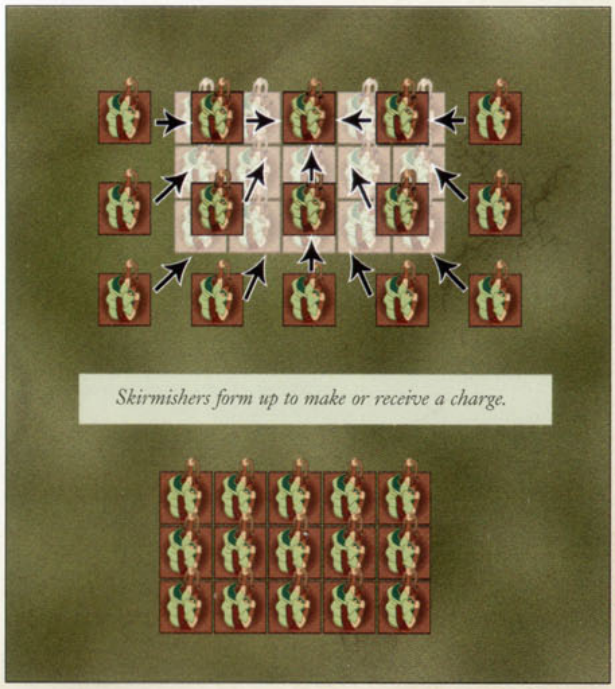
As with Fast Cavalry, Skirmishers are normally trained to aim and shoot more swiftly than other warriors. They can even shoot if they marched or reformed earlier in the turn (providing their weapon doesn't have the Move or Fire special rule). However, the normal -1 To Hit penalty for moving and shooting still applies.

## LIGHT TROOPS

Skirmishers' natural inclination to a sparse formation makes them much less likely to suffer hits from missile fire – all shots aimed at a unit of Skirmishers suffer an additional -1 To Hit penalty. Skirmishers simply lack the necessary mass to push forward onto the enemy and are easily overwhelmed by troops used to fighting in grinding melee. Skirmishers always count as having zero ranks, and therefore cannot claim a rank bonus, be steadfast, or disorder an enemy with a flank or rear attack – they make supporting attacks as normal, however.

## CHARACTERS

A character model that joins a unit of Skirmishers gains the Skirmisher special rule as long as he stays with the unit. A character on a mount cannot join a unit of Skirmishers.



### *Steady as a Rock*

*Unbreakable troops are great for holding a vulnerable section of your battleline – they're especially good for pinning a rampaging enemy unit in place and giving you time to set up a counter-charge, or perhaps a good old-fashioned ambush. For this to work though, you're going to need to make sure that your Unbreakable unit is big enough to absorb plenty of casualties – if it is destroyed before the trap is sprung, the sacrifice will have been for naught.*

## TERROR

*There are creatures so large and horrifying, or supernatural horrors so unholy and terrible, that their mere appearance on the battlefield can cause the bravest and most steadfast of veterans to turn tail and flee.*

Models that cause Terror also cause Fear, as discussed earlier in the chapter. In addition, a model that causes Terror is so, well, terrifying, that other rules also apply. It should be noted at this point that Fear-causing models, being quite scary themselves, treat Terror-causing monsters as causing Fear, rather than Terror – this is an exception to the rule that makes Fear-causing creatures immune to Fear. Terror-causing models are themselves immune to both Fear and Terror. This includes characters riding Terror-causing mounts, which count as causing Terror themselves (see page 105).

### RUN FOR YOUR LIVES!

When a unit is charged by a Terror-causing creature, there is a chance that the warriors will abandon their position, fleeing before the creature rather than fighting it. If a Terror-causing creature declares a charge, the target unit must immediately take a panic test to quell their Terror. If the test is passed, all is well and the unit can declare charge reactions normally. If the test is failed, the unit must make a Flee! charge reaction. Units composed entirely of Fear- or Terror-causing models are immune to Terror and so do not take this test. Note that, if the target unit is not allowed to take any charge reaction (if, for example, the Terror-causing unit charged as a result of a pursuit or a random move), then the target does not take this test.

## UNBREAKABLE

*Some creatures are utterly fearless, and will never give up a battle, no matter how hopeless the situation. This is occasionally due to bravery, but more commonly because the troops in question are mindless, insane or magically controlled.*

A unit composed entirely of Unbreakable models is Immune to Psychology and passes Break tests automatically, no matter the odds!

Characters that are not themselves Unbreakable are not permitted to join units that are (even if a character was to become temporarily Unbreakable for some reason, because of a spell or suchlike).

*Dwarf Daemonslayer*

## UNSTABLE

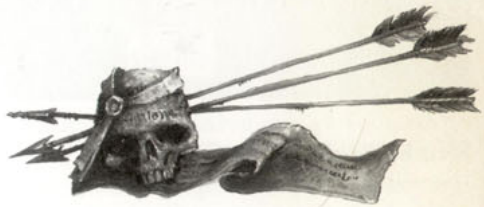
*Many warriors in the Warhammer world are not alive in the true sense, but are magical constructs bound to the will of a wizard.*

The magic that empowers Unstable creatures is prone to ebbing and flowing with the tide of battle. The more heavily beset the Unstable creatures are, the more likely that the magic that binds them will fade away.

Unstable units that lose a combat suffer one extra Wound for every point by which they lose the combat, with no saves of any kind permitted against these wounds.

If an Unstable unit also contains Unstable characters, or is an Unstable character riding an Unstable monster, the controlling player first allocates wounds to the unit/monster, then divides any remaining wounds (if any) as equally as possible amongst the characters.

Characters that are not themselves Unstable are not permitted to join units that are (even if they become temporarily unstable for some reason).



## VOLLEY FIRE

*Bows and other weapons can loose their projectiles in a high-arcing volley. Even warriors who cannot see the foe can contribute to the attack by following suit to their friends.*

A unit with this special rule can choose to Volley Fire instead of making a normal shooting attack.

If it does so, half the models in the third and any subsequent ranks, rounding up, are allowed to shoot (in addition to the usual firing models in the front and second ranks). Models in rear ranks can use the line of sight and front arc of the first rank model directly to their front for the purposes of Volley Fire.

A unit cannot Volley Fire if it moved earlier in the turn, or as a Stand and Shoot reaction.

# DEPLOYMENT SPECIAL RULES

Deployment special rules affect how a unit is set up at the start of the game, and cover advance scouts, units that arrive through magical means, and so on. It should be noted that deployment special rules may not be permitted in some scenarios. Where this is the case the unit can still be used, but it must instead deploy in the same manner as the rest of the army.

Some scenarios may add deployment special rules if it fits with the narrative of the battle – if this is the case, the scenario will explain.

## AMBUSHERS

*There are those troops who specialise in outflanking the foe, appearing from an unexpected quarter to wreak maximum damage.*

A unit with the Ambushers rule does not deploy at the start of the battle. Instead, from Turn 2 onwards, the controlling player rolls a dice at the start of the turn for each unit of his Ambushers that have yet to arrive. On a 1 or 2, the Ambushers have been delayed – but you'll be able to roll for them again next turn. On a 3 or more, the unit of Ambushers arrives, and will enter the board during the Remaining Moves sub-phase. If the Ambushers do not turn up for the entire game, they are assumed to have got lost, and are treated as having fled the battle for the purposes of determining the victor.

Arriving Ambushers enter the battlefield from any point on any battlefield edge, and move on using the rules for reinforcements (see page 27).

## SCOUTS

*Scouts are advance troops who sneak onto the battlefield in order to seize vital locations before the two armies clash.*

Scouts are set up after all other non-Scout units from both armies have been deployed. They can be set up either in their controlling player's deployment zone, or anywhere on the battlefield more than 12" away from the enemy. If deployed in this second way, Scouts cannot declare a charge in the first turn if their side goes first.

If both players' armies contain Scouts, players should roll off. The players then alternate deploying their scouting units one at a time, starting with the player who won the roll-off.

## VANGUARD

*An army's vanguard troops advance to engage the foe before their comrades. Sometimes this is a point of honour, sometimes because they are eager to fight the foe and occasionally because they are expendable, and their general wishes to tire the enemy out.*

After both sides have deployed all their other forces (including Scouts), but before either side has taken a turn, units with the Vanguard special rule can immediately make a 12" move regardless of their Movement value (they can't march, and are affected by terrain as normal). This cannot be used to move the Vanguard troops to within 12" of the enemy.

If both players' armies contain Vanguard troops, players should roll off. The players then alternate moving their Vanguard units one at a time, starting with the player who won the roll-off.

Units that have made a Vanguard move cannot declare a charge in the first turn if their army goes first.

### *Forlorn hope*

*Many players use their Scouts and Vanguard troops as 'Forlorn Hopes': expendable units, tasked with taking out a crucial enemy war machine or character before being slain themselves. While, in theory, any unit can form a Forlorn Hope, the special deployment rules for Scouts and Vanguards make them ideally suited. It's a thankless task, but one that can swing the course of the battle.*

# TROOP TYPES

**So far, the rules we've discussed cover the most important and most prevalent of troop types – infantry. We've started there because infantry are the 'standard' troop type in Warhammer. Of course, a Warhammer battlefield is home to all manner of weird and wonderful creatures, from charging knights to towering Giants, mighty cannons to multitudinous swarms. These more unusual troop types have particular rules attached to them, or use elements of the main rules in a different way to infantry, so let's take a moment to look at them now.**

In most cases it'll be fairly obvious which troop type category a model falls into, but as troop type is essentially an extension of the characteristic profile, you'll find that information in the relevant Warhammer Armies book. If your Warhammer armies book doesn't contain troop type information (as will be the case with some of the older volumes) then check the back of this book – you'll find a complete at-a-glance bestiary that (amongst other things) lists every unit's troop type. Most units in Warhammer conform to one of the following types. Some particularly unusual units are literally in a class of their own – we call these 'unique' units. Such troop types have special rules that govern them and only them, clearly stated in their entry.

## CHARACTERS

In addition to their troop type, some models might also be noted as being characters. We're not going to worry about characters here, however – characters are such a powerful and important part of Warhammer that they have a chapter all to themselves later in the book (page 96 onwards).

## MODELS AND BASE SIZES

A model should always be mounted on the base it is supplied with. That said, some models aren't supplied with a base. In these cases you should feel free to mount the model on a base of appropriate size, or simply pretend that the model is on a suitably sized base.

## INFANTRY

Infantry includes all units of foot troops, be they Men, Elves, Goblin, Orcs, Zombies or any of the other anthropomorphic races that inhabit the Warhammer world. Infantry will normally be the core of your Warhammer army, the troops upon which you rely to get the job done.

The basic rules of Warhammer are designed around infantry, so no further rules apply.

*Example infantry profile:*

| | *M* | *WS* | *BS* | *S* | *T* | *W* | *I* | *A* | *Ld* |
|---|---|---|---|---|---|---|---|---|---|
| Empire Halberdier | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

# MONSTROUS INFANTRY

The monstrous infantry category covers things like Trolls, Ogres and Minotaurs - creatures that are man-shaped and fight on foot, but are two or three times the size of normal infantrymen. We could perhaps have honestly called this category 'Big Infantry', but it does lack a certain gravitas. For the most part, monstrous infantry work exactly the same as normally infantry (i.e. follow the standard rules) but have a couple of extra facets to represent just how massive they are.

*Example monstrous infantry profile:*

| | *M* | *WS* | *BS* | *S* | *T* | *W* | *I* | *A* | *Ld* |
|---|---|---|---|---|---|---|---|---|---|
| Minotaur | 6 | 4 | 3 | 5 | 4 | 3 | 3 | 3 | 7 |

## STOMP!

Monstrous Infantry have the Stomp special rule (see page 76).

## MONSTROUS RANKS

As monstrous infantry are so much larger than normal troops, they require fewer warriors to fill out a rank. Where most troop types need five models for the rank to count towards rank bonus, steadfast and so on, a unit composed purely of monstrous infantry needs only three models. Essentially, wherever the rules say 'a rank of five or more models' treat it as reading 'a rank of three or more models'. Following the same logic, a unit of monstrous infantry only needs a frontage of six models to count as a horde, rather than the normal ten.

## MONSTROUS SUPPORT

A monstrous infantry model can make as many supporting attacks as are on its profile, up to a maximum of three, rather than the usual one supporting attack.

### *Hammer and Anvil*

*After infantry, cavalry are probably the most common troop type in Warhammer.*

*Whilst infantry are masters of the multi-turn close combat 'grind', cavalry excel at delivering a hammer blow with a good chance of breaking the foe in a single round of combat.*

*However, because enemy infantry are almost always going to have more ranks (and therefore be steadfast) when fighting my cavalry, I like to throw a ranked-up infantry unit of my own into the fight, hopefully allowing my cavalry to tear the enemy infantry to red ruin.*

# CAVALRY

The term cavalry refers to roughly man-sized riders mounted on war beasts – commonly warhorses, or similar creatures. Good examples of cavalry are things such as Bretonnian Questing Knights, Orc Boar Boyz or Dark Elf Cold One Knights. Cavalry specialise in performing devastating charges, using the momentum of mount and rider to smash the enemy formation apart whilst skewering the unlucky foes with lance, spear or sword.

## SPLIT PROFILE

Although a cavalry model has two sets of characteristics, one for the rider and one for the mount, it is treated in all respects as a single model – the rider cannot dismount. When moving, the cavalry model always uses the Movement characteristic of the mount, and never that of the rider.

*Example cavalry profile:*

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Chaos Knight | 4 | 5 | 3 | 4 | 4 | 1 | 5 | 2 | 8 |
| Chaos Steed | 8 | 3 | 0 | 4 | 3 | 1 | 3 | 1 | 5 |

The rider and mount use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the cavalry model is in base contact with.

The mount's Wounds and Toughness are never used. We assume that the enemy always strikes at the rider, so his Wounds and Toughness are used instead – if the rider is slain, we treat the mount as having fled the battle or been slain alongside its master.

Similarly, it is the rider's Weapon Skill that is used for the purposes of the enemy rolling to hit – the mount's Weapon Skill is used only when the mount strikes blows. We assume the rider to be in complete control of his mount, so the mount's Leadership is never used, unless a special rule states otherwise.

If the rider has a missile weapon, he always uses his own Ballistic Skill, rather than that of his mount (as most mounts have a Ballistic Skill of 0 anyway, this should be fairly obvious).

## CHARGING, FLEEING AND PURSUING

Cavalry have the Swiftstride rule (see page 76).

## CAVALRY AND SUPPORTING ATTACKS

When a cavalry model makes supporting attacks, only the rider can strike – we assume that the mount lacks both the discipline and the reach to fight through those ahead of it.

## CAVALRY AND SPECIAL RULES

Unless otherwise noted, special rules that apply to the mount do not normally also apply to the rider, and vice versa. There are, however, a few exceptions:

- If the rider or the mount causes Fear or Terror, then the entire combined model is assumed to cause Fear/Terror.
- If either the rider or the mount is subject to Stupidity, then the whole model is affected by the result of the test.
- If either the rider or the mount are Immune to Psychology or immune to Fear, Terror or Panic, then so is the whole model.
- If either the rider or the mount have Frenzy, then the whole model is subject to the Berserk Rage, but only the element with the Frenzy rule gains an Extra Attack.

## CAVALRY ARMOUR SAVES

If a cavalry model is called upon to take an armour save, it is the rider's armour save that is used. However, the rider does receive a modicum of additional protection from his mighty mount. A cavalry model's armour save is treated as being one point better than normal, so a model with heavy armour and shield, who would normally have a 4+ armour save if he were infantry, has a 3+ armour save for being cavalry. Furthermore, if the mount has barding (i.e. armour of its own), the rider's armour save is increased by two points, rather than one, which would give the model described above a massive 2+ armour save.

### Barding and Movement

Troops riding mounts with barding are better protected, as explained above, but the mount is slowed by the extra weight of the barding. Accordingly, a cavalry model with barding has its Move characteristic reduced by 1". So, for example, a knight riding a horse can normally move 8", but if the horse is wearing barding, he will only move 7".

## CAVALRY AND TERRAIN

Cavalry have to take Dangerous Terrain tests if they move swiftly over anything other than open ground or hills – see page 116 for more details.

### Cavalry and Buildings

As we'll discover later, buildings can often be occupied by units as the game goes on. However, as you might expect, cavalry cannot garrison buildings – most riding beasts are too large to fit through ordinary doors, and the riders won't abandon their mounts.

Nevertheless, we do allow cavalry models to assault buildings (as covered in the Battlefield Terrain chapter on page 126). We assume that the riders tether their mounts a short way from the fight before charging home on foot – accordingly, the mounts cannot fight, only the riders (and clearly the riders will not receive any armour save bonus from their mount during the fight!). Obviously, should the assault successfully drive the defender out of the building, the cavalry models cannot garrison the structure in their place.

# MONSTROUS CAVALRY

Just as horse-sized beasts can be pressed into service as mounts, so can their monstrous cousins. Such monstrous cavalry are incredibly rare, as most such creatures are so strong-willed that great patience (or violence) is needed to break them to the point at which they can safely be used as a mount. This combination of mass and stubborn muscle makes regiments of monstrous cavalry a much-feared force upon the battlefields of the Warhammer World.

*Example monstrous cavalry profile:*

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Bloodletter | 5 | 5 | 0 | 6 | 4 | 2 | 4 | 2 | 7 |
| Juggernaut | 7 | 5 | 0 | 5 | 4 | 1 | 2 | 2 | 7 |

All the cavalry rules apply to monstrous cavalry, with one exception – monstrous cavalry always use the highest Wounds characteristic the model has, rather than automatically using the rider's – indeed, this will normally mean that the model uses the mount's Wounds characteristic.

## STOMP

Monstrous cavalry have the Stomp special rule (see page 76).

## MONSTROUS RANKS

A rank of monstrous cavalry needs only three models to count for rank bonus, steadfast and so on, and only need a six model frontage to count as a horde, as described under monstrous infantry (see page 81).

*Bloodcrusher*

*In the name of Sigmar's beard, what is it?*

*The names for the various troop types have been purposefully chosen to make them as self-explanatory as possible and, hopefully, a model's troop type should be fairly obvious in most cases (let's be honest, it's hard to mis-classify a Dragon).*

*In a few cases, a model's troop type might not be so clear as all that. As previously mentioned, it's for this reason that there's a bestiary of pretty much all the creatures and critters currently in Warhammer included in the Reference section at the back of this book.*

*As a bit of an extra guide, you'll also notice that plenty of creatures have been name-dropped into the troop type descriptions. If at all in doubt, these two sets of pointers should give you all the information you need to classify your troops.*

# SWARMS

Swarms are seething masses of small creatures, such as rats, snakes or insects, summoned to the battlefield by magical means and set loose upon the enemy. Individually, the critters in a swarm are little threat, but their sheer weight of numbers more than compensates for their size. Swarms are made of a number of bases. Each base includes many creatures, but counts as a single model with a profile like the one below:

*Example profile of a swarm's base:*

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Rat Swarm | 6 | 3 | 0 | 2 | 2 | 5 | 4 | 5 | 10 |

## SKIRMISHERS

Swarms fight in a loose and shifting formation, achieving through animal instinct what other troops achieve through rigorous training. Swarms have the Skirmishers special rule.

## UNBREAKABLE

Swarms are utterly unthinking, and completely devoid of self-awareness – they have the Unbreakable special rule.

## SQUISH!

Whilst swarms are particularly nasty foes if the fight goes their way, it's easy for the enemy to inflict plenty of damage on the swarm once they've built up momentum. Most creatures in a swarm don't tend to die to weapon strikes, but are crushed underfoot once the fight goes against them. Swarms have the Unstable special rule (see page 78 for details).

*Note that swarms who are subject to special combat result rules (such as Undead and Daemon swarms) do not have the Unbreakable or Squish! rules, but use their army's own special rules instead.*

# WAR BEASTS

Some armies employ hunting animals, such as hounds or wolves. Whilst not particularly intelligent, such creatures can be formidable foes in close combat, and cover ground at an incredible rate.

*Example war beasts profile:*

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Warhound | 7 | 4 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

## CHARGING, FLEEING AND PURSUING

War beasts have the Swiftstride special rule (see page 76).

## CHARACTER MOUNT

Some characters can ride war beasts, in which case the model uses the rules for cavalry (see page 82).

# MONSTROUS BEASTS

There are many mighty and wondrous creatures in the Warhammer world that, whilst not large enough to classify as being full-blown earth-shaking monsters, are still formidable foes. We refer to such creatures as monstrous beasts.

*Example monstrous beast profile:*

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Great Eagle | 2 | 5 | 0 | 4 | 4 | 3 | 4 | 2 | 8 |

### STOMP

Monstrous beasts have the Stomp special rule (see page 76).

### CHARGING, FLEEING AND PURSUING

Monstrous Beasts have the Swiftstride special rule (see page 76).

### MONSTROUS RANKS

A rank of monstrous beasts needs only three models to count for rank bonus, steadfast and so on, and only need a six model frontage to count as a horde, in the same way as monstrous infantry (see page 81).

### CHARACTER MOUNT

Some characters can ride monstrous beasts, in which case the model uses the rules for monstrous cavalry (see page 83).

# MONSTERS

Monsters are the largest beings in the Warhammer world, creatures so powerful that they normally don't form into units, but roam the battlefields on their own. Generally speaking, any single model bigger than a monstrous beast is a monster. This category includes Dragons, Greater Daemons and so on.

*Example monster profile:*

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| War Hydra | 6 | 4 | 0 | 5 | 5 | 5 | 2 | 7 | 6 |

### THUNDERSTOMP!

Monsters have a more destructive version of Stomp, called Thunderstomp (see page 76).

### MONSTERS AND BUILDINGS

Monsters are far too enormous to enter buildings, though they can still assault them.

### RIDDEN MONSTERS

Some characters can ride monsters, as explained on page 104.

# CHARIOTS

A chariot is a wheeled war vehicle drawn into battle by beasts of some kind and crewed by warriors that are armed to the teeth.

## SPLIT PROFILE

In a similar manner to cavalry, a chariot has more than one set of characteristics, one for the beasts, one for the crew and one for the chariot itself, and is treated as a single model.
When moving, the chariot model always uses the Movement characteristic of the beasts, although as the beasts are somewhat slowed by the chariot chassis, a chariot cannot march.

*Example chariot profile:*

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Lion Chariot | - | - | - | 5 | 4 | 4 | - | - | - |
| Crew | - | 5 | 4 | 4 | - | - | 5 | 1 | 8 |
| War Lions | 8 | 5 | - | 5 | - | - | 4 | 2 | - |

The crew and the beasts use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the chariot model is in base contact with, although the beasts can only fight enemies to the front. If the crew models have missile weapons, they use their own Ballistic Skill when making Shooting attacks.

The Wounds, Toughness and armour saves of the crew and the beasts are never used – hits are resolved against the chariot's Wounds, Toughness and Armour Save. It is the crew's Weapon Skill that is used for the purposes of the enemy rolling to hit, just as with cavalry.

We assume the crew to be in complete control of the beasts that pull the chariot, so the beasts' Leadership is never used.

## IMPACT HITS

Chariots are huge crushing contraptions – they have the Impact Hits (D6) special rule. Some chariots are equipped with massive scythes and instead have Impact Hits (D6+1). This will be specified in their entry.

## CHARIOTS AND SUPPORTING ATTACKS

Chariots cannot make supporting attacks – the rigid body of the chariot prevents other ranks from forcing their way through to attack the foe.

## CHARIOTS AND SPECIAL RULES

Just as with cavalry, we assume that special rules that apply to the mounts do not normally also apply to the chariot or its crew, and vice versa. Remember though that there are exceptions, as detailed under the rules for cavalry (see page 82).

## ARMOUR SAVES

Chariots have a fixed armour save, as detailed in their army list entry. Such an armour save takes into account the hardiness of the chariot, the armour worn by the crew and any barding on the mounts (but barding still slows the model down).

## CHARIOTS AND TERRAIN

Chariots are primarily created to operate over firm, even ground. As a result, a chariot that finds itself moving through terrain is likely to have a very bumpy (and possibly fatal) ride. See page 117 for details on chariots and Dangerous Terrain tests.

## CHARGING, FLEEING AND PURSUIT

Chariots have the Swiftstride rule (see page 76).

## CHARIOTS AND BUILDINGS

Obviously, chariots cannot enter or assault buildings – such actions would result in a very broken chariot for no tangible gain.

## NO STOMP

Sometimes a chariot will either be pulled by monstrous cavalry or crewed by monstrous infantry. In either case, no stomp attacks are permitted (the crew can't reach and the steeds are hampered by their yokes and chains).

# WAR MACHINES

War machines such as Empire Great Cannons, Orc Rock Lobbers and Dwarf Bolt Throwers are powerful units on the field of battle, able to pulverise whole regiments, breach stone walls or even slay fearsome monsters with a single, well-placed shot.

War machines form a distinct troop type. However, as their rules are rather unusual, and cover many different weapons that can be found in the Warhammer world, they are dealt with in their own chapter, starting on page 108.

# UNIQUE UNITS

Some mechanical constructs or magical monstrosities are so bizarre or unusual that they have rules entirely unique to themselves. Such troop types might well use some of the rules elements from other, more common troop types, or else have entirely distinct rules that do not appear anywhere else. Where this happens, the unit entry in the relevant Warhammer Armies book will contain all the special rules and information you need to get your unique unit into the fray!

*The Skaven Plague Furnace (right) and Night Goblin Fanatic (below) are good examples of unique units.*

# WEAPONS

**In the grim and dangerous world of Warhammer, warriors employ many different types of weapons against a multitude of foes. From the fine swords of the Elves or the well-wrought axes of the Dwarfs to less-sophisticated choppas of the Orcs or the huge spiked clubs used by Ogres, every race has weaponry fitted to its preferred style of fighting.**

It is usual for all the models in a unit to carry the same weapons. A unit of Spearmen, a unit of Crossbowmen and so on. It is acceptable for a unit to include a minority of models that are differently armed for the sake of a varied and interesting appearance, but the unit still counts as being armed as the majority. Where models are varied in this way, it is important that the overall appearance of the unit is not misleading.

## HAND WEAPONS

Up until now, we've assumed that all models have been armed with a hand weapon. Swords, axes, clubs and maces are all hand weapons, as are more esoteric weapons, such as punch daggers, brass knuckles and fighting claws. We even use this rule to cover natural weapons, such as claws, teeth and horns.

We assume that all troops and characters have turned up to the battle with at least one suitable fighting hand weapon each, although many troops are also equipped with one or more other, more specialised weapons. As the main rules assume that every warrior has a hand weapon, we don't need to discuss further special rules – a model with a hand weapon fights precisely according to the rules laid out in earlier sections. However, there are many other types of weaponry available to the warriors of Warhammer.

### *Hand weapons for everybody*

*Why do we assume every model has a hand weapon? The same pragmatism that leads a warrior to favour the weapon with which he is most skilled also drives him to carry a spare weapon of some kind (normally a short sword, dagger or other non-encumbering weapon) in case his main weapon is lost or destroyed. This doesn't happen that often in Warhammer, and is normally due to the effect of a spell cast by the enemy, but we retain the 'every model has a hand weapon' rule to ensure that our warriors always have a chance to fight the enemy.*

### HAND WEAPON AND SHIELD

Remember earlier when I said fighting with a hand weapon doesn't confer any special rules? Well, that's not exactly true – there is one case where it does. Some warriors carry a hand weapon in one hand and a shield in the other, a common combination which grants the warrior a fighting chance to parry or block almost any attack, no matter how powerful.

#### Parry Save

If a warrior is fighting with a hand weapon and a shield, then he has a 6+ ward save, representing his chance to parry the blow – even the mightiest axe strike can be turned aside at the last moment if the timing is right.

This parry save only works against attacks made in close combat. It cannot be used against attacks made against the warrior's flank or rear (he doesn't have enough freedom of movement to turn around quickly enough), nor can it be used against Impact Hits or hits from Stomp attacks (there's no parrying something that big).

As a final caveat, the parry save cannot be claimed by Frenzied warriors – they're far too bonkers to think overmuch about their own personal safety – nor can it be used by mounted models.

## SPECIAL WEAPONS

We use the term 'special weapon' to cover anything that isn't a hand weapon. Special weapons include missile weapons, such as bows and throwing axes, as well as fearsome close combat weapons such as halberds and lances.

### MISSILE WEAPONS

Normally a model cannot make a shooting attack unless he has a missile weapon of some kind – a bow, crossbow or sling perhaps. If for some reason a model has more than one missile weapon, he is allowed to choose which one to fire during the Shooting phase.

## CLOSE COMBAT WEAPONS

If a model carries a special close combat weapon, he must fight with it in the Close Combat phase – he cannot elect to wield his hand weapon instead. The reason for this is quite straightforward. Almost all warriors train exclusively with one particular weapon, honing their skills of attack and defence with the chosen tool of slaughter. Such warriors are reluctant to surrender advantage to the foe by fighting with a less familiar, or less powerful, weapon. Should the special weapon be destroyed then, and only then, can they use their hand weapon.

The one exception to this rule is that if the model also carries a magical close combat weapon of some kind, he will always use it in preference to other weapons he carries. If the magical weapon is somehow destroyed or rendered useless, the warrior will then use his special close combat weapon (if he has one) finally resorting to his hand weapon if the special close combat weapon is also destroyed or rendered useless. Hand weapons cannot be destroyed (well, they can, but we assume that the warriors are always able to immediately find plenty of replacements among the debris littering the battlefield!). Further details on magic weapons and other items can be found in the Reference section.

### Two Special Close Combat Weapons

If the models in a unit carry two special close combat weapons, they must choose which of the weapons to use at the start of the first round of a close combat (the entire unit must use the same weapon, but characters can always choose separately). Whichever weapon they select must then be used for the entire combat, unless the weapon they are using is somehow destroyed – it's no easy thing to change to a different weapon partway through a fight.

If an infantry model is armed with an additional hand weapon or a brace of pistols, these grant an extra attack. A model can't, however, wield a brace of pistols or additional hand weapon alongside another type of special weapon such as, say, a halberd.

## WEAPON PROFILES

Each 'special' weapon confers a number of abilities onto the warrior wielding it. This will sometimes be a bonus to their characteristic profile (normally Strength) or perhaps grant the wielder one or more special rules, as detailed in the weapon's rules.

In order to keep a weapon's abilities nice and clear, we give each a characteristic profile, much as we do for a warrior. There are four sections to a weapon's profile: Name, Range, Strength and Special Rules.

Two example weapon profiles are shown below:

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Halberd | Combat | +1 | Requires Two Hands |

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Bow | 24" | 3 | Volley Fire |

### Name

A weapon's name is what you'd expect, a descriptive title that distinguishes the weapon from other ones.

### Range

The range tells you at what distance the weapon can be used. If a weapon's range is 'combat' then it can only be used in close combat. If the range is a number of some kind, it is a missile weapon and the number is its maximum range.

### Strength

A weapon's Strength can take three forms. If the Strength is shown as a modifier, for example +1, +2 or -1, then this is the modifier the weapon applies to the wielding model's strength. A Man (Strength 3) wielding a Halberd (Strength +1) would therefore strike Strength 4 blows when fighting in close combat.

If a weapon's Strength is shown as 'as user' then attacks made with the weapon use the wielder's own unmodified Strength.

Alternatively, if a weapon has a fixed Strength, then all attacks made with that weapon use the Strength value shown – the wielder's Strength is ignored. For example, shots fired by a Man (Strength 3) with a crossbow (Strength 4) would use the crossbow's Strength of 4, not the Man's Strength 3.

### Special Rules

Many weapons confer special abilities on the attacks made by the wielder, such as the ability to fight in an extra rank. Sometimes the special rule will be explained immediately after the weapon profile. Otherwise, details on these special rules can be found in the chapter of the same name, starting on page 66.

*Skaven Assassin*

# WEAPONS

Listed on the following pages are some of the many types of weapon used in the Warhammer world. Unusual weapons that are specific to individual races or armies are covered in the army book for that particular race.

*Night Goblin with shortbow*

You'll see that the spear has two different entries, one referring to the use of spear on foot and the other referring to mounted models (cavalry of all kinds and models riding monsters or chariots).

## BOW

The bow is used extensively in warfare. It is a compact, long-ranged weapon that is cheap to make and easy to maintain.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Bow | 24" | 3 | Volley Fire |

## CROSSBOW

A crossbow consists of a short, strong bow stave mounted on a wooden or metal stock. It takes a long time to load and wind a crossbow, but each shot has tremendous range and power.

*Dwarf Quareller with crossbow*

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Crossbow | 30" | 4 | Move or Fire |

## FLAIL

A flail is a cumbersome, heavy weapon used with both hands. It consists of heavy weights, often spiked, attached to a pole or handle by heavy chains. A flail drains the user's stamina quickly, but is incredibly destructive on the charge, its impact smashing shields and splintering bones.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Flail | Combat | +2* | Requires Two Hands |

* A flail's Strength bonus applies only in the first round of close combat.

*Empire Greatsword*

## GREAT WEAPON

Great weapons are especially large and heavy weapons wielded with both hands. This includes great hammers, great axes, two-handed swords and suchlike. A blow from a great weapon can cut a foe in half and break apart the thickest armour.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Great Weapon | Combat | +2 | Requires Two Hands, Always Strikes Last |

## HALBERD

The halberd is a heavy bladed weapon mounted on a sturdy shaft. The steel blade has a point like a spear as well as a heavy cutting edge like an axe. It is held in both hands and used to chop as well as thrust.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Halberd | Combat | +1 | Requires Two Hands |

## HANDGUN

A handgun is a simple firearm consisting of a metal barrel mounted on a wooden stock. Some of the more advanced versions have levers and springs that hold the burning match or flint and release the firing mechanism to trigger the gun.

Handguns have a long range and hit very hard, making them value weapons indeed.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Handgun | 24" | 4 | Armour Piercing, Move or Fire |

## JAVELIN

The javelin is a light spear designed for throwing, too flimsy to be used in hand-to-hand fighting. It is not a very common weapon as it has a short range, but the amphibious Skinks of Lustria use javelins extensively. A model is assumed to have sufficient javelins to last the battle.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Javelin | 12" | As user | Quick to Fire |

## LANCE (MOUNTED MODELS ONLY)

A lance is a heavier, longer version of the spear, which cannot be used by models on foot.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Lance | Combat | +2* | - |

** A lance is only used in a turn in which the wielder charged into combat. In subsequent turns (or if the wielder did not charge) the model uses its hand weapon.*

## LONGBOW

A longbow is a dangerous weapon – a skilled archer can hit an enemy from a great distance with punishing force.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Longbow | 30" | 3 | Volley Fire |

## MORNING STAR

A morning star is a single-handed weapon that consists of one or more spiked balls on a chain. Like the larger flail it resembles, it is a tiring weapon so its advantage lies with the initial blow.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Morning Star | Combat | +1* | - |

** A morning star's Strength bonus applies only in the first round of combat.*

## PISTOL

Pistols are small weapons that employ a noxious and unreliable form of gunpowder to propel a small lead or stone ball. Unlike other weapons, a pistol can be used as both a missile weapon and a close combat weapon, following the same rules as an additional hand weapon.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Pistol (Shooting) | 12" | 4 | Armour Piercing; Quick to Fire |

### Brace of pistols

If a model carries two or more pistols (a 'brace') it uses them simultaneously, both in combat and when shooting.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Brace of Pistols (Combat) | Combat | As user | Extra Attack* |

** Grants an Extra Attack to models on foot only.*

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Brace of Pistols (Shooting) | 12" | 4 | Armour Piercing, Quick to Fire, Multiple Shots (2) |

## SHORTBOW

Shortbows are small, short-ranged bows that are favoured by Goblins. Some cavalry also carry a shortbow because it is easier to shoot from horseback.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Shortbow | 18" | 3 | Volley Fire |

## SLING

Slings consist of a looped string of cloth or leather into which a stone is placed and then thrown with surprising strength and accuracy.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Sling | 18" | 3 | Multiple Shots (2) |

## SPEAR (FOOT)

Spears are long shafts of wood with a sharp metal tip. Because braced spearmen can fight in an additional rank, spears are ideal defensive weapons for infantry.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Spear | Combat | As user | Fight in Extra Rank* |

**Does not apply on a turn in which the model charged.*

## SPEAR (MOUNTED)

Riders armed with spears ride down footmen, spitting them as they gallop into their ranks.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Spear | Combat | +1* | - |

** A spear is only used in a turn in which the wielder charged into combat. In subsequent turns (or if the wielder did not charge) the model uses its hand weapon.*

*High Elf Spearman*

## THROWING WEAPONS

Throwing weapons, such as stars and knives, are small, easily concealed weapons and, consequently, they are favoured by assassins and lightly armed infiltrators. A model is assumed to have sufficient throwing weapons to last the battle.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Throwing weapon | 6" | As user | Quick to Fire |

*Skink Warrior with javelin and shield*

## THROWING AXES

These weapons are keenly balanced so they can be thrown accurately despite their weight. Even so, the strongest warrior cannot throw such a weapon very far, but if a throwing axe hits its target, the effect is devastating. A model is assumed to have sufficient throwing axes to last the battle.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Throwing axe | 6" | +1 | Quick to Fire |

## TWO/ADDITIONAL HAND WEAPONS (MODELS ON FOOT ONLY)

Some warriors carry two hand weapons, one in each hand, and can rain down even more blows on their enemy. An additional hand weapon cannot be used by a mounted model, or by a model that has a magical close combat weapon.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Two/Additional Hand Weapon | Combat | As user | Extra Attack |

*Black Ark Corsair with two hand weapons*

# COMMAND GROUPS

**So far, we've assumed that all models in a unit are equal – that they are all rank-and-file troops with identical influence on the fray. However, it is commonplace for warriors to march into battle under the leadership of a sergeant or other champion, with banners flying proud in the mist-strewn air and the rattle and pounding of drums driving the warriors onward. A unit's champion, standard bearer and musician are collectively referred to as the unit's command group, and that's what we're going to discuss in this section. Before we delve into the nitty gritty of individual rules for command group models, let's cover off the basics.**

## FIELDING COMMAND GROUPS

Many units can include a command group of some kind, dictated on the whole by the miniatures that are available, and detailed in the relevant Warhammer Armies book. Most units can take what we refer to as 'full command' – a champion, standard bearer and musician – whilst others will only be able to take perhaps one or two of these options. Light troops, for example, often do not have an option for a standard bearer, preferring not to draw the enemy's attention by waving a big gaudy flag. Command group models are always chosen as upgrades to normal rank-and-file models.

### WHAT'S IN A NAME?

In most army books, the term standard bearer is used throughout, though the model in question might actually be carrying an icon, pennant or other such token. Similarly, a musician might be carrying a drum, horn, zither, hurdy-gurdy or some other weird and wonderful instrument – he'll still be described as a musician.

Champions, however, are a different kettle of fish. You'll rarely find a champion option referred to as simply a champion – he'll be listed under the rank or name given to the champion of that particular unit. For example, the champion of an Empire Flagellant Warband is known as a 'Prophet of Doom' whilst the champion of a Bretonnian Peasant Bowmen unit is called a 'Villein'. As you can see, there is a little potential for confusion here, as a champion is not so clearly identified as a standard bearer or a musician. Fortunately, this distinction makes the champion easy to identify – if a unit has a champion option, it'll be the one that isn't clearly labelled musician or standard bearer. Furthermore, a champion always has a slightly different characteristic profile to the other troops in a unit, so if in doubt you can always identify him that way!

*High Elf Phoenix Guard Standard Bearer*

### POSITION WITHIN THE UNIT

**Command groups must be placed in the unit's front rank and move automatically if the unit reforms.**

Champions, standard bearers and musicians can always be found in the forefront of the fighting, as is entirely fitting as they lead their comrades through personal example.

Any models that make up a unit's command group must be placed in the front rank of the unit, unless there is not enough room for them to fit. Where this happens, as many command group models as possible must be placed in the front rank and any remaining models are placed in the rank behind.

If the unit changes formation then the command group automatically pushes its way back to the front. Accordingly, when a unit reforms, the models of the unit's command group must be repositioned into the unit's new front rank as described above (regardless of the distance).

Now we've got all that out of the way, let's take a look at the command group's members.

# CHAMPIONS

## CHAMPION PROFILE

A champion always has a slightly better profile than his fellows, having improved his skills over the course of several battles. Normally, this increase will take the form of an extra Attack (in the case of a champion whose unit specialises in close combat) or an extra point of Ballistic Skill (if the champion's unit employs chiefly ranged weapons). In some more unusual cases, a champion will have other characteristics bonuses, in which case these will also be shown in his characteristic profile.

## ARMS AND ARMOUR

A champion model will normally have different wargear to his fellows, in order that he should stand out from the crowd! However, he counts as having exactly the same weapons and armour as the other members of his unit.

That said, some champions do have the option to take equipment that is not available to other members of their unit – where this is the case it will be clearly stated in the appropriate Warhammer Armies book.

## CHAMPIONS AND SHOOTING

As you might expect, a champion uses his own characteristics when he shoots. If making a shooting attack, the champion must shoot at the same target as the rest of his unit – you'll normally want to roll different coloured dice for the champion's shots if he has a different Ballistic Skill.

A champion cannot normally be targeted by enemy shooting attacks – he can only be removed as a casualty if there are no other rank-and-file members of his unit left (not even the standard bearer or musician).

The only exceptions to this are shooting attacks that do not use the normal shooting rules, specifically shooting attacks that use some form of template (such as cannons, stone throwers, breath weapons and so on).

Fortunately, in these cases, a champion is so beloved by his unit that ordinary rank and file troops will attempt to save him – as represented by the "Look Out Sir!" rule (see below).

## CHAMPIONS AND CLOSE COMBAT

In close combat, a champion can attack any enemy model he is in base contact with, using his own characteristic profile, as normal. Similarly, enemy models in base contact can direct attacks against the champion if they wish. If the champion is slain then the model is replaced with a rank and file model from the back rank of the unit, if one is available. Note that any extra wounds inflicted upon a champion do not carry over onto the rest of the unit – once the champion is slain, excess wounds are lost.

Unless a champion is slain by a direct attack, then he must be the last rank and file model to be removed as a casualty. So if a unit of three models suffers 3 or more unsaved wounds, the champion is removed as one of the casualties. In essence, wounds inflicted on the unit can overflow onto the champion, but wounds inflicted on the champion cannot overflow onto the unit.

## CHAMPIONS AND CHALLENGES

Champions can accept and issue challenges in the same manner as a character. If you want to read more about challenges, you'll find the information on page 102.

## "LOOK OUT SIR!"

If a champion is hit by a template as described above, there is a good chance a comrade will shout a warning or physically push him clear of incoming harm. Roll a D6. On a 1, the champion fails to hear the warning, or is too far away. He is hit and damage is resolved against him as normal. On a 2-6, the champion dives clear or is shoved aside – he is not hit by the attack. Unfortunately, another member of the unit takes the strike meant for the champion (normally the noble soul who pushed the champion clear) – resolve the hit against the unit instead.

A "Look Out Sir!" roll cannot be made if there are less than five rank-and-file models (including the musician and standard bearer, but not the champion) left in the unit.

*Dark Elf Corsair Champion*

# STANDARD BEARERS

*Empire Standard Bearer*

A unit of troops often fights below a standard or banner of some kind, a glorious token of their allegiance, history and pride. Such a standard is much treasured by the soldiers that fight and die beneath it, and they will battle on all the harder whilst it still flies.

## PROFILE AND WARGEAR

A standard bearer always has the same profile as the other rank and file models in his unit. Similarly, we also treat him as being equipped with the same weapons and armour as other models, although the model itself might not be armed the same way.

In reality, the standard bearer model will probably lack a shield, or will have exchanged a weighty lance for a sword. Such is to be expected – a standard is a terribly weighty thing, and standard bearers often shed other burdens in order to keep the flag flying. The standard's the important thing after all – we can well imagine the bearer setting aside other trivial burdens to allow the mighty flag to be held aloft.

We furthermore take this deficiency in wargear to be compensated for by the sheer fighting skills and tenacity of the warrior in question. Only the toughest soldier in a unit will be given the honour of carrying the standard, and therefore we assume the standard bearer fights as if he has the same equipment as his fellows (which makes things far easier to keep track of!).

## COMBAT RESOLUTION BONUS

As we already discussed in the Close Combat chapter, a standard bearer is almost invaluable in a fight. If a unit includes a standard bearer, it will be more determined than ever to beat its foe, and so adds +1 to its combat result. Remember that in a multiple close combat this bonus is limited to a maximum of +1 if any unit has a standard, not +1 for each one present in a fight.

## STANDARD BEARERS AND CASUALTIES

We assume that if the standard bearer is slain, another warrior will step forward to raise the fallen standard aloft. Accordingly, the standard bearer cannot normally be removed as a casualty unless only he and the champion (if there is one) remain in the unit. This applies even if the standard bearer is the target of an effect that affects only a single model, such as a dangerous terrain test, or an attack made with the Sniper special rule. Another rank and file warrior is still assumed to pick up the banner. If the only other remaining model in the unit is the champion, the standard bearer must be removed as a casualty before him.

### Last Stand

The only time a standard bearer can be removed as a casualty before the musician and other rank-and-file models is if the unit breaks from combat. When this happens, we assume that the standard bearer fights to the very last, defending the honour that the rest of his unit have abandoned in their flight. If a unit breaks from combat, the standard bearer is slain immediately – remove the model. His place must be taken by a rank-and-file model from the rear rank of the unit, if there is one available. The victorious enemy can still overrun or pursue as normal.

# MUSICIANS

When an army marches, it does so to the beat of drums and the call of blaring horns. These instruments are used to announce a unit's presence on the battlefield, bringing fresh hope to friends and worry to enemies. More than this, a unit's musician is crucial to keeping order when the unit attempts to change formation or should it need to rally. For trained troops, a prearranged sequence of notes can carry as much information as a bellowed order, and can do so more clearly and with greater speed.

### PROFILE AND WARGEAR

As with a standard bearer, we assume a unit's musician to have the same characteristic profile and wargear as other models in the unit, with the warrior's skill and determination compensating for any lack of equipment. An enemy can suffer quite a nasty wallop from a drumstick, after all!

### "ONWARDS, MEN!"

If a combat goes poorly, a unit's musician plays ever louder, to rouse the spirits of his fellows and drive them forward into the fray with greater vigour. As a result, the side that has a musician in its front rank of one or more of its units wins any drawn close combat by 1, unless the opposing side has a musician also, in which case the redoubled efforts (and almighty clamour) cancel each other out.

### "FORM ON ME!"

A musician forms a clear and vital rallying point for a fleeing unit and can spell the difference between a brief retreat and a headlong flight. If a fleeing unit has a musician, it gains a +1 bonus to its Leadership whenever it attempts to rally. Remember that Leadership, as with all characteristics, cannot exceed 10.

### MUSICIANS AND CASUALTIES

As with the standard bearer, we assume that if the musician is slain, another warrior will retrieve the instrument from his corpse and continue to play (probably not as well, but near enough for our purposes).

The musician cannot be removed as a casualty unless only he, the standard bearer and the champion (if either are present) remain in the unit. If only the standard bearer and/or the unit champion remain beside the musician then the musician must be the next casualty.

### SWIFT REFORM

A unit that is not fleeing and not engaged in combat can attempt to make a swift reform during the Remaining Moves sub-phase, if it has a musician, by taking a Leadership test before it moves. If the test is passed, the unit immediately makes a swift reform – if failed, the unit makes a normal reform instead, with all the penalties that apply (as described on page 14). A swift reform is treated exactly like a reform manoeuvre, however such is the speed and efficiency with which the reform was carried out that the following exceptions apply:

- A unit that has made a swift reform can immediately make a full normal move, even though a reform would normally prevent it from doing so. Note that a unit that carries out a swift reform cannot march – they haven't been that swift!

- A unit that has made a swift reform can still shoot, although it will count as moving, whether or not it moves further after the reform has been completed. This means that it will suffer the -1 modifier for moving and firing, and will not be able to shoot Move or Fire weapons (such as crossbows).

## COMMAND GROUP CASUALTIES SUMMARY

- *Rank-and-file models are always removed first.*

- *When no rank-and-file models remain, the musician is removed.*

- *If there is no musician, or he has been slain, the standard bearer is removed.*

- *The champion is always removed last (unless specifically targeted by an attack).*

*Dwarf Ironbreaker Musician*

# CHARACTERS

**The Warhammer world would not be what it is without the presence of great lords, valiant heroes and mighty wizards. Such powerful individuals add a new dimension to your games of Warhammer, either as inspiring leaders or skilled warriors able to trounce hordes of lesser fighters. Such potent personages are called 'characters'.**

Characters are generally known by different names appropriate to their nation or race. Orc characters, for example, are known by suitably 'Orcy' names such as Big Boss and Warboss, whilst the leaders of the Empire are Captains, Warrior Priests and Engineers.

The types of character available to an army will vary with the personality of that army. Most races in Warhammer can call upon the services of powerful fighters and puissant wizards in equal measure, some have unique types of specialist character, and a few have jack-of-all-trades characters that are adept in many different aspects of war.

## CHARACTER MODELS

Characters are a special type of unit that can either operate on their own, or join another unit from the same side. They often have superior characteristic values compared to ordinary members of their race, for example:

| | *M* | *WS* | *BS* | *S* | *T* | *W* | *I* | *A* | *Ld* |
|---|---|---|---|---|---|---|---|---|---|
| Man | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Captain | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 8 |

As can be plainly seen, the Captain is far superior to the common man in almost every way – a powerful force on the battlefield if he is used correctly.

## LONE CHARACTERS

Being dangerous and canny fellows, characters are permitted to move around the battlefield as individuals, fighting a solitary battle against the foe. Indeed, many characters excel at this role, having the raw power to take on entire enemy units and still prove victorious.

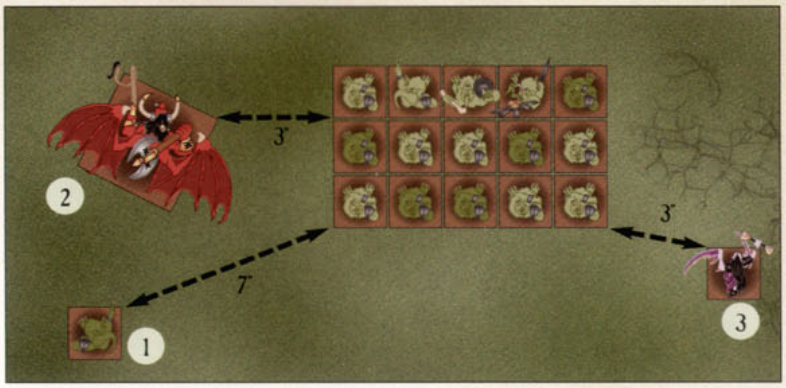
Characters that have not joined another unit are treated as a separate unit of the appropriate type for all rules purposes. They move, shoot and fight as described in the relevant section of the rules. For ease of reference, we will call such models 'lone characters'.

### SHOOTING AT LONE CHARACTERS

Characters are tempting targets for the marksmen in the enemy army – one well-placed volley and a powerful foe can perhaps be brought down before he has the chance to wreak ruin. However, picking out a lone character in the midst of a clamorous battle is harder than you might think. At a distance it can be hard to tell officers and common soldiers apart, particularly when units are advancing, marching and charging all around you, so we give lone characters a little protection to represent this.

If a lone character is hit by a shooting attack of any kind (including shots fired using ballistic skill, templates and so on) a "Look Out Sir!" roll can be attempted, provided there is a friendly unit consisting of five or more models of the character's troop type within 3". Roll a D6. On a roll of 4+, the character has been successfully forewarned or otherwise preserved from harm by his nearby allies – the hit is transferred to a model in the friendly unit (if there is more than one eligible unit within 3", the controlling player can decide which made the honourable sacrifice). Otherwise, the hit is resolved against the character as normal.

You'll notice that the chance of this "Look Out, Sir!" roll succeeding is far slimmer that the one discussed elsewhere. This is only fitting as it's far harder to warn a friend from a distance than if he's stood a few paces away.




*The Herald of Nurgle (1) is too far away to gain any benefit from being near the Plaguebearers.*

*The Bloodthirster (2) is a monster, and therefore receives no protection as the Plaguebearers are infantry.*

*The Masque of Slaanesh (3), however, is infantry, and close enough to receive a 4+ "Look Out, Sir!" against shooting attacks.*

The most useful thing about a character is his ability to join other units. The character receives a greater degree of protection for being in the unit, becoming far harder to assassinate from range. In return, the unit gains the character's formidable fighting and leadership skills – all the better to help them crush the foe.

# CHARACTERS AND UNITS

## WHAT UNIT CAN I JOIN?

Most characters are allowed to join certain types of unit over the course of the battle. A character is normally permitted to join units of infantry, beasts, cavalry, monstrous infantry, monstrous beasts or monstrous cavalry. Characters can also join other characters belonging to one the troop types listed above, thus forming an impromptu unit entirely made of characters.

Unless otherwise stated, a character cannot join a unit of monsters (too much danger of being stood on), a unit of flyers (too many ill-disciplined wings buffeting the sky), a unit of chariots (too much danger of being run over), a unit of swarms (too much chance of being eaten) or a war machine (too much danger of being obliterated). Similarly, a character that is itself a monster, or riding a monster or a chariot cannot join other units – it's just too dangerous for the members of the unit in question. A character cannot join a unit that is already engaged in close combat or is fleeing.

## JOINING A UNIT

To join a unit a character must move into base contact with it during the Movement phase. Once a character has joined a unit in this way, neither character nor unit can move further, so it's a good idea to plan your moves in the correct order.

As a unit can move only before the character joins, it's better to move the unit first and then have the character move to join it. A unit which has been joined by a character in the Movement phase only counts as having moved if it has itself moved, not if a character has moved to join it.

## POSITION IN THE UNIT

When characters join a unit, they are placed in the front rank (regardless of distance). Rank-and-file models, except for the command group that must remain in the front rank, are moved to the back ranks to make room for the characters. If there is no more room in the front rank, some characters will have to go in the second rank.

## SPELLS

When a character joins a unit that is under the effect of a spell that affects the entire unit, the character only benefits or suffers from the effects of the spell whilst he remains in the unit. Similarly, if a character is the subject of a spell that is capable of affecting a unit, the effect will also apply to any unit he joins, for as long as he remains part of it, and the spell lasts.

## CHARACTERS IN FLEEING UNITS

If the character has joined a unit and this later flees, he will count towards working out if the unit is still at or above 25% of its initial numbers for the purposes of Rally tests (see page 24).

*Skaven Chieftain*

### *Rank Width*

*I've used the standard rule as the example as this applies to most troop types, but remember that monstrous infantry, monstrous beasts and monstrous cavalry units only need to be three models wide to count rank bonus, etc.*

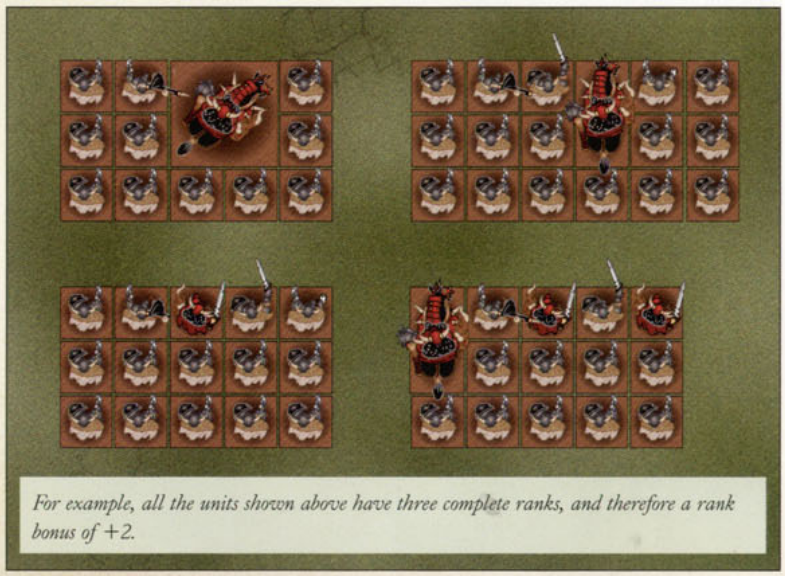
## DIFFERENT-SIZED BASES

Most of the time, a character is mounted on the same size of base as the unit he decides to join. In this case, the character can simply be added to the front rank, displacing another model as described above. Naturally, this gets a little more involved if the character has a different-sized base to the members of the unit. Here we have to use a little common sense to make everything work.

If a character's base is larger than one model, but has exactly the same size area (or 'footprint') as two or more models, simply displace those models to the back rank and position the character in their place.

*For example, this Chaos Lord is riding a Chaos Steed, so has a 25mm x 50mm footprint. He can still join the Chaos Warrior unit, but will displace two models as the Chaos Warriors have a 25mm x 25mm footprint.*

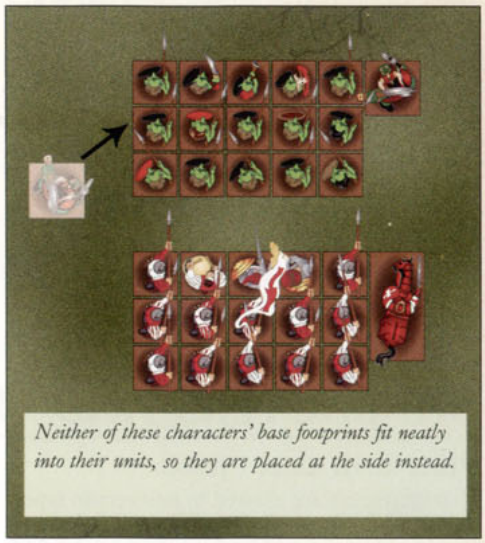
If your character(s) fit into the unit in this manner, work out the unit's ranks (and therefore its rank bonus) as if the space was filled with rank and file troops.



*For example, all the units shown above have three complete ranks, and therefore a rank bonus of +2.*

### When Footprints Collide

If a character's footprint does not fit neatly into a unit, place him on the edge of the unit, beside the front rank, facing the same direction as the rest of the unit, as shown below. In this case we do not assume the character's footprint to be filled by rank-and-file troops, and the character is ignored when working out the number of ranks in the unit and if it counts as a horde.



*Neither of these characters' base footprints fit neatly into their units, so they are placed at the side instead.*

*In the examples shown above, the first unit would count as having three ranks, as it is five models wide (the character is ignored). In the second example, the unit does not count as having ranks, as they are not five models wide without the character.*

### There's No Room!

If a character cannot be placed within the unit, or beside the front rank, then he cannot attempt to join that unit. This is obvious, perhaps, but worth saying nonetheless.

## COMBINED UNITS

Whilst a character is part of a unit, both he and the unit (including any other characters that have joined that unit) are treated as a single combined unit for all rules purposes, save for the exceptions listed here.

### MOVEMENT

A unit always moves at the same rate as the slowest model, so when the unit moves, charges, flees or pursues, always use the lowest Movement characteristic and rules of the slowest troop type. Similarly, if the character is subject to any movement restrictions, then those restrictions apply to whole combined unit whilst the character remains part of it, and vice versa.

### SHOOTING

'Normal' shooting attacks – by which we mean to say shooting attacks that use the firer's Ballistic Skill – cannot hit a character in a combined unit if there are five or more rank and file models from the same troop type (including musician and standard bearer, but not the champion) left in the unit. We assume that the enemy cannot pick the character out. All hits are allocated onto the unit's rank and file models.

If there are fewer than five rank-and-file models left in the unit (or the character is of a different troop type) there is a chance that any characters in the unit could be hit – the controlling player decides who is hit, but must allocate one hit on each model before he can add a second hit on a model; he must allocate two hits on each model before he can allocate a third, and so on.

#### Unusual Shooting Attacks

The only exceptions to this are shooting attacks that do not use the normal shooting rules, specifically, shooting attacks that use some form of template (such as cannons, stone throwers, breath weapons and so on).

If a character is hit by such an attack, and he is in a unit of at least 5 rank-and-file models (excluding the champion, if there is one) and he is of the same troop type as the unit, then his controlling player is permitted to make a "Look Out Sir!" roll to save him from harm. This works exactly as the "Look Out Sir!" rule described for unit champions on page 93 . Simply put, on a roll of 2 or more, the hit does not strike the character, but instead is allocated to a rank-and-file model. If there are less than 5 rank-and-file models, the character does not get a Look Out Sir! roll and is hit.

### CLOSE COMBAT

In the Close Combat phase, enemy models in base contact with both the character and one or more models from the character's unit can choose to attack the character or the unit, or split their attacks between them. You need to declare where attacks are being allocated before they are rolled. If the character is slain, any excess wounds do not carry over onto the rest of the unit but are simply lost.

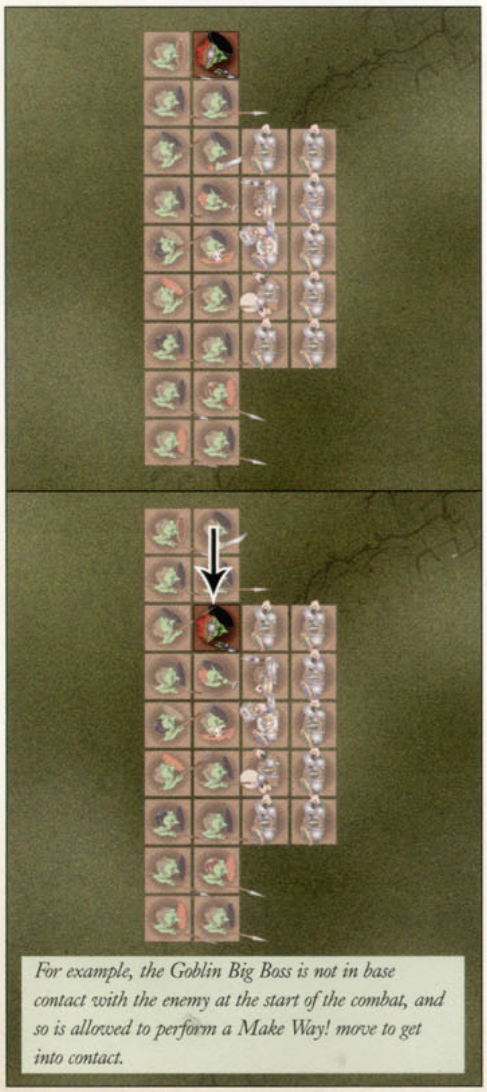
Remember that models can only attack enemies in close combat if they are in base contact. Therefore, if enemy models are only in base contact with the character, then they can only attack him. If enemies are only in base contact with models from the character's unit, they must attack the unit.

*Empire Engineer*

*High King Thorgrim Grudgebearer, with a retinue of Dwarf Ironbreakers.*

## MAKE WAY!

Should a combined unit be fighting in close combat, it is only right and proper that a mighty hero will push his way through to the fighting. At the start of the combat (before Impact Hits are resolved), if a character's unit is in combat, but the character is not in base contact with the enemy, the controlling player can swap his position with another model that is in base contact. You can exchange him with rank-and-file model(s), including the command group, that are in base contact with the enemy. If there are one or more stranded characters on both sides, the players roll off and the winner decides which character makes his Make Way! first. Players then alternate choosing characters to do their Make Way! moves. Only characters whose footprint is compatible with the unit's rank and file can do this.



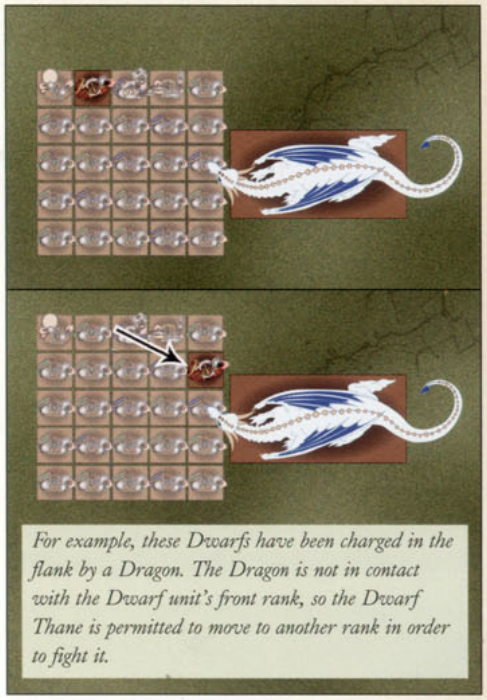
*For example, the Goblin Big Boss is not in base contact with the enemy at the start of the combat, and so is allowed to perform a Make Way! move to get into contact.*

### *I Think I'll Sit This One Out, Chaps.*

*A character is under no obligation to muscle his way forward into the fight, so don't feel you have to put him in harm's way if you don't want to. Wizards are almost always better off staying out of a close quarters scrum if they can manage it, and even tooled-up combat specialists might want to opt for discretion if they've already lost a lot of Wounds. Just remember that if the unit breaks from combat, any characters in it will suffer the same fate, and a character's striking power might prevent the unit from breaking in the first place...*

### Making Way to Another Rank

Characters can use a Make Way! move in order to move to another rank – most commonly if their unit is charged in the flank or the rear. Once the unit is no longer in close combat, such characters automatically return to the front rank of their unit at the start of their following Movement phase.



*For example, these Dwarfs have been charged in the flank by a Dragon. The Dragon is not in contact with the Dwarf unit's front rank, so the Dwarf Thane is permitted to move to another rank in order to fight it.*

## LEADERSHIP TESTS

As we already mentioned way back on page 10, Leadership tests are always taken using the highest value present in the unit. In the case of a combined unit, this will normally be the character, but might occasionally prove to be the rank and file of the unit themselves, particularly in the case of elite warriors.

## SPECIAL RULES

Unless otherwise noted in the text of the rule itself, a special rule applying only to a character does not apply to the unit, and vice versa. Most special rules are there to represent specific skills or powers – you couldn't learn to shoot a longbow by standing next to someone who could, so why would you become able to perform a Killing Blow, deploy as a Scout, and so on?

On the other hand, many spells and magic items bestow special rules and other effects on units. In this case, everyone (including the character) in the combined unit will be affected.

## LEAVING A UNIT

Whilst a character might well stay with a unit for the entire course of a battle, there often comes a time when he departs for pastures new. This might be because you need your character to take charge of another section of the battlefront, or because the character's current unit has been so mercilessly butchered by the enemy that he's no longer safe within it. Whatever the reason, we're going to need rules to allow a character to leave a unit.

A character can charge out of a unit, by declaring a charge in the relevant phase – in which case, he will move and his unit will stay still – it is not permitted to declare a charge of its own, though it can move during the Remaining Moves phase.

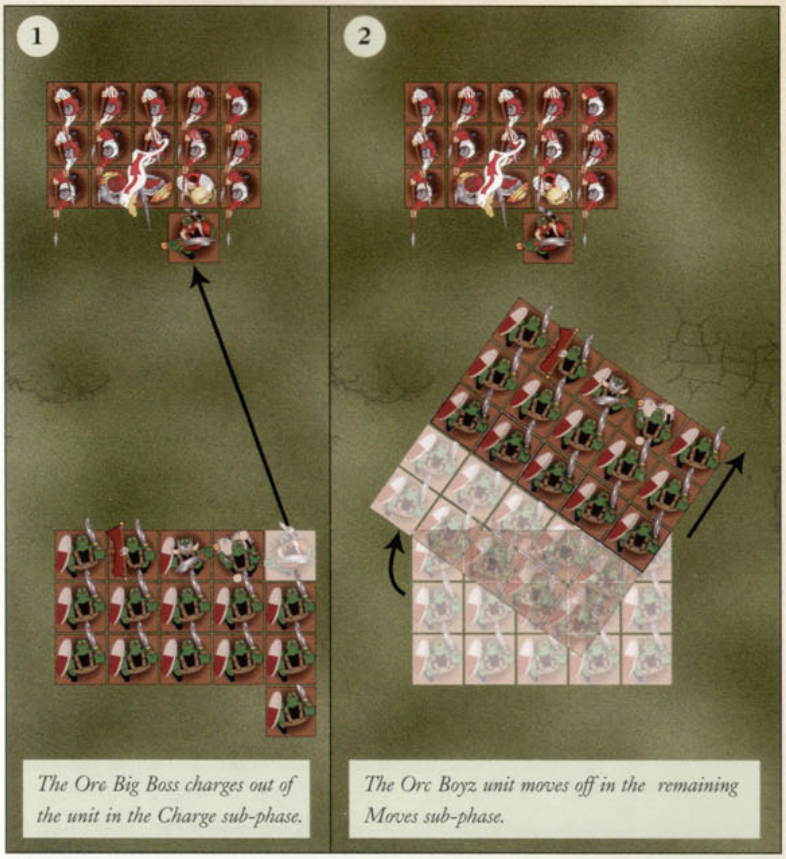
If a Stand and Shoot reaction is declared against a character charging out of a unit, the shots are fired at the character as if he was a separate target – he does not gain the same protection as being inside a unit, but he does get a 4+ "Look Out, Sir!" if the unit he is leaving is the same troop type as he is.

Alternatively, a character can leave his unit during the Remaining Moves sub-phase by moving away from the unit before that unit makes its own move. If the unit cannot move in this phase for any reason, the character may not leave the unit.

For example, a character cannot leave if:

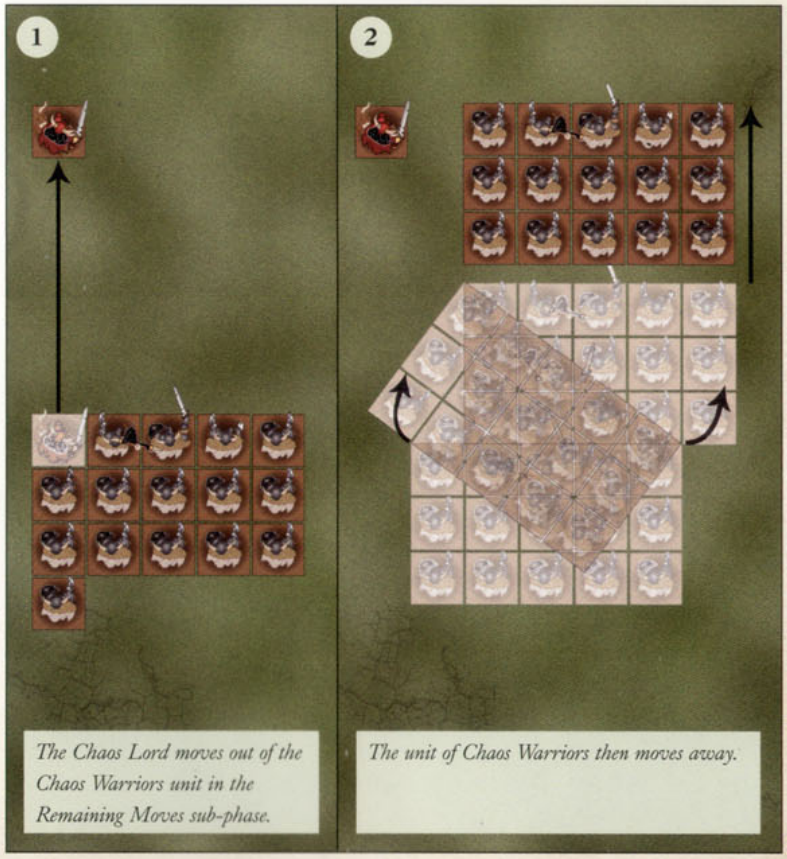
- His unit is fleeing.
- The character himself or his unit is not permitted to move by a spell or other effect.
- If the unit is in combat.
- If the unit has made a failed charge.
- And so on...

When leaving a unit, the character reverts to his normal rules for movement. The distance of his move is worked out from his actual position in the unit before the unit moves. He can even join another unit as part of the same move if his controlling player wishes, and the character has enough movement, although the unit he joins cannot move if it hasn't done so already.




*The Orc Big Boss charges out of the unit in the Charge sub-phase.*

*The Orc Boyz unit moves off in the remaining Moves sub-phase.*




*The Chaos Lord moves out of the Chaos Warriors unit in the Remaining Moves sub-phase.*

*The unit of Chaos Warriors then moves away.*

# CHALLENGES

No matter his race or allegiance, the quickest and easiest route for a warrior to earn glory and a dread reputation is by killing enemy heroes in close combat. I don't mean through a chance blow in the brutal crush of melee – after all, even the most cowardly peasant can poke a spear through an enemy warlord's back, should he get the opportunity. No, what I'm referring to is a duel between mighty warriors, the clash of sword upon and sword and axe upon shield as two doughty fighters strive against one another in a contest of battle-skill. In Warhammer, we refer to such battles as challenges.

Challenges are one of the most dramatic parts of Warhammer, representing as they do the final showdown between opposing warlords or hated rivals. It's not unusual for the result of a battle to hinge on who wins a challenge!

## ISSUING A CHALLENGE

Challenges are issued at the start of the combat round, before any blows are struck (but after Impact Hits). Only one challenge can be issued per close combat – the side whose turn it is has the opportunity to issue a challenge first. If that side chooses not to, then the other side can issue a challenge.

The player issuing the challenge nominates one of his character or champion models to issue the challenge. If he does not have a suitable model in the fight, a challenge cannot be issued. Similarly, if there are no characters or champions in the enemy units, a challenge cannot be issued – there's no one to fight!

Quite how individual warriors issue their challenges varies from race to race. An Elf or Man might salute his opponent, whilst an Orc bellows insults at his foe. To issue a challenge, choose one of your characters or champions in one of your units in the combat – this is the model that issues the challenge. Proceedings will be enhanced considerably if you actually frame a suitable challenge, perhaps along the lines of "Who's a-comin' out tae fight me, ya scurvy, no-good, cowardly rat-infested spawns o' unmentionable descent. I can smell ya fouled britches and hear ya knees a-knockin' together with fear!" Once one challenge has been made, further challenges cannot be issued in that combat.

*Empire Warrior Priest*

## ACCEPTING A CHALLENGE

If your opponent has issued a challenge, you can now accept it with one of your characters or champions whose unit is in base contact with the unit containing the issuer of the challenge. Note that a character does not have to be in base contact with an enemy to accept or issue a challenge, just part of a unit that is. The two models will now fight, as described in Fighting a Challenge, below.

## REFUSING A CHALLENGE (BOO! HISS!)

If no enemy character steps forward to meet the challenge, one of them must retire in ignominy. This character is nominated by the challenger – though he may not nominate a character that could not have accepted the challenge, or a unit champion – champions can accept challenges, they do not have to. The retiring character slinks off to the back ranks and is not allowed to attack that round – move the model into a rank where he's not in base contact with the enemy. Another model will step up and fight in his place, just as if he'd been slain. Furthermore, the model's Leadership cannot be used for any Leadership tests that take place that turn.

Once a challenge has been refused, the issuer can fight normally in that round of combat.

### Nowhere to Run, Nowhere to Hide

A character cannot refuse a challenge if his model cannot be placed so that he is not in base contact with an enemy model – he can't evade his opponent and so must fight for his life. This most commonly happens if a lone character is the subject of a challenge, or if his unit is small and engaged on all fronts, so that every model in the unit is in base contact with an enemy.

## FIGHTING A CHALLENGE

If a character accepts the challenge, move him into base contact with the challenger – after all, what good is the narrative of a challenge without the visual reality? If, for whatever reason, this is not possible, assume that the two models are in base contact (this might require a little gumption to work out, so it's best to move the model if you can). These two characters must direct all of their attacks against each other – they cannot be attacked by any other model for that round of close combat.

### Overkill

If one model slays the other, then any excess wounds they inflicted above and beyond those needed to slay the opponent, up to a maximum of +5, are counted towards their side's total number of wounds for close combat resolution. More on this bonus can be found on page 53.

Note that this is an exception to the rule stating that a model can only suffer as many wounds as it has on its profile. This time you need to add up all of the wounds inflicted on the victim, even those from a weapon causing multiple wounds, or by repeated Killing Blows (each successful Killing Blow scores the same amount of wounds the slain character has on its profile), etc. This is great fun, albeit a little one-sided.

*For example, a Chaos Lord fights a champion in a challenge. He slays the champion before he has a chance to attack and causes seven wounds! The combat result score is 1 (the original wound of the champion) plus 5 (the maximum overkill bonus) for a total of 6 combat result points. The last of the seven wounds is wasted.*

### Round Two?

If both competitors survive a challenge, and the combat continues, then they will continue to fight in the next round of close combat. Further challenges cannot be issued in that combat until the existing challenge has been resolved.

### Challenges and Mounts

If a competitor in a challenge is riding a mount, then that mount (including the crew of a chariot, if the character is riding one) must direct its attacks against either the other competitor or that competitor's mount (if he is riding one). If the opponent is slain before all of a model's attacks are made (because a competitor and his mount strike at different Initiative steps, for example) then any excess Attacks are lost and cannot be directed against other models.

Excess wounds caused against mounts count for the purposes of overkill. If a character is slain but his mount is not, the mount will (after taking its Monster Reaction tests) continue fighting in the challenge until it or the foe is slain (or flees).

*The Emperor Karl Franz and his Griffon Deathclaw battle against a mighty Chaos Champion of Khorne.*

# CHARACTER MOUNTS

Many characters ride into battle on a mount of some kind. Character mounts can range from the fairly common and straightforward, such as warhorses, giant wolves or a chariot of some kind, through to the rare and wonderful, such as colossal Dragons, clockwork steeds or bizarre Daemons. Many mounted character models are available, while occasionally Warhammer Armies books will include further options that you might wish to 'model up' yourself.

As a general rule, character mounts are broken down into four types:

- *Cavalry*
- *Monstrous Cavalry*
- *Chariot*
- *Monster*

A character and his mount are treated as a single character model for all rules purposes, except as noted below.

## CAVALRY

A cavalry mount is the most straightforward thing a character can ride – this category includes things like horses (and their mechanical or undead equivalents), giant wolves, boars and other horse-sized or shaped steeds. As with the definition for the cavalry troop type, a cavalry mount's key definition lies in the fact that it has only a single Wound. Therefore, if a character is riding a mount with a single Wound, he is riding a cavalry mount.

If a character has a cavalry mount, the whole model is treated as having the troop type 'cavalry' and follows all the rules for both characters and cavalry models.

*A High Elf Prince, riding a mighty Sun Dragon.*

## MONSTROUS CAVALRY MOUNT

Very rarely, a character will have the option to ride a monstrous beast. In this case, the whole model is treated as having the troop type 'monstrous cavalry' and follows all the rules for both characters and monstrous cavalry models.

It's worth noting (as the wording is rather similar) that the rules for Ridden Monsters do not apply to monstrous cavalry mounts – they are two distinct troop types.

## CHARIOT MOUNT

If a character has taken a chariot as a mount, the whole model is treated as having the troop type 'chariot' and follows all the rules for both characters and chariot models. Characters riding on chariots cannot join other units.

A chariot mount otherwise follows all the rules for ridden monsters (see below), save for the fact that a chariot does not need to take a Monster Reaction test if the character is slain.

## RIDDEN MONSTERS

Monsters are often employed as mounts for characters – an Orc Warboss could be riding a Wyvern perhaps, or an Elven Prince a mighty Dragon. If a character model is riding a monster, it does not use the rules for cavalry or monstrous cavalry, but rather those given here.

If a character has a ridden monster, the whole model is treated as having the troop type monster and thus follows all the rules for both characters and monster models. A character on a ridden monster cannot join other units.

Whilst a cavalry model is treated as a single model for the purposes of hitting and wounding, a character and his ridden monster can be attacked separately. As the battle goes on, the character may find himself unhorsed (well, un-Griffoned, or un-Dragoned anyway) or the monster might have its rider slain from off its back.

### RIDDEN MONSTERS AND SPECIAL RULES

We assume that special rules that apply to a ridden monster do not normally also apply to character riding it and vice versa (with the same exceptions that apply to cavalry models, which are listed on page 82). Likewise, ridden monsters are still monsters, and benefit from the rules for monsters as well.

### RIDDEN MONSTERS AND ARMOUR SAVES

Just as with regular cavalry, a ridden monster affords its rider an element of additional protection. A character on a ridden monster counts his armour save as being 1 point better than normal (see cavalry on page 82).

### SHOOTING AT RIDDEN MONSTERS

As a single model, the monster and its rider are considered to be a single target. It is not possible to shoot specifically at either the rider or the mount unless the shooting model has the Sniper special rule (see page 75).

Once you have established how many hits have been scored, you must apportion them between the rider and the monster. For each hit scored roll a D6: on a roll of 1-4 the monster has been hit. On a 5-6 the rider has been hit. If a monster has two or more riders (a very unusual combination) then on a result of 5 or 6, randomise any hits among the riders.

Roll to wound the monster and rider as normal, remembering to roll the dice separately so you can tell the two sets of hits apart. Once you know how many wounds have been inflicted on the monster and the rider, they can each take any saves to which they are entitled.

#### Templates

If you use a weapon or spell that uses a template against a monster mount, both the riders and the mount are automatically hit if the monster's base is touched by the template (note that this includes bouncing cannonballs!). In the case of a stone thrower, which inflicts hits at two different Strengths, only one model will be hit at the higher Strength (assuming that model's base is under the centre of the template). Randomise, as for a shooting attack, to see whether one of the riders or the mount is unlucky enough to take the high-Strength hit. All other models are hit at the lower Strength value.

### *Riding High*

*Putting a character on a mount comes with all kinds of advantages: he gets a better armour save, increased movement and might even pick up some juicy special rules from his steed (to say nothing of the particularly impressive attacks some ridden monsters can make). All these elements taken in combination can turn even a mediocre fighter into something your opponent will hate and fear, but heed a word of warning. The bigger your character's mount, the easier it will be for your foe to single him out with missile fire and spells. Cannons, in particular, are rather tasty in this regard – a single well-aimed shot can sweep away mount and rider in a heartbeat, so take care to keep your character as safe as possible from such contraptions.*

### *Casualty!*

*The character and his ridden monster will inevitably die at different stages of the battle, leaving you with the problem of how to represent the survivor now that his comrade has suffered a messy death.*

*Sometimes your character model will not be glued onto his mount, so if he's slain first you can just remove him. However, as most of us glue our characters in place, this is not always possible. In these circumstances, I normally just make a note that the character has been slain, leave the monster in place and leave it at that.*

*Should the reverse happen (i.e. the character outlives his mount) the character will revert to the rules for his troop type, normally infantry, and as he's not going to drag the slain corpse of the monster around the battlefield, you'll want a model on an infantry base to represent him. Some players specifically paint a model to represent an unseated character in this manner. Others (of which I am one) refuse to embrace the idea that their monster is mortal, and therefore don't have an alternate version of the character. We end up using a representative (or 'proxy') model on the correct size base that is distinct enough to be recognised as the character in question). Either method is perfectly acceptable.*

## MONSTER MOUNTS IN COMBAT

In close combat, the monster attacks using its own characteristics, and the rider attacks separately using his characteristics. As the monster and rider are likely to have different Initiative values, they might strike their blows at different times. These attacks are worked out entirely normally, one batch for the rider and one batch for the monster, against any enemies in base contact with the model.

When it comes to attacking back, enemies in base contact with the monster have two potential targets: the rider and the monster. The enemy can choose to direct his attacks against either the rider or the monster, and can distribute attacks between them in any way he likes. The opposing player must state how many attacks are against the monster and how many are against the rider before he rolls any dice, otherwise all attacks are assumed to be against the monster.

Attacks are worked out exactly as normal, and the score required to hit will depend upon the relative values of the monster or the rider's Weapon Skill and the attacker's Weapon Skill.

## EXCESS WOUNDS

If a character is slain and suffers more wounds than he has on his characteristic profile, excess wounds are discounted. They are not carried through onto the monster, nor onto a second rider if one is present, although they do count towards overkill in a challenge (see page 102 for details on challenges).

Similarly, any excess wounds inflicted on the monster are discounted; they are not carried over onto the rider, although they do count towards overkill in a challenge.

## SLAIN RIDERS OR MOUNTS

Wounds must be recorded separately for the rider and his mount. If the mount is slain, the rider continues to fight on foot.

If the rider is slain, the monster must immediately take a Monster Reaction test: take a Leadership test on the monster's own Ld. If the test is passed, the monster fights on as normal. If the test is failed, roll a D6 and consult the Monster Reaction table.

If a Stand and Shoot reaction kills the mount during a charge, the model is replaced by a foot version of the rider and attempts to complete the charge normally (i.e. using his own Movement value and special rules rather than the mount's). If it kills the rider, take the test for the monster and then finish the charge if possible.

### MONSTER REACTION TABLE

| D6 | Result |
|---|---|
| 1-2 | **UH?** Free of the will controlling it, the monster now has to think for itself and might find its presence on the battlefield extremely confusing. The monster fights on as normal, but is subject to Stupidity for the remainder of the game. |
| 3-4 | **GRRRRR.** The monster stops moving immediately, remaining where it is to guard the fallen body of its master. From this point onwards, the monster is Unbreakable. The monster will not move for the rest of the battle, except that it will always turn to face towards the closest enemy in its Movement phase and use any breath or other ranged weapon against the closest enemies within range if possible. If the monster is engaged in close combat it will fight, but it will not pursue fleeing enemies. |
| 5-6 | **RAAARGH!** The monster is maddened by grief and rage at the death of its master, or simply reverts to its feral instincts. The monster fights on as normal, but is subject to Frenzy and Hatred of all enemies for the rest of the game (it can never lose its Frenzy, even if defeated in combat) and will always charge the closest eligible enemy target. |

# THE GENERAL

Every army is led by a General, a heroic character to whom command of the various warriors, war machines and wizards has been entrusted (or who has seized control over the army by brute force or nefarious means). The General model is a miniature representation of you as the controlling player – he is your physical avatar upon the battlefield and the heart of your army.

### SELECTING THE GENERAL

The General is the character in your army with the highest Leadership. If more than one character share the highest Leadership value, you must choose which one is the General and tell your opponent before deploying your army.

### INSPIRING PRESENCE

Warriors fight all the better under the stern gaze of their General, taking heart from his noble presence (or perhaps fearing his anger more than the blades of the enemy). Providing that the General is not fleeing, all friendly units within 12" use his Leadership instead of their own (so rally your General first!). Remember that a General with the Large Target rule (or who is riding a Large Target) has his Inspiring Presence range increased to 18".

*Black Orc Warboss*

# THE BATTLE STANDARD BEARER

Armies often include a Battle Standard Bearer – a trusted warrior who holds aloft the General's personal heraldry. A Battle Standard Bearer is a rallying point for the army, from which friendly soldiers can take heart and draw strength.

### The Battle Standard Bearer Model

A Battle Standard Bearer is a heroic model carrying a particularly impressive banner, and it will be presented as an option in your Warhammer Armies book. The battle standard is carried by a character model and, unless specified otherwise, the model that carries the battle standard cannot be the General.

Unlike normal standards, the battle standard is lost if the bearer is slain – other models cannot pick it up, even if they are in the same unit. As with other standard bearers, the battle standard bearer is automatically killed if he flees from combat – he dies on his feet, defending the precious standard to his last breath.

### Combat Result Bonus

Like a normal standard, a battle standard adds +1 combat resolution in a close combat if it is in a friendly unit. Unlike a normal standard, a battle standard adds this +1 even if another standard is present. If, by some unusual circumstance, there are two battle standards on the same side in the combat, you can only count the bonus for one (this might happen with allied armies, see page 136).

### Hold Your Ground!

To represent the battle standard's steadying presence, friendly models within 12" of the Battle Standard Bearer re-roll failed Leadership tests of any kind, including Panic tests, Break tests, Fear tests, Rally tests and so on. This ability cannot be used if the Battle Standard Bearer is himself fleeing – no one takes heart from the sight of a coward. With this in mind, it's always best to attempt to rally your Battle Standard Bearer before you take other Rally tests, if you can.

# WAR MACHINES

**War machines are mechanical constructions that hurl massive projectiles at the foe. Bolt throwers, cannons and stone throwers are all war machines, and there are many other bizarre contraptions to be found in the Warhammer world.**

War machines are very powerful and can vary greatly in form and function. For simplicity and sanity, we therefore divide a war machine's rules into two parts. The first part of rules pertains to the rules for the war machine troop type – essentially its chassis and crew – which apply to all war machines. The second part consists of the rules for how each specific type war machine fires (and how it slaughters your foe).

As with all units, it's worth checking the Bestiary (in the Reference section) so you can be sure which troops are classed as war machines.

*Example war machine profile:*

| | *M* | *WS* | *BS* | *S* | *T* | *W* | *I* | *A* | *Ld* |
|---|---|---|---|---|---|---|---|---|---|
| Mortar | - | - | - | - | 7 | 3 | - | - | - |
| Crewman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

### Split Profile

War machines have two profiles, one for the war machine itself, and one for the crew.

You always use the Movement, Weapon Skill, Ballistic Skill, Strength, Initiative, Attacks and Leadership of the crew. The Toughness of the war machine is used against ranged attacks and the majority Toughness of the crew is used against close combat attacks. The crew's armour save (if any) is used against both ranged and close combat attacks. A war machine's Wounds are always considered to be equal to the number of remaining crew models (which is stated in the war machine's entry) – the Wounds value on its profile is included only out of completeness.

### Characteristic Tests

War machines automatically fail all characteristic tests, save for Toughness and Leadership tests.

### THE CREW

A war machine unit comprises the machine itself, plus its crew. As the crew aren't really a combat unit, per se, we ignore them for most gaming purposes, treating the war machine itself as the extent of the unit. When the war machine suffers a wound, remove a crew model. Once all the crew have been removed, the war machine itself is removed from play. Similarly, if the war machine is removed as a casualty, all remaining crew are also removed. The crew are used only to indicate the remaining number of Wounds and the number of attacks the war machine can make in close combat, so players should simply arrange their crew in a pleasingly aesthetic fashion within 1" of the war machine.

The crew cannot be charged, attacked or otherwise affected separately from their war machine – if they are found to be blocking movement or line of sight, the controlling player simply alters their position, just as you would for any other battlefield marker or counter.

*Dwarf Cannon and crew*

*Empire Mortar and crew*

## THE WAR MACHINE

War machine models do not normally have bases, and so the usual convention of measuring to the model's base cannot be used. When measuring to and from the war machine, measure to or from the body of the machine, by which we mean the closest part of the chassis, wheels or the weapon itself (ignore any spikes, piles of cannonballs, sprockets, banners and so on).

There is one notable exception. When firing a war machine's weapon, ranges are measured from the muzzle of the gun (in the case of a cannon, volley gun or similar) or the crossbar (in the case of a stone thrower or similar catapult). If your war machine is particularly unusual and does not have any of these features, you should choose a suitable point from which you will measure all your shooting attacks, so long as you are consistent.

## MOVEMENT

We assume that a war machine's crew are able to wheel or drag it short distances at a time. The war machine can move using the rules for lone models (see page 27). Use the crew's Movement characteristic to determine how far the war machine can move. Remember that all distances are measured from the war machine model itself – move the war machine and then place the crew within 1" of it.

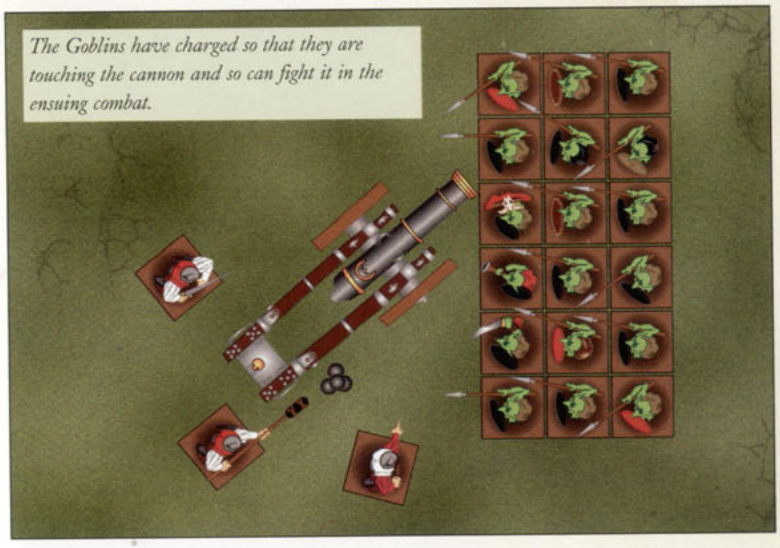
War machines can never charge or march: they're too ponderous for the latter, and the crew too keen for their own survival to attempt the former – and who wouldn't be if armed only with a sponge on a stick?

If charged, a war machine can only choose to hold – even in mortal danger the crew are loathe to abandon their pride and joy. If forced to flee (because of a failed Break test, for example) the war machine is destroyed. In such cases we assume that the crew sabotage their war machine to prevent the enemy making use of it, before fleeing the battle with no intention of returning.

War machines treat all terrain other than open ground and hills as impassable. That said, a war machine is permitted to deploy in a building or terrain, but if it does, it cannot move during the game except to pivot on the spot. It should be noted that this rule is intended to allow players to deploy their war machines in sensible and dramatic locations, such as a cannon in a wood or a mortar on top of a tower. It should not be seen as licence to deploy war machines in absurd locations, such as putting a stone thrower inside a roofed building, for example.

## CHARGING A WAR MACHINE

As a war machine does not have a base, units charging a war machine do not have to 'close the door' to align – they just have to complete the charge in such a manner that they are touching the war machine's body (as defined in 'The War Machine' above).



*The Goblins have charged so that they are touching the cannon and so can fight it in the ensuing combat.*

## SHOOTING AT WAR MACHINES

When shooting at a war machine, resolve the attack as normal, using the Toughness value of the war machine – the crew are doubtless cowering behind their war machine, using its iron and timber hide to preserve their altogether more fragile ones. The crew's armour save is still used to attempt to prevent any wounds inflicted, as it is they that the attack is attempting to slay.

## SHOOTING WITH WAR MACHINES

Unless specified otherwise, all war machines weapons have the Move or Fire and Slow to Fire special rules. Each type of war machine weapon is fired differently, as described in its own set of rules. Line of sight is always taken from the chosen firing point (i.e. its muzzle or crossbar, in the same way as for its range) – before you fire the war machine, pivot it to face your chosen target (this doesn't count as moving). For war machine weapons that require Ballistic Skill, use the highest Ballistic Skill amongst the crew to resolve the shot.

## WAR MACHINES IN CLOSE COMBAT

War machine crews are not especially known for their valour, and will normally defend their machine from behind, beneath (or within) its frame. This is a valid defensive tactic, as there is a limit as to how many enemy warriors can physically crowd around a war machine.

At the start of the Close Combat phase, before any blows are struck, the player whose unit(s) are attacking the war machine must choose six models who will fight in the combat (the assault party, if you will) – the rest cannot get close enough to land blows.

Only six models can be chosen per war machine being fought, regardless of the number of units that are fighting. Obviously, some models are bigger than others, so monstrous infantry/cavalry/beasts each count as three models when selected to fight a war machine, while a monster (including any rider) counts as five models.

All models chosen for the fight are considered to be in base contact with the war machine. Models that are in base contact with other enemies cannot be chosen to be part of a war machine's assault party – they're too busy fighting their more immediate foes.

The combat is otherwise resolved normally. In particular, casualties are taken from the 'back' of the unit as normal – models step up and join the fight in place of fallen comrades, assuming there are enough survivors to do so. When it comes time to fight, the war machine makes a number of attacks equal to the number of surviving crew models, using their Weapon Skill, Strength and Initiative. Enemy models strike at the war machine normally, resolving their attacks against the crew's Weapon Skill and Toughness. The crew can then take any saves to which they are entitled.

A war machine does not have any flanks or a rear for the purposes of combat results. If a war machine manages to win its combat, it is not allowed to pursue and restrains pursuit automatically. The crew always hold their ground and continue the business of operating the machine. If the war machine loses the combat and fails its Break test it is destroyed.

## WAR MACHINES AND PANIC

If a war machine fails a Panic test (due to friends being destroyed within 6" and so on) it does not flee. The crew dive for cover underneath their machine and cannot shoot in their next Shooting phase – this does not prevent the crew clearing jams or other misfire results.

# BOLT THROWERS

Bolt throwers are huge crossbows that shoot a spear-sized missile. A crew of two or more is required to wind back the powerful torsion arms and position the huge bolt ready for firing.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Bolt Thrower | 48" | 6 | Multiple Wounds (D3)<br>Ignores armour saves* |

*Armour saves are not permitted against wounds caused by bolt throwers.

## FIRING A BOLT THROWER

To fire a bolt thrower, select a target according to the normal rules for shooting.

With the target chosen, roll to hit using the crew's Ballistic Skill, just as you would for a normal missile weapon. All the normal To Hit penalties apply to a shot from a bolt thrower – it is essentially just a massive crossbow, after all.

If the shot misses, the bolt hits the ground or sails into the air, only to land harmlessly some distance away from the target. If the shot hits, damage can then be resolved using the rules given below.

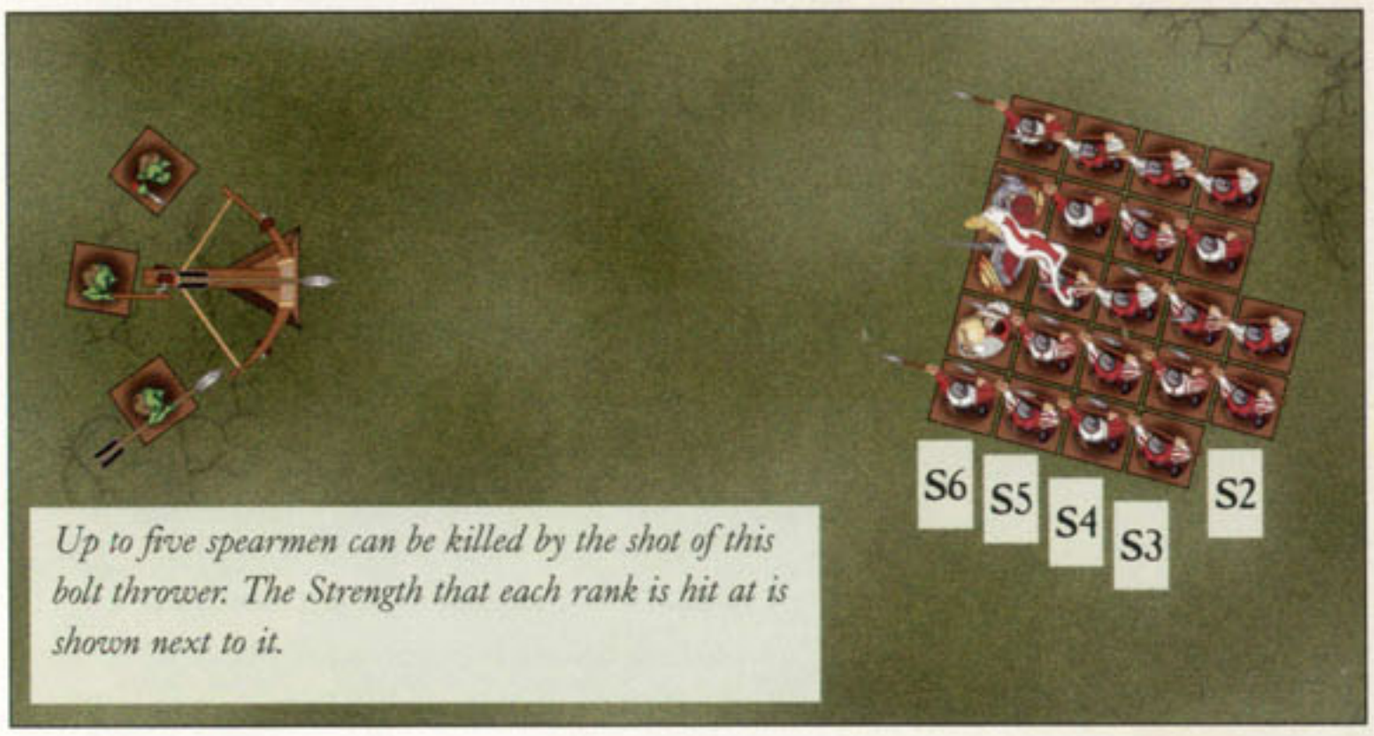
### Resolving Bolt Thrower Hits

It the target is a unit of five or more ranked-up models, the bolt will always strike a regular trooper (as opposed to a champion or character in the unit) in the unit's first rank if the bolt thrower is in the unit's front arc, or the last rank if the bolt thrower is in the unit's rear arc. If the bolt thrower is in the target unit's flank, the target's files count as ranks for the purposes of resolving the shot.

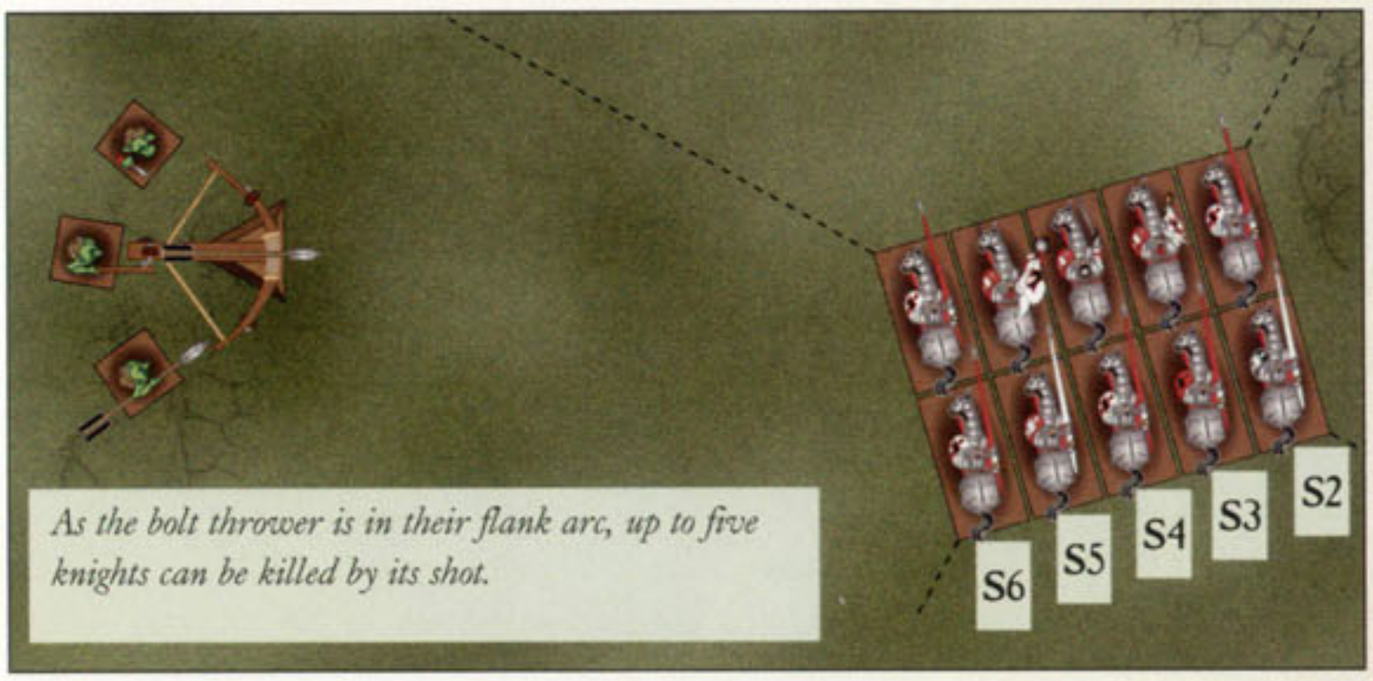
The sheer mass of a bolt thrower shot means that it can hurtle through several ranks of troops, piercing each warrior in turn. If the shot hits, resolve damage against the target using the bolt thrower's full Strength of 6. If this model is slain, the bolt then hits one of the warriors in the rank behind, although it will have been robbed of a little force – this next warrior is hit with -1 Strength (normally Strength 5). If the second trooper is slain, a model in the next rank is hit at -2 Strength (normally Strength 4) and so on, until either the unit runs out of ranks or the bolt fails to slay a target (remember that all hits, at any Strength, inflict multiple wounds).

### Bolt Throwers and Characters

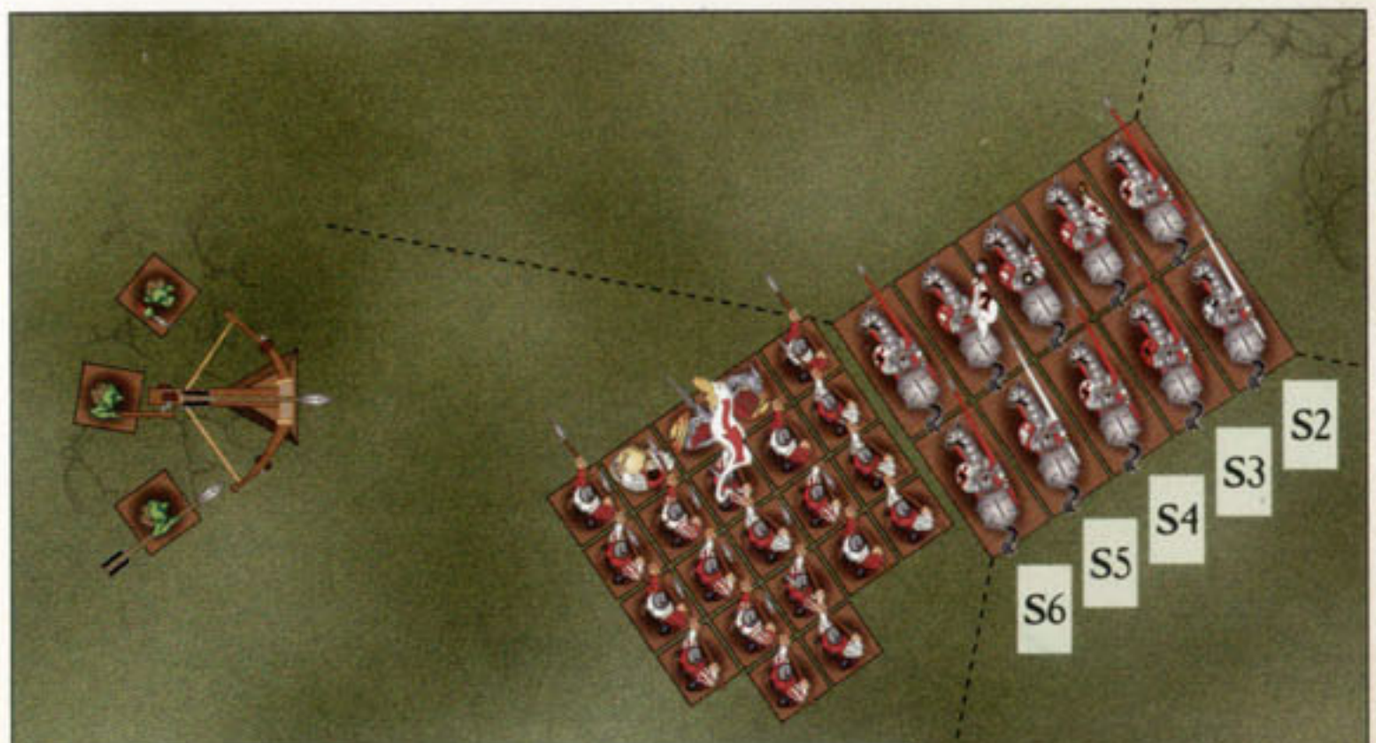
If the rank hit by the bolt is made entirely of characters and champions, or if the total number of rank and file models in the unit is less than five, it will be necessary to randomise which model in the rank is hit.




*Up to five spearmen can be killed by the shot of this bolt thrower. The Strength that each rank is hit at is shown next to it.*




*As the bolt thrower is in their flank arc, up to five knights can be killed by its shot.*




*The bolt thrower can see the knights, and so it can fire against them (with the hard cover modifier). If it hits, it will skewer the flank of the unit, as shown in the diagram, as it is in the knights' flank arc.*

# CANNONS

Cannons are devastating, if sometimes unpredictable, weapons whose manufacture is limited to few races. When they work, cannons can shatter the most determined enemy, slamming roundshot after roundshot into massed formations. However, cannons can go wrong. The black powder charge can fail to ignite, or explode prematurely. Worse, weaknesses in casting methods can leave minute cracks or other deficiencies, which lead to the cannon exploding when fired.

There are two different kinds of cannon profile, representing the differing size and power of various cannons.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Cannon | 48" | 10 | Multiple Wounds (D6) |

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Great Cannon | 60" | 10 | Multiple Wounds (D6) |

## FIRING A CANNON

Cannons do not use their crew's Ballistic Skill and instead rely on their crew's expertise in judging distance, elevation and the correct amount of black powder to propel the shot the desired distance.

## CHOOSE TARGET

Nominate a point within the war machine's line of sight and that is not outside the cannon's maximum range. Your target does not have to be an enemy model; it can be a point on the ground if you wish. Remember that war machines are allowed to pivot in the Movement phase, the better to bring your chosen target into the weapon's line of sight.

When choosing your target point, it's best to bear in mind that, unless something goes wrong, the cannonball will always overshoot by between 2" and 10", so you'd be well served to aim a few inches short of the enemy you wish to hit.

Note that you are not allowed to make a cannon shot in such a way that it has a chance of hitting a friendly unit or an enemy unit that is engaged in close combat.

When you have chosen your target, place a small coin or counter in the correct position as a reminder of where the shot is intended to land.

*Empire Crewman*

## FIRE!

Using your tape measure, extend a 'shot' line from the cannon's barrel all the way to your target point. Roll the artillery dice and extend the line away from the cannon the number of inches shown – this is where your cannonball strikes the ground (see diagram below).

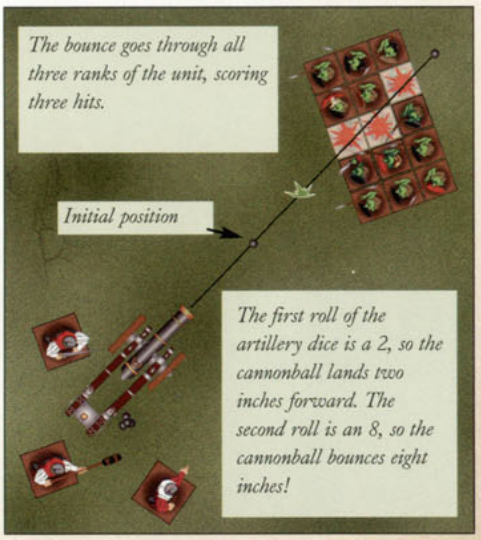
If you roll a misfire, something goes wrong when the cannon fires. You'll now need to roll on the Black Powder War Machine Misfire chart to discover the seriousness of the situation. Regardless of the result rolled, the cannon does not shoot this turn.

## BOUNCE

Assuming that the cannon did not misfire, then hopefully the cannonball will bounce straight forward and crush any targets in its path.

To determine how far the cannonball bounces, roll the artillery dice again. If the result is a misfire then the cannonball does not bounce – it thuds into the ground and comes to rest. Any model under the spot where the cannonball comes to rest is hit, see below for details of how to resolve the hit, but he is the only victim!

Assuming you don't roll a misfire, then the cannonball bounces the distance rolled straight forward – extend your tape measure a distance equal to the roll of the dice. If the cannonball bounces into impassable terrain that would, in reality, stand in the way of the shot, such as a sheer cliff, it stops immediately.



### WHO'S BEEN HIT?

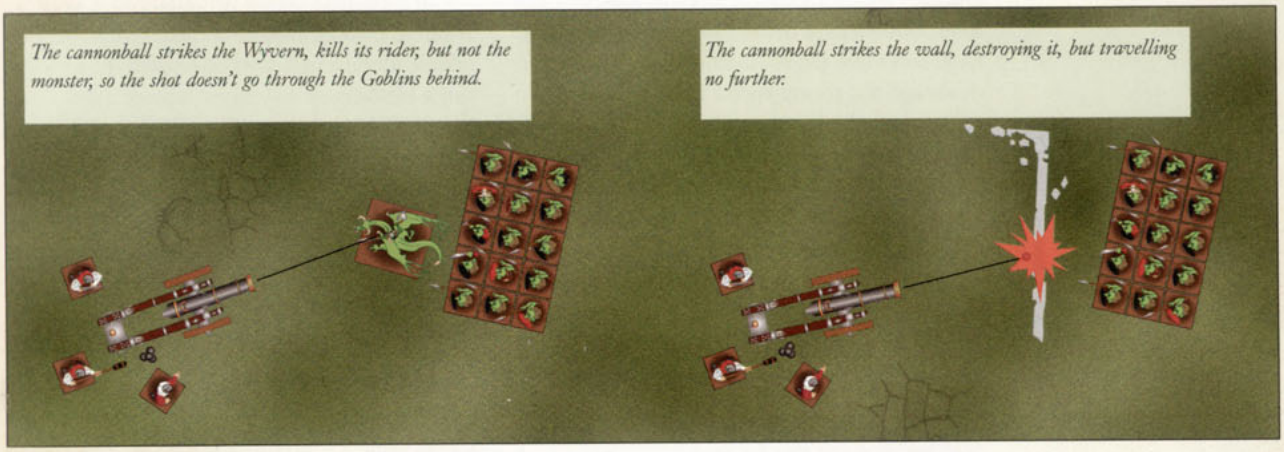
The bounce of the cannonball is treated exactly like a special kind of template, which we assume to be about the width of the cannonball itself.

On most occasions, any model whose base is between the point where the cannonball first strikes the ground and where it eventually comes to land is hit automatically! However:

- A maximum of one model per rank struck can be hit. If the cannon is in the target's flank, the target's files count as ranks.
- If the cannonball bounces into a monstrous infantry/beast/cavalry or monster, that model suffers a hit. However, if the monster or monstrous infantry/beast/cavalry model is not slain, the sheer bulk of the creature robs the cannonball of all momentum and the shot travels no further.
- If the cannonball bounces into an obstacle (see page 122) then that obstacle is destroyed, but the cannonball travels no further.

### BLACK POWDER WAR MACHINE MISFIRE CHART

| D6 | Result |
|---|---|
| 1-2 | **Destroyed!** The gun explodes with a thunderous noise. Shards of metal and wood fly in all directions, leaving a hole in the ground and a cloud of black acrid smoke. The war machine is destroyed. |
| 3-4 | **Malfunction.** The charge fails to ignite and the barrel must be emptied before the war machine can fire again. The war machine therefore cannot fire this turn or in the controlling player's next turn. Either turn the war machine model round or place a marker of some kind to indicate this. |
| 5-6 | **May not Shoot.** A minor error has occurred, perhaps the fuse was not properly set or the crewmen mishandled the loading procedure. The war machine is unharmed and can shoot as normal again in the controlling player's next turn. |




## GRAPESHOT

Instead of firing normal shot, cannon crew can opt to fire grapeshot. They do this by loading the gun with rusty nails, handgun bullets and other small projectiles – effectively creating a huge blunderbuss.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Grapeshot | 12" | 5 | Armour Piercing |

### FIRING GRAPESHOT

To fire grapeshot, select a target according to the normal rules for shooting.

With the target chosen, roll an artillery dice to find out how many shots are fired. If the artillery dice result is a misfire, roll a D6 on the Black Powder War Machine Misfire chart to find out what has gone wrong.

Assuming that a misfire did not occur, roll to hit the target with a number of shots equal to the number rolled on the artillery dice, resolving any successful hits using the grapeshot profile.

# FIRE THROWERS

Though its designs are many and varied, a fire thrower always consists of an airtight copper-lined barrel and a fluid chamber filled with a sticky alchemical sludge – normally a mixture of sulphurous compounds, black powder and combustible oils.

When triggered, the fire thrower sets loose a burst of these noxious chemicals, which immediately set light upon contact with the air, incinerating anyone unfortunate enough to be caught in the blast.

Unless otherwise specified, a fire thrower has the following profile:

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Fire Thrower | n/a | 5 | Flaming Attacks |

### FIRING A FIRE THROWER

Place the teardrop-shaped template with its narrow end touching the fire thrower barrel and the large end aimed at any target in line of sight. Roll the artillery dice and move the template directly forward the number of inches indicated – this is where the burst of flame lands. The template can overshoot a target, representing the crew firing in too high an arc.

All models underneath the template are hit automatically. Wounds caused by a fire thrower have the Flaming Attacks special rule. A unit suffering any casualties must take a Panic test.

A misfire means the weapon does not fire – roll on the Black Powder War Machine Misfire chart (see page 113) to find out what went wrong.

# STONE THROWERS

Stone throwers are destructive weapons that lob large rocks into the air, sending them crashing down into the enemy ranks. The largest stone throwers can hurl a projectile big enough to flatten monsters or knock down city walls.

Unless otherwise specified, a stone thrower has the following profile:

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Stone Thrower | 12-60" | 3(9) | Multiple Wounds (D6) |

You'll notice that a stone thrower has two Strength values, one of which is in brackets – don't worry about this for now.

### FIRING A STONE THROWER

To fire a stone thrower, take the small round (3") template and place it anywhere completely within the war machine's line of sight, outside of the stone thrower's minimum range and within its maximum range.

The template cannot be placed over friendly models, or enemy models from a unit that is engaged in combat, as the crew refuse to deliberately target their allies (although the shot might well go wide and hit friends by mistake as we'll discover later).

If placed over an enemy unit, the hole in the middle of the template must be placed over a single model.

### SCATTER

Once the template has been placed, roll for scatter using a scatter dice and an artillery dice. If a misfire is rolled on the artillery dice, something has gone wrong – roll on the Stone Thrower Misfire table to discover just what that is. Regardless of the result rolled, the stone thrower does not shoot this turn.

Assuming that you didn't roll a misfire on the artillery dice, it's now time to find out whether or not your shot was on target.

If a hit is rolled on the scatter dice, the shot has landed on target – any creature foolish or unlucky enough to be nearby is going to regret it very soon. In this case, we ignore the number shown on the artillery dice – the hit is all we need.

*Dwarf Grudgethrower Crew.*

If an arrow is rolled, the shot has missed its original target and scatters off elsewhere. The full rules for scatter are given on page 9, but in summation: move the template a distance in inches equal to the result of the artillery dice, in the direction shown on the scatter dice.

## DAMAGE

Regardless of whether or not your shot landed exactly where you intended, it's time to see who's been flattened by it.

The model (if there is one) under the template's central hole is unlucky enough to be hit directly by the stone thrower's massive payload – he takes an automatic hit at the higher of the stone thrower's two Strengths (normally 9). If the template has scattered, there's a good chance the centre hole will lie over two or more models. Nonetheless, only one can be hit by the higher Strength, so select one randomly.

Other models wholly or partially beneath the template avoid being clobbered by the main payload, but instead are showered by bits of loose rock and, after the payload has landed, fast-moving chunks of battlefield (and possibly bits of the warrior who took the full brunt of the shot). Such models are hit automatically at the stone thrower's lower Strength (normally 3).

The stone thrower's Multiple Wounds (D6) special rule applies only to the high-Strength hit caused against the model under the template's central hole – unsaved wounds from the low Strength hit are not multiplied. This makes the stone thrower very good at disposing of enemy monsters and other resilient models as well as dealing horrendous damage to massed ranks of enemy warriors.

*Here, 18 models are hit, with the model under the hole suffering a Strength 9 hit, rather than Strength 3.*

## FIRING INDIRECTLY

As a stone thrower lobs its shots in a high arc, it can be used to attack enemies that are hidden from its view. Such shots are inaccurate at best, as the stone thrower's crew essentially have to guess where their foe lies, working from fragmented and often unreliable information provided by other warriors.

If you wish to fire indirectly, declare that you will do so before taking the stone thrower's shot. An indirect shot does not require line of sight, but is otherwise treated as a normal shot and has the usual requirements (the target needs to be in range and outside the minimum range of the stone thrower).

An indirect shot is not as accurate as one where the crew can see their target. If an arrow is rolled on the scatter dice, resolve the scatter as normal. If however, you roll a Hit! on the scatter dice, the shot does not land on target (as would normally be the case) but merely scatters less – how much less depends greatly on the skill of the crew. You'll notice the Hit! symbol has a small arrow at the top of it – this indicates the direction of scatter for an indirect shot – the distance travelled is equal to the score shown on the artillery dice minus the crew's Ballistic Skill characteristic (to a minimum of zero!).

Other than the aforementioned inaccuracy of the scatter, an indirect shot from a stone thrower is treated exactly according to the rules given for normal shots given above.

### STONE THROWER MISFIRE CHART

| D6 | Result |
|---|---|
| 1 | **Destroyed!** The stone thrower cannot take the strain! Bits of wood and metal fly all around, the stone tumbles to the ground, crushing the war machine and throwing debris into the air. The war machine is destroyed. |
| 2-3 | **Disabled.** A freak occurrence disrupts the normal smooth operation of the stone thrower, and one of the crew has been caught in the firing mechanism – the stone thrower suffers a wound, with no armour saves allowed. This problem can only be fixed by partially dismantling the war machine and so the stone thrower therefore cannot fire this turn or in the controlling player's next turn. Either turn the war machine around or place a marker of some kind to indicate this. |
| 4-6 | **May not Shoot.** A minor error has occurred, perhaps the stone was dropped or part of the machinery jams. The stone thrower is unharmed and can shoot as normal again in the controlling player's next turn. |

# BATTLEFIELD TERRAIN

**A Warhammer battle can take place anywhere, on the edge of a town, amid cursed ruins, in the uttermost depths of a Dwarf hold, on the treacherous and frozen slopes of a mountain pass or even amid the upper minarets of an Elven city. The Fighting a Warhammer Battle chapter explains how to set up your battlefield. Here you will find the rules for the many types of terrain and building you can fight over.**

## TYPES OF TERRAIN

In the Warhammer world, even something as familiar as a stone wall can offer all manner of possibilities. Granted, the wall might just be a boundary line of some kind – but there's probably more to it than that. It might be the remains of a mighty Bretonnian castle, warded against the Undead. Or it could be that the wall was made from stolen grave markers, and unquiet spirits linger nearby. Perhaps the wall is the remains of some calcified Daemon just waiting for a magical charge to bring it back to life. There are dozens upon dozens of possibilities, and that's just a wall. You'd be hard-pressed to find something more ordinary in the normal run of things – but this is the Warhammer world, and almost nothing here is normal.

Over the next few pages you'll find some examples of terrain rules, covering the mundane through to the arcane. Many of the terrain pieces in the Warhammer range have specific rules that apply to them, and you'll find that whatever you have in your terrain collection there will be suitable rules here, or at least inspiration for devising your own. The rules for placing terrain pieces on your tabletop can be found on page 142.

### OPEN GROUND

Open terrain is the most prevalent type of battlefield terrain and thus the 'default' setting – any terrain not specifically classed as something else is to be treated as open ground. All the rules as presented thus far assume that your game is being played on open terrain – grassy fields, sandy flats, sun-parched earth, and so on. It therefore doesn't affect the game, and we don't need to provide any further detail.

*High Elf Champion*

### IMPASSABLE TERRAIN

Impassable terrain covers those areas of the board that our warriors physically cannot enter as a matter of course, or to which they cannot seek entry without an immediate and probably messy death. Impassable terrain therefore covers such things as lava fields, deep lakes or chasms. Units cannot voluntarily enter, move or cross through impassable terrain – they must go around. Remember that units can flee through impassable terrain, although they will have to take Dangerous Terrain tests if they do so (see page 25 and opposite for details).

## MYSTERIOUS TERRAIN

Not all terrain surrenders its secrets to a mere visual appraisal – sometimes the only way to find out its properties is to venture inside...

The effect of a piece of mysterious terrain is not decided at the start of the battle. Instead, it is rolled for immediately when a model enters it (or is deployed within it). Once rolled for, the mysterious terrain feature is no longer quite so enigmatic – it retains that effect for the duration of the game. If the unit whose model has triggered the effects is moving under its own volition, it can decide to continue its move as normal or immediately stop, so that only the first model to enter is inside the terrain feature. On the other hand, if the unit is charging, fleeing, pursuing or subject to some kind of compulsory movement, it must complete its move – good luck to them!

## DANGEROUS TERRAIN

Some areas of terrain are incredibly treacherous and present a very real risk to life and limb. When a model marches, charges, flees, overruns or pursues into or through an area of dangerous terrain, it is called upon to take a Dangerous Terrain test – roll a D6. On a 2-6, the model successfully negotiates the dangers of the terrain and reaches its destination safe and sound. If a 1 is rolled, however, the model has suffered a terrible mishap and suffers a wound with no armour saves allowed.

A mounted warrior has many advantages over his footslogging comrades, but does risk being thrown from the saddle when riding at speed. A galloping horse can trip on a tree root, hurling the rider into a boulder, or can duck low under a branch, but alas not quite low enough for the rider... As such, cavalry, monstrous cavalry and chariots treat all terrain other than open ground as being dangerous terrain, as described above. A chariot that fails a Dangerous Terrain test suffers D6 Wounds instead of 1.

### *The Importance of Definition*

*Always agree the types and boundaries of your gaming terrain with your opponent before the battle begins. This is perhaps obvious, but what can seem like a fairly unimportant detail at the start of the game can quickly become a matter of victory or defeat. A few minutes' discussion to cover what each piece of terrain represents will save a lot of potential confusion (and even arguments) as the game unfolds.*

*Defining the terrain on this board was straightforward. There are some Arcane Ruins (1) several small forests (2, 3 & 4), and one large forest (5) which has been made by pushing two smaller forests together. Though there aren't any rules for a cave (6), we've chosen to treat it as a Haunted Mansion. The board is completed by two buildings, ruined but capable of holding a garrison (7 and 8), a length of wall (9) and a Wizard's Tower (10). On the following pages you can find the rules for all of the terrain mentioned here.*

# HILLS

Hills are natural outcrops of rock and earth. Few pieces of terrain are as strategically important as a hill. From its slopes your troops can rain missile fire down upon the foe, or form a battleline upon its crest.

All hills use the rules given below.

### HILLS AND MOVEMENT

Unless otherwise stated, hills are treated as open ground. Amongst other things, this means that hills do not cause Dangerous Terrain tests in cavalry and other mounted models.

### HILLS AND SHOOTING

Models on a hill are more likely to be able to trace a line of sight past other models on a lower level, making hills practical vantage points for your missile troops (see page 10 for a reminder of how line of sight works).

### HILLS AND CLOSE COMBAT

Remember that if your unit charged and the majority of the models in the unit began the turn uphill from the enemy unit(s) that were charged, you receive +1 combat result.

## EXAMPLES OF HILLS

Hills have almost infinite variety. They can be different shapes, varied heights and composed of diverse materials.

### ANVIL OF VAUL

*The legends of Ulthuan tell that when the Daemons first broke into the world, the smith-god Vaul descended from the heavens. It is said that he travelled to every corner of the globe, raising stone anvils from the living rock upon which he crafted blades of great potency, which the Elves used to defend their realms. Though the weapons and their wielders have long since gone, many of the anvils remain. Mere proximity to an Anvil of Vaul bestows a warrior's weapons with incredible enchantment.*

Any unit within 6" of an Anvil of Vaul has both magical attacks and the Flaming Attacks special rule.

### SCREE SLOPE

*The slopes of this hill are covered with loose shards and splinters of rock, making the going incredibly treacherous. Many approaches to Dwarf holds are flanked by such slopes, providing an extra layer to their defence.*

Models charging, marching, fleeing, pursuing or overrunning up, down or through a scree slope must take a Dangerous Terrain test.

### TEMPLE OF SKULLS

*There are many unholy sites dedicated to the worship of the Chaos Gods and this is but one of them. Ruin and war may have laid it waste, have scattered its trophies and tumbled its grim statues, but the gazes of the Dark Gods still rest upon its battered stones, hungrily seeking a new champion to bend to their perverse amusements...*

At the beginning of each player turn, any character or champion on the Temple of Skulls can choose to embrace the favour of the Chaos Gods. If he does, roll a D6. On a roll of 2-6, one randomly chosen characteristic increases by D3 points. On a 1, the Chaos Gods take his soul (or his purehearted comrades turn on him) – remove the model as a casualty with no saves of any kind allowed.

*A Chaos Sorcerer and an Empire Captain face one another atop the Temple of Skulls – will one of them call upon the Chaos Gods for aid?*

# FORESTS

Forests are excellent places for troops to lurk in ambush – the choking foliage offers a great deal of protection against missile fire.

All forests and woods use the rules given below.

### FORESTS AND MOVEMENT

If a cavalry, monstrous cavalry or chariot model marches, charges, overruns, flees or pursues through a forest, it must take a Dangerous Terrain test (page 117). Models with the Flyer special rule that begin or end a flying move in a forest must take a Dangerous Terrain test.

### FORESTS AND SHOOTING

A unit in a forest counts as being in soft cover (see page 41) provided that the majority of its models are within the forest. Similarly, if a model in a shooting unit has to trace its line of fire through a forest (because it's shooting at a target beyond the forest), then the target benefits from soft cover. This applies even if during the game you rearranged a forest's trees around a unit, or even removed them – just imagine the trees are still in their original position.

This penalty does not apply if the shooting model is drawing a line of sight out of a forest it is in.

### FORESTS AND CLOSE COMBAT

It is difficult to form tight ranks when fighting in a forest. A unit with the majority of its models fighting in a forest can therefore never be steadfast (unless it is Stubborn.) On the other hand, units of Skirmishers (and lone infantry characters) are always Stubborn if the majority of their models is in a forest – light troops excel in the uneven terrain of woodland.

## MYSTERIOUS FORESTS

Forests are mysterious terrain – who knows what hellspawn lurks in there? As soon as a unit enters (or deploys in) the forest, roll to determine what sort of forest it be.

D6

1 It's an 'ordinary' forest. Phew!
2 Abyssal Wood.
3 Blood Forest.
4 Fungus Forest.
5 Venom Thicket.
6 Wildwood.

### ABYSSAL WOOD

*A cloud of malice lies over this wood, provoking irrational fears and dark imaginings in the minds of those that enter.*

A unit with the majority of its models within an Abyssal Wood causes Fear.

### BLOOD FOREST

*Though these trees slumber fitfully through the cycles of the world, nearby use of magic infuses them with bloodlust...*

Whenever a spell is successfully cast by (or at) a model in a blood forest, all units wholly or partially within it suffer D6 Strength 4 hits as the trees go into a feeding frenzy.

When any hits have been resolved, the Blood Forest moves 2D6" in a random direction, moving around any intervening terrain features by the shortest route. This does not move the models that were in the Blood Forest, it simply 'walks' off, and leaves them behind.

### FUNGUS FOREST

*These trees are infested by a chromatic array of mushrooms. It's best not to breathe in too deeply...*

Any unit at least partially within the Fungus Forest is subject to the rules for Stupidity. Any Goblin unit at least partially within the Fungus Forest is also Stubborn.

### VENOM THICKET

*Poisonous creatures abound within. Provided you do not succumb to it first, their venom can be used against the foe.*

Any model in a Venom Thicket has the Poisoned Attacks special rule (applies to close combat attacks only). However, any model moving through a Venom Thicket must take a Dangerous Terrain test, to represent their attempt to fend off the venomous critters within.

### WILDWOOD

*To walk beneath the twisted boughs of a Wildwood is folly indeed, for the trees are wrathful.*

Roll for any unit at least partially within the Wildwood at the end of the Movement phase. On a 4+, the unit suffers D6 Strength 4 hits.

*Forest Goblin Spider Rider*

# RIVERS

*River Troll*

The reassuring and impeding flow of a river can help an army protect its flank or otherwise slow the enemy advance. Launching an assault across a river is no easy task, and often the fords, bridges and other crossing points become crucial objectives for the opposing armies.

All rivers use the rules given below.

### RIVERS AND MOVEMENT

The crushing weight of the water makes it impossible to march through a river. Movement is otherwise unaffected.

### RIVERS AND COMBAT

River make for very treacherous footing and, as such, are about the last place a ranked-up unit wants to conduct its battles. A unit at least partially in a river can never be steadfast (unless they are Stubborn). Additionally, units even partially in a river cannot claim rank bonus.

### BRIDGES AND OTHER CROSSINGS

Most rivers have at least one place at which they can be crossed, such as a bridge or a ford. Such crossing points should normally be treated as open terrain, but only if the unit attempting to use the crossing point is in a narrow enough formation to fit across, otherwise treat the entire unit as being in the river! Whether or not a unit is narrow enough will normally be fairly clear.

## MYSTERIOUS RIVERS

Rivers are mysterious terrain – it might look like water, but is it really? As soon as a unit enters or deploys in the river, roll on the following table to determine what it has put its collective feet in.

D6

1 It's probably just a normal river. Don't drink the water though.
2 Boiling Flood.
3 Necrotic Ooze.
4 Raging Torrent.
5 River of Blood.
6 River of Light.

### BOILING FLOOD

*This river's waters are boiling with incredible fury – it's best to cross quickly, lest you never leave the river at all.*

Any model at least partially in the boiling flood at the end of any turn suffers a Strength 4 hit with no armour saves allowed. Models that are immune to Flaming Attacks do not suffer from this effect.

### NECROTIC OOZE

*Only the stench of this thick and lifeless sludge can compete with its toxic virulence. Those crossing this river had best hold their breath.*

Necrotic ooze counts as dangerous terrain for all models. Additionally, a unit that moves through necrotic ooze gains the Poisoned Attacks special rule until the end of the following player turn, so vile are the waters that cling to their blades.

### RAGING TORRENT

*The icy rivers of the high mountains run clear, pure and very swift indeed.*

A raging torrent is dangerous terrain. However, such are the invigorating effects of the icy waters that any models that are in the river (or left the river earlier in the turn) have +3 Initiative.

### RIVER OF BLOOD

*When the rivers of the world turn to blood it is a sign that Khorne has regained ascendancy at the head of the unholy pantheon of the Realm of Chaos. The time of the Blood God has come!*

A unit that moves or charges through a River of Blood is counted as causing Fear until the end of the following player turn, so ghastly is their blood-slicked appearance.

### RIVER OF LIGHT

*This is no mere river, but a swirling and seething mass of Light Magic.*

When a unit enters a River of Light, it is immediately the target of a randomly chosen Light Magic spell (see the Reference section). The spell is automatically cast and cannot be dispelled. If the spell has a choice of different casting values, it is assumed to be cast at the lower value.

***Not only rivers...***

*Even though the rules presented here refer to rivers, they can also be used for other shallow water features that might appear on your battlefield, such as lakes, ponds or the tidal plains of a flat coastline.*

*For example, you could model the forbidden Lac Sanguinais in Bretonnia, whose shores use the rules for the River of Blood, or allow your models to wade through the choppy water on a coastal gaming board, using the Raging Torrent rules to represent the surf.*

# MARSHLAND

A battle in a marsh can easily end in disaster – the footing is unstable, the mud clings to weapons and as many warriors drown as are hacked apart by the foe. Marshes are therefore best employed as traps to suck your enemy into, rather than bastions from which to fight.

All marshland use the rules given below.

### MARSHLAND AND MOVEMENT

Marshland is dangerous terrain for all units, other than those with the Skirmish special rule. Cavalry, monstrous cavalry and chariots that enter marshland fail their Dangerous Terrain tests on a 1 or 2, rather than a 1.

## EXAMPLES OF MARSHLAND

Although all marshland is dangerous, its nature (and degree of the peril) can vary greatly.

### EARTHBLOOD MERE

*Raw magical power of the lifewind Ghyran bubbles through the waters of this marsh.*

Any unit with the majority of its models within the mere has Regeneration (6+).

### KHEMRIAN QUICKSAND

*The burning desert hides a multitude of traps. Many an unwary warrior has been sucked to his death by the shifting sands of Khemri – the larger the victim, the more certain the fate.*

A monster, monstrous infantry or monstrous cavalry model that fails its dangerous terrain test for Khemrian Quicksand is removed as a casualty with no saves of any kind allowed.

### MIST-WREATHED SWAMP

*The vapours of this swamp hang in the chill air, hiding those within from the gaze of their enemy. Yet who knows what horrors lurk within the mist, just waiting to pounce?*

If the majority of a unit's models are wholly within a mist-wreathed swamp, the unit counts as being in hard cover.

However, at the end of each Movement phase, the unit must pass an Initiative test, or have D6 models dragged to their doom by the monstrous Fimir lurking in the mist (the victims are selected in the same manner as the allocation of shooting hits).

*Dwarf treasure-hunters risk the wrath of the Tomb Kings in order to seize the secrets of the Nehekharan Sphynx!*

### *Over the Hedge*

*When you're fighting a combat over a wall or hedge, you'll have to apply a little gumption in order to work out which models can fight, and who they can strike blows against. The reason? Well, as your two units aren't actually in base contact, it's not always easy to tell what the base contact would be if the wall weren't there. The solution? Well, if the wall isn't glued down to the battlefield, then you can just whisk it away for a moment and push the two units into true base contact to resolve the issue. Once you know who's fighting, put the units and the wall back in their original positions, and have at it once more!*

# OBSTACLES

This category covers all long and narrow terrain types, such as fences, walls and hedges.

All obstacles use the rules given below.

## OBSTACLES AND MOVEMENT

If a cavalry, monstrous cavalry or chariot model marches, charges, flees, pursues or overruns over an obstacle, or charges an enemy on the other side of an obstacle, it must take a Dangerous Terrain test (see page 117).

Obstacles do not otherwise impede movement. If a unit ends its move with some of its ranks or files on different sides of the obstacle, simply place the models appropriately on both sides of the obstacle – the unit suffers no ill-effects.

## OBSTACLES AS COVER

An obstacle offers a greater measure of protection against missile fire to models hiding behind it. If a firer is shooting at a model that is behind an obstacle and in base contact with it, the target model counts as in cover (of the appropriate type), regardless of how much of it is visible above the obstacle. We assume that the warrior takes shelter behind the obstacle. When firing against a unit, the majority of its models must be behind the obstacle in order to benefit from this additional protection.

Firing models that are themselves in base contact with an obstacle may ignore it for the purposes of line of sight, just as if the obstacle was not there – they will lean over it as they fire.

## OBSTACLES AND COMBAT

If one of your units is charging an enemy who is touching the other side of an obstacle, the obstacle counts as 'defended'. Measure the charge distance to the obstacle, rather than the enemy unit. Similarly, if the charge is successful, move your unit into contact with the obstacle rather than the unit itself.

Essentially, we assume the enemy push forward to fight over the obstacle – your models count as being in base contact with the enemy behind the obstacle, as if it wasn't there, and must charge in such a way as to maximise the number of models from both sides that can fight, using the normal rules for charging that are presented on page 20.

To represent the formidable defensive position offered by the obstacle, any models from a charging unit that are in base contact with an obstacle (or are providing supporting attacks for a model in base contact) will suffer penalties depending on the type of obstacle. This modifier only applies when the unit charges, not in subsequent rounds of the combat.

If the charged unit is not in contact with the obstacle, treat it just as you would for the purposes of movement. If there isn't room for a a rank of charging models to fit between the obstacle and the charged unit, it is perfectly acceptable to remove the obstacle whilst the combat goes on (put it back again as soon as possible).

## EXAMPLES OF OBSTACLES

Here are a few examples of obstacles you can use in your Warhammer games – this is by no means a definitive list, but should prove a fertile starting point for your own imagination.

### BLAZING BARRICADE

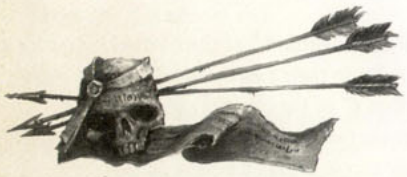
*The original blazing barricades were magical obstacles called into existence by High Elf mages as they fought for survival during the initial daemonic invasions. Though that was now thousands of years ago, the magic that created the blazing barricades still dwells within the ground.*

Blazing barricades grant soft cover to units behind them. If a unit completes a charge against a defended blazing barricade, it immediately suffers one Strength 4 hit on each of its models in contact with the obstacle.

### BLESSED BULWARK

*It is common practice in the Empire for a Warrior Priest to bless any wall which might have to serve in the battle against the foul creatures of Chaos. Such enchantment lingers on long after it takes root, and even endures through the destruction of the wall itself. Many farming fields and fortress walls in the Empire are bounded by walls constructed of stolen fragments from the blessed bulwarks, and retain a portion of that power.*

Blessed bulwarks are obstacles that grant hard cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them. In addition to this, models from the Forces of Destruction (see the Allies chapter on page 136) that are in base contact with the obstacle must halve their Initiative.



### FENCE

*Fences are gnarled and twisted constructions of wood and lath. Though fences are chiefly designed to keep herd animals in a particular location, determined warriors can also use a fence as a rough bulwark in order to keep enemies out!*

Fences are obstacles that grant soft cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them.

### GHOST FENCE

*A Ghost Fence is a barrier with little physical substance – merely a series of poles or posts upon which are hung accursed fetishes and totems to which daemonic or Undead spirits have been bound with forbidden spells. Only a brave or foolish warrior crosses a ghost fence without good cause – or without powerful protective wards.*

Ghost Fences are obstacles that grant soft cover to units behind them. A unit that is defending a Ghost Fence causes Fear in the first round of any close combat.

### WALL

*Walls are a common sight, serving as boundaries between fields, estates and even burial sites. Though such a wall is seldom more than chest-height, it makes for an incredibly effective impromptu defensive position, and can save the warriors sheltering in its lee from otherwise fatal encounters with arrows, crossbow bolts and buckshot.*

Walls are obstacles that grant hard cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them.

# MYSTICAL MONUMENTS

Thousands of years of struggle and conquest have left the Warhammer world strewn with mystical relics, monuments and ruins. A battle will often be fought for the control or the defence of such a place, and for the awesome power it commands.

This is essentially a catch-all category for things that don't fit comfortably in other sections. Mystical Monuments are best treated as impassable terrain for the purposes of movement. Particularly large or complex Mystical Monuments might be made up of several terrain elements, such as hills or obstacles (see pages 118 and 122 for details).

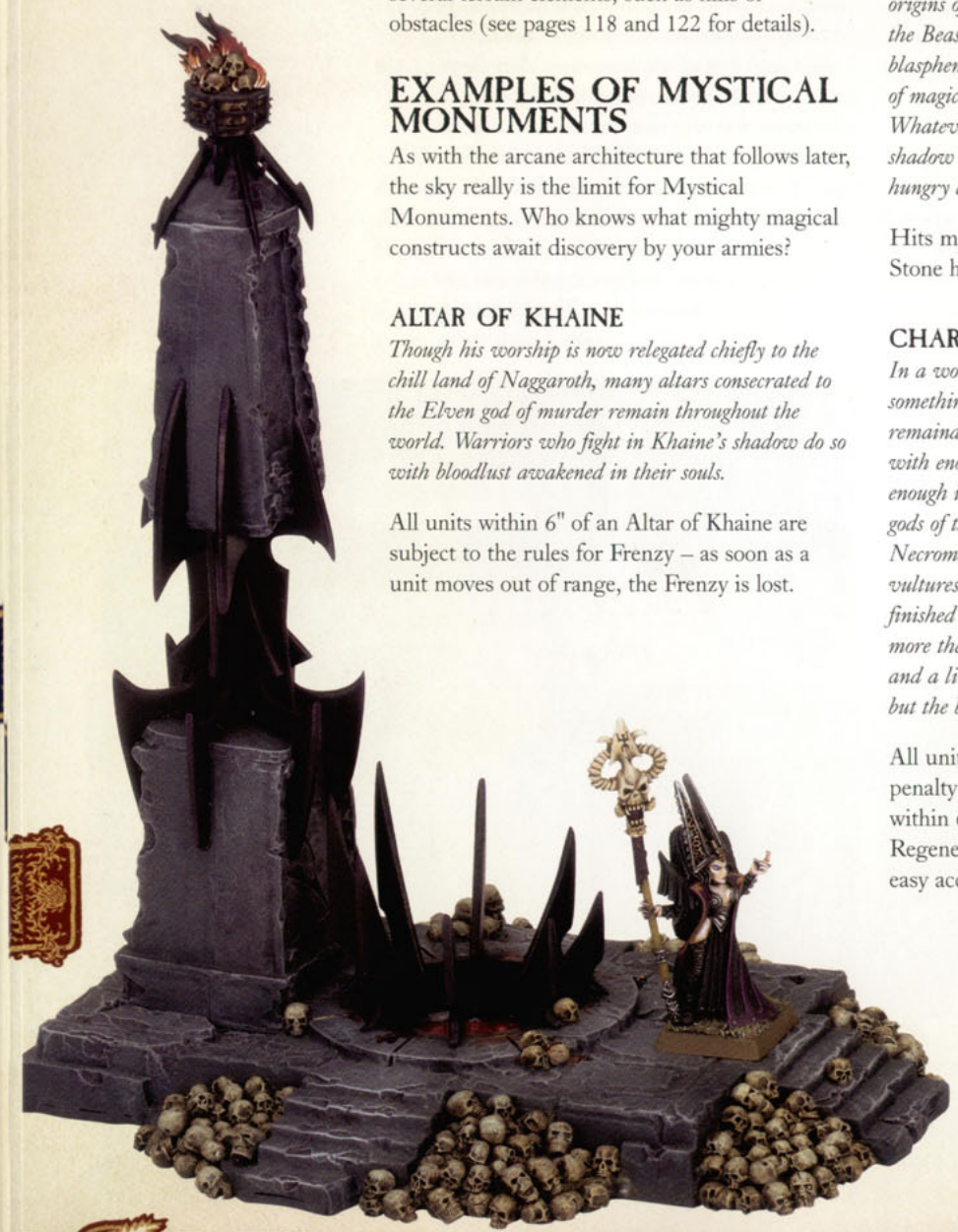
## EXAMPLES OF MYSTICAL MONUMENTS

As with the arcane architecture that follows later, the sky really is the limit for Mystical Monuments. Who knows what mighty magical constructs await discovery by your armies?

### ALTAR OF KHAINE

*Though his worship is now relegated chiefly to the chill land of Naggaroth, many altars consecrated to the Elven god of murder remain throughout the world. Warriors who fight in Khaine's shadow do so with bloodlust awakened in their souls.*

All units within 6" of an Altar of Khaine are subject to the rules for Frenzy – as soon as a unit moves out of range, the Frenzy is lost.



*A Dark Elf Sorceress calls upon the dread power of the Altar of Khaine.*

### ARCANE RUINS

*The stones of fallen temples still resonate with magical energy centuries after their final celebrants crumbled to dust.*

Any wizard within 6" of an arcane ruin can choose to roll up to four dice when channelling, rather than one. However, if three or more dice come up as 6s, the wizard must immediately roll on the Miscast table.

### BANE STONE

*Not even the most learned of scholars knows the origins of the Bane Stones. Some folk maintain that the Beastmen raised them in tribute to their blasphemous gods, others that they are jagged shards of magic made manifest through careless sorcery. Whatever the truth, to battle in a Bane Stone's shadow is to invite swift death, for the stones are hungry and fresh souls are their food.*

Hits made against units within 6" of a Bane Stone have a +1 bonus to wound.

### CHARNEL PIT

*In a world of unremitting war, a decent burial is something granted to only the luckiest. For the remainder, eternal repose begins in a mass grave, with enough stones atop to deter wild beasts, and enough icons to draw down the blessings of various gods of the dead. Alas, most such charnel pits attract Necromancers and other dark sorcerers like, well, vultures to carrion. By the time these foul folk have finished with the pit's contents, it is sure to be little more than a blood-slicked pit, strewn with body parts and a lingering unholy taint that instills fear in all but the bravest warriors.*

All units within 6" of the charnel pit suffer a -1 penalty to their Leadership. Undead units within 6" of the charnel pit have the Regeneration (6+) special rule to represent their easy access to replacement parts.

## ELVEN WAYSTONE

*There are countless Elven Waystones scattered throughout the world, ancient monuments to the once globe-spanning glory of the children of Ulthuan. Yet these towering edifices are more than mere markers of a sundered past. It is through the Waystones that the Elves siphon excess magical energy from the world. A learned enough wizard can tap into the Waystone's magical current and thus purloin its energies for his own use.*

Any Wizard within 6" of an Elven Waystone adds +1 to his channelling attempts.

## IDOL OF GORK (OR POSSIBLY MORK)

*Prior to a great battle, Orcs raise crude idols of their brutish gods so that their deities might find amusement in the forthcoming destruction. Many of these idols are crafted from mud and dung, and so are quickly worn away by the elements. Some, though, are roughly hewn from boulders or the defaced statues of other races. These can stand against the weather for centuries, allowing Mork (or possibly Gork) an uninterrupted grandstand view of the passing centuries' carnage.*

Any warriors fighting under the grim gaze of Mork (or possibly Gork) are infused with the greenskin gods' lust for battle. Units that start the turn within 6" of the Idol can re-roll a failed charge distance roll.

## MAGIC CIRCLE

*Ancient mannish ruins, raised to empower primitive rites, magic circles can dissipate harmful sorcery and offer protection to those nearby.*

Units within 6" of the Magic Circle have the Magic Resistance (2) special rule.

## SINISTER STATUE

*Witless watchmen, set to stand sentinel over secret shrines by an ancient and unknown force, these sinister statues take exception to interlopers in a most forceful fashion.*

At the start of each player turn, roll a dice for every unit within 6" of the Sinister Statue.

On a 4 or more, nothing happens – the statue either doesn't notice the unit, or recognises it as an ally of its forgotten master. On a 1-3, beams of light blaze out of its stone eyes – the unit suffers D6 Strength 4 hits.

## SORCEROUS PORTAL

*A sorcerous portal is prone to appear where certain contours of hill and valley funnel the Winds of Magic in unexpected ways. Many are caged and harnessed by ambitious sorcerers, but wood and stone cannot easily contain raw magic.*

At the start of the Magic phase, after power and dispel dice have been generated, but before spells are cast, the sorcerous portal belches forth energy in the form of a spell. Roll 2D6 on the table below each time to see what spell is cast.

| | |
|---|---|
| 2-4 | *Soulblight* (Lore of Death) |
| 5-6 | *Wyssan's Wildform* (Lore of Beasts) |
| 7 | *Plague of Rust* (Lore of Metal) |
| 8-9 | *The Speed of Light* (Lore of Light) |
| 10-12 | *Fireball* (Lore of Fire) |

The spell does not need line of sight, always targets the closest unit (regardless of range, if the unit is in combat and so on), is automatically cast and cannot be dispelled. If the spell has a choice of casting values, it is assumed to be cast at the lower value.

## WYRDING WELL

*It is said that Wyrding Wells are set upon sites where the blood of the world bubbles to the surface. This amber liquid has magical, if unpredictable, properties and is a prized ingredient in many potions and elixirs.*

Providing it is not in combat, a unit within 3" can drink from the well at the end of its Movement phase. Roll a D6 on the following table to discover the outcome of the unit's incautious imbibing:

1 *Magical Poisoning.* Models in the unit cannot make any voluntary action (including shooting, casting spells, channelling, using magic items and so on) until the start of the following turn, whilst copious vomiting ensues.

2-4 *Ailments Banished.* The unit immediately recovers 2D6 wounds' worth of models, as described for the Lore of Life *Regrowth* spell (see the Reference section).

5-6 *The Gift of Oblivion.* The coursing earthblood erases all fear and sensation from the minds of the drinkers. The unit is subject to the rules for Stupidity and is Unbreakable for the remainder of the game.

*High Elf Mage*

# BUILDINGS

*Buildings are, without doubt, amongst the most important pieces of terrain on a battlefield. They offer substantial protection to those inside, are a good vantage point for models that can make ranged attacks. Warriors firmly ensconced in a building can only be driven out by a determined assault.*

As with other terrain elements, players should identify at the start of the game all pieces of terrain for which they are going to make use of the buildings rules given here. This is important, as during the game these rules may give a clear advantage to some units.

As with any terrain pieces, a small amount of common sense will go a long way when dealing with buildings. Players may agree to treat some buildings as impassable (very small ones, or those with a strange shape, for example). Similarly, players may want to divide very large buildings into several parts, each of which counts as a separate building for the purposes of the following rules. We'll discuss that in a little more detail later – for the moment, let's take a look at the overall rules for buildings.

## BUILDINGS AND MOVEMENT

For the most part, buildings act as impassable terrain (the rules for which were given earlier in this chapter). That said, we do allow units to enter buildings and 'garrison' them. This might seem a bit strange, but it's nice and clear in terms of rules. Basically, we don't want units moving through a building as if it were not there, and nor do we want them 'sitting' on top of it. If it's a building and you're a unit, you're either garrisoning, or not in contact with it – nice and clear.

### GARRISONING A BUILDING

A unit can enter and garrison an unoccupied building if it can move into base contact with the building during the Movement phase. Some units simply cannot enter buildings – the members of the regiment are just too big – unless differently specified, only infantry, monstrous infantry, war beasts, monstrous beasts and swarms can garrison a building. Remember that war machines can also be deployed in buildings, as explained on page 109. Units cannot garrison a building in the same turn in which they have marched – swiftly getting a formation of ranked up troops into a building is not easy.

When a unit garrisons a building, you'll normally find that there's not enough room for the models in or on the structure (or that placing them in the building just looks silly). It's perfectly acceptable to place a representative model from the unit in, on or next to the building to remind you that the unit is inside (standard bearers are the best for this!), and place the rest of the unit aside from the battlefield. The main thing you're trying to achieve is to leave a recognisable reminder as to the building's occupants for both you and your opponent as the game goes on.

### ONLY ROOM FOR ONE

Each building can hold a single unit of any size and any characters that have joined it – once garrisoned, no other units can enter the structure unless the previous tenants have left (or been driven out). Note that characters can join a garrison unit by moving into base contact with the building.

### ABANDONING A BUILDING

A garrison unit can exit a building in their Remaining Moves sub-phase, though not in the same turn that it garrisoned the structure. Place the unit in any desired formation, with at least one model in its rear rank touching the building. No model in the unit may be placed more than twice its normal Movement distance from the building. The unit may not move any further in a turn that it exits a building – it's too busy reordering its battle formation. This is the only way a garrison can voluntarily leave a building – it cannot charge out of a building, for example.

A unit that is Frenzied, or is otherwise forced to charge, still cannot do so if it is in a building – it must instead exit the building as close as possible to the enemy instead of charging.

## BUILDINGS AND MAGIC

Buildings do not offer any additional protection against magic missiles, spells that affect the entire unit, that target individual models, etc. Spells that use templates and damage inflicted by Miscasts will follow the rules given later for templates, hitting D6 models. Wizards inside a building may cast spells as normal following the rules for line of sight and range given below.

## BUILDINGS AND SHOOTING

Most buildings can easily be pressed into service as impromptu firebases. Most have plenty of windows, doors or otherwise gaping holes in the structure through which a warrior can poke a crossbow or other such ranged weapons. Even if there aren't any pre-existing firepoints in a building, the garrison can normally knock their own loopholes in the wall as needed.

A garrison unit can shoot in the Shooting phase, tracing line of sight from any point on the building. The forward arc of the garrison unit is assumed to be 360 degrees (i.e. all around) so we don't need to worry about that either. The range for a garrison's shooting attacks is always measured from the closest point of the building.

### FIVE PER FLOOR

When a garrison unit shoots, there are only so many vantage points to shoot from. We normally assume only five models can shoot per floor of the building, although you may want to agree a different number with your opponent before the game begins.

### SHOOTING AT A GARRISON UNIT

Enemy models can shoot at the building's garrison, provided that they can trace line of sight to the building and that it lies within their forward arc. Naturally, we assume that the building itself provides a certain amount of protection, so we treat the garrison as being in hard cover – shots are otherwise resolved normally. Note that the garrison unit is considered to be too spread out to be affected normally by attacks that can affect multiple ranks, such as bolt throwers – shooting attacks of this nature will only hit one model.

### TEMPLATE WEAPONS

Weapons that use a template, such as a stone thrower or cannon, inflict D6 hits on any unit in a building that is touched by the template. If a building is hit by a stone thrower, these hits are resolved at the higher Strength only if the centre of the template lies over the building, otherwise the lower Strength is used instead.

*For example, a building is hit by a cannonball. The unit inside suffers D6 Strength 10 hits. As the cannon has the Multiple Wounds (D6) special rule, all unsaved wounds will multiply to D6.*

## ASSAULTING A BUILDING

The only way to take an occupied building is by the bloody tactic of storming in with one of your units. This is called an assault. Each occupied building may be assaulted by a single unit during each Movement phase. The assaulting unit must declare a charge against the unit in the building. There can be no multiple assault charges against a building, as the assaulting unit is imagined to surround it. If multiple units are forced to declare a charge against an enemy-occupied building, only one can complete the charge – the controlling player decides which one will do so after rolling the charge distances. The other units automatically fail their charges.

An assault charge is resolved just as if the building were the target unit. If the unit's charge distance is equal to or greater than the distance to the building, it is successful, otherwise the charge is failed as normal. A unit that is assaulting the building is not allowed to charge another target at the same time – it must wheel to bring as many models as possible into contact with the building and close the door in such a manner that it does not contact any enemy units when the charge is completed.

***Just how many can we fit in here?***

*You'll notice that the rules do not place a limit on the number of models that can fit in a particular building. This is quite deliberate – remember that a garrison does not have to look like it's capable of fitting in a building – some of the warriors could be in a basement, or standing guard outside.*

*Empire Crossbowman*

## CHARGE REACTIONS

A garrison unit can only choose to Hold or Stand and Shoot, it cannot choose to Flee! – it would take far longer for the garrison to exit the building than for the enemy to flow around the sides and run the garrison down. Even a failed Terror test will not exhort a garrison to Flee! – it's better to face a mind-numbing peril with four solid walls around you! Accordingly, a garrison that fails its Terror test does not flee as normal, but is forced to Hold. It does, however, count as having automatically failed its Fear test at the start of the ensuing round of combat.

## FIGHTING THE ASSAULT

An assault isn't resolved in the same manner as a regular combat, as the two units involved are not in base contact with one another. Rather, we assume that a swirling melee takes place around the building's door, windows and other entryways, with the best fighters from either side pushing their way forwards into the fray.

It's hard to maintain the impetus of a charge in a confined area, so models assaulting a building lose all charging bonuses. This means, for instance, that they do not receive the normal +1 combat result, gain no bonuses for lances and similar weapons, and do not make Impact Hits.

### Who Can Strike?

At the start of the Close Combat phase, before any blows are struck, both players choose ten models from their unit to form the courageous assault party that will fight in the assault (if the unit numbers less than ten, there is no choice!). Most of the time this will mean ten identical warriors, or at least nine warriors and the unit champion, will form the assault party on each side in the assault, but where there are characters in one or both the units, this selection becomes very important. When it makes a difference, players should roll off to determine which side picks his assault party first.

### We is Bigger dan Dem...

As we limit the number of models due to a lack of space brought on by the cramped surroundings of a building, it would be unfair to allow, say, ten Ogres to attack in the same space as ten Goblins. Therefore, monstrous infantry/cavalry/beasts models each count as three models when selected for a assault party, and a monster (including any riders) counts as five models.

*Lizardman Temple Guard*

### Allocating attacks

Blows are struck in Initiative order as normal and, unless the player specifies otherwise, are directed against any rank-and-file models involved in the assault. If characters, champions, or other models that can normally be singled out if they are in base contact are involved in the assault, then up to half the enemy models can choose to attack them (as often such heroes will be performing derring-do in the thick of fighting, at doorways or atop stairwells).

Note that casualties are taken from the 'back' of the unit as normal. If one side suffers casualties before it fights, extra models are assumed to step up and join the assault party in place of fallen comrades, assuming there are enough survivors to do so. So ten models will always get to fight, assuming there are enough left to do so!

### Challenges

A single challenge may be issued and accepted as normal, but only models chosen as part of the two sides' assault parties can issue, accept and refuse challenges – you can't use the challenge to increase the number of models fighting.

### Special Attacks

For special attacks (such as stomps) and items that affect models in base contact, a model fighting in a building is assumed to be in base contact with one enemy model nominated by the enemy player unless fighting in a challenge, of course, in which case they are in contact with the model they are fighting!

## COMBAT RESOLUTION

The victor of an assault is calculated as for a normal close combat, however combat result points can only be scored by inflicting wounds (including overkill wounds scored in a challenge, if there are any). Standards, ranks, flank and rear bonuses, and so on do not apply (the last two primarily because a unit in a building cannot really be said to have a flank or rear). A musician will still win a drawn combat, however (he spurs his fellows on to greater efforts). Otherwise, the close combat result is based purely on casualties.

### Defender Loses

If the attacker wins, the defender must take a Break test. Note that units garrisoning buildings are always considered steadfast.

If the defender fails the Break test, then the garrison unit is placed outside, directly opposite the assaulting unit, as described for a unit abandoning a building (see page 127). If this cannot be done, place it as near as possible to this position. It then makes its fleeing move as normal.

The attacker cannot pursue, but can enter the building if its controlling player wishes (and is of a troop type that is permitted to enter the building). If the unit does not enter the building it is moved directly backwards 1".

### Other outcomes

If the garrison doesn't flee the building, either because they've held the attacker to a draw or beaten them, or have lost the combat but passed their Break test, then the attacker must withdraw from the assault, and is nudged directly backward 1". The close combat ends, and the attacker must launch a new assault next turn if he wishes another attempt at driving the garrison out.

The assaulting unit does not have to take a Break test if the combat was lost. The warriors in the attacking unit know full well that the garrison cannot run them down if the combat goes poorly and automatically retreat in good order with no chance of a rout.

## BUILDINGS AND PANIC

Units garrisoning buildings take Panic tests normally – measure distances to the edge of the building. If the test is failed, they flee as described for units that break from combat.

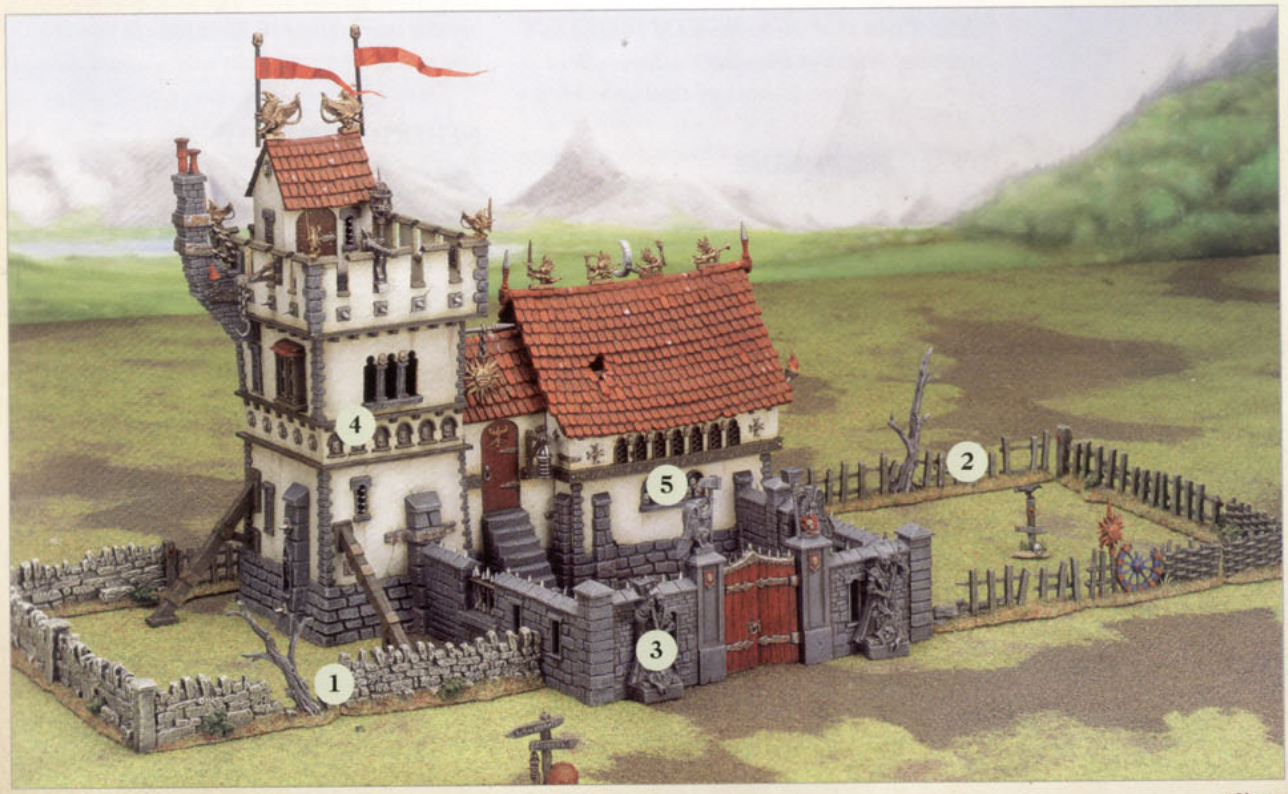
In the same way, a unit that breaks from combat in a building, is destroyed while garrisoning a building, and so on. can trigger Panic tests in friendly units as normal.

## MULTIPART BUILDINGS

The rules given here assume that your building is of a fairly small size (less than 6" x 6") and composed of a fairly homogenous structure (i.e. is made out of the same kinds of materials). None of this is to say that you can't use bigger or more complicated buildings in your games, but you'll probably want to break them down into several sections, each to be treated as its own building, which can be occupied and assaulted separately.

*The fortified manor below is a large and impressive building and will certainly require defining before the game begins. We've decided to split it into the following sections:*

*Using their appearance as a guide, the various obstacles are treated as walls (1), fences (2) and Blessed Bulwarks (3), as detailed on page 123. The tower (4) is treated as one building, whilst the great hall (5) is treated as another. Furthermore, we've decided that a garrison in one of the manor sections is allowed to launch an assault against a different section, even though that would not normally be allowed. Naturally, such a fight would require a certain amount of cooperation between the players – there's no real way of placing the models, so it might become a little abstract – but it'd be great fun!*



# ARCANE ARCHITECTURE

Buildings of great power or importance are plentiful in the Warhammer world. Sometimes, this prominence comes from the magical nature of the place, at others, it comes from the resonance and sanctity awoken in the hearts of its defenders. Regardless, a battle fought over such a building will be a slaughter indeed.

A piece of arcane architecture can either be treated as a building or as impassable terrain (the doors are sealed by the defenders). Models that are inside Arcane Architecture are automatically in range of its effect.

## EXAMPLES OF ARCANE ARCHITECTURE

Only your imagination can limit the types of arcane architecture you will battle over. Perhaps it's worth considering the kinds of buildings over which your army would be eager to fight?

### ACROPOLIS OF HEROES

*This ancient place was built long ago – perhaps it was even raised by the Old Ones themselves. Amongst its walls, half-buried by moss and rubble, lie the statues of fallen kings and heroes whose bold essence lingers on.*

Units within 6" of the Acropolis of Heroes are Stubborn. A unit garrisoning the Acropolis of Heroes gets +1 to hit in close combat.

### DWARF BREWHOUSE

*Dwarf ale is by far the most famous and sought after beverage in the whole of the Warhammer world. Indeed, entire armies have been known to make a detour to a brewery in order to purchase (or, more normally, acquire by force of arms) a supply of heady Dwarf ale. It is little surprise, therefore, that most Dwarfs go to great lengths to fortify their brewhouses, and are careful to place several barrels of cheap, but highly intoxicating ale, beyond the walls as soon as a marching army enters view.*

All units within 6" of a Dwarf Brewhouse have the Immune to Psychology and Stubborn special rules (the rich blend of hops, malts and secret ingredients renders them almost totally insensate to mortal fears). Dwarf units within 6" of the brewhouse are so fanatically defensive of it that they are Unbreakable, but must first pass a Leadership test, with a -3 modifier, if they want to move out of range of the building's effects.

*Josef Bugman*

### GRAIL CHAPEL

*Grail Chapels can be found throughout the world. They are built upon sites where Bretonnian Knights have encountered the Lady of the Lake. Though Grail Chapels are often seemingly abandoned and ruined, the power of the Lady permeates every stone, focusing energies of renewal and rebirth.*

All units belonging to an army from the Forces of Order (see page 136) within 6" of a Grail Chapel have the Regeneration (6+) special rule. Bretonnian units within 6" of a Grail Chapel also have the Stubborn special rule.

### HAUNTED MANSION

*Many an abandoned tower or mansion was once the abode of a Necromancer, whose dark sorceries could only be practised in secret. The Necromancer may be long gone, but the poltergeists and revenants remain – as any who enter will doubtless discover.*

A haunted mansion is normally a building of some kind, but there's no reason why it can't be a ruin, or a cave. At the end of the Shooting phase, all units within 6" of the Haunted Mansion suffers D6 Strength 1 hits to represent the spectral strikes of the mansion's guardians. Due to the ghostly nature of these attacks, armour saves cannot be taken against them. A unit inside the haunted mansion causes Fear.

### NEHEKHARAN SPHYNX

*Long ago, the rulers of Nehekhara bound the trickster spirits of the deserts into great temples. Legend tells that those who entreat a Sphynx receive great power – if they can quench the spirit's thirst for trickery and deception.*

At the start of each player turn, the player whose turn it is can choose one of his characters within 6" of the Nehekharan Sphynx to challenge the spirit to a riddling contest. The challenger must take an Initiative test. If the test is failed, the Sphynx devours part of the challenger's soul and the model suffers a wound, with no armour saves allowed. If the test is passed, the challenger receives one of the following special rules, determined randomly, for the rest of the game: Devastating Charge, Heroic Killing Blow or Loremaster (Death) – this last one has no benefit to non-Wizards (i.e. only Wizards can actually use the spells!) but that doesn't stop the Sphynx bestowing it inappropriately.

## SIGMARITE SHRINE

*Sigmar Heldenhammer fought many battles to defend the nascent Empire from the forces of destruction. Though Sigmar has long since passed, the folk of the Empire still believe that he watches over his land. This might be thought mere superstition, save for the fact that evil creatures seem rather more vulnerable when they draw near to a Sigmarite Shrine...*

Any models belonging to an army from the Forces of Destruction (see the allies rules on page 136) must re-roll successful ward saves if they are within 6" of the Sigmarite Shrine.

## TOWER OF BLOOD

*The walls of this tower constantly ooze pulsing gore. The unnatural stench has a profound effect upon even the most feeble of fighters, engorging bloodlust and so transforming them into voracious slaughterers.*

Units within 6" of the Tower of Blood have the Hatred special rule. Units from the Forces of Destruction within 6" of the Tower of Blood also have the Frenzy special rule – as soon as a unit moves out of range, the Hatred/Frenzy is lost.

## WIZARD'S TOWER

*Wizards are solitary folk, little able to abide the simplistic minds of the mundane multitudes. Little wonder therefore that the mightiest wizards construct great towers to serve as lodging, library and stronghold.*

A Wizard who is within 3" of the tower at the start of the Magic phase is assumed to ransack the tower's library in search of additional spells – he is treated as knowing all the spells from his chosen lore(s) of magic for that phase. If more than one Wizard is within 3", randomly choose which one has control of the tower at the start of each Magic phase (no room can hold two wizardly egos in search of knowledge).

# CHOOSING YOUR ARMY

**So you've read through the rules, and now you're itching to start putting your generalship to the test. It's time to build an army.**

## ARMY BOOKS

**Each of the races or realms in Warhammer has its own Warhammer Armies book.**

In addition to being crammed full of history, information and inspiring painting guides, along with all the rules and characteristic profiles for the army in question, each Warhammer Armies book also contains an army list that you can use to forge your miniatures into an army.

## POINTS VALUES

**Every model in Warhammer has been assigned a points value, given in the relevant army list. Points values reflect a model's worth within its army.**

The higher a warrior's points value, the better that warrior will be – it might be stronger, tougher, faster, have higher leadership, wear better armour, and so on.

A humble Empire Spearman is a fairly average soldier, costing around 5 points, whilst a mighty Dragon costs in the realm of 300. Most warriors have a basic cost that increases as you upgrade their equipment and abilities, giving you a wide range of options that you can choose to spend your points on.

By adding together all the points costs of the warriors you have selected you can find out the points value of your army. Knowing the points value of your models is important, as it gives you a handy way of reckoning your army's effectiveness. A horde of two hundred Goblins can be just as mighty a force as a score of heavily armoured Knights – something not necessarily apparent from looking at the models themselves. Most games of Warhammer take place between armies of an equal points value.

### *In the Balance*

*On a slight tangent, it's worth mentioning at this stage that your games don't have to be balanced – i.e. you don't have to have the same number of points on both sides. This is quite unusual, but allows you to tweak your games to enact a last stand by a hopelessly outnumbered defender, a suicidal charge of 'Light Brigade' proportions, or simply impose a handicap on a more experienced player.*

## SIZE OF GAME

**To play a game of Warhammer, you and your opponent will need to decide the size of battle to fight – the larger the game you want to play, the larger the total points values of your armies. The total points value determines the maximum points you can spend on your army.**

For example, you may decide to play a 3,000-point game, in which case the total points value of all models in each players' army must come to 3,000 points or less. Normally, this will mean that the armies will actually be a shade less than 3,000 points, as it's quite hard to spend every last point.

Quite what that value is will depend upon how long you want the game to take. At 2,000 to 3,000 points per side you'll have enough models for a battle, yet small enough to be over in the space of an evening. On the other hand, many an entertaining game has been played at 1,000 points, or even lower. Such battles normally take around an hour – perfect for a smaller warband-sized games, or 'practice' battles where you can try out new units and strategies. Larger games take proportionately longer (and take up a lot more space) with games of 4,000 points or more providing enough miniature carnage to occupy a goodly portion of a day.

*Older Books*
*At the time of writing, some Warhammer Armies books contain a different army selection system from the one presented here. However, and in a one-off contradiction to the principle stated under Basic Rules and Advanced Rules (see page 11), the system included here replaces and takes precedence over whatever system is printed in your Warhammer Armies book.*

# THE ARMY LIST

**With the points total agreed, players need to pick their forces using the army list in the relevant Warhammer Armies book, and the system presented here.**

## THE GENERAL

**An army must always include at least one Lord or Hero to be its General.**

Every army must have a General to lead it into battle. The General represents you – he issues the orders that lead to the moves, shots, spells and attacks that your troops make.

## MINIMUM THREE UNITS

**An army must always include at least three units in addition to any Lords and Heroes.**

An army just isn't an army unless it has plenty of warriors in its ranks.

## UNIT CATEGORIES

Each army list divides the forces available into several categories. In a standard game, players are limited as to how many of their points can be spent from any particular category.

### LORDS

**You can spend up to 25% of your points on Lords.**

Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.

### HEROES

**You can spend up to 25% of your points on Heroes.**

Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.

### WIZARDS AND SPELL LORES

Some Lords and Heroes are Wizards, and have access to one or more spell lores. Although you won't generate the spells that your Wizards know until you start to play your game (see page 142) you do need to make a note in your army roster of which spell lore each of your Wizards will use. If you have a Wizard that is allowed to choose specific spells, you must select which spells they are at the time you pick your army.

*Night Goblin Warboss*

### CORE UNITS

**You must spend a minimum of 25% of your points on Core units.**

Core units are the heart of your army, the iconic troops who make up the bulk of every warband and warhost. Unlike other types of unit, there is no maximum to the proportion of your points that you can spend on Core units.

Some Core units do not count towards the minimum points you must spend on Core units (sometimes written as 'do not count towards the minimum number of Core units you must include' or variations thereof) or indeed the minimum number of units you must include in your army. In fact, such units don't count towards any category, just the points value of the army.

### SPECIAL UNITS

**You can spend up to 50% of your points on Special units.**

Special units are invariably elite troops, capable of anchoring a battleline of lesser warriors, or performing great deeds in their own right.

### RARE UNITS

**You can spend up to 25% of your points on Rare units.**

Rare units are the most unusual warriors in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill. Rare units are often fantastically powerful, but often require a canny general to get the most from them.

## SPECIAL CHARACTERS

The Warhammer Army books each include the rules for several Special Characters within their pages. They are famous, named war leaders and mighty mages, tales of whose legendary (or nefarious) deeds have travelled far and wide, such as the Emperor Karl Franz, Grom, the Paunch of Misty Mountain, the infamous Vampire Lord Vlad von Carstein and many more besides.

Special Characters are exceptional individuals but, more importantly for our army selection purposes, they are unique – each can be included in an army only once.

## DUPLICATE CHOICES

**An army cannot contain more than 3 Special choices of the same type and 2 Rare choices of the same type.**

To further represent the scarce nature of Special and Rare choices there is a limit on how many duplicates of each troop type you can include in your army. This is only right and proper – whilst not every Empire army will contain the same number of Great Cannons, say, there will be an upper limit as to how many such machinery will be available. Remember, this limit applies only to duplicate Special or Rare unit choices of the same type, not to the total number of Special and Rare units overall.

For example, an Empire army with its maximum allocation of 3 regiments of Greatswords could also include a couple of Mortars, a pair of Great Cannons and some Pistoliers too – provided the points don't run out, of course.

Note that this limit applies to the basic troop type and isn't dependent on the size of the unit or optional wargear. If a High Elf player takes one unit of 20 Silver Helms with shields, and one unit of 10 with shields, or one unit of 20 without shields, then he has still taken two units of Silver Helms – the difference in unit size or equipment does not matter.

### Two Units For One Choice

Some units are listed as taking up a single choice, for example 1-2 Chaos Spawn can be taken as a single Rare choice. As implied, this means that these two units count only as one choice. So a Warriors of Chaos army of 2,000 points could contain between 1 and 4 Chaos Spawn. If it included 1 or 2, they would count as a single Rare choice; if it included 3 or 4 they would count as two Rare choices.

## GRAND ARMY

**In a grand army, you can include up to 6 duplicate Special choices and 4 duplicate Rare choices.**

If choosing an army of 3,000 points or more, we consider this to be a 'grand' army, with enough patronage, cash or muscle to get a larger supply of scarce units: up to 6 duplicate Special choices, and up to 4 duplicate Rare choices.

For example, if the Empire army we discussed earlier was increased in size from 2,000 points to 3,000 points, it could then include as many as 6 regiments of Greatwords in addition to its other Special choices.

*High Elf Noble*

## ARMY SELECTION SUMMARY TABLE

You must always include at least three non-character units, plus one Lord or Hero to be your General.

| | POINTS LIMIT | DUPLICATE CHOICES |
|---|---|---|
| LORDS | Up to 25% | No limit |
| HEROES | Up to 25% | No limit |
| CORE | 25% or more | No limit |
| SPECIAL | Up to 50% | Up to 3 *(6 if a Grand Army of 3,000 points or more)* |
| RARE | Up to 25% | Up to 2 *(4 if a Grand Army of 3,000 points or more.)* |

# ALLIED ARMIES

**Warhammer is normally a clash between two mighty armies, striving for dominance upon their chosen battlefield, but this doesn't mean that it is a game solely for two players, oh no! By combining several players' armies into alliances, it's possible for any number of players to join the battle. Games involving allies will often trigger all sort of bizarre alliances, depending on the armies available to the players. You may wish to invent a narrative to explain the reasons behind the alliance, or simply decide not to worry about it and get stuck in the game. It's entirely up to you.**

To forge your alliances, split the players into two teams. The teams don't need to have the same number of players, but if you're playing a game that uses points values (see page 132) it's best to give a little thought to the relative sizes of the players' collections when assigning teams, so that you can be happy that the balance of the game is as you wish it to be. The players can now pick their armies and begin to play.

For example, five players (including the humble author) decide to play a multi-player game, with 5,000 points per side. Phil collects Ogres, Alessio has Skaven, Jervis has a Tomb Kings army, Jeremy has Orcs & Goblins and I collect Wood Elves.

We want to create a story to explain how this battle come about and decide that the Tomb Kings army represents the Undead warriors of an ancient barrow-king that was buried at the edge of the forest of Athel Loren – home of the Wood Elves. Coveting the warpstone artefact that, according to legend, was buried with the barrow-king, the Skaven have bribed an Orc tribe and hired an Ogre mercenary band to sack the burial grounds. However, the Skaven have not counted on the hostile reaction that their presence so close to Athel Loren would inevitably cause in the Wood Elf inhabitants.

Based on our narrative and the size of each player's armies, we therefore agree that 2,000 points of Skaven, 2,000 points of Orcs & Goblins and 1,000 points of Ogres will be on one side. On the other side there will be an unlikely alliance of 2,500 points of Tomb Kings and 2,500 points of Wood Elves.

## ALLIANCE AND ALIGNMENT

*White Lion Standard Bearer*

Not all armies make natural allies – the Warhammer world's history of blood and battle (to say nothing of deep-held grudges, rampaging nihilists and incompatible worldviews) ensures that some army combinations will make for stronger alliances than others. To work out how harmonious an alliance between two or more different armies is likely to be, we first need to discuss the alignment of the Warhammer world's armies – the age-old division between Order and Destruction.

### THE FORCES OF ORDER

The armies of the Forces of Order are considered to have the same broad goals as one another (though the details may be different). Essentially, they are builders, not destroyers. The Forces of Order want prosperity and peace for their peoples, to build (or rebuild) their realms. It should be borne in mind, however, that 'peace' is a relative term. The Forces of Order are not a united front, and spend much of their time pursuing border wars and settling matters of diplomatic insult with one another as they do battling the Forces of Destruction. Nonetheless, when dire times are loose upon the world, the Forces of Order inevitably set aside their differences to fend off the larger threat.

The Forces of Order are: **the High Elves, the Dwarfs, the Wood Elves, the Empire, Bretonnia and the Lizardmen.**

### THE FORCES OF DESTRUCTION

The Forces of Destruction seek only to topple civilisation, to shatter the shining cities of the High Elves, burn the towns of the Empire and despoil the Dwarf holds. Where the Forces of Destruction march, they leave only carnage and sorrow in their wake. This should not be taken to mean that the Forces of Destruction are any more a unified alliance than the Forces of Order.

They are just as likely to battle amongst themselves as with a common foe, whether in appeasement of an unholy god, to further some despicable scheme or simply because their boiling blood lusts for constant battle.

The Forces of Destruction are: **the Skaven, the Warriors of Chaos, the Beastmen, the Daemons of Chaos, the Dark Elves, the Vampire Counts and the Orcs & Goblins.**

### NON-ALIGNED FORCES

All the realms and races we have discussed so far have been fairly easy to categorise. Politicking and backstabbing aside, each race presents a united front – their armies march either in civilisation's defence or to its destruction. There are, however, a handful of races whose alignment is not so easily judged. Ogres, for example, are famous (or perhaps notorious) sell-swords and mercenaries, happy to fight for any master provided that the gold and grub keeps flowing in equal measure. Elsewhere, the Tomb Kings are less a united race than a series of ancient kingdoms, each acting to the dictats of its ruler. Such armies can march to war in service to the goals of either Order or Destruction.

The Non-aligned Forces are: **the Ogre Kingdoms and the Tomb Kings.**

### *'But in my Army Book it Says...'*

*Alliances invariably trigger rules questions, mostly to do with how the rules from one army interact with those of another allied army. With so many special rules out there, it's impossible to cover every kind of possible interaction – sometimes you will just have to agree a solution with your opponent(s) and keep the game flowing. The guidelines given in this section are just that: a guide. If they don't quite fit the circumstances that have popped up in your game, then by all means find another way.*

## TRUSTED ALLIES

Units from different armies, but which share the same alignment (i.e. either Order or Destruction – non-aligned units are always treated as being suspicious allies, as detailed later) are considered to be 'trusted' allies when they fight in an alliance. They are battling towards the same goal (or one so similar as makes no difference) and this common cause is likely reinforced by centuries-old oaths and the weight of a shared history.

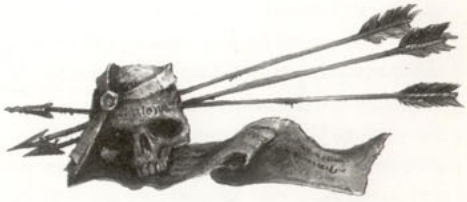
Trusted Allies units are treated as 'friendly units' from all points of view. However, if a rule only affects a specific race, it will not affect friendly units of another race.

This means that, to give some examples, Trusted Allies units:

- *Can use an allied General's Inspiring Presence special rule.*
- *Can be joined by allied characters.*
- *Cause Panic tests in allies when they are destroyed, flee through allies, and so on.*
- *Are counted as being 'friendly' units from the point of view of targeting spells, abilities and so on. E.g. They can be targeted by augment spells, but not hex, direct damage or magic missile spells, and so on.*

#### Bound by Blood

Trusted allies can use an allied battle standard's Hold Your Ground! special rule, but only if they are from the same race/realm as the allied battle standard (in other words, chosen from the same Armies book). For example, a Dwarf unit could not use an allied High Elf army's battle standard, but could use an allied Dwarf army's battle standard.



#### MAGIC

If the alliance contains only Trusted or Suspicious Allies, power and dispel dice generated by the Winds of Magic can be split between the allied armies as the controlling players wish, but this must be done before any spellcasting is attempted. Dice generated by channelling must only be used by the channelling Wizard's army, as must any dice generated by magic items, special abilities and so on.

*Goblin Wolf Rider*

# SUSPICIOUS ALLIES

Units from the non-aligned forces are always considered to be suspicious allies – one can never entirely rely upon them. That's not to say either party necessarily has any reason not to trust the other – they just can't quite bring themselves to do so. This is true even in an alliance between two such armies – it's quite easy to imagine two Tomb Kings uniting to fight against an invader, with each never quite taking his eye off of the other even in the midst of battle.

Suspicious Allies work exactly like Trusted Allies, except that they:

- *Cannot use an allied General's Inspiring Presence special rule.*

- *Cannot use an allied battle standard's Hold Your Ground! special rule.*

- *Characters cannot join units of Suspicious Allies.*

# DESPERATE ALLIES

Order and Destruction only find common cause in the most desperate of circumstances. Units from the Forces of Order always treat units from the Forces of Destruction as being desperate allies, and vice versa.

Units in your army treat desperate allies as enemy units that cannot be charged, shot or targeted with spells. The only time that desperate allies count as friendly is if a spell or other effect causes damage to friendly units. In this case the desperate allies will be damaged as well, just like friendly units would.

This means that, for example, desperate allies units:

- *Cannot use an allied General's Inspiring Presence special rule.*

- *Cannot use an allied battle standard's Hold Your Ground! special rule.*

- *Cannot be joined by allied characters.*

- *Have to take Dangerous Terrain tests when fleeing through allies.*

- *Are not counted as 'friendly' units from the point of view of targeting spells.*

- *Do not cause Panic tests in allies.*

**MAGIC**

If the alliance contains one or more desperate allies, the power and dispel dice generated by the Winds of Magic must be split as equally as possible between the various allied armies. If the dice cannot be split equally, roll off to allocate any spare dice. Dice generated by channelling must only be used by the channelling Wizard's army, as must any dice generated by magic items, special abilities and so on. Note that Wizards are not permitted to dispel an enemy spell that targets only desperate allies.

# FRAGILE ALLIANCES

Some races, specifically Skaven and Dark Elves, are so untrustworthy that not even their own kin can trust them for long. Worse, their manipulative presence tends to sour relations between other allied parties. An alliance that includes Skaven or Dark Elves is automatically a fragile alliance.

All relations in a fragile alliance start out normally, according to the various alignments. However, each player in a fragile alliance must roll a D6 at the start of his turn – on a roll of 1-3, all of that player's alliances immediately become one step worse for the rest of the game (unless they're already desperate allies).

*Dark Elf Standard Bearer*

# GRAND ALLIANCE

The allies rules can be used for battles of all scales, from skirmishes of a few hundred points to slaughters many thousands of points in size. To help lend a suitably epic scale to these larger games, any alliance that contains at least three armies, each of at least 2,000 points or more, is considered to be a grand alliance under the shrewd command of a particularly charismatic or mighty hero.

A grand alliance uses all the normal ally rules presented earlier in this section. In addition, each side nominates one of their Generals to be their supreme commander – the head honcho by whose will the assembled warriors fight and die upon the field of combat. Such is the supreme commander's force of personality and voice of command, his Inspiring Presence range is doubled for the course of the battle!

## ALIGNMENT SUMMARY

| Forces of Order | Forces of Destruction | Non-aligned Forces |
|---|---|---|
| High Elves | Warriors of Chaos | Ogre Kingdoms |
| Dwarfs | Beastmen | Tomb Kings |
| Wood Elves | Daemons of Chaos | |
| Empire | Vampire Counts | |
| Bretonnia | Orcs & Goblins | |
| Lizardmen | Dark Elves | |
| | Skaven | |

| | Trusted | Suspicious | Desperate |
|---|---|---|---|
| Can use allied General's Inspiring Presence | Yes | No | No |
| Can use allied battle standard's Hold Your Ground | * | No | No |
| Can be joined by allied Characters | Yes | No | No |
| Cause Panic tests in allies | Yes | Yes | No |
| Are treated as friendly units for the purposes of spells | Yes | Yes | No |
| Have to take Dangerous Terrain tests when fleeing through allies | No | No | Yes |
| Can use allied battle standard if the same race | Yes | No | No |

* Only if they are chosen from the same Armies book.

*Ogre Maneater*

# FIGHTING A WARHAMMER BATTLE

**So you've read the rules, assembled your glorious army and are even now champing at the bit to unleash a smiting upon your opponent! That being the case, it's time to set up and play a Warhammer battle.**

Two armies, met by chance or purpose, must now battle for supremacy! Who knows what grim deeds have brought them to this bloody ground? Whether they fight for glory, vengeance, justice or the act of slaughter itself matters not. When the sun rises the carnage will begin, and only the elimination of the foe or the fall of night will bring it to an end.

Of course, not all battles are the same – quite the opposite in fact – so we vary certain details, such as deployment and how the winner is determined. Doing this allows us to reflect the particular situation of the clash – classic battlelines, a fight in a mountain pass, the defence of a watchtower, and so on – creating a 'scenario' for the game.

*One of the great things about Warhammer is that there are lots of different ways to fight a battle. Unlike games like chess or checkers, where there is only one way to play, with Warhammer the pieces you will use and the battlefield over which you will fight will be different in every game. As you play more games, you're likely to want to experiment with different deployments, army sizes and even add special rules – the possibilities really are endless. Ultimately, your imagination is the only limit!*

The scenarios given on the following few pages represent pitched battles, where the armies are of roughly the same size and the situation gives neither side a particular advantage. They are each designed to give both sides an equal chance of winning, and have few, if any, scenario special rules.

There are two ways that you can choose which pitched battle to use. The first is to pick randomly, by rolling on the Pitched Battle table shown below.

| D6 | Pitched Battle |
|---|---|
| 1 | Battleline (page 144) |
| 2 | Dawn Attack (page 145 |
| 3 | Battle for the Pass (page 146) |
| 4 | Blood and Glory (page 148) |
| 5 | Meeting Engagement (page 149) |
| 6 | The Watchtower (page 150) |

The second method is to discuss the matter with your opponent and agree which battle you both want to fight. This gives the maximum amount of choice and ensures that you don't end up in a scenario that neither of you wants to play.

Each pitched battle contains the information you need to get set up and playing, broken down into the following categories: **The Armies** (this will normally be two armies of equal points value, chosen using the system on page 132), **The Battlefield, Deployment, First Turn, Game Length, Victory Conditions** and **Scenario Special Rules**. This format governs all Warhammer scenarios – not just the ones found in this volume.

*Impromptu Terrain*

*Don't worry about using stand-in props as terrain when you're getting started. We've all used a shoe box or two as a ruined castle, or books and bedsheets to represent hills. The important thing is to get plenty of terrain on the table – Warhammer inevitably plays better the more elements of terrain you have to battle over.*

# THE BATTLEFIELD

**With your armies selected, the next thing you will need to do is to set up a suitable battlefield using the wargames terrain in your collection.**

Place at least D6+4 pieces of terrain upon the battlefield, choosing the pieces from your terrain collection (selecting which of the rules on pages 116-131 you will use to represent each piece).

Alternatively make at least D6+4 rolls on the Random Terrain Chart to determine what kind of terrain your army will fight over.

## RANDOM TERRAIN CHART

| 2D6 | Result |
|---|---|
| 2 | **Settlement of Order**<br>D3 buildings, D3 sets of obstacles, plus one roll on the Steadfast Sanctum part of the Random Terrain chart. |
| 3 | **Steadfast Sanctum**<br>Roll a further D6:<br>1 – Grail Chapel<br>2 – Acropolis of Heroes<br>3 – Wizard's Tower<br>4 – Sigmarite Shrine<br>5 – Elven Waystone<br>6 – Dwarf Brewhouse |
| 4 | **Sinister Structure**<br>Roll a further D6:<br>1 – Altar of Khaine<br>2 – Charnel Pit<br>3 – Bane Stone<br>4 – Haunted Mansion<br>5 – Idol of Gork<br>6 – Tower of Blood |
| 5 | **Hill**<br>Roll a further D6:<br>1, 2 or 3 – 'Ordinary' Hill<br>4 – Temple of Skulls<br>5 – Scree Slope<br>6 – Anvil of Vaul |
| 6 | **Building**<br>A watchtower, mansion or other similar 'ordinary' building. |
| 7 | **Mysterious Forest** |
| 8 | **Obstacles**<br>Three 6" sections of one of the following obstacles – roll a D6:<br>1 – Fence<br>2 – Wall<br>3 – Blazing Barricade<br>4 – Blessed Bulwark<br>5 – Ghost Fence<br>6 – Roll again |
| 9 | **Mysterious River** |
| 10 | **Magical Mystery**<br>Roll a further D6:<br>1 – Sinister Statue<br>2 – Arcane Ruins<br>3 – Nehekharan Sphynx<br>4 – Sorcerous Portal<br>5 – Wyrding Well<br>6 – Magic Circle |
| 11 | **Marsh**<br>Roll a further D3:<br>1 – Earthblood Mere<br>2 – Khemrian Quicksand<br>3 – Mist-wreathed Swamp |
| 12 | **Encampment of Destruction**<br>D3 buildings, D3 sets of obstacles, plus one roll on the Sinister Structure part of the chart. |

Once you've determined the pieces of terrain your game will use, roll off with your opponent. Starting with the player who scored the highest, the players then alternate placing terrain pieces (or group of terrain pieces) until all the terrain has been placed on the battlefield.

Note that the Watchtower scenario specifies the first piece of terrain that should be placed. If you roll this scenario and do not have a watchtower to hand, you'll need to use a different building or roll again for a different pitched battle.

# DEPLOYMENT

**With the armies chosen and the terrain set up, it's now time to deploy. Typically, a pitched battle will have two deployment zones marked out on map, as well as instructions governing how the forces should be deployed. Before you deploy any of your Wizards, remember to generate their spells, as described in the Reference section.**

## ALTERNATING UNITS

Where a battle calls upon you to alternate deployment of units, roll off to see who sets up the first unit, and then take it in turns to deploy a single unit in your deployment area. All an army's war machines are set up at the same time (taking just one of the player's 'turns') but can be placed at separate locations in their deployment zone. All characters must be deployed last, again taking up just one turn, but may be set up in separate locations or units in their deployment zone. When using this method the players roll off to see who gets the first turn, but the player that finished deploying his army first is allowed to add +1 to his dice roll.

## RESERVES

Some battles call for units to enter play as reserves. These units use the rules for reinforcements given on page 27. The following additional caveats also apply:

- Units that are not normally allowed to move (certain altars or war machines spring to mind) are placed touching the table edge.

- Characters can choose to either enter the battle on their own or as part of a unit they are allowed to join. If the battle uses dice to determine when and where reserves enter, state if the character is joining a unit before making any rolls. If so, make a single roll for both.

## FIRST TURN

**To find out which player takes the first turn, follow the instructions in the scenario. Different battles use different methods to determine which player takes the first turn. Some instruct you to roll off with your opponent, others depend on which player set up first.**

## GAME LENGTH

**Most pitched battles run for six game turns, at the end of which the winner of the battle is determined using the Victory Conditions. Some scenarios use alternate methods to determine the game length – where this is the case it will be clearly outlined in the scenario.**

If should go without saying that if one player concedes the battle, the game ends and victory goes to his opponent. At this point the only gentlemanly thing to do is offer him a rematch!

## VICTORY CONDITIONS

**Each scenario has its own Victory Conditions by which players can judge who has won.**

### VICTORY POINTS

Many pitched battles use victory points as convenient shorthand for calculating the winner of a battle. In order to win you must either wipe the opposing army out completely, or score at least twice as many victory points as your opponent – any other result is a draw.

Victory points are, first and foremost, awarded for destroying enemy units, but other pivotal actions, such as slaying the enemy General, or capturing their standards are also assigned victory point values, to represent their effect on the battle's outcome. Essentially, anything that enheartens your army or demoralises your opponent's curs is worth victory points. At the end of the game, you are awarded victory points for the following achievements:

#### Dead or Fled

Each enemy unit that has been destroyed or has fled the table is worth a number of victory points equal to the number of points it cost to include the unit in the army.

*For example, a unit that cost your opponent 351 points to field would be worth 351 victory points to you. This means you earn more points for destroying powerful units then you do for weaker ones.*

#### The King is Dead

If the enemy General is slain or has fled the table, you score an additional 100 victory points.

*For example, a General that cost your opponent 234 points is worth a total of 334 victory points to you if he is dead or fled (234 victory points for his points cost, and 100 for being the enemy General).*

#### Seized Standards

You score an additional 25 victory points for every enemy standard bearer that was removed due to the Last Stand rule (see page 94), or was slain in close combat (remember this can only happen once the rest of his unit, except the champion, are dead). If the enemy Battle Standard Bearer is slain under these circumstances, his death instead scores an additional 100 victory points.

*For example, a Battle Standard Bearer that cost your opponent 95 points is worth a total of 195 victory points to you under these circumstances (95 victory points for his points cost, and 100 for being the enemy Battle Standard Bearer). Note that if a standard bearer of any kind is killed by a shooting attack, spell or anything else outside of close combat, these extra victory points are not scored (the enemy is assumed to whisk their prized banner away before your troops can get ahold of it).*

#### Underdog Challenge

If one of your unit champions slays an enemy character in a challenge, you score an additional 50 victory points in recognition of his deeds.

*For example, if one of your champions slays an enemy character worth 92 victory points, you score 142 victory points (92 for the character's points cost and 50 for the Underdog Challenge).*

## SCENARIO SPECIAL RULES

**Some scenarios use unique special rules that confer extra abilities, restrictions or effects onto your games. We group all such elements into the Scenario Special Rules section, where they can be fully explained.**

### *Building a Better Battlefield*

*While you can just plonk your chosen terrain pieces down when setting up the battlefield, to get the most out of your game you'll need to employ a little nous. A battlefield looks (and plays) better if your terrain is spread out fairly evenly – not only does this make the game more exciting, but it does a much better job of recreating a 'realistic' setting. Similarly, you might want to group similar terrain pieces together to create a narrative for your battlefield. If you've several buildings and walls, why not place the buildings as a small village and use the walls to define the edges of roadways or field boundaries? Or perhaps arrange your hills in such a way that your armies will be fighting across a valley or mountain pass? All of the battlefields in this book have been set up with such a narrative in mind, but these are by no means the only options. The possibilities are endless...*

*Tomb King*

# BATTLELINE

**In the Warhammer world, disputes are settled upon the bloody field of battle. An abortive raid by an unruly warlord, a dispute over a piece of territory, or any number of a perceived slights can lead to two nations going to war. The conflict will be settled in a battle between the rival armies, with the spoils going to the victor, and death and dishonour to the loser.**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

Set up terrain as described on page 142

## DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment described on page 142. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.

## FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143.

## SCENARIO SPECIAL RULES

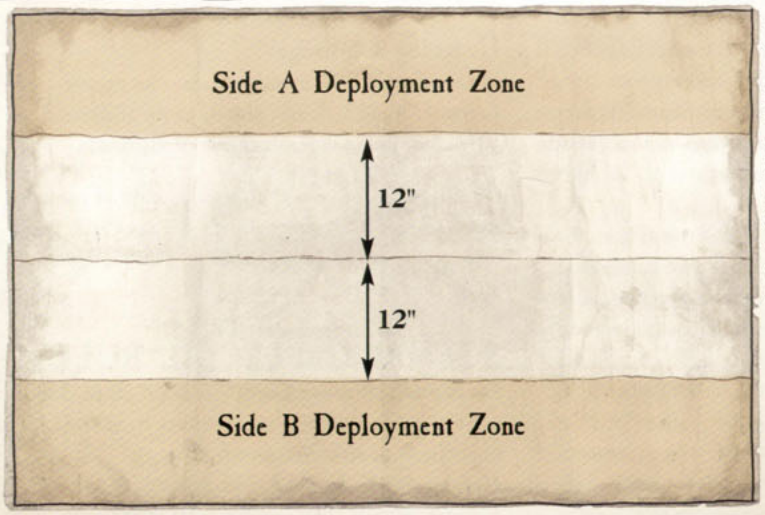
None.

### *A Timeless Classic*

*The Battleline is a straightforward wargaming standard, and, being the simplest option, is a good choice for your first few games. It can be argued that all other scenarios are a modified version of this kind of battle.*

### *Pitched Battle Maps*

*The maps throughout this chapter mark out deployment areas but do not show any battlefield terrain. However, remember that you must set up at least D6+4 pieces of terrain (see page 142), and the more the better.*




### *Placing Terrain*

*Creating a miniature battlefield to fight over can be a thoroughly entertaining business. The best battlefields present an evocative landscape and a host of tactical challenges for the commanders to use to their best advantage.*

# DAWN ATTACK

**When two armies first encounter each other they will usually make camp and wait until the next day before taking to the field of battle. As the first rays of light sweep the horizon the two sides will march forth, advancing through the gloom towards the battle positions their generals have decided upon. Sometimes units will become confused and lost, forcing their commander to modify his plan of battle.**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

Set up terrain as described on page 142.

## DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

The player that won the roll off must deploy his entire army first. Before deploying each unit, roll a dice and refer to the Deployment table to see where the unit must deploy – this represents them groggily making their way to the battlefield in the darkness just before dawn breaks. Units with the Scouts special rule do not roll on the table, and deploy using their own special rules after normal deployment is complete. Characters may either deploy on their own, rolling on the table like any other unit, or deploy as part of a unit they are allowed to join (state that the character will join the unit before rolling to see where the unit and character will deploy).

Once the first player has deployed, his opponent must do likewise, rolling for each unit as described above.

## FIRST TURN

After deployment, the player that set up second rolls a dice. On a roll of 6 he can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has the first turn.

## GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143.

## SCENARIO SPECIAL RULES

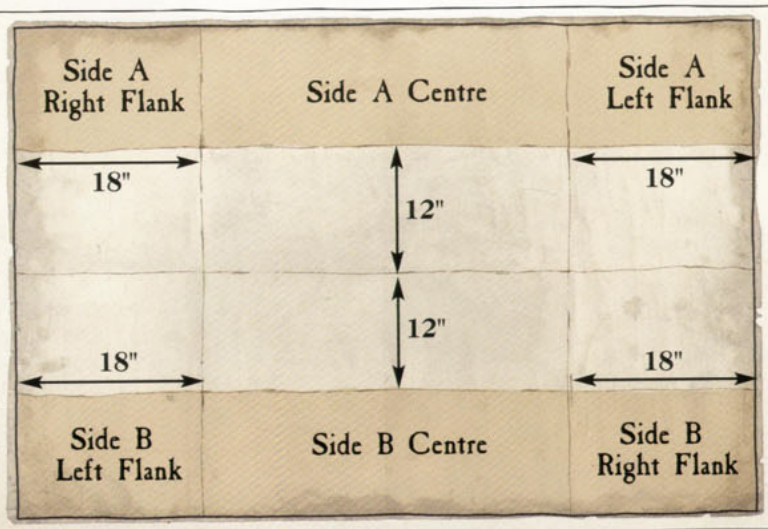
None.

*Wood Elf Highborn*

**Deployment Table**

**1: Left Flank.** The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's left.

**2: Right Flank.** The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's right.




**3-5: Centre.** The entire unit must be placed in the player's half, more than 12" from the centre line, and more than 18" from either narrow table edge.

**6: Choose.** The entire unit must be placed in the player's half, anywhere more than 12" from the centre line.

# BATTLE FOR THE PASS

**Many of the kingdoms of the Warhammer world are separated by towering mountain ranges that can only be crossed at the occasional mountain pass. These narrow defiles are of vital strategic importance, and present a defender with the perfect location to confront an invading army.**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

Set up terrain as described on page 142. It's worth keeping in mind when setting up the terrain that the battle will be fought down the length of the table, in a narrow pass with impassable mountains just off each of the long table edges.

*Chosen of Chaos*

## DEPLOYMENT

Roll off to see which player picks the half of the table they want to deploy in. The opponent deploys in the other half. Note that in this pitched battle the game is fought down the length of the table rather than across its width, as shown on the deployment map below.

Units may be placed anywhere in their half that is more than 12" from the centre line.

Players take it in turn to place units on the table, using the alternating unit method of deployment described on page 142.

## FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143.

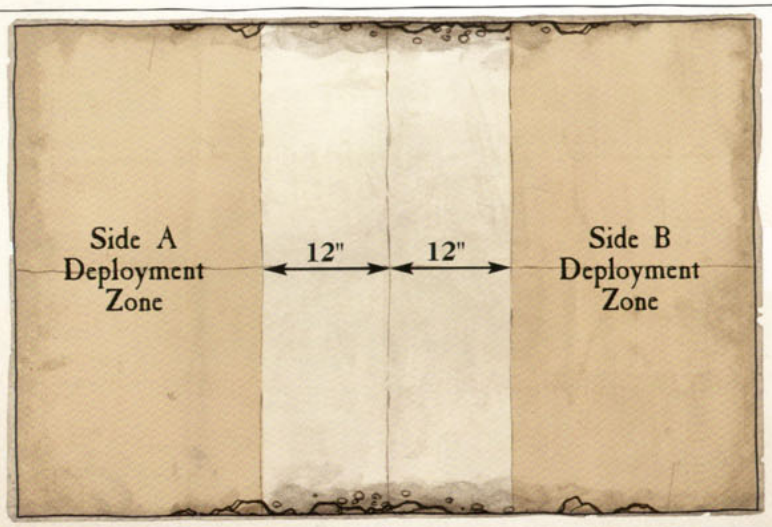
## SCENARIO SPECIAL RULES

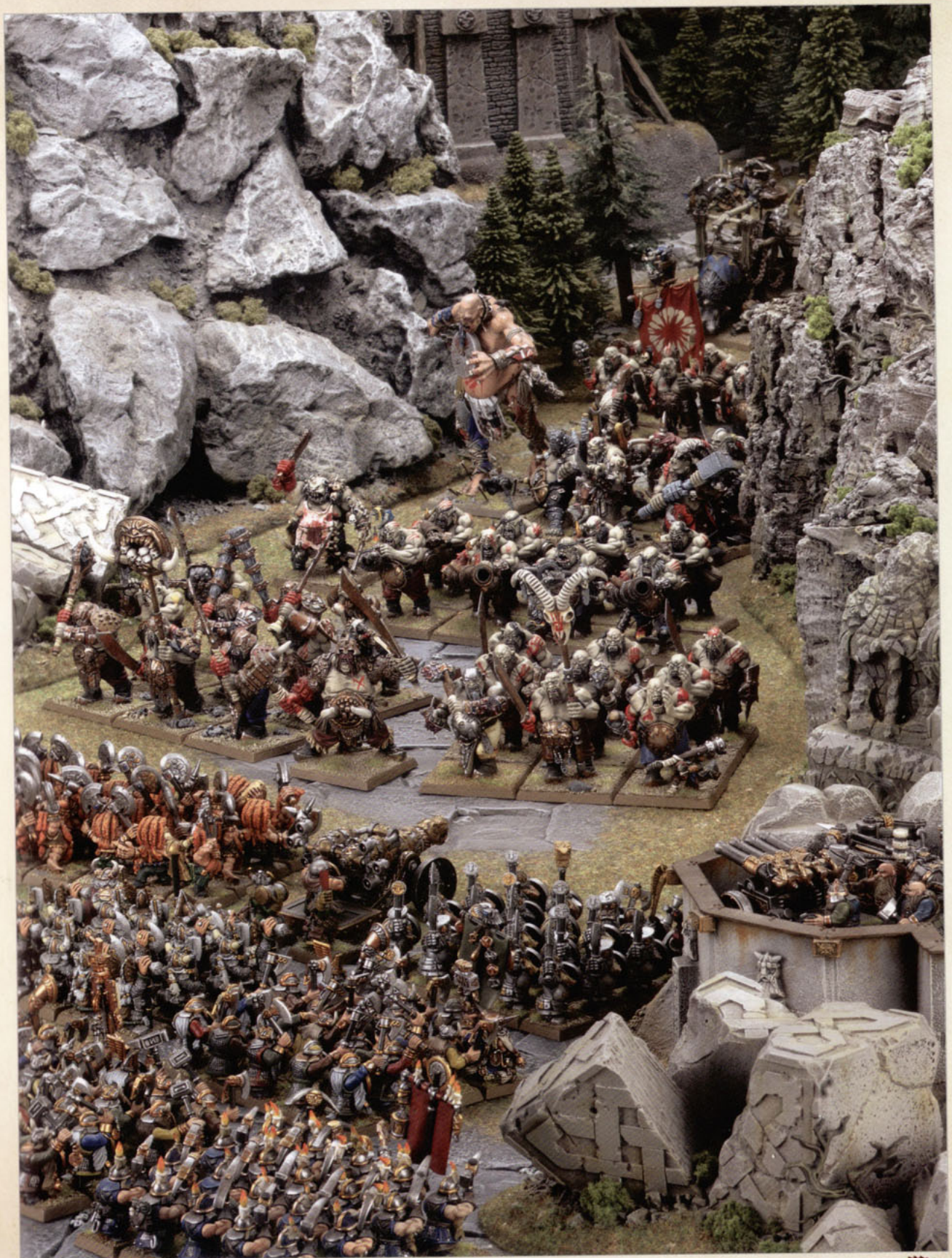
### Bottleneck

The battle is being fought in a narrow pass enclosed by high cliffs. Because of this, the long table edges count as impassable terrain. Following the normal rules, fleeing units can force a way through the impassable terrain and disappear from the table (or die trying!). Other units (including reinforcements) may not enter or leave via a long table edge unless they are Ethereal or a Flyer. This means that pursuing or overrunning units, other than Ethereals and Flyers, must stop 1" away from the long table edges.

***Do I Need a Mountain Pass?***

*Our map shows a vague hint of the mountain pass along the long table edges, however, it is by no means necessary to actually place the cliff faces on the battlefield – the table's edge will serve just as nicely.*





# BLOOD AND GLORY

**The battles fought in the Warhammer world are bloody affairs. Eventually, worn down by destruction, one of the battlelines will break and flee, leaving their opponents in control of the field.**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

Set up terrain as described on page 142.

## DEPLOYMENT

Roll off to see which player chooses the half of the table they will deploy in. The opponent will deploy in the other half. Players then take it in turns to place units on the table, using the alternating units method of deployment described on page 142.

Units may be placed anywhere in their half of the table that is more than 9" from the centre line, and more than 9" away from either narrow table edge.

*Skeleton Standard Bearer*

## FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The game ends at the end of the 6th game turn or as soon as an army breaks. An army immediately breaks when its Fortitude is equal to or less than its Breaking Point (see below).

## VICTORY CONDITIONS

The first army to break the enemy wins the battle (see above). If neither army has broken by the end of the game, or if both were to break simultaneously, use victory points to determine the winner (see page 143).

## SCENARIO SPECIAL RULES

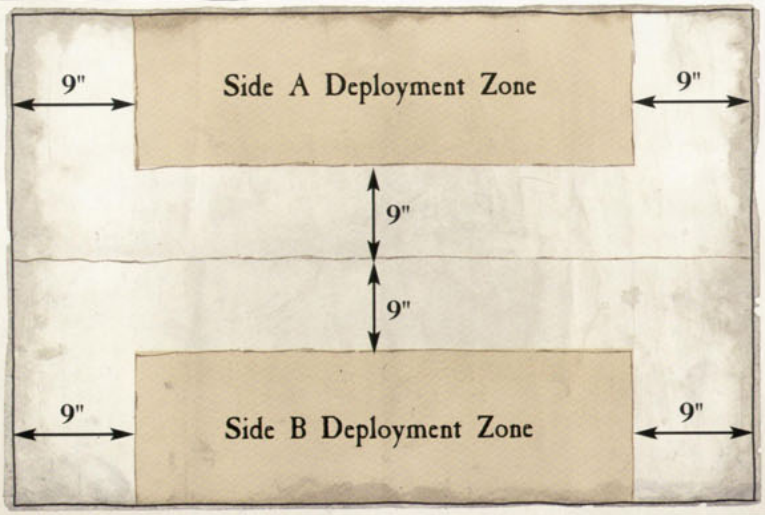
**Breaking Point:** An army's breaking point is equal to one for every thousand points in the army, rounding any fractions up. So, an army of up to 1,000 points has a breaking point of one, an army worth 1,001 to 2,000 points has a breaking point of two, etc.

**Fortitude:** Any army's fortitude is equal to the current number of standards in the army (including the battle standard), plus two for the General. Fleeing units and units that are only temporarily off-table still count.

*For example, a 2,000 point army (breaking point 2) has three unit standards, a battle standard, and a General, giving it a starting fortitude of six (3+1+2=6). It would break as soon as its fortitude was reduced to two.*

*Table Size*

*Generally our maps are presented as a 6' by 4' playing surface. However, if you keep the basic proportions, these maps can accommodate any table size. Note that the distance armies start apart from each other should remain the same.*




*Minimum Standards*

*The 'sudden death' victory conditions used in this scenario mean that it's important to have enough standards in an army to stop it breaking immediately as the game starts. For example, in a 2,000 point battle you will need the general and at least one standard to avoid instantly breaking.*

# MEETING ENGAGEMENT

**It is not uncommon for two armies to come across each other and immediately deploy straight from column of march. More often than not, the fighting starts while elements of the army are still marching towards the battlefield. In such a battle there is little time for careful consideration or planning.**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

Set up terrain as described on page 142.

## DEPLOYMENT

In this scenario the table is divided into two halves from corner to corner, as shown on the deployment map. The players roll off and the winner chooses the two opposite corners to be used and which half of the table each player will deploy in.

The player that won the roll-off must deploy their entire army first. Before deploying the army, roll a dice for each separate unit, including each individual character and war machine. On a roll of 1 the unit must be held back as reserves (see the special rules for Reserves on the right). After all units have been rolled for, those that are *not* reserves can be deployed in their side's deployment zone, anywhere that is more than 6" away from the centre line.

Once the first player had deployed, his opponent does likewise, in exactly the same manner.

## FIRST TURN

After deployment, the player that set up second rolls a dice. On a roll of 6 they can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has the first turn.

## GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143.

## SCENARIO SPECIAL RULES

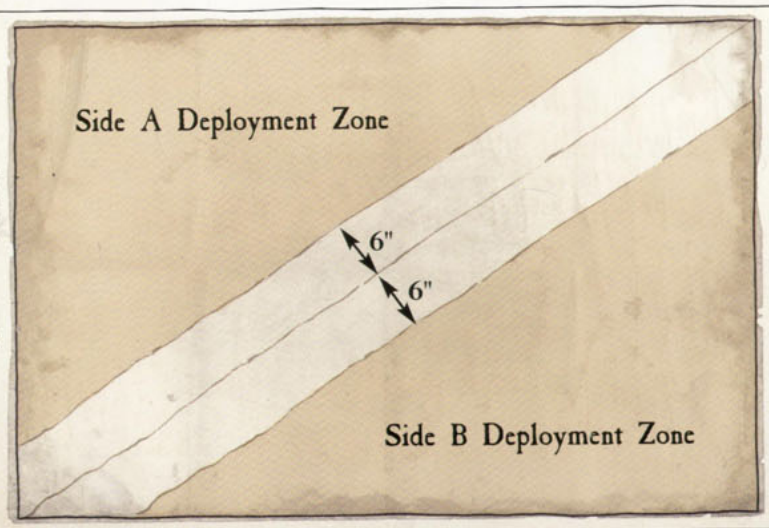
### Reserves

Reserves are not deployed at the start of the battle. Instead they can enter play on any turn of their player's choosing, using the reinforcements rules described on page 27. They may enter at any point on the long table edge of their deployment zone.

*Skavenslave*

***Random Factor***

*This scenario has a random element – units that might be held back as reserves – a factor that can ruin even the best laid plans. To overcome sudden and unexpected events is a true test of one's generalship. On the other hand, should your opponent arrive disjointed, will you press your advantage or play more cautiously?*




***Who is the Best General?***

*There is endless debate about how to best decide who is the better tabletop tactician. Playing a 'best of' series of three or more games gives more evidence than a single match-up. An interesting option is swapping sides and refighting the same battle with your foe's army.*

# THE WATCHTOWER

**A wise warlord will protect his territory by building watchtowers at strategic locations. These fortified towers will have a small garrison, whose duty is to watch out for enemy incursions into their ruler's territory. They are expected to hold out long enough for the rest of the army to arrive and bring the enemy to battle.**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

Set up the watchtower as described below, and then set up any remaining terrain using the method described on page 142. The watchtower counts as the first of the D6+4 terrain pieces that must be set up.

### The Watchtower

A building must be set up at the centre of the table. Any building model can be used, but a Warhammer Watchtower is ideal. If you don't have a building model, use any other terrain feature of your choice.

## DEPLOYMENT

Roll off to see who controls the watchtower at the start of the battle. The player that controls the tower may deploy a single Core infantry unit of no more than 20 models in the tower if they wish to do so. The unit is not allowed to voluntarily leave the tower until after the first game turn of the battle has been completed.

The opposing player then picks the half of the table they will deploy in. Players then take it in turn to place units on the table, starting with the player that doesn't control the watchtower, using the alternating units method of deployment described on page 142. Units may be placed anywhere in their half that is more than 12" from the centre line.

## FIRST TURN

The player that does not control the watchtower receives the first turn.

## GAME LENGTH

Roll a D6 at the end of each game turn, starting with the end of game turn 4. Add the turn number to the dice roll. If the score is 10 or more, then the battle ends immediately. If the total is less than 10 then the battle continues for at least one more game turn.

## VICTORY CONDITIONS

At the end of the battle, the side that controls the watchtower is the winner. The watchtower is controlled by the unit inside or, if it is unoccupied, the closest unit that is not fleeing. In the unlikely event that neither player can claim to control the watchtower, use victory points to determine the winner of the battle, as described on page 143.

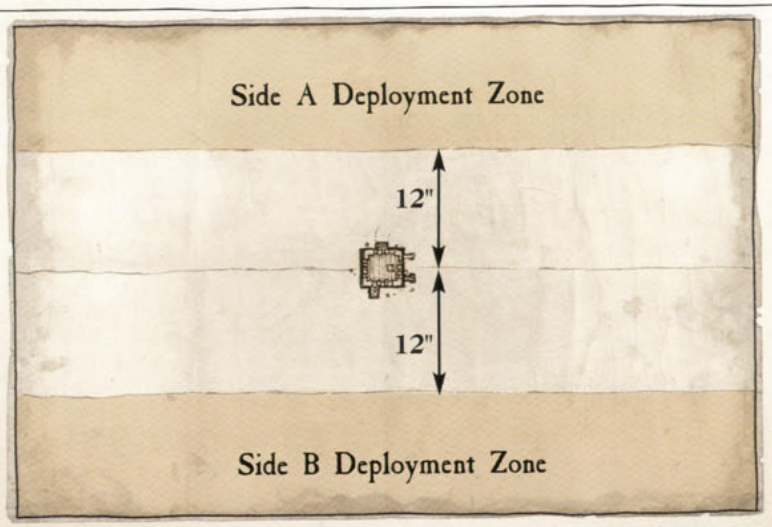
## SCENARIO SPECIAL RULES

None.

*Empire Captain*

"No tower can stand without the courage of men to fortify it."

– Graf Boris Todbringer, Elector Count of Middenheim




*The Watchtower*

*A watchtower is a useful and multi-purpose piece of Warhammer terrain. There is a plastic Warhammer Watchtower kit available, or players can build their own mighty edifice.*

# THE WARHAMMER WORLD

The world of Warhammer is a battle-scarred and dangerous place, host to glorious armies and deadly threats without number. This section takes a look at how the Warhammer world came to be, the cataclysmic events that plunged it into the embrace of Chaos, and the races that constantly battle for supremacy over what remains.

The chapters that follow deal purely with the rich stories and dramatic rivalries that lie behind the conflicts we enact upon the battlefield. Furthermore, this part of the book not only sets the scene for your own battles, but also gives you a taste for each of the races and factions that you may encounter over the course of your wargaming career.

The secrets of the Warhammer world are there for the taking, so read on, and remember – no matter whether you are scouring the taint of evil from the lands or forging an empire of merciless slaughter, it always pays to know your enemy...

Written by Phil Kelly

# WAR UNENDING

This once was a world of purity and splendour. An ice-clad jewel in the heavens, slowly nurtured into a paradise by beings older than Time.

To look upon this world was to witness the hopes of that unknowable race made real. Lush vistas of dense jungle swathed the lands, winged lizards swooped lazily through the multicoloured mists. White-crested mountains soared through gossamer clouds to graze the heavens, their uncharted depths shot through with thick veins of precious metal. Oceans blue as sapphires caressed the lands under endless turquoise skies. Temple-cities thrived across the globe, their reptilian denizens as ordered as cogs in a divinely fashioned machine. For a while, the world knew harmony.

Then came Chaos.

The Great Cataclysm shook the firmament with such force its echoes still pervade, and always will. All semblance of tranquility was blasted away in an instant. A screaming gale of raw magic enveloped the lands and the beasts that dwelt within. It remade them into forms disturbing and unclean, shaping them like clay in the hands of a demented artist.

Where once was beauty there is now a vision of insanity. The crumbling faces of ancient kings, hewn from granite cliffs in aeons past, speak backwards untruths devised purely to riddle a man to madness. Endless forests of gnarled and sentient trees grab and strangle those that stray too close, their eaves hung with throttled corpses. Towering citadels of bone and sinew burst upwards from the ground at the command of cackling mages. The parched lands crack and split to reveal mass graves, moaning faces, hissing lava. Monstrous terrors prowl the wilderness in search of fresh meat. Nowhere is safe.

Upon this precarious foundation are built the sprawling nations of the world. The kingdoms of Mankind are triumphs of hope over constant adversity, their bustling fortress-cities breathtaking in size and accomplishment. And yet there can be no peace. The corrupting taint of Chaos yields discord as a field yields crops, and there are always warlords willing to reap its bloody harvest.

Ever onwards come the barbaric and murderous tribes of the wilds, flowing together into an immense horde that blackens the lands. The electric promise of conquest crackles in the air. Hell-spawned fiends boil out from the night, desperate to enslave and destroy. Roaring behemoths lumber out of their lairs, evil warlocks summon searing conflagrations of raw magic that turn entire battalions to ash.

Marching to meet them are armies beyond counting, their enchanted banners streaming in the wind. The rising sun turns red a hundred thousand spearpoints. Its rays burnish the armour of commanders hungry for conflict. And yet Man does not stand alone in his war against the darkness. The proud warhosts of the elder races stride out from their ancient realms, resplendent and majestic. Each warrior is the equal of a dozen lesser mortals, and yet none expect to see the dawn.

Under storm-wracked skies these surging legions clash. Battlelines slam into each other with the force of tidal waves. The muted roar of warfare resounds from the uncaring peaks.

The gods of strife shall feast upon this day, and every day hence, until the end of time.

# AN AGE OF WAR

**This is a dark age, a bloody age, in a world seething with conflict. Breathe in the stench of constant bloodshed. Listen to the agonised screams of the dying and the harsh cries of the triumphant. These conflicts have raged for thousands of years; every nation and race is locked in a struggle for supremacy. And yet, victory can still be wrested from the fires of battle...**

*Maximillian Weiss, Grand Master of the Empire*

*Ghazbag Bloodytoof, Warlord of the Axebite Orcs*

*Scar-Veteran Gor-Bok of the Sun City Hexoatl*

*Vhorgokh Bane-son, Khan of the Blistered Wastes*

It is the time of Emperor Karl Franz I, Prince of Altdorf and celebrated leader of the Old World. The armies of the world muster once again for the war to end all wars. In the sprawling cities of the Empire of Man, every cobbled street is thronged with soldiery amassing for the new crusade. Every tavern is host to recruitment sergeants pressing the Soldier's Schilling upon those who would never dare enlist whilst sober. Every smithy is bent to the production of swords, axes and plate mail. No stone is left unturned in the furtherance of the Imperial war effort, for this is a war that will decide the fate of the world.

Across the breadth of the Empire, rivers are plied by armoured barges whose crenellations bristle with volley guns and great cannon, fighting for every mile of passage against the Goblins and Beastmen that infest the banks. Mile-long columns of brightly-uniformed state troops wind and flow along the forest roads, eyes shifting left and right for signs of imminent battle. Genius engineers create ever more bizarre and devastating machineries of destruction; wizards fast in preparation for arcane feats of searing potency. Warrior Priests pray for the direct intervention of their gods, their weapons alight with faith, for the time has come for the most desperate of measures.

The magnificent armies of the Empire stand united by the rule of Karl Franz, as tempered by battle as the magical warhammer at his side. Thanks to the Emperor's statecraft, the proud warhosts of the Elves and the Dwarfs put aside their ancient rivalries and fight side by side against the common foe. Armies of Ogres and Halflings, their allegiance bought not by gold but by the best quartermasters and chefs the Emperor can provide, line up alongside the veteran soldiery of the Empire. After all, some value a victory feast even more than honour and glory, and the embattled Empire has no shortage of fresh meat.

Karl Franz is a warrior as well as a king, just like Sigmar two and a half millennia before him. His wits are as sharp as the talons of his griffon steed, Deathclaw, and his appearance upon the battlefield is a portent of hard-won but imminent victory. Whispers fill the alleyways, the temples and the courts – is Karl Franz the light that will drive back the darkness? Is the Emperor, lord amongst men, the Sigmar of a new age?

## THE EMPIRE BELEAGUERED

For all the hope that Karl Franz embodies, there remains a world of menace and despair that spreads around and throughout the civilised realms. Within the deep woods of the Old World dwell creatures huge and foul, the stuff of crone's tale and madman's nightmare: Cockatrice, Jabberslythe, Chaos Spawn, Chimera, Ghorgon, and still viler beasts as yet unnamed. Whilst industrious men swarm like ants to build new fortresses and temples, scant leagues away the warherds of the Beastmen tear down all signs of civilisation and trample each edifice into the dirt.

In the dank corners of the Old World, vampires practice dark rites in twisted, macabre castles, their hissing incantations raising whole armies of rotting cadavers from the peaty earth. Spectral forms descend upon sickly moonbeams into far-flung villages, their touch granting lunacy or shrivelling their victims to dust. Hooded Wraiths and cannibal Crypt Ghouls stalk isolated hamlets and plague sites, craving the warmth of the living. In the land of the necromancers, death is no escape from the tides of war.

From the vales of Bretonnia in the west come crusading knights by the thousand, lances and voices raised, their dukedoms left threadbare to ensure their weapons of war are as true as their hearts. The air fills with colour and splendour as skyborne cavalry soar to battle upon majestic winged beasts. Yet even the proud kingdom of Bretonnia is infested – countless Goblin tribes skulk out from the valleys, the gnashing, thrashing beasts of the cave-world following in their wake.

Across the world, howling tribes of brutal Orcs pour down from the foothills of fire-bellied mountains, united by an unquenchable thirst for battle and mayhem. Spider kings with chitinous legs as thick as tree trunks stalk out from the forest, gnarled Squig-beasts tow creaking artillery towers to the front line, inebriated Giants stumble from the burning remains of Dwarf breweries, spoiling for a fight. Amongst the greenskinned anarchy come heaving wooden effigies that crackle with power when battle is joined, breaking apart and reforming into stomping, roaring gods of war, snapped ropes and broken corpses trailing in their wake.

## A WORLD EMBATTLED

A river sparkles in the twilit valleys of far-off Ulthuan – no normal river this, but a great glittering host of High Elves, clad in blue and purest white. The evening light glints not from the crests of waves but from the blades and helms of their glorious phalanxes. They go to war once more, for the time of reckoning is at hand. Barely a league away, a score of Black Dragons are stirred from their torpid sleep by the cunning Dark Elves. Their tattered wings eclipse the sun. Their acidic flames turn a hundred High Elf warriors to ash with every breath.

In the crumbling subterranean empire of the Dwarfs, stout throngs of Clansmen and Longbeards march forth in grim silence as they take the fight to the hated Goblins and the verminous Skaven. Battle is joined, a thousand masterpieces of Dwarven weaponcraft cut deep into troglodyte flesh, but the villainous hordes are without number. The peril becomes dire – rune-sealed treasuries are raided for the most ancient of magical weapons, experimental war engines unearthed, runes of desperation struck. Ancestor gods grumble their commands, and new heroes are forged.

Still stranger sights are to be seen in the lands even further afield. In the bone-strewn deserts of the south, living volcano-gods belch forth armies of elemental flame at the behest of silk-clad sorcerers. Undead kings command their monuments and statues to shake off the sands and lurch into life, the dunes melting underfoot as they advance before an endless army of sun-bleached skeletons. In the Dark Lands, the blacksmiths of Chaos emerge from their citadels. Amongst them come lava-spewing golems and vast winged bulls branded with the mark of the Father of Darkness.

From the northern wastes come albino giants clad in icicles and hoarfrost, ripping up pine trees in their hunt for the blood of man. A monstrous host of Trolls shambles southward, their vomit-stained King bellowing his horrible intent. Armies of blubber-clad Ogres laugh gutturally as they smash aside whole ranks of lesser warriors with club, fist and gut, making veteran soldiers seem no more than infants by comparison.

To the west, vengeful forests pull up their roots and shamble to war, their advance as inevitable as the onset of winter. The boughs of centuries-old tree spirits shiver with rage as the Elves of the wood dart into battle formation, each of their arrows finding a throat, an eye, a heart. A mile from the Elven towers that stand sentinel upon the coast, an armada of Norscan raiders crosses the Sea of Claws, intent on bringing war to the rich and temperate lands of Karl Franz's Empire. A fleet of Imperial galleons moves to intercept their course, and battle is joined in the midst of a thunderstorm.

## THE ARMIES OF UNREASON

And yet in the far north the darkness grows ever thicker, the terrors it conceals hatching out from the veil like daemonic wasps from a hidden nest. In the Shadowlands, shimmering, hell-clad mansions slaver and moan as they writhe across the land, spilling out daemonkin in great spurts like blood from a mortal wound. Astromancers channel lightning from the thunderheads above, acting as living conduits to blast apart the gatehouses of their prey. Upon the crest of the world, mutant warriors clamber across landscapes of distorted, gibbering skulls, desperate to reach the Eternal Battle and earn the favour of their gods. Even in the clouds above, the gods wage war amongst themselves. Armies of flesh, bone, clay, oak, gold, sand and magic; all strive to conquer and despoil.

Against this panoply of disaster the forces of order fight harder than ever before. All the manifold events of a long and bloody history have led to this crucial point. The races of the world stand upon the brink. Will the empires of Karl Franz and his allies overcome the evils that threaten to consume them? Is this the dawn of a new age of progress and conquest, or the threshold of catastrophe? Only one thing is sure.

There will be war!

*Prince Yrellian, Admiral of the White Host*

*Shreex Turntail, Warlord of Clan Skitterbite*

*Osrik Silverbeard, High Thane of Zhufbar*

*Dietrich von Dohl, the Crimson Lord of Sylvania*

# ANCIENT HISTORY

**The world was an ice-locked and desolate place until the coming of the beings known as the Old Ones. They melded and wrought the substance of the planet until they had fashioned a utopia, which they populated with new races of their own creation. Then came the Great Cataclysm, and the history of the world was changed forever.**

## THE TIME OF DRAGONS

The history of the world begins long before the race of Men forged their empire. Epochs ago, the world was populated by gigantic beasts – lightning-clad Shaggoths, chasm-dwelling Marnocks, segmented Leviathans, and even stranger creatures. The race of Dragons were ascendant at this time, intelligent and articulate, though ultimately the rising temperature of the world drove the largest of their number into torpid slumber. Far from unthinking, many of these elder creatures had their own domains and ambitions, and frequently warred amongst each other for ascendancy. The ground shook to the clash of titanic monsters and, for a time, they ruled the lands of the world.

Then came the Old Ones, a mysterious and near-omnipotent race who plied the depths of space in silvered ships and star-spheres just as men would one day ply the oceans. They looked upon the world from above, and they found it to be good. By their reckoning, this world would play an important part in the destiny of the universe. So it was that they took to steering the planet's path toward the warming light of the sun, and reshaped the continents of the world, fashioning them in accordance with ancient prophecies and patterns. The Old Ones also created portals that allowed them to travel vast distances and move at will from this realm to the next.

They knew not that, with these acts, they were cultivating their own demise.

*Venerable Lord Kroak was the first of the Slaan Mage-Priests to be spawned upon the world. It is written that Lord Kroak and his peers taught the ancestors of the Elves the magic that they wield with such expertise to this day. Lord Kroak, like many of the first Mage-Priests, was embalmed after the death of his body to become a Relic Priest. So strong is his spirit that it still clings to his remains, and is able to wield the deadliest of magics five millennia after his death.*

## CHILDREN OF THE GODS

Amongst the many skills of the Old Ones was the ability to shape whole new lifeforms, creating new beings that brimmed with potential from the most imperfect of materials. It was the Old Ones who brought into being the races that now dominate the world.

The first of these were the Slann. The Slann's toad-like and corpulent bodies belied a mental power that could shatter mountains, scorch the skies, or fold reality in upon itself. The first Slaan were mere servants to the Old Ones, but nonetheless they were mentally advanced beyond the wildest dreams of those who would serve them in turn. Gifted savants one and all, the Slann of the first spawning were immensely powerful mages, able to blast apart the monstrous denizens of the prehistoric world with the twitch of a webbed finger or a casually belched word of power. It was they who interpreted the will of the Old Ones and committed their instructions onto sacred plaques. These plaques, crystallised from pure thought, would form the blueprints of the world to come.

The Slann in turn were served by the Lizardmen. First amongst the Lizardmen were the Saurus, reptilian warriors spawned in their millions from the birthing pools beneath the Slann's temples. The Saurus were physically strong, fit and resilient; perfectly obedient warrior beasts with selfless bravery and an innate understanding of combat. Whilst giant construction-lizards and saurian beasts of burden laboured to build great pyramidal temple-cities, the Saurus brought order to the primeval world with jagged clubs and jade-toothed blades. Seen from the star-ships above, the world seemed infested by slow-moving and gigantic serpents, but in truth each was a winding column of Saurus, every azure scale an individual warrior going forth into the world to enact the Old Ones' will.

As the Lizardmen's labours neared completion, the paradise the Old Ones had fashioned was crowned with a geomantic web of power – a glittering network of nodes and conduits that stretched across the planet, allowing the Slann to traverse it or shape it at their whim. And shape it they did. The creator-gods smiled upon that which their minions had wrought, but they were still not satisfied.

# THE NEW RACES

From this crucible of civilisation, yet more races and species were brought into being. None truly know why the Old Ones populated their paradise with such a diverse array of sentient creatures. Perhaps the Old Ones raised up the young races from the primordial jungles in defence of their new realm. Their motives will forever remain shrouded and unclear, for the Old Ones are no more.

First amongst the new races were the Elves. Exceptionally dextrous and intelligent, the Elves were given the island continent of Ulthuan, which they tamed with arrow and hunting spear. The Elves had an affinity for the magical energies wielded by the Old Ones, but sadly, they did not prove as resistant to the corrupting effects of magic as the Old Ones had hoped.

After the Elves came the Dwarfs, a doughty and stalwart folk, resistant to raw magic yet able to craft masterpieces imbued with supernatural power. They also fell short of perfection – the very qualities that made them determined survivors gave rise to stubbornness, avarice and insularity.

The races of Dwarfs and Elves were long-lived and patient. The Elves became masters of the ocean, and built their elegant civilisation upon the islands and coastlines of the world. The Dwarfs burrowed deep into the mountains, carving out magnificent subterranean halls and palaces.

From the wilderness came the greenskinned Orcs and Goblins, their insidious spores perhaps unwittingly introduced to the world upon the star vessels of the Old Ones. Later came the race of Men; adaptable and prolific, so vital and ingenious they would be able to adjust to almost any environment. Lastly were perhaps the most unfinished of all the Old Ones' creations; the somewhat vulgar races of the Halflings and the Ogres – radically different in size and strength, but similarly fond of food, and resistant to the baleful lure of the magical world.

The creation of the new races was not the only great work embarked upon by the Old Ones. They had raised stellar gateways to a dimension of pure spirit, known as the Realm of Chaos, at either pole of the world. By passing through this realm the Old Ones could travel immense distances in a heartbeat. Their boundless ambition had a terrible cost. Whatever entities dwelt in that dimension resented the intrusion of the Old Ones, and slowly formed plans for an intrusion of their own.

*The sprawling temple-cities of the Lizardmen were constructed upon nexuses of magical energy that, when linked by the Old Ones' magic, spread across the world in a thrumming net of eldritch force.*

*Truly powerful sorcerers such as the Slann Mage-Priests are still able to tap into the network of arcane force that girdles the world. With this power they can work the greatest of rituals, shift continents and rise up mountains from the earth.*

Chaos Wasteland
The Land of Chill
Karond Kar
Ghrond
Naggarond
Har Ganeth
Sea of Chill
Sea of Malice
The Manoliths
Hag Graef
Iron Mountains
The Blood Pass
The Flats
Red Desert
Naggaroth
Black Forest
Doom Glades
Clar Karond
Plain of Spiders
Vaul's Anvil
Doom Glades
Plain of Dust
The Bleak Coast
Wraith Gate
Petrified Forest
Isle of Great Beasts
Boiling Sea
Ashen Coast
Mists of Madness
Rumblin at Isle
Hexoatl
Sulpheret Islands
Gulf of Lustria
Pahuax
(ruined)
Sea of Serpents
Scorpion Coast
New World
Tarantula Coast
The Far Sea
Tlanxla
(ruined)
Tlaxtlan
Xahutec
(ruined)
Tlax
The Vampire Coast
Spine of Sotek
Chaqua
(ruined)
Xlanhuapec
Hoatl
(ruined)
Quetza
(ruined)
Axtotel
(ruined)
Volcanic Islands
Itza
Mangrove Coast
The Turtle Isles
Oyxl
(ruined)
Chupayotl
(submerged)
Lustria
Citadel of Dusk
The Great Ocean
Blighted Isle
The Shifting Isles
Anlec
Tor Achare
Forests of Anlec
The Sunken Lands
Tor Elyr
Crater Vale
Tor Yvresse
Tor Anroc
Isle of the Dead
Hoeth
Lothern
Ulthuan
Sea of Chaos
Albion
The Old World
Couronne
L'Anguille
Bordeleaux
Bretonnia
Estalia
Magritta
Remas
Lucini
Sartosa
Pirate Coast of Araby
Copher
Al-Haikk
Zandri
Lashiek
Sorcerers Islands
Bel Aliad
Deserts of Araby
Great Sandy Desert
Araby
El-Kalabad
Elf Ruins
Gulf of Medes
Tlaqua
Nahuontl

Northern Wastes
The Lost hold of Karak Dum
Kislev
Praag
Uzkulak
Karak Vlag
Kislev
Karak Ungor
Empire
Gash-Kadrak
Zharr Naggrund
Karak Kadrin
Sylvania
The Moot
Zhufbar
The Gates of Zharr
The Dark Lands
Ogre Kingdoms
The Mountains of Mourn
Eastern Steppes
Great Bastion
Nan-Gau
Wei-Jin
Grand Cathay
Karaz A Karak
Crookback Mountain
The Tower of Ondeth
Ancient Giant Lands
Barak Varr
Mount Greyhag
Black Fortress
Karak Eight Peaks
Ash Ridge Mountains
The Great Maw
Karak Azgal
Sour Sea
Karak Azul
The Fortress of Vorag
Ruins
Straits of Nagash
Dragon Isles
Lahmia
City of Spires
Nippon
The Sea of Dread
Mahrak
Cult of the Serpents Coast
Lybaras
Kingdoms of Ind
Hinterlands of Khuresh
Rasetra
Crater of the Dead
Temple of Skulls
Shifting Mangrove Coastline
Golden Tower of the Gods
Tower of Stars
Lost City of the Old Ones
Tower of The Rising Sun
Teotiqua
Tower of the Sun
Temple-Avenue of Gold
The Lost Isles of Elithis
Tor Elasor
Gates of Calith
Toe Elithis
North
South
The Landes And Seas Of The Worlde
Fortress of Dawn
The Southern Wastes
Here Be Daemons

# THE GREAT CATACLYSM

"They were as varied as thought itself, soaring and clawing, howling and shrieking in a triumphant cascade of madness that drowned everything in its path."

- The Visions of Loukh

Just as the world seemed stable, a critical mass was reached in the realm of spirit that lay behind the veil. The Old Ones paid the price for their intrusions. The portals above the poles of the world, each larger than a mountain, collapsed in an epoch-shattering implosion. They were replaced by a boiling sea of chaos where reality and the otherworld overlapped, a vast gateway into the raw ether. The force of the implosion flattened an entire continent. At the site of the disaster, a ball of chaos matter – known as warpstone – span into the sky. Thus was born Morrslieb, the Chaos moon.

With a tremendous feat of arcane might, the Slann Mage-priests managed to limit the lesions in the fabric of the material realm. Only by the sacrifice of hundreds of first generation Slann was the utter destruction of the world averted. And yet, despite the best efforts of the Lizardmen to constrain the cataclysm, a billion fiends burst outward from the pulsing wound that crested the world.

Given life by the nightmares of mortals, coruscating armies of daemons ran rampant across the lands. The mayhem they wrought was in stark contrast to the order imposed by the Old Ones and their Slann viziers. Though the Lizardmen fought bravely to stem the tide of the daemonic incursion, in the space of a few days, their civilisation was brought to its knees. Chaos had come to the world.

## CHAOS EMBODIED

As their star-portals collapsed, the Old Ones disappeared. No-one knows whether they fled or were destroyed, but they were creatures of order and life, and the Daemons of Chaos were anathema to them. The skies filled with blazing contrails as great chunks of warpstone hammered down across the surface of the globe. Even regions unharmed by these burning meteors were tainted as a thin veil of glowing dust settled across the lands, mutating everything it touched. The forests of the world thrashed with rampant and unnatural growth, and new and hideous forms of life sprang forth. Man became beast and beast became man, devolving into forms that reflected their crude

subconcious minds. So it was that the Beastmen were born, the first Skaven crawled out from their vermin-infested marshes, and the monsters of the world were brought into being.

In the steaming jungles of Lustria, the Lizardmen did not give up. Resolute, they took the fight to the daemonic legions using every one of the formidable weapons at their disposal. Gargantuan reptiles crashed into titans of living brass, feathered lizard-kings breathed lightning into the foetid ranks of the unclean, and phalanxes of Saurus fought against bellowing Daemon behemoths. The surviving Slann Mage-Priests worked earth-shaking magics and turned their homeland from a paradise into a hell, a verdant fortress of endless greenery teeming with deadly lifeforms that sank their fangs and tendrils into any who were not native to that land. The long war between the Lizardmen and the Daemons had only just begun, for though many temple-cities were lost in the first few days, others stood, tenuous redoubts of reason in a boiling ocean of abomination.

*Though the Lizardmen counterattacked the Daemonic legions with unremitting fury, the power of Chaos flowed ever stronger, and many of the Temple-Cities fell within the first few weeks of the war. The Lizardman empire has never truly recovered.*

## A SAVIOUR COMETH

Across the jewelled ocean in the far-off island continent of Ulthuan, the race of the Elves were also caught in a struggle to save themselves from the ravages of the daemonic incursion. They suffered terrible losses with each and every engagement, for their weapons were designed for hunting, not warfare. The doom of the Elves was nigh.

It was during this time of blood and slaughter that Aenarion strode out of the wastes. Tall, lithe and strong, he was a peerless warrior who had battled across the length and breadth of the world. Seeing the desperation of his people, Aenarion took up the mantle of defender of Ulthuan, and as battle raged outside Aenarion prayed fervently at the Shrine of Asuryan for the strength to oppose the nightmarish daemonic horde. He implored the Elven pantheon for strength, and was met with silence. He burned offerings in the sacred flames, but no answer came.

Finally, in despair, Aenarion threw himself into the incandescent flames. Though agony wracked his body, Aenarion survived the ordeal, proving his purity beyond doubt. More importantly, he had become imbued with the raw might of Asuryan the Creator. An oath upon his lips, Aenarion took up his spear and strode out of the Shrine. He fought his way through the rampaging Daemonic horde and slew the Daemon King at its head with a single devastating thrust.

Over time, Aenarion gathered a massive army of Elves to his side. Clad in a suit of inviolable armour wrought within the legendary Anvil of Vaul, Aenarion was like unto a god of war. The Elven thirst for vengeance proved deadlier than any blade. With his new army flew hundreds of Dragons, allies of the Elves since the dawn of that race. The skies themselves came alive with their number, and the Daemons were driven back in disarray before their wrath.

Though Aenarion undeniably saved his race from annihilation, even the armies of Ulthuan could not fight for all eternity, for Daemons cannot truly be killed by mortal weaponry. The war against the Daemons raged on, eventually reaching the heartlands of Avelorn. Aenarion's consort, the Everqueen, was slain, and their children lost.

## THE PRICE

Wracked with grief, Aenarion vowed to slay the Daemons once and for all, no matter the cost. He summoned his steed, the great dragon Indraugnir, and flew to the fabled Blighted Isle at the north of Ulthuan. Against the counsel of his friend, the archmage Caledor, Aenarion sought to draw the Sword of Khaine from its great black altar at the heart of the island. This was unspeakable folly, for the weapon was not intended for mortal hands, and to draw it was to damn oneself forever.

In his rage, Aenarion cared not. He became all but invincible, scattering the Chaos armies before him. All feared his power, be they mortal or immortal. Aenarion had become not only the avatar of Asuryan, but also a conduit for the bloodlust and fury of Khaine, the Bloody-Handed God.

The price of this new power was high indeed. By seizing the Sword of Khaine, Aenarion had condemned his lineage and that of his people to an inescapable curse that would plague them until the end of time. So it was that the seed of corruption was introduced into the High Elf race.

Years later, King Aenarion rescued the mysterious seeress Morathi from a coven of Chaos worshippers and took her as his second wife. She bore him a son, which he named Malekith. Meanwhile, rumours began to circulate of darkness and cruelty within Aenarion's court. Unrest fermented, and many decried Aenarion's merciless persecution of all who defied him, but soon after Ulthuan was threatened by another daemonic invasion. War had come to Ulthuan once more.

*Morathi, known in later centuries as the Hag Sorceress, is considered to be the root of much of the evil that gnawed at the Phoenix Court of Ulthuan. It was Morathi who founded the insidious cults that corrupted many of the Elves in days gone by. She still plagues the world even now, for through her mastery of the Dark Art and various pacts with daemonic beings, her lifespan has stretched across the centuries.*

## THE VORTEX COMPLETE

The greatest mage of that era, Caledor Dragontamer, believed that there was only one way to truly defeat the Daemon armies. He devised a grand plan to drain the swirling gales of magic that raged out from the maelstrom at the top of the world, to channel these etheric forces into a great spiral of energies and funnel them back into the Realm of Chaos. It was an audacious and desperate ploy, and if it failed, every living thing in the world would pay with its life. Such was Ulthuan's plight that its ruling council felt they had no choice.

Caledor and his archmage acolytes repaired and expanded the ancient spiral network of standing stones that had stood upon the island continent of Ulthuan since the dawn of the first days, magnifying the flow of energy around Ulthuan a hundredfold until it was visible even to those without mage-sight. The stage was set.

At the Battle of the Isle of the Dead, surrounded by innumerable armies of the ravenous and the daemonic, Caledor Dragontamer finished his great work. Incredibly, the archmage's final ritual was successful. The resultant cosmic vortex drew the roiling essence of Chaos from the world like poison from a wound, slowly at first, but with gathering speed until a hurricane of energy raged across the skies.

## REDEMPTION

During the closing stages of the battle, the mages of Ulthuan faded away one by one, their lives forfeit to ensure the vortex's completion. Meanwhile, Aenarion and his faithful dragon Indraugnir were locked in battle against the four towering Greater Daemons of Chaos sent to destroy him. It was a battle that no mortal should have been able to survive, for each of the Daemons was the mightiest of his kind. But Aenarion was the vessel of his god's wrath, and in his hand was the Sword of Khaine. The first to fall was the Lord of Change, beaked head hewn from feathered neck by a lightning-swift blow as the Daemon's magical fires cascaded from Aenarion's blessed shield. Spinning upon his heel, Aenarion turned to face the many-limbed Keeper of Secrets that loomed above, but the lithe monstrosity was faster still. It caught Aenarion up in a great claw and crushed his ribs like glass, though the Elven god-king plunged his sword into the Daemon's heart in return. Next to die was the Great Unclean One, its suppurating flesh seared by Indraugnir's white-hot flame. Last to fall to Aenarion was the raging, gore-clad Bloodthirster, though with a last swing of its hell-forged axe it dealt Indraugnir a blow that would prove fatal.

Battered and bleeding, Aenarion climbed upon the wounded Indraugnir one last time and commanded him to fly back to the Blighted Isle – a journey that proved too much for the noble drake. Indraugnir gave a great shudder and died upon the beaches of that dread island. Aenarion's last act was a pilgrimage to the Altar of Khaine, where he thrust the cursed sword back into its altar in the hope that the age of bloodshed would finally come to an end. His body was never found.

With the completion of Caledor Dragontamer's vortex, the fell powers that sustained the Daemon hosts were drained from the world. In distant Lustria, the constant onslaught the Lizardmen had endured ceased altogether as the Daemon armies faded from sight. The Dwarfs of the mountains, resigned to a last stand in the face of insurmountable odds, found nothing but echoing screams in the dark of their holds. The tribes that would become the Empire of Man clutched their spears and axes like talismans, barely daring to believe that the terror had come to an end. The world took a new breath and found the air to be wholesome and clean. With the sacrifice of its greatest sons and heroes, Ulthuan had brought stability and hope to the world – for a time at least.

> "We have vanquished the daemonic hosts and driven back the roiling clouds of Chaos that plagued the lands. Let the world rejoice, for we have won its sanctity, and the air bears not the foul tang of the Daemon. But at what cost to us, the valorous and the brave of Ulthuan? What sacrifices have been made upon this, the altar of hope?"
>
> *- The Lament of Bel Shanaar*

# TIME OF THE SUNDERING

In the wake of Aenarion's death, his son Prince Malekith was passed over as the new Phoenix King, and the noble Bel Shanaar crowned in his place. Malekith's mother, Morathi, was furious, and a seed of bitterness lodged in the young prince's heart. Nonetheless, Malekith abided by the court's decision. Instead of ruling he pioneered a new era of exploration and discovery. Malekith and his fellow Elves eventually reached the Old World. There Malekith met with the stalwart and dour Dwarfs of the mountains, and though at first the two races had a natural suspicion of each other, it was soon replaced by a grudging respect. The two races fought side by side, with the warriors of Ulthuan driving barbarous hordes of Orcs and Goblins to destruction upon the stalwart battle lines of the Dwarfs. Entire tribes of Beastmen were hunted down and slain with axe and arrow, gibbering monsters were slain by the heroes of both races fighting as one. It was during this period that Malekith forged a close alliance with Snorri Whitebeard, High King of the Dwarfs. The two embarked upon many adventures together and even swore an oath of brotherhood, something which neither race would ever do lightly. As the decades passed, more and more Elven armies followed Malekith's example and came to the Old World. United, the quicksilver Elves and stout Dwarfs drove the forces of destruction from their lands. The two races swore a pledge of eternal friendship, and a new era of prosperity and trade began.

"A scratch from an envenomed dagger, a sip from a poisoned chalice, a slight to a proud warrior's honour...

In time these things may do far more grievous harm than the broadsword or the axe, my love..."

*Morathi, the Hag Sorceress*

## TREACHERY IN THE PHOENIX COURT

After sixteen hundred years of personal valour and heroism, Malekith undid all the great works of his illustrious career in one night of base treachery. Aenarion's successor, the Phoenix King Bel Shanaar, had made the journey to the Old World to meet with the Dwarf High King Snorri Whitebeard, and during the greeting ceremony took pains to establish that Malekith was a mere envoy to the true leaders of Ulthuan. The wound to Malekith's pride cut deep, and upon his return to the island continent, his mother Morathi ensured that it festered and deepened into a bitter hatred.

*Malekith's daemonic allies were even more repugnant than those of the Great Cataclysm, but this time the hosts of Ulthuan were ready for them. Arrayed against the Daemon hosts came legions of elite soldiers clad in gleaming battle armour and disciplined, fearless blocks of Elven spearmen, their strength bolstered by Dragon Mages, flocks of Great Eagles, and chariots so numerous that the ground shuddered at their charge.*

Years later, in an act of perfidy so base it echoes throughout time, Malekith attempted to take the Phoenix Crown by force. After accusing Bel Shanaar of covert Chaos worship and poisoning him in the resultant confusion, Malekith ambushed the Phoenix King within the Shrine of Asuryan and cut him down without mercy. Like his father before him, Malekith plunged into the fires of the shrine, eager for Asuryan's blessing. But the sacred flames of Asuryan rejected Malekith, burning him terribly.

A blackened and twisted echo of his former self, Malekith fled back to his home province of Nagarythe, his followers in tow. There he stoked the embers of resentment in those who had listened to his malicious rhetoric – including those hidden cults so favoured by his mother, Morathi. Such was his political skill that soon a yawning schism looked set to divide the Elf race forever. Civil war erupted across Ulthuan and brother turned upon brother. The Elf race was irrevocably split into two factions, the High Elves of the Phoenix Throne, and the Dark Elves of Nagarythe. Malekith, now the bearer of the legendary Circlet of Iron and master of the ways of magic, was sealed within a great suit of spiked armour and hailed as the Witch King by his deviant court. Mounted upon a giant Black Dragon warped by forbidden powers, Malekith won many victories, but he was eventually defeated in battle by the new Phoenix King, Caledor II, at the storm-wracked battle of Maledor. Malekith fled the field for the reaches of Nagarythe, more determined than ever to bring Ulthuan to its knees.

## A RACE DIVIDED

The struggle between the Phoenix Court and the followers of Malekith was soon to be realised on a terrible scale – a time the Elves have ever since called The Sundering. Brooding in his defeat and mad with jealousy, Malekith plotted the ultimate punishment for those who had stolen his birthright. Malekith committed the unthinkable – he destabilised the cosmic vortex built by Caledor Dragontamer. Evil pacts had been made in the court of Nagarythe, and at the culmination of a moonlit ritual, Malekith unleashed the Daemonic legions upon Ulthuan. Across the brooding skies the laughter of dark gods could be heard, for Chaos had come once more unto the world.

No corner of Ulthuan was untouched by the resultant disaster. The backlash of magical power caused a great tidal wave that engulfed Nagarythe. Much of northern Ulthuan disappeared under the waves, and the lush veldt of Tiranoc was lost as malefic energies devastated the lands. Though the Dark Elves and their daemonic allies were ultimately driven off by the ghosts of those who had given their lives to complete Caledor's vortex, the damage was done. Malekith's betrayal had brought untold destruction.

At the behest of their master the Witch King, renegade wizard princes from the courts of Saphery harnessed great sections of the splintering continent's jagged cliffs. They steered these new 'Black Arks' northwards to the new Dark Elf kingdom of Naggaroth. From these floating fortresses Malekith's followers would plague the world in centuries to come.

With this great act of malice Malekith divided the race of Elves forever, and the High Elves and their evil kin the Dark Elves have been locked in bitter and merciless battle ever since.

*During the War of the Beard, the High Elves met their match in the stubborn and headstrong Dwarfs, who refused to yield to Elven supremacy even when the vast war fleets of Ulthuan were brought to bear against them.*

## THE WAR OF THE BEARD

The strife caused by Malekith's treachery was not limited to Ulthuan, for the Witch King was devious indeed. Despite the tribulations of their homelands, trade had flourished between the Elven settlers and Dwarf holds across the Old World, for each of the races were master craftsmen in their own way. One fell day, Dwarf trading caravans were attacked by Dark Elves posing as their cousins from Ulthuan, and their precious cargo stolen. Outraged by this unprovoked attack, the Dwarfs protested, sending ambassadors to King Caledor II to demand recompense. The haughty Elves of the Phoenix Court, aggrieved by what they saw as baseless accusations, sent the Dwarf ambassadors back to their holds – though not before they had shaved the envoys' faces clean as newborns; a terrible insult to an adult Dwarf. Now it was a matter of honour. There could be only one outcome.

Thus began the War of the Beard, or the War of Vengeance as the Dwarfs prefer to call it. The ever-escalating conflict lasted for almost four centuries. Though King Caledor sent almost his entire fleet, the Dwarf empire proved practically impregnable, and their warriors never gave up even when facing certain death. The war culminated with the Fourteenth Siege of Tor Alessi and the death of Caledor II at the hands of King Gotrek Starbreaker, who took the Phoenix Crown from his foe's corpse as recompense for the Elves' insolence. Soon after, the armies of Ulthuan were forced to retreat to defend their homelands against yet another Dark Elf invasion. The Phoenix Crown has remained in the vaults of the Dwarf hold of Everpeak ever since.

## THE GOBLIN WARS

The War of the Beard took a tremendous toll on the races of Elf and Dwarf alike, and their empires lay in tatters. The damage to the once-mighty Dwarf realms was further compounded by the most severe chain of disasters ever to befall the Old World, which the Dwarfs call the Time of Woes.

Across the ocean, the Slann were still enacting as best they could the grand plans of the Old Ones, realigning the continents with earth-shattering acts of arcane force. Perhaps as a side effect of these actions, the Worlds Edge Mountains – in which the Dwarfs had built the heart of their empire – were riven by a series of earthquakes. Portions of the underground network called the Underway collapsed, and many Dwarf strongholds fell into ruin, their lower levels flooded with magma.

Taking advantage of the untold destruction, the greenskin tribes that dwelt in the mountains and valleys gleefully invaded the previously impenetrable ancestral lands of the Dwarfs. The Dwarfs call these the Goblin Wars, though in truth they fought against armies of Orcs, Goblins, Trolls and verminous rat-men known as the Skaven. Each and every Dwarf, from Longbeard to hearthwife to beardling, took up arms to defend what was left of their homeland from the predations of the invaders. With the Dwarf fortifications breached, the greenskins' innumerable armies proved too much upon several fronts, and the empire of the Dwarfs began to crumble.

For almost a thousand years the Dwarfs fought on, neither asking nor giving quarter. Sometimes the Dwarfs would hack their way back into the ancestral fortresses that had been stolen from them by the vile greenskins, sometimes they would sustain horrendous losses at the hands of a new Orc warlord. To their despair, there seemed to be no end to the savage tribes that poured out of the bone-strewn and windswept wastes known as the Badlands. After nearly a millennia of battle, three Dwarf holds fell in the space of fifty years. This was too much for many Dwarf clans, who ventured west and started afresh in the Grey Mountains. New trade routes were opened and new allies found in the tribes of Men that roamed the plains, but still the fight for the original Dwarf empire raged on. So it is that today the Dwarf realms are locked in a constant war for the immeasurably large subterranean halls hewn from the mountains by the labours of their venerated ancestors.

*Dwarfs are the most resolute and hardy of warriors, clad in finely-wrought suits of starmetal armour and wielding hammers and axes forged by master artisans. They are famous for their tenacity and stubbornness even when battling against overwhelming odds.*

# RISE OF THE UNDEAD

*The Mortuary Cult of Khemri were commanded by their monarchs to conquer death and, over the course of several generations of research, they were successful. The fifth generation of Liche Priests did not die, they merely withered and aged until they were little more than living, walking corpses. Such was their mastery over ritual and sorcery, painstakingly developed over countless centuries, that their incantations bound the recalcitrant winds of magic to their will.*

Two and a half thousand years before the birth of the Empire, there existed a human civilisation of such grandeur that its rulers saw even the sun as their servant. Nehekhara it was called, the jewel of the deserts; the sun shone on their every deed, and all the world was laid before them like an orchard of exotic fruit ready to be plucked. Yet their fantastical realm was driven to the brink of destruction by the megalomania of its kings and priests, most infamous of all Nagash, the Great Sorcerer, whose necromantic rituals poisoned the lands of Nehekhara and condemned its people to a living death.

## AN ETERNAL DYNASTY

Rising from the sands of the far south, Nehekhara was a land of magnificent architecture and noble dynasties. Its warrior kings led their golden armies against the barbarian tribes and greenskin armies that threatened their realms, crushing all before them in displays of martial brilliance until their dominions stretched from the reptile-infested Southlands to the dense forests of the north.

Settra, the first Priest King of the mighty city of Khemri, was like unto a god in human form. Tall, handsome and proud beyond measure, it was he who conquered the other kings of Nehekhara and united the lands under one throne. It was not long before his name was feared across half the globe.

Yet Settra was aggrieved that his time upon the throne would one day end, for Death was one enemy he did not know how to conquer. Determined to rule for eternity, Settra ordered his priests to find a way for him to live forever. So it was that the infamous Mortuary Cult was born.

For decades the priests of Khemri laboured with rituals and incantations, sending members of their order to the four corners of the world to research spells of binding and preservation. They unlocked many forbidden secrets, dramatically extending their own lifespans in the process, but true immortality was beyond their power. Settra eventually succumbed to old age, full of raging pride and indignation to the last. On his death bed, the Liche Priests promised Settra that once he had passed into the realm of the dead they could restore his essence to life, clad forever in imperishable gold. Reassured, Settra allowed himself to die, and a great pyramid was built to house his corpse. For centuries the Liche Priests tended the magical flames in his tomb, nurturing his spirit with human sacrifice. All the while their power grew over Nehekhara. Ultimately it was one of their number who proved the downfall of their civilisation.

## IN THE CLUTCHES OF NAGASH

The turning point in Nehekharan society came centuries later, when a cabal of Dark Elf mages and sorceresses were shipwrecked and their corpse-pale bodies found upon the sun-baked shores of Nehekhara. Recovered by the agents of the incumbent High Priest of Khemri, Nagash, they were tortured until they agreed to teach the secrets of Dark Magic. Nagash, already an expert in the mysteries of the Mortuary Cults, proved a more than apt pupil. He reinvigorated himself, prolonging his fading youth and that of his acolytes with an elixir distilled from the blood of virgins.

As the Liche Priests' lifespans stretched out across the centuries they began to shun the sunlight, perfecting their necromancy in the dark chambers of their temples. Nagash put his people to work building immense pyramids and obelisks, including the dread Black Pyramid, a magical edifice so large it dwarfed even that of Settra himself. Nehekhara became a realm of death, over which Nagash and his minions ruled as bloodthirsty gods. Nagash slowly tightened his stranglehold upon Nehekhara, raising corpses with his necromantic rituals and amassing whole armies of living dead.

> **"The armies of this desert nation are mine to command, just as the world is mine for the taking, just as I shall conquer death himself.**
>
> **For I am Khemrikhara, King Settra the Imperishable, and all eternity shall bow before my will."**
>
> *King Settra, Eighth Coronation*

## THE BATTLE FOR NEHEKHARA

Nagash's reign of horror could not continue indefinitely. Fearing Nagash's otherworldy powers, the Priest Kings from the lesser cities of Nehekhara formed a great confederation against the lord of Khemri and his undying armies. Under azure skies the two forces met in battle – the golden hosts of the Priest Kings, bolstered by living statues and gigantic sand-borne war-constructs, fought against hordes of animated corpses bound to Nagash's will. The battle raged back and forth. Every new moon gazed balefully down upon a fresh crop of atrocities, for Nagash was without mercy.

After nearly a century of warfare, Nagash's rule over Khemri was finally broken by a combined assault from the armies of the Priest Kings. Facing utter defeat, the Evil One was forced to flee north. There he founded a new lair in the warpstone-rich mountain known as Cripple Peak.

Whilst the Priest Kings of Nehekhara cleansed the Black Pyramid of Nagash's minions, the Queen of Lahmia secretly stole Nagash's most esoteric tomes from his sanctum. With the knowledge held within, she distilled her own version of Nagash's elixir; imperfect but powerful enough to confer a bloodthirsty immortality of a sort. So it was that the first vampires were born into the world.

Nagash became ever more monstrous and evil as he fed upon the plentiful warpstone of Cripple Peak. Bolstered by the vampiric coven of the Lahmian Queen, the Great Necromancer waged war once more upon Nehekhara. However, the glorious armies of the desert were now united under a new ruler, King Alcadizzar – perhaps the most gifted general that Nehekhara had ever seen. Over the course of the next decade war raged across the dunes, back and forth, day and night, but ultimately it was the living who overcame the dead. Nagash's army was destroyed and his vampiric captains driven northward into hiding, ultimately becoming the Vampire Counts of the Old World.

Enraged at the constant failure of his captains to wrest power from the Priest Kings, Nagash unleashed a terrible plague that poisoned the River Vitae, polluting the deserts and draining all life from the land. Looking out across the vista of diseased corpses, the Great Necromancer raised an army of the dead of immense size. Alcadizzar was quickly defeated and brought in chains to Nagash.

Gorged upon baleful energies, Nagash prepared his most powerful spell. He intended to enact the Great Awakening, a spell powerful enough to resurrect every corpse in the entire world and bind them under his control. Sensing the danger they were in, the mysterious rat-men that coveted the warpstone under Cripple Peak freed the emaciated King Alcadizzar and gave him the Fellblade, a sword forged of purest warpstone. Through sheer force of will, Alcadizzar fought his way into the throne room at the heart of Nagashizzar, and cut off the Great Necromancer's hand at the climax of the ritual. With a tortured wail Nagash melted away, his great spell boiling out of control and crackling across the lands. The immediate threat was ended, and Alcadizzar finally went to his rest.

But the dead do not sleep easily in Nehekhara. The energies of Nagash's ritual had prematurely awakened the entombed dead of the pyramids, including King Settra himself – reborn not as a golden angel, but as a mummified corpse. His wrath was great, and his era of conquest began anew.

"There will be no escape, no blessed oblivion. I can end your life as easily as I can extinguish a candle, and before your corpse is cold, I can reach out and grasp your soul. You will be my slave for all eternity, and I shall laugh at the depths of your pain.

Such is the power of Nagash."

*Nagash, to King Alcadizzar*

# SIGMAR ASCENDANT

***SIGMAR'S HAMMER***

*Ghal Maraz, meaning Skull Splitter, is the two-handed hammer passed down from Emperor to Emperor. It is a magnificent rune-forged weapon that embodies Mankind's triumph over the forces of darkness. Many are the times it has lived up to the title Skull Splitter, for the Empire's rulers have ever led their people to battle upon the field of war.*

Nehekhara was not the only realm of Man to make its mark upon the world. Over the past three thousand years, a new and vital force for order has risen – a nation of humanity's finest soldiers, Battle Wizards, Engineers, Warrior Priests and noblemen. This nation is known as the Empire, and its founder, the barbarian king Sigmar, lives forever as a god of men.

## A NEW ALLIANCE

When the Worlds Edge Mountains erupted in flames during the Time of Woes, an old enemy was to rise in strength and ambition: the greenskins. A belligerent, battle-hungry race of savages, the Orc and Goblin tribes once held at bay by the Dwarf holds flooded into the Old World from the east. These violent brutes were ancient enemies of the Dwarfs, and with the paths to the west open, they fell upon the shattered holds and the lands beyond with deadly fervour. As the Dwarf realms reeled from this new attack, many tribes of men migrated rather than stand and die for their old homelands.

The races of Dwarfs and men recognised a common cause and banded together in the face of this new menace. The humans looked upon the weapons and armaments of the Dwarfs with envious wonder, for their ever-sharp axes and machines of war smote greenskins by the dozen. The Dwarfs in turn saw a great vitality and spirit in the hearts of men. Before long the two races had became allies.

The detailed records of the Dwarf people tell of the men of that time as a fierce and barbaric race clad in furs and simple armour, their weather-beaten skin decorated with scars and tattoos. At that point the men of the Old World were little more than a disparate coalition of tribes, locked in battle with the greenskins and Beastmen for possession of the valleys, forests and glades. The greatest amongst them was Sigmar, the first son of the Unberogen tribe, whose birth was heralded by a blazing twin-tailed comet. Any who looked upon him could see that Sigmar was marked for greatness, though none suspected that, ultimately, he would transcend mortality entirely.

## THE FORGING OF THE HELDENHAMMER

The Orcs and Goblins were not without their own heroes, however; chieftains and warlords possessed of murderous cunning as well as brute strength. In one instance the Orcs captured no less a potentate than Kurgan Ironbeard, High King of the Dwarfs, as he and his household made their way through the Grey Mountains. This was the land of the Unberogens, and Sigmar and his men fell upon the Orc army with great fury, decimating them and burning their corpses upon a great pyre. King Kurgan marked his gratitude by presenting Sigmar with a runic warhammer named Ghal Maraz. With this gift, and a solemn warrior's handshake, the two leaders became friends. The alliance between men and Dwarfs was set fast.

Over the next few years the bond between the two races became ever stronger. The lightning charges of the human cavalry and the unbound ferocity of their barbarian footsoldiers were in stark contrast to the methodical advance of the warrior Dwarfs, but in conjunction the two forces were more formidable than ever before. Knowledge flowed from the Dwarf realms into the tribes of men; new battle doctrines were perfected and secrets of the forge brought to light. Soon the human tribes were armed with true steel and burnished alloy, their axes as bright as the gleam in their eyes.

Upon the death of his father, Sigmar became chieftain of the Unberogen tribe. He proved to be a visionary leader as well as a warrior of exceptional valour and strength. Sigmar united the twelve greater tribes of men, driving the greenskins from the lands and earning the epithet Heldenhammer, which means Hammer of the Goblins. So it was that the seeds of the Empire were sown.

## THE BATTLE OF BLACK FIRE PASS

When the realms of the Dwarfs looked once more to be overwhelmed, King Kurgan sent the noble Runesmith Alaric the Mad as a messenger, and called upon Sigmar once more. A great tide of Orcs and Goblins were marching upon Kurgan's ancestral home, an army ten times the size of any that had gone before. Their winged beasts of war darkened the skies, the cave-creatures they had bound to their service lumbered through the valleys. Sigmar's armies united with those of the High King at Black Fire Pass, the only point at which the enormous greenskin horde could hope to cross the Black Mountains. Funneled into the pass, the Orcs and Goblins could only bring a fraction of their number against the coalition of men and Dwarfs.

The battle lasted for what seemed like an age as wave upon wave of greenskin invaders charged and broke upon the shield walls, an unrelenting sea of blades and battlelust that eroded the forces of Sigmar and King Kurgan until the tide of the battle hung by a thread. Many were the heroes of that day; Marbad of the Endals, Ulfdar the Beserker and Queen Freya of the Asoborns not least amongst their number. Then, just as the armies of Dwarfs and men looked fit to break, the last of the Orc battlelines fell back in disarray. Bloodied but unbowed, Sigmar led a last great charge through the routing horde, slaughtering the fleeing greenskins and crushing them without mercy.

The day had been won, and the Dwarf realm saved from slavery and death.

## THE AGE OF SIGMAR

In the wake of the battle, the two monarchs swore an oath of eternal fealty that has been honoured to this day. Sigmar was exalted as the first Emperor of Man and gifted a magnificent crown by King Kurgan himself, whilst the Master Runesmith Alaric the Mad began the long process of creating the twelve swords known as Runefangs – one for each of the tribal chieftains of the Emperor's new realm. Sigmar's coronation marked the beginning of the Imperial calendar and the first day of the Empire as we know it today. His kingship was just and true, and the realm of Man flourished as never before.

Records of Sigmar's reign are scant, for the Dwarf historians of that time turned their attentions to the rebuilding of their own empire. All that is really known is that Sigmar eventually put aside his crown and journeyed eastward, perhaps to rejoin his old friend Kurgan Ironbeard, perhaps to slay the Goblin kings and Orc warlords of the crags and mountains.

If Sigmar ever arrived at his destination, history does not tell. He passed into legend, becoming a figure of worship for his people. Temples and shrines were built to his memory and the Cult of Sigmar grew to venerate him as the Empire's founder. Within a generation Sigmar was openly worshipped as a god, and the faith that revered him became the most powerful in the land.

So it was that the hero of Black Fire Pass took his place in the pantheon of the Empire.

*Though Sigmar proved to be an exceptional ruler, possessed of both vision and charisma in abundance, he was at heart a warrior and a warlord. Some believe that in later life Sigmar grew tired of the petty squabbles of court, for eighty years after his birth he set out into the east in search of adventure and the blood-pounding thrill of combat.*

### *ULRIC*

*Sigmar himself worshipped Ulric, the god of war, wolves and winter. Ulric is one of the most ancient gods, revered by primitive human tribes long before the Unberogen tribe came to prominence. Indeed it was Ar-Ulric, the High Priest of that primal creed, who crowned Sigmar as the first Emperor.*

*It is said that in times past Ulric led the Teutogen tribes to the heart of the deep forest, smashing asunder the peak of a tall mountain with his fist and leaving a flattened plateau in its place. This is known today as the Fauchlag rock. It is here that the great city of Middenheim thrives, holding fast against the evils that stalk the Old World.*

# THE EMPIRE ENDURES

Since the time of Sigmar, the Empire has endured a dizzying number of disasters and threats, both from without and from within. It has held fast against the ravages of anarchy and plague, the rise of the treacherous Skaven under-empire, countless greenskin invasions, the terrifying curse of undeath and, perhaps most daunting of all, the dread incursions of Chaos.

As the centuries rolled past, many Emperors came and went, elected in good faith by the consensus of the Counts that ruled each of the twelve provinces. In this way the nobility of the Empire stayed true to Sigmar's vision, for he believed the land was too large for a single man to govern. As each Emperor died (or was forcibly deposed, or, in one case, transformed into a newt!) another took the throne in his place, chosen from the twelve Elector Counts of the provinces. Some Emperors were just and fair, some proved to be vain tyrants who cared more for the state of their own fingernails than the plight of their people. None, however, were more roundly despised than Boris Goldgather.

### EMPERORS FAIR & FOUL

*An incomplete succession*

**1–50 SIGMAR**
*Sigmar is crowned Emperor by the High Priest of Ulric.*

**51–100 HEDRICH I**
*Emperor Hedrich is presented with the magical Runefangs by the Runesmith Alaric the Mad.*

**479–505 SIGISMUND II**
*Sigismund masterminds the defeat of the Red Waaagh! by inventive use of falcon messengers to coordinate all eighteen of his armies.*

**677–732 SIEGFRIED I**
*The corrupt Emperor Siegfried falls out of the saddle at a critical moment during the Battle of Fates and is burnt to a crisp by his own dragon in the confusion.*

**1109–1115 BORIS I**
*'Fat' Boris Goldgather is universally reviled. He dies during the Black Plague. There is much rejoicing in the streets.*

**1124–1152 MANDRED I**
*Mandred Skavenslayer is killed by the blade of an assassin.*

**1152–2304**
*Anarchy reigns across the Empire. The succession is disbanded and the provinces rule themselves.*

**2304–2369 MAGNUS I**
*Magnus the Pious is declared Emperor after the Great War and establishes his court at Nuln as the first of the Griffon Emperors.*

**2411–2429 DIETER IV**
*The incompetent Dieter IV is deposed following the scandal of his collusion with the city-port of Marienburg, which Dieter allows to secede from the Empire in exchange for an enormous amount of gold.*

**2429 WILHELM III**
*The crown passes to the Princes of Altdorf. Wilhelm's armies quickly become famed for their pike blocks and heavy cavalry.*

**2502 KARL FRANZ**
*Accession of Karl Franz, the reigning Emperor. A new age of war is begun.*

## THE SKAVEN WARS

During the cripplingly incompetent reign of Emperor Boris, the land was bled white by punitive taxes in order for the Imperial court to live in debauched luxury. Its armies neglected, the Empire was in no state to weather the greatest catastrophe to befall the Empire – the Black Plague of 1111. This horrific disease had been specifically concocted by the Skaven to spread like wildfire upon the winds. By the time it had run its course, fully three quarters of the Empire's citizens lay dead, including Boris Goldgather himself. The Skaven, boiling out of their labyrinths in the wake of the pandemic, systematically razed and enslaved the leaderless settlements in the Empire. All was thought lost until the Elector Count Mandred of Middenheim mustered a tattered but determined crusade, rallying the surviving troops of the Empire against the Skaven tide. The Skaven were driven back, only to be caught between the vengeful Empire armies and a vast horde of undead resurrected by the Necromancer Vanhal from the plague victims that carpeted the land. The ratmen fled back into their warrens, slowly fading back into the realm of myth, whilst the Empire, united under Mandred Skavenslayer, set about the long and not altogether unpleasant task of repopulation.

## A MOST UNCIVIL WAR

After Emperor Mandred met an ignominious end at the hands of a Skaven assassin, the Elector Counts could not agree upon a worthy successor, leading to the infamously turbulent Time of Three Emperors. Even the clergy of the realm collapsed into internicine fighting. At the Battle of Ravening Beach, eight hundred Sigmarite Warrior Priests descended upon the sea-priests of the Grand Temple of Manann. The resultant battle saw the sands stained red with blood as warhammer clashed against trident and the heavens shook with the wrath of the faithful. The final straw came when the hair-lipped infant Magritta of Marienburg was elected Empress, and the Cult of Sigmar refused to attend her coronation. With the nation fractured and divided, the Empire became easy prey to the enemies gathering in the shadows.

## THE GREAT WAR AGAINST CHAOS

Of all the invasions and conflicts to befall the Empire, one alone is known as the Great War – a war which looked set to herald the end of the civilised world.

The Great War against Chaos centred around a vast incursion in which the warlord Asavar Kul led a titanic host of Chaos Warriors, Daemons, monsters and Beastmen from the frozen realms of the north. In the winter of 2302 Kul's host fought its way across the River Lynsk and penetrated deep into the snowy wastes of Kislev. The ice-clad city of Praag was the first to feel the wrath of Kul and his innumerable battalions. Through sheer ferocity and determination the forces of Chaos sacked the walled and crenellated city, while Kul's sorcerous cabals unleashed gales of magic so strong that the cowering citizens were melded with the walls of their own refuges. Soon Praag resembled something from the fever dreams of a dying lunatic. It has been a city of the damned ever since.

Moving south, the horde sacked several more fortresses and Dwarf keeps on its way to the capital city of Kislev itself. There began a bitter siege which took a horrendous toll upon the city's defenders. Bloody though it was, the siege bought the Empire time enough to muster its armies and retaliate.

The Chaos incursion was eventually halted and repelled by a grand alliance of Dwarfs, Elves and Men, united by the legendary hero Magnus the Pious of Nuln.

After the Great War, Magnus was crowned as the new Emperor, restarting the succession. He implored the Elven Archmage Teclis to teach the scholars of the Empire how to manipulate and control the Winds of Magic that they might better resist the daemonic threat that lurks at the edge of the world. Teclis agreed to this lengthy task, for he knew that should Mankind fall to Chaos, the Elves would suffer in due course. So it was that the arts of magic were learned within the Empire. Armed with arcane knowledge, the Battle Wizards of the Colleges of Magic have taken their place alongside the Warrior Priests and Knightly Orders as the foremost defenders of Sigmar's realm.

"The Empire must abide. We may be weary, we may be a long way from home. But by Sigmar, we will resist the evil forces that would see Mankind fall with every drop of our blood, every thrust of our blades, every ragged breath. There can be no failure in this battle for the fate of the world. If the armies of the Empire do not emerge victorious from this long war, then there will be no world left to win."

*Emperor Karl Franz, addressing his troops at the Battle of Mount Eyrie*

## THE AGE OF KARL FRANZ

The incumbent Emperor is Karl Franz, Prince of Altdorf and Count of Reikland, the current capital state of the Empire. When Karl Franz was elected, the Empire was enjoying a rare period of prosperity and stability, but the Emperor is not an idle man. Since taking the throne he has proved himself an extremely capable general, readying his armies for war and not only driving back the Norse raiders that plague the coasts of the Empire but counterattacking deep into enemy territory. During the Battle of Nordland Fjord, when a vast fleet of Norscan wolfships invaded the Empire across the Sea of Claws, Karl Franz appeared to abandon the armies of Nordland to the predations of the Chaos-worshipping invaders storming through the shallows onto dry land. Mere hours later he returned, having rescued Tsarina Katarin of Kislev from the warhost of Marauders that had ambushed her royal carriage several leagues away. Borne aloft behind Karl Franz in the saddle of his War Griffon, the Ice Queen wove a great enchantment that froze over the entire bay, preventing any more invaders from arriving and allowing the Empire to engage the Norscan warbands one by one.

A man of action, Karl Franz is not afraid to take the fight to the enemy. When Castle Vorghaus was besieged by the massed tribes of Goblins that infested the forests all about, the Empire garrison therein laughed at the greenskins' pitiful attempts to breach their walls. Their laughter died when six gigantic spiders stalked out of the woods, ramshackle howdahs full of Goblin Chieftains mounted upon their backs. The gigantic spiders trapped the veteran troops sent to intercept them with great gobbets of webbing and scuttled over the high walls of the castle with ease. Just as all seemed lost, Karl Franz plunged from the skies upon Deathclaw, below him a bodyguard of Demigryph-riding knights. The avian beasts tore into the arachnid monstrosities with beak and claw, and the Goblin tribes were soon routed.

Karl Franz has also established himself as an unparalleled statesman. When a frenzied horde of Minotaurs stormed through the western reaches of Wissenland, flattening everything on their way towards the sylvan realm of Athel Loren, the Elves of the woods diverted the path of the River Weiss so that the blood-mad monsters were forced to turn back into the Empire. Karl Franz entered the haunted forests to treat with the Wood Elf court, and such was the passion and conviction of his speeches that the King of the Woods himself agreed to fight at Karl Franz's side against the rampaging tribe. Together the two armies won a timely victory against the beasts.

Under Karl Franz's rule, the Empire has become a well-coordinated and disciplined engine of war. In his heart, Karl Franz knows it can be no other way, for these are desperate times.

*Below: Emperor Karl Franz I, mounted upon Deathclaw.*

# THE YEARS OF CONFLICT

**The long struggle for dominion stretches over millennia, the scars of its passage covering the lands from end to end. The world is littered with the detritus of a hundred thousand battles. The bones of the dead lie scattered in shallow graves. Every vale, ford and copse has seen the blood of warriors spilt, and for each battle paid homage by the minstrel's lute there are a multitude that lie shrouded in the mists of time.**

Yet in this world of everlasting strife there are battles so great they have been seared into the fabric of history, stories of heroism and brutal violence so widespread they are known to vaunted kings and lowly peasants alike. Their underlying message is as clear as a herald's call – in this violent and savage world, death alone is certain. This is the Tale of Years – heed it well.

-6000
### TIME OF DRAGONS
*The skies of the world are ruled by great drakes. Even the majestic Emperor Dragons of the present day are as newborns by comparison.*

C-5900
*The Old Ones arrive. The races of the world are raised up to inherit the lands.*

C-5600
### THE GREAT CATACLYSM
*Chaos enters the world. Daemonic hordes burst into the material dimension and run rampant across the lands. The civilisation of the Lizardmen and those of the new races created by the Old Ones are brought to their knees in the resultant catastrophe and the battles that follow.*

C-5000
*The Dwarfs begin their slow colonisation of the Worlds Edge Mountains. An age of industry dawns across the snowy peaks as the Dwarfs dig ever deeper in search of gold and gromril, fashioning wonders of subterranean engineering. Evil beasts and Daemons haunt the black depths, but amongst the Dwarfs walk heroes such as Grungni, Valaya and Grimnir, and the Dwarfs have never shunned a fight. These heroes are later venerated and raised up to the status of Ancestor Gods.*

-4500
### A HERO ASCENDANT
*On the island continent of Ulthuan, the Elf hero Aenarion is recognised as the chosen of Asuryan.*

-4460 to -4420
### THE RITUAL COMPLETE
*At the Battle of the Isle of the Dead, Caledor Dragontamer finishes his great work, surrounded by innumerable armies of the ravenous and the daemonic.*

-4119
*The Elves of Ulthuan traverse the oceans to land in the Old World.*

C-4000
*Contact is lost between the Dwarfs of the Worlds Edge Mountains and the Dwarf settlements in Zorn Uzkull. Forsaken by their people and their gods, the eastern Dwarfs turn to the worship of the Father of Darkness, Hashut. The first citadels of the Chaos Dwarfs raised in the polluted depths of the Dark Lands.*

-3894
*The temple-city of Chupayotl slides under the waves during a massive tectonic upheaval. Disturbingly for the Slann, this event is not prophecied in the plaques of the Old Ones.*

-2751
*Malekith, the Witch King, attempts to take the Phoenix Crown by force.*

-2750
### THE GREAT MAW
*A titanic warpstone meteorite plummets from the sky above far Cathay and slams into the homelands of the Ogre tribes preying upon that great nation. Hundreds of thousands of Ogres die in the ensuing impact. When the dust clears, a great fang-lined maw hundreds of leagues across dominates the lands all about.*

## A NOTE ON CHRONOLOGY

*Though the elder civilisations count the passage of the decades in their own fashion, the dates below are told in the reckoning of the Imperial Calendar. Year One of the Imperial Calendar marks the forging of the Empire by the legendary hero Sigmar. As such, many of the dates here are listed with a negative number, as they occur before this signature date. Such is the importance of Sigmar in the annals of Mankind.*

-2749 to -2723
### THE SUNDERING
*Civil war erupts across Ulthuan. At the culmination of his master plan, Malekith attempts to destroy the cosmic vortex built by Caledor Dragontamer..*

-2523
*The Ogre tribe of Bulg Legeater hunts down and devours the goblinoid horde of Gholg Slitthroat after hearing that Hobgoblin flesh 'tastes a bit like beef'.*

-2500 to -2000
### RISE OF NEHEKHARA
*The desert kingdoms of Nehekhara flourish into ascendancy.*

-1968 to -1750
### DARK SECRETS IN THE DESERT
*A cabal of Dark Elf mages and sorceresses teach the ways of Dark Magic to Nagash, setting in motion the events that will see Nehekhara reduced to a land of the living dead.*

C-1600
*The Skaven emerge as the masters of Skavenblight, and the Under-empire begins to spread across the world like the roots of a gigantic and unwholesome weed.*

-1500
### A NEW COLONY
*The last Elf army departs from the Old World to reinforce their embattled brethren, leaving behind only a few thousand hardy colonists who refuse to leave the verdant forests and declare themselves independent of the Phoenix Throne. The woodland realm that will become Athel Loren is founded.*

-1499
### THE GOBLIN WARS
*Orc and Goblin tribes gleefully invade the previously impenetrable Dwarf realms.*

-1095
### THE BATTLE OF LOREN
*In the dark depths of winter, the Beastmen of the Old World set forth to despoil and pervert the sylvan realm of the Wood Elves. Battle is joined at the edge of the forest as line after line of Wood Elves form up to repel the massed herds of Morghur, Lord of Skulls.*

-917
*Nehekhara is invaded by the Lizardmen of the Southlands. The giant reptiles of the Lizardmen warhosts are eventually slain when the Liche Priests focus the rays of the sun through the mirrored prisms of their gold-capped pyramids.*

-2500 to -2000
*The great city of Mankind that will one day become Skavenblight grows ever more populous until it is the largest city in Old World.*

C-2500
### FIRST REIGN OF KING SETTRA
*Settra conquers the entirety of the Nehekharan continent from one end to the other. Upon his death bed Settra is promised eventual resurrection.*

-1997 to -1560
### THE WAR OF THE BEARD
*War erupts between the races of Dwarf and Elf. The two empires grind each other to a standstill, though victory is ultimately claimed by King Gotrek Starbreaker of the Dwarfs.*

-1578
### MUSHROOM SURPRISE
*The Dark Elf slaver host known as the Children of the Black Lotus descend en masse upon the Black Guff tribe of Night Goblins. In desperation, the beleaguered Night Goblins empty their entire harvest of madcap mushrooms into the Cave Squig pens. The resultant carnage sees a most undignified retreat by the Dark Elves before the frenzied, frothing Squigs turn upon their Goblin masters.*

-1500
### THE SHATTERING
*The Slann Mage Lord Quex realigns the continents with a great ritual, causing massive upheavals and empires to crumble. Lord Quex rewards himself with a juicy bluebottle before lapsing back into transcendental meditation.*

-1367
*Warlord Urk Grimfang, bolstered by his infamous Orc Bovva Boyz, seizes the precious hold of Mount Silverspear from the Dwarfs. It is thereafter known as Mount Grimfang.*

-1151
### THE AWAKENED ONES
*The Tomb Kings of Nehekhara awaken prematurely from their deathly slumbers.*

-1125
### THE WINTER OF WOE
*A huge Orc and Goblin army manages to penetrate Athel Loren through sheer weight of numbers. Ariel and Orion become King and Queen of the Wood, and just as it seems all is lost, Orion's power manifests fully. He slaughters the Orcs without mercy at the head of the Wild Hunt.*

-732
### BLOOD ON THE SNOW
*During the reign of Tethlis the Slayer, Malekith makes a last ditch attempt to seize Ulthuan from his enemies by launching a winter offensive protected from the biting cold by fell magic. His armies cut a swathe across the land before being engaged fully at the infamous Siege of Tor Lehan. There are no survivors on either side.*

C-513
### THE EIGHT PEAKS FALL
*After a long and bitterly contested war, the stone-hewn fortresses of Karak Eight Peaks fall one by one, eventually succumbing to the underhanded tactics of the Skaven and the perpetual tide of devious greenskins eroding the Dwarf resistance.*

-15
### A NEW ALLIANCE
*King Kurgan Ironbeard is rescued from the greenskins by Sigmar and, in gratitude, Kurgan gifts the runic hammer Ghal Maraz to the barbarian chieftain.*

-1
### THE BATTLE OF BLACK FIRE PASS
*A massive horde of Orcs and Goblins are defeated by Sigmar and his Dwarf allies in a battle of such scale it changes the course of history. The Empire is forged in its wake.*

1
### THE ACCESSION OF SIGMAR
*Sigmar is crowned Emperor and his twelve Chieftains become the first lords of the Empire provinces.*

101
### THE WAR FLEETS SAIL FORTH
*Settra calls for his Khemrian war fleets to be raised and made seaworthy once more.*

176
*To guard against incursions of the scions of Chaos in the north, the Dark Elves build a series of jagged watchtowers across the northern borders of their realm. They soon prove their worth, forewarning and hence allowing the armies of the Dark Elves to overcome a Marauder invasion.*

554
*A Dark Elf corsair fleet is dragged beneath the waves by an onslaught of submersible craft that appear to be half ship and half kraken. Only one of the Druchii corsairs survives, and his tales of needle-fanged warriors from the depths are dismissed as salt-madness.*

888 to 954
### THE NEW WORLD
*After the Norscan explorer Losteriksson discovers the jungle continent of Lustria, a steady flow of raiders crosses the ocean to plunder the ruins of the Lizardman empire. The Slann take a dim view of this and crush the invaders with armies of Saurus, rampaging Stegadon and massive everbeasts. Rather than driving off the Norscans this merely serves to ensure more Warriors of Chaos make the journey across the ocean in search of glory.*

968
### THE WAR OF THE NOSES
*When the vain Skaven Warlord Ratgut has his long and whiskered snout cut off by a captive Goblin, he declares total war upon all Goblinkind. He finally relents when Goblin Warboss Magrub Fingersnatch agrees to forfeit his own warty nose as a condition of surrender.*

1111
### THE BLACK PLAGUE
*The vile Skaven unleash their Black Plague upon the Empire. Three quarters of the Empire's population is wiped out by this most deadly of diseases.*

C1450 to 1452
### A WAR OF SAND & STEEL
*The Knightly Orders of the Empire muster to finally depose the corrupt and sorcerous Sultan Jaffar of Araby. Hundreds of thousands of knights free Estalia from Jaffar's clutches, and later that year they take the fight into the rolling dunes of Araby itself. Despite his control of the sand djinns and fiery efreets of the desert, Jaffar's empire is destroyed around him.*

15
*Nagash rebuilds his empire of the dead. Despising the weakling race of man, he invades the newly-founded empire of Sigmar, aided by several of the vampires that return from exile to fight alongside their lord. In a titanic duel Nagash is slain by the hammer of Sigmar and the vampires driven into the darkness once more.*

50
### A NEW AGE
*After decades of relative prosperity, Sigmar vanishes into the east, never to be seen again. In his place the system of Elector Counts is established, whereby the provincial leaders elect one of their number to be Emperor. Their badges of office are the magical Runefangs, forged by the Dwarf Runesmith Alaric the Mad.*

619
### THE BATTLE OF MOUNT FIREHEART
*Prince Elliriad of Ulthuan leads a host of High Elves against the dark tides of his half-brother, Vengril the Cruel. The battle covers every acre of the volcanic slopes of Mount Fireheart. Thousands die with every passing hour, and rivers of blood hiss like hydras as the red-hot magma underfoot boils away the remains of the fallen. The air is filled with the crack-boom of gigantic wings as High Elf lordlings and Dark Elf princes duel for supremacy upon Manticores and Star Dragons, their sinuous shapes writhing like a living mosaic that covers the sky. The battle is won when, stirred from his millennial slumbers by Vengril's dark sorcery, Malificant the Ancient emerges from his fiery lair in a great rage. The High Elf host is driven into the sea in terror before him.*

976 to 995
### THE LADY AND THE KNIGHT
*In the Orc-infested lands of Bretonnia, Gilles le Breton is visited by the Lady of the Lake. She blesses him and his comrades, allowing them to drink from her sacred chalice and bestowing upon them supernatural powers. They unite the disparate tribes of the Bretonni, forming the Grail Companions and driving the Orc hordes before them.*

1004
*During the equinox of Tlac-Ipec, the revered Slaan Lord Mazdamundi finally concludes his studies of the plaques of Huatl. He raises the Grey Guardians mountain range in the path of an enormous Dark Elf invasion that is cutting a swathe through northern Lustria, causing its eventual demise in the uncharted jungle.*

1520
### THE RAVAGES OF GORTHOR
*Gorthor the Beastlord, emissary of the Dark Gods and the most deadly Beastman ever to have led his armies from the forest, invades the Empire. His rampaging hordes utterly destroy the city of Hergig and bring two entire provinces to their knees.*

1681
### NIGHT OF THE RESTLESS DEAD
*Nagash returns to life once again, 1,666 years after he was slain by the man-god Sigmar. The dead stir and walk the land, Vampires wage war upon the living, and entire villages and towns are overrun by corpses and spirits before the dawn finally breaks and the spell of undeath subsides.*

1707
### WAAAGH! GORBAD
*The Orc Warlord Gorbad Ironclaw unites the disparate greenskin tribes and invades the Empire through Black Fire Pass. Such is his might and cunning that Averheim is sacked and Nuln overrun despite marshalling the full strength of its artillery schools. As the Waaagh! gathers momentum, the province of Solland is destroyed in a tide of blades and its Elector Count is unceremoniously slain. His Runefang is taken by Gorbad himself. Gorbad's Waaagh! storms through the armies of Wissenland at the Battle of Grunberg and lays siege to the fortress-city of Altdorf. To the despair of the Empire, the Emperor Sigismund is killed and eaten by a monstrous Wyvern, but the city itself holds out.*

2006
### A MAIDEN'S SWORD
*The Chaos Lord Kharan leads his immense plague fleet to the coast of Bretonnia. The land is saved only by the heroism of Repanse de Lyonesse, the Damoiselle de Guerre, who slays Lord Kharan in single combat and leads the Bretonnians to a miraculous victory.*

2051
*The Sigmarite prophet Gunther von Linten sets fire to his own beard whilst lighting his pipe. His screams of pain set in motion the Flagellant Schism and plunge Stirland into religious war.*

2271-2304
### THE GREAT WAR AGAINST CHAOS
*The forces of Chaos unite in the north and march south to assail the Empire.*

2425
### ATTACK OF THE GOBLIN KING
*Grom the Paunch of Misty Mountain leads his Waaagh! through the lands of the Dwarfs, across the north and east of the Empire, and eventually to the edge of the Old World, where he builds a ramshackle fleet from the remnants of his conquests. Grom's green armada somehow ends up invading Ulthuan by accident. Landing in Yvresse, the seemingly infinite horde of greenskins ravages eastern Ulthuan before being defeated by the armies of Eltharion the Grim.*

2441
*Queen Ariel of the Wood Elves concludes that isolationism will lead to the ultimate destruction of her realm, and directs her armies to go forth in battle against the servants of Chaos in the world.*

2515
### THE BLACK-IRON REAVER
*The Chaos Lord Mortkin, leader of the Fell Legion, invades Ostland at the head of an immense horde. Allied with the fire dragon Skulex the Great, Mortkin's forces slaughter the defenders of Kislev and forge southwards to the city of Volganof, intent upon yet more butchery.*

2519
### THE CORONATION OF THE EVERCHOSEN
*A once-faithful Sigmarite priest learns a terrible truth and turns to the worship of the Ruinous Powers. Taking the name Archaon, his quest sees him recover all eight of the dark artefacts of Chaos from the four corners of the world and beyond. Decades later, in the year 2519 he is crowned Everchosen, the ultimate accolade for a servant of the Chaos gods.*

1730
*The elder Shaggoth, Kholek Suneater, is freed from his glacial prison by the rogue Chaos Sorcerer Malofex.*

1797
### A RED DAWN
*Vlad von Carstein becomes the first Vampire Count of Sylvania, gradually corrupting and infecting the aristocracy of the province with the curse of vampirism.*

2000
*A twin-tailed comet sears across the night skies. Soon after, a giant meteor crashes down in the middle of the city of Mordheim. Intrepid treasure hunters from many different races venture into the haunted streets to claim the bounty of wyrdstone rock that lies scattered about.*

2301
### BATTLE OF FINUVAL PLAIN
*During the Great War, Dark Elves invade Ulthuan once more after Morathi secures the aid of their Chaos-worshipping allies. The Daemon N'Kari runs amok across Ulthuan, attempting to eliminate the lineage of Aenarion once and for all. The creature is eventually slain at the Shrine of Asuryan due to the bravery of two young Elf twins, Tyrion and Teclis. By the efforts of the Elf nobility and the heroes of the Thousand Duels, the Witch King is defeated at Finuval Plain, but not before carving a gaping hole in the armies of Ulthuan. The archmage Teclis leaves with his companions to join the fight against Chaos in the Old World.*

2500
*Louen Leoncoeur is crowned king of all Bretonnia, and proves to be both a sagacious ruler and a fierce general intent on renewing the crusade against the forces of darkness.*

2502
### REIGN OF KARL FRANZ
*The accession of Karl Franz to the throne sees the Imperial armies revitalised and thrust into war against the evils that plague the Old World.*

2503
*Karak Azul is attacked by the warband of Gorfang Rotgut, who breach the hold's defences by means of a hidden tunnel. The king's son, Kazrik, is shaven and nailed to his father's throne as an insult to the old king before the Orcs make their escape with their captives.*

2521
### PRIDE AND POWDERKEGS
*The Imperial School of Engineers claim that their ingenuity surpasses that of their Dwarf allies, leading to raging arguments. The resultant 'field testing contest' escalates when each side decides to demonstrate their superiority in the field of counter-battery fire. Before long the air is filled with silvered shot, runic cannonballs, flaming naptha and helstorm rockets, whilst exploding flying machines and clockwork angels duel with steel zeppelins and Gyrocopter squadrons in the skies above.*

2522
### STORM CLOUDS GATHER
*The armies of the world muster once more for a new era of merciless conflict.*

# THE EMPIRE

**The Empire of Man is the greatest nation of the Old World, spanning the continent from the southern Border Princes to snow-clad Kislev in the north. Over two millennia of bloodshed have passed since the coming of the Empire's founder, Sigmar. Yet thanks to the discipline and determination of its armies, the Empire has grown strong; a realm of progress and civilisation amidst a sea of savagery.**

## AN EMPIRE UNDER SIEGE

Though it is undeniably the mightiest of all human realms, the Empire is in constant turmoil, beset on all sides by the savage and the unholy. Just as in the time of its founding, it must defend its borders against the predations of the Orc and Goblin tribes, the Skaven Under-empire, the repugnant, goat-headed Beastmen, the restless dead of Sylvania and Nehekhara, and the armies of the Chaos Gods. Against all these foes and more the Empire must endure, for though the stolid Dwarves and haughty Elves are loath to admit it, without the stability and martial prowess of the realms of man, the civilised races of the world would soon fall.

## THE LANDS OF MEN

Though the Empire might outwardly present itself as a single country unified under the throne of the Emperor, the truth is far more complex. The cities of the Empire are undoubtedly the jewels in the nation's crown, where the pinnacle of human achievement is clear for all to see. Glorious palaces are surrounded by temples, the gilded minarets of arcane universities, and the flag-swathed keeps of military institutions founded at the dawn of the nation. But for the most part the Empire is a land of superstition and faith adrift in an endless sea of forest. So dense is that forest that a man can travel beneath its canopy for weeks and not see a glimmer of sunlight.

Nonetheless, the Empire is a truly vast nation, and all the more powerful for it. Each province has its own forces, war machines and distinctive iconography. Just as the Elector Counts that rule over each province have their own favoured strategies, tactics and eccentricities, the armies of the Empire are as diverse as the lands from which they hail. The capital state of Reikland is famous for its regiments of elite Greatswords, armoured in gold-trimmed steel and adorned with the feathers of Griffons, whereas the parochial province of Stirland is famed for its huntsmen, their uniforms rag-tag and filthy but their aim perfected over years of patrolling the beast-haunted wilderness they call home. So it is that when the armies of the Empire muster for battle they appear as a riot of colour and variety, their soldiery arrayed in the full panoply of war, magnificent in scope and intent on bringing victory to the realm of man.

## EMPEROR KARL FRANZ OF ALTDORF

Since the time of Sigmar, some of the Empire's rulers have turned out to be wise and just, and some corrupt or tainted by madness. Thankfully, the current incumbent is of the former variety.

Over the course of his reign, Emperor Karl Franz has proven to be an incredibly astute leader. Soon after his coronation, his advisors foresaw an invasion of Chaos Warriors from the north. Karl Franz led the Imperial armies deep into the Shadowlands in a deliberate attempt to destabilise the gathering tribes there. Though many battalions of Empire soldiers died in the running battles that took place upon the tundra, they stymied the Chaos invasion before it had even begun. When the Elves of Ulthuan brought news of a Dark Elf fleet heading towards the coast of Nordland, Karl Franz was ready to meet them upon the beaches and, with the help of their High Elf allies at the Battle of Redfjord, the Empire troops fought so hard that not a single Dark Elf made it onto dry land. Karl Franz even managed to harness the madness of Count Marius Leitdorf, infamous for waging wars against forests, swarms of bees and half-imagined fishmen. Under Karl Franz's guidance, Leitdorf proved to be a valiant if unpredictable warrior before meeting his end at the claws of a hulking Orc chieftain. Karl Franz avenged the Count with a blow from Ghal Maraz, later claiming he was no more than a vessel of Sigmar's wrath at the time. To what extent Karl Franz meant this as a metaphor has been the subject of much debate.

### THE EMPIRE

*The Empire is a land dominated by deep, dark forests strewn with spider webs and the moss-covered remains of the fallen. Its heartlands are infested with all kinds of evils, from the savage Beastmen to marauding greenskins. These forests are punctuated by the spires of wizard's towers and the ruins of once-elegant Elf cities destroyed during the War of the Beard, many of which are now the lairs of fierce beasts, bandits, or mutants.*

*The southern and western lands of the Empire are more civilised, with numerous fortified cities built along the magnificent River Reik. The Reikland is the heart of the Empire, and houses the current capital city of the Old World, Altdorf. The briar-choked wilderness that rises into the Worlds Edge Mountains is far more dangerous. Its wild and untamed places breed hardy fighters who form the backbone of many of the Empire's armies.*

## THE GRAND MUSTERS OF THE EMPIRE

Though the armies of the Empire harbour a dizzying profusion of warriors and specialists of different stripes, the heart of every army is the mass of uniformed infantry at its centre. Each province keeps a vast body of state troops active and ready for war, professional soldiers drilled in the bloody craft of battle. Thousands of resolute Spearmen march alongside grim Halberdiers and skilled Swordsmen, each warrior clad in his regiment's distinct colours and adorned with feathers, skulls, parchments or protective charms. These regiments and their detachments are highly trained in the fluid execution of complex battlefield manouevres. Accompanying these infantry blocks upon the field of battle are teams of Handgunners, Archers and Crossbowmen, each able to bullseye an Orc at a hundred paces. The footsoldiery is further complemented by plate-clad Greatswords, veteran soldiers that wield personalised zweihanders, and mounted cavalrymen known as Pistoliers and Outriders, specialists in black powder weaponry and the art of hit-and-run attacks.

### AN ALLIANCE RENEWED

*When the Dwarf King Belegar of Zhufbar was stricken with warpstone poisoning, the morale of his warriors suffered severely, and the Skaven attacking the lower levels of the hold finally penetrated its blockade. Word of their plight travelled through the Moot to the Empire, largely due to the efforts of the Halfling runner Stocky Borrowblade.*

*Karl Franz personally led his Reiksguard through the treacherous sewers and tunnels of the Underway into the raging battle beneath Zhufbar. The Empire troops put the Skaven rearguard to flight at the Battle of Broken Pillars, and the Dwarfs took the opportunity to counterattack, repelling the invaders inch by inch. Since that famous battle, the alliance between Dwarfs and men has been stronger than ever before.*

## THE INGENIOUS MACHINES

The various institutions of the Empire have flourished under Karl Franz's rule, and the Imperial School of Engineers is no exception. Experts in the craft of war, the Engineers continue to devise ever more deadly and elaborately named machineries of destruction. From their soot-blackened halls come the Helblaster Volley Guns and Helstorm Rocket Batteries to complement the more traditional Great Cannons and Mortars produced by the Gunnery School of Nuln. The eccentric Engineers who create such marvels happily go to war to see their effects first hand, often armed with the latest and most experimental devices: repeater handguns, grenade launching blunderblusses, Herstel-Wenckler pigeon bombs, and clockwork cavalry. Every year new mechanical experiments clank and stomp out of the School's strange and frightening laboratories, some exploding almost as soon as they are deployed, some field tested to great effect. The malfunctions and disasters of the Engineers fraternity are usually overlooked by the Imperial court – even the Greater Altdorf Sootstorm of 2502 was quickly forgotten after the first good downpour. After all, their machineries of war are often powerful enough to flatten an entire enemy flank, and Karl Franz is well aware that desperate times call for drastic solutions.

## THE KNIGHTLY ORDERS

The Knightly Orders of the Empire are another powerful tool in Karl Franz's military arsenal. Each Order has a proud heritage and history, and many of them are fierce rivals, but all are fiercely devoted to the Crown. It is the Knightly Orders who provide the heavy cavalry of the Empire, tall and proud warriors all, rider and mount alike armoured in the finest lacquered steel. When war calls, the Grand Masters of the Knightly Orders lead their men forth, galloping towards the foe in precisely judged charges as they drive their lances and sabres deep into the heart of the enemy battleline. It is not only warhorses that the Knightly Orders ride to war – the elite of the Kislevite cavalrymen are said to keep plate-clad bears that obey their riders' growled commands, and the Knights of the Vengeful Sun have several units of highly-trained Demigryph riders trained and ready for battle.

## FIRE, FURY AND FAITH

Those most mysterious of Imperial institutions, the Colleges of Magic, also wax strong under Karl Franz's rule. Founded by Magnus the Pious and mentored by the Elven archmage Teclis of Ulthuan, the Colleges of Magic teach those with sorcery in their blood how to harness and shape their spells until they become fully fledged Battle Wizards. Though the diverse Colleges wield powers taken from the eight different Winds of Magic, all are devastating to witness upon the field of battle. Some send searing bolts of mercury into the ranks of the foe, some bring down the wrath of the heavens, others transform into gigantic beasts and rampage deep into the enemy's battleline. Regardless of their abilities, all wizards and mages risk not only their bodies but also their souls in pursuit of their eldritch arts, for those who seek to bind otherworldly powers can meet very sticky ends indeed.

The realm of the supernatural is not the sole province of the Battle Wizards. The Sigmarite creed is alive and well in the armies of Karl Franz, its practicioners dealing out righteous retribution with flame and hammer to the manifold evils of the world. The fiery Warrior Priests of Sigmar are formidable combatants as well as workers of battlefield miracles, leading by example at the front lines or, in the case of the Arch-Lectors themselves, riding to battle upon a towering War Altar of Sigmar.

### *BRIGHT WIZARDS*

*Those who wield the Lore of Fire, often called Pyromancers, channel the Wind of Aqshy. They are the most destructive of all Battle Wizards, for searing flame is theirs to command. Unfortunately for them, the wind Aqshy is unpredictable and wild. Hence it is not unusual for a Bright Wizard to immolate himself with a single misplaced syllable.*

KARL FRANZ IMPERATOR REIK
REIKLANDE KNIGHTS
MARSHALS of the REIK GRAND MASTERS KNIGHTLY ORDERS

## AN ARMY UNITED

A wise scholar once noted that the Empire of Man thrives because of its differences, not in spite of them. This has proven to be especially true upon the field of war. Should an invading army manage to weather the fusillades of black powder weaponry, coruscating magic and storm of artillery fire that precede each clash of battlelines, it will find itself trapped and outflanked by disciplined and well-drilled infantry regiments. Should the spears and blades of the state troops not destroy the foe outright, the Knightly Orders will launch their charges, finishing with lance what was started with crossbow bolt and lead shot. In the skies above ride the captains and princelings of the Empire upon their fantastical beasts, hunting down and slaying the leaders of the enemy army, and all the while doomsaying Flagellants give their lives gladly to ensure the opposition is utterly destroyed. The armies of the Empire are as deadly as they are diverse, and with the wit and will of the finest generals behind them, there is no manner of threat that they cannot overcome.

## THE UNUSUAL DEMISE OF LORD VETHRIC

*When the grand army of Talabecland mustered to hunt down and destroy the rogue Sorcerer Lord Vethric, they were met with a nasty surprise. Grand Master Odo Copperfinger of the Order of the Crystal Lance had mustered not only his entire order but also ten score regiments of well-drilled state troops, the splendidly-moustached Carroburg Greatswords, and the venerable Steam Tank Ancient Fury, known as Old Rustbucket to the soldiery. The armies cautiously manoeuvered through the forest to surround Lord Vethric's many-towered citadel. Grand Master Copperfinger had barely finished booming his ultimatum to the Chaos-worshipping Vethric when all hell broke loose.*

*With a muffled thunderclap, a stampede of black-tongued Daemons riding atop musclebound crimson bulls burst out from the ether and crashed into the Empire army's flank. From the woods came gigantic blade-legged centipedes and fleshworms the size of wagon trains, catching up Odo's knights with scythe-like mandibles and scissoring them apart. The Empire army counterattacked with gusto, refusing to bow before the Sorcerer's summoned legions. The daemon cavalry met its match in the Carroburg Greatswords, who stood fast even in the face of the most punishing assault, but when a flame-wreathed meteorite of warpstone thundered out of the heavens and obliterated the best part of the Empire army, the struggle seemed hopeless. Then sounded Ancient Fury's twin great cannons, and trundling forward the Steam Tank ploughed headlong into the section of the citadel already weakened by its cannonade before exploding spectacularly. With almost unbearable slowness, the Sorcerer's citadel toppled downward into the battle below, flattening several more regiments but in the process crushing Lord Vethric and silencing his conjurations forever.*

*There was a grand victory feast in Copperfinger's halls that night, but it is rumoured that there were fewer than twenty survivors able to attend it.*

### *THE IMPERIAL MENAGERIE*

*Emperor Karl Franz has few serious eccentricities, but amongst his fervent passions is the furtherance of the Imperial Zoo, a vast complex of beast-pens and mosaic-covered caverns. Within its halls reside strange creatures that have been given as gifts from foreign potentates or hunted and captured from the hidden corners of the world. The gigantic menagerie within has always housed stables of Pegasus and Hippogriff for the elite of the knightly orders to ride to war, but its furthest recesses are home to even larger and fiercer creatures. Over the course of his reign Karl Franz has acquired whole families of eagle-headed Griffons whose leonine bodies are borne aloft on powerful feathered pinions, sting-tailed Wyverns from the high peaks, and even triple-headed Chimeras. In its furthest recesses can be found the Imperial Dragon, an elder beast that lies brooding upon a mountain of golden Imperial heirlooms and the soot-blackened bones of incautious stewards.*

*Overleaf: After the avaricious Border Prince von Hopfklaut returns from his lucrative treasure-hunting raids into the far south, the city of Goethelburg is forced to defend itself from the terrifying legions of the vengeful Khemrian monarch King Aphet II the Eternally Unforgiving.*

# BRETONNIA

**Bretonnia is the land of chivalry and honour. Its knights are the most valiant cavalrymen in the Old World, watched over by a mysterious goddess known only as the Lady. In times of war, each of the noble lords of the realm summons his retinue of thousands of loyal knights – a truly majestic sight in their shining armour and proud heraldic liveries. The charge of the cavalry of Bretonnia is an avalanche of steel that drives everything before it with lance, hoof and blessed blade.**

## RISE OF THE BRETONNI

Over fifteen centuries ago, the divided tribes of the Bretonni occupied the territory that lies between the Grey Mountains and the Great Ocean. The land was wild and the tribesmen constantly fought for survival against marauding hordes of evil creatures. Roving armies of greenskins, Beastmen and other foul fiends besieged the Bretonni in their wooden forts, laying waste and pillaging every settlement they found. But out of these desperate times arose a legend – Gilles, the valorous Lord of Bastonne, a man of unmatched might and bravery. He was a giant of a man, with long flowing hair and piercing, wise eyes. Though he was implacable and ruthless against his people's foes, Gilles was kind and generous to the weak and the innocent. He vowed that the Bretonni would take back what was rightfully theirs, or die trying, and rode out of his besieged town at the head of his tribe's horsemen. Clad in armour of leather and chain, and wielding spear, sword and axe, they plunged into the greenskin ranks like a thunderbolt, scattering all before them. Inspired by Gilles' shining example, the Lords Thierulf of Lyonesse and Landuin of Mousillon also led their men out to cleanse the lands.

The brave lords soon joined their forces into one single mighty army and embarked on a great crusade to rid the lands of the Bretonni from the evils that plagued it. Preparing for the next day's battle against an immense Orc horde, Gilles and his Companions took their rest near a lake on the edge of the enchanted Forest of Châlons. Upon its hazy shores, a fey vision appeared before them.

## THE FAITHFUL REWARDED

As Gilles rested, a woman of incomparable beauty and mystery emerged from the mists covering the lake. She approached the Companions, moving over the waters without once stirring them. In her delicate hands she bore an ornate golden grail brimming with holy power.

Gilles and his Companions knelt in pious humility and, recognising the Lady as a divine messenger, they offered their swords to her service. In return, she blessed the men by allowing them to drink from the Grail. Infused with supernatural energies, Gilles and his Companions were forever lifted above the level of mortal warriors. Their armour became resplendent and impenetrable, their blades and lances suffused with destructive power. Though they had knelt as barbaric horsemen, they rose as noble knights – the first Grail Knights of the Lady of the Lake.

## UNIFICATION AND CONQUEST

Led by such indomitable champions, the armies of the Bretonni conquered all, fighting their way across the land and liberating every region from the foul creatures that beset them. Many wyrms, giants and other rampaging monsters were slain, and multitudes of Chaos-worshipping fiends, brutish greenskins and foul ratmen fell under the avenging blades of Gilles and his knights. More and more lords, filled with new faith and thankful for the help received, came forward with their knights to swell the ranks of Gilles' host. The illustrious deeds performed by Gilles and his Companions in the twelve major battles of this sacred war of unification became legend, forming the basis of the Bretonnian Code of Chivalry for centuries to come. The knights of Bretonnia are famous throughout the land not just for being superb mounted warriors, but also for the strict laws and virtues of their Code, which puts honour, humility and courage above all.

Eventually, the land was free from evil. Those dark creatures not destroyed by Gilles' crusade were forced to hide underground, or in the heart of wild, untamed forests. Thus was the Kingdom of Bretonnia formed, united by Gilles and defended by his brave knights.

## *BRETONNIA*

*Bretonnia lies to the south and west of the Empire, between the Grey Mountains and the endless reaches of the Middle Sea.*

*Each of Bretonnia's provinces are ruled over by dukes whose weather-stained castles rise into the air in imitation of the abandoned Elf towers along her northern coast. Like much of the country, they are under constant repair and reconstruction.*

*Compared to the wealthy cities of the Empire, the settlements of Bretonnia are parochial, run-down and impoverished. The land boasts no seats of learning and its castles are decorated with mouldering tapestries of past glories. The pox-stricken peasantry live in shanty towns and hovels gathered about the castle walls, as the greater part of the country's wealth is spent on the splendour of its knights, for whom a fine appearance is just as important as the keen edge of sword and lance.*

Sadly, Gilles was taken from his people, struck down by a cowardly war engine fashioned by the vengeful greenskins. Legend has it that his mortally wounded body was taken by the Fay Enchantress, the first of the Handmaidens of the Lady, to a holy island in the mist-shrouded lake where the goddess first emerged. Gilles le Breton, Uniter of Bretonnia and Champion of the Lady of the Lake, had passed into legend. Amongst the faithful it is said that one day he will return, and in its most desperate hour of need he will ride again to the salvation of Bretonnia.

## ON THE ROSE OF BRETONNIA AND ITS THORNS

Since these glorious times of unification, the history of Bretonnia has been one of constant struggle and war. War against the enemies without – greedy aggressors who violate the sanctity of the Land of the Lady, intent on plunder or conquest. War against the enemy within – the debased children of the Dark Gods who slay and burn in the name of their evil patrons. But the most bitter of all wars are those where knight fights against knight, duke against duke. Fostered by mistrust, vain pride, betrayal, lust and, above all, greed, this internecine strife has been the curse of Bretonnia more than any other enemy. Only the rule of a strong monarch can stop the bickering amongst the dukes, settle their quarrels and direct the powerful energy of a united Bretonnia against the real enemy. When this happens, the nation's knightly armies ride out on noble crusades, whether within the borders of the realm or to far-off lands.

Throughout the centuries, vast hosts of knights have crossed the mountains into the Empire, Estalia, Tilea, the Border Princes and the Badlands, or have embarked upon great galleons that have carried the warriors and their steeds into faraway lands – Norsca, Araby, Albion and even the mysterious Land of the Dead. There, in the burning heat of the Nehekharan desert, gallant knights have donw battle with the Undying Legion of the Tomb Kings, glorious formations of horsemen crashing through endless regiments of skeletal soldiers until the crusaders' bright liveries were entirely obscured by powdered bone and the dust of ages. Entire Orc and Goblin tribes have been slaughtered by the crusading Bretonnians without mercy, the force of galloping horse and heavy lance more than enough to slay the enemy elite before the rank and file is driven into the sea. Monumental Bretonnian fortresses have been built in these foreign lands in order to control remote provinces in the name of the King, but even the devout knights of Bretonnia cannot be everywhere at once.

**That which is sacrosanct, I will preserve.**

**That which is sublime, I will protect.**

**That which threatens, I will destroy.**

**For my holy wrath will know no bounds.**

*From the Grail Vow*

History has proved again and again the truth of the ancient Bretonnian adage "The realm and the King are one". Truly the lands have withered and suffered under the rule of corrupt or weak rulers – one only has to look as far as the cursed city of Mousillon to see the truth of this – but has thrived when led by a strong King who enjoyed the favour of the Lady of the Lake. A shining example of such a man, one whose virtues rival those of Gilles le Breton himself, is the current ruler of Bretonnia – King Louen Leoncoeur, Duke of Couronne and Knight of the Grail. Under his enlightened but firm guidance, Bretonnia is once again a power in the Old World, its armies of knights as far-reaching and implacable as they have ever been.

## THE PAGEANTRY OF WAR

The greater mass of each Duke's army is comprised of Knights of the Realm. Organised in a strict feudal hierarchy, these battle-tempered warriors take to the field clad in baroque suits of armour overlaid with rich liveries that are emblazoned with their family heraldic devices. Alongside these proud horsemen ride rash and headstrong young noblemen eager to prove themselves worthy of becoming a full-fledged Knight of the Realm. All Bretonnian knights are mounted on the fastest of chargers, animals of heroic proportions; intelligent, fiery and strong. Some say that in their veins runs the blood of the Elven steeds that were left behind by the retreating High Elves in ages past. The Bretonnians protect their horses with a heavy padded leather caparison – as effective as the metal barding used by other races, but considerably lighter. The weapon of choice for a knight is the heavy wooden lance with which these warriors spend much of their time training in the joust. So skilful are these knights that they can hit a target the size of a damsel's bracelet while charging at full tilt. Indeed, the lance is more than just a weapon to these chevaliers. The knights of Bretonnia fight in wedge-shaped lance formations that enable them to pierce the ranks of the enemy like the weapon for which they are named, capable of breaking apart even the legendary battle lines of the Dwarfs.

The Bretonnian cavalry is unstoppable upon the open field, but it is also invariably in control of the skies above. Formations of knights mounted upon Pegasi and Hippogriffs will challenge and engage the skyborne lords of the enemy force before diving down to impale the rank and file of the foe.

The dukes and barons can also call upon the Men-at-arms that normally garrison their castles and even the shabby peasants that till their fields, men who smell so pungent that their odour is a weapon in its own right. Such men are employed where the terrain is not suitable for horses, or used as expendable fodder to pin an enemy long enough for the knights to deliver a decisive charge.

## THE FAVOUR OF THE LADY

Whilst a Bretonnian knight fights in a noble and pious manner he is rewarded by the protection of the Lady of the Lake. Imbued with this divine energy, he is almost invincible. His armour will deflect shot and baleful curse, his lance will pierce through steel and bone, and his charge will smash asunder the tightest pike block or most solid shield wall.

Before the battle, even as the enemy begins its advance, the Bretonnian army remains where it has arrayed itself for battle. The knights dismount, thrust their swords into the ground and kneel before them in silent prayer. The morning mist coalesces into the image of a lady of great beauty and terrible power. From the resplendent chalice she carries, a lambent golden light flows over the faithful, infusing them with her supernatural power. The knights rise renewed in their ancient pact, strong with faith in her blessing, invulnerable in their virtue and duty. They mount their noble steeds, lower their visors and gallop towards the enemy, gaining speed and unstoppable impetus as they spur into full charge.

The favour of the Lady is not only manifest in visions and arcane wards, but also in the form of the magnificent Knights of the Grail. They are her champions, the few pious warriors who succeed in their personal Quest for the Grail and are allowed to drink from the chalice as a reward, becoming the pinnacle of chivalry in the mortal world. Grail Knights are always few in number but, as proven by Gilles in centuries past, each of these supreme warriors is able to slay hordes of lesser creatures with ease. In their wake come processions of devoted Battle Pilgrims bearing reliquaries fashioned from the remains of legendary warriors and the draconic beasts they vanquished. Stranger still, there are legends of fey spirits appearing from forests, lakes and other natural places to aid the Bretonnians – otherworldly guardians, ghostly bowmen from ages past, the souls of long-lost knights, and even the translucent spirits of the land itself. Truly it is said that Bretonnia is a land alive with chivalry.

### *THE GREEN KNIGHT*

*When the Vale of Quenelles was invaded by the infamous Thunderbite Goblins, the proud knights of that dukedom enjoyed a full day of slaughter before the Goblins deployed their secret weapon – an army of drunken Giants. The mounts of the Bretonnian knights took fright, carrying their protesting masters from the field. The peasantry of Quenelles fired upon the Giants with bow and field trebuchet, but once the Giants were amongst their ranks the battle seemed lost. Then, with an unearthly cry, the legendary Green Knight burst from the trunk of the ancient oak at the heart of the vale and took the fight to the Giants, felling them one by one with his glowing blade. Quenelles was saved, though the event is strangely absent from its official records.*

*Overleaf: The heraldic devices of four celebrated Bretonnian Paladins. Leftmost can be seen the livery and shield of Leofric Beastslayer of Lyonesse, famous for purging the Dolorous Glade of the eight loathsome monsters that terrorised the lands all about. On the right can be seen the Pegasus Rampant of Alaric Benegant, who rescued the Damsel Sharael from the clutches of Dark Elf raiders. Below this is the crimson shield of Manis of Montfort, devoured when attempting to slay the Dragon Embertongue, and the golden heraldry of his eventual avenger, Duke Obald Ironson.*

# DWARFS

**The Dwarfs are a venerable and proud race, born from a long distinguished line of warrior thanes and vengeful kings. Craftsmen beyond compare, they dwell in great subterranean fortresses far from the light of the sun. The traditionalist Dwarfs have much in common with their stony kingdoms, for every one of their number is as stubborn and unyielding as rock.**

## THE GLORY OF PAST DAYS

Since time immemorial the Dwarf empire has been centred upon the Worlds Edge Mountains. Marking the easternmost boundary of the Old World, this vast and forbidding mountain range is scoured by blizzards and ice storms of such force that their knife-sharp hailstones can flay a man's skin from his flesh. This bothers the Dwarfs not at all, for their domain is almost entirely underground. Besides, as any Dwarf would be keen to tell you, such trifling concerns as weather are of little issue to a race as tough as the Sons of Grungni.

Dwarfs are the greatest miners, tunnellers and engineers in all the world. At the height of their empire, their massive underground strongholds spread from the far north to the deserts of the distant south – a great bulwark of vaults, keeps and fortresses that held the savage hordes at bay. To this day their underground palaces and chasm-halls, though hidden from the world at large, are true wonders of architecture. The cavernous holds of Karaz-a-Karak are the most breathtaking of all – even the entrance hall is large enough to swallow the Grand Temple of Sigmar in Altdorf with ease.

Tragically, the glory days of the Dwarf race are long gone, for during the Time of Woes a series of cataclysmic earthquakes and volcanic eruptions crippled not only the fortresses and keeps of the old civilisation but also the extensive Underway that linked them to each other, allowing easy passage and communication between the holds. The ancestral enemies of the Dwarf race have taken every opportunity to capitalise upon this misfortune, constantly fighting to tear down and destroy what is left of the Dwarf empire. So it is that the last remnants of the Dwarf civilisation are perpetually locked in battle against Orcs, Goblins, Trolls, Skaven, Dragons, Daemons and the other monstrous terrors that make the mountains of the Old World their home.

## SONS OF THE ANCESTOR GODS

It is no small wonder that Dwarfs are at home in the tunnels that honeycomb the Old World. They have no fear of darkness or of confined spaces; they are short and broad, allowing them to fight at full effect even in the most claustrophobic mine or labyrinth, and their eyesight is piercingly sharp even in the gloom of the halls that yawn beneath the earth. Built with a rugged girth and stout muscular limbs, Dwarfs are possessed of near-endless stamina. An army of Dwarfs can march along the hazardous reaches of the Underway for days without food or sleep, subsisting merely on nourishing Dwarf ale and fierce pride in their own relentless nature.

All Dwarfs respect age, wealth and skill, practicing rites and traditions honed to perfection over thousands of years. After all, a mere century-old whelp can hardly be depended on to know his reverse beam assemblies, or truly understand the esoteric lore of counter-battery fire. Instead the Dwarfs look to their clan's elders in all matters, all of whom are great leaders and proven warriors. Each of the lords of the Dwarfs is possessed of deep wisdom, an incredible skill-at-arms, a true and abiding charisma, plus the ability to drink several barrels of premium-strength ale before his stories wander into dubious territory and his eyes begin to look in different directions.

Though they would never admit it, Dwarfs have several vices and flaws. All Dwarfs love smoking pipeweed and drinking strong alcohol in the company of their peers until they are rosy of cheek and ruddy of nose. They are also fond of a good grumble, especially when aimed at those younger than themselves. Because of their healthy respect for their elders and betters, Dwarfs often count the measure of their kin by the length and splendour of their beard. The oldest of their number have massive white manes, beards and moustaches, usually bound into metal-tipped plaits or elaborate braids. In many of the more war-torn holds, a long and heavily bladed beard is considered a weapon in its own right, sufficient to slice open a Goblin's throat with a contemptuous toss of the head.

## THE DWARF HOLDS

*East of the Empire rise the ancient, snow-capped peaks of the Worlds Edge Mountains. Along their length, ridge after jagged ridge thrusts ever upward, dividing the civilised world from the Dark Lands. Extinct and still smoking volcanoes mark the great fault line that lies deep beneath the world's surface, and the Dwarfs delve deep to find the rich veins of mineral wealth that lie there.*

*In recent years, only one army has made the long journey from the northern hold of Kraka Drak all the way down to Karaz-A-Karak. Seeking to forge a path straight through the mountains, the Engineers of Kraka Drak converted their revolutionary 'tractator engine' from gigantic rock grinder to a mobile garrison, fitting it with multiple Organ Guns and Steam Cannons. The Engineers carved a bloody path through the Orc tribes that infested the mountains, though they ran so short of coal that the motive power was often provided by goblinoid corpses set aflame with potent liquor.*

*The tractator engine's finest hour came when the Engineers and their men were assailed by the heavily armoured Black Orcs of Red Eye Mountain – the cunning Engineers pivoted the tractator engine's crane arm so that its giant runic lodestone, originally intended for gromril mining, dragged the plate-clad Orcs off the edge of the mountain path.*

"We sons of Grungni may have drunk deep from the bitter waters of misfortune, but we yet survive. Whilst a single Dwarf draws breath, we will fight the evils that assail us, and we will never, ever give up."

*– Hengist Stonebelly, Dwarf Longbeard*

## THE ARTISANS OF WAR

Of all the races of the world, it is the Dwarfs who excel most at the creation of artefacts. Each of the great holds is essentially an armoured network built around deep seams of rare and precious metals or even a vein of the priceless metal known to the Dwarfs as gromril. Rare gems and diamonds are the playthings of the Dwarfs, who decorate their finest creations with a king's ransom of jewels and purest gold. The legendary riches of these Dwarf holds are the main reason why they are constantly defended against the avaricious armies that surround them. The Dwarfs expertly extract the purest of materials from the belly of the world, distilling and alloying them, working and reworking, hammering and polishing their precious bounty in multi-chambered forge chasms until it meets their exacting requirements. Only then do the Dwarfs begin the lengthy and laborious task of creating a new work of art, for their proud society will settle for nothing less. Enormous metal pistons and bellows wheeze and hiss in counterpoint to the constant ring of hundreds of hammers; vast cogs clank and plumes of fire roar, each forge-alcove illuminated by the flames of the furnace and the cherry red glow of masterpieces in the making. Every torc, handgun or cannon is wrought to the highest of standards and painstakingly maintained over the passage of the centuries.

The pinnacle of Dwarf skill is reserved for the forging of weapons of war. The heroes of their realm carry at their sides perfectly balanced hammers and ever-sharp axes bound with magical runes of strength and destruction. In recent years the Dwarfs have reverently taken the legendary weapons of the Ancestor Gods from their treasure vaults, each capable of felling a Giant with a single blow.

Respectful of metal and stone, Dwarfs look down upon those who use perishable materials such as wood and clay – in Khazalid, their native tongue, the word for 'man-made' is the same as the word for 'shoddy'. The Elves of Ulthuan maintain that it is the Dwarf love for things of beauty that is their gravest weakness, at best an obsession that blinds them to reason, and at worst a dangerous avarice. The Dwarfs counter that the Elves are merely jealous of their masterful skills, and those who have seen the runic weapons of the Dwarfs in action will maintain that they are quite right.

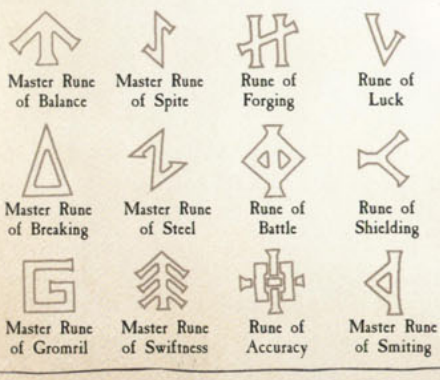
### *THE GREAT BOOK OF GRUDGES*

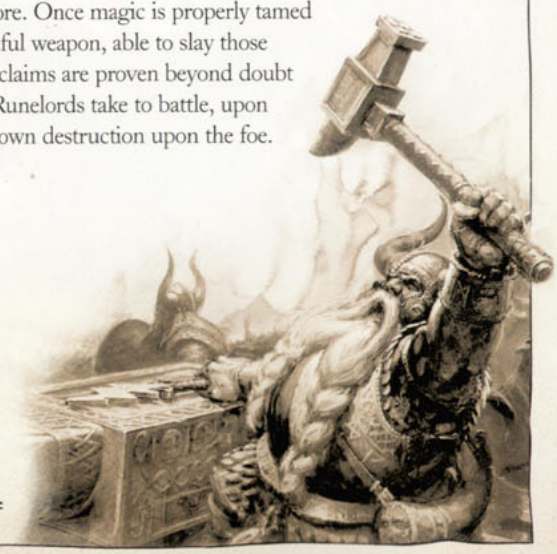
*No one holds a grudge quite like a Dwarf. All Dwarfs take matters of honour extremely seriously, and woe betide the ally that dishonours a pact or reneges upon their promises. Each such transgression is painstakingly transcribed into Dammaz Kron, the Great Book of Grudges, and the debt will eventually be settled in blood, even if it takes several generations to do so.*

## THE LORE OF THE RUNESMITHS

The Dwarfs are not magical by nature, and they cannot channel arcane power through their bodies and souls in the manner of Elves or men. If anything, the Dwarfs have an innate resistance against such forces, and the stuff of Chaos finds little purchase upon them. However, when it comes to the binding of magic into the weapons of war, the Dwarfs have no equal. Theirs is a runic lore, a library of potent sigils that, when properly wrought, can transform an axe from a simple weapon into an artefact of electrifying potency. Depending on the skill of the artisan who forges it, a simple sword can be enchanted to cleave through bedrock, and a suit of gromril plate can bear a rune that makes its wearer's skin literally as tough as stone.

The greatest of these Runesmiths are known as Runelords, highly respected sages, masters of the forge and keepers of the lore. Once magic is properly tamed and bound, the Runelords say, it becomes a useful weapon, able to slay those enemies that simple metal cannot touch. Their claims are proven beyond doubt by the mighty Anvils of Doom that the eldest Runelords take to battle, upon which are forged supreme runes that can call down destruction upon the foe.



### *OATHS AND VOWS*

*For a Dwarf himself to break a vow is a terrible misdeed in Dwarf society. Those who commit this dire crime will shave their heads, dye their beards and take the Oath of the Slayer, dedicating the rest of his life to seeking a glorious death in battle against the most terrifying enemy he can find. Thus are the most dangerous places of the world roamed by orange-haired Trollslayers, naked but for their loincloths and sigils of vengeance and redemption, each thirsting after one last glorious fight in which to restore their honour. On the eve of battle whole regiments of Slayers band together, and as the sun rises they rush pell-mell at the most monstrous of opponents with cries of manic bloodlust upon their lips. In recent times entire armies of Slayers have marched north into Troll Country, intent on redeeming themselves in battle against the rumoured Troll invasion that lumbers throught the blizzards towards the Old World.*

## THE TOOLS OF DESTRUCTION

Though all Dwarfs are expert craftsmen, it is those of the Engineers Guild that are the most gifted weaponsmiths. Over recent times they have become infamous for their runaway successes. To truly understand why, one must first understand the dilemma facing the Dwarf race.

Dwarfs value tradition and protocol, and have a deep-seated mistrust of anything new and unproven. After all, what good is a weapon if it can let its wielder down at a critical moment? Sadly, every decade the Dwarf empire dwindles a little more, and more beleaguered holds fall to the evil armies that roam the mountain passes. Such is the Dwarf race's plight that the luxuries of circumspection and caution are often put aside in favour of more drastic solutions.

Truth be told, despite the misgivings of the more traditional engineers, the modern experimental approach has led to some serious advancements in Dwarf military science. From the Engineers Guild has sprung not only the blackpowder weapon, painstakingly perfected in the form of Dwarf handguns and rune-enscribed cannons, but also advancements on traditional ballistic weapons. These include double-sprung metal crossbows, mechanical bolt-launching artillery pieces, cantilevered stone throwers and even stranger and more potent machineries of war. It was the Engineers Guild that pioneered the Gyrocopter, a vital tool in the communications network of the surviving holds, the Flame Cannon, inspired by the fire-breathing beasts of the high peaks, and the multi-barrelled Organ Gun, possessed of the firepower of a small battery of cannons in its own right. The latest contraptions to have been unveiled by rogue Engineers include war zeppelins bristling with guns, steam-powered war engines forged in the likeness of Dwarf Ancestor Gods, and the hissing, furnace-hearted beasts beloved of the Engineers of Karak Hirn. The older Dwarfs like to grumble into their beards that these are merely the indulgent creations of foolhardy younglings with ideas too big for their boots, but just maybe these new machineries of war are precisely what the Dwarfs need to halt the decline of their race and restore their ancestral lands to their rightful glory.

## THE THRONGS OF THE DWARF EMPIRE

Dwarf society is divided into many clans, each of whom have proud traditions and customs as well as distinct heraldry and insignia. Though many of the clans have long-standing rivalries, these can usually be put aside for the good of all, as the crumbling Dwarf empire is assailed on all sides.

Dwarf warriors of all stripes generally prefer to fight in the manner of their ancestors – both boots firmly planted upon the ground, chest puffed out, master-crafted weapon in hand and the interlocking shields of their brothers-in-arms stretching away to either side. This goes doubly for the veterans of the Dwarf armies; the Longbeards of the main battle line, the Hammerers that act as the King's bodyguard, and the Ironbreakers that fight each day to keep the tunnels clear of Goblin and Skaven infestation. Clad in the heaviest of armour, the elite infantry of the Dwarfs can stand resolute in the face of appalling odds. There is no invading force in the world that has not broken itself upon a Dwarf shield wall like a wave crashing against a cliff, scattered and driven back by an unyielding bulwark of metal, muscle and warlike temper.

## GRUDGE WAR

The last few hundred years have seen the Dwarfs waging campaigns upon on a dozen fronts. Each entry in the Book of Grudges is there to be settled, usually in blood. The current High King, Thorgrim Grudgebearer, is obsessed with obstinately settling one ancient grudge after another. Borne to war upon the ancient Throne of Power, Thorgrim leads his glorious armies to battle, thousands of booted feet stomping resolutely along the winding passes and roads of the Old World in search of vengeance. In the last few moons alone, Thorgrim and the throngs of Karaz-a-Karak have avenged the Massacre of Ratspike Plain, taken their due of a thousand Imperial crowns from the treasure chests of the famous Ogre paymaster Bloodyguts, and beaten the undead minions of the Strigoi vampire Velethrex back into the grave in payment for past wrongs.

Dwarfs have long memories and no word for forgiveness, and for this reason it is quite common for a throng to fall upon a settlement centuries after the offending event. Though a grudge may be something as small as a monetary debt or long-postponed drinking contest, more often than not the stony-faced armies of the Dwarfs seek cold revenge for evil deeds perpetrated by the long-dead ancestors of their hapless victims.

### *THE LOVE OF ALE*

*Many have said that the Dwarfs love gold as much as life itself, and only the truly learned know that it is gromril that Dwarfs prize above all other metals. However, there is one substance that is closer to their hearts than any other – Bugman's ale. Dwarfs like nothing more after a hard day's mining or slaughtering Goblins than an evening feast and a few dozen pints of Bugman's XXXXXX, a legendary brew potent enough to knock out a Rhinox.*

**"I call you out, Magnus, son of Megnin, son of Murbad! Gather your armies if you can, for your head is mine to hew from its neck, just as your grandsire took my father's hand a century hence today!"**

*– Thrundil Barrelbeard, settling an old debt*

# HIGH ELVES

**Haughty and proud, the High Elves are steeped in ancient magics, and their martial skills are unsurpassed. For thousands of years they have ruled over the vast island continent of Ulthuan, sometimes vying for power against each other, but always uniting as one if their realm is invaded. Such is their prowess that no single enemy has ever truly defeated them. Beyond their borders their elegant fleets rule the high seas, carrying the armies of Ulthuan to every corner of the world.**

## MASTERS OF MAGIC

When the Old Ones came to the world, they first created the Slann and the Lizardmen as custodians of their new domain. The next race they raised up were the Elves, the descendents of whom call themselves the Asur, but who are known to man as the High Elves. Confident in their own superiority, the High Elves consider themselves to be the rightful inheritors of the world now that the Old Ones are no more. At best, the High Elves view the younger races with condescension, and at worst with outright contempt.

Perhaps because of their hubris, the history of the Elves is one of near constant war. At first, however, the Elves were mystics and scholars rather than warriors. Of all the races introduced to the world, the Elves had the greatest affinity for the primal energy known as Magic. The Old Ones created a kingdom for the Elves, raising the isle of Ulthuan up from the ocean floor. It was in this verdant realm that the Elves first learned the art of manipulating magic from the Old Ones, and here, millennia later, they rule still.

## THE COST OF VICTORY

The thousands of years since Ulthuan was created have not been kind to the Elves. The first catastrophe to strike them was the collapse of the vast portals built by the Old Ones. As the gates collapsed, the Old Ones vanished – none knew why or where they went – and the world was inundated by magical energy and the raw stuff of chaos. Unnatural creatures sprang into existence as if from nowhere, and the children of the Old Ones were suddenly beset on all sides by monstrous fiends and daemonic entities.

It was the Elves that rose to this almost overwhelming challenge. As the tide of Chaos crashed upon the shores of Ulthuan, and the other inhabitants of the Warhammer world cowered in what makeshift shelters they could find, the Elves stood alone. Led by the first and mightiest of the Phoenix Kings, Aenarion, and protected by the magical spells of their mighty mages, the Elves were able to first halt and then turn back the original incursion of Chaos.

It was a victory bought with blood and sacrifice, and though they knew it not, this was to be the greatest achievement of the Elf race. But it was a victory that was tainted, for in order to achieve it Aenarion chose to wield the Sword of Khaine, bringing the curse of madness upon himself and his descendents. Furthermore, their great victory fed the vanity and ego of the Elves, who since then have considered themselves pre-eminent amongst all of the races of the world.

## ENDLESS WAR

The history of the High Elves since that time has been one of almost constant battle and warfare. Only three of the Phoenix Kings that have ruled the High Elves have died peacefully; the rest have fallen in battle, killed themselves in despair, or been the victim of an assassin's blade. Many of the wars the High Elves have fought have been valiant and noble, for they have always been the mightiest opponent of the Chaos powers, but almost as many have been brought about by pride and arrogance. Most insidious of these were the civil wars that gave birth to the Dark Elf kingdom, an ongoing struggle that has raged for thousands of years and consumed countless legions across history.

These wars have forged a race very different to the mystics and scholars known to the Old Ones. Although the High Elves are still the supreme exponents of the magical arts, their armies have become the most professional and disciplined of all in this new age of war.

### *ULTHUAN*

*The island continent of Ulthuan is situated in the Great Western Ocean, between the Old and New Worlds. It is divided into a number of independent High Elf kingdoms, and is ruled over by the Phoenix King and his consort, the Everqueen. Ulthuan is a land of white-crested mountains and deadly magical beasts, against whom the High Elves sharpen their martial excellence.*

*The drifting energies of magic that permeate the world are eventually drawn to Ulthuan like water in a whirlpool. There they form an invisible vortex shaped by the network of standing stones raised by Caledor Dragontamer, a network which culminates upon the Isle of the Dead, where it is drained from the world. In this way Ulthuan draws baleful energies out of the world, preventing the tide of magic spewing from the shattered gateways at the world's poles from overpowering the material plane and plunging the world into a seething Realm of Chaos.*

### *THE ECLIPSE WARS*

*Every tenth year, the court of the Everqueen goes forth upon an a seaborne pilgrimage to the hidden Tower of the Sun south of the equator. The Queen alone can hold back the slow encroachment of the gravid orb Morrslieb that occurs with every eclipse. With her goes the Royal Fleet of Ulthuan, carrying an immense host of her finest troops, a score of Moon Dragons flying alongside. The Royal Warhost fights its way through the bizarre denizens of the Land of a Thousand Gods, battling against tribes of tiger-headed warriors, prides of winged lions and troops of six-armed monkey warriors who resent the Elves' intrusion into their domain. Upon reaching the Tower, the Everqueen gives up her own moonblood in a great ritual that ensures Morrslieb is held at bay for another decade. Such is the Elven way; to save the world and expect nothing in return.*

## THE GLITTERING HOSTS

All High Elves are taught how to use weapons from an early age – it is said they learn how to shoot a bow before they can read, and how to wield a sword before they can write. The skills they learn in their youth mean that the High Elves are expert warriors by the time they reach maturity. This multitude of deadly fighters – an entire race honed for war – form the backbone of Ulthuan's armies. Equipped with finely wrought armour, armed with bow or spear and shield, the glittering hosts of Ulthuan are possessed of a preternatural deadliness that makes the men of the Old World look like clumsy and barbaric apes in comparison.

Yet for all their prowess, these citizen soldiers are but the rank and file of a High Elf army. Complementing them are an array of elite formations whose martial skill is truly exceptional. While other races may boast fighters that are physically superior in terms of raw strength, there are none that can match the dextrous elegance and lightning-fast reactions of the High Elves. A High Elf warrior is so attuned to his blade that he can decapitate a charging Orc with a single well-placed blow, stepping aside with a disdainful sneer to let the corpse tumble past, his razor-sharp weapon clean and readied before the brute's headless corpse has even fallen to the ground.

Most numerous of these elite troops are the famous Silver Helms, the noble Elven knights who fight in the vanguard of every High Elf army. The sight of sunlight gleaming from their lances and highly-polished armour brings hope where all seemed lost. Faster still are the graceful Reaver cavalry that guard the shores of Ellyrion, riding on bonded Elven steeds as swift and capricious as the lightest zephyr. The heaviest of Elven cavalry are the famed Dragon Princes of Caledor, descendants of those who rode drakes to battle in ages past, their magical armour ensuring they can gallop through a raging firestorm without so much as singeing a perfectly arched eyebrow.

Riding alongside these cavalry formations are charioteers from Tiranoc and Chrace, the latter drawn not by Elven steeds but by the ferocious white lions that prowl the mountains of that mystical realm. Beast-taming is a respected art in Ulthuan, for the Elves have a natural bond with the noble creatures of that island; lion, eagle, and drake are loyal allies, and they bear the Asur to war gladly.

The cavalry and charioteers of the High Elf kingdoms are matched both in valour and skill by their elite infantry. The ever-silent Phoenix Guard, granted visions by Asuryan himself, each know the manner of their own demise and yet defend the Elven lords with their lives. The supremely skilled Swordmasters of Hoeth strike as swift as lightning, even with the two-handed swords with which they endlessly hone their martial form, and the White Lions of Chrace, every bit as ferocious as their namesakes, wield elegantly curved axes that can hew necks as easily as the birches of their homelands. Above each High Elf warhost soars a flight of huge, majestic Dragons that have accompanied the High Elves to war since the time of the Great Cataclysm. It is said that in recent years even elder drakes have been roused from their slumbers by the clamour of war.

High Elf armies are led to battle by the greatest heroes of the age. The general of a High Elf army will have studied the art of war from infancy, commiting to memory the essays and treatises laid down by the greatest High Elf commanders that came before him. These works, written by the likes of Caledor the First and Bel-Korhadris, mean that a High Elf general can call on a store of military wisdom undreamt of by lesser tacticians. Furthermore, the military acumen of each commander will be bolstered by the spell lore and magical abilities of the finest Mages. Even the youngest Dragon Mage can summon a storm of pyrotechnics, for the High Elves are true masters of magic.

It is this combination of exceptionally skilled troops, expert leadership and consummate sorcery that make a High Elf army such a deadly force. With these finely honed warhosts the High Elves impose their will upon all corners of the world, be they on land or sea, for their fleets are unmatched in speed and power. Conceited and proud, supremely confident and skilled in all the manifold arts of war, the High Elves have no compunction about using unstoppable force to achieve their ends. They know it is their destiny to shape the fate of the world, and woe betide any that stand in their way.

### ITHILMAR

*Ithilmar is a rare metal found only in one place on Ulthuan. The name means 'sky silver', for the metal is said to be as light as the sky and lustrous as polished silver. The High Elves use Ithilmar to forge armour and weapons which are harder than the finest steel yet possess an extraordinary lightness and flexibility.*

## DRAGONS

The great drakes of the Dragonspine Mountains are the faithful and long-serving allies of the High Elves. Most High Elf armies include at least one of these ancient beasts, who will even allow High Elf heroes or mages to ride into battle upon their backs. Dragons are massive, serpentine creatures of enormous strength, capable of tearing any foe to pieces with their formidable claws and fangs, and able to immolate entire regiments of troops with a blast of their fiery breath.

"This world is ours to rule as we wish. We earned this right at the dawn of time, when it was we, and we alone, that defeated the forces of Chaos and drove them back to their foetid realm. The lower races must learn this lesson and submit to our rule – if they do not do so willingly, then we will make them do so by force of arms."

*Imrik,*
*Dragon Prince of Caledor*

"While lesser races must study magic in its corrupted, broken form, our Mages harness its power as pure mystical energy. Our minor spells, those Lores taught to the humans by mighty Teclis, are but a pale reflection of the power wielded by an Asur fully trained in the magical arts."

*Unthwe Windrider*

# DARK ELVES

**The Dark Elves are the cruellest of all mortal races. They are beings whose embittered souls relish only hatred, malice and spite, for the pits of their black hearts are blunted to all other sensations. Only by inflicting pain can a Dark Elf experience something akin to joy. The armies of desolate Naggaroth revel in the misery they wreak as they murder their foes and plunder the lands. The Dark Elves would rule all the world, or else see it burnt to ashes.**

## THE MALICIOUS AND THE PERVERSE

Dark Elves are bitter, vicious killers that detest all the creatures of the world, including others of their kind. In the debased courts of Naggaroth only the strongest and most ruthless survive for long. The Druchii, as they call themselves, are disdainful, spiteful degenerates and murderers who delight in the despair they spread across the world. To a Dark Elf, there is no sound sweeter than the agonised screams of their foes, no draught sweeter than the blood of innocents laced with the tang of terror, and no sight more treasured than the death throes of their enemies.

In battle, the Dark Elves are aggressive warriors that mercilessly cut down their opponents with viciously sharp weapons. They move through the charnel reaches of the battlefield with a skill and fluid grace that lesser mortals could never hope to match. At these times the Dark Elves are most empowered by their hatred, and they shout their praises to twisted gods as they vent their malice.

The Dark Elves are a selfish, arrogant people who believe that all other mortals exist merely to be exploited, enslaved and abused in order to fulfil the Druchii's every whim. It is in the nature of the Druchii to be treacherous and scheming at all times, for honour is an alien concept in the land of Naggaroth. From their forbidding citadels they sail out across the world, going to war in vast raiding hosts that plunder enemy nations and butcher whole cities. When the armies of the Dark Elves set forth they do so for the joy of killing, for the suffering they can inflict on lesser beings and for the chance to spill the blood of the weak. Ultimately though, they do so for power, for the spoils of war are the Dark Elves' greatest source of wealth – a town or city found populated only by corpses is a sure sign of the Druchii's passing. As the Dark Elves return to their desolate realm, they leave a trail of woe in their wake, eradicating peace and prosperity and replacing it with terror and death.

## THE DOMINION OF THE WITCH KING

The history and fate of the Dark Elves is inextricably linked with that of Malekith, the dreaded Witch King of Naggaroth and undisputed ruler of the Druchii. Malekith was once a revered hero amongst the Elven people, the son of the first Phoenix King himself and heir apparent to the throne of Ulthuan. Following Aenarion's disappearance during the coming of Chaos, Malekith was passed over to rule his people in favour of another, and a deep resentment festered in his heart. Over the years that followed, that spark of hatred grew into a searing inferno, eventually leading to the cataclysmic civil war that would become known as the Sundering. That war still rages to this day.

Though Malekith and his followers were driven from the Elven homelands of Ulthuan, the Witch King vowed revenge on the High Elves and swore to take back his rightful kingdom. For five thousand years Malekith, a fearsome warrior and powerful sorcerer, has waged war against the Phoenix Kings, spilling enough Elven blood to stain red the Sea of Malice. Riding to war upon his Black Dragon Seraphon, Malekith has brought woe to all the races in the world, but to the High Elves above all. For in Druchii society there is no foe more despised than the High Elves; hated cousins viewed by the Dark Elves as effete weaklings. Though their society is riven with intrigue and treachery, when the Witch King's warhosts set sail for Ulthuan the Dark Elves are truly united in purpose. During their long war against the High Elves, the Druchii slaughter neither for riches nor for fame, but out of pure, unadulterated hatred, centuries of bloodshed lending strength to the thrust of each jagged sword. Only when every last High Elf is slain and Malekith claims his birthright upon the Phoenix Throne will the Witch King's eternal need for vengeance be slaked.

## NAGGAROTH

*The Dark Elves rule over the realm of Naggaroth to the north of the continent of Lustria. Naggaroth means the Land of Chill, and it is a kingdom as harsh as the souls of the Dark Elves themselves. Mighty fortresses of city-spires and jagged, menacing watchtowers sprout from the wind-scoured landscape alongside skull-carved outcrops of rock and sparse, black-pined forests infested with poisonous vermin. Dividing Naggaroth are the Blackspine Mountains. Beneath these majestic obsidian peaks are vast caverns and underground seas within which ghastly beasts and tentacled monsters dwell. In the chasms and caves under the mountains the saurian Cold Ones make their lairs, foul-smelling and scaly predators harnessed by the elite cavalrymen of the Druchii the better to rend and tear the prey.*

## THE BLACK HOST OF NAGGAROTH

At the head of each Dark Elf army stands one of the Dreadlords, ruthless warriors who have waged war upon a hundred battlefields and who kill with the practiced ease of centuries of combat. Each Dreadlord has left a mountain of corpses behind him in his ascension to power, yet their penchant for carnage never truly fades. Dreadlords command the armies of Naggaroth through fear and terror, and great hosts of disciplined Dark Elf Warriors march to obey their master's will. With bladed spears and cunningly-wrought repeater crossbows the Dark Elves' victims are slain, the sound of swords clashing and steel biting flesh drowned out by the screams of the dying. Wholesale butchery ensues as the infamous Cold One Knights crash into the fray, the lethal skill of Malekith's shock cavalrymen matched only by the ferocity of their stinking reptilian mounts. Merciless Dark Riders gallop forth on cruel-tempered steeds as black as midnight, running down those that attempt to flee with shouts of callous joy.

Amongst the serried ranks of Dark Elves are those that have devoted themselves to a lifetime of bloodshed. Beautiful but maniacal Witch Elves enter a frenzied orgy of violence as they hurl themselves upon their enemies and lash out with furious abandon in the name of Khaine, God of Murder. In cold contrast are the Executioners of Har Ganeth, they who spill blood in the name of their fell god with practiced efficiency, every blow a killing strike aimed to sever head from neck.

*Foremost amongst the vile gods of the Dark Elves is Khaine, the bloody-handed God of Murder. In his name are thousands sacrificed every day. Many are killed on the altar of the battlefield itself, but others are executed in temples and shrines, slain in the cruellest ways by the Brides of Khaine.*

## THE CRUEL AMASSED

The Dark Elves do not fight with silvered steel alone, for Malekith's dark sisterhood of Sorceresses, steeped in forbidden magical lore, wield the raw power of Chaos itself. A Sorceress can blast the meat from her foe's bones or summon forth daemonic spirits to devour the souls of her enemies. Using stranger sorceries still, Malekith has learned to imbue armoured steel giants with the souls of killers, creating fell embodiments of Khaine that carve through the ranks of those born of flesh and blood.

The Dark Elves trap and enslave not only the lesser races, but also all manner of unnatural beasts. The Druchii are adept at bending almost any creature to their domineering will, and they have harnessed the creatures of the land, air and sea for their wars. Leonine Manticores soar through the skies on bat-like wings, enormous War Hydras and Chimeras are driven into battle by the bladed

whips of their Beastmaster keepers. From the dark depths of the Boiling Sea repulsive sea creatures drag themselves onto blood-soaked shores, summoned by dark sorceries and driven into a frenzy by the cloying scent of blood. Beasts more dangerous still lurk in cavernous lairs beneath the Blackspine Mountains, colossal slime-skinned monstrosities of aeons past that the Dark Elves delight in unleashing upon their enemies.

Of all the beasts under the Dark Elves' control, it is perhaps the Black Dragons that are the most feared. These obsidian-scaled drakes are near-legendary creatures possessed of a malign intellect, able to belch great clouds of corrosive gas and conjure a primal dread in their foes. Malekith's favoured generals, the fiercest Dreadlords of all, have spent centuries training these beasts and honing their skills in aerial combat. It has been known for entire armies of these Dragon Lords to ravage the shores of the Old World, burning the cities of the lesser races to cinders in orgies of wanton havoc.

Yet for all the legions of Naggaroth, the eldritch power wielded by its Sorceresses and the titanic beasts that accompany Malekith's hosts, the Dark Elves' greatest source of strength remains their boundless hatred for all other creatures. This loathing burns so fiercely in their black hearts that it lends steely determination where other mortals would surrender to pain or fatigue. With hatred as their strength, the Dark Elves will enslave and dominate the world, or die in the attempt.

"Pluck out their eyes, burn their flesh, flay the skin from their backs; I want to hear them scream before we cut out their tongues."

*– Koureth Blackheart, Dreadlord of Har Ganeth*

## BLOOD ON THE SNOW

*In the midwinter of 1728, the northern reaches of Naggaroth were invaded by a huge army of Chaos-worshipping barbarians that had crossed the frozen Sea of Chill under the cover of a fierce blizzard. Malekith personally saw to the destruction of the interlopers, crushing them with perfectly-timed charges from his merciless Cold One Knights and cutting off their escape with his Corsair fleets. To ensure the northern tribes were punished for their insolence, Malekith then commanded the Beastmasters of nearby Karond Kar to launch a counter-invasion deep into the homelands of those who dared sully Dark Elf soil with their presence.*

*Into the wastes stormed an army of vengeful Druchii, flanked on either side by the war-beasts of Karond Kar. The nomadic tribes that prowled the Shadowlands were drawn by the promise of battle, but they were not prepared for the Beastmasters and their monstrous charges. Serpentine Hydras ploughed into the trundling Warshrines of the barbarian tribes, hurling them backward into the ranks of the foe and melting the flesh of the survivors with blasts of roaring flame. Manticores plunged out of the clouds to tear apart the leaders of the Chaos armies, Sorceresses on Dark Pegasi devoured the souls of those below like the choicest of sweetmeats. When the slaughter was over, a mile-wide trail of bloody slush stretched all the way back to Karond Kar, for Malekith had ordered that any survivors should be dragged to their death. Thus was the wrath of the Druchii visited upon the tribes of the north.*

# WOOD ELVES

**The hawk-eyed Wood Elves are the secretive defenders of the great forest of Athel Loren. Their armies are ever on the march, carrying spear and bow against the agents of disorder and ruin. The sentinels of ancient sites across the Old World, the Elves of Athel Loren fight a never-ending battle of vengeance against the lesser races that trespass upon their lands and the ever-spreading corruption of Chaos.**

In their prime, the High Elves maintained many colonies and outposts throughout the known world. Nowhere was this more true than within the bounds of Elthin Arvan, the Old World – yet it was not to last. When disaster befell the folk of Ulthuan, when the treachery and betrayal of Malekith the Accursed beset their ancestral lands with fury and war, the High Elves had little choice but to abandon their holdings across the sea and return home, lest by defending both realms they would ultimately save neither. Yet not all the Elves who had settled in the Old World were prepared to abandon it. Most notable of all those who remained behind were the Elf colonies that dwelt near the forest realm of Athel Loren, those who renounced all ties to the Phoenix King and struck out in the cause of independence. So did the forest of Athel Loren ultimately become a realm unto itself, and the Wood Elves a power in their own right.

## THE KINGDOM OF ATHEL LOREN

Athel Loren is not as other forests. Its ancient trees long ago found vigour and voice, and they learned to hate the lesser beings who swarmed about the forest's eaves, gnawing at their verdant majesty with axe and flame. Few intruders survive unbidden within Athel Loren's bounds, for its tree-spirits' vigilance is matched only by their intense loathing for interlopers.

That the Wood Elves were not consumed by the vengeful spirits of Athel Loren is one of the peculiar accidents of history. The alliance between Elvenkind and living forest was born out of a shared peril, for at that time the Dwarfs of the Grey Mountains pressed hard upon the forest's borders, felling trees to feed hungry furnaces and slaying Elves as payment for past grudges. The Elves of that region were few and the Dwarfs many. Only through combining their forces could the Elves and tree-spirits hope to survive for long.

## A STRANGE ALLIANCE

One dreadful night a tremendous battle raged by the flickering light of the logging fires. Outnumbered now by the combined forces of the Elves and the thorn-limbed forest spirits defending their realm, the Dwarfs fought with desperation. Elven arrows whistled from the shadowed shelter of the trees, finding marks in Dwarfen throats and eyes, their aim precise enough to seek the gaps in armour even in that ruddy twilight. Lithe Elf warriors flitted through the trees like ghosts, running sure-footedly through the upper branches before launching themselves at the Dwarfen battle lines below. Landing cat-like, the Elves braced their feet upon Dwarfen shield and helm, stabbing their long blades through eyeslit and corslet before vaulting away before their foes could react. Time and again, the Dwarfs charged into the woods, hoping to catch the Elves before they could reach safety. The woods that had parted before the Elves closed around the Dwarfs, binding the interlopers with vine and root, bludgeoning them with bough and branch. When dawn came, only shattered Dwarfen shields and patches of scorched ground remained to show that a battle had ever taken place. For weeks thereafter, in the deep holds of the Grey Mountains, Dwarf sentries looked westwards for some sign of pioneering armies that would never return. In Athel Loren, the battle against the Dwarfs had forged an alliance that would forever endure. So it was that the Wood Elves were born from the fires of battle.

From that day forth, the fates of the Elves and those of Athel Loren were intertwined. What began as an alliance of survival has become something far deeper and more pervasive. With every passing generation, the Wood Elves become in character more akin to the forest they inhabit, wrathful and vigorous during the summer months, torpid and somnolent with the onset of winter.

"The kinbands must march to war. Blood must be spilt."

*Naieth the Prophetess*

So too have they taken on the tree-spirits' capriciousness and distrustful nature. One can never be entirely sure how a Wood Elf will react, for his thoughts and reasoning, bound as they are to the forest's peculiar consciousness, are unknowable to an outsider. Where once they lived for the joy of exploration, the Elves became extremely hostile to the outside world, leaving the borders of their realm only to wreak bloody retribution upon those who have earned their displeasure or to defend ancient groves in the Empire, Bretonnia and lands even further afield, places to which Athel Loren's blessing of sentience has been brought. As time marches on, these groves are ever more assailed and plundered, and so the Wood Elves become ever more vengeful. Their desire for solitude has been sacrificed to ensure the sanctity of their race, and indeed the world at large.

So it is that the great forest of Athel Loren is now not merely the Wood Elves' dwelling place. It is their ally, their protector and their ward, and the Elves are bound to it, body and soul. Those outsiders foolish enough to set foot within Athel Loren risk not only the wrath of the trees, but also the predations of the keen-eyed Elves who watch every path and stand guard over every glade.

## A REALM APART

The aloof Wood Elves are isolationist in the extreme, caring naught for the affairs and travails of other realms and races. Their concern is solely for Athel Loren, for its survival and protection and for that of its splintered offshoots across the face of the world. Truly, the Wood Elves would feel little sadness if the Empire of man burned, so long as their cherished woodlands endured. Yet this is not to say that the Wood Elves entirely shun dealings with the outer world. Through the otherworldly waters of the Crystal Mere, prophetesses and scryers sift the strands of future fate, seeking significant signs or portents of the next threat.

Not all such threats need be ended entirely, but merely whittled to weakness or redirected upon a different path – one that does not lead to Athel Loren's borders. It is fortunate that it is so, for the Wood Elves are not so numerous as the other Elven peoples, and could ill-afford blood-soaked and bitter campaigns of interminable length. Better that each battle is carefully chosen for maximum effect: slay an Orc Warlord, and his coalition of tribes is as likely to tear itself apart as it is to continue upon its rampage. Lure a Beastmen warherd onto the defences of an Empire town and its deep-rooted hatred of Man will drive all other goals before it. It is fair to say that the Wood Elves have little in the way of allies, but rather a wide array of enemies of varying degrees, who they use as weapons against one another as need dictates.

In recent years the signs of destruction have been many, for the malefic powers of Chaos are on the rise. The atavistic Beastmen multiply across the Old World and beyond, spawned from the dank hearts of Chaos-tainted woodlands. From the north come tribes of warlike men and hosts of daemonic terrors, intent on conquering and consuming the world of Man. Ariel, the Mage Queen of Athel Loren, understands full well that inactivity in the face of evil ultimately leads to defeat, for once the realms of Man have fallen, the domains of the Elves will be next. For this reason the armies of the Wood Elves march abroad in numbers greater than ever before, waging their covert wars against those in the sway of the Ruinous Powers wherever they may be found.

### *ORION, THE KING IN THE WOODS*

*Orion is the King of Athel Loren, a demi-god infused with the power of Kurnous the Hunter. At midsummer, he leads his wild hunt through neighbouring lands, wreaking vengeance for transgressions committed against his forest realm. Yet Orion's power is tied to the passage of the seasons. At midwinter he offers himself up as a sacrifice, consumed by fire so that his realm might endure. The following spring, as Athel Loren emerges from dormancy, Orion is reborn. As the forest rings to the winding of Orion's mighty horn, those who have wronged the Wood Elves gaze fearfully towards Athel Loren, praying that the King in the Woods will not seek them out.*

## THE DEEPWOOD HOST

Unlike the drilled and trained citizen soldiers raised by their Dark Elf and High Elf cousins, the Wood Elves have little in the way of formal military. Instead, an army of Athel Loren is an alliance of kinbands and clans, summoned by the warhorns of the hunt. Each individual warrior brings martial skills of bow and blade honed in the dangerous environs of Athel Loren, skills that combine with the Elves' inherent grace and speed to create warriors as deadly as any to be found the world over.

When called to war, a Wood Elf army can travel great distance in the space of a single night, for there are mystical pathways that bind Athel Loren to the many forests of the world. The Wood Elves can tread these paths, appearing without warning many hundreds of leagues distant, easily circumventing defences, vanguards and patrols. So do the Deepwood Hosts of Athel Loren avoid drawn-out confrontation by means of stealth and illusion. Where other armies fight extended campaigns to reach their foe, the Wood Elves strike at the heart of the enemy with the very first blow.

As the army advances, phalanxes of Eternal Guard, veteran warriors whose wits are as sharp as their glinting two-headed spears, tread close about the lords and princes that command the host. Unflinching and unyielding, they are sworn to defend their lords even in the face of certain death.

On the flanks, Glade Riders and Wild Riders spur their steeds onwards, ever alert for a gap in the enemy formation. They gallop swiftly forwards, darting between the foe's spears and swords to wreak havoc on the flanks and rear of the enemy battle line. Elsewhere, tattooed Wardancers strike deep into the enemy ranks before leaping away, every thrust and parry an act of worship to the trickster god Loec, every fluid movement another step in the shadow-dance that binds and destroys.

Warhawk riders swoop and soar overhead, diving down to assail enemy war machines before returning to the skies clad in the blood of their prey. There can be no refuge when fighting the Wood Elves, for no secret path or refuge can be hidden from the sight of the Waywatchers. Better a clean death on the open plain than to be hunted down like vermin. Perhaps most famous of all are the archers of Athel Loren, the Glade Guard, whose deadly aim has become legend the world over.

Yet the Wood Elves do not fight alone. The pact that binds the Wood Elves to defend Athel Loren also impels the forest spirits to fight at their side. About and around the favoured of the forest flit ravenous Spites, their spindly limbs belying unholy strength, but these are the least of the spirits of the wood. Dark shapes loom out of the treeline to take their place amidst the Wood Elf ranks. Dryads dart ahead, their graceful and willowy forms belying the malice in their icy hearts. Scarcely is a battlefield picked as clean as when Dryads make their sport – the wounded become offerings in the deepwood shrines and the slain become little more than mulch. Treekin, deadwood husks animated by the will of Athel Loren, shatter shields and bones alike with tumultuous blows from bark-clad fists. Towering above all are the massive and evil-tempered Treemen, the ancients of Athel Loren woken from slumber by the supplications of Elven Treesingers. Their footfalls make the ground tremble, their roots burst upwards from the ground to throttle and crush, and their every blow sweeps enemies aside like broken twigs. Through the skies come the legendary creatures that dwell at the heart of Athel Loren; emerald Forest Dragons of immense size and wondrous entities coalesced from the dreams of the living forest itself.

Such is the Wood Elf army at war, a force of nature roused to terrible destruction against which no mortal enemy can hope to triumph, as merciless and unforgiving as the deepwinter frost.

### *THE REBEL PRINCE*

*There once was an Elven King whose only son fled Ulthuan after his mother was put to death for witchcraft. The prince found haven within Athel Loren, where he became famous for his many heroic deeds. The King was determined to bring his only heir back to his court, and set out for Athel Loren at the head of his personal warhost. At first he was met with stony silence, and then, as he commanded his men to cut down the forest, by an army of wrathful Wood Elves led by the rebel prince himself. In a climactic battle father and son duelled for a full hour before dying impaled on each other's blades. Such is the price of meddling with the affairs of Athel Loren.*

# WARRIORS OF CHAOS

**From the frozen wastes of the far north come the Warriors of Chaos, musclebound killers with hearts of iron and souls as black as coal. Armed and armoured with hell-forged steel, these servants of the Ruinous Powers possess inhuman strength granted to them by their unholy patrons.**

## THE MEN OF THE NORTH

The devotees of Chaos are the most intimidating of all mortal warriors. The songs and legends of the world describe them as nigh-unstoppable, for one who has seen the Northmen fight will carry the sight to his grave. The northern tribes are forged of hardy stock, born into an arctic wilderness where mercy and compassion are replaced by harsh violence and unforgiving justice. Their natural mettle is further tempered by a lifetime of battle. A Northman's life is a constant struggle for survival, not only against the freezing blizzards and electric storms of that realm, but also the dire creatures that roam the tundra in search of human prey.

It is when the men of the north give themselves over wholly to the Dark Gods that they become true Warriors of Chaos. These are men that have left the comforts and concerns of a normal life behind forever, selling their humanity to the Ruinous Powers in exchange for the raw strength to dominate and destroy. They have no family other than those that fight at their side, no love save that they reserve for their blades. A Chaos Warrior is no longer truly human – he is instead a living weapon; given body and soul to the gory business of slaughter.

## THE SHADOWLANDS

The repugnant domain known as the Realm of Chaos was brought into being aeons ago, at the time of the Great Cataclysm. To this day it spreads outward across the northern hemisphere, poisoning great swathes of frozen continent with the stuff of raw change. Its corruption is evident in those who live in its shadow; a benighted region called the Shadowlands. Whilst physical mutation is a rare and often fatal stigma in the civilised south, it is very common in the tribes of the north, and considered a gift from the gods themselves.

The tribes that live in the Shadowlands are numerous beyond counting. They differ greatly in customs and traditions, and even in appearance – the Norscans are fair-haired and tall, with long hair and bristling beards, whereas the vicious Kurgan horse-tribes that border the Realm of Chaos are swarthy and robust. These tribes range from groups of a few hundred nomads to hordes of barbarians that rival the nations of the Old World with their number.

Regardless of tribal affiliations, the menfolk of the North are invariably thick-set and muscular. Their craggy faces are covered with a mass of facial hair and their unruly manes are shaven into topknots or even stranger designs. A Northman's skin is leather-tough and weatherbeaten from years of battling through ice blizzards and sailing storm-wracked oceans, and he guards himself against the deadly cold with furs cut from the backs of wolves, bears and even deadlier creatures. It is the Chaos Warriors of these tribes who are the most splendidly attired of all, for they go to battle clad from head to foot in plate mail armour forged in the fires of hell.

Regardless of station, each Northman is possessed of a ferocious battlelust. This is not because of some terrible blight of the soul, but rather a result of the harsh landscape in which the Northmen live. The land is as hard and barren as stone, forcing the tribes to roam far and wide in search of the spoils of war. Each summer the wolfships of the Northmen set sail and whole tribes of Marauders pillage the coastlands of the world.

In comparison to the dreaded Chaos incursions, the constant raids of Chaos warbands are but an ominous prelude. Each incursion is an apocalyptic time of battle where hundreds of tribes march to war and the Warriors of Chaos pour down from the crest of the world.

*This map portrays the Warhammer world as if the viewer were looking down upon the northernmost crest of the world, where the Realm of Chaos waxes strong, spreading out in all directions across the globe. It indicates the rough disposition of the many northern tribes that roam the Shadowlands in search of war.*

*No matter where a traveller started his journey, if he were to head due north he would eventually find himself in the Chaos Wastes. It is a harsh landscape that blights the world, becoming ever more inhospitable and bizarre the further north the trespasser treads.*

*As our traveller presses further into the Wastes, he would find himself labouring beneath a storm-shaken sky, where he would witness the rebellion of nature, for even the elements are said to be torn between the mortal and immortal worlds. Gargantuan pillars of black and broken stone stretch in every direction, surrounding the angry void of Chaos like gigantic teeth ranged about the gaping maw of an impossibly titanic entity. About the blurred edges of the Realm of Chaos rages the Eternal Battle, the bone-strewn landscape crunching and snapping under the armoured feet of those who duel and slay for unending glory in the eyes of the Chaos gods.*

"The tide of Chaos pours down from the crest of the world like blood from a freshly-scalped skull. We shall make the world scream. We shall take it from the southern fools and reforge it in an image pleasing to our eternal masters."

*Aeokh Strixlar, Favoured of Khorne*

Each incursion is brought about by a legendary champion known as the Everchosen, a warrior of unsurpassed skill who has fought his way to the very pinnacle of his martial society, and who wields potent artefacts of magical and daemonic origin. The Everchosen alone has the force of personality needed to unite the constantly warring tribes into one great host that blackens the lands with its number. He is the crux on which the history of the world tilts, the manifestation of grim prophecies, and at his command march not only uncounted ranks of mortal warriors but daemons, beasts and creatures of raw magic bound to his will.

When a Chaos incursion comes pouring out of the wastes, the world trembles. In its wake comes the Realm of Chaos itself, bleeding ever outward until it threatens to drown the world of the sane in anarchy and misrule. It is as if Chaos itself, not just those in its thrall, seeks to conquer the world. The learned men of the world fear above all that with every incursion, the end of the world comes a little closer, and that the Warriors of Chaos will ultimately be the doom of all.

## THE EYE OF THE GODS

Though the rarified societies of the south consider the Dark Gods to be creatures of legend and fable created to scare the gullible into obedience, the Northmen know that these deities are immediate and real, taking a direct hand in the struggles and triumphs of their favoured supplicants. For this reason the barbarian tribes of the Shadowlands do not fear death. Theirs is a warrior society that prizes glory above all else, and not without good reason. The fell deities worshipped by the tribes of the Shadowlands eternally thirst for the strongest of emotions, for these give them substance and power in the otherworld of the Realm of Chaos. There is no more potent a draught than that offered up by the swirling tides of battle, for in times of war, Mankind's emotions are rich and plentiful. For this reason the gods reward the warrior, the commander and the battle-mage, turning their backs on the pleas of lesser men. To attain greatness on the field of battle is to draw the gaze of the Ruinous Powers themselves, for they find the trials and struggles of mortal men entertaining and gratifying in the extreme, especially when their puppets unwittingly engineer their own downfall. To ensure they have a constant source of adulation and worship, the Chaos Gods bestow strange but potent mutations and daemonic gifts upon those that please them; gifts that often manifest directly during the course of a hard-fought battle.

## THE PATH TO GLORY

To excel in the eyes of the gods is to climb a steep and treacherous path indeed. With truly great victories come peculiar rewards – those who cast down the enemies of their patron gods manifest supernatural powers and lethal strength. Eventually, should they somehow survive the constant rigours of a lifetime of battle, they may attain unimaginable power and perhaps even immortality. However, the path of the Chaos Warrior is a road fraught with peril, for to fail the Ruinous Powers is to condemn oneself to a gruesome end.

Once a warrior has proven himself, perhaps in some great quest or the slaying of a champion of a rival deity, he may catch the eye of the Chaos Gods. Such a supplicant will transcend the struggles of his peers to become a Chaos Warrior, the very embodiment of the merciless killer. His allegiance is no longer to his tribe, but directly to the Ruinous Powers themselves.

Should he continue to excel in the pursuit of his patron gods' mysterious and terrible agendas, he may be fortunate enough to become one of the Chosen – those Chaos Warriors whose bodies ripple and swell with power or coruscate with raw magic. The Chosen form warrior bands of the truly favoured, cutting down the foe with contemptuous sweeps of their heavy, ornate blades. Alternatively a Chaos Warrior may go on to fight on horseback as a Knight of Chaos, whose charge can break a battleline with ease. More likely he will meet his fate as one of the corpses strewn upon the battlefield, for few survive long enough to earn such high favour.

A warrior who proves strong enough to excel in the barbaric world of the north may find himself changing still further. From his body hatch new and deadly mutations, from multicoloured skin to vorpal claws and snapping tentacles, from wreaths of living flame to extra eyes that peer into the souls of men. The strongest of these favoured ones go on to become Champions of Chaos, towering warrior-princes who never tire or weaken, relentless in their quest to hunt down and destroy the heroes of those armies that oppose them.

### *THE SIEGE OF THE GREAT BASTION*

*During the year 1310, a series of earthquakes caused part of the Great Bastion of Cathay to collapse. A truly colossal invasion ensued as scores of the battle-hungry Kurgan tribes that roamed the steppes flooded into that rich and ancient empire. Hordes of Chaos Warriors battled legions of terracotta automatons attempting to shore up the Great Wall with their own clay bodies, mutated War Mammoths gored and trampled whole regiments of one-horned Ogres, and in the skies above Daemon Princes duelled with bejewelled Gold Dragons. The Cathayans ultimately blunted the invasion, but not before the Chaos horde had carved a bloody path into the heartland of the orient.*

### *MARKS OF CHAOS*

*Many Northmen wear grisly totems and cover themselves in crude tattoos, believing that they will ward off baleful energies and attract the gaze of the gods themselves. They are usually correct; those who live upon the threshold of the Realm of Chaos are right to be superstitious. Those who have earnt the true favour of one particular Chaos God above all may manifest a visible sign of that god's patronage. This can be anything from a particularly impressive clutch of boils arranged in the sigil of their god, to an iridescent brand, to a fiery skull-rune that burns above the chosen one's head. One blessed in such a manner will inevitably hold deadly abilities above and beyond those of his rivals, for he enjoys the peculiar boons of his god - at least until that god becomes bored or disappointed, that is...*

## THE FATES OF THE FAITHFUL

Those who are found wanting in the service of their gods begin to manifest such displeasure in their physical forms. Their minds degenerate until they are like unto those of beasts, and their bodies become vile of aspect, grotesque fusions of man and monster bursting out from the remnants of once-whole Chaos armour. Though they once enjoyed a position of pre-eminence, their failure to appease their thirsting deities has proved costly indeed. All that remains for such an unfortunate is to hurl oneself headlong into the fray, hoping to cleanse the stain of defeat with the hot blood of those who defy the ruinous hosts.

If a warrior earns too many mutations from his careless patrons, or displeases his masters greatly, he may find his flesh running like wax, bulging and reforming into one of the heaving, repugnant monstrosities known to the scholars of the Empire as Chaos Spawn. Amongst the rolls of blubber, sinuous tentacles and plates of horn can often be seen the staring, crazed eyes of what was once a proud warrior, flicking hither and yon in search of an end to its sorry tale. The fate of a Spawn is to writhe and scream in pain as it flails its way towards the blissful oblivion of death in battle. The men of the north do not shun these peculiar and horrific beasts; rather they treat them as a natural part of the tribe, feeding them and guiding them to battle so they may find their final rest.

Very occasionally, however, a warrior will prove mighty enough to survive the indelicate caress of the gods. By wreaking ever greater feats of slaughter, these favoured killers eventually become Chaos Lords, mutated but all the mightier for it, carving their own legends in the blood and flesh of nations. The greatest Chaos Lords may ultimately be rewarded with a daemonic apotheosis, becoming something akin to a god. So it is that the Daemon Princes of Chaos are born, ascending to fight at the side of their beloved masters for the rest of time.

Even this most vaunted of destinies is ultimately a curse, for it represents an eternity of war and pain as a puppet of the Chaos Gods. Yet the men of the north willingly embrace the worlds of mutation and unending battle, viewing even Spawnhood as a gift of a sort. For is it not better to live a short and violent life marked by the glory of the gods than to languish and die in obscurity?

## THE HORDES OF CHAOS

In the cold reaches of the north the tribes gather, united by the promise of conquest. When the war horns sound, barbaric Marauder tribes stride through the snows alongside armour-clad Chaos Warriors and silent, brooding Chosen. Iron-clad chariots plough a bloody furrow across the landscape, crushing or carving apart any foolish enough to stand in their path. Ahead of the endless ranks ride the cavalry of the Chaos horde – ornately-armoured Chaos Knights flanked by savage tribal horsemen painted in the hot blood of the enemy. With them come the Warhounds of Chaos, slavering beasts that hunger for living meat.

A truly powerful Chaos Lord will have even stranger and more powerful creatures striding to war under his banner; monstrous beings drawn by the promise of carnage, compelled by ancient debts or simply lusting after the lure of greater glory. From the icebound wastes of Troll Country and the darkest valleys come stinking predators whose flesh flows and bulges with barely contained anarchy, regrowing and regenerating ever more bizarre mutations with every fresh wound. From the east come Ogres drawn by the promise of battle, roaring in the crude tongue of their race and hefting heavy metal clubs, the most

favoured of their number clad in great suits of blackened plate. Fouler still are the towering Dragon Ogres that descend from the highest peaks to join the throng. Energised by the lightning that scours their mountainous lairs, each of these primeval beasts is ready to earn yet another lifespan in the service of the Dark Gods. The eldest of their number, the storm-clad beasts called Shaggoths, are the very same creatures that fought against the race of Dragons during the prehistory of the world. Some are over five millennia old, creatures from aeons past who have secured immortality with the promise of eternal servitude in the name of the Ruinous Powers.

And yet these are far from the most bizarre of the horrors that descend upon the lands of the sane. Bellowing titans of molten flesh, Daemon-cannons that belch balefire, and two-headed dragons turned inside out by the mutating power of Chaos stomp and soar into battle. Fortresses of veined stone burst from the corpse-soiled battleground in eruptions of jagged rock. Hovering in the skies come silvered citadels that defy gravity, each host to a coven of Sorcerers, and half-real nightmares borne aloft by the Winds of Chaos. At the command of the lords of battle leading the host, engines of living brass and regiments of Daemon-riding champions crash through the ranks of the barbarian host in their haste to plunge into battle. There is no limit to the scope and scale of a Chaos invasion, for it exists on the cusp of this world and the next.

The only true way to break apart such an incursion is to slay the Chaos Lord at its heart and hope that the inherent mayhem and disorder of the horde leads it to consume itself. After all, the Ruinous Powers hold rivalries that span across time and space, and they are ever ready to blame the failure of their fractious alliances upon each other. History does indeed record such feats – notably the Great War against Chaos, where Magnus the Pious drove back the armies of Asavar Kul, and the recent counter-invasions of Emperor Karl Franz that have staved off invasion for a few more precious months. But each time the hordes march upon the civilised world, ever more heroes, cities and fortresses fall, and yet more territory is claimed by the Realm of Chaos as it flows outward across the globe, perverting everything it touches with the stain of insanity.

There can be only one side ultimately triumphant in this long war – the war for reality itself.

**"These are the End Times, when the jagged claw of Chaos tears out the heart of the world, and the Dark Gods feast upon the doom of mere mortals..."**

*– Van Dire's Prophecy, Liber Chaotica*

# THE RUINOUS POWERS

**At the heart of darkness are the Powers of Chaos, moving to a ceaseless dance of death in the souls of the weak. First one leads and then another in the pavane of evil, a stately measure played out to the beating of human hearts. The shrieks of the damned are its joyous melody. Still the gods dance, and their bellows of triumph shake the world...**

The Chaos Gods are unknowable deities who play with the lives and dreams of men as if they were no more than insignificant toys to be cherished or discarded at a whim. Barbaric and primal, these gods stand in stark contrast to the civilised deities of the south. They are made real because they are unwittingly created in the minds of mortals. The four greatest of these are the manifested reflections of mankind's most powerful emotions, loosely summarised as rage, hope, despair and pleasure.

## KHORNE, THE BLOOD GOD

Khorne, the most powerful of all the Chaos gods, is the embodiment of absolute and murderous violence. Relishing the shedding of blood above all, he brings the doom of everything and everyone in his reach. It is Khorne that drives the armies of Chaos to war, Khorne that glimmers in the eyes of the killer, and Khorne to whom the champion shouts his wordless battlecry when the red mist is upon him. Eternally enraged, Khorne's moods swinging from simmering anger to epoch-ending fury, and his bellows of wrath can be heard across the void between worlds.

Khorne is often depicted as a grotesquely muscled, hound-headed giant in baroque plate armour of alien design. He sits brooding upon a great brass throne, his enormous two-handed sword at his side – a blade capable of splitting skies and sundering realities. The throne in turn sits atop a towering mountain of blood-slicked skulls, the heaped remains of those who have died in Khorne's name. There can never be enough skulls laid at Khorne's feet, for though each one feeds his glory, Khorne's thirst for blood is unquenchable and infinite.

## TZEENTCH, THE GREAT DECEIVER

Tzeentch, also known as the Changer of the Ways, is flux embodied. He has a thousand names and faces, and total mastery over the spheres of magic, intrigue, destiny and subterfuge. From his crystal labyrinth at the heart of the multiverse he spins an infinite web of deceit and confusion, delighting in distorting the lives of those he catches with his hollow promises. Tzeentch has a strong claim over all those who worship Chaos, for without the power of transformation, a warrior cannot ascend to greatness; the gods cannot bestow their gifts, and the living cannot die.

Tzeentch often manifests as a cloud of magical light that coalesces into a gangly and shimmer-skinned giant. His skin writhes with reflected faces that mock and leer at the onlooker in knowing contempt, each echoing in a twisting babel tongue the words that spiral from his mouths. His head sits puckered and growling in his chest, and his great horns rise from his shoulders rather than his brow. Around him writhe serpents of liquid magic, for Tzeentch is the master of the arcane, and ultimately all mages owe their powers to his art.

*The forms taken by the multifarious and diverse Chaos Powers are many, varied and wildly bizarre. In fact, when they do appear in dreams or visions, it is the beholder that gives them form, for the true nature of the Chaos Gods is beyond comprehension. A witness can appreciate only a tiny fraction of their complexity lest his sanity be blasted away in an instant. Those mortal sages and mystics who dare to theorise and debate upon the nature of the Chaos Gods succeed only in attracting the unwholesome attention of the creatures of Chaos. Many a wise man has been carried, alive and screaming, to the charnel houses of the Chaos Hells, there to writhe in endless torment as he is shown the glories of the Ruinous Powers first-hand.*

*The bulk of the world's population chooses to hate and fear these ancient deities without any attempt at understanding – their superstitions and customs are handed down from mother to child with good reason. Yet for all this, there exist those mortals who worship the Chaos gods, accepting the mastery of these vast and alien entities in the hope of a quick road to power. Though they pay the highest of prices for their ascendance, they number the most powerful warriors and sorcerers in all of history.*

## NURGLE, THE FATHER OF PLAGUES

An ancient and well-established god, Nurgle has a claim to all material things, for nothing is truly immune to the touch of decay. The dark counterpart to primitive deities of creation and fertility, Nurgle is an avuncular and jovial god, often called Grandfather by his acolytes. His earthy joviality sits at odds with his gruesome appearance, for he appears as a massively bloated, obese juggernaut of flesh that festers with boils, poxes and suppurating sores. His skin is split and torn, and indescribably rank organs bulge and spill to hang around his frame like rotting drapes.

Though he is the Lord of Disease, Nurgle cherishes all life, from wailing infant to bubonic pox. He has a generous spirit, bestowing his latest plagues upon the lands of mortal men with abandon, for within his great rusted cauldron Nurgle has gifts enough for all. His followers, inured to pain by the diseases that ravage their swollen frames, rejoice to see the great works of their master unfold. For what use is it to rail against the onset of entropy, as implacable and inevitable as the passage of time itself?

## SLAANESH, THE PRINCE OF EXCESS

Slaanesh is the lord of luxuriance in all things. The youngest of the greater Chaos Gods, he is the patron of music, art and passion, but also of sadism, perversion and cruelty. Above all, Slaanesh loves to see virtue fall to vice. He is the embodiment of indulgence and greedy desire in all its forms, and his name is whispered in a thousand hidden cults and covens across the world. Of all the Chaos Gods it is Slaanesh who enjoys the worship of the Elven cults, for the heightened sensibilities and passions of the Elven race make them easy prey to Slaanesh's seductive wiles.

Divinely beautiful and intoxicatingly alluring, the hermaphroditic Slaanesh exudes a palpable and irresistible charm that causes all who see him to fall utterly in his thrall. He appears most frequently as a slender and radiant colossus, male on one side and female on the other, and he teases the souls of mortals from their bodies, laughing mockingly as they gaze with hapless longing into his lustrous black eyes.

# DAEMONS OF CHAOS

**There is a tear in reality at the top of the world, a pulsing wound that grows larger and more livid with every passing year. From this dread portal spill great hosts of Daemons, the stuff of nightmares given form, each fiendish warrior hell-bent on transforming the entire world into a Realm of Chaos.**

## THE RUINOUS AND THE VILE

The Daemons of Chaos are a force of destruction in the world like no other. Daemons are not true creatures at all, but rather the strongest of concepts and emotions given terrible form. It is impossible to truly kill a Daemon, for they are forever tied to the otherworld known as the Realm of Chaos. Even utterly destroying their physical form merely banishes them back to their own domain, where they plot their revenge for a hundred years and a day. It is feasible to slay the material manifestation of a daemon with faith and true steel, but eventually that same Daemon will claw its way back to the real world, and it will have vengeance in mind when it does so.

Daemons are born of the stuff of Chaos. The further they travel from the source of their powers, the weaker their connection to the material plane becomes. It is primarily this fact that has prevented the unholy hosts from conquering all the countries and territories of the world, for to compare a Daemon to a normal man is to compare a poisonous serpent to a mayfly. Though Daemons occupy physical vessels that are usually humanoid in nature, this is only because of the limited imaginations of the mortals that have given the Daemons life. After all, the Daemons of Chaos exist only as a reflection of mortal hopes, fears and lusts. They appear as archetypes given form, vile caricatures and grossly exaggerated parodies of the concepts they represent.

## THE REALM OF THE DAEMON

The land of the Daemons is surreal and sickening, its shifting planes and dimensions as fickle as a madman's oath. The Realm of Chaos is so alien, so thoroughly unknowable, that a mortal mind could not even come close to comprehending it. Where it spills out into reality and fuses itself with familiar concepts such as time and space, there exist hideous landscapes that hint at the roiling chaos that lies beyond. Rivers of blood and filth gush upwards, the skies rain blades of bone, and the land boils with ugly, leering faces. Such a realm is the Umbra Chaotica, the bleeding edge of the Daemons' domain.

Yet this land is not one that can be marked on a conventional map. Every year the Realm of Chaos waxes and wanes, growing to continent-swallowing proportions when the powers of Chaos unite. Such events are mercifully rare, though Elven scholars have noted with trepidation that the incursions of Chaos are becoming more and more frequent as the years pass by. With every year more Daemons cross the boundary into the material plane, and more daemonic hosts make the journey into the heartlands of their prey. The lords of the Daemon realms smack their twisted lips and chomp their fanged-filled mouths at the prospect of one day bringing the world to its knees, imposing not only a new order but completely changing the nature of existence until it reflects nothing but boundless horror, madness and confusion.

## BLADES OF THE BLOOD GOD

The Daemons of Khorne have searing hot, drum-taut skin coloured in the vibrant hues of gore. Be they slick crimson or livid purple, arterial red or clotted black, each of these terrible creatures lives for the act of slaughter. They are the embodiments of rage and fury. Every drop of blood spilt, be it from the veins of friend or foe, empowers Lord Khorne upon his throne of brass.

Khorne's footsoldiers, known as Bloodletters, are cunning and strong. Their bodies are tense curves of whipcord muscle. Their long prehensile tongues flicker and wind, searching for the taste of blood. When they get close to their prey they stab and slash with their long hellblades at the vital organs of their victims, the better to enjoy the taste of death first-hand. Other Daemons of Khorne are far less subtle, brass-clad engines of wanton destruction that scream bloodcurdling warcries to their divine master as they barrel into the ranks of the foe. The daemonic champions of Khorne ride to war on giant snarling Flesh Hounds or hulking, brass-bodied Juggernauts, snorting Daemon-beasts that leave fire in their wake as they thunder forward in their haste to trample and gore. Feared above all are the Greater Daemons of Khorne, the Bloodthirsters, towering, axe-wielding monstrosities that soar upon great black wings above their shrieking minions before crunching down to earth in front of worthy meat.

## FOETID CHILDREN OF GRANDFATHER PLAGUE

The Daemons of Nurgle are the most putrid and repulsive of all. Each is patterned with the hues of decay and riddled with poxes, agues and tumours that swell and burst with every step. So diverse are the myriad diseases unleashed upon the world by Grandfather Nurgle that it takes countless legions of Plaguebearers to catalogue them accurately, whole regiments of rotting tallymen droning in fly-choked voices as they close upon their victims. Pestilent masses of Nurglings, diminuitive Daemon-maggots that giggle with glee at their own foulness, scamper and crawl underfoot. Upon the flanks come lolloping, flolloping, tentacled Beasts of Nurgle, belching poisonous flatulence and infecting all they touch in their misguided enthusiasm. Gesturing grandly with rusted swords and skull-tipped flails at the head of this repugnant procession come the jovial and obese Great Unclean Ones, whose flabby bulk is all but impervious to mortal weaponry. Even to stand downwind of such a sorcerous and foetid beast is to consign oneself to a terrible existence of crippling gastric illness.

## CACKLING MINIONS OF THE GREAT ARCHITECT

Tzeentch is a fickle and unpredictable god, being the master of mutation, and this is reflected in the appearance of his Daemons. The Pink Horrors of Tzeentch defy classification, all flailing limbs and gaping, hollering maws that forever reform and alter in a hundred different ways at once. The hovering, bounding Flamers that accompany the Horrors to war are every bit as peculiar, hurling balefire into the thickest concentrations of the foe and then howling in manic satisfaction when their victims meld into strange and terrible new forms. The air fills with the keening of sky-shark Screamers and shimmering Daemon towers that gibber and moan in the language of the mad. Only the avian Lords of Change have minds labyrinthine enough to guess at their master's cosmic intentions, and the near-infinite magical expertise to effect such change upon the universe.

## PERVERSE PRACTICIONERS OF EXCESS

The province of Slaanesh is excess in every conceivable form, from gluttony to lust to overweening pride. The Daemons of Slaanesh are graceful and svelte, alluring and intoxicating whilst at the same time possessed of singular hideousness. The Daemonettes of Slaanesh embody this contradiction, having something of the lissom wench about their bodies but more of the vicious hag about their evil souls. Woe betide the warrior who succumbs to their diabolical glamours, for he will wander not into the fulsome embrace of his heart's desire but into the razored claws of a pack of ravening hellspawn. Fiends of Slaanesh are multicoloured fusions of mammal, reptile and insect, their deadly scorpion-tails flicking back and forth as they gambol and dance through clouds of heady musk into the ranks of the stupefied foe. Long-limbed Keepers of Secrets move with a lithe agility that belies their gigantic size, snipping enemy champions in half with their crab-like claws and greedily scooping up the remnants with their long, prehensile tongues. Spending eternity with such imaginative and sadistic tormentors is perhaps the darkest fate of all.

## EVIL UNBOUND

The allegiances of the Daemonic hosts are as fluid and changeable as the whims of the Dark Gods. Some daemonic armies are utterly devoted to a single deity, whereas others are a shifting kaleidoscope of colours and textures, a catalogue of terrors where all four of the Ruinous Powers are represented. Regardless of loyalties or pacts, the Daemons bide their time, for they know with each incursion they come a little closer to their deadly and inhuman goal.

*The Grand Ball of Sigridschlosse was an event of shocking debauchery. The nobility of that corner of the Empire, ever a decadent and perverse lot, made sport of inviting the gods themselves to take part in their banquet.*

*As the nobles began their orgy of excess, every courtier who had partaken in the strange-tasting banquet transformed painfully into a Daemonette, and the magisters at the head of each table burst open like seed pods to reveal Greater Daemons of Slaanesh. The resultant bloodbath saw the town of Sigridschlosse burnt to a cinder, and the plumes of smoke drew no less than six war wagons full of State Troops to the site of the massacre. Battle was joined in earnest, but as ever more blood was spilt, the Daemons of Khorne manifested within the ruins of the banquet hall. For a full week the conflict raged, consuming the neighbouring towns before the Daemon hordes vanished cackling into the ether. Such is the price of mocking the Dark Gods.*

*Bloodletter of Khorne*

*Bloodthirster*

*Flesh Hound of Khorne*

*Skarbrand, the Exiled One*

*Skulltaker, Slayer of Kings*

*Bloodcrusher of Khorne*

*Karanak, Hound of Vengeance*

*Pink Horror of Tzeentch*

*Lord of Change*

*The Changeling*

*The Blue Scribes*

*Flamer of Tzeentch*

*Screamer of Tzeentch*

*Kairos Fateweaver*

*Ku'Gath Plaguefather*

*Nurglings*

*Great Unclean One*

*Plaguebearer of Nurgle*

*Herald of Nurgle*

*Epidemius, Nurgle's Tallyman*

*Beast of Nurgle*

*Daemon Prince*

*Fiend of Slaanesh*

*Keeper of Secrets*

*The Masque of Slaanesh*

*Chaos Fury*

*Daemonette of Slaanesh*

*Seeker of Slaanesh*

# BEASTMEN

**The Beastmen are the true children of Chaos. Grotesque hybrids of beast and primitive man, their domains are the haunted woods and blighted forests that cover the Old World. Within their warped hearts simmers an intense bitterness and hatred for all other races, a primal rage that can only be sated by grievous acts of defilement and savagery. The world once belonged to the Beastmen, and their barbaric armies gather across the lands with the single-minded intention of taking it back.**

## THE CLOVEN ONES

What hideous changes were wrought by the collapse of the warp gates will never truly be known, but the descendants of the foul beasts born from that catastrophe still plague the dark places of the world. Malformed, base and evil, the Beastmen hate all natural and wholesome creatures. They are wild and crude creatures of animal lusts and an unpredictable, violent temperament. They have long, ridged horns with which to gore their foes, and the legs of cattle and goats with which to stamp the bodies of their victims into the mulch. Their slavering mouths are filled with long, wolf-like fangs perfect for tearing flesh from bone, and their robust, heavily-muscled frames are perfectly suited to sating the murderous desires that gleam in their blood-red eyes.

The urges of this primitive race know no bounds, and the Beastmen indulge themselves by enacting their basest instincts whenever they please. Above all other emotions, though, they despise the race of Mankind. It is Mankind that seeks to tame the wild places of the world, to build upon lands that belong to the beasts, to impose order where there should rightfully be chaos. For this, the Beastmen believe, the race of men must pay with their lives. The precious works of the humans must be cast down and trampled into the dirt until nothing is left.

When the armies of the Beastmen surge forth from the shadow-shrouded forests, they do so to tear down civilisation until all is anarchy and misrule. With ever-increasing frequency the braying warherds of the Beastmen boil out of the darkness – more vital in nature than the races of Elf and Dwarf, more bloodthirsty than the nations of Mankind, and fiercer than the Skaven that scurry beneath the earth. When the armies of the Cloven Ones go to war, the civilised world shudders with the memory of that which has gone before and will inevitably come again.

## THE DOMAIN OF THE BEAST

During the coming of Chaos, the great forests were unquestionably the domains of the Beastmen. Most of the Old World is swathed in darkling woods, and the dominion of the Cloven Ones went unchallenged for almost five centuries. In their ancestral memories the Beastmen remember this time, and resent that this is no longer the case, for to them the lands are now infested with the spoor of Mankind – an upstart race of usurpers, weaklings and thieves.

Despite the territorial gains that Mankind has made since that ancient time, the wild woods remain largely untamed to this day. Were the lands of the Old World viewed from high above, the proud Empire of Man would appear as little more than flickering pinpoints of light, islands of barely maintained sanity in a vast, black sea of forest. The dread realm of the beasts outside each town and village echoes with the howling of barbarous tribes under the full moon, the growling of nameless things that stalk the night, and the panicked screams of their victims.

The leaders of the Beastman race still believe the Old World is rightfully theirs. They enforce their right to rule over weaker creatures with shocking acts of extreme violence, for Beastman society, if it can be referred to as such, has always favoured the strong. Even the grand armies of the civilised races will never truly overthrow them, for the children of Chaos are not only strong of arm and terrible of aspect, but also more numerous than the stars in the sky. The fact that other civilizations exist at all fills the Beastmen with rage beyond measure. Red-hot hatred festers in their savage minds for the prideful races that believe they can bend the forests to their will. Even the lowliest Beastman is aflame with a burning desire to twist and rend the clean, soft limbs of Man, to rip his skin from his fleshy body, to snap his bones and drink deep of the bloody marrow within.

### *THE DARK OMEN*

*The Bray-Shaman Malagor, also known as the Dark Omen, has a reputation as the portent of disaster. During the midsummer of 2522, every household across the entire province of Ostland awoke to find a member of each family missing and a pile of bloody bones in front of the hearth. In outrage, the troops of the realm rode out into the forests to find the culprits, the flickering light of their torches seeming to lend life to the gnarled forest. Instead they found a horde of Beastmen ten thousand strong. Battle was joined, and countless warriors died from each side in the first hour, but the Beastmen proved expert in the art of ambush. Worse still, Malagor set fire to the tinder-dry forest with a great spell. As Empire soldier and Beastman fought each other amongst the flames, the battlescape appeared as a vision of hell. The Empire troops broke and ran from the woods, the laughter of Malagor echoing in their ears.*

## CIVILISATION BESIEGED

Only by dragging the world kicking and screaming into an age of blood and violence can the Beastmen claim back their inheritance. Only by tearing down and burning the trappings of civilisation can the Cloven Ones sate their hatred for the people of the Old World. The Beastmen live for the day when they will trample the pompous leaders of the other races under cloven hooves, smear their pretentious statues with stinking dung, and set their cherished citadels of learning aflame until all is once again base and foul. The nations of Man, Dwarf and Elf take refuge in the dubious safety of their fortress-cities, but the Beastmen cannot be held at bay forever, for with every passing century the power of Chaos waxes ever stronger. Sooner or later, every dam is burst by the torrent, every road becomes overgrown, and every tower crumbles to rubble. It is then the Beastmen shall take back what is rightfully theirs.

## THE HORNS OF WAR

The Empire of Man perceives the Beastmen as unruly beings with the wit only to rend, tear and slaughter. Unfortunately for them, this is a deadly untruth, for none underestimate the Beastmen and live to tell of it. When the Beastmen march against their foes, it is not as mere raiding parties, but as heavily armed battalions united by their terrible hunger for war. Their hooves churn the ground to muck as they bear down upon their victims. As their armies scour the land, the air fills with a maddening cacophany of barking, braying, and howling, punctuated by the blare of twisted horns and the boom of war drums fashioned from gnarled trees and human remains.

At the head of each army strides a lord of the Beast-kin, fearsome in stature and possessed of an animal cunning. Having proved himself strongest of the warherd, the rank masses of the tribes follow these Beastlords instinctively. Armoured Bestigor acccompany him to the battlefield, twisted Bray-shamans whisper their counsel to him, and hordes of goat-legged Gors, hungry to commit all manner of atrocities, follow in his wake. Yet the armies of the Beastmen are as varied in form as any of the scions of Chaos. Equine Centigors gallop around the flanks of the enemy armies, their drunken and

violent lusts inflamed by the prospect of claiming the first kill, whilst malicious and nimble Ungors melt through the forests ahead to cut off the foe's escape. Ramshackle chariots hurtle across the battlefield, pulled by heavily-muscled Tuskgors or even a bristle-backed Razorgor drawn from its lair with offerings of raw human flesh.

The shock troops of the brayherds are Minotaurs, bull-headed giants whose hybrid anatomies have been grossly swollen by the touch of Chaos. Led by the largest of their number – the blood-obsessed Doombulls – whole tribes of Minotaurs stampede towards the enemy battleline, bellowing with unrestrained battlelust, their horned heads lowered as they charge into the foe with bone-crunching force. The orgy of gore-drunk feasting that inevitably follows such charges is even more sickening than the violence of the kill itself.

The number of Minotaurs slaughtering their way across the Old World is currently at an unprecedented level, and the legend of Taurox, the Brass Bull, is spreading like wildfire – a monstrous blade-horned giant of living metal who never rests in his quest to kill. Entire armies of Minotaurs now converge upon the city of Talabheim in the heart of the Great Forest, though none bar the Bray-Shamans that accompany them truly know the reason why.

## THE MONSTROUS HORDE

Behind the Gors, Ungors and Minotaurs of the horde come ever larger and more terrifying beasts, creatures from the realms of horror bound to the cause of the Beastmen by stooped Bray-Shamans. Cyclopean monstrosities known as Cygors lumber into the fray, crushing lesser beings beneath hooves as wide as tree trunks, seeking out the bright aura of wizards in order to slake their unnatural thirst for the souls of the gifted. Gibbering Jabberslythes spurt hissing bile as they flap and crawl from their lairs, their features so hideous that to look upon them is to lose one's mind forever. Waves of insanity wrack the enemy battlelines as the unnatural beasts advance.

When the tribes unite under the greatest of Beastlords the ground shakes at the Brayherd's passing, for with such a grand muster come all manner of strange and forgotten beasts. Obscene fusions of hag-tree and gigantic mutant shriek from dozens of mouths as they snatch up their prey in their poisonous tendrils. Cleaver-armed giants roar with pure bloodgreed as they storm towards the foe, saliva drooling in thick ropes from their freakish maws. Temples are levelled and crenellated keeps brought crashing down by living mountains of muscle and horn, goaded into battle by the chanting Beastmen that are packed into crude howdahs upon their backs. Quill-spined brutes from the northern forests thunder out of the night to smash apart iron gates and portcullises in one unstoppable charge. The skies turn black with flocks of harpies and carrion birds that gather for the bloody feast to come, scattering and screaming as older, fouler things flap through the skies towards the banquet below. There is no end to the menagerie of terrors that pours from the shadowed heart of the woods.

And yet even the most titanic beast of the deep forest is little threat compared to the wrath of the Beastherd itself, a rage that becomes ever stronger should the Beastmen suffer defeat. The Cloven Ones are the doom of civilisation incarnate, an inexhaustible army of monsters that will butcher, defile and burn all in their path until they have scoured all evidence of order and sanity from the Old World.

**"They blend cunning and spite with a savage bestial fury: half man, half beast, yet wholly the servants of Chaos."**

*Heiros Ghule, Quillmaster of the Drakwald*

# ORCS & GOBLINS

**The Orcs and Goblins are a scourge upon the lands. They are ferocious raiders that spread war to every corner of the world. The greenskins are so eager for battle that, when lacking a foe, they will gladly attack each other. So numerous and warlike are the Orcs and Goblins that should they ever stop fighting themselves and unite into a cohesive force, they would sweep away all opposition in a brutal tide of violence.**

## TRIBES BEYOND NUMBER

Orcs and Goblins, or greenskins as they are often called, live in warrior tribes or warbands. These groupings range from no more than a few hundred individuals to staggeringly vast hordes that cover the lands in heaving seas of green flesh and rusted metal. Each tribe is led by the largest and most powerful Orc chieftain amongst its number, known as a Warboss. Particularly formidable Warbosses with a talent for kicking in heads attract numerous lesser tribes to fight under their banner. This is because no tribe wants to miss a good scrap, though the cunning leaders of lesser tribes might simply be joining 'da winnin' side' to avoid a thorough pummelling. Might is always right, and large tribes often absorb smaller ones, eating any greenskins that don't put up a good enough fight.

Orc and Goblin tribes can be found throughout the world and, disconcertingly for peace-seeking folk, there isn't a habitat in which the adaptable greenskins cannot thrive. From the southern jungles of Lustria to the northern Chaos Wastes, from the bleak lands of Naggaroth to the mysterious Far East, a traveller cannot hope to avoid them. The greenskin tribes are beyond counting and, while these prolific creatures do not have a distinct kingdom of their own, there are nevertheless vast tracts of land where they dominate completely. The notoriously dangerous region between the southern Worlds Edge Mountains and the Black Mountains – known as the Badlands – is one such place. Most tribes are semi-nomadic, due in part to the fact that a successful tribe destroys everything within many days march of their camp. Thus the tribe must constantly search out rich new pickings to devastate and despoil. Any Warboss worth his rusty ironshod boots considers anything visible on the horizon as his rightful stomping grounds, and anyone in the way had better be prepared for full-on war.

## BRUTAL AND BELLIGERENT

If belligerence could be personified, it would look much like an Orc. Broader and more muscular than a man, these green-skinned brutes have large heads, powerful jaws, low brows, and great tusk-like teeth. They are thick – both in terms of toughened skin and in their inability to absorb complex thought. But most defining is that, above all, Orcs live to fight. Indeed, when not surrounded by a maelstrom of violence and bloodshed, most Orcs will quickly become bored. Some slip into a brooding lethargy while the more adventurous attempt other activities – skull-stacking, piling loot into vast heaps, dung-moulding or, on rare occasions, thinking about what to do next. Orcs find such non-violent behaviour taxing in the extreme, and before long they will be sure to find a way to add fighting into the mix. It is generally considered more fun to fight a common enemy, but a punch up between fellow greenskins is better than sitting around. In the end, Orcs aren't choosy about who they fight, so simple proximity often plays the deciding factor.

Not all Orcs are created equal. Indeed, the largest and strongest of their kind quickly rise to lead the tribes, imposing their will through brawn, might and loud bellowing. The Black Orcs, a subspecies known for their dark green or even black skin, are by far the most notable and fearsome. It is generally known that Black Orcs are 'dead 'ard', and they go to war armed to the teeth. The largest of their kind can often be found as leaders, accompanied by a bodyguard of fellow Black Orcs hungry for war. Many of the most notable invasions are led by Black Orc warlords.

## CRAFTY AND VICIOUS

Smaller and more nimble than their thuggish Orc cousins, Goblins are sneaky and comparatively intelligent. While Orcs are broad-chested and bulky, the snot-nosed Goblins are gangly and scrawny of limb. In direct contrast to Orcs who communicate with glowers and grunts, Goblins are garrulous and irritating, with high-pitched voices that never seem to shut up without a good hard slap. Because Goblins are weedy compared to other greenskins, they are often prone to extreme acts of cowardice. However, history has proved time and time again that a Goblin horde can pull down the most redoubtable of foes through weight of numbers. Vicious and mean-spirited, Goblins far prefer to attack from behind or assail foes already weakened by battle – better still, both at the same time.

Having adapted to the varied lands they live in, there are several distinct subspecies of Goblin. The Forest Goblins can be found vying for supremacy with the Beastmen in the gloomy tracts of woods within the Empire. In the many caves that riddle the Worlds Edge Mountains are lairs of the black-robed Night Goblins, a serious threat to the Dwarf kingdoms and any who dare cross the highland passes. There is an ancestral hatred between Dwarfs and Night Goblins, and the two races constantly battle for domination of the dark halls beneath the mountains.

Despite the many differences between Orcs and Goblins, they naturally congregate together and it is a rare tribe that does not include both types of greenskin. Although the Goblins most often suffer under the sway of the more powerful Orcs, such a symbiotic arrangement has its advantages. The Goblins can rely on their stronger cousins to take on the really scary stuff in an enemy army, and the Orcs leave chores such as fetching, carrying and cooking breakfast to their smaller kin.

## A GREEN TIDE OF SHEER VIOLENCE

All Orcs and Goblins are natural raiders, launching attacks from out of their lairs or crude campsites. On the occasions when many of the fractious and unruly tribes are united by a powerful Warboss into a single cohesive force, their subsequent invasion is called a Waaagh! – a word that can only be properly pronounced at deafening volume. This is nothing short of a catastrophic crusade, bent on sweeping over the lands in a crashing tide of unrelenting war. A Waaagh! is a mind-numbing sight – an unstoppable sea of green-skinned warriors swarming across the horizon, whooping, jeering, and chanting war-cries that have heralded devastation and ruin since the world was young.

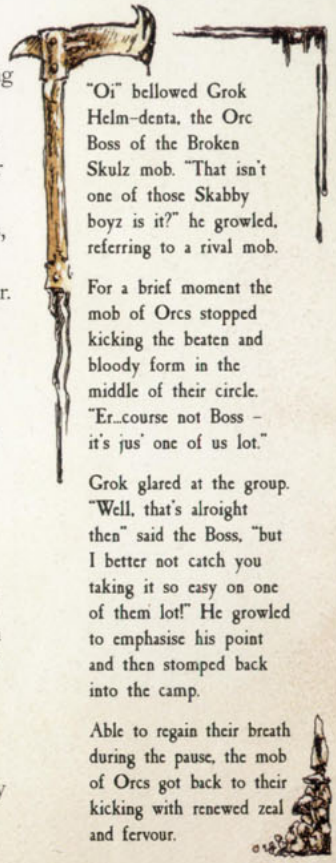
The backbone of a Waaagh! is made of mob after mob of Orc Boyz, warriors gathering under leering banners and grim totems. More formidable still are regiments of Black Orcs, armoured killers that display a stern military discipline that is highly unusual in a greenskin army. Some daring Orcs ride to war atop enraged boars – a truly irrepressible and foul-smelling combination. These 'Boarboyz' deliver such walloping great charges that blood flies outwards in all directions when they hit home, causing much cheering amongst the greenskin footsloggers. Most colourful of all are the mobs of Savage Orcs, primitive tribes that rely on talismanic tattoos, shrunken heads, and bone trinkets for protection.

The Goblins provide even greater numbers; a wide spectrum of motley troops and weapons of war. Black-clad Night Goblins mass in huge mobs that, when approached, will send out psychotic ball-and-chain wielding Fanatics that can smash through heavily armoured knights like kindling. Wolf-drawn chariots careen into battle and multi-decked contraptions that bear a ridiculous amount of Goblin Archers trundle along behind. Forest Goblins, riding to battle atop Giant Spiders, come scuttling over hill and dale to launch sudden attacks. Even larger arachnid terrors, some the size of Empire townhouses, are coaxed to leave their nest-lairs. Goblin-made war machines provide erratic killing power, often bullied into a semblance of order by an elderly Orc. A slew of other violent-minded creatures accompany an Orc and Goblin army in the hope of joining the fray. Clans of lumbering and drunken Giants compete amongst themselves to see how many of the foe they can squish under their hoary great feet, ravenous cave-dwelling Squigs bound and bounce forward, and sting-tailed Wyverns clad in rusted armour and chain swoop down from the peaks. There have even been sightings of mammoth cavebeasts, big enough to swallow a bull whole, and wooden effigies of the Ork Gods coming to life in the heat of battle, green lightning flashing from their eyes.

Luckily for their enemies, Orcs and Goblins have a flaw that has kept the world from being overrun completely. During battle, a greenskin army's cohesion often breaks down as the disparate tribes feud and squabble amongst themselves. But even after a defeat, the greenskins can never truly be written off, since they are only one exceptional Warboss away from beginning anew. And so the green ripples of Orcish invasion begin to spread again, until once more a Waaagh! is unleashed.

### *WAAAGH! GREYTUSK*

*The Black Orc Warlord known as Greytusk was a legend in the mountain range of Massif Orcal. His skin was such a dark green it was almost coal-black, and he ensured his piecemeal armour was soot-black too, rendering him almost invisible in the dark of night. His entire tribe followed his example, as did the Goblins of the nearby peaks, painting themselves from head to toe in thick tar and pitch. Thus camouflaged, the entire Waaagh! slaughtered their way across Bretonnia, always attacking at night to ensure the maximum confusion. Unfortunately the Waaagh! was so successful that the greenskins took to bellowing their new warcry, 'Youse can't see us!', at the top of their voices before each attack. This eventually led to their downfall when the Waaagh! approached the borders of Athel Loren. A few well-placed flaming arrows set the crusted pitch and tar aflame, bathing the greenskins into blazing light and putting the lie to the Waaagh!s new motto.*



"Oi" bellowed Grok Helm-denta, the Orc Boss of the Broken Skulz mob. "That isn't one of those Skabby boyz is it?" he growled, referring to a rival mob.

For a brief moment the mob of Orcs stopped kicking the beaten and bloody form in the middle of their circle. "Er..course not Boss – it's jus' one of us lot."

Grok glared at the group. "Well, that's alroight then" said the Boss, "but I better not catch you taking it so easy on one of them lot!" He growled to emphasise his point and then stomped back into the camp.

Able to regain their breath during the pause, the mob of Orcs got back to their kicking with renewed zeal and fervour.

# TOMB KINGS

**Ancient and vengeful, the Tomb Kings of the southern deserts have awoken from their millennial slumbers. Theirs is the wrath of the cheated, for they were promised an eternity of beauty, but were instead reborn in the form of hideous, leather-tough cadavers. The Tomb Kings enact a terrible vengeance upon those who would plunder the treasures of their arid homelands. At their behest, legions of merciless skeletal warriors rise from the sands of Nehekhara and march forth to reconquer the world.**

## AN EMPIRE OF SAND

The civilisation of Nehekhara was wealthy beyond imagining when the men of the Old World still dwelt in caves and mud huts. It was ultimately brought low by the megalomania of its kings and the betrayal of its High Priest, Nagash. So steeped in evil ambition was Nagash that, through his necromantic magics, he laid a terrible curse of undeath over all the lands. The entirety of Nehekhara withered and died, cursed to an unquiet death from which there could be no true respite. To this day the name of Nagash is whispered in hushed tones across the world, for he is perhaps the most powerful sorcerer ever to have existed, and death is no escape from his power.

Today the empire of Nehekhara is a barren sea of sand dunes, a scorching desert studded with the morbid architecture of a civilisation obsessed with death. Beneath the thin white sands and deserted valleys lie countless gilded artefacts and trinkets buried amongst drifts of human bone. Each of the many thousand tombs that dot the arid landscape contains a king's ransom in jewellery and gem-studded weaponry. Every year, armies of the avaricious and the adventurous march deep into the heat-blasted deserts, intent on ransacking the legendary wealth of these inhospitable lands despite rumours of the vengeful dead buried beneath their feet. Every year the sands are stained once more with the blood of the foolish, for the rumours of spirits abroad in the deserts are true – the long-dead soldiers of ancient Nehekhara stand ready for battle at all times.

## THE ETERNAL ARMIES

Should a commander be brave or foolish enough to trespass into Nehekhara and lead his men into the sacred vales of the kings, he would witness a terrible phenomenon. As the punishing midday sun blazes down upon the interlopers, the sands begin to shift, and thousands of spearpoints pierce the endless tracts of desert like a cursed crop thirsting after a rain of blood. Rising up from the dusty womb of the Nehekharan earth come the undying legions; rank upon rank of Skeleton Warriors ready to kill once more in the name of their merciless commanders. Sun-bleached skulls surface all around, sand spilling from empty eye sockets as they break the surface of the deserts. Holding curved khopesh blades, armoured and bejewelled forms awake from their slumbers, forming up into elite regiments with a preternatural discipline and coordination that living warriors could never hope to match. Undead archers nock and loose volley upon volley of arrows as they march from their graves in eerie unison. Fully-formed cavalry units burst from the ground in explosions of sand and bone-dry earth, spears lowered as their skeletal mounts gallop towards the intruders. Cresting the dunes come units of lightweight but deadly chariots, the blades upon their wheels whirring as the pride of the Nehekharan soldiery careens towards the foe with petrifying speed. These are the fabled charioteers of Tomb Kings, the harvesters of the foe, who scythe down the living as mortals reap the wheat of the field.

## A CONQUEROR'S WRATH

And yet these are merely the initial defences of the lands of Nehekhara, those who protect the outlying tombs and settlements from the greedy and the insolent. The true glory of the armies of the Tomb Kings is only now being revealed.

Settra, the almighty God-King of Khemri, is upon the path of conquest once more. Cheated of the eternity of paradise promised him by the Liche Priests who call forth his armies, the Lion of the Desert intends to reclaim the lands that once belonged to him, forcing the usurpers of the Old World to kneel before his might.

# SETTRA'S VENGEANCE

*From the crest of the wind-torn mesa, King Settra the Imperishable registered his approval with an almost imperceptible nod. Arrayed about him were two hundred of his Royal Guard, their gilded chariots untouched by the dust of the Badlands. Below him the bleak plain was covered from end to end in endless regiments of skeletal soldiers, perfectly arrayed in the battle formation known in Nehekhara as the Lion's Jaws. Not one of his warriors was a hair's breadth out of place. The Orc tribes would be no match for the discipline of Settra's legions.*

*The Black Gulf was choked with Nehekharan war barques and broad-decked galleys, the undead armies they bore formed up on the beaches of the once-fertile lands that the greenskins had infested. Even now teams of skeletal figures, swarming like insects, hauled the statuary of Settra's desert realm ashore from the largest ships in the armada. The faint drone of the Liche Priests' incantations carried upon the winds to the Tomb King's position, and the statues jerked into life, seawater cascading from their colossal limbs as they formed into regiments of their own.*

*Across the broad plains of the Badlands came the crude Orc tribes, their inestimable numbers swelled by hordes of hulking Trolls. Behind them came tusked war beasts and groaning, creaking engines of war pulled to the front lines by a clan of armoured Giants. Settra's ravaged lips curled in contempt as he bade his herald signal the advance. The barbaric greenskins had never been afraid of a fight.*

*With military precision, the Nehekharan legions marched forward in clockwork unison, a hundred thousand skeletal warriors spreading outward across the snow-covered wastes to envelop the vanguard of the Orc horde. As Settra had known they would, the greenskin tribes took the bait.*

*The frenzied Orcs sprinted forward, cries to their primal gods resounding from the cliff upon which Settra and his chariots had taken position. The Tomb King raised his blessed blade and, with a single grand gesture, he bade the storm clouds part.*

*And part they did. The sun god Ptra blazed down onto the battlefield, reflecting from the gilded shields of Settra's warriors and dazzling the Orcs at that critical moment. The eyeless legions of Nehekhara stepped forward and thrust with their spears as one, and the Orc vanguard was decimated in that single instant. Then, with a great crash of sword and axe upon shield, the two battlelines slammed together.*

*To the west, a tribe of tattooed Savage Orcs were somehow holding their own as towering Bone Giants ploughed into their lines, the rampage of the undead goliaths awesome to behold. Swarms of burrowing Tomb Scorpions burst out from the parched earth only to be smashed apart by the stinking mass of Trolls on the flank, who in their turn were torn to pieces by war constructs of ivory and bone. Then came the Black Orc elite, their Warlord mounted upon a vast wingless wyvern that stormed towards the Nehekharan lines with drool dribbling from its maw. At last, thought Settra. The Tomb King and his charioteers charged straight off the edge of the mesa, each chariot's descent marked by twin lines of flame as they galloped through the air at full speed towards the leader of the Orc hordes. Victory was near.*

## NEHEKHARA

*Nehekhara is a fiery land of bone-dry sand and the jagged remnants of a once-mighty empire. The rolling dunes are punctuated only by the bones of a dead civilisation, half-submerged cities that are slowly devoured by the sands over the aeons, and listing pillars that proclaim the greatness of dead kings. No oases can exist here, for the punishing sun glares down like the eye of an angry and suspicious god.*

*At the heart of this realm lies Khemri, the Great Necropolis, many times the size of the largest human city and still awe-inspiring despite the vagaries of the millennia. Truly the majesty of King Settra was such that it can never truly be erased.*

*The God-King has vowed that his realm will be restored to its former glory, even if it takes the blood and sweat of all the nations of the world to accomplish it.*

At Settra's behest come millions-strong legions of Undead warriors, marching in unending tides from the black mouths of tomb-pyramids so tall that each gilded peak shimmers in the skies like the last flare of a dying sun. From the sands boil black clouds of skull-carapaced scarabs and sarcophagi cast in the form of scorpions that sting and slice into the soft flesh of the living. Out of the tombs come towering god-statues, jerking and lurching towards the foe with an unnatural stop-start gait. They and their kind have been brought to unlife by the infallible incantations of the Liche Priests, magisters of the dead who bind and tame the unruly Winds of Magic with the ease that lesser wizards might tame familiar spirits. Alongside these stone sculptures come hulking, skull-faced constructs of bone and precious metal, each adorned with a treasure chest's worth of gemstones and ornate curios. Some carry great curved scimitars, some massive jewelled bows strung with sinew, some even carry obelisks proclaiming the greatness of their owners, with which to smash the foe. One thing these living statues have in common – all are terrifying opponents at close quarters.

Not all the undead constructs of Nehekhara are humanoid. Prowling, leonine monsters and stooped behemoths clad in the raiment of kings loom above the seas of Skeleton Warriors that march inexorably towards the lands of Man, each gigantic war-beast imbued with strength enough to cast down the pitiful castles of the lesser civilisations. Above them, bone-ribbed war-barques sail majestically above the sands in mockery of the laws of nature, banks of oars stirring the dry air, whilst flocks of giant vulture-like Carrion circle in their wake in a parody of flight.

Before them all come the Tomb Kings themselves, thundering across the sands in great gilded war-chariots. They yearn to drive their enchanted blades deep into the hearts of those that oppose them, for after their long sleep they are filled with the need to conquer and destroy. Mummified and ancient beyond imagining, undying and vengeful, the Tomb Kings are unremitting in their eternal war upon those who have the temerity to live in the sun whilst their rightful rulers languish in the twilight of undeath. Their legions are breathtaking to behold – to compare the shambling armies of the northern necromancers to those of Nehekhara is to compare a tarnished bracelet to a jewel-studded crown. These are the true monarchs of the dead. Their merciless armies are beyond counting, and they are coming to reclaim their rightful dominion over the kingdoms of the living.

'Lord of the Earth,
Lord of the Sky,
Ruler of the Four Horizons,
Mighty Lion of the Infinite Desert,
Great Hawk of the Heavens,
Radiant Sun,
King of the Shifting Sands,
Reigning till the End of Time,
Eternal Sovereign,
Vanquisher of Enemies,
He Who Holds the Sceptre,
Khemrikhara,
Settra the Imperishable!'

*- a selection of the names and titles of Settra, first and greatest of the Tomb Kings of Khemri*

# VAMPIRE COUNTS

**In the cobwebbed castles of the Old World lurk the Vampire Counts, masters of undeath and a scourge upon all living things. Far stronger than mortal men and serpent-fast, Vampires are frighteningly accomplished warriors. Raw dark magic flows in their veins, and at their command great hordes of decayed and rotting Undead warriors rise from the grave to wage war upon the living.**

## THE DAWN OF THE VAMPIRE CURSE

It was Queen Neferata of Lahmia who first unleashed the curse of vampirism upon the world, selfishly taking for herself the rarest and most bizarre of the Great Necromancer Nagash's tomes. With the forbidden knowledge contained within, Queen Neferata intended to cheat death, for she had become obsessed with power and had no intention of relinquishing it. Thus were the first Vampires born – half-dead creatures that eschewed sunlight and all natural things, cursed to roam forever in search of the blood of the living.

The Lahmian coven under Queen Neferata kept itself to the shadows of their great pyramid city, slowly mastering their new powers. Centuries passed, but ultimately it did not go unnoticed that the high queen of that realm, paler and crueller than ever, seemed not to age at all. The armies of the seven Priest Kings were marshalled once more. The coven of Vampires met them at the Sphynx Gate of Lahmia and personally slaughtered hundreds of the Nehekharan royal guard sent to destroy them, raising them up again as corpses to fight against their former masters. But the Priest Kings were not without magics of their own, channelling the power of their sun and earth gods, their armies outnumbering those of the Lahmians many times over. The coven was driven into exile.

A long and bitter war of attrition raged for an entire decade, with neither the living nor the dead able to secure supremacy. The Vampire captains used every tactic and vile strategy their damned powers could afford them, taking a horrific toll on the armies of the Priest Kings of Nehekhara. In one last prodigious effort, the shattered remnants of the Nehekharan armies united, defeating the morbid coven of the Lahmian Queen and put their gruesome minions to final rest.

In fear of their own existence, the Vampires fled northwards, dispersing to avoid pursuit and hiding in the distant refuges of the forests. Thus did the Vampire Counts come unto the outskirts of the Old World, its haunted forests and lonely settlements a perfect hunting ground for creatures that thrive in shadow. Each of the Vampires carved out an empire of their own, and sired a line of parasitic successors, gifting the Blood Kiss to those they deemed as worthy companions in darkness. These are the grisly dynasties of Vampire Counts that plague the world of the living to this day.

## THE MIDNIGHT ARISTOCRACY

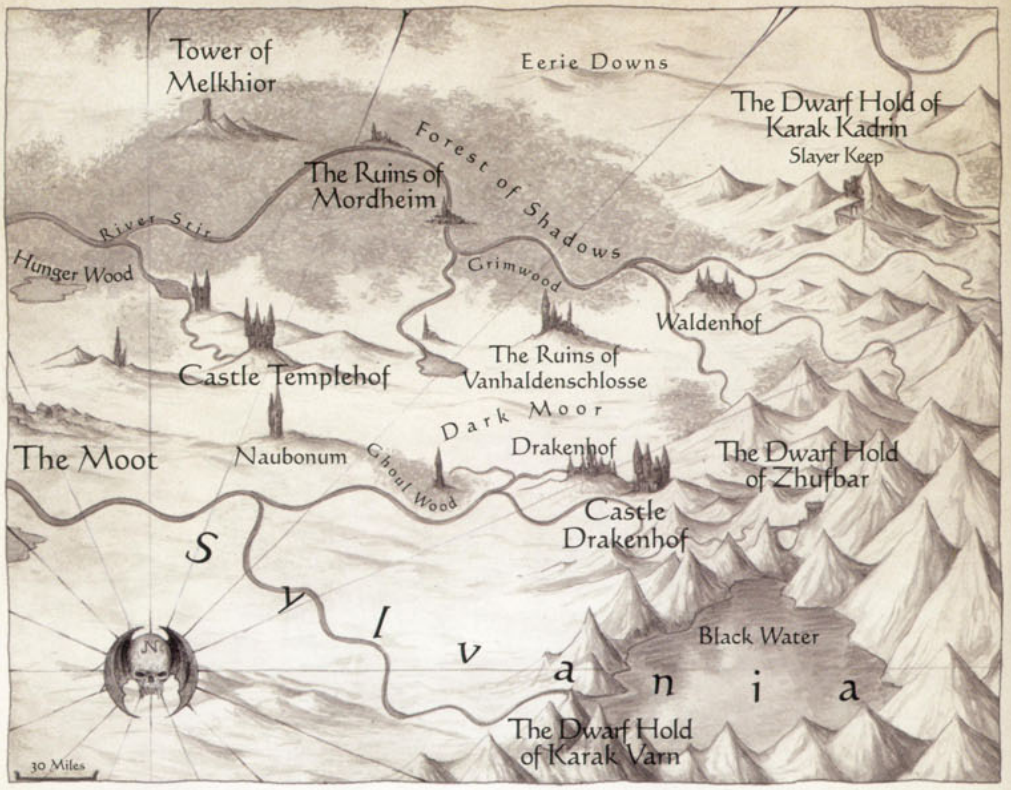
Vampires are tall and alabaster-skinned, long of claw and fang, many times as strong as a man and faster than the mortal eye can follow. A portion of their number can pass for human in dim light; indeed, many dwell nestled in the hot-blooded bosom of the cities of the Old World. There they pose as aristocrats and eccentric lords, slowly bleeding dry the populace at large, who go about their humdrum lives completely ignorant of the diabolical terrors in their midst.

Practically impervious to harm, Vampires are fantastically adept warriors with centuries of unlife in which to sharpen their hypnotic powers and martial prowess. Indeed it is said there are only seven ways to kill a Vampire, the most commonly known of which are to transfix it through the heart with sharpened hawthorn or behead it with a silvered blade. Though crones and scholars tell that it is blood that empowers and energises the Vampire Counts, it is really the magic that flows in their veins that is the secret to their powers. They are able to summon up hordes of the dead which claw their way from the sodden earth to fight again, their ferocity resurrected whilst their compassion and humanity is left behind in the empty grave.

## *SYLVANIA*

*Never has a land been so forsaken by the gods than Sylvania. Close to uninhabitable, Sylvania's forests are dingy copses of twisted, half-rotted trees that claw what nourishment they can from the thin soil. Lonesome moorlands and craggy hills punctuate the yellow-leafed woods, windswept and shrouded by the gloomy clouds that seep down from the Worlds Edge Mountains.*

*It is well that the land of Sylvania lies in the farthest east province of the Empire, for since the coming of the Vampire Counts, no sane man would want to claim dominion over its haunted reaches. Nominally it is part of Stirland, but the notorious Vampire patriarch Vlad von Carstein left such a legacy of sorrow at the heart of Sylvania that it is considered a realm apart, and those peasant villagers who remain there live in perpetual terror of the night.*




Any scholar of the black arts worth his bloodstained salt knows that it is their terrible ambition that makes Vampires so truly dangerous. Unlike the fleshy automatons and unquiet spirits that serve them, the lords of undeath are possessed of a burning desire to conquer. They work in the shadows to see Nagash's vision realised, for all truly sentient Undead lust after one thing above all – a worldwide necropolis where all are subservient to their will, the living slaughtered like cattle and raised back to life as mindlessly obedient servants to the lords of the dead.

'However many ye send to stoppe me, foolysh priest, I shalle send upon ye the same tally of corpses and more. I warn ye now, ye may find them ille upon the eye, and yet they will be most familiar to ye.

Come thyself if ye have the hearte.

I will show ye mastery over flesh and bone, be it quick or be it dead.

I mean to have my feast, mortalle, and not even the gods above can stop me.'

*- Excerpt from a parchment signed in blood by Valdrek the Crimson, delivered to the Temple of Sigmar prior to the Faustarch Massacres.*

## THE DEAD THAT WALK

When the Vampires seek to expand their territories into the realms of the young races, they practise great rituals that drag hordes of decaying corpses from their deathly repose. After all, the Old World has been the site of fierce warfare for many thousands of years, and its peaty soil is thick with armoured cadavers and the skeletons of warriors from long-forgotten regiments. Virulent diseases have swept the lands many times, and plague pits and graveyards heave with carcasses outside almost every settlement. Therefore it is a relatively simple matter for a Vampire to summon and reinforce armies of the Undead time and time again, even during the midst of battle. Furthermore, each time a warrior falls to the clawing hands and rusted blades of the numberless hordes, his corpse can be raised to join the Vampire's ever-replenishing legions.

The vast bulk of the Vampire armies are comprised of shuffling, moaning Zombies; incomplete bodily remains given a revolting semblance of life and reinforced with wood, rusted metal and the occasional spare limb. These loathsome composite creatures shamble forth in great multitudes, dragging sickening Corpse Carts and bone-clad siege engines to the front line, pulling down the enemy soldiery with sheer weight of numbers and filling the air with the foetid stench of decay. As questing tendrils of Dark Magic flow over the lands, armoured Skeletons clad in the raiment of once-proud warriors from before the time of Sigmar, come to life and climb out from their lichen-covered tombs, rusted blades and battered shields clutched in their cold, dead hands. The tortured spirits of tyrants and murderesses flit from their sarcophagi, longing to close their freezing ethereal claws around warm human flesh. Wight Kings, entombed within the barrows and crypts that lie scattered across the hills of the Old World, burst from their burial chambers and ride forth upon skeletal steeds. Nothing that lies behind the veil of death is beyond the power of a Vampire.

## TRAITORS TO THE MORTAL COIL

It is not only the truly dead who march to war when Morrslieb is full in the sky. Degenerate ghouls slink from their lairs in answer to the summoning Vampire's howling call, sharpened bones in their hands and leering grins twisting their needle-fanged features. Grossly swollen bats and repugnant beasts with tattered wings flap and soar from their lairs, the light of the moon blotted out by screeching swarms of their smaller but no less thirsty cousins. Yet more Undead are called forth by the malignant Necromancers who study the dark arts under the Vampire Counts, fallen scholars whose vile ambitions long burnt away any vestige of their humanity.

Even other Vampires answer the call to war. Monstrous Varghulfs, their form reflecting the beast that lurks inside every Vampire's soul, haunt the battlefield in search of fresh blood. Far less savage but consummately deadly, the militaristic and honour-bound Knights of Blood Keep ride forth from their decrepit fortresses in search of new challenges for their vampiric strength. Their lances are ever ready to pierce the hearts of those foolish enough to oppose them, for a coterie of mounted Vampires arrayed in the full panoply of war is a force of destruction like no other.

## HORROR EMBODIED

The armies of the Vampire Counts are relentless and implacable. The Undead do not need to sleep, rest or eat, they know not fear nor doubt, and they are totally impervious to pain. But it is not the creatures of the night that kill in the name of their vampiric masters that are the foremost weapon of the Undead armies, for even a Zombie Dragon or soaring Hellwraith can be slain by the enchanted blade of a true hero. Rather it is the crippling terror that accompanies them, the dread realisation that the slain comrades at the feet of those who oppose the Vampires will rise up from their pools of blood, gnashing and moaning, pulling their former friends down into the dirt one by one until all are nothing more than the mindless, bloodstained puppets of a sadistic Undead fiend.

**Hawthorn bound and sharpened true,**

**Silvered blade the neck must hew,**

**Garlic, bloodwort, witchbane too,**

**Keeps thine flesh yet fair to view.**

**Blessed lance speared through and through,**

**Holy verse will fiend undo.**

**If thou wouldst see dawn anew,**

**Harken well these lessons few.**

*- Stirland proverb, as cackled by Ingrid One-Tooth*

## ON THE NATURE OF DARK MAGIC

*To understand the nature of Necromancy, one must first understand that of Dark Magic. Gales of magical force spew from the ruined gateway of the far north, and most of these divide into the eight Winds of Magic as they gust and disperse across the globe. These are the etheric forces channelled and wielded as spells by the Battle Wizards of the Empire. Some of these forces, however, remain as Dark Magic, pooling and eddying in places of great emotional disturbance. The greatest concentration of Dark Magic gathers at mass graves, battlefields and plague-ridden settlements. Even murder houses and abattoirs attract reservoirs of this invisible force, causing all manner of freakish disturbances and hauntings to manifest in the middle of the night.*

*A peculiar quality of this occult energy is that like attracts like, and places of anguish and death eventually accrue so much Dark Magic that it crystallises into the evil greenish-black crystal known as warpstone. Warpstone is a substance craved by the power-hungry of all races, but by the Skaven above all. It is a simple matter for a Vampire within such an unhallowed site to channel his innate power over Dark Magic, harnessing the vile energies that reside there, and raise the corpses, spirits and skeletons that lie beneath the loam to serve him. Only the Priests of the death-god Morr are able to put a departed spirit to an eternal rest beyond the reach of these pallid fiends.*

### *GEHEIMNISNACHT*

*Every year, as the harvest season draws to a close and fingers of frost grasp the land, there falls a night deadlier than any other. Geheimnisnacht it is called, when Morrslieb is at its most full. On nights such as these, the Winds of Magic blow with the force of a gale. Even the least talented wizard finds raw power crackling around him – strange magical beasts are summoned by the unwise, torpid monstrosities are roused from their slumbers and the dead walk the lands in unprecedented number. The civilised folk of the lands ensure they are well prepared for these unholy nights, and every regiment from every province is on active duty, ready to repel the endless hordes of shambling dead that roam the lands in search of warm flesh to devour. Eventually Morrslieb slinks below the horizon once more, but in its wake it leaves villages razed to the ground, battlefields strewn with corpses and the cloying stench of fear.*

## A BLOODY DYNASTY

The von Carstein Vampires have had their claws dug into the soft underbelly of the Empire for thousands of years. They have bled the province of Sylvania white since time immemorial, turning whole swathes of the region into a realm of dread where the living are forced to skulk in fear.

The founder of the von Carstein dynasty was Vlad, a tall and white-haired figure who appeared one night at the castle of the hated Count Otto von Drak. Von Drak's daughter, Isabella, was as beautiful as the new dawn, and in his pride von Drak had vowed he would rather see her wed to a daemon than to any of the gap-toothed and sallow suitors that courted her. It was not long before Vlad had taken Isabella's hand in marriage. Within a few weeks Isabella began to sicken and fade. Vlad vowed that he would save the ailing Isabella from the grave, and in a manner of speaking, he was true to his word, for he gifted Isabella with the Blood Kiss.

After turning Isabella into a creature of the night, Vlad spent the next few centuries consolidating his influence and power over the people of Sylvania. Vlad and Isabella ruled Sylvania for hundreds of years, slowly expanding their empire until they had enormous armies of Undead under their control. One by one the ruling elite of the von Draks were dismissed and those who rebelled against the new order met mysterious deaths. Centuries later they had been replaced by a whole cadre of inhuman Vampires, one after the other given the Blood Kiss until the von Carsteins took command of every major castle and fortress across their new domain. Thus were created Fritz, Hans, Pietr, Konrad, and Manfred von Carstein, all of whom would make their mark on history.

*Vlad von Carstein was the first and greatest of the Vampire Counts of Sylvania.*

*Isabella von Carstein was utterly devoted to her paramour and mentor, Vlad.*

*Konrad the Bloody, known as the Beast, was a battle-crazed maniac who lived to kill.*

*Mannfred von Carstein was the last and most cunning of the Vampire Counts.*

## THE SIEGE OF ALTDORF

Eventually the incredible longevity of the von Carsteins attracted the notice of the Witch Hunters, and it was not long before their secret was out. On Geheimnisnacht of the year 2010, Vlad revealed the dire truth to the world. He stood upon the battlements of Castle Drakenhof and intoned a terrible incantation from the pages of the Nine Books of Nagash. Raising up great armies of the dead, the von Carsteins invaded the Old World, cutting a swathe of destruction through the lands of the terrified Elector Counts. Time and again resistance was given but to no avail, for the Undead were all but unstoppable. Vlad was ostensibly killed several times – decapitated by an Elector Count, smashed into a pulp by a Grand Master of the White Wolves, skewered by lances, set aflame by dragonfire, and blown to pieces by a lucky cannon shot. Each time Vlad came back to wreak his revenge, leaving his 'killers' bloodless in the dirt. Every time his armies were beaten back they were soon replenished by the bodies of the dead, rising up in the night to march onward once more. The morale of the Imperial armies sank ever lower, for they could not hope to win this war of attrition against an enemy that simply would not succumb to death.

The seemingly unkillable Vlad was finally laid low at the Seige of Altdorf. The city had been surrounded by a vast ditch filled with sharpened stakes and the Reik redirected to form the largest moat Mankind had ever seen. And yet it was not enough. Great siege engines built of fused human remains lumbered forward, animated by Dark Magic. Vlad gave his ultimatum one last time; surrender and serve him in life, or die and slave for him in death.

The Grand Theogonist of the Cult of Sigmar, Wilhem III, convinced the would-be Emperor Ludwig not to surrender. He claimed that through fervent prayer he had uncovered the secret of Vlad's immortality. The greatest thief of the age was dispatched into the Vampires' camp at noon, whilst the aristocracy of Sylvania were dormant in their sarcophagi. His task was to steal Vlad's precious ring from his dead hand, and sneaking past the statue-still sentries, steal it he did.

When Vlad awoke that night, he flew into a great rage, and ordered an immediate attack. The skies filled with bat-winged fiends as the undead army launched a full-scale siege. Swordsmen battled Skeletons on the battlements, Zombie Dragons dragged Grand Masters to their death, spirits flooded the streets. In the eye of the storm Vlad battled with the Grand Theogonist above the gates of Altdorf, magical blade against holy hammer. Man was no match for Vampire, however, and in desperation the Grand Theogonist flung himself headlong at Vlad, bearing both of them over the walls. Vlad was impaled on a stake at the wall's foot. With an awful scream Vlad withered and met his final death, for without his magical ring he was finally vulnerable.

In grief, Isabella flung herself to her own doom, and without their leaders the armies of the von Carsteins crumbled and slunk away. But their stain upon the world lingered still – Vlad and Isabella had sired five other von Carsteins, and their legacies still plague the world even now.

*Alberacht Nictus*
*The Reaper of Drakenhof*

*Cicatrix, Flayer of Kings*
*Commander of Wolf Crag*

*Mundvard the Cruel*
*Master of Shadows*

*Dhrox, the Krudenwald Fiend*

*Vyktros von Kreiger*
*The Blue-veined Baron of Vanhaldenschlosse*

*Atrophus*
*The Claw of Hel Fen*

*Comtesse Charlotta Jacoba*
*Queen in the Vale of Darkness*

*Mannfred von Carstein*
*Master of the Black Arts*

*Madame Elize von Carstein*
*Doyenne of the Red Abbey*

*Voloch II*
*King of the Grave-Host*

*Markos von Carstein*
*Magus Excelsoir Noctis*

*Throttlehand*
*Bane of Aver Reach*

# SKAVEN

**The Skaven swarm beneath the skin of the world in unthinkable numbers. Hidden from the eyes of the surface dwellers in their sprawling underground warrens, these treacherous, craven rat-men constantly gnaw at the roots of civilisation. They plot, scheme and multiply, planning for the day when they will boil out of their tunnels and drown the lands above in a tide of disease-ridden filth.**

## THE VERMINOUS THREAT

Shorter and slighter than men and possessed of a finely honed survival instinct that many would call cowardice, a single Skaven is little threat to the world at large. The rat-men are the first to admit this, for they have a healthy respect for the fine art of running away and far prefer to plunge a knife in the back than oppose a foe directly. In fact, their entire society thrives on being underestimated. The ruling elite of the Skaven, known as the Council of Thirteen, works hard to erase all sign of their race's existence from the records of the surface dwellers with acts of careful sabotage and theft. Though there are whispered rumours of rat-men in most of the cities of man, hardly anyone takes them seriously, or believes that these skulking vermin pose a real threat. But the Skaven race actually numbers in the billions, waiting in the darkness for the ideal time to strike.

It is the Skaven way to feign weakness until the time is right to attack with absolute and terrifying force. When the Skaven muster together, their vicious temperament is inflamed by their kin until it becomes a desperate need to kill. A Skaven regiment's courage is thus influenced greatly by its number – a skirmishing group of Skaven might startle and bolt at the first sign of danger, whereas a large unit of Skaven is a force to be reckoned with. When each Skaven believes that his comrades in arms will die before he does, buying him time to flee should he need to, he fights with the fervour of a rabid animal.

## CHILDREN OF THE HORNED RAT

Comparatively short-lived next to other races, Skaven have a hyperactive metabolism that makes them constantly jittery and nervous, ready to spring out of harm's way at a moment's notice. Their long, worm-like tails constantly thrash and jerk this way and that, their fur bristles at the slightest noise, and their glands are forever inflamed and ready to squirt the musk of fear at the first sign of direct confrontation. It is this constant state of urgency and heightened awareness that makes the Skaven such agile and lethal combatants. Their reflexes are honed to a knife's edge, and their lightning-fast attacks usually come from an unexpected and unseen direction, making them deadly and unpredictable fighters. It has been known for Skaven to duel a foe to a standstill, only for a blade held in the rat-man's prehensile tail to whip around and bury itself in the opponent's neck.

At all times the Skaven's pointed, veiny ears are pricked for the sounds of danger or the cries of the vulnerable, and their wrinkled pink noses forever sniff out the scents of those who could provide an easy meal. So twitchy are the Skaven that many of their number have developed a rudimentary 'sixth sense' allowing them to react to a threat before it has even manifested. The more esoteric orders of Skaven society have learned to hone this ability until it is far better protection than any shield.

## THE CURSE OF THIRTEEN

The origins of the Skaven are thought to trace back to the ancient human city of Kazvar in Tilea. Legend has it that Kazvar was enjoying a golden age of prosperity and cooperation with their Dwarf allies. In thanks, its population worked for generations to raise a great monument to their gods, but their ambition eventually outstripped their ability, and the monument of their forefathers lay unfinished. In despair, they accepted the help of a mysterious grey-clad stranger, who promised to finish building the towering edifice's magnificent but practically unreachable spire, provided that he could make his own addition in service to his own gods. The menfolk of Kazvar agreed, and as the clouds parted that night they saw an unbroken lance of white stone topping their monument, capped in turn by a great horned bell. At the stroke of midnight the sinister bell tolled not twelve but thirteen

times, heralding a deluge of black rain that drowned the crops and flooded the nearby cities of Man and Dwarf alike. Bloated rats ran through the streets, getting larger and fiercer with each midnight tolling of the great bell, and when in desperation the men of Kazvar turned to their Dwarf allies they found naught but gnawed bone and scraps of cloth within those proud ancestral halls.

The men of Kazvar met a dark fate indeed, and the city became the first to pass into the claws of the vermin that superstitious men call Skaven. Since that time the number thirteen has been sacred to the rat-men. Such is the significance of the tale to the Skaven that they cast great bells of warpstone-laced alloys wherever they nest, and take them to war on great carriages of wood and stone, the sonorous, ear-splitting death knell of the Screaming Bell sounding the doom of the Skavens' foes.

## THE UNDER-EMPIRE

The only real factor that keeps the Skaven in check is the constant internecine warring between the many clans of that race. The Under-Empire stretches across the globe, from the city of Skavenblight in the marshes of Tilea to the plague-ridden warrens of Lustria. This subterranean civilisation is host to many hundreds of clans, some relatively small, some so large that they count numerous lesser clans amongst their number. The vast majority of these are known as the Warlord Clans, each ruled over by a tyrannical and merciless warrior lord who constantly plots and schemes to retain his position and worsen that of his rivals. Because Skaven rulers rarely survive for long, these Warlords are paranoid to a fault. This is just as well, because everybody really is out to get them!

The clans in their turn are ruled over by a body of mysterious overlords known as the Council of Thirteen, whose role it is to unite the clans against the Skaven's enemies and interpret the will of the Horned Rat. In truth the Council of Thirteen are far more interested in pursuing their own nefarious plots and schemes, manipulating the lesser clans and assassinating those who pose them the slightest threat. Even individual Skaven constantly vie for position amongst their clan-mates, clawing their way up through the ranks with acts of duplicity and back-stabbing, claiming credit for victories not their own and ensuring their rivals are constantly in the path of danger. Such is the Skaven way.

'The manlings stood back to back and fought for their lives, but against the implacable ferocity and countless numbers of the verminous hordes their weapons were useless. The tide of monstrous rats flowed over them, dragging them down to be torn apart, the yellow chisel-teeth sinking into their soft flesh, the dark furred mass drowning their pitiful screams with their hideous chittering...'

*- an excerpt from the Tilean folk tale 'The Doom of Kazvar'*

There remain four Great Clans who have amassed such power that they enjoy a permanent position at the highest echelons of Skaven society. The Great Clans have their own obsessions and abilities, and each has a representative upon the Council of Thirteen. These Skaven overlords consider themselves far too important to engage in battle, so they appoint lieutenants to act as their representatives. The devious Lord Morskittar of Clan Skryre, for instance, employs the bionically enhanced Ikit Claw to do his dirty work, whereas the enemies of Lord Sneek, the semi-ethereal Nightlord of Clan Eshin, tend to meet their end at the poisoned blades of Deathmaster Snikch.

## THE BLACKENED BLADES OF THE FAR EAST

The smallest of the Great Clans is also the most mysterious. Clan Eshin is perhaps the most vital to the schemes of the Council of Thirteen, for it is Eshin that provides the saboteurs and infiltrators of the treacherous Skaven race. The origins of Clan Eshin lie in the far east of the world, and each of its agents are extensively trained in the deadly martial arts of the orient. The black-clad Gutter Runners and Assassins of Clan Eshin are as stealthy as shadows. They can sprint as fast as galloping horses, skitter their way up sheer surfaces, and disappear in clouds of night-black smoke with a swirl of their garotte-lined cloaks. Many emperors and kings have met their end at the blades of Clan Eshin over the centuries, and countless Skaven Warlords have been poisoned or inconveniently decapitated just as they were on the brink of victory.

## DISCIPLES OF PESTILENCE

The newest incumbent amongst the four Great Clans, Clan Pestilens, came into being within the jungle continent of Lustria. The sweltering heat and rotting vegetation of that land made a perfect breeding ground for disease, and when the Skaven found their way to that continent they spread almost as fast as the aggressive super-plagues they brewed in their great rusting cauldrons. Isolated from the wars of mainstream Skaven society, Clan Pestilens flourished, becoming true acolytes of plague and waging a long and bitter war against the saurian Lizardmen native to the deep jungles. When Clan Pestilens returned to the Old World, it numbered many thousands of frothing, rabid Plague Monks, revelling in their filthy habits, riddled with virulent diseases and inured to pain. Their Priests chant sermons of filth and decay from mighty Plague Furnaces that belch out warpstone-laced fumes. It is only a matter of time before they brew the perfect plague that will infect every living thing and allow the Skaven to conquer the world in its wake.

## MASTERS OF MUTATION

Clan Moulder specialises in the creation and trade of grotesque beasts of war. In the depths of their northern fastness, Hell Pit, the master moulders of the Skaven breed ever larger and more bizarre monstrosities with which to assail the surface dwellers. Many of these are unholy fusions of two different species, such as the wolf-like Giant Rats and the hulking, hyper-aggressive Rat Ogres which Clan Moulder openly trades with its rivals in exchange for precious warpstone. Others have sprung directly from the realms of madness, such as the enormous, writhing Hell Pit Abominations that squeal from dozens of blind heads as they slither and squish towards the front lines, or the immense rat-things that heave their repulsive bulk into the enemy battlelines.

## THE DIABOLICAL AND INSANE

It is Clan Skryre that enjoys the most wealth and influence amongst the four Great Clans. Masters of arcane science and techno-magic, the Warlock Engineers of Clan Skryre devise an endless stream of new and deadly machineries of war with which to crush their enemies. These range from long-barrelled jezzails and warplock pistols to rare and insanely destructive contraptions, often as dangerous to the wielder as to the foe. When Skryre musters its most lethal of inventions, their hordes of Clanrats are accompanied by Warpfire Throwers and Ratling Guns, great crackling Doomwheels and Warp Lightning Cannons, burrowing blade-engines and ticking metal globes capable of opening a yawning vortex that sucks those nearby into the ether.

When the Great Clans combine their forces, the Skaven army becomes nigh unstoppable, a seething mass of mangy fur and rusted blades that pours across the battlefield. There will come a day when the entirety of Skaven society rises up against the surface dwellers, overthrowing the order of Man, Elf and Dwarf, reducing their cities to ruin and covering the lands in anarchy and plague.

### *THE HORNED RAT*

*The Skaven worship a deity known as the Horned Rat. Incredibly manipulative and possessed of a devilish intellect, the Horned Rat embodies the cunning, devious and deadly nature of the Skaven race. The sorcerous Grey Seers of the Skaven are possessed of curling horns much like those of their deity, and hence occupy a privileged position in Skaven society, but even they are terrified of the avatars of the Horned Rat himself – the lithe, towering rat-daemons known as Vermin Lords.*

*Overleaf: The Battle of a Thousand Pillars, in which the Skaven first utilised enormous siege engines to protect their elite Stormvermin from the massive ancestor cannons of Karak Azul. The battle raged for eight weeks before the Skaven, unable to break through the stubborn Dwarf defences, brought a great section of the underground palace's roof crashing down upon Skaven and Dwarf alike.*

# LIZARDMEN

**The Lizardmen are on the warpath, marching abroad into the world once more after millennia of isolation. From the primeval jungle continent of Lustria they come, disciplined cohorts of saurian warriors with giant scaly beasts in their midst, led to war by the unbelievably powerful wizards known as Slann Mage-Priests.**

## THE LEGACY OF THE GODS

The Lizardmen were the first race created by the Old Ones, and to this day they obey an order that dates from the earliest prehistory of the world. Each species of the Lizardman race was brought into being with a specific role in mind by their near-omnipotent creators. The most vital task given to the Lizardmen was to impose the law of their masters the world over, and as such they strive to hold back the seething tides of Chaos that threaten to consume everything in their path.

The Lizardmen were once a perfectly functioning society, shaping the developing world that had become central to the Old Ones' cosmic plans. Since the coming of the Cataclysm, however, their empire has fractured in the constant battle against Chaos. The Lizardmen of today can only guess at what their absent creators intended, for those Slann with intellect prodigious enough to truly comprehend the grand plans of the Old Ones bore the brunt of the daemonic invasion, and none survived. Yet the network of temple-cities at the heart of Lustria is still many times more wonderful than the achievements of the younger races, and their rulers are still posessed of god-like power.

Guided by the bloated, toad-like philosopher-mages known as the Slann – beings of awesome magical expertise and yet mere functionaries compared to the first of their race – the survivors of the Lizardman civilisation labour ceaselessly to interpret and enact the grand plan of the Old Ones. They search out the plaques of the Old Ones from the deep jungle and the hidden places of the world, hoping that one may hold a clue to the planet's intended destiny. When they find such a prophecy they meditate upon its meaning and then shape the world according to their conclusions. A single mistranslation from one of these time-weathered plaques can result in tectonic upheavals that collapse cities, or even the eradication of an entire race. The Lizardmen are powerful indeed, and they are as single-minded as they are mercilessly efficient in the execution of their masters' will.

## THE LEGIONS OF LUSTRIA

The warrior caste of the Lizardmen are known as the Saurus, hulking lizard-creatures with heavy-set frames that enable them to hack through the dense jungle of Lustria using sheer brute force. Like all the servitor-races of the Lizardmen, the Saurus are not birthed but instead spawned, crawling full-grown from subterranean spawning pools one military unit at a time. All Saurus in a given regiment have been spawned together, and bear the same colouration and markings as their brethren. They act with an eerie, reptilian synchronicity that speaks of a primal connection with their comrades, and there is no room in their simple brains for notions of doubt. Indeed, so alien are the Lizardmen that it is questionable whether the Saurus feel any emotion at all.

Their martial prowess is not learned but coded into the very bodies and souls of the Saurus. They instinctively know how best to fight, snapping and crushing with their long crocodilian jaws and swiping with great muscular tails even as they lay about themselves with wickedly-barbed clubs. Their clammy, cold-blooded bodies are as well suited to defence as they are to attack, and each spawning of Saurus knows how to lock their crested skulls and bladed crescent shields into a scaly wall of bone, horn and metal when the enemy musters a counter-charge.

The elite of the Saurus species, known as Temple Guard, exemplify the dutiful but lethal nature of their kind. Wearing horned helms fashioned from the skulls of ferocious beasts, the Temple Guard not only act as bodyguards for the Slann upon the battlefield but also stand sentinel over the sacred places of their homelands. Temple Guard can stand statue-still for years at a time, their only movement being the occasional flicker of an eyeball. Should an interloper approach they blur into motion, chopping and slashing until the intruder lies dead at their feet before resuming immobility.

Perhaps the only true weakness of the Saurus is their slavish obedience – a unit of Saurus would resolutely march into the fires of hell if it was ordered to do so by one of their Slann masters.

## LUSTRIA

*Lustria is all but covered in thick, dense jungle that is practically impenetrable to the rest of the world. The Slaan required a safe haven in which to practice their meditations, and instead of erecting a fortress or castle in the manner of the lesser races, they altered the ecology of an entire continent until everything from the giant predators of the forest to the tiniest maggot could prove fatal to an intruder from another land. For an enemy even to look upon the works of the Lizardmen, he must labour through a green hell infested with piranha-lizards, bloodwasps and roving packs of voracious Cold Ones. Nonetheless, rumours of the legendary wealth of the Lizardmen bring armies of treasure hunters to Lustria year after year. Very few of them make it back, but those who do are usually rich beyond measure.*

## LIZARDMEN WEAPONS

*Lizardmen weapons are hewn from a meteoric rock called obstinite, jet black in colouration and harder than steel. Though they may look primitive at first glance, the clubs and maces used by the Saurus are immune to the rigours of the passing centuries. They are never rusted or dull of edge, and each is capable of crushing a man's bones with a single hammer blow.*

The war-leaders of the Saurus, known as Scar-Veterans and Oldbloods, also have a limited intellect. Their vocabulary is but a few hundred words strong, and almost all of these words are related to simple concepts such as 'hunt', 'kill' and 'defend', although 'itchy' and 'dinnertime' are also in there somewhere. Nonetheless, they are gifted tacticians on the field of battle. Oldbloods have an inherent mastery of how to engage the foe, how to outflank and entrap, when to feint and when to roar the signal for an unstoppable charge. It is the Saurus warrior elite that ride the colossal reptilian terrors of Lustria to battle. Entire spawnings of Saurus thunder across the battlefield on ferocious, fang-toothed Cold Ones, whilst their Oldblood leaders charge forward upon gigantic Carnosaurs, the fiercest of all Lustrian predators, capable of tearing out a Dragon's throat with a single bite.

The Old Ones knew that true civilisation needs its functionaries as well as its warriors. Small and nimble, the Skinks are the scribes, orderlies and priests of the Lizardmen empire, but they also make excellent scouts and skirmishers. It is the Skinks that see to the needs of their obese Slann masters as the Mage-Priests cast their minds along the tangled web of futures that may yet befall the world.

The Skinks' diminuitive size belies their potency upon the battlefield. They are masters in the art of using poisoned weaponry, their blowpipes and javelins felling even the largest of foes with the concentrated venom of the bloat-frog and the toxic devilbug. It is common for the Skinks to coax the crocodilian construction-beasts known as Kroxigor into their ranks, creatures so large they are capable of crushing several enemies with a single swipe of their heavy obstinite maces. Furthermore, the intelligent and adaptable Skinks are adept at guiding the war-beasts of Lustria into battle, herding irascible Barbed Razordons and fierce, venom-spitting Salamanders towards the enemy lines.

Some Skinks ride to war on even stranger jungle creatures, soaring through the skies on winged lizards or mystical feathered serpents. The priests and heroes of the Skink race ride in howdahs mounted upon mighty Stegadons, the ground shaking as these monstrous horned beasts stampede towards the foe.

The oldest and most implacable Stegadons sometimes bear upon their backs arcane war machines, devices capable of channeling the energies of the Old Ones themselves. In times of desperation, Lizardmen have even been known to ride scaled behemoths to battle, the near-immortal thunder lizards of the deep jungle that leave swathes of bloody destruction in their wake as they relentlessly stomp their way through the enemy ranks.

## THE GREAT WORK CONTINUES

The invisible network of power that stretches across the world is still the primary tool of the Slann in their ongoing quest to restore cold order to the world. It is this network that allows the Lizardmen armies access to the farthest reaches of the planet, travelling along hidden paths from temple-city to temple-city and falling without warning upon those who stand in the way of their master plans. Though their empire is but a reflection of its once godlike majesty, the survivors of the Lizardmen are relentless and implacable in their pursuit of their goals, and when they marshal the grand armies of Lustria they are capable of changing the course of history. Should the Lizardmen unearth a plaque that demands it, they would march forth to scour the world clean of all other races without a moment's hesitation or respite.

*When a clique of young Bretonnian knights examined the threadbare Tapestrie du Monde in the vaults of Couronne, they were thrilled to find an area of that crumbling and antiquated map clearly marked 'Here Be Dragons'. Before the week was out, the rash young knights had gathered an expedition of six hundred fellow chevaliers hungry for glory. They raided the coffers of their dukedoms and hired a galleon willing to sail them to the Gulf of Medes, situated at the edge of the Southlands jungle. The knights rode forth into the trees, loudly sounding their horns in the hope they would find a Dragon or two, slay it without too much trouble and return victorious to soak in a hot bath and the unfettered adulation of their womenfolk.*

*The knights got rather more than they bargained for. Storming out of the jungle came a vast army of Lizardmen, echelon after echelon of Saurus Warriors and Skink Cohorts streaming forward to engage in battle. With them came enormous long-necked saurians with giant snapping jaws and lumbering titans of scaled muscle boasting teeth enough to make a Grail Knight think twice. The young knights fought bravely, but they were hopelessly outmatched. The beasts of the forest ate well that night.*

'On the cyclic turning of the moons, the shrines of Sotek are to be drenched in blood to appease the Great Serpent's unquenchable thirst...'

*- translated from the Blood Plaque of Sotek after a two hundred year debate about the finer points of its meaning.*

# OGRE KINGDOMS

**Far to the east of the Old World lie the Mountains of Mourn, home to a race of man-eating monsters known as Ogres. Possessed of an insatiable hunger, even a single Ogre can devastate a village when its boulder-like belly is empty. Such is their voracious appetite that when the Ogre tribes are on the march they can devour armies, crush cities, cripple empires and still have room for more.**

## THE INSATIABLE BRUTE

Ogres are dim-witted creatures obsessed with two things: eating and fighting, and the latter normally only because there is a good meal at the end of it. Corpulent and fleshy, Ogres will gobble down anything they can shovel into their mouths with their great grasping hands. They are eternally hungry, and over time their massive guts are capable of digesting anything from plate-clad warriors to the bristle-haired mammoths that roam their homelands. It is often said that the only way to save yourself from a ravenous Ogre is to convince him you can provide more food alive than dead.

Twice the height of a man and many times more dangerous, an Ogre's body shape bears significant resemblance to the peaks in which he makes his lair. His lumpen, heavy-set frame is swathed in great rolls of blubber acting both as insulation and a crude form of natural armour. His armpits run with vile-smelling sweat, his facial hair is matted with gobbets of old food, and his pallid chest and arms are covered in a sticky grease, for hygiene is a foreign concept to an Ogre. Atop this mountain of iron-hard muscle and rubbery fat sits a blunt, nasty-looking head, crested with a topknot of lank black hair in the manner of the barbarian tribes. Under a craggy brow glint piggy eyes that search for the next meal, and within a cavernous and rot-flecked mouth are rows of yellowing teeth that chomp and chew and grind.

Ogres are anything but refined, belching and scratching their way through the times when they are not caving in someone's head or gobbling up a corpse. They are famously slow on the uptake, but have a certain talent when it comes to matters of war, for Ogres are born into conflict and fight for dominance every day of their lives. Theirs is a might-makes-right society where the strong thrive and the weak are eaten. Brawling, head-butting and gut-barging contests are frequent occurences. Strongest and largest of all are the Ogre Tyrants, towering brutes that enforce their will with an iron fist – literally, more often than not, for Ogres commonly wear bladed gauntlets for just this purpose.

The weaponry and armour used by Ogres betrays much of their character. Though their swords and cleavers are cumbersome, inelegant and frequently rusty, they are all solid and robust enough to reduce a foe to a bloody pulp. The elite of the Ogre tribes, known as Ironguts, go one step further by going to battle with great scimitars and ironbound clubs almost as tall as they are. So strong are the Ironguts that they can crush a fully armoured knight into the dirt with one swing, often breaking his horse's back into the bargain. Regardless of station, however, an Ogre's favourite weapon is his club, for not only is it the first weapon an Ogre learns to use, but it is also very difficult to break. An Ogre trusts his club and will eat it only in the direst of circumstances.

## THE COMING OF THE GREAT MAW

Ogres do not originally hail from the Mountains of Mourn, but came from a land even further east, bordering the oriental empire of Cathay. There the Ogre race dwelt as primitives for many thousands of years, fearing nothing and feeding on anything they could find. Then came the catastrophe that wiped out two thirds of the Ogre race and changed the fate of the survivors forever.

Some scholars believe the terrible disaster that befell the Ogres was due to the displeasure of the Chaos Gods, others that the Ogres had preyed too long on the children of the Cathayan empire and that the astromancers of that land took their revenge. What is certain is that a warpstone meteor of unprecedented size hammered from out of the skies and into the Ogre homelands, annihilating the

majority of the Ogre race in an instant and leaving a gigantic, pulsing maw in place of an impact crater. Where once roamed the Ogres of the plains is now a tooth-ridged mouth many miles across, with a pulsing gullet that stretches into the core of the world. This geographical horror is known to the Ogres as the Great Maw, and they revere it to this day, for it must have been mighty indeed to devour so many in such a short time. A new god was born, for the Ogres had finally found something to fear.

## THE BLOODY TRAIL WEST

From that day on the Ogres were completely in thrall to their appetites. Their hunger, always a defining characteristic of their race, became unnaturally pronounced, and the Great Maw gnawed at their souls. In their panic, the surviving Ogres fled west into the mountains. They fought their way through Ice Dragons, living blizzards and even through a civilisation of Sky Titans that lived above the clouds. Though their race had suffered a tremendous blow, there were still tens of thousands of Ogres left, and the Ogre armies were ultimately victorious, eating their way across the mountain peaks and leaving nothing but devastation and broken masonry in their wake. Some stayed in the warpstone-dusted peaks and mutated into Yhetees, white-furred beasts of snow and ice, but the majority migrated onward in their haste to escape the Maw's lure.

Eventually they came upon the primal reaches of the Mountains of Mourn, a range of peaks that harboured a dizzying profusion of gigantic, hairy cavebeasts. This was like the promised land to the Ogres, a hunting ground where they could gorge themselves on titanic carcasses and make their lairs in the wintry crags without the constant reminder of the Maw clawing at the back of their minds. Nonetheless, the Ogres still venerate the Maw to this day, communing with their deity's endless hunger through shamanic Butchers, adorning their gut plates and banners with jag-toothed icons, and throwing the best cut of meat into stake-lined pits before their twice-daily feasts. So it is that for Ogres the acts of eating and of worship are one and the same.

In recent times the Ogre race has grown numerous once more upon the tough, dense meat of the fauna inhabiting the Mountains of Mourn. They have learnt the value of gold, and many of the tribes have grown rich from gathering together into great brutish armies, smashing the living daylights out of the soldiery of other races and taking anything they cannot eat for themselves.

Creatures of wanderlust, Ogre armies have always waged war in the far corners of the world in search of new and exciting things to devour. Their natural ability as warriors and rudimentary grasp of monetary systems makes them highly sought-after mercenaries, for Ogres fight a good sight better than they count. Entire tribes of Ogres often fight at the behest of other races, providing they get first cut of the battle-meat afterwards, and plenty of shiny coins to boot. Ogre armies are a familiar sight all across the world, but in recent decades even this tendency to roam has not been able to prevent the overcrowding of the Mountains of Mourn. As a result the Ogres are marching westward once more in a great migration, uncounted tribes flowing out of the mountains and heading straight for the Old World with the express intention of killing and eating everything they find there.

### *THE MOUNTAINS OF MOURN*

*To the east of the Dark Lands are the Mountains of Mourn. It is here that the Ogres make their home; hunting, eating and sometimes riding to war upon the cavebeasts that dwell there – shaggy Rhinox and Mammoth being the most common.*

*In the foothills of these mountains live the Gnoblars, a snivelling, big-nosed species of Goblin too weak to protect themselves from the predators of the Dark Lands. They do all the fetching, carrying and dirty work of Ogre society, and in return the Gnoblars recieve a measure of safety, hardly ever ending up as a light snack.*

# GLORY AWAITS

**And so the armies of the world gather anew for war. The promise of victory hangs heavy in the air. Prophets gnash and wail, tearing at their hair and preaching visions of doom to any who will listen. Seers curse the heavens above for massacres yet to transpire. Merciless generals make devious battle plans, heroic commanders inspire their forces and warmongering kings bellow fiery rhetoric that heats the blood of men.**

So it is that Emperor Karl Franz orders the grand muster once more. Clarion trumpets sound, and from the vast colonnade outside the Sudengate of Altdorf comes a cavalcade of breathtaking splendour, one hundred horsemen abreast. Every Knightly Order is there in force, the footsoldiers of the Emperor arrayed behind them in resplendent procession. The uniforms of the Empire soldiery blaze proudly in the sun. In the skies above come flights of Griffons swooping between the soaring towers and sky galleons of the Gold Order. Into the Nordgate comes a column far less grand, the tattered and blood-spattered remnants of a decimated army limping back to its barracks.

From the west rides the Great Crusade of Bretonnia, led by the beloved King Leoncoeur. Every last knight of that famous nation has anointed his blade and polished his armour to a bright sheen, determined to catch the eye of the immortal Lady and earn her blessing in battle. The thunder and clamour of these chivalrous riders is deafening, and the virgin ground is churned to mud under the horseshoes of their brightly-caparisoned chargers. Above them fly entire divisions of Pegasus Knights escorting those blessed Damsels that are bold enough to ride to war upon winged beasts. Through the muck and manure below come the peasants of each dukedom, a rag-tag army of the impoverished hoping to earn a glimpse of valour at the side of their masters.

## THE BATTLE BELOW

Armies fouler than even the pox-addled Bretonnian peasantry stalk the underground labyrinths that honeycomb the world. Visited by unearthly Verminlords from beyond the veil, the Council of Thirteen has finally reached an accord – now is the time for the Skaven to strike. Rusted cauldrons bubble and spit as new plagues pollute the water supplies of the Empire Above. Ambitious Skaven Warlords spur each other on to near-hysterical battlelust, marshalling great tides of chittering warriors to their banners, each determined to outdo his rivals when the final battle arrives. In the hidden places of the Old World, the four Greater Clans of the Skaven race gather in numbers unthinkable, preparing to unleash their most diabolical inventions yet.

The realm below is not the sole province of evil, however, for in their ancestral halls the Dwarfs gird themselves for battle once more. To the horror of his advisors, High King Thorgrim Grudgebearer has ordered the runesealed vaults to be struck open. The ancient weapons of the Ancestor Gods have been brought out from their gromril chests, lambent flame wreathing each of these masterpieces of destruction. The drinking halls are filled with the disapproving grumbles of the Dwarf elders, for such power should not be wielded by mortal hands. To make matters worse, they say, the Guild of Engineers are churning out ever larger war machines field-tested for barely a decade; a breach of protocol unthinkable to right-thinking Dwarfs. But the situation grows too desperate for such sensitivities. The throngs must go to war with every weapon at their disposal if they are to survive the new age of battle and still hope to reclaim their homelands.

## THE HEROIC AND THE CRUEL

Whilst the Dwarfs prepare for war in the darkness, the fleets of Ulthuan set sail under the blazing sun. The loremasters believe that the Elves alone can triumph against the forces of disorder; that it is their duty to save the world once again from the incursions of Chaos that threaten to capsize reality itself. So it is that the garden cities of the Asur are left overgrown and untended as that proud nation turns its every effort to war. The seaborne armies of the Phoenix King stretch across the horizon, sunlight glinting from a forest of elegant masts. To the Old World they sail, each battalion's commander entrusted with a sacred mission and the authority to destroy any who would hinder it.

Unbeknownst to the Elves, the Lizardmen of Lustria are going forth into the world with the same intent – to bring order to the material plane before it is too late. Winding serpents of Saurus Warriors roam over and about the continents once more, jaws opening wide to swallow the armies of the younger races. Packs of sprinting Carnosaurs carry fearsome Saurus Oldbloods to the front line, titanic thunder lizards storm straight through castle walls without pause, Slann Mage-Priests raise jagged cliffs of stone behind the foe to cut off their escape.

To the north of Lustria, the Witch King of Naggaroth is poised to strike. Malekith's Dark Elf legions are greater than ever before, swelled by the monstrous war-beasts of Klar Karond and the frenzied Cults of Khaine. His seeress mother Morathi has bargained with daemons, and she knows well that a timely invasion of unstoppable force could push the world into a spiral of escalating bloodshed from which there could be no escape. The time is now, she tells her cold and bitter son – strike whilst the despised Elves of Ulthuan are vulnerable, and claim dominion over all.

The lands themselves are not without their defences, however. In the twilight, the Elves of Athel Loren roam the Old World, and the forest roams with them. The Royal Court of Orion and Ariel has gone to war, but not for them the splendour and pomp of their cousins-in-arms. No matter their number, the Wood Elves pass without trace, for they travel within the shifting woods under glamours and illusions. An army of Orcs could pass within metres of a Wood Elf warhost and still remain unawares, thinking itself passing alongside a twisted forest. Without warning the trees become a battle line, vengeful spirits and Wood Elves burst from their concealment and plunge into the fray, culling their victims with arrow, blade and thorny talon before disappearing into the mists once more.

## THE RUINOUS HORDES

Yet the loss of a single army is of no import to the Orcs, for the greenskins are perhaps the most numerous of all the savage races to plague the world, and they relish a proper fight. The infamously aggressive Black Orc Grimgor Ironhide, having grown accustomed to victory upon the field, has set his mind on a far grander task – to unite every Orc tribe in the lands and stamp the civilized world flat. He wants nothing less than to set the Empire aflame, grind the Dwarf realms to dust, and send the High Elves to a watery grave. Having little use for gold, Grimgor has also bought the dubious loyalty of a vast army of Ogres, for that brutal and ever-hungry race has outgrown its mountainous homeland and spilt out into the world at large in search of new foes to devour.

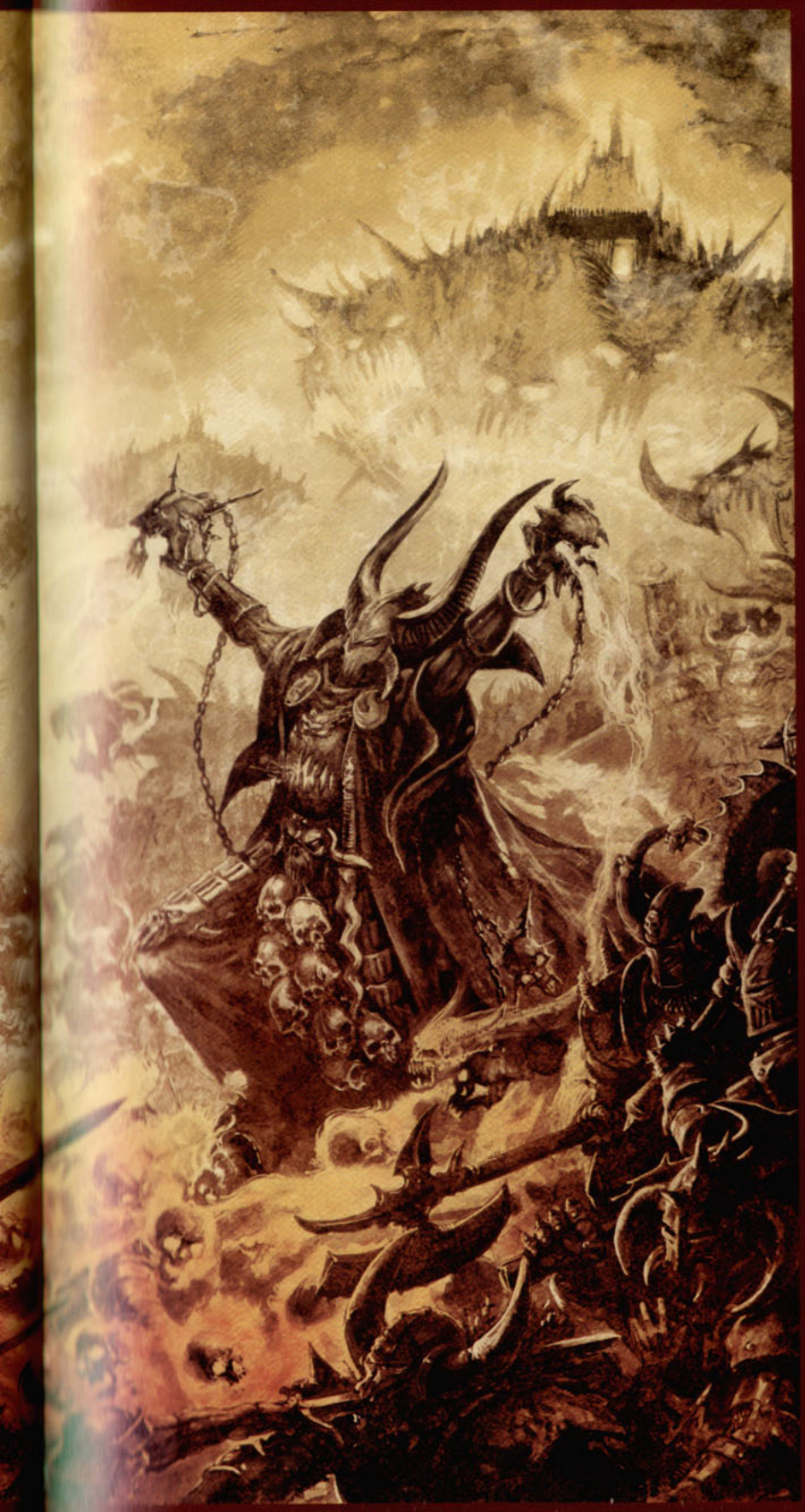
Such factional struggles are beyond the lords of undeath, for they seek nothing less than to turn all sentient creatures into their unliving slaves. Settra the Imperishable has bade his ostentatious war fleets set sail once more. Gliding above the waves comes the royal barque of Settra himself – within its pyramidal sanctum, the ancient King's crooked, mummified finger traces over plans of conquest, scrawled in the blood of those monarchs foolish enough to oppose him. He would see the nations of the world kneel before him again, as they did in ages past, but this time for all eternity.

Foremost amongst Settra's many enemies are the spawn of Nagash, in particular the Vampire Counts of Sylvania. The masters of the night have nefarious plans of their own; plans that grow nearer fruition with every new moon. The villagers of their forsaken realm have begun to tell of dark coaches climbing the mountain passes every night, of roving mounds of corpses heaving through the night, and of the fact that since Morrslieb last obscured the sun every single grave in Sylvania has been found unaccountably empty. Some even whisper that the Vampire Counts seek to resurrect the Great Necromancer himself, though this must surely be superstitious madness.

And from the north come the hordes of Chaos. The footsoldiers of the Ruinous Powers are too many to count; tribe upon tribe of barbarian warriors and iron-clad murderers all thirsting for the glory that leads to true immortality. The Everchosen has arisen to unite all the tribes of the north, and his armies grow around his banner as blood pools around a mortal wound. Alongside the mortal scions of the Ruinous Powers come the armies of the damned and the daemonic, pouring out from the ether to despoil and corrupt. Even the heartland of Karl Franz's empire is desperately unsafe, for from the dark heart of the woods come teeming masses of Beastmen and sickeningly mutated monsters that defy comprehension.

This world has ever been afire with conflict, and yet this new age of battle will eclipse all that has gone before. The armies have been mustered. The battlelines have been drawn.

All that remains is to wage war!



# MINIATURES SHOWCASE

**On the next eighty pages or so, you will find a gallery filled with literally hundreds of Warhammer Citadel Miniatures.**

**Every one is painted to the very highest standard by Games Workshop's famous 'Eavy Metal team. Each colour-scheme is carefully chosen to evoke the character of the army in question, and each piece of detail and heraldry skilfully applied.**

**Poring over these glorious examples will give you plenty of ideas for your own miniatures, and perhaps even help you to choose your next army.**

**Introduction by Alan Merrett**

# MINIATURES SHOWCASE

For a model soldier enthusiast there can be few things more exciting than two fabulously painted miniature armies clashing over a spectacularly modelled battlefield. For someone with a keen interest in Warhammer, this tableau is made even more exciting by the inclusion of miniature versions of the monsters, wizards and all of the other fantastical creatures and peoples of that imagined world. On the following pages you can view a small selection from the many hundreds of models that comprise the Warhammer range. This showcase serves as both a guide to the various armies of Warhammer and as an inspiration for collectors, painters, modellers and gamers.

The creation and collecting of model soldiers has a distinguished and honourable past, and features throughout the entirety of human history. Sets of carved wooden soldiers have been recovered from ancient Egyptian tombs, there is evidence that the Romans cast soldiers in lead, and various royal princes of Europe in the 17th and 18th centuries were presented with miniature armies cast in semi-precious metals. Towards the end of the 18th century German designers were beginning to mass-produce little two-dimensional tin soldiers known as Zinnfiguren intended for more popular consumption. These are the forerunners of the modern model or toy soldier tradition. By the middle of the 19th century the fully round cast metal miniature soldier had become commonplace and collecting them already a popular pursuit.

The organisation of formal battle games using model soldiers, as opposed to the naïve childish pursuit of merely 'playing with toy soldiers', is a relatively recent innovation by comparison. Prussian officers of the 19th century were trained for real war by playing the Kriegspiel (The War-Game). However, H.G.Wells' seminal book *Little Wars* is widely regarded as the first description of organised gaming with model soldiers as a pastime and that was published in 1913. Miniatures wargaming is such a natural extension of collecting armies of military models that one suspects it may have an origin that is even more ancient than Wells' book. In any case, Warhammer continues what has become a fine tradition and presents a thrilling new slant on the, now venerable, hobby of tabletop wargaming.

**Citadel Miniatures**

*Citadel Miniatures, a sub-division of Games Worshop, was founded in 1978 with the express purpose of making and distributing white metal castings of fantasy miniatures. In those days fantasy miniatures were not particularly commonplace, but the rapidly growing roleplaying hobby, spearheaded in the UK by Games Workshop, and some splendid innovative designs from the likes of Alan Perry and Michael Perry soon propelled Citadel to the forefront of fantasy gaming. Within a couple of years Citadel had earned a worldwide reputation for its highly detailed, charismatic models. The demand for new miniatures continued to grow, more designers were added to the team, and in 1981 Citadel published the first version of Warhammer so that collectors could play games using all of their models at the same time. The success of the game is measured by the fact that you are reading its modern counterpart today. Not long after the publication of the first edition of Warhammer, Citadel and Games Workshop transplanted to Eastwood in Nottinghamshire – and later moved on again to the current company headquarters in Lenton, Nottingham. The white metal cast and plastic injection-moulded miniatures and kits produced by Games Workshop still proudly carry the name Citadel and the famous little castle logo still appears on all of the box sets and blistercards.*

The Warhammer world is populated with all manner of magical and monstrous creatures. Orcs and Goblins infest the mountains, vile Beastmen stalk the dark forests, the weird and dangerous forces of Chaos gather in the icy north, and deep underground the bickering Skaven gnaw at the bones of the world. The armies of these races include the most amazing range of monsters and creatures ever to take to war. Even the staunchly heroic human armies of the Empire and Bretonnia can number among their ranks Dragons, Griffons, Hippogryphs and other similar mythical creatures, to say nothing of their powerful wizards and warrior priests.

Luckily for fans of Warhammer all of these incredible characters and creatures, and many more besides, are recreated in miniature and can be included in the many armies that feature in the game. This is largely thanks to the efforts of the Citadel designers – the skilled creators of the miniatures you see throughout this book. Citadel Miniatures are produced as white metal castings and as plastic injection moulded kits. The design team, as amply demonstrated by the models on display within this showcase, have proven themselves to be masters of both design disciplines. The detail and fine quality of the plastic injection moulded kits is particularly noteworthy. Modern design techniques have been allied to years of experience and the team now regularly produce miniature gems that cannot be discerned from metal castings once assembled and painted. Citadel's metal castings have always enjoyed a reputation for superb sculpting and characterisation, a reputation that we would like to think is now shared by all of the design team's output.

The Warhammer game currently boasts fifteen different armies, shown here in all of their miniature splendour. This amply illustrates the huge amount of variety the game offers and the breadth of choice that this presents to the budding collector. There are also pages showing selected models from various Golden Demon tournaments and from the personal collections of the 'Eavy Metal team. Every model here has been painted to the most exacting standards by the best figure painters in the world. Aspiring painters should not be daunted by this, but should instead take inspiration from the efforts of these fabulous practitioners. Who knows, one day your painted Citadel Miniatures could be sitting alongside these little masterpieces. We can all dream.

**What is 'Eavy Metal?**

*It was in White Dwarf magazine that the term 'Eavy Metal was coined – the very first such article appearing in issue 78, published way back in June 1986. The idea of the 'Eavy Metal feature was to simply showcase the very best painted miniatures and to illuminate miniatures painting techniques. This proved to be so successful and popular that it became a regular feature of the magazine and has appeared in most issues ever since. The name 'Eavy Metal rapidly became synonymous with brilliantly painted miniatures. Hence it was only natural that the team of expert figure painters employed full-time at the Design Studio came to be known as the 'Eavy Metal painters.*

**'Eavy Metal Painters**

*The 'Eavy Metal team are Games Workshop's dedicated figure painters. Based at the company's headquarters and a part of the Design Studio, the members of the team are widely regarded as being some of the very best miniatures painters in the world. The majority of the models featured in this showcase (and the rest of this book) have been painted by the 'Eavy Metal team and their work regularly features in all the Warhammer Armies books and on the box fronts of the Citadel Miniatures range of Warhammer models. Their painted miniatures also appear every month in White Dwarf magazine, alongside articles demonstrating various painting techniques and profiles of individual painters.*

# GOLDEN DEMON

The Golden Demon Painting Tournaments are regular fixtures of the Games Days hosted by Games Workshop on an annual basis in cities around the world. They are generally open to anyone attending a Games Day, with separate categories for the different types of Citadel miniatures, including dedicated Warhammer sections. A Young Bloods Competition for younger painters and an Open Competition for expert painters are usually run alongside the Golden Demon tournament.

Golden Demon has a long and venerable history. The very first tournament was held on the 27th June 1987 in Nottingham, and the goal of that event and of all subsequent Golden Demons was to showcase the talents of the best figure painters in the world. This has proven to be so successful, and the standard so high, that the tournament is regarded as the most important figure-painting event in the calendar.

Gold, Silver and Bronze Demon statues are awarded to the winners in the various categories and one entry is adjudged as the 'Best in Show', winning the much-coveted 'Slayer Sword'. A small selection of our favourite Warhammer models from some of the Golden Demon tournaments of the past few years are featured on these pages. The models shown illustrate the sheer brilliance and creativity of the painters and modellers who enter, and are clearly the reason for the competition's longevity and popularity.

*Jacques-Alexandre Gillois, winner of the Slayer Sword, UK Golden Demon 2004.*

# THE EMPIRE

*The Emperor Karl Franz on his loyal Griffon, Deathclaw.*

*Ludwig Schwarzhelm, bearer of the Emperor's standard.*

*Marius Leitdorf, the Mad Count of Averland.*

*Kurt Helborg, Grand Marshal of the Reiksguard Knights.*

*Warrior Priest of Sigmar.*

*A Handgunner receives the blessings of Sigmar.*

*Captain of the Empire.*

*Captain of the Empire.*

*Captain of the Empire.*

*The Emperor Karl Franz – this model was created using spare components from various plastic Empire kits.*

*Empire Archers and Huntsmen.*

*Altdorf Swordsman.* *Talabheim Spearman.* *Middenheim Halberdier.* *Swordsman of the Stirland River Patrol.* *Ostermark Spearman.*

*The state troops of the Empire wear the colours of the province in which they were recruited, for example red and blue for Altdorf or black and white of Ostland. These Handgunners display the black livery of the city state of Nuln. In their case, this has the added bonus of hiding the soot stains from their deadly black powder weapons.*

*A regiment of Nuln Handgunners.*

*When war comes, bands of crazed Flagellants gather on the battlefield, certain that the end of the world is upon them.*

*Altdorf Greatsword.*

*Averland Greatsword.*

*Stirland Greatsword.*

*Ostland Greatsword.*

*Middenheim Greatsword.*

*Greatsword standard bearer.*

*Battle Standard Bearer.*

*Amethyst Wizard.*

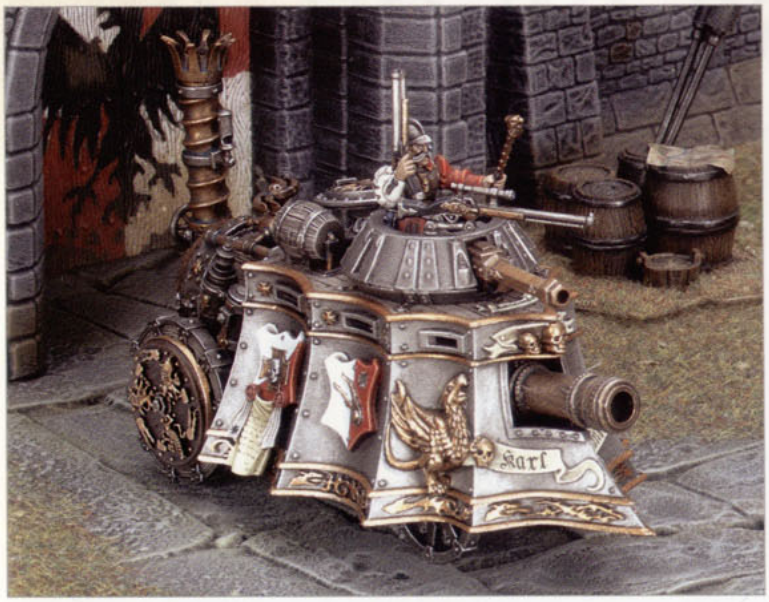
*Grey Wizard.*

*Bright Wizard.*

*Celestial Wizard.*

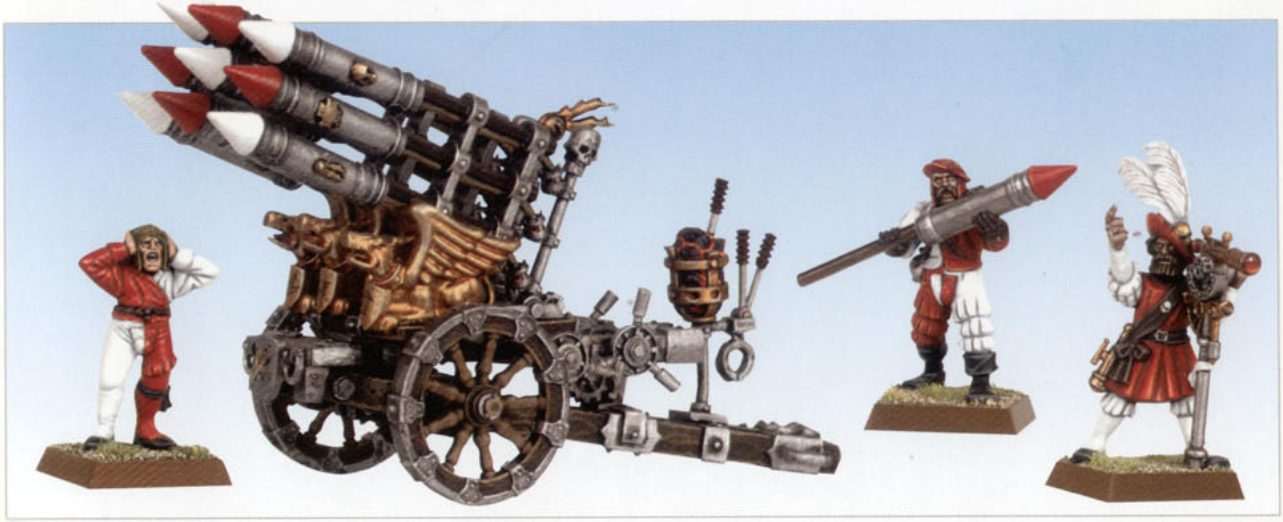
*Gold Wizard.*

*Light Wizard.*

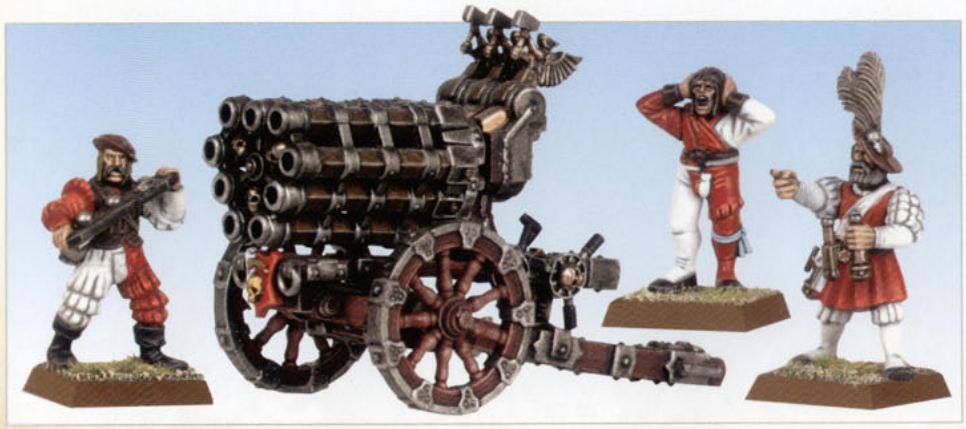



*Imperial Steam Tank.*

*Master Engineer riding Mechanical Steed.*



*Helstorm Rocket Battery.*



*Helblaster Volley Gun.*

*Master Engineer.*

# WARRIORS OF CHAOS

*Archaon, the Everchosen, Lord of the End Times.*

*Chaos Lord.*

*Sorcerer of Nurgle.*

*Sorcerer of Tzeentch.*

*Sorcerer of Nurgle.*

*Prince Sigvald the Magnificent.*

*Wulfrik the Wanderer.*

*This model was inspired by the cover of the 1st Edition of Warhammer, and is fondly known as 'Harry the Hammer'.*

*Lord of Khorne on Juggernaut.*

*Lord of Nurgle on Daemonic Mount.*

*Chaos Warriors wear suits of eldritch plate mail.*

*Champions of Slaanesh.*

*Marauder Horseman champion.*

*Marauder Horsemen.*

*A Chaos warband rampages through a village.*

*Chaos Chosen are the favoured warriors of the Dark Gods.*

*Chaos Knights.*

*Chaos Marauders launch raids from the frozen wastes of the far north.*

*Chaos Spawn.*

*Dragon Ogre Shaggoth.*

*The dreaded Hellcannon and its Chaos Dwarf crew.*

# GOLDEN DEMON™

These pages show a selection of winning entries from recent Golden Demon tournaments.

Beastman Gor

*by Mike Anderson*

*(Silver, UK Warhammer Single Miniature 2003)*

Dwarf Longbeards

*by Paul Capon (Silver, UK Warhammer Regiment 2003)*

Le Sheriff

*by Joe Hill (Gold, UK Warhammer Single Miniature 2005)*

Ogre Bull

*by Jakob Nielsen (Bronze, UK Warhammer Monster 2006)*

Orc Warrior

*by Albert Moretó Font (Gold, UK Warhammer Single Miniature 2006)*

Gui le Gros & Hugo le Petit Diorama

*by Dave Thomas (Gold, Chicago Open 2008)*

Nurgle Troll

*by Allan Carrasco (Silver, UK Warhammer Monster 2003)*

Bretonnian Trebuchet

*by Martin Footitt (Bronze, UK Open 2006)*

# HIGH ELVES

*High Elf Mage.*

*Eltharion the Grim, Warden of Tor Yvresse, riding his Griffon, Stormwing.*

*Tyrion, Defender of Ulthuan.*

*Teclis, High Loremaster of the White Tower.*

*Caradryan, Captain of the Phoenix Guard.*

*High Elf Noble.*

*High Elf Princes.*

*High Elf Mage.*

*High Elf Battle Standard Bearer and Prince.*

*Phoenix Guard champion.*

*White Lions of Chrace.*

*Korhil, Captain of the White Lions.*

*Dragons are majestic beings with scaly hides that vary in colour from fiery red to purest white. The Elves that ride atop these magnificent creatures are powerful lords, resplendent in gleaming armour and adorned with brightly coloured pennants.*

*High Elf Prince mounted on a Dragon.*

*High Elf Noble, converted to ride a Great Eagle.*

*High Elf Battle Standard Bearer.*

*Lothern Sea Guard.*

*Sword Masters of Hoeth.*

*Alith Anar, the Shadow King.*

*Shadow Warriors.*

*Dragon Princes of Caledor.*

*Silver Helm champion.*

*Tiranoc Chariots pulled by Elven steeds, and a mighty White Lion Chariot of Chrace.*

# DARK ELVES

*Dark Elf Sorceress mounted on a Cold One.*

*Morathi, the Hag Sorceress, riding her Dark Pegasus, Sulephet.*

*Draich-master, Executioner champion.*

*Dark Elf Assassin.*

*Lokhir Fellheart.*

*Dark Elf Dreadlord.*

*Dark Elf Sorceress.*

*Black Guard of Naggarond.*

*Dark Elf Master, converted to hold this hand-painted banner.*

*Dark Elf Shades.*

*Black Ark Corsairs.*

*War Hydras are goaded into battle by highly skilled Beastmasters.*

*Cold One Knights form the elite shock cavalry of the Dark Elves.*

*Dark Elf Warriors.*

*Har Ganeth Executioners.*

# WOOD ELVES

*Orion, the King in the Woods.*

*Treeman.*

*Wood Elf Spellweavers.*

*Wood Elf Highborn.*

*Drycha, Handmaiden of Coeddil.*

*Dryads, spiteful forest spirits of Athel Loren.*

*Wood Elf Scout.*

*Glade Guard musician and champion.*

*Glade Guard.*

*Wood Elf Battle Standard Bearer.*

*Treekin.*

*Naestra.*

*Arahan.*

*Naestra and Arahan, the Sisters of Twilight, riding the Forest Dragon Ceithin-Har.*

*Wardancers.*

# VAMPIRE COUNTS

*Vampire Lord.*

*Count Mannfred von Carstein wields the Sword of Unholy Power.*

*Konrad von Carstein.*

*Necromancer.*

*Heinrich Kemmler 'The Lichemaster'.*

*Aristocratic Vampire.*

*Zombies are the corpses of the freshly dead, revived by Dark Magic.*

*Crypt Ghouls.*

*Vlad von Carstein, greatest of the Vampire Counts of Sylvania.*

*Varghulf.*

*Skeleton Warriors.*

*Grave Guard act as guardians for the Vampire rulers of Sylvania.*

*Blood Knights charge into battle upon barded Nightmares.*

*Corpse Cart.*

# GOLDEN DEMON™

Dark Elf Lord

*by Albert Moretó Font*

*(Silver, UK Warhammer Single miniature 2005)*

Chaos Doombull

*by Allan Carrasco (Gold, UK Warhammer Monster 2004)*

Knights of Chaos

*by Jakob Nielsen (Gold, UK Warhammer Regiment 2003)*

Chaos Warrior Standard Bearer

*by Mikael Duvskolz (Silver, UK Warhammer Monster 2006)*

Empire Hero

*by Seb Perbet (Bonze, UK Open 2003)*

Sorceress (Lucrezzia Belladonna)

*by Thomas David (Silver, France Mounted Figure or Monster 2000)*

Ogre Maneater

*by Steve Buddle (Gold, UK Warhammer Monster 2005)*

# DWARFS

*Grombrindal, the White Dwarf, carried by Gotrek Gurnisson and Josef Bugman.*

*Dwarf Thane carrying the Battle Standard.*

*A Dwarf Lord borne into battle by Shieldbearers.*

*High King Thorgrim Grudgebearer and the Throne of Power.*

*Dwarf Runelord.*

*Dwarf Lord.*

*Dwarf Lords.*

*Daemon Slayer.*

*Slayers dye their hair bright orange and seek a glorious death in battle.*

*Hammerers.*

*Ironbreakers.*

*Longbeards.*

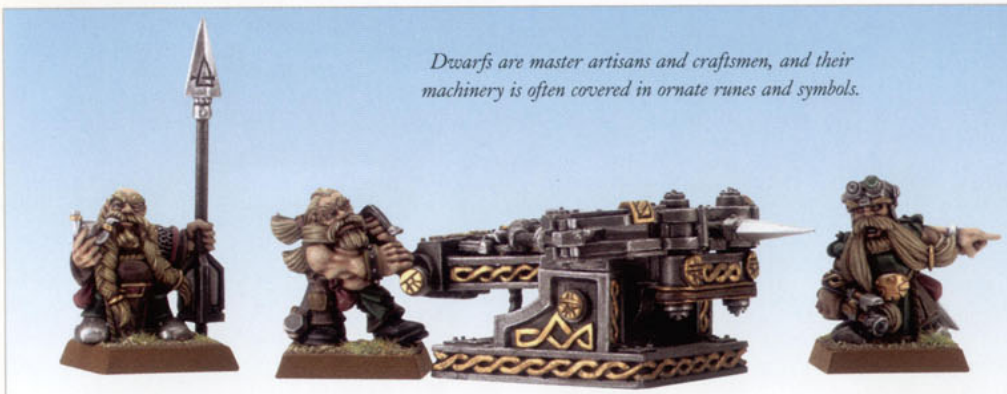
*Dwarf Warriors.*

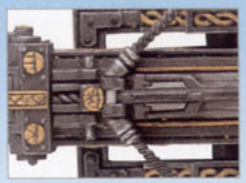
*Dwarf Miners.*

*Thorek Ironbrow and the Anvil of Doom, with two Anvil Guards.*

*Kraggi, the most able of Thorek's assistants.*

*Dwarfs are master artisans and craftsmen, and their machinery is often covered in ornate runes and symbols.*





*Dwarf Bolt Thrower.*

*Master Engineer.*

*A Cannon and its Dwarf crew.*

*A Grudge Thrower hurls rocks inscribed with runes and curses across the battlefield.*

# ORCS & GOBLINS

*Black Orc Warboss.*

*Azhag the Slaughterer mounted atop Skullmuncha the Wyvern.*

*Goblin Warboss on Great Cave Squig.*

*Orc Shaman.*

*Night Goblin Shaman.*

*Black Orc Warboss.*

*Grimgor Ironhide.*

*Gorbad Ironclaw astride his war boar, Gnarla.*

*Skarsnik, Warlord of the Eight Peaks, and his pet Squig Gobbla,*

*Night Goblin Squig Hoppers.*

*Forest Goblin Spider Riders.*

*Orc Boar Chariot.*

*These Orc Boyz fight under the distinctive 'Evil Sun' banner.*

*A Squig Herd is made up of Cave Squigs and Night Goblin Squig Herders.*

*Black Orcs are the biggest and strongest of all Orcs and always get the best weapons and armour.*

*Night Goblins wear distinctive pointy-hooded black robes.*

*Goblin Wolf Riders.*

*Goblins are cowardly, but dangerous in large numbers.*

*Troll.*

*Trolls are found throughout the world and can physically vary by region, however all Trolls are dim-witted, ferocious and hard to kill.*

*Stone Troll.*

*River Troll.*

*A Rock Lobber hurls projectiles to squash the foe. It is crewed by Goblins led by an Orc Bully.*

# TOMB KINGS

*High Queen Khalida.*

*Settra the Almighty, Tomb King of Khemri, Ruler of Nehekhara.*

*A Liche Priest calls forth spells from the Casket of Souls.*

*Tomb Kings.*

*Tomb Guard are the personal bodyguard of the Tomb King.*

*Skeleton Warriors.*

*Ushabti.*

*A Bone Giant, mightiest of the Tomb Kings' servants.*

*Tomb Scorpion.*

*Skeleton Horseman.*

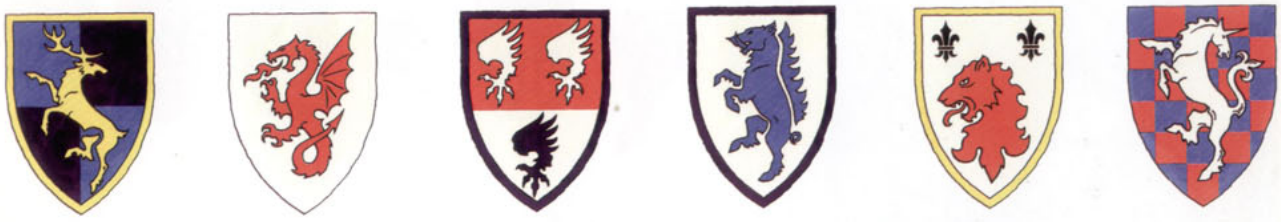
*Skeleton Chariot.*

*A Screaming Skull Catapult.*

# BRETONNIA

*King Louen Leoncoeur, mounted on his faithful Hippogryph, Beaquis.*

*The Green Knight.*



*Bretonnian Lord.*

*Bretonnian Paladin.*

*Damsel of the Lady.*

*Grail Reliquae.*

*Battle Pilgrims.*

*Grail Knight.*

*Knights of the Realm.*

*Bretonnian Men-at-arms.*

*Peasant Bowmen.*

*Questing Knights set aside their lances and worldly duties in order to search for the Grail.*

# GOLDEN DEMON™

Mazdamundi

*by Ben Komets (Gold, France Monster and Rider 2009)*

Zombie

*by David Neild*

*(Gold, UK Warhammer Single Miniature 2008)*

Beastman Shaman

*by Joe Hill (Gold, UK Warhammer Single Miniature 2003)*

Empire Clock Maker

*by Ben Jarvis (Gold, UK Fantasy Single Miniature 2009)*

Bretonnian Mercenary

*by Joe Hill (Gold, UK Warhammer Single Miniature 2004)*

Orion, King of the Woods

*by Matt Parkes (1st place, UK Open 2001)*

Prince Tyrion

*by Jakob Nielsen (Gold, UK Warhammer Single Miniature 1999)*

# OGRE KINGDOMS

*Greasus Goldtooth, Overtyrant of the Ogre Kingdoms.*

*Slaughtermaster.*

*Ogre Tyrant.*

*Ogre Maneaters.*

*Ogre Hunter and Sabretusks.*

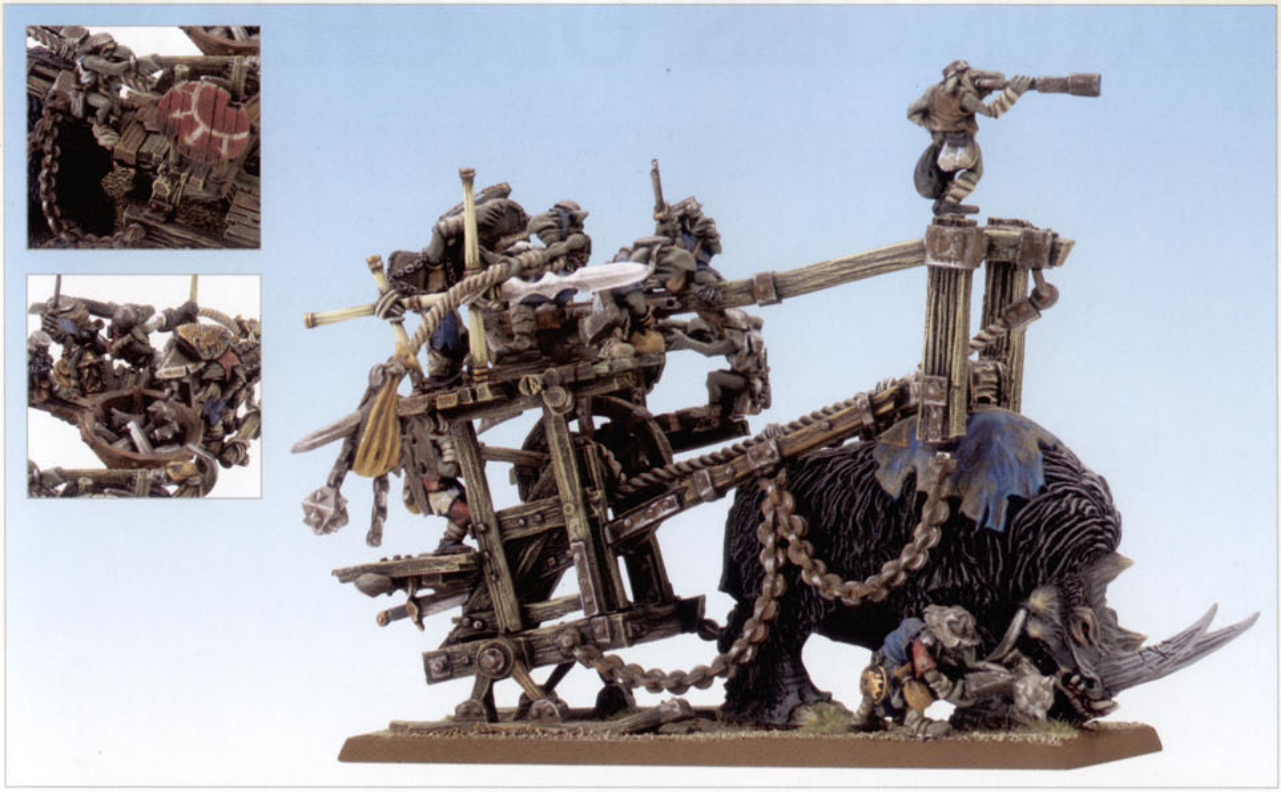
*Skrag the Slaughterer.*

*Ogre Irongut.*

*Leadbelcher and Gnoblar attendant.*

*Gnoblar Fighters.*

*Gnoblar Trappers.*



*The ramshackle Gnoblar Scraplaunchers are pulled into battle by bad-tempered Rhinoxes.*

*Ogre Bulls.*

*Gorger.*

# DAEMONS OF CHAOS

*Kairos Fateweaver, Oracle of Tzeentch.*

*Epidemius, Nurgle's Tallyman.*

*The Changeling.*

*Skulltaker, Khorne's Immortal Champion.*

*Pink Horrors.*

*Plaguebearers of Nurgle.*

*Bloodletters of Khorne.*

*Daemonettes of Slaanesh.*

*Flamers of Tzeentch.*

*The Masque of Slaanesh.*

*Plaguebearers are rotten and diseased Daemons, whose skins are slick with pus and ooze.*

*Daemonette standard bearer.*

*Fiend of Slaanesh.*

*Beast of Nurgle.*

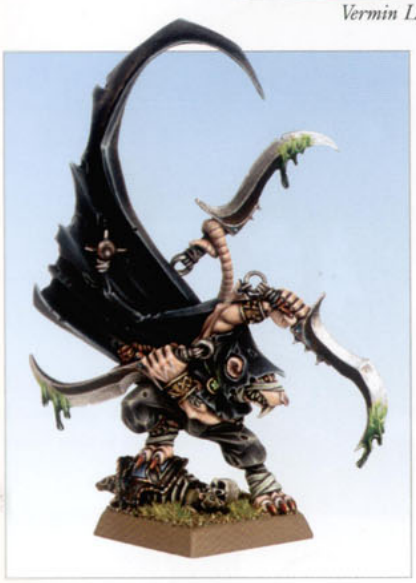
*Seeker of Slaanesh.*

*Bloodcrusher of Khorne, a Bloodletter riding a rampaging Juggernaut.*

# SKAVEN

*Vermin Lord.*

*Warlord Queek Headtaker.*



*Deathmaster Snikch.*

*Packmaster Skweel Gnawtooth, with his Wolf Rat Gutsnagger.*

*Clanrat standard bearer.*

*Skaven Clanrats bear a range of weapons and tattered equipment scavenged from the battlefield.*

*The Screaming Bell serves as both an unholy altar to the Great Horned Rat and as a pulpit for a Grey Seer. A single hulking Rat Ogre acts as crew and tolls the great bell, whose ominous peals can level towns.*

*The Screaming Bell.*

*Plague Priest with a plague censer.*

*Poisoned Wind Globadier.*

*Plague Monks bear disease-ridden tomes and scrolls to help spread divine pestilence.*

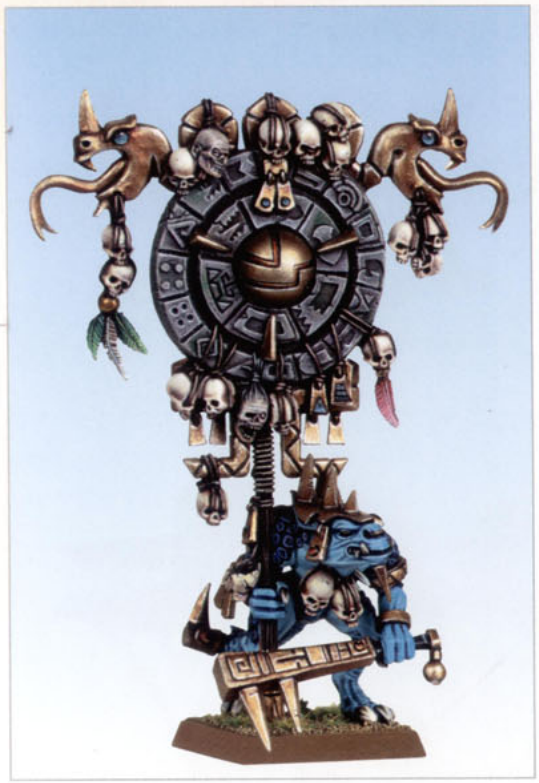
*Stormvermin are elite fighting regiments that bear heavy armour and halberds.*

*Ratling Gun weapon team.*

*Rats scamper in twin treadmills to power the ingenious Doomwheel. The erratic but devious invention can roll over enemy units or blast them apart with warp lightning.*

*Doomwheel.*

# LIZARDMEN



*Saurus Battle Standard Bearer.*

*Slann Mage-Priest, with specially modelled base to make the Palanquin 'float'.*

*The shields of the Lizardmen are made from the scaly hides of mighty jungle beasts.*

*Tiktaq'to, Master of Skies, mounted on his Terradon, Zzoup.*

*Chakax, the Eternity Warden.*

*Skink Priest.*

*Kroq-Gar, Ancient Scar-leader, riding the Carnosaur, Grymloq.*

*Kroxigor.*

*Temple Guard.*

*Revered Guardian, Temple Guard champion.*

*Saurus Warriors.*

*Skinks, armed with blowpipes.*

*Chameleon Skinks.*

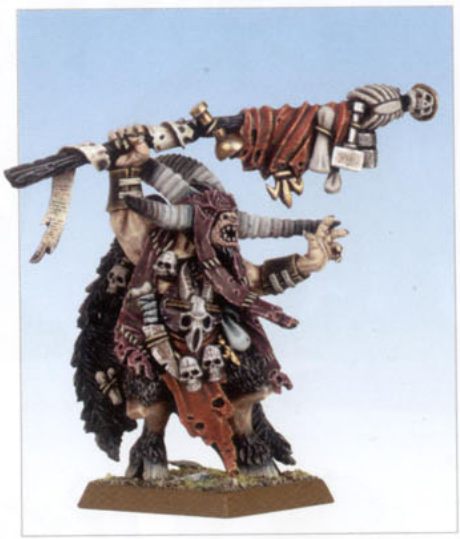
*The Engine of the Gods is a powerful artefact mounted on the back of an Ancient Stegadon and controlled by a Skink Priest.*

# BEASTMEN

*Ghorros Warhoof.*

*Doombull.*

*Morghur, Master of Skulls.*



*Malagor, the Dark Omen.*

*Beastlords lead the tribes to war.*

*Razorgor.*

*Bestigors seize their pick of the weapons and armour piled around each Beastman herdstone.*

*Horned and cloven-hooved, Gors form the bulk of the Beastmen hordes.*

*Battle Standard Bearer.*

*Centigors.*

*Minotaur champion.*

*Minotaur.*

*Ungor Raiders.*

*Ungors.*

# 'EAVY METAL™

These special individual models are intended for display rather than play – the 'Eavy Metal team have created scenic bases to mount their miniature masterpieces on.

Celestial Wizard
*by Darren Latham*

Flagellant
*by Anja Wettergren*

Gold Wizard
*by Joe Tomaszewski*

Dark Elf Lord
*by Joe Tomaszewski*

Caradryan
*by Darren Latham*

Sigvald the Magnificent
*by Darren Latham*

Forest Goblin Spider Rider
*by Neil Green*

Skink Chieftain
*by Keith Robertson*

Amber Wizard
*by Keith Robertson*

Chaos Lord (Gamesday 2009)
*by Joe Tomaszewski*

Tzeentch Sorcerer
*by Anja Wettergren*

High Elf Prince
*by Tom Winstone*

Warrior Priest
*by Anja Wettergren*

Harry the Hammer
*by Darren Latham*

*Every Warhammer hobbyist's ambition is to own an army that is not just fun to play with, but also looks stunning.*

# ASSEMBLING AND PAINTING

**There's much more to the Warhammer hobby than just playing games and collecting mighty armies. Assembling and painting Warhammer miniatures is also an absorbing and enjoyable pastime. This section offers a starting point for aspiring hobbyists.**

The Warhammer hobby is all about assembling, painting and gaming with Citadel miniatures. One of the things that makes the hobby so fulfilling is the sense of accomplishment that hobbyists feel as they transform finely detailed Citadel miniatures into individual, personalised gaming or display pieces. Every hobbyist remembers the first miniature they finished painting and the sense of satisfaction that it gave them once completed. This is magnified when you finish an entire regiment and even more so when the fruits of your labours begin to yield a fledgling army. Of course, there are other considerations too – what miniature will you choose for your army general? Do you want to include mighty monsters or deadly war machines? Assembling, painting and collecting miniatures is an integral part of the hobby.

That, then, is what this section of the book covers: the hobby of assembling and painting your Warhammer miniatures. Don't let anyone fool you into thinking that achieving great results will be easy or that shortcuts will be worth taking: there is no substitute for perseverance and experimentation. Producing beautifully painted Citadel miniatures takes commitment and imagination. There is no comparable satisfaction to displaying and playing with your fully painted army.

The Games Workshop website contains scores of articles covering every aspect of the Warhammer hobby, including assembly guides and an array of painting tutorials:

**www.games-workshop.com**

## WORK DESK

A well-stocked desk is a boon to every hobbyist, providing a space where he or she can quietly perfect the modeller's and painter's art. Of course, many of us don't have a special area set apart for such activities, and so we make do with a tray or Paint Station set up with all the tools and equipment we need, ready to be taken out from a cupboard or from under a bed when it's time for some 'hobby'.

This desk belongs to Chad Mierzwa, a veteran hobbyist who keeps his desk here in the Studio in a permanent state of happy anarchy – there's always an array of miniatures in various stages of completion scattered across his desk!

## DISPLAY CABINET

Building and painting armies of Citadel miniatures really is its own reward and, as any hobbyist from the greenest initiate to the most-established veteran will agree, there's something very satisfying and enjoyable about having a collection of miniatures that you can both play games with and display for all to see.

The cabinet you can see here is packed with models that have been lovingly painted by Alan Merrett over several years. Such a collection is a living display – it is both used on the battlefield and is constantly added to as a showcase of Alan's ever-growing collection as he displays the newest additions alongside the rest of his army.

## GAMING ROOMS

Probably without exception, every Games Workshop hobbyist wishes for a bespoke games room – a veritable Aladdin's cave of gaming boards and scenery, with painted armies filling shelves and cabinets, and walls adorned with evocative artwork, banners and maps.

The gaming room shown here is the beloved battleground of Alan Perry and Michael Perry, two life-long hobbyists who not only sculpt many of our fantastic Citadel miniatures, but also enjoy playing Warhammer. Years of assembling and painting miniatures and scenery (along with collecting all manner of militaria) has produced a well-stocked gaming room that is the envy of their colleagues and friends. The 'basement' as it's known, has been the site of countless bloody battles and thrilling games.

# ASSEMBLING YOUR MINIATURES

*Plastic Cutters*

*Hobby Files*

*Hobby Knife*

*Hobby Drill*

*Super Glue*

*Plastic Glue*

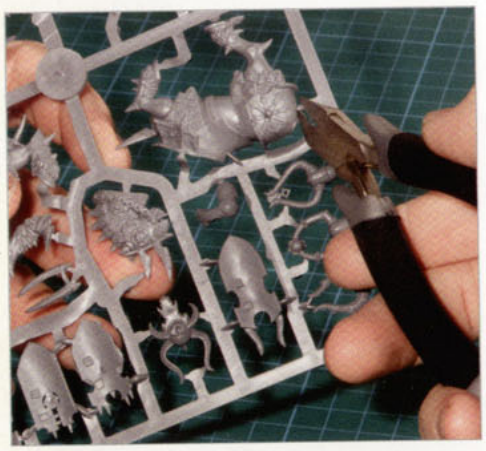
*Vice*

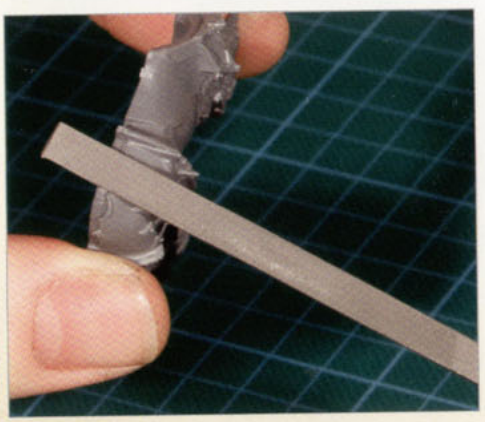
*Using a vice such as this one can save your fingers from a world of discomfort and injury. Use it to firmly and safely hold any miniatures or components that you need to cut or saw while you are preparing them for assembly.*

**Before you can paint and game with your miniatures you will need to assemble them. Taking the time to prepare your models prior to painting them can dramatically improve your finished result and can be an enjoyable and rewarding part of the hobby in its own right.**

Most hobbyists paint their first Warhammer models as quickly as they can – after all, there's a real sense of excitement getting your new Citadel miniature out of the box, assembled, painted and ready to game. This excitement is part of what drives all of us as hobbyists and is why the craft of building and painting Citadel miniatures is such a compelling aspect of the Warhammer hobby.

Over the following few pages we'll look at the basics of preparing your models for painting and offer a few tips that will help you get the best out of your Citadel miniatures, and have them ready for action on the gaming table.





Remember, though, that as with any aspect of the Warhammer hobby, you won't necessarily be an expert straight away – and that's fine. Most find that with practice and dedication their skills quickly increase, enabling more adventurous projects. Don't be afraid to experiment.

Of course, all advice and information pertaining to preparing and assembling your miniatures must be treated with common sense and an eye towards personal safety. Remember at all times that many of the items of equipment and the tools that you are using are potentially dangerous, and if they are used in a careless manner, injury can result.

## PREPARING PLASTIC MODELS

Plastic Citadel miniatures are supplied on frames, so before you can build them you'll need to carefully remove the relevant components. The best way to do this is to cut the pieces free from the frames using a pair of Plastic Cutters – not only does this give a 'clean' cut, but it's nice and safe too.

Many hobbyists like to cut all of the spare parts off the frames and store them in a 'bits box' for later use. You never know when spare components will be useful in the future, and it means you can dispose of the empty frames.

## CLEANING MOULD LINES

One of the inescapable side-effects of the plastic moulding process is that mould lines and flashing are sometimes visible on your miniatures. These can easily be removed by 'scraping' along the seam with a Hobby Knife, or by gently filing them with an appropriately fine file.

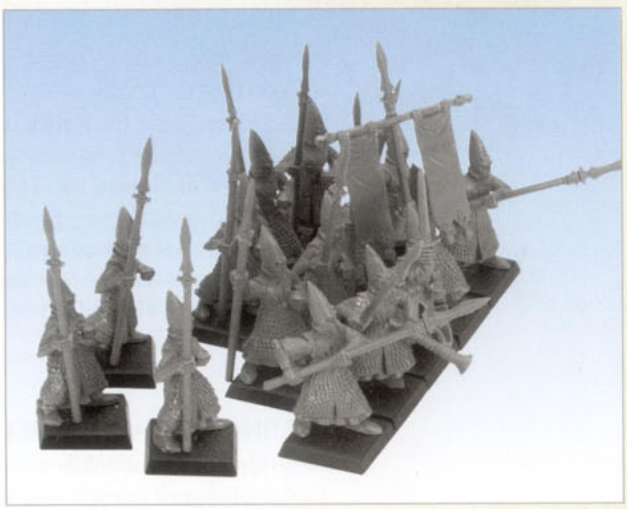
Diligent hobbyists take care to inspect all of their models thoroughly, and remove any mould lines prior to painting – there's nothing quite so annoying as discovering an unsightly mould line half way through a really good paint job!

# ASSEMBLING PLASTIC MINIATURES

**If you've never built a Citadel miniature before, the process might seem a little daunting. Don't be perturbed, however, as each plastic box set comes with clear assembly guides for you to follow and the Games Workshop website is regularly updated with easy-to-follow assembly instructions.**

Most hobbyists use plastic glue (also called polystyrene cement) to build their plastic Citadel miniatures. While super glue will also provide an effective bond, plastic glue gives the strongest possible join, and has the added advantage that it takes a few moments to set fully, allowing you to adjust the parts to ensure you get the fit and pose you want.

*Command models, such as champions, standard bearers and musicians, can be found in most regiments, and are often more detailed and complicated to assemble than the rank and file.*



*As you build your regiments, make sure that your models can 'rank up' in the unit effectively. Experiment with this as you go along to make sure your finished unit fits together.*

*Here you can see the finished unit assembled and ready for painting. While building a unit such as this is a satisfying undertaking in its own right, it is even more enjoyable to behold once it is painted and ready to trample over your opponent's army!*

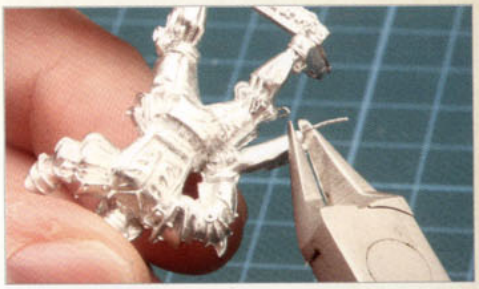
*Many gamers like to mount models on 'multi-bases'. This makes it much easier to move the unit around on the tabletop, and to change formation in the midst of a battle. Especially large units can really benefit from this, as any seasoned Goblin or Skaven general will tell you!*

# PREPARING METAL MODELS

**While plastic miniatures form the mainstay of almost every Warhammer army, there are also many wonderful metal Citadel miniatures available. From elite regiments to legendary heroes, and even monsters and war machines, there's a wealth of choice. Preparing and assembling these models presents a slightly different challenge.**

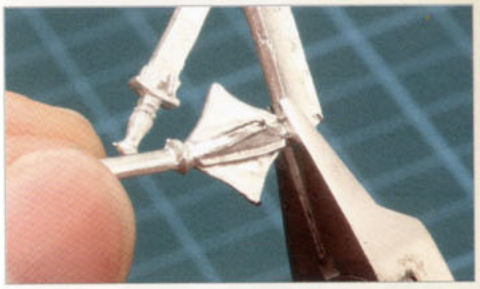
## PREPARING YOUR MINIATURES

Just as with your plastic miniatures, you'll find mould lines and little bits of flash on your metal miniatures too. You may also notice tiny 'worms' of metal that sprout from corners of the miniature. All these can be quickly and easily removed with a pair of cutters and a hobby knife, and ground away with a suitably fine file.



## REMOVING TABS

While assembling metal models, you'll notice that sometimes extra components may come attached to a small metal tag – just cut them away from this with a pair of cutters. You might also find you need to straighten some of the components, this is easily done using a pair of modelling pliers (wrapped in tissue to avoid leaving pressure marks).



## GLUING METAL MODELS

Metal models require a different solution to plastic miniatures, so you'll need to use super glue to fix the pieces together. As a contact adhesive, you won't get the same time to 'fiddle' with the parts while the glue sets, so make sure you have a dry run to ensure you're happy with the fit before applying any glue.

## TAB KINKING

Gluing your metal miniatures into their slotta bases can prove problematic if the tab is too narrow for the slot – the model may not stand up properly and it can be very hard to get it to stick in place. Should you have trouble, one way to get around this is to 'kink' the tabs of your metal models. This is just what it sounds like – using a pair of pliers or clippers, gently bend the tab so that it has a slight crook in it.

After doing this, you should find that the tab on your metal model will fit much more tightly into its slotta base, and will glue in place more easily. If you have kinked the tab too much or too little, just go back and adjust it a bit more.

*Empire Captain.*

# LARGE MODELS

**The Warhammer world is filled with monstrous creatures, towering beasts and brutal war machines. These spectacular models are logical centrepieces and focal points for your armies. They also present the most complex challenges when it comes to assembly. Every hobbyists develops techniques that help them when they're building complicated models like these.**

*Large plastic miniatures, such as this High Elf Dragon, are often best assembled in stages, allowing the plastic glue to fully set on one element of the model before progressing to the next. Here you can see that elastic bands have been used to bind the pieces together. This is a handy technique if you want to build other components while one sets, or if you simply don't fancy holding the parts in place for a long time.*

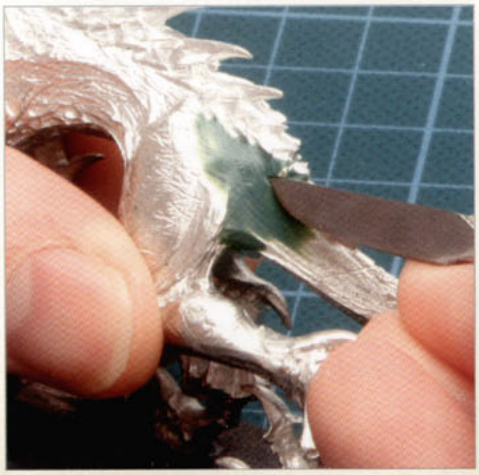
*Elaborate metal models can be among the most impressive of all Citadel miniatures. They are also the most complex to build. You'll find as you gain more experience assembling increasingly complicated models, that you adopt all sorts of useful tricks and tips. This Dark Elf Hydra has been extensively pinned and 'green stuff' has been used to strengthen and smooth over joins.*

## PINNING COMPONENTS

The rigours of the battlefield can take a toll on your models, especially delicate multi-part metal miniatures that are wont to break at the joints if dropped or knocked hard. Reinforcing the joints of these models by pinning them together (using a small drill, such as a pin vice) with a length of metal rod will provide much-needed strength. Doing this when you are assembling the model will dramatically improve its survivability.

## SMOOTHING OVER GAPS

Larger models often have visible seams between parts, even once you've glued them into place. While these will be disguised, to an extent, when the model is painted, many hobbyists like to smooth over these gaps with a modelling putty affectionately called 'green stuff'. Trial, error and a little dedication can perfect this art and after experimenting, you'll soon find that you can make such seams disappear completely.



*'Green stuff' is a two-part putty that, when mixed together, sets within an hour or so. This is the material that many Citadel miniatures are sculpted from.*

# PAINTING MINIATURES

**The skills required to paint Citadel miniatures to the standards shown within this book are not easily acquired – in fact, it's fair to say that they are gained only through dedication. Thankfully, the process of learning to paint is enjoyable. As your painting skills increase through practise, you'll find your painted miniatures look better and better. These pages introduce the craft of painting your Citadel miniatures, and offer some advice on how to get started.**

*The complete range of Citadel Paintbrushes includes ten high-quality, hand-made brushes of various sizes.*

## BASICS

Many of us wish for a bespoke painting desk to work at, with high-quality lighting and equipment on hand, but few start our painting journey with these tools. What's most important is that you have a selection of decent brushes, the relevant paints for your miniatures and somewhere you can paint without causing undue mess and disorder! With those few things gathered up, you're ready to unleash your creativity and hone your talents. All you'll need to perfect your art is patience and perseverance.

## PAINT STATION

Here you can see an example of a well-equipped Citadel Paint Station. A sturdy wooden booth, stocked with paints, washes and brushes, provides a great work area, and can be easily moved from a cupboard to your table when it's painting time.

## CITADEL COLOUR

Citadel Colour paints are the staple tools of the Warhammer hobbyist, presenting a range of vibrant colours with which to paint your models. The complete range includes more than 45 colours, including the metallic paints, all of which can be easily mixed together, further enhancing your choice.

## FOUNDATION PAINTS

Foundation paints are high-pigment colours that serve as the perfect basecoat for Citadel paints. Using Foundation paints eliminates many of the difficulties attached to painting with light colours over a dark undercoat (and vice-versa), their superior coverage allowing the painter to focus purely on technique.

## CITADEL WASHES

Citadel Washes are an invaluable tool that help painters with shading their models. Applying a Citadel Wash to a model will create convincing, natural shading on your miniature. Skilled painters often put Citadel Washes to other uses, such as applying glazes to their models.

## MODELS UNDERCOATED BLACK

Undercoating your models in black provides a strong base for models that boast a dark colour scheme, or that have a large amount of metallic armour. Here you can see three examples of miniatures that have been undercoated using Chaos Black Spray.

*Priming your model black is as simple as spraying the miniature with Chaos Black Spray, or applying a coat or two of Chaos Black paint by hand.*

*This Orc Boy is an obvious candidate for a black undercoat; he has dark green skin, large metal weapons and much of the model is covered in dark cloth.*

*This Chaos Warrior is clad in large areas of flat armour plates. Armoured models such as this rely on the areas of shade found in folds and recesses for contrast.*

*Dark Elves wear plenty of chainmail, along with dark robes. A black undercoat is by far the most effective starting point for painting dark metallic armour.*

## MODELS UNDERCOATED WHITE

Models that are to be painted in light, bright or vibrant colours are often best undercoated using white, where a single layer of Citadel Colour and a wash can provide spectacular results. Each of these examples shows a slightly different purpose behind using a Skull White Spray undercoat.

*Using Skull White Spray to prime your miniature produces a smooth and even undercoat that would take several, careful applications by hand.*

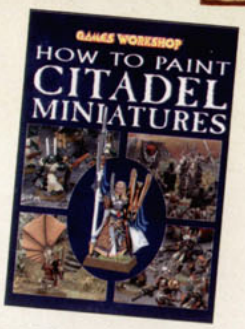
*Painting white over a black basecoat is very hard. It's often easier to undercoat in white and then paint on darker colours at a later stage.*

*Large areas of pale or light colours, such as areas of flesh and green cloth on this Wood Elf Wardancer, are best served with a white undercoat.*

*Rich, vibrant colours such as the blue skin of this Lizardmen Skink can be easily built up from white, and will look clean and bright.*

### DON'T PANIC

Throughout this book, and in countless other sources, you'll see examples of painted miniatures, instructional guides, illustrated heraldry, icons and much more. Don't think that you have to paint your own collection in any one particular style or colour, or be an expert overnight. It's OK to experiment and develop your skill as a painter in your own way and time.




*For hobbyists looking for more detailed help and information on how to assemble and paint Citadel miniatures, How to Paint Citadel Miniatures presents an invaluable resource. Not only is the book packed full of useful tips and information on techniques and painting styles, but it includes many examples of how to paint specific models too.*

*Using Citadel spray undercoats is an efficient way to get a smooth undercoat that will take paint easily.*

*Be sure to spray in a well-ventilated location (outdoors is a good start), and to follow all the safety instructions on the can.*

## PAINTING REGIMENTS

While painting individual miniatures is an enjoyable and great way to hone your skills, there's no satisfaction quite like unleashing your creativity on an entire unit. On this page you can see two units that have been painted using specific techniques.

*These Vampire Counts Skeleton Warriors were painted using Foundation paints and then washed with Citadel Washes. A simple process that has very impressive results and could be applied to a host of models.*

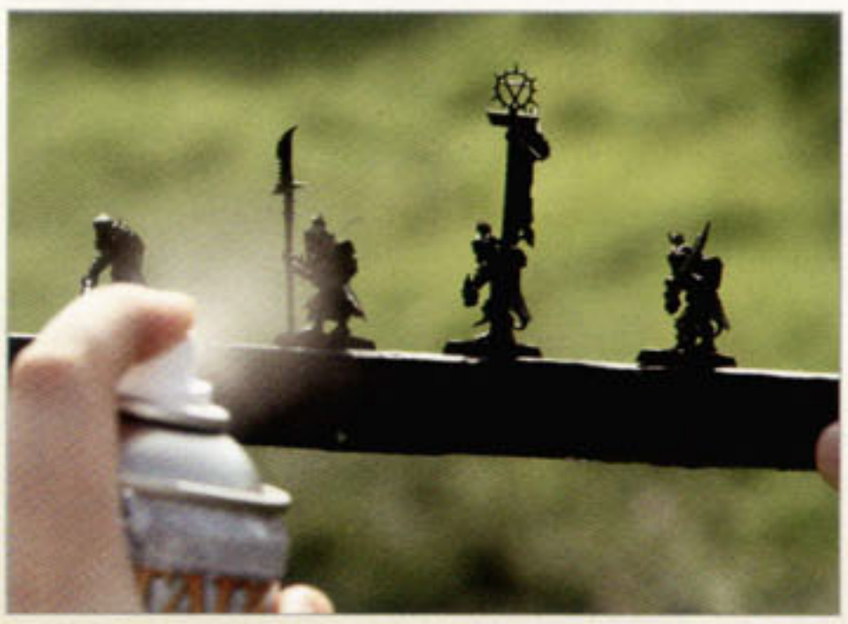
## HONING YOUR SKILLS

As you might expect, many techniques can be combined for even better effects. Here you can see the benefits of applying a wash to a model that has already been drybrushed. While the drybrush has captured the detail of the texture, the wash glazes the colours and shades the recesses.

*By applying several layers of paint through successive drybrushings, you can build up a highlighting effect. This works especially well on furs and similar surfaces. A wash over the top glazes the colours and completes the look.*

### PREPARING GROUPS OF MODELS

A stick, with double-sided sticky tape to attach models, is a great painting tool. Easy to hold, rotate and angle, it makes spraying miniatures simple. There's also the advantage that if your spray misses one model, it's likely to hit another – more economical than spraying one at a time.



### PAINTING MODELS TOGETHER

Assembling your miniatures so that they are on multi-bases not only makes your units easier to deploy and move around the tabletop, it also helps when painting – you can easily work on several models at once, and it helps you see how the finished models will look in their unit.

*Night Goblin Boss*

# EXAMPLE REGIMENTS

On this page you can see three regiments, each painted using a different painting technique. As you paint, your skills will steadily develop. Not only will you learn new techniques, but you'll know which you enjoy using the most and what models, or areas of models, they are best suited to.

## HIGHLIGHTING

The armour plates and sharp edges of models, such as these Chaos Chosen, can be clearly defined by applying stark highlights. This technique is known as edge highlighting and works by picking out hard edges using contrasting colours. Here the edges of the armour plates have been picked out with lighter metals, such as Mithril Silver.

## LAYERING

The large flat areas found on these horses and the brightly coloured slashed sleaves of these Pistoliers are ideal surfaces for layering. By building up successively lighter layers of paint on raised areas, leaving the darker colour showing in the recesses, you can achieve very effective results.

## WASHING

These Plaguebearers of Nurgle have been washed, to provide additional shading in their festering recesses. Not only does this add colour for things such as bruises and rotten flesh, but it adds to the impression of moistness and the Daemons' generally slimy, sickly appearance.

# PAINTING BANNERS

**Banners are an intrinsic element of the look of Warhammer. Regiments of soldiers marching beneath their chosen standard just look fantastic, and a well-painted banner can dramatically enhance the appearance of a unit. Here we'll take a look at banners in the Warhammer hobby, and how you can add stunning standards and icons to your own collection.**

## BASICS

Almost every unit in Warhammer has access to a banner or icon of some description. Banners can be large or small, replete with imagery and intricate iconography or largely unadorned. Whatever you choose for your own regiments, banners are a great way of providing a strong identity to your troops and, if you choose to use them across your whole force, they can unify your entire collection into a cohesive and impressive-looking army.

## STAGE-BY-STAGE BANNER

If you have an unadorned banner, a little practice and experimentation can yield impressive results – here we show how straightfoward it can be to paint a stunning banner using a few simple stages. It always pays to first sketch out your design on paper to make sure you get the design right before painting it onto your model.

*1. With a firm idea in mind, paint on the basic framework of the design onto your banner. Don't worry too much if you make mistakes at this stage, since you'll be able to paint over any errors at a later point.*

*2. Next, start to flesh out the overall design of the banner. Here, for example, the inside of the circle has been painted over with Chaos Black, the suns rays have been thickened and a rough skull has been painted in the centre.*

*3. Additional details are now added. See how Chaos Black lines have been painted onto the sunburst to enhance the design, and the skull in the centre has been painted with Skull White. You can use a fine-line pen to add details such as this if you find it easier.*

*4. Final touches, such as the teeth and eyes on the skull, are added to complete the overall banner – a striking, yet relatively simple overall design that could easily be replicated with a little practice and patience.*

## BANNER SHOWCASE

It's amazing where inspiration for a new banner design can come from. Every Warhammer army book features lots of fantastic banners, and this book boasts scores as well. Historical examples of standards and flags can also serve as a valuable resource. Here you can see just a few examples of the stunning banners painted by Games Workshop's renowned 'Eavy Metal team.

*Black Orc Standard Bearer.*

*Dwarf Standard Bearer.*

*The details on these standards have been painted on by hand.*

*Lizardman Battle Standard Bearer.*

*Orc Boy with Evil Sunz banner.*

*Chaos Warrior bearing a lavish hand-painted banner.*

# PAINTING SHIELDS

**Shields provide much more than an added defensive bonus in the game, they're an avenue for lavish paint jobs, the opportunity to paint striking heraldry and to create an enhanced unit identity. Some hobbyists like to paint intricate designs onto unadorned shields, while others prefer shields with pre-sculpted details. On these pages we explore the different options.**

## BASICS

Detailing the shields on your Warhammer regiments can be as simple as dividing the field with two bold colours, or as complicated as painting detailed free-hand iconography. Even units equipped with simplistic, complementary shield designs look impressive on the gaming table, while intricate patterns or designs on shields often become the focal point of an army.

## PAINTING SHIELDS STAGE-BY-STAGE

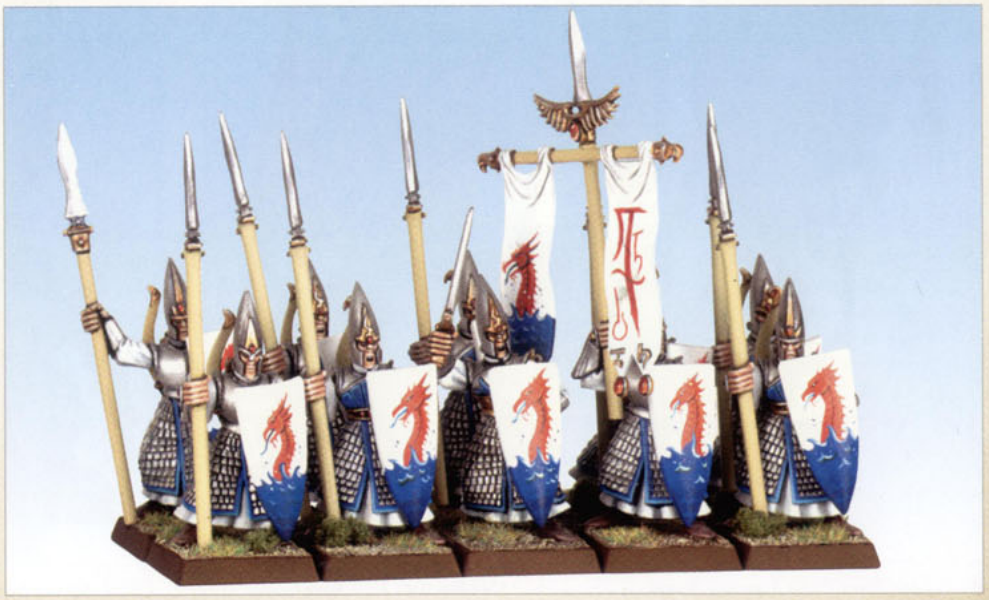
While many miniatures come with details embossed onto their shields, others are supplied with clear, unadorned surfaces that are ripe for some kind of free-hand design. Here we show one example of how you could go about building up a fantastic hand-painted shield.

*Carefully paint the basic shape of a dragon head, using red over a white basecoat.*

*Next, paint on the sea, adding waves where the dragon head breaks the water.*

*Add fine details to the dragon head, and highlight the sea with a lighter blue.*

*You might like to consider applying further details like these shown here.*



*Dark Elf Warrior*

## SHIELD SHOWCASE

On this page is a collection of some of the many impressive miniatures painted by the Studio 'Eavy Metal team, each equipped with some sort of shield. Some of these shields feature embossed details sculpted onto the miniature, while others are decorated with either free-hand painting or with an appropriate waterslide transfer.

*Empire Swordsman.*

*High Elf Champion.*

*Bretonnian Man-at-arms.*

*Bretonnian Knight of the Realm.*

*Orc Boy.*

*Lizardman Temple Guard.*

*Dwarf Lord on Oathstone.*

*Vampire Counts Graveguard.*

*'Harry the Hammer'.*

*Vampire Counts Skeleton Warriors.*

*Dark Elf Warriors.*

# BASING YOUR MODELS

*Sorcerer of Chaos*

*Phoenix Guard*

*Bloodletter of Khorne*

**Basing miniatures is a subject worthy of lengthy discussion. It is, for many, the way to complete the look of your miniatures – the icing on the cake, as it were. For some the choices that go into how your miniatures are based are as important as the army's colour scheme. Whether you are using a simple technique, such as gluing sand to a base, or you're decorating your bases with shards of slate, skulls or even water effects, it's an important decision that will inform the overall appearance of your miniatures.**

## BASING

The first consideration when basing your models, is obviously what sized base to put them on. While the rules (and the bases provided when you buy your miniatures) govern the size of the base your miniature will stand on, even the smallest bases in Warhammer, which are 20mm square, have space enough to be decorated with some extra details. Larger bases, such as those used for chariots or monsters, are ripe for extra attention and detailing.

## REGIMENT BASES

Regiment bases have enough room for several models to be placed on the same base. Primarily this is useful for players who are fielding large units (Goblin generals, for example, quickly find these invaluable). Using regiment bases not only makes moving and reforming large units much easier, but it also provides plenty of opportunity and space to add extra details to the bases of your models or even to pose your models in a different way.

## MOVEMENT TRAYS

Movement trays are another handy aspect of basing models that many players utilise. Large plastic bases, upon which entire regiments of miniatures are stood, movement trays allow collectors to quickly and easily move entire units at once. They also present great opportunities to model extra detail onto your regiments, styling your unit to portray a specific theme.

### *Bases*

*The only limiting factor on how you base your models is your creativity. Anything is possible from recreating the loamy floor of a Reikland forest to the sun-bleached sands of Khemri. Even the tortured soil of the Chaos Wastes or the lava-streaked earth of the Realm of Chaos is possible.*

# BASING SHOWCASE

On this page you can see a range of highly detailed bases, each decorated to evoke an aspect of the miniature's background or character.

*Each of these bases has been decorated to complement the background of the miniature.*

*The addition of skulls have given these bases a sinister appearance.*

*Foliage, leaves and static grass have been used to decorate these bases.*

*A foetid swamp adorns the base of this Chaos Sorcerer of Nurgle.*

*The sculpted detail on Archaon's base reflects the warping power of Chaos.*

# CONVERTING MINIATURES

**A common attribute many hobbyists share is the desire to personalise their miniatures. Altering poses, swapping weapons and mixing parts across kits can be very enjoyable – it allows you to take on the role of a Citadel miniatures designer, and build a completely unique model. All it takes to start personalising your own miniatures is to have a go.**

## BASICS

Almost every plastic box set sold by Games Workshop contains not just the parts you need to make your model, but also lots of spares. Components such as these spares are the backbone you'll rely on when personalising your models. Of course, there are a few other tips and all manner of skills to be picked up, but the most important piece of advice is 'keep your spare pieces'.

## KIT-BASHING AND CONVERTING

Kit-bashing is the skill of taking pieces from one or more kits and reassembling them in an interesting and unique way. Converting, on the other hand, is the art of dramatically altering your models, perhaps mixing parts, creating bespoke pieces or even sculpting new elements.

*This Dark Elf has been kit-bashed – parts from several kits, including the Dark Elf Corsairs and Cold One Knights, have been combined together. The overall effect is this dramatic-looking character, an ideal unit champion.*

*This Empire soldier has been converted, with a peg leg and a bespoke bomb-launching gun. A subtle combination of spare parts from different kits and sympathetic converting and modelling make for an excellent conversion.*

*This model has been heavily converted to enable the owner to field Karl Franz on foot. It contains parts from two box sets, and has had sculpting work done, using green stuff, to make the alterations blend in seamlessly.*

*The real art to converting Citadel miniatures is to make your changes so subtle that, when painted, it's impossible to tell for sure that any alterations have been made. Every hobbyist loves to be told: "I've never seen this model before!"*

# CONVERSION SHOWCASE

Whether you choose to personalise your miniatures to enable a specific weapon combination, to allow an alternative unit choice or just for the sheer love of the hobby, there is a wealth of components on hand to use. There's also a world of inspiration, as these examples of lovingly converted miniatures from around the Studio show.

*Keith Robertson has added vile mutations to this Hellcannon crew, sculpting tentacles and other monstrous additions from Green Stuff.*

*This Empire Duellist has been kit-bashed from several kits.*

*This Night Goblin Warboss is borne aloft by a pair of enslaved Dwarf Shieldbearers.*

*This Chaos Champion has had a head swapped from a plastic Chaos Knight.*

*Mike Anderson's Giant is made from all manner of plastic parts.*

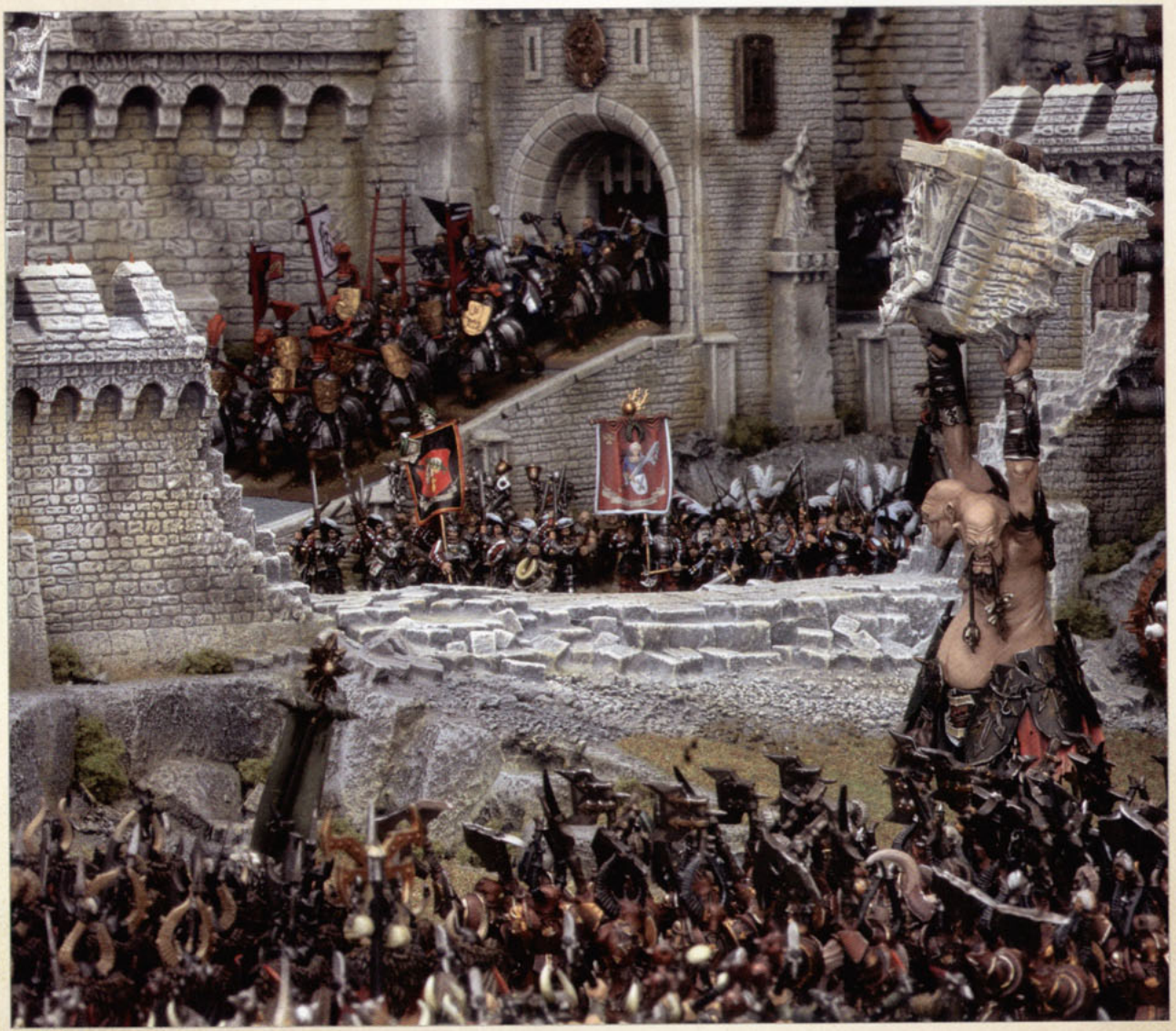
*These Empire champions have been extensively converted and kit-bashed by Citadel miniatures designer Mike Anderson.*

# BATTLEFIELD TERRAIN

**Your chosen battlefield is, in many ways, one of the most important aspects of your collection. It will be the site of countless battles, enabling thrilling contests of skill and generalship. It will also be the backdrop to your hobby, the place where you and your friends spend happy hours enjoying games together. Here we look at battlefields, and how to get the most from yours.**

There's no doubt about it – every hobbyist from the most wizened and experienced wargamer to the fresh-faced recruit wishes for a battlefield worthy of legend. In our minds we all picture towering castle walls, bristling with defences, or mountain passes strewn with rocks and boulders. Such aspirations will, for most of us, remain solely the demesne of our dreams; we mortals must make do with a roll-out gaming mat on the dining room table, and some lovingly painted scatter terrain. Perhaps, if we're lucky, we've got space to leave up a permanent gaming board. Whatever your ambition, it's fair to say that we all want the best possible battlefield to play our games on. Here we'll look at a range of different types of gaming board, from the sublime, to the simple (and quite a few gaming boards in between).

*This fully modelled battlefield is shown in more detail in the Warhammer Battles section.*



## BATTLE MAT

For many of us, our first battlefields look something like this – a Citadel Gaming Mat and a selection of Citadel Terrain, including the Warhammer Fortified Manor House, walls and fences and a couple of Citadel Woods. Simple to collect and prepare for battle, and to store afterwards, a battlefield such as this is a brilliant addition to any Warhammer collection.

## REALM OF BATTLE

A more impressive set-up than the one above, this battlefield is centred on the mighty Realm of Battle Gameboard, a modular gaming surface that can be painted and decorated in almost any style. Made from robust plastic, and easily broken down and stored at the end of your game, the Realm of Battle Gameboard is the answer to many gamer's prayers.

*Both the Citadel Gaming Mat, the Realm of Battle Gameboard and all the scenery shown on them here can be purchased from Games Workshop, enabling any hobbyist, whatever their skill level, to have a battlefield to be proud of.*

# CREATING YOUR OWN BATTLEFIELDS

**Warhammer battlefields can be as varied and interesting as you can imagine and build. While some players seek to make one-of-a-kind, bespoke terrain sets, others enjoy the convenience that comes from using items from the Citadel terrain range. Of course, the third way is the one that many of us embark upon, starting our terrain collection with 'from the box' pieces, before gradually becoming more adventurous with our battlefield.**

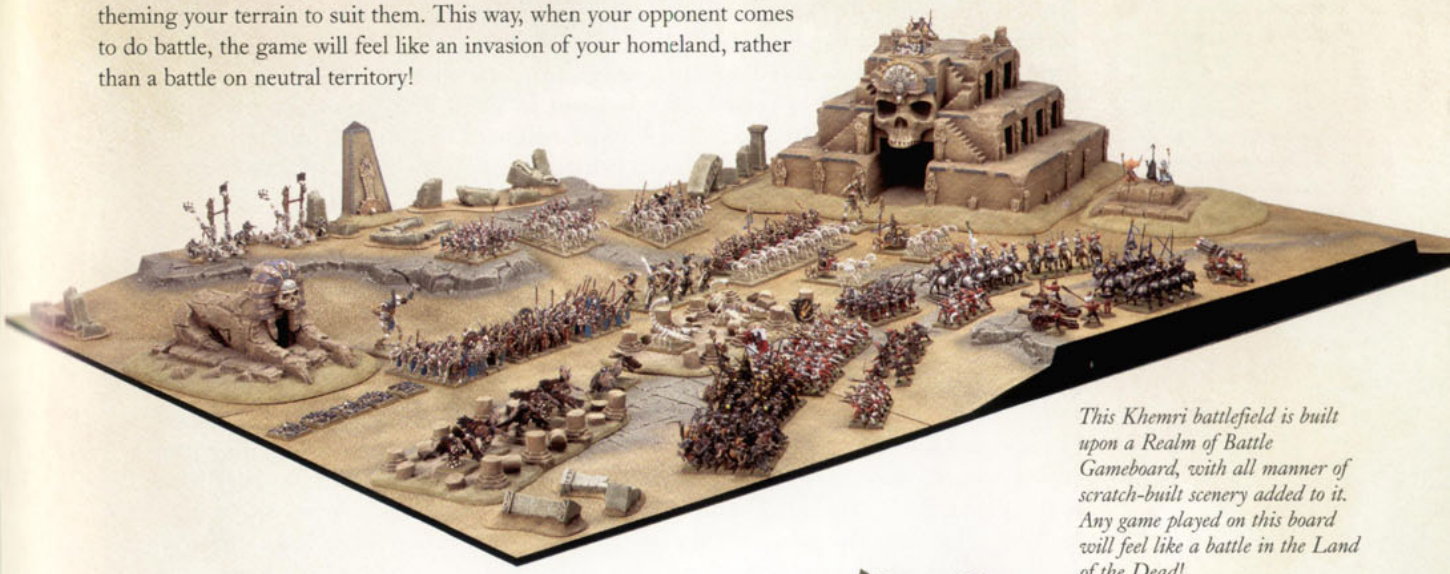
*This Temple of Skulls is one of the many pieces of Citadel Terrain that hobbyists can use on their gaming table. This piece has been assembled without any conversion and oozes character. A dominating terrain piece such as this will become a hotly contested area of the battlefield. All you need is the skill to assemble and paint the contents of the box, and you can achieve great results.*

*This watchtower has been overrun and 'improved' by Orc invaders. The model has been converted and kit-bashed – a bit of imagination and quite a lot of skill has produced a unique scenery piece that will make a great centrepiece for any Warhammer battlefield.*

*For those who fancy undertaking even more complex projects, the sky really is the limit. The Warhammer world is packed full of weird and wonderful places and this book, as well as the Warhammer army books, are ripe sources for inspiration. This sinister haunted mansion is built from parts taken from a range of Citadel terrain kits, as well as materials, such as cork bark, purchased from a hobby store.*

## OTHER BATTLEFIELDS

For players who enjoy the background, history or imagery of a particular race within the Warhammer world, there's a lot of fun to be had in theming your terrain to suit them. This way, when your opponent comes to do battle, the game will feel like an invasion of your homeland, rather than a battle on neutral territory!



*This Khemri battlefield is built upon a Realm of Battle Gameboard, with all manner of scratch-built scenery added to it. Any game played on this board will feel like a battle in the Land of the Dead!*

*This impressive jungle board could be used to represent Lustria, the humid and murderous homeland of the Lizardmen. Perhaps a game on a board such as this will feature special rules, agreed by the players.*

*The Realm of Chaos is an otherworldly domain, a place of relentless warfare and unimaginable horror. This board has been modelled with cracked ground and lava flows to represent the home of the Daemons.*

*In the frozen north, where the Warriors of Chaos worship their Dark Gods, the winters are brutally cold. This Realm of Battle Gameboard has been painted with icy, winter colours.*

# DWARF THRONG

**Gabrio Tolentino's Dwarf army is a collection of miniatures that has been steadily growing since way back in 1994. A work of singular dedication by a long-time veteran of the Warhammer hobby, the army includes models bought when Gabrio was first starting out in the hobby, which now rub shoulders with some of the latest Dwarf releases. First and foremost, Gabrio's army is a gamer's force, a battle-hungry band of Dwarfs who are always happy to take to the battlefield.**

Gabrio's collection has been assembled over a long period of time and includes many models that are older than some of our younger hobbyists – just the sort of boast a grumbly old Dwarf would make. In fact, some of the older models are now valuable collectors items that are no longer available, and much sought after by other collectors. Even so, Gabrio is constantly adding new models and units to his collection – his army will never be complete, and there are always some new reinforcements on the way!

Although the army has been built up over many years, Gabrio has been careful to make sure that all of the models are painted using similar techniques, paint schemes and basing methods. This ensures that even models which were painted years apart still look like they belong to the same army. In particular, note how the blue and yellow heraldry used on many of the units gives the army a very coherent appearance, making the collection look like a single army rather than just a selection of different units.

*This Dwarf Lord was painted as a gift for Gabrio by 'Eavy Metal maestro Darren Latham. It currently sits in pride of place atop Gabrio's computer monitor.*

*Gabrio is a die-hard gamer who can often be seen bringing his Dwarf throng to battle. One of the things he is most proud of is that his army is so large, and boasts so many regiments, that he can 'cherry pick' the units that he wants to use from one game to the next. For example, if Gabrio is taking on a heavily armoured force such as Bretonnians, he'll deploy a host of high-powered war machines, while if he's confronting terrifying foes such as the Undead or Daemons then the Troll Slayers are the first to answer the call.*

# ORC & GOBLIN WARBAND

*Gorbad Ironclaw is the centrepiece of Matt's army.*

Matt Toone's Orc & Goblin collection is a wonderful example of a Warhammer army that is based faithfully on the information and background gleaned from years of enjoyment of our Warhammer army books. As a result, Matt's force includes a wide variety of units, carefully selected to capture every aspect of the character of the Orcs and Goblins, from the outright madness of a Night Goblin Doom Diver to a brutal regiment of Orc Boar Boyz or the serried ranks of Goblins, armed with spear and shield. Over the years Matt has found enormous amounts of enjoyment playing with an army as diverse as this, and though on occasion (normally when he's being pasted in a game) he finds himself wishing for an army that is 'honed' to be especially deadly on the table, when the heat of battle has dimmed, he's always glad he's got a collection to be proud of.

The pride and joy of Matt's collection, not to mention his ace in the hole on the battlefield, is none other than Gorbad Ironclaw. This mighty Warboss is renowned as the greatest Orc general to have ever lived and Matt includes him in his army because he loves the exploits of this green-skinned villain (part of him also hopes that Gorbad's flair for generalship, and getting the most from his boyz, will rub off through use).

Matt's painting technique is wonderfully crisp and precise, and the colours he has chosen show the same attention to detail and faithfulness to the source material as his army selection. You can see this diligence in a number of places, from the vibrant colours of the feather-laden Forest Goblins to the darker skin tones shown on the Orc Boyz. The result is a picture-perfect representation of a classic Orc & Goblin horde.

# WOOD ELF HOST

Rich Packer is a prolific Warhammer gamer and the proud owner of a number of impressive Warhammer armies. This Wood Elf host is a fantastic example of how a simple idea – in this case using autumnal colours throughout – can give an army a strong character and unique appearance. It just goes to show that taking the time to carefully consider the overall appearance of your army before you start painting is time well spent.

Richard has used a limited, muted, palette for the army, which captures wonderfully the look of a forest just after the leaves have started to fall. Clever basing emphasises this overall theme, creating an army that both looks cohesive and is full of character.

*The autumn theme is continued on the bases of Rich's monsters.*

# SKAVEN HORDE

*Colin's Abomination is perhaps his vilest conversion!*

**Colin Grayson is a member of the talented Citadel miniatures design team – an expert sculptor who is responsible for designing many of the miniatures that we know and love. With such talents at his disposal it's not really surprising that his army is full of wonderfully converted miniatures and boasts dozens of scratch-built figures. It's fair to say that this force is a sublime example of what a talented modeller can do when they really go to town on a Warhammer army.**

Colin's Skaven collection is a fantastic example of an army that is as much a hobby project as it is a gaming army. Although Colin cheerfully fights battles with his Skaven – and a tough opponent he is too – the main reason he has collected the army is for the modelling and painting challenges it presents.

Colin had two starting points for the army. First of all, he wanted to create an 'underground' Skaven army, one that looked like it inhabited the tunnels and warrens the Skaven have built under the Warhammer world. Secondly, he wanted to use a mix of the metal and plastic Skaven models from the Citadel range, and see what he could come up with by combining the two together. Colin was also keen to create an army that was terrifying and had a truly rat-like appearance. As you can see, he has achieved all three of these goals magnificently.

The inspiration behind Colin's collection is the concept that the whole Skaven host is an underground court, with a brood mother as its queen – a menagerie of strange and horrible beasts that constantly travels the byways of the Skaven Under-Empire. Every model in the army fits into this narrative, from the Warpfire Throwers who scour the tunnels with their arcane weaponry to the converted Rat Ogres who claw their way through the fabric of the earth. There are even small vignette pieces that represent envoys from some of the great Skaven clans, such as Moulder and Pestilens – these are great and characterful models that not only further Colin's great story, but also serve on the battlefield as characters, and an excuse to include troops from the other clans.

Of course, with background and narrative as compelling as this, Colin is already plotting his next addition.

*Even (or should that be especially) Colin's Warp Lightning Cannon has been extensively converted into the hideous monster-machine hybrid you can see here.*

# WARHAMMER BATTLES

This section of the book is all about the myriad ways you can bring the Warhammer world to life on your tabletop. The following chapters will look at the many different options when organising your own battles, and present a host of scenarios that vary and build on the pitched battles presented in the Rules section.

You can aim to slaughter all that dare stand before you or play a heroic last stand, where your goal is to make a bloody ending worthy of a saga. There are invasions to plan, multi-player free-for-alls to hack through, and the amazing recreation of a Legendary Battle. You can play every battle through exactly as written, try out the games that most interest you or simply use the chapters as inspiration for inventing your own battles.

May your victories be monumental and your losses steeped in glory. Now, onwards to battle...

Written by Jeremy Vetock and Jervis Johnson

# WARHAMMER BATTLES

**This section is about exploring the fantastical, battle-filled world of Warhammer in your tabletop games. You'll find loads of scenarios to try out and ideas to get you started, from the desperate defence of a Dwarf hold to a stealthy Skaven raid to an epic Chaos incursion.**

Whether you are trying to beat your friend's army or aiming to recreate the many challenges that Goblin Warlord Grom overcame when his army sacked the great Empire city of Nuln, you are playing a Warhammer battle. From small border skirmishes to massive invading armies, Warhammer battles range in size as well as complexity. Battles can last for an hour of game play all the way up to an ongoing campaign involving dozens of players and lasting indefinitely. Tabletop commanders can test their tactical skills, fight a linked series of games or refight some of the epic conflicts from Warhammer's long and storied history.

This section of the book is split into different chapters, each one dealing with an aspect of setting up and playing your own battles. There are many examples of the different ways to play, including plenty of scenarios to try out. As you read through the Battles section you'll quickly realise that there are few hard and fast rules that you have to follow to fight a Warhammer battle. The creative freedom and open-endedness this offers is one of Warhammer's greatest strengths. This section only begins to scratch the surface of the options you can use to explore the world of fantasy battles.

## The General's View

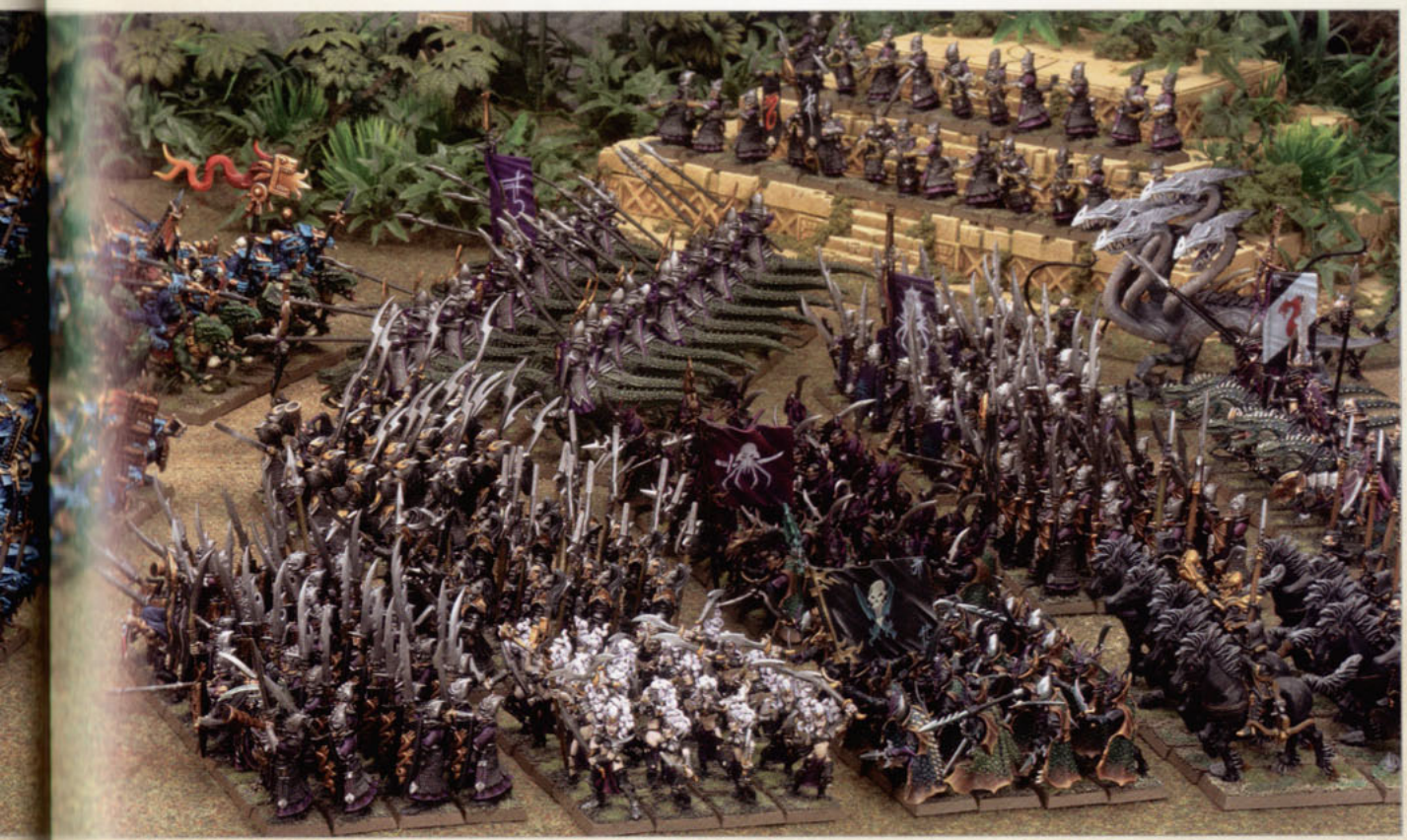
**Jeremy:** A Warhammer battle is the chance to show my tactical mettle, to put my painted army on display and to make the background come alive on my tabletop. In every Warhammer game I play, there are several things I always try to do, whether I am playing a straightforward competitive game or if I am joining in a larger and more complex scenario full of specially made terrain and special for-this-game-only invented rules. After I have set up my army on the tabletop, but before the game has begun, I like to view the armies (mine and my worthy foe's) from several angles, crouching down to get a 'model's eye' view of the upcoming clash. It is an ideal time to take in the visual feast of painted models arrayed in formidable battlelines. I get to savour the sight, appreciate my newly painted regiments on the field of glory for the first time and look over the troops of my opposition.

During this time my mind whirls with tactical thoughts. Are my flanks vulnerable? Which of his units will give me trouble? What style of attack will my opponent be most likely to employ? I also play out the battle's story in my head. Is this a raid or a clash between age-old adversaries? After the onslaught, will my victorious army push into the hinterland of my vanquished foe?

Once battle is joined it is more difficult to step back and appreciate the grandeur of it. I'm often too absorbed by more pressing needs – how can my battle standard and general possibly be everywhere they are needed? How will my centre hold? It is as if, in the heat of battle, a fog of war descends upon me! Which is why the other moment I always try to slow down and enjoy is the end of the battle. While the ruined remnants of whatever half-forsaken strategy I employed are still visible, I like to discuss the game. I enjoy talking tactics and lamenting where it went wrong, laughing about odds-defying dice rolls and theorising what the battle's heroes are doing now. Whatever kind of Warhammer game I play, I don't measure its success by victory or loss, but instead by how much my opponent and I enjoyed ourselves.

"I shall turn every coastline, every forest and every mountain into a redoubt. They will never take our island."

*– Tyrion, Defender of Ulthuan*



# NARRATIVE BATTLES

**The Warhammer world is a dark land full of heroic deeds and astonishing tales. Adventurous players can organise their battles to fight out these characterful stories in their tabletop games. This chapter provides many examples of narrative battles to inform and inspire.**

Part of what makes Warhammer great is the richly described and vibrant background. Imagine your game taking place within the mist-shrouded Troll Country where the hilltops are crowned with the ruins of ancient temples, brooding with arcane power. What if the unexpected occurred – say, a new threat arrives in the midst of a battle, such as packs of Ghouls creeping in from the edges to feast on the fallen of both sides. The possibilities of what could happen during a Warhammer battle are limitless, but how can you add such events into your games?

The term 'narrative battle' describes a battle that seeks to add background or special rules to the game in order to bring the Warhammer world more alive on the tabletop. This can be done in a number of ways – by adding a story that sets the backdrop for the forthcoming battle, by adding scenario special rules or victory conditions that

make the characters, armies or environment better evoke the background. In this way the ensuing battle finishes the 'tale' begun by the scenario – the king throws down his usurper, the invasion is defeated or the lost artefact of great power is recovered. A game of this type lives beyond mere victory or defeat.

The 'story' of a narrative battle need play no part besides that of an entertaining background for a clash between balanced armies. For example, two players could simply invent an interesting story as they set up any of the pitched battle scenarios found in the Rules section. This instantly turns a battle into more than just a competitive game to test the generalship of each player, but also provides a chance to explore the Warhammer world. Conversely, it is entirely possible for the narrative of a scenario to introduce a range of new rules, troops, terrain, or objectives specially created to bring the Warhammer background to life. Players can explore objective-based battles (fighting for hunks of half-buried warpstone or barrels of Bugman's XXXXXX – the finest of all Dwarf brews), new terrain features (a Chaos monolith that seduces wizards of both sides with beguiling promises of power), political intrigues (the strained alliance between rival Empire Elector Counts), attacker-defender situations (a Goblin horde raiding a Bretonnian village), or even recreate 'historic' battles from Warhammer's fabled history. Players are encouraged to make up their own narrative battles, taking inspiration from their favourite stories and incorporating them into their own battles.

The scenarios that follow start with small variations to a pitched battle – changing the deployment rules or the victory conditions, for example, to better reflect the narrative of the clash. Later battles alter more elements, adding specific stories, special rules and even models created for the game, culminating with an enormous Legendary Battle telling the tale of a Chaos incursion into the Empire.

*For most players, the best narrative battles centre around their own armies and terrain collections. For instance, Dark Elf players tend to appreciate rules for sea monsters more than players with Dwarf armies! For this reason, players should use the following scenarios as inspiration to create similar storytelling scenarios based around their own collections.*

# RIVER OF DEATH

**The Warhammer world is criss-crossed by rivers and waterways, from small streams to mighty torrents. There are many times when two armies will find that all that separates them is a fordable river. The opposing sides will deploy for battle on the banks, and then surge towards each other. Within moments the river will be running red with blood.**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

Set up a river as described below, and then set up any remaining terrain using the method described on page 142. The river and its crossing points count as the first of the D6+4 terrain pieces that must be set up.

### The River

The battlefield is split by a river that enters from one narrow table edge and exits from the other, as shown in the deployment diagram. The river should be 3" to 9" wide. There are two crossing points on the river, one in each half of the table. These can either be bridges or fords, and need to be big enough for a unit five infantry models wide to cross (i.e. at least 125mm). They must be placed more than 18" away from each other and more than 6" away from either table edge. Note that the crossing points are the objectives for the scenario.

## DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half. Players take it in turns to place units on the table, using the 'alternating units' method of deployment described on page 142. Units may be placed anywhere in their half and on their side of the river.

## FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

Roll a D6 at the end of each game turn, starting at the end of game turn 4. Add the turn number to the dice roll. If the score is 10 or more, then the battle ends immediately. If the total is less than 10 then the battle continues for at least one more game turn.

## VICTORY CONDITIONS

At the end of the battle the winner is the side that controls the most crossing points. A crossing point is controlled by the side that has the closest unit that is not fleeing. If neither side controls more crossing points, then use victory points to determine the winner of the battle, as described on page 143.

## SCENARIO SPECIAL RULES

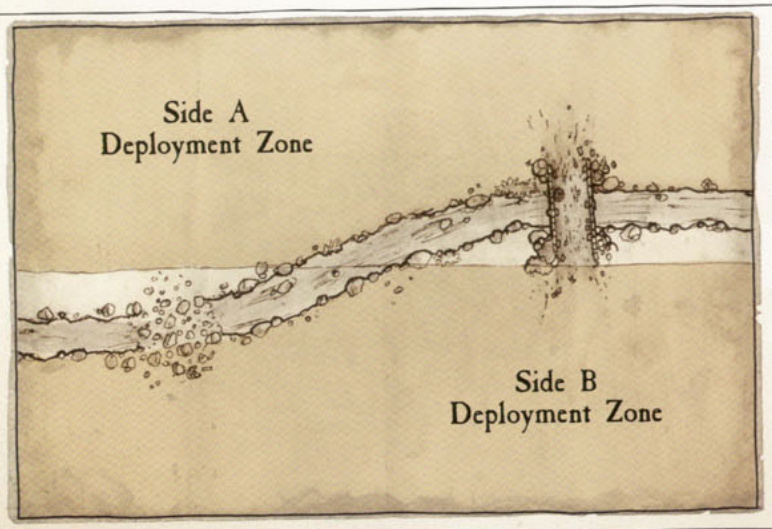
None.

### *River Crossings*

*Rivers form barriers between nations, provinces, and often the wild country beyond civilisation. It is no surprise that all across the Warhammer world armies clash over these natural choke points. The bones of countless warriors litter the river banks, mounds of rusting weapons and armour sinking slowly into the riverbed.*

### *Makeshift River*

*If you don't have a river don't let that put you off trying this tactically challenging and enjoyable scenario. It is quick and easy to cut some coloured paper to shape. Line the banks with a few rocks from your garden and sprinkle some sand or fine gravel across the river to create a ford and you're ready to battle.*




### *Mysterious Rivers*

*The Warhammer landscape is not always as it seems. What looks like water might turn out to be something altogether more dangerous. Because of this, when the first unit enters the river, a random roll will determine what type of river it really is (see page 120).*

# SURPRISE ENCOUNTER

**Not all battles are carefully planned. Sometimes patrols foraging ahead of two armies will stumble upon each other, encountering an enemy where none was expected. What starts as a bloody skirmish will quickly develop into a full-blown battle, as additional troops from each side are drawn towards the sound of conflict.**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

Set up terrain using the method described in the Rules section on page 142.

## DEPLOYMENT

The table is divided into six equal-sized areas as shown on the deployment map below, and the players then deploy three units each. Roll off to see who goes first. The player that loses the roll-off must place a single non-character unit so that it is fully within any one area of the table.

Their opponent then places a single non-character unit in any of the remaining areas, and so on, taking turns until both players have deployed three non-character units and there is a single unit in each of the six areas.

Each player in turn may then place a single character with one of their units, if they wish to do so. All remaining units and characters will enter play as reinforcements (see the Scenario Special Rules section below).

## FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The battle will last for six turns, or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143.

## SCENARIO SPECIAL RULES

### Surprise

Units must pass a Leadership test in order to declare a charge during the first game turn. If the test is failed, the unit can still move normally.

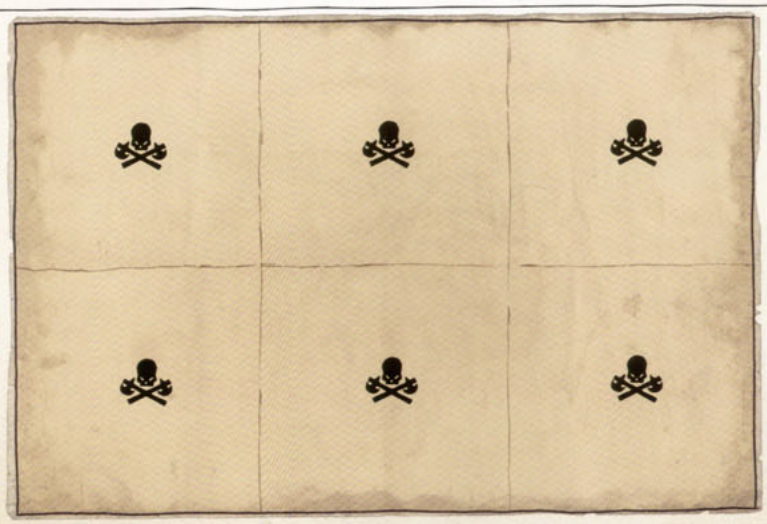
### Reserves

Reserves can enter play on any turn of the player's choice (including the first), using the rules on page 142. They enter at any point on the table edge of one of the three areas in which the player deployed his units at the start of the battle. Roll a D3 to randomly determine which of the three areas the unit must use.

*Skaven Assassin*

### *The Fog of War*

*It is easy as a wargames commander to look over your miniature battlefield and take in a Griffon's-eye view of the landscape. But on the field of battle, the actual generals have no such luxury. Weather conditions and interposing terrain can hide whole enemy armies until they are right on top of each other.*



### *Surrounded*

*This battle requires quick decisions and will reward commanders that are adept at thinking on their feet. It is notoriously hard to protect your flanks, and you'll need to keep an eye out for any opportunities to outflank your foe.*

# THE DARK MONOLITHS OF ZHULGOZAR

**Lord Zhulgozar, a Chaos Sorcerer and disciple of Tzeentch, was for a time one of the mightiest of all mortal magic-users. Zhulgozar's thirst for more and more knowledge led him across the globe in search of arcane lore. He would join any warhost if it brought him closer to a source of raw power or a lost mystical tome.**

Using heinous magics, Lord Zhulgozar sought to make himself invincible, for he knew his quest for mystical lore would eventually prove deadly. When the great Chaos Sorcerer first died, his fallen body was immediately absorbed into the ground. With a tremulous shudder the surface cracked and a stone monolith pushed its way upwards – a massive monument to the fallen sorcerer. Those gifted with the witchsight could see that the edifice glowed with barely contained magical power.

And yet Lord Zhulgozar lived again. Reborn anew in the Realm of Chaos, Lord Zhulgozar returned to his quest, vowing to one day return to the sites of his death to have his revenge. And so centuries passed, with new monuments rising wherever the powerful mage fell in battle, but always the sorcerous lord returned. What ultimately happened to Lord Zhulgozar none can say, but dotted around the wilds of the world – atop the barren hills of Troll Country, the mist-shrouded forests of Sylvania or rising out of the burning sands of Araby – can still be found his monumental legacy, crumbling ruins that to this day still house tremendous power.

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

The largest hill you can muster is placed in the centre of the gaming table. Atop the hill sit the ancient ruins. Set up any remaining terrain as described on page 142. The hill and the ancient ruins count as the first of the D6+4 terrain pieces that must be set up.

## DEPLOYMENT

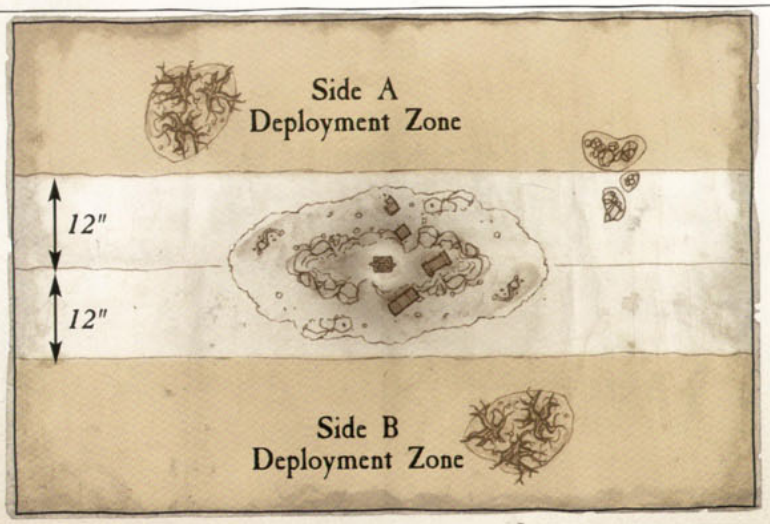
Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half. Players then take it in turn to place units on the table, using the 'alternating units' method of deployment described on page 142. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.

## FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

### *Narrative Battle Maps*

*Unlike the maps for the pitched battles, the narrative battle maps tend to have example terrain placed on them. The battlefield description will advise which terrain is essential – in this case, only the hill and the ruins in the centre of the table are required, the other terrain is optional and its placement variable.*



"It is said that where he fell, there grew a monument to his evil deeds. And no good thing would grow there."

*– Albrecht of Nuln*

## GAME LENGTH

The battle will last for six turns or until a time limit agreed by the players is reached.

## VICTORY CONDITIONS

The player that controls the ancient ruins at the end of play wins the battle. The ruins are controlled if one of your non-fleeing units is within 6" of them, and there are no non-fleeing enemy units also within 6" of them. If nobody controls the ruins, the game is a draw.

## SPECIAL RULES

The rules for the Monolith of Zhulgozhar are the same as the Arcane Ruins (see page 124), with the following additions:

Any Wizard within 12" of the ancient ruins gains a 3+ ward save and can add an extra power dice to his side's pool in his own Magic phase. Additionally, a single Wizard that is in the unit that controls the ancient ruins can cast the *Dark Whirlwind of Death* spell (right) in addition to his normal repertoire.

*Dark Whirlwind of Death* — *Cast on a 4+*

*By raising his arms and speaking a long-lost tongue of barbarous men, the Wizard summons a writhing cyclone of magical energy that funnels downwards from the roiling clouds above.*

*The controlling player places the large round template anywhere on the battlefield and scatters it 2D6". This is where the whirling tornado from the skies touches the ground. Once placed, the template will immediately move a further 2D6" in another random direction (roll the scatter dice again) before withdrawing back into the heavens.*

*Any unit touched by the template as it moves takes 3D6 Strength 4 hits. Enemy Wizards that are touched by the template must pass a Leadership test or be immediately sucked up into the eldritch funnel and removed from play.*

*If the spell is successfully cast, the casting Wizard must pass a Leadership test or succumb to the furtive whispers from beyond. Failure of this test means that the Wizard must roll on the chart below.*

| D6 | Result |
|---|---|
| 1 | **Sucked into the Vortex.** *Remove the model from play and treat it as a casualty. Bad luck.* |
| 2-3 | **Whispers of Zhulgozar.** *The Wizard is now subject to the rules for Stupidity for the remainder of the battle.* |
| 4-5 | **Blessed with Unholy Power.** *As long as the Wizard (or the unit he is in) controls the ruined temple, add D3 power or dispel dice to your pool at the beginning of each Magic phase. This is in addition to any other bonuses.* |
| 6 | **Divine Inspiration.** *Pick an additional spell from any lore known to the Wizard and add it to the Wizard's spells.* |

# LOOT & PILLAGE (Oi, that's my ale!)

**This battle pits opposing forces against each other in an attempt to claim a vulnerable supply train delivering Bugman's XXXXXX, an ale as valuable as gold (and far more thirst-quenching!).**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

Roads lead to a crossroads in the centre of the gaming table where an inn resides – in our case the Inn of the Twin-tailed Comet. Next to the inn is a supply cart stacked high with barrels of Bugman's XXXXXX. The rest of the table is strewn with forests and a few walls and hedges sporadically lining the roadways (no more than two 6" sections in a row).

## DEPLOYMENT

Each player has a deployment zone as marked on the map below (6" in from the long table edge). Roll off to see which player picks their deployment zone first. The opponent will deploy in the opposite deployment zone. Players then take it in turns to place units on the table, using the 'alternating units' method of deployment described on page 142. Scouts deploy as normal, save that no models can start the game inside the inn.

## FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

## GAME LENGTH

The battle will last for six turns or until a time limit agreed by the players is reached, whichever comes first.

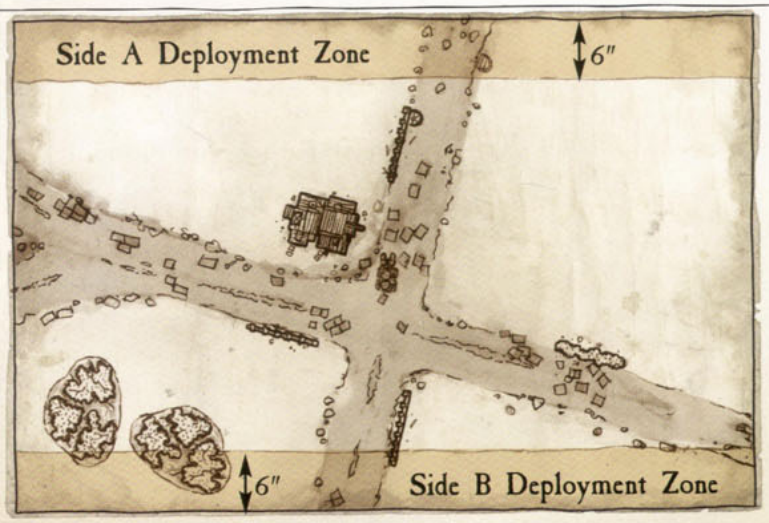
## VICTORY CONDITIONS

The victor in this battle is largely determined by which player can claim the most Bugman's XXXXXX at the end of the battle. There are two sources of Bugman's XXXXXX – the inn and the supply cart. Both have rules that govern how they can be claimed (see right).

If claimed at the end of the battle, the inn and Bugman's delivery cart each count as 5 victory points. A single victory point is also earned for each enemy unit destroyed or fleeing at the end of the battle. The side with the most victory points is the winner. In the case of both sides claiming the same number of victory points, the game is a draw.

### *The Bloody Centre*

*The inn in this scenario is the focal point for victory, as it is potentially the source for the most barrels of Bugman's XXXXXX. Therefore it is essential for players to agree the capacity of models that can garrison the inn before the battle starts.*




### *Bugman's XXXXXX*

*Famous the world over, the Dwarf brew known as Bugman's XXXXXX is blindingly strong. Dwarfs swear by it and a few pints will keep them fortified for days.*

## SCENARIO SPECIAL RULES

### Bugman's Delivery Cart

At the start of each player's Movement, before charges are declared, Bugman's delivery cart will move D6" directly away from the nearest unit. The cart cannot be affected by missile fire or spells (who would risk damaging such a precious commodity?). It will never move into contact with a unit, cross an obstacle, or enter any piece of dangerous terrain, choosing instead to skirt around such blockades, as its movement allows. Bugman's cart can be charged by both sides, and it always declares a 'flee' charge reaction, moving 2D6". If caught by a charging unit, Bugman's cart is not destroyed, but is claimed by that unit – place the cart at the back of the claiming unit. The cart no longer moves of its own volition, but is moved with the unit. The unit claiming the cart cannot march, fly or enter the inn. If the unit claiming Bugman's delivery cart is beaten in combat (regardless of whether the unit fails its Break test or not) the delivery cart is claimed by the winning unit (simply move the cart behind the appropriate unit). In the case of multiple combats, any unit on the winning side that is in base contact with the unit with the cart can claim it. Should the claiming unit flee for any other reason, the delivery cart is no longer claimed and is left behind before the unit flees.

### Ransacking the Inn

A unit garrisoning the inn when the battle ends claims the Bugman's XXXXXX stored within.

### Drinking Bugman's XXXXXX

A unit claiming Bugman's delivery cart or that is inside the inn must pass a Leadership test at the start of their turn. If passed, all is well. However, if the test is failed, the unit has consumed a small portion of the potent brew and the models suffer a -2 penalty to their Weapon Skill, Ballistic Skill, and Leadership for the remainder of the game. Effects are cumulative, to a minimum profile score of 1. In addition, the unit is now Stubborn and suffers from particularly strong hiccups.

*The Inn of the Twin-Tailed Comet*

*At the edge of the wilderness this inn was used to a rough crowd, but when an army of Beastmen emerged from the Forest of Shadows everyone knew there was going to be trouble. Especially as it was delivery day for a new batch of the strong Dwarf-brewed Bugman's XXXXXX.*

*Delivery Cart*

*The Bugman's delivery vehicle, a heavily laden pony-drawn cart, was built from spare plastic components.*

*Something Worth Fighting For*

*Capturing objectives is a classic way to decide who has won and makes for a fun, tactical battle. The more characterful the objective, the more the 'story' of the battle emerges.*

# HEROIC LAST STAND

**From his rocky vantage point, King Unthor Grimbeard watched the enemy approach. His fellow Dwarfs were outnumbered beyond count. It did not matter. Deathsongs had been sung. All knew what must come. Yet if the warriors could hold out long enough, Unthor knew the escaping refugees would reach the safety of Karak Azul. Though few in number, each Dwarf that remained was a stalwart champion, a veteran of many battles. The clan's armoury had been emptied and each grim warrior bore matchless arms and armour, heirlooms of a once mighty household. The clan might die, but the memory of their last stand would live on.**

## THE ARMIES

Each player chooses an army from a Warhammer Armies book, but one player must be nominated as the Overwhelming Attacker and one must be the Heroic Underdog. The Heroic Underdog receives only 33% of the Overwhelming Attacker's points total, but does not follow the usual army restrictions. There is no need for the Heroic Underdog to use the normal minimum of at least 25% Core or be restricted by any of the maximums (up to 25% Lords, for instance).

## THE BATTLEFIELD

The battlefield has been chosen as the best spot for the outnumbered force to make their last stand, therefore the scenery should be set up by the Heroic Underdog. A hilltop, the remains of a village or a ruined temple will work well. Any buildings should be considered ruins and not able to be garrisoned. Stone walls or other linear obstacles (hedges, fences or even piles of dead bodies) can be placed, but are not allowed to fully enclose any space (so three sides are OK, but not a closed square). It is intended that the Heroic Underdog has chosen a site with a few defensible positions, not a specially fortified enclosure!

## DEPLOYMENT

The Heroic Underdog must set up his entire force within his deployment zone – a square with sides 18" long, right in the middle of the battlefield (see map below). The Overwhelming Attacker may then set up anywhere else on the table, but more than 8" away from any of the Heroic Underdog's models.

## FIRST TURN

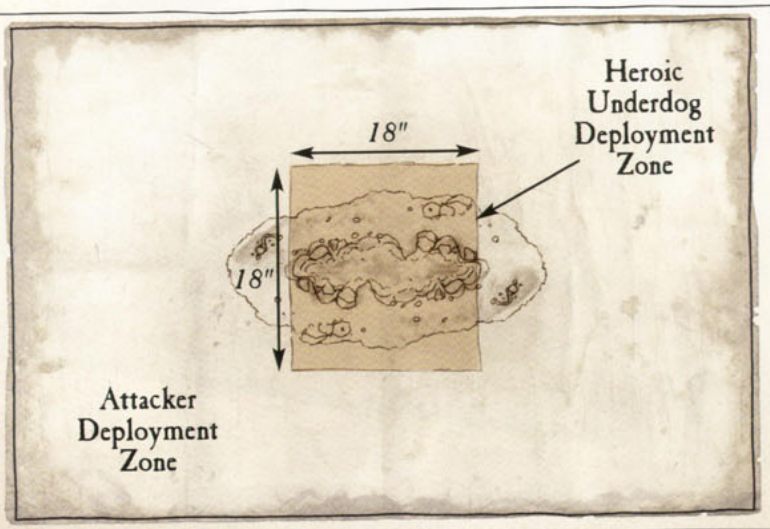
The Heroic Underdog receives the first turn.

## GAME LENGTH

The battle automatically ends when, at the end of any player turn, the Heroic Underdog has either been wiped out or has no remaining non-fleeing units in his deployment zone. Players may, of course, give up at any time.

### *Prolonging Defeat*

*In this scenario it is the underdog's role to hold out for as long as possible. This requires the defender to think how he can spend the lives of his troops to best delay his foe. Actual survival for the underdog is probably too much to ask for!*




### *Rally to the Flag*

*Spare modelling bits can make useful markers – in this case the planted colours of the defenders.*

## VICTORY CONDITIONS

It should be a foregone conclusion that the Heroic Underdog will be wiped out to a model; however, they can still win the scenario by surviving as long as possible.

| Underdog Survives | Result |
|---|---|
| 1-2 turns | Crushing Attacker win |
| 3-4 turns | Attacker win |
| 5-6 turns | Hard-fought Draw |
| 7-8 turns | Underdog Victory |
| 9+ turns | Conceivable, but we don't think you can do it! |

## SCENARIO SPECIAL RULES

### Plant the Colours

Before deployment, the Heroic Underdog places a marker anywhere in their deployment zone, representing the army's most precious colours planted firmly in the ground. Any friendly unit within 6" of the planted colours is Unbreakable. If an enemy unit contacts the planted colours, the marker is automatically destroyed and any bonuses gained from it are immediately lost.

### Despair

The Heroic Underdogs are all too aware of their imminent demise, and the less stalwart amongst their numbers are likely to flee if they find themselves separated from their comrades. Any Heroic Underdog units that stray more than 12" from their deployment zone must take a Leadership test with a -2 modifier at the start of each of their turns. If they fail, the unit is removed. They have panicked and fled, or have simply taken the opportunity to break out of the encircling foe.

### Untold Numbers

The Overwhelming Attacker can 'recycle' any Core unit that is destroyed or that has fled off the table – the models are used to represent new troops arriving on the battlefield.

This recycled unit has any options that it originally started with (equipment, command group, etc), however any character that was in the unit at the time of its demise is lost. Recycled units can come back on any table edge using the normal rules for reinforcements.

### *Bitter Battles*

*Since King Belegar has returned to Karak Eight Peaks to reclaim the lost realm of his forefathers, the heavily outnumbered Dwarfs have fought countless battles against their ancient enemies, the Skaven, the Orcs and the Goblins. The Dwarfs have regained a small portion of their ancient citadel and now live in a constant state of siege. They are so used to being surrounded by armies of greater size that the Dwarfs seldom see a battle where they are not outnumbered by at least five to one. Still, the grim warriors hold on, and many tales of heroic last stands feature in their defiant (if occasionally rude) songs.*

# HIRED SWORDS

**Baron Schwarzbaum cast a wary eye on the right flank of his army. He wasn't sure if he trusted his supposed allies or the mercenaries less. "We'll see who stays with me when the bloodletting starts" the Baron thought to himself, as he signalled his troops for a general advance towards the enemy.**

In the grim and battle-filled lands some commanders must make hasty agreements with less-than-ideal partners. This could be two different armies not noted for civil relationships between their respective races (like Empire and Vampire Counts) or even between two factions of the same army (say different tribes of Orcs and Goblins or rival clans of Skaven). Either way, these once-bitter rivals have buried the hatchet in the face of a greater threat – at least for the moment.

Less reliable still are mercenaries – that is, warriors who have sold their fighting services for mere monetary reward. Such sellsword bands roam freely about every region, although the more professional types tend to be found in areas of constant strife (such as the lands of the Border Princes). Still, for the right pay (often gold, but occasionally requests such as fresh meat or warpstone), it is possible to hire serious muscle into one's army. But will they remain loyal?

## THE ARMIES

Each player chooses his force using the army list from one or more Warhammer Armies book, to an equal points value agreed before the game. Both sides must declare 25% of their non-character units as either Mercenaries or Treacherous Troops (players choose whichever fits best).

## THE BATTLEFIELD

Set up the terrain using the method described in the Rules section on page 142.

## DEPLOYMENT

As per the Blood and Glory scenario (see page 148), except players must evenly divide (by number of units) their Treacherous Troops or Mercenary units between the two halves of their deployment zone.

## FIRST TURN

The side with more Treacherous Troops or Mercenary units can choose to go first or second. Roll-off in the case of a tie.

## GAME LENGTH

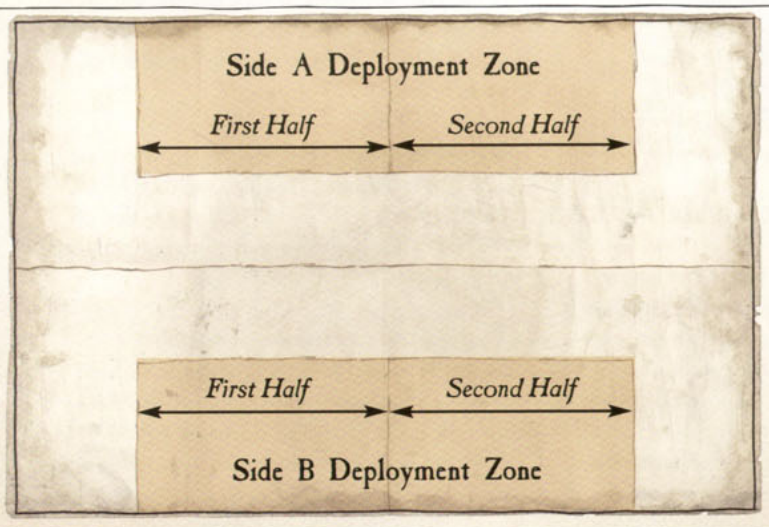
The battle will last for six turns or until a time limit agreed by the players is reached.

## VICTORY CONDITIONS

The player that scores the most victory points at the end of the battle is the winner. Mercenaries that have switched sides count as casualties to the side that originally brought them.

*Added Pressure*

*This scenario is designed to put commanders in awkward positions. To win the battle they must rely on their untrustworthy allies. A great tension builds up as, always at the worst time, some dubious ally disrupts the best-laid plans.*




*Trustworthy?*

*Many would-be allies are self-centred warriors just looking for a chance to commit banditry.*

## SCENARIO SPECIAL RULES

### Treacherous Troops

Treacherous Troops units are controlled as normal by the owning player, however, their battle focus must be tested at the start of each turn. Unless already in close combat, any Treacherous Troops unit must pass a Leadership test at the beginning of each of their turns. If the test is failed, roll a D6 on the Treacherous Troops table (see right) and apply the results.

### Mercenaries

All Mercenary units suffer -1 to their normal Leadership characteristic. During the battle, Mercenary units are controlled as normal by the player that included them in his army, however, there are times when the loyalty of the warriors-for-hire will be tested. If a Mercenary unit fails a Break test, roll on the Mercenary Loyalty table (see right) and apply the results.

### *Treacherous Troops Table*

Neither side of the alliance trusts each other and at close proximity old grudges, or sheer loathing sometimes flares up, despite the best intentions.

| D6 | Result |
|---|---|
| 1-3 | **Treacherous Indeed.** *Old grudges flare and the unit moves to threaten its would-be ally. The unit that failed its Leadership test cannot move, shoot, charge, or cast spells for the duration of the turn. All friendly units (but not other Treacherous Troops) within 6+D6" of the unit suffer D6 strength 2 hits from stray warriors breaking ranks to fight or throwing nearby projectiles.* |
| 4-6 | **Merely Suspicious.** *The unit is distracted by its so-called friends. The unit that failed its Leadership test and all friendly units within 12" (Treacherous Troops or not) suffer a -1 Leadership penalty for the remainder of their turn.* |

### *Mercenary Loyalty Table*

When things start going poorly it is not unheard of for the less reliable sell-swords to switch sides in the very midst of a conflict.

| D6 | Result |
|---|---|
| 1-4 | **Wavering Loyalty.** *The mercenaries aren't sure if the job is worth their suffering! Both sides roll a D6 with the following modifiers: +1 to the roll for each friendly unit within 12" of the Mercenaries and an additional +2 if the friendly general is within 12" of the Mercenaries. Re-roll any ties. Whichever side scores highest now controls the Mercenaries. If it was the same side, the failed Break test is treated as passed. If the opposing side wins the dice off, the Mercenaries switch sides and immediately reform. They must be moved at least 1" away from the other units involved in the fight. The Mercenaries will now work for their new employers and can be controlled as normal, although they are still Mercenaries and can switch sides any number of times.* |
| 5-6 | **Soldier On.** *The mercenaries flee, but remain loyal for the moment. The unit flees as normal.* |

# RAZE & RUIN
# The Ruination of Glumhof

**On a small crossroads along the Old Forest Road lies the tiny village of Glumhof. Here brave citizens have dared to settle, facing the horrors that live in, and rampage through, the Drakwald Forest. But even though they are protected by stout walls and a watchtower built and garrisoned by soldiers of the Empire, there is constant danger of sudden and ruthless attack.**

## THE ARMIES

In this scenario one player must be the attacker and one must be the defender. Each player chooses a force from a Warhammer Armies book to an agreed points value, however, the defender receives only 75% of the attacker's points. So, for instance, if the attacker has 2,000 points, the defender will only field 1,500 points.

## THE BATTLEFIELD

The defender should place terrain for this battle. This battlefield is meant to represent the defender's outpost. This could be a camp, village, mine or whatever feels right for your army (and can be made using your terrain collection). The outpost is represented by between one and four buildings and a similar number of defended obstacles (walls, hedges, or hastily thrown up barricades). Additionally there is a single, purpose-built watchtower meant to provide a defensible position to the outpost.

The defender can place his buildings anywhere in his half of the battlefield, but not within 6" of the long table edge or 12" of either short edge.

## DEPLOYMENT

The defender places his entire army first. Up to half of the defender's units (rounded up) can be placed anywhere on his half of the table. The remainder of the defender's force must be placed within 6" of his long table edge.

## FIRST TURN

The attacker takes the first turn, entering play from his own long table edge.

## GAME LENGTH

The battle will last for seven turns, or until a time limit agreed by the players is reached.

## VICTORY CONDITIONS

At battle's end the side controlling the majority of the buildings is the winner (if there is no majority, the game is a draw). The watchtower counts double. Buildings are controlled by the closest unit within 12" (garrisoning units are always 'the closest'). A unit cannot control more than one building. Buildings that are destroyed cannot be controlled, but add +1 to the attacker's total.

### *Attacker/Defender*

*This scenario is exciting to play as both the attacking army and the defending one. The forces of good are most often thought of as defending, but don't let those stereotypes limit your great battles. No 'good' army would fail to act if they located a nearby Orc campsite, Skaven nest or Beastmen lair!*

### *Ruined Buildings*

*Placing some rubble or specially modelled ruined buildings will help keep track of the battle and is immensely satisfying for the attacker!*

## SCENARIO SPECIAL RULES

### Destroying Buildings

Normally it is convenient to assume buildings cannot be destroyed by conventional weapons, but with a few simple Scenario Special Rules you too can experience the joys of demolishing Glumhof! Buildings, except for the watchtower (which has its own special rules below) are considered Toughness 7 and will take a minimum of Strength 5 to damage. Units must choose whether to shoot at the building or any unit inside. Templates that strike buildings will affect the building itself as well as any unit inside it (see the rules for templates and buildings on page 127). Each building can take 5 Wounds before collapsing. Collapsed buildings are counted as Dangerous Terrain. Units that are in buildings when they collapse take 2D6 Strength 4 hits.

Buildings that are garrisoned cannot be attacked in close combat, instead the building must first be assaulted (as per page 127).

Unoccupied buildings can be attacked by a single unit, with the attacking player choosing 10 models exactly as when Assaulting a Building. The building is hit automatically, there is no need to roll To Hit.

### The Watchtower

The watchtower is specially built for defence and so gains several advantages. The watchtower is Toughness 8 and has 6 Wounds. Because of the extra loopholes and firing positions, up to 10 models per floor can fire out of a watchtower. Additionally, models can always Stand and Shoot from within a watchtower, regardless of how close the chargers might be.

### *Glumhof: A Brief History*

*Citizens of the town of Glumhof are extremely dour. The small village has an air of inescapable gloom, perhaps due to the long-suffering the ill-fated hamlet has sustained over the years.*

**1114** - *Glumhof wiped out by Black Plague.*

**1450** - *Entire population joins crusade, never again to return.*

**1560** - *Glumhof destroyed entirely during Empire civil war.*

**2022** - *Overrun by Undead during Vampire Wars.*

**2303** - *Glumhof population eaten by vengeful Beastmen returning from the Great War Against Chaos.*

**2511** - *Burnt to the ground by Forest Goblins.*

**2522** - *Recently rebuilt town collapses into unexplained tunnels. Only gnawed bones remain.*

*We have shown an Empire settlement under attack but it is easy to substitute in a dwelling of any of the other Warhammer races. Imagine battling over a Dwarf mine, Bretonnian chapel or Elven manor.*

# WATCHTOWERS & BUILDINGS

**All races of the Warhammer world build some form of defensive structure. This creates fantastic scope for both modelling opportunities and for game rules – after all, the slender and elegant towers of the High Elves belie their adamant nature, while the crude and ramshackle edifices of the Orcs & Goblins are plentiful and encrusted with spikes and icons, but not necessarily built up to health-and-safety requirements. On this spread we have included some examples of both modelling projects and the rules we have used for them in our games.**

## BOAT HOUSE OF THE EMPIRE

This fantastic building was made using spare components from different model kits, balsa wood, plasticard and other materials. Such terrain-building projects allow modellers to explore the Warhammer world – including the eclectic (and downright barking mad!) architecture of the Empire.

*Most wargamers dream of having a terrain collection full of evocative and characterful terrain pieces like this one.*

## ORC & GOBLIN WATCHTOWER

Orcs and Goblins often build atop the structures of conquered races and tend to 'add on' in a haphazard manner. This building is Toughness 6 to represent its patched up and somewhat rickety nature, however, because of the extra levels and lookout perches the greenskins have added on, it is counted as having one additional level for the purposes of determining the number of models allowed to shoot out.

*This Empire tower has been 'improved' by its new occupants.*

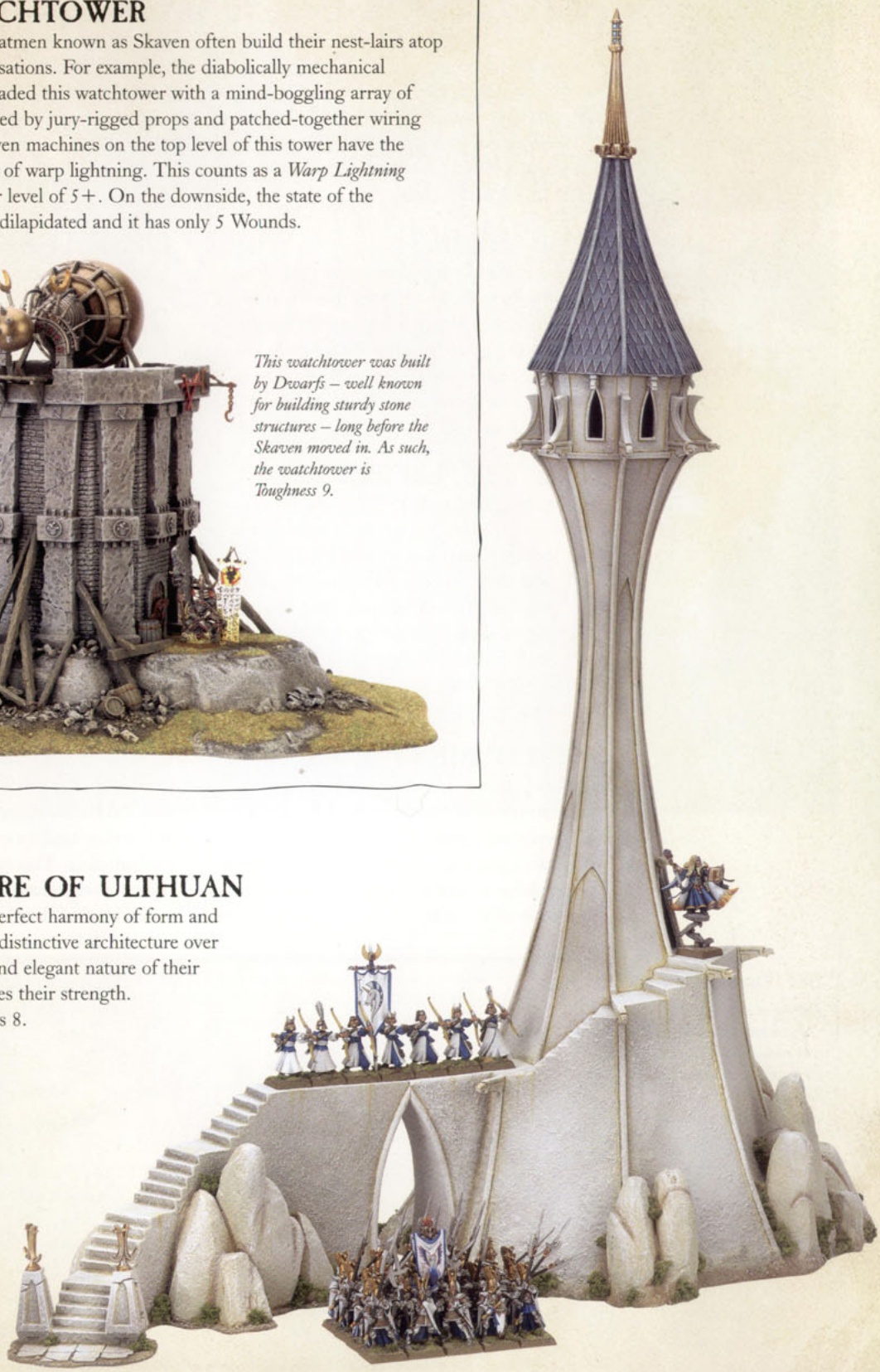
## SKAVEN WATCHTOWER

The scavenging race of ratmen known as Skaven often build their nest-lairs atop the ruins of ancient civilisations. For example, the diabolically mechanical Warlock Engineers upgraded this watchtower with a mind-boggling array of infernal devices. Supported by jury-rigged props and patched-together wiring (often gnawed), the Skaven machines on the top level of this tower have the capacity to fire out blasts of warp lightning. This counts as a *Warp Lightning* bound spell with a power level of 5+. On the downside, the state of the watchtower is somewhat dilapidated and it has only 5 Wounds.

*This watchtower was built by Dwarfs – well known for building sturdy stone structures – long before the Skaven moved in. As such, the watchtower is Toughness 9.*

## GLEAMING SPIRE OF ULTHUAN

Elves, in their quest for a perfect harmony of form and function, have developed a distinctive architecture over many millennia. The thin and elegant nature of their towers and battlements belies their strength. This Elf tower is Toughness 8.



# HOLD THE HIGH GROUND

**With the advantage of high ground many commanders are willing to make a stand, even against superior numbers. Indeed, the hills and tops of mountain passes are the bloody sites of a great many battles, both famous conflicts of legend and others now long-forgotten. Armies that are driven off the high ground often end up as scattered bones, left by the victors atop the windswept heights.**

## THE ARMIES

In this scenario one player must be the Attacker and one must be the defender. Each player chooses a force from a Warhammer Armies book to an agreed points value, however, the defender receives only 75% of the attacker's points. So for instance, if the attacker has 2,000 points, the defender will only field 1,500 points.

## THE BATTLEFIELD

The gaming table is divided into attacker and defender deployment zones in the same way as the Meeting Engagement pitched battle (see page 149). The defender then places the largest hill available anywhere in his own deployment zone. Then set up the rest of the terrain as described on page 142. The hill counts as the first of the D6+4 terrain pieces that must be set up.

## DEPLOYMENT

First the attacker sets up his entire army in his deployment zone. Next, the defender sets up in his deployment zone. This represents the defender using his commanding view to adjust his battleline to best advantage as the foe approaches from afar.

## FIRST TURN

In this scenario the attacker gets the first turn.

## GAME LENGTH

The battle will last for six turns, or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

The player that has scored the most victory points at the end of the battle is the winner. There is a key victory point addition for this scenario that may prove pivotal: 500 victory points is awarded to any side that commands the summit of the hill in the defender's deployment zone (see Commanding the Summit at right).

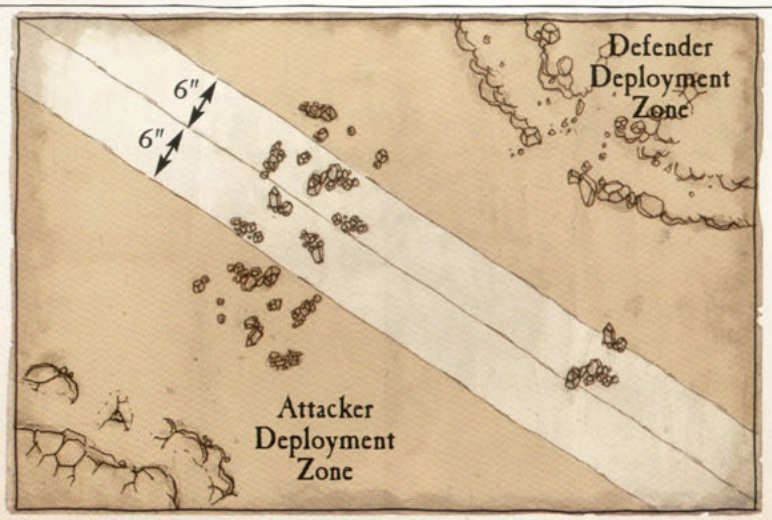
## SCENARIO SPECIAL RULES

**The Battlefield is Ours!**

Friendly troops can take great courage from the fact that it is their army that is in control of the battlefield. The side that commands the summit of the hill in the defender's deployment zone adds +1 to their total for every combat resolution on the battlefield. This can be used in combination with all of the usual modifiers (such as high ground and so forth).

### *Hill Placement*

*During most playtests of this scenario the largest hill was placed in the far corner of the defender's deployment area, as we have shown on the map.*




### *Blood-covered Hill*

*Because the scenario places such a high bonus (a special rule and extra victory points) for holding the top of the highest hill, the game often comes down to a last-ditch assault in the final turns. All efforts must be made to seize the hill or, once lost, to counter-attack and retake it immediately.*

### Commanding the Summit

To command the summit of the hill a unit must be on the top level of the hill and there must be no enemy units on it. If there is an enemy on it, the hill is contested and no bonuses are gained by either side. Units that are fleeing cannot command or contest the summit.

As everyone's terrain collection is different, players should discuss what determines the top level of the hill before the game begins. For players with clearly stratified or 'stepped' hills it is often obvious which level is the top, but it still pays to clarify the area with your opponent. If the top level of your hill is particularly large (say over 12" wide), it is best to nominate the centre of the top level and use a marker (a coin will do but a flag is excellent) to designate this spot. Consider anywhere within 6" of this spot to be 'the summit'. This method will also work for gradually sloping or contoured hills.

*Warboss Gizzit grinned evilly at his fellow Night Goblins – the pointy-ears were marching straight into his trap. With an ear-splitting roar, the green-skinned legions shoved dozens of whirling Fanatics towards the High Elf lines. The ball-and-chain wielding maniacs smashed into the noble Elf warriors; bones were snapped and immaculate white robes stained red. Within minutes the Night Goblin tribes had taken the ridge, jeering and taunting as they trampled their own fallen in their haste to reach the top.*

*Suddenly, the ranks of the High Elves flowed apart to reveal a phalanx of high-crested warriors, their shining greatswords flashing out at the Fanatics and severing their arms at the wrists with uncanny timing and precision. Balls and chains whistled back through the air to thud into the Goblin ranks with the force of cannonballs. From his newly claimed perch on the very summit of the hill, Gizzit spied something in the sky, diving headlong towards him.*

*'Oh, zog it,' thought Gizzit, shortly before the Griffon's jagged beak closed around his bald head.*

*Goblin Warboss*

# KING OF THE MOUNTAIN

**High up in the Worlds Edge Mountains, nestled in the valleys and passes below the snow-covered peaks, can be found the fabled stone-chiselled halls of the Dwarf kings. These ancient strongholds have been laboriously carved out over the ages and many races covet the fabled riches, piled treasures, and hoards of matchless arms and armour that even the poorest of Dwarf clans greedily amass within their mountainous mansions.**

Orcs and Goblins see Dwarf holds as ideal targets, promising of both rich plunder and a good scrap. Thus, from the most venerable fortress to the smallest mine-workings, every Dwarf settlement up and down the great range of the Worlds Edge Mountains regularly comes under siege by a storm of greenskins.

We set this game up using the Hold the High Ground scenario, from the previous page, but we've adapted the game in a few notable ways. First off, there is no hill as such, but instead the 'front porch' of the ancient Dwarf stronghold is used as the summit. We've also used a Dwarf lighter-than-air warship.

*The extra effort that went into building this terrain, from the mountainous backdrop to the ornately carved Dwarfen battlements, really brought the game to life.*

## BATTLES AMIDST THE PEAKS

The mountains and passes of the Warhammer world have seen their share of bloody conflict. The Dwarfs of the Worlds Edge Mountains are hard-pressed to defend the remaining kingdom of their golden age from the ever-present threat of greenskins and Skaven. High-towered fortresses guard the passes leading into the hinterland of the Empire. Over the years many battles have been fought over these passes, although none more famous than the Battle of Black Fire Pass – the conflict that gave birth to the greatest of human nations of the Old World. High up in the forbidding peaks near Sylvania it is rumoured that the Vampire Counts of old still maintain castles, overlooking the desolate lands they once ruled. And in far-off Ulthuan, the High Elves stand guard over the Griffon Gates, the unconquered fortress that has many times held the ravaging armies of the Dark Elves from bursting through the cloud-piercing mountains of the Annulii and into the Inner Kingdoms.

*The Thunderbarge is a lighter-than-air warship almost perfected by Dwarf Engineers. See rules for the mighty warship on page 425.*

*The 'summit' point for this battle was directly in front of the main Dwarfen gate.*

*An alcohol-fuelled War Pub delivers refreshments to the embattled Dwarf Warriors. See page 424 for more about inventing your own scratch-built Warhammer creations.*

# BATTLE ROYALE

**Duke Tremambert reined back his steed and raised a gauntleted hand to call a halt to his cantering bodyguard. There, rising from the sand covered plateau were the crumbling ruins that must house the fabled treasure of the Dune Kings of old. Yet from the rising dust clouds on the horizon, his was not the only army that had reached this destination...**

## THE ARMIES

This scenario is for three to five players. Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

## THE BATTLEFIELD

The gaming table should be set up using the method described on page 142. Then each player sets up an objective as follows. Each player rolls a dice, with the highest scoring player setting up his objective first and the remaining players placing their objectives in turn in decreasing dice score order. Objectives can be placed anywhere on the table but not within 12" of any table edge or another objective.

*The easiest way to handle multiple players is to divide into teams. The Allied Armies chapter (page 136) has suggesstions for how to split up the various forces. This scenario, however, is not about team play, but instead allows for more than two sides. Each army is wholly independent from the others and is vying for its own victory. Any alliances are purely agreements between the players.*

## DEPLOYMENT

Each player must roll a dice, with the lowest-scoring player immediately setting up his entire army in the centre deployment zone (as marked on the map). The remaining players, starting with the highest scorer and then proceeding in decreasing dice score order, must then in turn choose a free table edge and immediately set up their entire army (minus any models held in reserve) within 6" of his chosen edge and more than 10" away from any enemy unit. Each player (except the player in the centre) can leave any number of units in reserve.

## FIRST TURN

The player who set up in the centre moves first and the remaining players move in the same order in which they deployed. Note, that the normal Warhammer turn sequence is not in use (see Scenario Special Rules opposite).

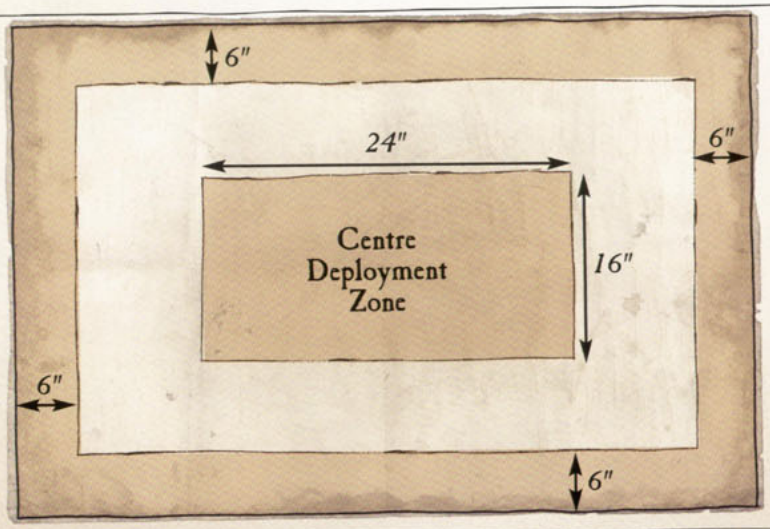
## GAME LENGTH

The battle will last for six turns or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

The Battle Royale scenario has special victory conditions, as follows. Players can only score points by controlling objectives (see the Scenario Special Rules opposite for how to control an objective), which are worth one point each, or by slaying an enemy General, which is worth one point as well. Having your own General survive the battle is also worth one point. The player with the highest total at the end of the game is declared the winner.

**Multi-player Games**
*Multi-player games of Warhammer spring up for all kinds of reasons. Sometimes it can be a practical solution for an odd number of players, a need to pool resources for a large game or because many share a single wargaming table. Regardless, the sheer excitment of many different armies clashing makes a great game.*




**Placing Terrain**
*This map shows no terrain so we can fit in all the deployment zones. However, such a multi-player battle is a great opportunity for narrative elements – such as many armies coming to a Dwarf mine to steal gold, claim a magic item from a Lizardmen temple or capture highly sought-after Dragon eggs. Terrain can help set up your story!*

## SCENARIO SPECIAL RULES

### Turn Sequence

To accommodate additional players, this scenario alters the normal turn sequence of Warhammer. This has the advantage that it keeps everyone in the action, rather than waiting for long intervals for your turn to come around again. However it has a drawback: it can get jumbled up in a hurry. Here is the new turn sequence for this scenario:

In the Movement phase each player takes it in turn to complete all his movement. The order in which the players have set up determines who goes first – the player going first moves his units, then the next player moves his units, and so on until every player has moved in turn.

Next there's a single Magic phase, with all players joining in. The player who went first rolls two dice for the Winds of Magic. Each player uses this roll to determine both his casting and dispelling dice (be careful not to mix them!). The player who went first can cast a spell or pass, then the next player, and so on until everyone is out of power dice or everyone passes. Anyone can try to dispel a spell, but only one attempt in total can be made. The player targeted by the spell always gets the first attempt at a dispel, followed by the other players in turn sequence. If there is no enemy target (an augment spell, for example), follow the turn sequence for the order of dispel attempts.

In the Shooting phase each player takes it in turns to complete all his shooting.

Finally, a single Close Combat phase is fought, with all players joining in. The fights are worked out in the order in which the player who set up in the centre dictates.

### Controlling an Objective

An objective is controlled by the closest unit within 12". Units that are fleeing cannot control or contest an objective.

> ***Whose Turn?***
>
> *By altering the turn sequence of Warhammer the game takes on a whole new feel. This makes for an enjoyable change of pace, especially when the on-the-spot alliances and inevitable backstabbing really starts to take place!*
>
> *Be warned, however, that players will have to make a few interpretations, as many things like spell effects or magic items are written specifically for the established turn sequence.*

# ACROPOLIS OF SKULLS

**Deep in the wastelands of Khemri, the remains of a once proud and dominating civilisation can still be found. Legends abound about the fabulous treasures that still remain deep underneath such temples and burial grounds. Many have searched for the fabled Acropolis of Skulls, a site that was reputed to harbour both gold and mystical secrets in prodigious quantity.**

This scenario uses the Battle Royale scenario with a few additional special rules and adjusted victory conditions. By altering a few details it is possible to better match an invented narrative or make use of any inspirational terrain you might have (or want to build). Our battle featured four armies – Tomb Kings, Bretonnia, Skaven, and Ogre Kingdoms.

## VICTORY CONDITIONS

Unlike a regular Battle Royale, with its multiple objectives, the winner of this battle is the player that has the most units on the Acropolis of Skulls at the end of the game. Every unit on the top level counts triple.

*The advantage of being the player in the middle is that you start the game in the winning position – however, the disadvantage is that everyone will immediately come after you!*

## SCENARIO SPECIAL RULES

### The Protection of the Fallen

The protective magic of the temple is still strong. Every model that is on top of the highest platform of the Acropolis of Skulls is granted a 4+ ward save.

### Haven for the Dead

If a Wizard that is on top of the Acropolis of Skulls casts a spell that summons Undead, the number of models summoned by the spell is doubled.

### The Power of the Skulls

If a Wizard from any army is on the top of the highest platform of the Acropolis of Skulls, the sorcerer can cast the *Sandblast* spell.

***Sandblast*** — ***Cast on a 8+***

*Suddenly aware of a sentient power, the Wizard speaks words of a long-dead language that summon the fury of a sandstorm.*

This magic missile spell has a range of 24" and causes D6 Strength 4 hits with no armour saves allowed. Additionally, any unit struck is moved backwards D6" directly away from the Wizard that cast the spell. They will immediately stop if they hit another unit or terrain, taking an additional D6 hits.

*The Bretonnian force makes a formidable attack uphill towards the lower levels of the Acropolis of Skulls.*

*This fantastic terrain, with its high walls and stepped temple, can provide some moving and manoeuvring challenges. Several times during battles on this board we had to discuss how to move and position models, but after a few brief conversations we easily resolved charges, high ground and where to balance our models. We traded a few inconveniences for evocative and entertaining terrain, and were rewarded with a particularly splendid and bloody battle.*

# INVASION!

**When the moment for subterfuge and more cunning attacks is over, it is time to unleash a head-on and overwhelming attack. Such brutal invasions are marked by a surging tide of invaders bent on crushing all opposition in their way, and conquering or destroying everything before them. It is essential to secure a beachhead, clearing the way for the subsequent attack waves. This can only be done by clearing away all defences and holding ground in this enemy territory.**

## THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game. One player must be the attacker and one the defender.

## THE BATTLEFIELD

The gaming table should be set up by the defender. The defender can set up or designate three defensible areas or watchtowers (if available). Each must be at least 16" apart from each other and at least one should be in each half of the gaming table.

## DEPLOYMENT

The attacker deploys first in his deployment zone, as marked on the map below. The defender can then set up his army, placing models anywhere on the tabletop, but not within 12" of any enemy model.

## FIRST TURN

The attacker always goes first in this scenario.

## GAME LENGTH

The battle will last for eight turns or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

This scenario assumes there are hordes of invaders in the attacker's wake and it is the job of the lead forces (the attackers on the tabletop!) to clear the area of defenders and establish a foothold. Casualties and losses do not matter to either side, the only winning factors are controlling the three defensible landmarks or watchtowers and dominating the table quarters. Each of these factors rewards the controlling side with a single point, meaning there are a possible seven victory points in this scenario.

### *Larger Table Sizes*

*This map lays out the scenario on an 8' by 6' gaming table (basically two 6' by 4' gaming tables pushed together). If you are playing on a smaller board you will have to adjust the sizes while doing your best to maintain the proportions.*

## SCENARIO SPECIAL RULES

### Waves of Attack

The attacker can 'recycle' any Core unit that is destroyed or that has fled off the table – the models are used to represent new troops arriving on the battlefield.

This recycled unit has any options that it originally started with (equipment, command group, and so on), however any character that was in the unit at the time of its demise is lost. Recycled units can come back on from the attacker's deployment zone or any table edge on a board quarter that is currently dominated by the attacker (see right), using the normal rules for reinforcements.

### Watchtowers and Defensible Areas

It is commonplace to find watchtowers or defensible areas along any border in the Warhammer world. The watchtowers use the rules on page 401. If you do not have any watchtowers, place some terrain in such a way as to hinder the attacker's charge or aid the defender's set up. These could be stone walls to slow down the attacker's charge, a specially constructed moat, or any other type of obstacle such as a Blazing Barricade (see page 123) .

Controlling a watchtower or defensible area can be done by being the closest unit within 12" of the building or defensible area. Units that are occupying the feature are naturally considered to be the 'closest'. Units that are fleeing cannot control a building or defensible area.

### Dominating Board Quarters.

Divide the entire playing surface into four equal quadrants. In this scenario a player is considered to be 'dominating' a board quarter if he has more than twice the number of units in the quarter as his enemy (single models, other than Monsters, do not count). Units will count towards whichever quadrant contains the majority of models. If this is equally divided, the owning player can freely choose.

### Invader Tactics

*Because the player in the attacker role must both advance quickly, but also oust his foe out of defended areas, he will need a mix of troops. Fast cavalry is ideal for racing across the battlefield and dominating board quarters, but will struggle to drive an enemy out of a watchtower. Blocks of elite infantry or war machines are ideal for attacking a defensible area, but are more likely to be slow and unable to contest the farther board quarters of a battlefield.*

# INVASION OF CHRACE

**Chrace is one of the Outer Kingdoms of Ulthuan, island home of the High Elves. Because of its northward facing and its proximity to the cursed kingdom of Nagarythe, the land of Chrace is one of the main invasion routes for Dark Elf armies. Its rocky shores are lined with watchtowers and its hardy citizen soldiers stand ready to repel the invaders before they can move inland towards the more vulnerable island interior.**

Sometimes the idea for a great battle is obvious – an archetypal clash between two bitter foes. Dark Elves versus High Elves is one such classic match-up. This scenario has been creating by adding thematic special rules to the Invasion scenario.

*The battlefield was based on descriptions of Ulthuan – elegant towers atop a rocky coastline, protective waystones and green hills rolling down to the white-capped waves. The Dark Elves, naturally, got the sleek dragon-prowed ships, control of the sea monster, and a mystical fog that shielded their landing during Turn 1.*

*Cold One Knights charge into the spears of the High Elves.*

*An armada of ships lands the Dark Elf invasion force onto the coast of Chrace and then serves as a mechanism to supply reinforcements. We also created some rules for the sea monster.*

# SCENARIO SPECIAL RULES

### Reavers of the Sea

Each Reaver ship moves 12" and can deposit up to 50 Dark Elves onto the beachhead. Each also has a Reaper Bolt Thrower (that can fire even if the boat moves that turn). The ships are Toughness 7 with 6 Wounds each. Once reduced to 0 Wounds, the ship will sink, slaying everyone aboard. All 'recycled' Core units (the Waves of Attack rule) enter play aboard a Reaver ship and must sail to the coast.

### High Elf Watchtowers

These watchtowers use the rules as presented on page 401.

### Elven Waystones

The coastal Waystones use the rules for Elven Waystones (page 125) but the complete line of Waystones means that as long as all the Waystones are in control of the High Elves, they can add an additional +1 bonus to all their rolls to dispel. However, should control of a single Waystone be lost, the synergy is interrupted and the bonus is also lost. Should the Dark Elves gain control of all the Elven Waystones, they gain a +1 bonus to their casting rolls. Waystones are controlled by the nearest unit within 12" (not counting fleeing units).

*Mighty Dragon riders lead the defence.*

*From the bridge above the waterfall, keen eyed Archers rain death on the Dark Elves below.*

# EXPLORING EVEN FURTHER...

**Some players like to delve more deeply into the Warhammer world. Perhaps you want to explore the caverns beneath the Worlds Edge Mountains? Uncover the latest and most diabolical inventions of the Skaven Warlock Engineers? Perhaps you yearn to pursue the pirates that infest the riverways of the Empire or unlock the lost treasures of the Old Ones? If so, there is only one thing for you to do... make it up yourself!**

As the Warhammer World section of this book shows, there is a vast wealth of stories and history just waiting to be explored. So if you're the kind of player who wants to experiment with different battlefield environments, create new kinds of gaming challenges and model the extremes of the fantastical Warhammer world, where is the best place to start?

Every Warhammer Armies book gives a long account of its chosen subject, detailing heroes, adversaries, major wars and legendary battles that shaped the race. These supplements are stop number one for great inspirational material to turn into exciting battles. That's certainly what we've done for the previous Invasion of Chrace battle, simply putting some of the details from the books (sea monsters, boats, the defensive magical shield of Ulthuan) straight into our battle. The artwork in these books is a key source of ideas and inspiration as well. On the other hand, even with over twenty five years of development, a lot of Warhammer's history remains in the shadows, hinted at perhaps, but never dragged fully into the

light. There are many unexplored gaming threads to wonder at or perhaps, one day, to explore?

Take Dwarfs, for example. What Dwarf player can say he isn't the least bit tempted to play one of the many battles of the long underground war? To reclaim even a sliver of the ancient kingdoms of the Golden Age of that proud race? To be revenged upon the nefarious Skaven or the relentless Orcs and Goblins? There are so many possibilities, so many interesting elements to develop for fighting such battles, deep in the pitch-black. There might be cave-ins, forest-sized patches of Mad Cap mushrooms, ancient veins of gromril, or perhaps even some of the technological wonders of the Dwarfs, although they could by now be perverted to evil by the foul devilry of the diabolically clever ratmen.

There are a host of sources for coming up with great ideas to add to your own battles. Real-world history can serve as a jumping off point. The barbaric hordes of greenskins surging across the frozen Reik to overrun the civilised Empire, the desert-bound crusades launched by Bretonnian Knights, or assaults upon temple-cities rising from the jungle are scenarios inspired in part by historical counterparts. Fiction, computer games, and movies are other places to seek inspiration, but no matter where you look for ideas – the scenario, the terrain and the special rules will have to come from you.

## HERE BE DRAGONS!

Before you get carried away building steam-powered, cog-driven Dwarf-engineered devices we thought it fair to warn you that this way lies madness! Making your own scenarios, special rules and creatures is heady stuff, but it can all go wrong. Not every Warhammer player is interested in expanding their games outside of the published rules. While you may have built your own mighty monolith to the Dark Gods and come up with some great rules to go along with it, just as importantly you'll need to find an opponent that wants to fight a battle using your creation on the table. Springing such an invention onto an opponent expecting a pitched battle probably isn't going to go well. Setting up such a game as a special occasion will work better. In fact, clubs or gaming groups sometimes put on extravagant and highly themed games, on occasion even taking them to show off at major events such as Games Day.

*Black Library produces an extensive range of novels set in the rich background of the world of Warhammer.*

*If you've ever agreed a few extra rules with an opponent before (or during) a game, then you've already started to design your own scenario. Creating scenarios doesn't have to be any more complicated or formal than that. If you do start making up more complex scenarios then you may need to write them down so you can remember all the details.*

# CREATING YOUR OWN WARHAMMER SCENARIOS

**This section takes a look at the many options available to players wishing to make up their own Warhammer scenarios.**

Whether you aspire to play a straightforward clash to destroy your opponent's army or you want to try out something more outlandish, such as casting down the arcane idols of your dark foes, there are some universal questions that should be addressed before you take to the field of battle. Existing scenarios routinely answer these questions for you, however, if you want to invent your own scenario, you'll need to work them out for yourself. Once you've answered these basics, you will have created the framework for your game, you will have defined how you'll set up and fight the upcoming battle. To begin with, we recommend that you make only small changes to the pitched battles. As you gain experience, there are a host of game variations you might want to consider trying out.

## BATTLE CHECKLIST

Before you can fight a battle, you need to answer the following questions:

1. **Armies** – how will you select your forces?
2. **Battlefield** – how will you set up your terrain?
3. **Deployment** – how are the armies deployed on the tabletop?
4. **First Turn** – how will you decide who goes first?
5. **Game Length** – how long will your game last? What determines the end?
6. **Victory Conditions** – how will you decide who has won the battle?
7. **Scenario Special Rules** – will you use any scenario special rules, and if so, which ones?

## ARMIES

The first thing to consider when fighting a Warhammer battle is how you will pick the armies taking part. The collision of armies is what the game is about and, if, by a few twists or alterations, you can add more challenges or character to participating forces, you'll make your battle even more enjoyable. The standard way to choose armies is to agree a points value with your opponent and use the Warhammer Armies books to select your forces, but this is not the only way open to you.

First off, does the battle you are planning need formally picked armies? Newcomers often play with all the models they own, although once players begin using Warhammer Armies books they often forget about this simple method. This is a shame, as it is still enjoyable to fight a battle using your entire collection of Citadel miniatures. In such a free-for-all there is no worrying about whether your Empire army can really include that Treeman you bought and painted.

Some veterans forgo army lists altogether, simply setting up battles through what looks right. This isn't as random as it sounds, as many veteran players become astute at estimating army sizes. These players simply use their experience to roughly assure opposing armies are equal, given the terrain and victory conditions of the scenario. For example, an advantage in terrain might be counted with an extra unit or two for the other side. Such a system allows players to quickly get to battle without having to spend time adding up points values.

When recreating a game from the rich background of Warhammer the lists in the Warhammer Armies books can serve as a jumping-off point. You may want to adjust the army lists to fit in with the background of the scenario or take into account the troops or heroes that historically took part in the fighting.

For instance, two rival Warriors of Chaos armies battling in the forlorn Troll Country might each be allowed to take Trolls as Core choices or even at half points cost. Such a simple twist can really make for a memorable battle.

About 2,000 years before the coming of Sigmar, the Dwarfs battled the High Elves for possession of the Old World, in the War of the Beard. If you were building a Dwarf army to fight during this period you could tailor your army list accordingly. During such ancient days a Dwarf army would not include such devices as the Flame Cannon, as these engineering marvels are relatively (at least to Dwarfs) modern inventions. On the other hand, the Dwarfs would have even more access to magical rune weapons, as the craft of runesmithing has faded over the ages. You can almost hear a stodgy old Dwarf grumbling "things were made better, back in the old days". For more ideas about recreating armies to fight a historic battle, see the Legendary Battles chapter on page 450.

### *Same or Different?*

*Some players use the same format for all of their battles, with unchanging rules for set-up, deployment and victory conditions. Other players crave variety, never playing the same battle twice and constantly trying an endless host of terrain set-ups and scenario special rules. Most of us are somewhere between these two extremes, generally using a favourite method, but occasionally seeking to 'spice things up' to one degree or another.*

*Warhammer Armies books provide the standard army lists for most gamers, but players should feel free to adjust the lists when designing a themed or historical battle.*

*The terrain for this book was modelled and painted by our hobby team; veterans with years of experience. While these are the kinds of battlefields we all aspire to build and play on, most of us started off playing on the floor or kitchen table. Jervis recalls how he played his first battle using terrain consisting of rocks and twigs from the garden.*

## BATTLEFIELD

The ability to set up and create rules for your battlefield is an incredibly powerful tool for players designing their own scenarios. First and foremost, nothing else has the ability to visually change a scenario like the terrain can. The battlefield sets the scene for the game and well-laid out scenery turns a gaming table into a small part of the Warhammer world. It simply beckons for miniature armies to fight over it. So getting the look right for the game you want to fight is worth careful consideration. Time spent collecting terrain and setting up a fantastical battlefield always pays off and makes a game look spectacular. You'll find more information on modelling and painting terrain on page 370.

One of the easiest alterations to a scenario is to change the rules for setting up the battlefield. In a standard Warhammer battle, players take it in turns to place the various pieces of terrain, but there are plenty of other possibilities. For example, a popular method of setting up the battlefield is for one player to lay out the terrain and the other player to decide which side of the table to deploy on. This method helps ensure terrain is laid out in an aesthetic (and game balanced) manner, with the added advantage that it allows a host to set up the battlefield in advance so that everything is ready once his opponent arrives.

Placing terrain can be a huge advantage. A common convention in scenarios presenting attacker/defender situations, is to allow the defender to set up the battlefield. This allows a player to consider both his army and his tactics, allowing him to set up terrain that will best thwart his foe and aid his own side. A tactically minded Warhammer player can make great use of such a rule. War machines on hills, so they have sweeping fields of fire and can see over friendly troops is an obvious tactic, but placing key troops within buildings, using obstacles to defend against enemy charges or any number of other ruses can spell the difference between victory and defeat.

Other unusual and exciting battles can be made by adding more terrain than normal, by grouping terrain of a specific nature or by featuring a large, dominating terrain piece on the tabletop, perhaps even making it the objective of the game. The terrain rules (on page 116) provide many excellent options. Think about clustering three woods in the centre of the board and refighting the Battle of the Blood Forest or an Orc Warlord making a desperate last stand to defend his precious Idol of Gork (or possibly Mork). Inventing your own terrain (especially if themed to your army) is enjoyable in its own right and can really add character to any battle.

*The terrain featured below, as well as the gaming table itself, is available from Games Workshop.*

***It Starts with the Battlefield***

*The opposing Chaos and Empire battle lines look even more impressive when arrayed across a well-presented and carefully laid out battlefield.*

# DEPLOYMENT & FIRST TURN

These two scenario-defining categories are often interrelated, which is why we have covered them both together on this page.

The simplest way of deploying is to divide the table in half down its length, and for the armies to set up in the opposite halves of the table about 24" apart. Altering the deployment zones or the method in which the armies are deployed is an easy way to create new scenario challenges. Some methods are simply alternative rules mechanics, which may be faster, more involved or just a bit different. Other methods tie in more strongly to the story of the battle and can be used to great effect in a narrative scenario.

Alternatives include dividing the table in half across its width, diagonally or by any method you prefer. Having one or both sides move onto the table in their first turn, using the reinforcement rules, is an enjoyable alternative, although it can favour more manouevrable troops. It's also possible to split each army into two or more parts, with each part having its own set of deployment restrictions.

For example, you might say that one part of the army has to set up within a certain distance of an objective, or that it won't arrive until after the battle has already started, and so on.

Once deployment zones are established, it is on to the deployment of armies. A quick way of doing this is that one player deploys first (roll off to decide who) and also gets to take the first turn. Then the other player deploys second. A common variant is for the player that set up second to roll a D6 after he has deployed his army. On a 6 they 'seize the initiative' and get to take the first turn instead, while on a roll of 1-5 his opponent goes first as normal.

Far less common than other methods, but one preferred by many of the Warhammer players here in the Games Workshop Studio, is to use a screen. This method requires the players to erect a screen made of cardboard or something similar between their deployment zones. This leaves both players free to deploy their armies fully without being observed by their opponent. This adds an element of drama. You don't know what is waiting for you on the other side of the screen. It could be a unit of spearmen or a Dragon, a unit of archers or a whole battery of cannons! Once both sides have set down all their models, the screen is removed and the players roll off to see who gets the first turn.

### RESERVES

An interesting deployment option is to have some troops (from one or both sides) held back, to move onto the table later in the game.

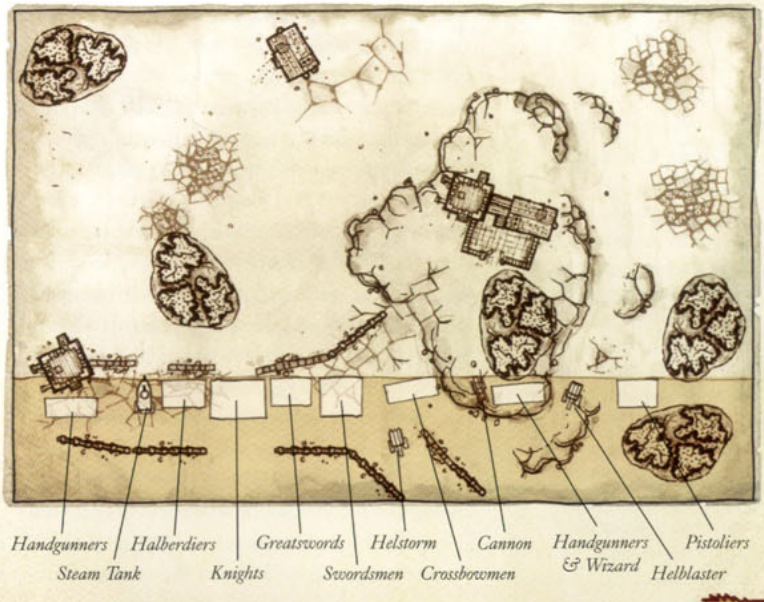
Often the scenario will use dice to determine when and even where these reserves enter the tabletop. This can represent such things as Skaven troops emerging from under-tunnels or nearby troops arriving to join the fray. Using randomly arriving reserves can certainly be dramatic and sets up classic situations such as the heroic cavalry arriving just in the nick of time to avert certain disaster.

*Using a screen means you must set up your army without any idea of how the enemy is deploying his forces.*

A slightly more time-consuming deployment variant is for each player to draw a map of the battlefield and then secretly note down on the map where their units will deploy. After both players have completed their maps, the armies are deployed in the positions indicated on the respective maps. After both sides have placed all their models they should roll off to see who gets the first turn.

Another variant for determining deployment and who goes first is to have the side with the slowest troops set up first and the side with the fastest-moving regiment receiving the first turn.

*Below: This map was drawn for the battlefield set-up on the previous page. On it an Empire player has scrawled his deployment plan. He has opted for a hard centre and left flank, with which he will attack, and only missile troops on the right flank. They might be sound tactics, but he'll have to wait and see. He won't know how the enemy is setting up opposite him until both players reveal their deployment maps and then set up their models.*



*Skeleton Warrior*

*Some armies have an unnatural advantage in battles that end when the last trooper is destroyed. Vampire Counts armies, for instance, can summon new warriors to the battlefield. To ensure you don't face an endless horde of Undead, find and slay the spell-casting Vampire or Necromancer.*

## GAME LENGTH

You haven't finished creating a scenario if you haven't thought about how long the battle will last. Before a battle begins, agree with your opponent the point at which the game will end. Perhaps the most time-honoured way of ending a game is to play until a certain time limit is reached. Ideally this ending time will leave leeway for both sides to have an equal number of turns and (just as importantly) a chance to retire to a local hostelry (or, at a pinch, the host's kitchen), to partake of a refreshing brew and swap war stories with your opponent. Victory or defeat are both more enjoyable when discussed with a friend!

### RANDOM GAME LENGTH

A simple but dramatic variant for ending a battle is random game length. A dice is rolled at the end of each game turn starting with the 4th. Add the dice roll to the current turn number, and if the total is 10 or more the battle finishes, it being assumed that night has fallen, exhaustion sets in or something else has occurred that brings the battle to a close.

A common alternative to playing to a time limit is to play for a set number of turns. Another method that can be used to determine the length of the game is to base it on 'breaking' the enemy army by destroying a certain number of units or points. The amount that needs to be destroyed is usually a fraction of the army's starting strength, usually either a third or half of the army. For example, you might say that the game finishes once half the units in an army are destroyed or have fled. This ties into Victory Conditions (see more below).

Games can also end based on the scenario objectives – such as finishing as soon as an important character is slain (like a king), a horrific Daemon is summoned (or the high priest destroyed), or a vital objective captured, and so on. A very bloody game could be had if opponents agreed to battle it out until one side is completely wiped out.

It's easy to combine some of these methods. Many tournaments stipulate that a game will last for six turns or until a time limit is reached, whichever comes first. The same method will work very well for your own games.

## VICTORY CONDITIONS

There are many possible victory conditions to choose for a scenario, but the most important thing is that both players understand what they are before beginning a battle.

The most common way of deciding who has won and who has lost a game is simply to look at the tabletop after the last turn has finished. It is often fairly obvious at a glance who should be declared the victor. Between familiar opponents this leaves room for enjoyable debate and 'what-ifs' with your opponent after the game!

Sometimes, however, players deem it more important to determine strictly who has won and who has lost. For example, most tournaments usually require that there is a clear-cut winner and loser. If you are playing a game where the length of the battle is based on breaking the opposing army or capturing an objective, then achieving these things will also determine the winner. In the absence of victory conditions like these, the 'victory points' system was invented (see page 143). The player scoring the higher amount of points is declared the winner. For those seeking even greater clarity, a chart like this can help:

| Difference in VPs | Result |
|---|---|
| More than three times as many points | Major Victory |
| More than twice as many points | Minor Victory |
| Between half and twice | Draw |
| Less than half as many points | Minor Loss |
| Less than a third as many points | Major Loss |

So, for example, if you scored 1075 victory points, while your foe earnt 450, it would count as a Minor Victory for you, and a Minor Loss for your opponent.

The more that players involve themselves in a narrative battle, the more likely it is that they will shy away from victory points. Instead, players will tend to gravitate more towards story-based objectives, such as saving a captured hero, destroying an enemy watchtower or toppling the foe's altar to their loathsome Dark Gods. And all this leads us nicely into the next section – Scenario Special Rules – because toppling altars is not something that is covered in the Warhammer rules!

### *When luck runs out*

*There are times when battles go horribly wrong quite early in the game play. In such cases, it is the losing player's decision whether to call a halt to such calamitous happenstances or whether to 'tough it out', hoping to pull off a heroic underdog comeback! When on the winning side of such lopsided games the true gentlemen of honour will suggest an immediate rematch!*

*A cave that suddenly disgorges Night Goblins when approached too closely is an example of a scenario special rule. The nasty greenskins will gleefully charge the nearest foe!*

## SCENARIO SPECIAL RULES

Perhaps the most exciting tool for anyone making their own battles is the scenario special rule. Scenario special rules are game-specific rules that cover unique situations, tactics or abilities that you wish to be represented in a particular game.

As stated in their name, a scenario special rule is not a definitive rule for Warhammer, but instead applies only for a particular battle. Such one-off rules can range from a straightforward to complex. For example, if you were fighting a battle set in the frozen wastelands to the north of Kislev, you might want to include scenario special rules for things like snow-drifts, random appearances by ferocious Ice Trolls or perhaps the occasional blizzard sweeping over the table.

While the scenario special rule is an exciting tool, it is also a potentially dangerous one. There is no limit to the number of scenario special rules that can be used in a game, but one or two characterful ones is usually plenty and can be readily absorbed by players. Too many 'new' rules can quickly overcomplicate a battle, changing the focus from playing an entertaining game into an exercise in remembering all those extra rules. Use them sparingly and only to add character or theme to a battle.

On the following spread you'll find a host of scenario special rules to inspire you about the kinds of Warhammer battles you can play.

### HOUSE RULES

The term 'house rules' is most commonly used to refer to changes to the core game rules that groups of players use in pretty much all of the games that they play. For example, your group may decide that instead of rolling 2D6 for the Winds of Magic, you would rather roll 1D6 (making magic much less of a factor), or 3D6 (making magic more important). Other house rules are more about gaming 'etiquette' – so for example, some players stipulate that any dice that land on the floor automatically count as a miss or a fail. The type and number of house rules you use is completely up to you and your friends to decide.

## CATEGORIES AND EXAMPLES

Scattered in the scenarios throughout this book can be found a host of scenario special rules. If you ever wanted to find out what the magma-filled plains of the Dark Lands were like, or fight out a merciless grudge battle in the tunnels beneath a Dwarf hold, then scenario special rules are the tool that can help you do it. We have listed out some common categories and further examples (opposite). This is by no means an exhaustive guide, nor is it meant to be anywhere near definitive. It is merely a 'get-you-thinking' list. These are the kinds of rules you can invent to fight some different kinds of battles.

Additional scenario special rules can be found in many White Dwarf battle reports and we will publish even more in the future. Don't be tentative about making up a few scenario special rules yourself. Suggest a few simple rules to your regular gaming opponent before your next match – it might be just the kind of game you've both been looking to play.

## WARHAMMER IS YOUR GAME

The world of Warhammer describes and suggests a staggering host of gaming possibilities. If you get excited by a particular kind of battle or you'd like to play a certain scenario, then try creating it yourself. That's really the kind of game we've all hoped to develop –one that spurs its fans and enthusiasts to build atop its framework, taking it to whole new levels. Many players are more than content to play the game exactly how it was written and that's just fine too. After all, it's your game!

*A game fought in an underground cavern might include rules for cave-ins or wild Squigs.*

## DEPLOYMENT

*An area ripe for special rules, deployment can cover how armies are set up on the tabletop or how they arrive later in the battle.*

**Reserves:** During deployment each player is allowed to keep units in reserve. These units enter play at the start of any turn the player desires, using the rules for reinforcements (see page 27). These units may enter play at any point on the table edge that is part of the player's deployment area.

**Skulking Ambushers:** Due to advance warnings or just plain sneakiness, one side has laid an ambush. To represent these hidden warriors, one side can withhold up to two infantry or monstrous infantry units from normal deployment. These units are placed as Scouts, but as they are hidden, do not place the models themselves on the tabletop, instead place markers (assigned numbers or letters to correspond to the unit they represent). Additionally, two 'false' markers (labelled D for Decoy on the bottom) can be placed at this time as well. Markers must be revealed if they move, shoot, cast magic or announce a charge. Likewise, they must be revealed if any enemies approach within 10" of the marker. Until that time, the markers cannot be charged or damaged by spells or missile fire.

## ENVIRONMENTAL

*Such rules can cover general happenings, like weather or rockfalls, or more specific environments of the Warhammer world. These rules can be used in conjunction with the terrain rules (page 116) to create exciting thematic battlefields, such as the parched Khemri deserts, underground warfare in caverns, or the chill lands of Naggaroth.*

**Stormy Weather:** Roll a D6 at the start of each player turn. On a roll of a 1 it begins to pour down with rain that turn, and all shooting To Hit rolls and all charge rolls suffer a -1 modifier.

**Rain of Death:** It is said that so much dark magic lays over the cursed province of Sylvania that it periodically gets absorbed into the low and forbidding clouds that hang so oppressively over the bleak lands. Roll a D6 at the start of each player turn. On a roll of 1 it begins to pour down with rain that turn, as per Stormy Weather. However, in addition to the regular effects of such a cloudburst, any regiment of Undead gains a +1 bonus to its Movement characteristic for that turn.

## MULTI-PLAYER BATTLES

*Most games assume the battle is fought between two players. However, additional players allow for some interesting scenario special rules.*

**Messengers:** Once the battle starts, communications become nearly impossible. To represent this on the tabletop, game-related conversations between players on the same side can only happen through messengers! This is not to say that you can't ask for a rules clarification or second opinions ("can my archers on the hill see over that tree or not?") or non-gaming talk ("who needs another drink?"), but all tactical talk between allied players is forbidden unless they use their precious messengers. Penalties for those who, in the heat of battle, forget the 'no tactics talking' rule, should ensure that any such collusions fail.

Each player has two messengers. They can be used at any time and on a D6 roll of 2+ the message is received and players may converse for a short amount of time (3 minutes works fine). The messengers are assumed to be clockwork pigeons, giant bats, messenger-Squigs, and so on as appropriate to the army. A roll of 1 represents the messenger failing in its duty, being destroyed, or some other equally calamitous occurrence.

## OBJECTIVES

*Objectives that move or are hidden (or possibly fight back!) are always interesting territory for scenario developers to explore.*

**Prisoners:** A group of prisoners have escaped their captors and are fleeing in blind panic across the battlefield. One army is trying to recapture the escapees while the other attempts to liberate them. You will need six prisoner counters (a fantastic modelling opportunity, but a marker or coin will do as well). The players take it in turns to place prisoners anywhere on the tabletop that is at least 6" away from any unit and at least 12" away from other prisoners and the table edge. Prisoners move 2D6" in a random direction at the start of every Movement phase. Remember that prisoners are just counters, so cannot fight or be harmed in any way (they fall to the ground, duck or otherwise escape damage). If at any time a prisoner touches or is touched by a unit, the prisoner is claimed and placed behind that unit, moving with it. Claimed prisoners will be 'freed' (placed 1" from the unit, in a random direction) should the unit holding them be forced to flee or be beaten in combat. A freed prisoner moves randomly as before, until claimed again.

Typically, claimed prisoners are worth extra victory points, although players might decide to say that the player with the most prisoners at the end of the battle is the victor.

## INTERLOPERS

*The Warhammer world is a dangerous place and not even battlefields are safe from predatory monsters. Or perhaps the battle has unintentionally disturbed some hidden lair or ancient evil?*

**Unwanted Visitors:** At the start of each player turn roll a D6. On roll of a 1 a pack of ravening creatures has been attracted by the bloodshed. Use a single unit (about 150 point's worth) of Ghouls, Trolls, Dire Wolves or any other suitable models you have to hand. The player whose turn it is decides which board edge the newcomers arrive from and moves them for the rest of the game. The interlopers must always move towards the nearest unit, charging it if they can.

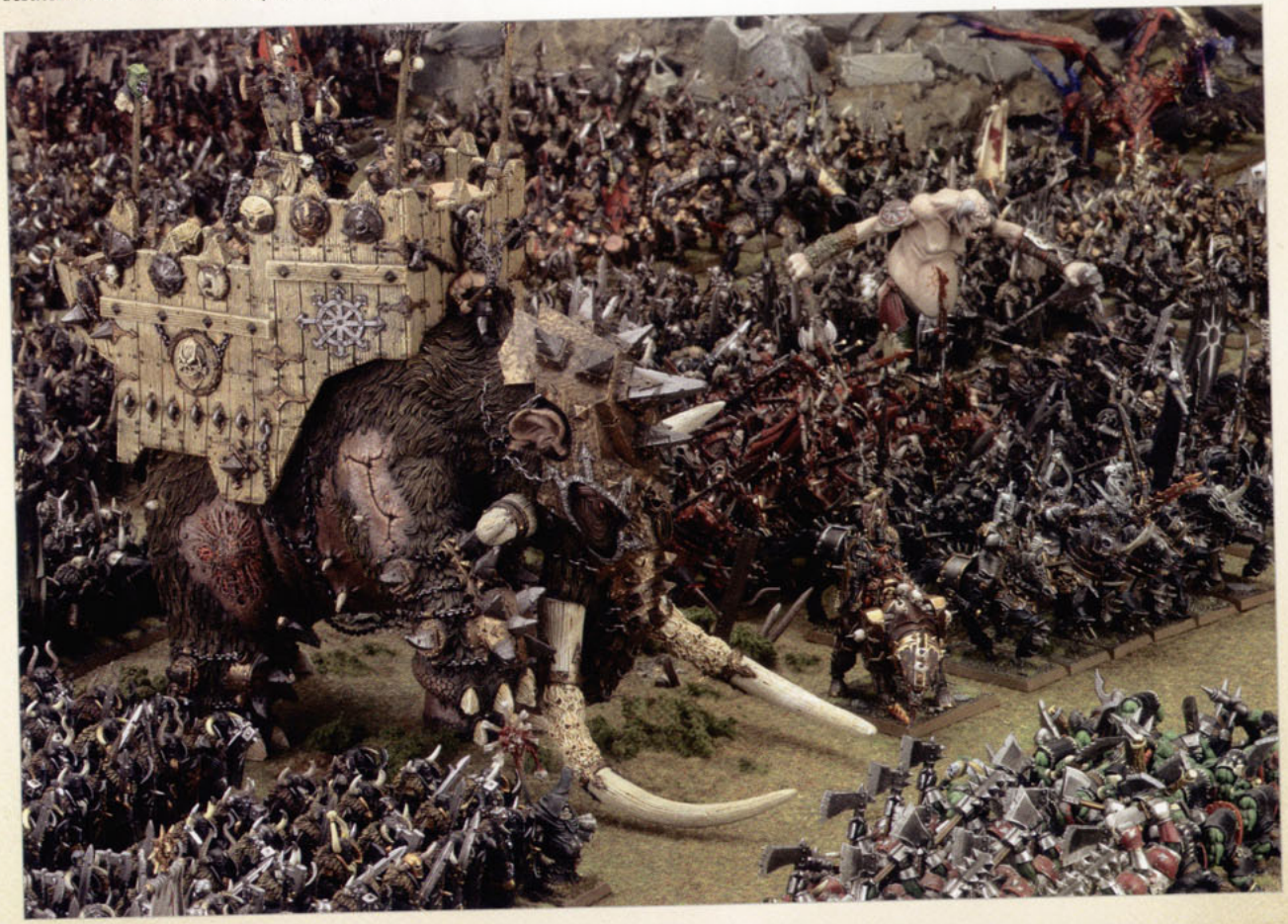
# A TIME OF LEGENDS

**The Warhammer world contains titanic monsters and wonders beyond description. Leviathans stalk the depths of the seas, behemoths haunt the impenetrable depths of the darkest forests, and the mechanically minded races have invented devastating machineries of destruction.**

There are more creatures, feats of engineering and warriors of mythic prowess than we could ever fit into our rules and army books. And that's just the way we like it! Why? Because the Warhammer world is a vast place where anything can happen. Even better, it gives everyone that enjoys Warhammer a chance to 'make stuff up'. When Games Workshop first produced Warhammer (waaaaaaay back in 1983) there were so few fleshed-out armies or model ranges that it was assumed that Warhammer players would have to make up a few of their own. While, thankfully, there are now many army books available and a matchless range of Citadel miniatures in both metal and plastic to support them, the raucous joys of 'scratch-building' your own monstrous beasts of war have now been (mostly) forgotten. So we thought we should point out that if you want a Black Kraken from the icy waters of the Sea of Claws, an enormous Megasaur from Lustria or some nightmarish wonder-weapon of the infernal Skaven, then your best bet is to scratch-build it and invent your own rules.

These one-off creatures, engines of destruction or heroes of legend should not be created to 'win the game' or you'll quickly find yourself short of gaming opponents. Instead, they should be interesting, characterful, enjoyable to play with and, more importantly, to play against. Such creations have a way of unbalancing battles, and we are not talking about the time when the Iron-Colossus of Nuln fell over and destroyed an entire regiment of Imperial state troops. So if you are going to use scratch-built specialties, you might consider each side having one, or some points or scenario conditions that ensures all sides have an opportunity for both victory and unbridled mayhem. After all, no matter how well modelled your Dwarf landship is, if you mercilessly use it to steamroller all of your opponents with ease, then you'll never get to use your creation (as no one will want to play against it).

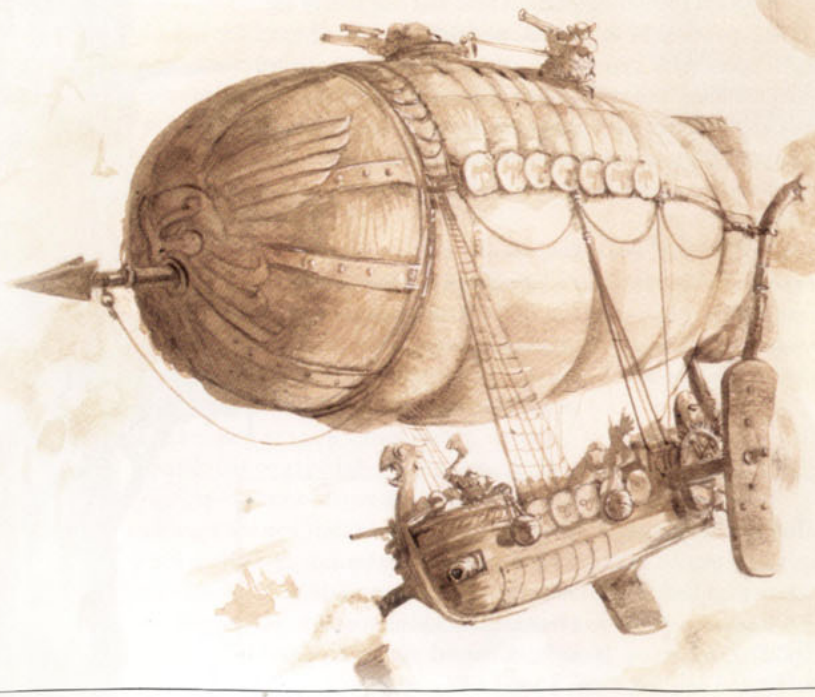
Some examples of the models and rules we invented for use in the scenarios in this book are given on the next few pages.



# WRATH OF THUNDER

The Dwarf Thunderbarge class of lighter-than-air warships hasn't quite been perfected yet, but that doesn't stop a few intrepid Dwarf Engineers from taking to the skies. The bomb racks, cannons and swivel guns of the amazing flying machine can wreak devastation on any enemy battleline. Fortunately for enemies of the Dwarfs, few of the Thunderbarges have ever been constructed and it is hard to find Engineers insane or inebriated enough to fly such dangerous constructions.

*Created by mad Dwarf Engineer Sven Hasselfrapp, the* Wrath of Thunder *is the third lighter-than-air ship of the Thunderbarge class to be launched from Zhufbar. The first went down in flames during the battle of Black Vale, the second has not returned from a recent good-will journey to Nuln, and the third, the pride of Sven, is the* Wrath of Thunder. *The ship has served in several battles, most recently bombing the Knuckle Skrapers tribe of Orcs off the mountainside and into oblivion.*



| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Thunderbarge | - | - | - | - | 6 | 10 | - | - | - |
| Crew | 4 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 10 |

**Troop Type**
War Machine

**The Crew**
10 Dwarf crew.

**Special Rules:**
**Unbreakable, Large Target, Magic Resistance (3), Ward Save (6+), Hover.**

**High Flyer:** The Thunderbarge can only be charged by flyers.

**Gun Platform:** The Thunderbarge may fire its Organ Guns and drop Bombs even if it has moved.

**Bedecked With Cannons:** The Thunderbarge is armed with five Organ Guns. One Organ Gun may be fired per two crew, rounding fractions up. For example, a Thunder Barge with 5 crew left could fire only three Organ Guns. Trace the line of sight and range from the Organ Gun's barrel.

**Bombs Away:** The Thunderbarge is fitted with racks of bombs, and the crew are skilled at using the momentum of the Thunderbarge to 'lob' the bombs at targets on the ground that lie near to their flight path. One thunder bomb can be launched each turn, following the rules for firing a Stone Thrower, and using the following profile. The range of the attack can be measured from any point on the Thunderbarge's base.

| *Name* | *Range* | *Strength* | *Special Rules* |
|---|---|---|---|
| Thunder Bombs | 3-12" | 3(6) | Multiple Wounds (D3) |

**Misfires:** If either an Organ Gun or the Thunder Bombs misfire and then roll a Destroyed! result, then the Thunderbarge suffers D3 wounds (remove crew models as you would for any other type of damage), and that weapon may no longer be used. Other misfires are dealt with using the normal rules.

**Disaster!:** When the Thunderbarge is destroyed it scatters 3D6" in a random direction and then crashes to the ground. Any model under is final position suffers a Strength 8 hit.

# DOOM ENGINE

When the forces of Chaos launch a major invasion they often build crude siege towers or entreat daemonic aid for more potent engines of war. The smoke-spewing machineries built by Hothgar, the renegade Chaos Dwarf Sorcerer of the Forge, however, are prized beyond all others. These vast war towers are self-propelled, powered by steam and, some say, daemonic pacts. With nigh-impenetrable iron plating, these Doom Engines grind over armies, bastions, and castles alike. They will reach their destination and there disgorge a legion of troops. Luckily such ironclad monstrosities are rarely seen, although none know Hothgar's whereabouts or who might be hiring his services.

*The destruction of the walled town of Kurskinstadt and the utter collapse of the Skaven lair-nest of Gribblehook are attributed to the clanking, grinding, and pulverising war towers built by Hothgar. It is rumoured that the renegade Chaos Dwarf has once again been embraced by the powers within Zharr Naggrund.*

**Siege Tower:** The Doom Engine is essentially a mobile building, and is treated as a building for all rules purposes except where modified below. This means that units can enter the Doom Engine as if it were a building, or assault it as if it were a building, and so on. It can be destroyed using the rules on page 399, and has Toughness 8 and 20 Wounds.

**Movement:** If the Doom Engine is occupied by a unit, then it can move in the Remaining Moves sub phase. Pivot the Doom Engine to face in any direction, and then move it straight forward 2D6". Should this bring the Doom Engine into contact with a unit or terrain feature, then it will stop. The Doom Engine may not move in the same turn it is occupied, and a unit inside may not exit in the same turn that the Doom Engine moves.

**The Grinder:** Should the Doom Engine move into contact with a unit (friend or foe), it will inflict 2D6 S6 hits. The unit that has been attacked is then moved 1" directly away from the Doom Engine, so that it is no longer in contact with it. Obstacles moved into by the Doom Engine will be destroyed and are removed from play. Other terrain features stop the Doom Engine from moving, but have no other effect.

**Assault Ramp:** If the Doom Engine moves into contact with another building, then the unit inside the Doom Engine can assault the building. At the end of the assault, the Doom Engine must back away 1" from the building that was attacked.

# GAMES MASTERS

**One of the best ways to introduce new rules or a bespoke scenario into a game is with the help of a games master. A games master (or GM for short) is an optional organiser and the rules judge who presides over and runs a particular battle. The GM helps the players by setting up the scenario and interpreting – or even making up – the rules as needed.**

Games masters offer fantastic opportunities for Warhammer players to vary their games. GMs are a neutral party who can coordinate any number of entertaining gaming options – such as truly 'hidden' set-up or ambush possibilities. Just like real commanders, the players won't know where their enemy is (or in some cases, *what* their enemy is). Imagine a battle interrupted by a monster, disturbed by fighting too close to its lair, or the sudden realisation that the ruined altars atop the hills still contain great power. Having a games master can really put the players into the shoes of a 'real' Warhammer army general and offers great scope for creating Warhammer battlefields where nothing can be taken for granted. Hidden objectives, secret agendas amongst players, or competitive rivalries between allies are all scenario rules best coordinated by a GM.

A games master is not to be confused with a tournament umpire, who is there to act more as rules policeman and dispute settler. Being a games master should be more about fairly enacting good ideas from the players ("can my fireball light set the woods ablaze?") than double-checking whether a unit has the correct angle to charge an opponent (although invariably most GMs will get asked to do this as well). Being a GM is really more about setting up the game and then applying common sense, dice rolls on secret charts and making up new rules on the spot.

If you are interested in coming up with new scenario ideas, rules twists or ideas for new creature types then try making up a game for your gaming group. It is a good idea to stick to armies you or your friends have, and add a few creative touches such as a new terrain feature, scenario special rules or a specially created monster. Even rigid, by-the-book players are more comfortable adding a few new rules mechanics or monsters – such as a mammoth-sized war-spider with a howdah full of angry Forest Goblins – when the game is presided over by a GM. This has a way of ensuring balance, as the game isn't just dominated by one player over-eager to try out his new modelling project. The key to being a great GM is to remain fair and impartial while at the same time ensuring all the players have a fantastic time.

### *Keeping a Hand In*

*Just because you are a GM doesn't mean that you can't get involved in the battle and roll some dice! The scenario might offer a neutral force to control, some third party faction or even a monster that emerges from its lair.*

### *Everyone Give it a Try*

*Some gaming groups use a revolving system, so that everyone gets a chance to both play and GM a game. In fact, there is often some friendly competition to see who can run the best and most exciting game.*

*Large games featuring scratch-built models are ideal battles for a games master to run. Here Jervis acts as a GM for a battle between Mat and Graham.*

# CLASH ON THE WILD HEATH

**This battle report shows a games-mastered scenario with four players. It features hidden objectives, special rules and other surprises.**

*A battle report is a detailed, blow-by-blow account of a particular game. They give you a real sense of the ebb and flow of the battle and are great for picking up tactical hints. White Dwarf – Games Workshop's monthly magazine – features regular Warhammer battle reports in its pages.*

**Jeremy:** The best way to see the appeal of a narrative battle is to play in one yourself. The next best thing (a distant second) is to read an example. So we decided to write up of one of the games that we played in the Studio during the writing of this book.

Jervis suggested we 'show off' a games-mastered scenario to give readers insight into how such battles work. As we all discussed possibilities of what such a game could be, Mat Ward said that he'd like to field Wood Elves, and Studio editors Graham and Andrew chipped in by suggesting we use the Allies rules. The next step was to sort out a scenario – the narrative of the battle. I volunteered to be the games master, as I had thought of an interesting objective-based game with a few entertaining twists. I gave the players a story to set the scene (on the right), an outline of the scenario and then asked them to make a 2,000-point army list so we could start.

*When Morrslieb was at its fullest and shone down its sickly light, the night sky blazed with comets that left green trails of fire in their wake. Many eyes tracked the plummeting meteors.*

*In the meadows and mystically cleared rings of Athel Loren the Elves marked the comets with trepidation. Nothing wholesome ever came from such portentous occurrences. If the path of descent had not been near the borders of their forest, the Elves would surely have left the comets well enough alone. When the whole of Athel Loren shuddered from the resounding impacts of the multiple landings, the Elves knew they must act swiftly to remove the meteors before they stained the lands. The mightiest of warping agents, the pure lumps of Chaotic energy would quickly corrupt the natural world and attract all manner of evil creatures. Already the mutating effects assailed the consciousness of the forest and Athel Loren recoiled against the power of the fallen debris.*

*The Bretonnians near Athel Loren noted the luminous meteorites landing near the Wild Heath. There were legends that the strange rocks from the heavens were made of a metal that could turn even the surest of lance strikes. Lord Jonson le Grande vowed the comets would not fall into evil hands, or, even worse, his rapscallion neighbour, the Duke of Parravon.*

*Other, more sinister eyes were also watching. Using an array of optic-enhancers, the beady-eyed Skaven spied the falling comets from their nest-lairs atop the Grey Mountains. Surely this was warpstone, thought famously greedy Grey Seer Skrikus. Yet he was not alone. Kutt-quik Spiketail, a notorious mastermind and Warlord of the Ghank clan, also saw the comets and wished them for his own.*

*Many armies set forth and the race to claim the meteorites was on…*

*To 'set the scene' for the upcoming battle this is the story that games master Jeremy Vetock gave to the four players. Of course it isn't necessary to add this kind of detail to a game, but setting out even a little context for a battle helps everyone get into the character of the game and often inspires the scenario special rules and maybe even each player's army selection.*

*There are five warpstone meteors buried in furrowed impact sites scattered across the battlefield. This scenario is a battle between two sides to seize the highly coveted meteors before the other side can. The winning side will be the one that controls the most meteors at the end of the battle.*

*To make matters more difficult, the commanders each have their own unique hidden objective. And they don't know that the warpstone meteors can have a dangerous effect on troops that control them, and might even have an ill effect upon the nearby forest itself…*

*Is that meteor glowing?*

*As the ratmen hoped, the fallen debris is pure warpstone. Any unit controlling a meteor at the start of its turn must make a Leadership test. If passed, the unit acts as normal. If failed, the magical substance causes something unusual to happen – roll a D6:*

**1. Very Confused.** *The unit immediately makes a full move away from the meteor. It cannot move, shoot, or cast spells for the remainder of the turn. If the unit is already in combat its members do not fight back, but will take Break tests as normal.*

**2. Duh!** *Until its next turn the unit acts as if it has failed a Stupidity test. If in combat, the unit is treated as having Weapon Skill 1.*

**3. Slathering Bloodlust.** *The unit is now subject to Frenzy. If the unit is already subject to Frenzy, it adds +1 Attack. If a unit loses its Frenzy, then it will also lose its additional bonuses.*

**4. Bursting with Energy.** *Energies course through the unit, causing several members to fall writhing as their hearts stop. The unit takes D6 Strength 3 hits and gains +1 Strength for the rest of the game.*

**5. Heightened Anticipation.** *The unit gains a sudden precognitive ability. As long as the unit controls the meteor, no opponent gains any charging bonuses whatsoever against it.*

**6. Surging Power.** *The unbridled Chaos energy grants great powers, but at a cost. The unit suffers D6+2 Strength 4 hits with no saves allowed. Roll once to see what mutating effect it had on the surviving members (this will last the duration of the battle):*

| | |
|---|---|
| *1-2* | *+1 Strength* |
| *3-4* | *+1 Toughness* |
| *5-6* | *4+ Scaly Skin* |

**THE SCENARIO: Along with the story giving some background to the battle, Jeremy the games master told each player the victory conditions and provided some secret deployment options. He then allowed them to look at the battlefield set-up before choosing their deployment option (but players could not confer with their ally).**

## THE ARMIES

This battle pits an alliance (of sorts) between two Skaven armies, one commanded by Graham Davey (Warlord Kutt-quik) and one by Andrew Kenrick (Grey Seer Skrikus) against Wood Elves commanded by Mat Ward (Lord Valerin) allied with a Bretonnian army wielded by Jervis Johnson (Lord Jonson le Grande).

## THE BATTLEFIELD

I set up the battlefield to represent the Wild Heath – rough grasslands that border the forest of Athel Loren. One long table edge was lined with the edge of that great forest. I placed five objectives to represent the fallen meteorites (see below). A large Bretonnian keep, a few huts along a roadway and a giant mutated tree completed the battlefield.

## DEPLOYMENT

I decided that the forest table edge was the deployment zone for the Wood Elf and Bretonnian players and the opposite table edge was the Skaven's. I asked each player to secretly choose one of the following deployment options and let me know.

**Forced March:** By marching day and night the army is pushed so its forward elements will arrive upon the battlefield very quickly. The player gets to deploy up to 12" in from his table edge, but only with half of his army (by number of units, rounded up). Remaining units will enter play on a roll of 3+ at the start of each following turn, entering on any friendly deployment edge using the rules for reinforcements.

**March:** The army advances as a whole, but maintains regular speed. The entire army can enter play from anywhere along its deployment board edge at the start of Turn 2. Units that enter play in this manner do so using the rules for reinforcements.

**Flank Attack:** The player can move up to half of his army onto the table anywhere along the table edge of his deployment zone at the start of Turn 2. At the start of each subsequent turn roll for each remaining unit. On a score of 3+ the unit can come in from either their own table edge or either flanking edge. Units entering play in this manner use the rules for reinforcements.

## FIRST TURN

If only one side uses Forced March, they can decide who receives the first turn. If both sides have used Forced March, the players roll-off. The winner will decide who deploys their entire army first, keeping in mind that that side will then also receive first turn.

## GAME LENGTH

The battle will last for eight turns or until we run out of time.

## VICTORY CONDITIONS

The allied side that controls the most meteors (see below) at the battle's end can claim victory.

## SPECIAL RULES

**Controlling a meteor:** A meteor is controlled by the nearest unit within 12" (not counting fleeing units). A unit can control more than one meteor at a time. Units that control a meteor at the start of their player turn must take an Is That Meteor Glowing? test (see far left).

*Even without any twists added by the games master, the scenario is an interesting one, with allied armies racing to control the fallen meteorites.*

# THE SECRET BITS ARE EXPLAINED...

**Jeremy:** I wanted each player to have their own secret objective, something that was in the character of their army. Here you can read everyone's secret objective, although, clearly, each player only saw (or knew about) his own. Players were instructed not to tell their allies about their secret objectives.

## THE POWER OF THE FOREST

**Wood Elves**. The tree-spirits have sent word that two enemy armies and an ally will reach the meteors at about the same time as your own force. Your Spellweaver quickly channels the illusionary powers of nearby Athel Loren, the spell works as follows:

**The Power of Illusion:** Secretly draw on a map the position of a 'hidden' meteor (more than 6" from other meteorites and at least 12" from your own table edge). It will automatically appear at the end of the game or immediately, if your Spellweaver dies.

This means the other players will not know of this meteor. You should be able to divert troops to a relatively unchallenged part of the battlefield, where they might not draw the violent attentions of the Skaven. You cannot tell your Bretonnian ally – let them fight desperately, while you are safe in the knowledge that you already have one of the precious commodities wrapped up. It isn't that you don't entirely trust or care about the humans. Well… it probably is.

## A MATTER OF HONOUR

**Bretonnians**. No other Bretonnians have arrived to stake a claim, but a force of Wood Elves can be seen emerging from Athel Loren. Perhaps they will aid your cause? The bad news is that several armies of ratmen are also scurrying to seize your prize. However, something far more important than mere rocks from the sky has arisen. A small keep has been erected on the Wild Heath, although its occupants have abandoned it. This land is yours, so who would be so impetuous as to encroach upon your entitlement? It could only be that scoundrel, the Duke of Parravon. The dog! It is an affront of the highest order! Wars have been fought over less.

Regardless of the meteors, the battle will be disappointing to the Bretonnians if they cannot claim possession of the keep. If the building is not in your control at the end of the game, then your personal level of victory goes down a level – i.e. a victory equals a draw, a draw a defeat, a defeat an embarrassment, and so on. Compared to honour, the meteors are secondary.

## A PLAN WITHIN A PLAN

**Clan Ghank**. Enough warpstone has ploughed into the Wild Heath to pay off your enormous debt to Clan Skryre and still leave you the richest Skaven in the Grey Mountains. That's the good part. The bad part is that other armies are vying for the meteors too. A force of cursed man-things is approaching, and the hated elf-things are coming out of their woods. To complicate matters further, you have an ally, of sorts. It is Skrikus, the Grey Seer. He is not to be trusted as far as you can throw him (in fact, far less than that!). You know Skrikus will aid Clan Ghank only so long as it ultimately ends up with him holding ALL the warpstone! It is not enough for your side to win (by claiming more objectives) but your army must also claim more meteors than the forces of Grey Seer Skrikus or your personal level of victory will drop a level. Perhaps a few delays will slow down Skrikus and aid your cause?

**How Did That Get There?:** Secretly choose D3 units from the Grey Seer's army (tell the GM) and those units will arrive to battle a turn late due to pitfalls and tunnel collapses.

**The Secret Below the Earth**: There is something that the foe, or even wily Skrikus, doesn't know. Your Clan Skryre warpstone detecting instruments inform you that, deep under the man-thing's structure, is another lode still buried from a meteor strike in ages past. Whichever side controls the keep can claim an additional objective. The warpstone has no ill-effects upon the controlling unit, as it is too far underground to cause any harm.

## BIG TROUBLES FOR THE GREY SEER

**The Army of Grey Seer Skrikus**. How you crave warpstone! But wait-wait, you are not alone. First off, that rebellious Warlord Kutt-quik and his Clan Ghank are bound to have seen the falling meteors. And surely the man-things and elf-things will notice? There is bound to be trouble. You have gathered your forces out of Festerspike and set off immediately. Using all your supply of warpstone (there will be more soon!) you have cast a mighty spell:

**The Spell of Deception:** One of the warpstone meteors is NOT real, but it is an illusion that will look, smell and act exactly as per the real thing. You can choose which of the objectives is not real and must secretly tell the games master. Should the Grey Seer die during the course of the battle, the objective will immediately fade and disappear.

**By Order of the Council of Thirteen:** By name-dropping that your mission is under the personal decree of the Council of Thirteen you can, as Grey Seers are wont to do, claim nearly anything for your own. In game terms this means that if any of your units are within 6" of one of the Warlord's units that is controlling a meteor, you may usurp it on a D6 roll of 3+. This is done at the very end of the player turn. Simply announce you claim this warpstone by 'Order of the Council . You are, after all, the Council's most loyal servant. The unit usurping the objective does not have to make an Is That Meteor Glowing? test until the start of their next player turn.

*Jervis and Mat are a formidable team.*

*Graham and Andrew play Skaven and therefore don't trust each other!*

*Before the battle began we declared the keep would be treated as two distinct 'buildings' – the courtyard (including the gatehouse), and the tower. We thought that attacking the keep (with its battlements and arrow loops) should be a little tougher than attacking one of the Bretonnian huts. In the end we used Jervis' suggestion that the keep could 'Stand and Shoot', inflicting D6 Strength 3 hits, representing thrown rocks, bowfire and the like.*

## HOW THEY DEPLOYED

Each player's deployment and their battle plans are as follows:

The Wood Elves chose to March to battle.

**Lord Valerin:** My elite army is small and I don't want to arrive piecemeal or sustain early casualties from Warplock Jezzail fire. With this in mind I chose the deployment option for my entire army to arrive at the start of Turn 2. I plan to advance in the centre as I know there are not one, but two meteors there.

The Bretonnians Forced Marched to battle.

**Lord Jonson:** I am worried about securing the keep. That's going to be a tough fight and I don't have that many infantry regiments to occupy the building. Therefore I want to deploy quickly, so my troops beat the speedy Skaven into the keep. That way I can wear their numbers down by standing and shooting and it will be easier than me trying to expel them! I deployed infantry first – the cavalry can arrive later to save the day!

The Grey Seer-led army Forced Marched.

**Grey Seer Skrikus:** I anticipate a double-cross from my 'ally', so I chose to do a Forced March. With half of my army deployed from Turn 1, I have a good chance of beating my rival, Warlord Kutt-quik, to the warpstone.

The Warlord-led Skaven army used Flank Attack.

**Warlord Kutt-quik:** Flank Attack is cunning – I'm hoping my ally turns up to the battle first to blunt the enemy and (hopefully) take lots of casualties. I can arrive later, with a devastating flanking manoeuvre, to 'win the day' and claim the warpstone for myself. Flanking on the side near the castle will also let me go for my secret objective. I am a rat-genius.

## THE STAGE IS SET

And so four armies descended upon the battlefield, each seeking to claim the meteors. The players had their own objectives and some, despite all the secrecy, suspected their allies were up to something.

*Five warpstone meteors were apparent to all the players, however, thanks to Grey Seer Skrikus' spell, meteor number 4 was an illusion – but only Andrew and the GM knew this! In addition Kutt-quik knew there was more warpstone beneath the keep, and the Wood Elves had hidden a meteor, invisible in the fenced field.*

*Elven Waystones.*

## OPENING MOVES

Because of the large table size (I set up a 10' by 4' board so there would be lots of manoeuvring) and the gradual arrival of troops, the opening turns were quick, but really set the stage for later. Jervis deployed and went first, sending Peasant Bowmen and Men-at-Arms towards the keep, and Mounted Squires to harass the large blocks of oncoming Skaven and Giant Rats. It was Skaven Turn 1 when the players realised that the meteors might prove problematic! A unit of Skavenslaves had claimed the meteor on their far left flank, but failed their Leadership test for the Is That Meteor Glowing? rule. The Skavenslaves became woozy and wandered backward so they no longer claimed the prize! More fortuitously, the unit of Giant Rats that claimed the downed comet outside the keep failed their test and gained Frenzy. The highlight of the turn was Grey Seer Skrikus casting *Scorch* to slay two Mounted Squires, causing them to Panic. Run-run, man-things!

## THE POWER OF WARPSTONE

Turn 2 opened with Jervis rolling successfully for everyone to arrive save for his Knights of the Realm and Pegasus Knights (two of his best units!). The newcomers entered the battlefield just as the fleeing Mounted Squires rode off it. On the plus side, Jervis advanced a unit of Peasant Bowmen into the tower and his Men-at-Arms into the keep's courtyard. Mat deployed the Wood Elves and it was clear that, with Jervis concentrating on the keep and the limited numbers of the Elves, the good alliance was stretched thin. Only ten Wardancers guarded the right flank, where two of the meteors lay. In the Shooting phase a few arrows fell amongst the Skaven, including two that damaged the Screaming Bell. The frenzied Giant Rats failed another test and rolled the same result, meaning they now had Frenzy with an extra +1 Attack. They charged the Men-at-arms in the courtyard and easily drove them out. The frothing super-rats now occupied the courtyard themselves!

*As Graham (Kutt-quik) deployed half of his forces at the start of Turn 2, Andrew (Grey Seer Skrikus) sarcastically said: "It's safe for the Warlord to come on now" which sparked Graham to reply "Well MY plan is working – they're shooting everything at you!" Regardless of the feuding, the Skaven were looking formidable, even with half of Graham's force yet to deploy on the battleline.*

*Mat Ward was wary of the mutated tree. He asked GM Jeremy several times if it was alive and was only answered that "it certainly does appear strange and mutated." His fears would be confirmed in the next turn!*

*Frenzied (twice) by the meteors, the Giant Rats proved to be deadly little killing machines!*

## JOCKEYING FOR POSITION

Turn 3 began with the impressive unit of Knights of the Realm, led by Lord Jonson himself, entering play along with the Pegasus Knights. The Knights of the Realm advanced just outside of charge range of the horde pushing the Screaming Bell. The Men-at-arms rallied, while the five Grail Knights charged into the Plague Monks that had moved to support the meteor-addled Skavenslaves on the far side of the keep.

Mat's Glade Guard failed their Is That Meteor Glowing? test and went Stupid, meaning the Screaming Bell could advance without being peppered by bowfire. The Wood Elf Spellweaver left the Eternal Guard and used *Transformation of Kadon* to turn into a Hydra. The monster's breath weapon slew several of the Gutter Runners. The Grail Knights' charge slew many Plague Monks for the loss of only a single Knight, but the pox-ridden ratmen had so many ranks they remained Steadfast, refusing to break. In the Skaven turn the frenzied Giant Rats, still 20 strong along with two Packmasters, charged across the battlements at the Peasant Bowmen. Although they took some casualties from the Stand and Shoot reaction, the 10 frenzied Giant Rats that fought in the keep still generated an impressive 30 attacks between them! Not surprisingly, the Bowmen were slain. Menacingly, a Doomwheel arrived behind the Grail Knights, blasting one of the Bretonnians with its rat-generated warp lightning.

## THE RATS BEGIN TO RULE

To start Turn 4, Mat's Glade Guard failed a test again, the baleful meteor now making the Wood Elf archers frenzied. Hoping to break the Plague Monks, Jervis charged his Pegasus Cavalry to the aid of the embattled Grail Knights. The foul-smelling Clan Pestilens Monks held again and even slew another Grail Knight. The Wardancers charged the Clanrats on the Skaven right flank, inflicting seven casualties, but sustaining five themselves on the spears of the ratmen. The Men-at-arms who had recently reoccupied the keep's courtyard were again brutalised by the ferocious Giant Rats. This time, however, the Men-at-arms did not flee. Perhaps most worrisome of all, the mutated tree came to life. With a horrific roar great tendrils erupted out of the trunk to attack all units within 12" – putting a wound on the smaller, non-mutated Treeman. The lone high point for the forces of good was Mat's Wild Riders smashing through the Rat Swarms and causing the Globadiers to scamper off the tabletop.

In the Skaven turn the Night Runners charged and scored a wound on the Treeman, the Doomwheel crashed into the Pegasus Knights and destroyed them utterly. Even Graham's two failed Meteor tests had positive results for the Skaven – both the Skavenslaves and the Rat Ogres gained +1 Toughness due to meteor-caused mutations. The frenzied Wood Elf archers dispatched Andrew's second unit of Giant Rats (not the mutated ones in the keep!).

*Even when the superior martial skill of the Bretonnian Knights prevailed, they could not seem to break the large units of Skaven.*

*At the end of Turn 5 the giant mutated tree tore up its own roots and began to move down into the plains below the forest. Its tendrils slew half a dozen Skaven, but more ominously it threatened to drive the ratmen off one or even two of the (otherwise uncontested) objectives.*

## IT GETS WORSE IN TURN 5

Realising that his few remaining Grail Knights would most likely be slain soon, Jervis wheeled his enormous wedge of Knights of the Realm around the keep. If he was going to have any chance to claim the keep he would have to destroy the many Skaven units that had emerged on that flank. The desperate Men-at-arms charged the Giant Rats in the tower, hoping to wear their numbers down. The Glade Guard charged the Grey Seer's unit and the Wild Riders successfully charged the Clanrats in the centre of the battlefield.

To everyone's disbelief, the Night Runners slew the Treeman. This was quickly followed by the Grey Seer's unit massacring the frenzied Glade Guard and the Clanrats on the right flank finishing off the Wardancers. As expected, the last of the Grail Knights fell to the Plague Monks. In the keep the Men-at-arms were beaten and forced to retreat back into the courtyard. The Giant Rats were down to just nine vermin and a single Packmaster, but the Men-at-arms were down to just eleven models and the Bretonnian Damsel (who had taken a wound!). Those battle-crazed vermin had won five combats in a row! Only the Wild Riders fared well, dishing out nine casualties, but still failing to break the Clanrats in the centre.

Skaven players Graham and Andrew had been chortling with glee as everything went their way, but in Skaven Turn 5 the luck started to turn. The random movement of the Doomwheel fell less than half an inch short of the Knights of the Realm. Next Grey Seer Skrikus' *Scorch* spell wounded seven of the Knights, but they all made their armour saves! Then the Warpfire Thrower opened up, melting 11 Eternal Guard in an agonising and gruesome fashion, which cheered the ratmen right up again. The Screaming Bell ran down (and over) a unit of Peasant Bowmen and the Giant Rats in the keep scored seven kills against the Men-at-Arms causing well-mannered Jervis to curse "Oh dingbats", which made everyone laugh!

**Objectives at the end of Turn 5**

**Skaven** – Holding 4 objectives and contesting the hidden one in the keep.

**Bretonnia** – Contesting the keep.

**Wood Elves** – Holding 1 hidden objective and 1 objective that isn't real (but they think it is).

*The Wood Elf Spellweaver uses the* Transformation of Kadon *spell to morph into a Great Fire Dragon.*

*The Skaven players are too busy gloating to listen to Alan's wise tactical advice!*

*Graham (Warlord Kutt-quik) coveted the keep so greatly he often pawed at it between game turns.*

## DESPERATE MEASURES

Refusing to lose hope, Jervis and Mat launched a desperate flurry of attacks. The Knights of the Realm, headed up by Lord Jonson himself, charged the Doomwheel. The depleted Men-at-arms charged the Giant Rats and Mat's Eternal Guard and Spellweaver charged the Clanrats with the Screaming Bell. If the forces of good were going to turn the battle around, now was the time to do it. The Magic phase helped as Jervis cast *Regrowth* on the Men-at-arms and the power of the Lore of Life added five more Men-at-Arms to the unit. Perhaps now they could finally best the Giant Rats. Mat's Spellweaver cast *Transformation of Kadon,* albeit the bigger version. Fistfuls of dice were rolled, with a total score of 24 to cast versus 22 to dispel – and so Mat substituted his Spellweaver with a fire-breathing Dragon!

There were a lot of combats to work out this turn. The Wild Riders broke the Clanrats and rode them down, causing a nearby Warpfire Thrower to flee as well. The frenzied Giant Rats in the keep scored a gut-wrenching nine wounds on the Men-at-arms, but Jervis, notoriously unlucky with dice, made six regeneration saves (thanks to the *Earthblood* spell). In the end the combat was a draw, but the Men-at-arms had a musician, while (naturally) the Giant Rats did not! So, finally, the ferocious Giant Rats were beaten and the wicked beasts were forced to flee the keep. The Knights of the Realm took several wounds from the rat-laden Doomwheel, but destroyed it, riding straight through and into the Plague Monks. Finally, it was time for the fight between the Dragon with the Eternal Guard versus the Skaven and their Screaming Bell.

## DRAGON RAMPAGE

This clash of titans was bloody and exciting. We lost count of how many would-be death-blows were parried by odds-defying ward saves on both sides. 12 Clanrats fell, as did 9 Eternal Guard. The Screaming Bell made so many of its unmodifiable saves that the shouting brought onlookers over to see what the ruckus was about. After surviving impact hits, Dragon's breath, Mat's General (Lord Valerin), and Battle Standard Bearer, the final Stomp attacks of the Dragon did one wound too many for Andrew to save – the bell splintered to the ground in ruin. Grey Seer Skrikus should have died too, but, calling on the Great Horned Rat, Andrew proceeded to make enough outrageous saves to leave Skrikus alive, clinging improbably to his last wound. Though beaten and their Bell destroyed, the Clanrats did not break.

# BLOODBATH AT VOLGANOF

## THE DEFIANCE OF OSTLAND

The men of the Empire streamed out of the gates, forming up beneath their many banners. Overhead, the guns of Volganof boomed, blazing bright in the gloom. The Grandmarshal Oleg von Raukov himself led the charge, fighting at the head of his bodyguard, the Stalwart Bulls. The ground soon ran red.

*The Reiksguard are led by three of the mightiest heroes of the Empire, the Reiksmarshal, Kurt Helborg; the Emperor's Champion, Ludwig Schwarzhelm; and the Elector Count of Ostland, Valmir von Raukov.*

*Kargharak the Bloodthirster crashes into the Bechafen Halberdiers in a clash that gave hope to the defenders of Volganof.*

*Volgar's Shadowmen harry the foe with bowfire.*

*Riding north along the Gloomroad, the Reiksguard arrived late to the battle.*

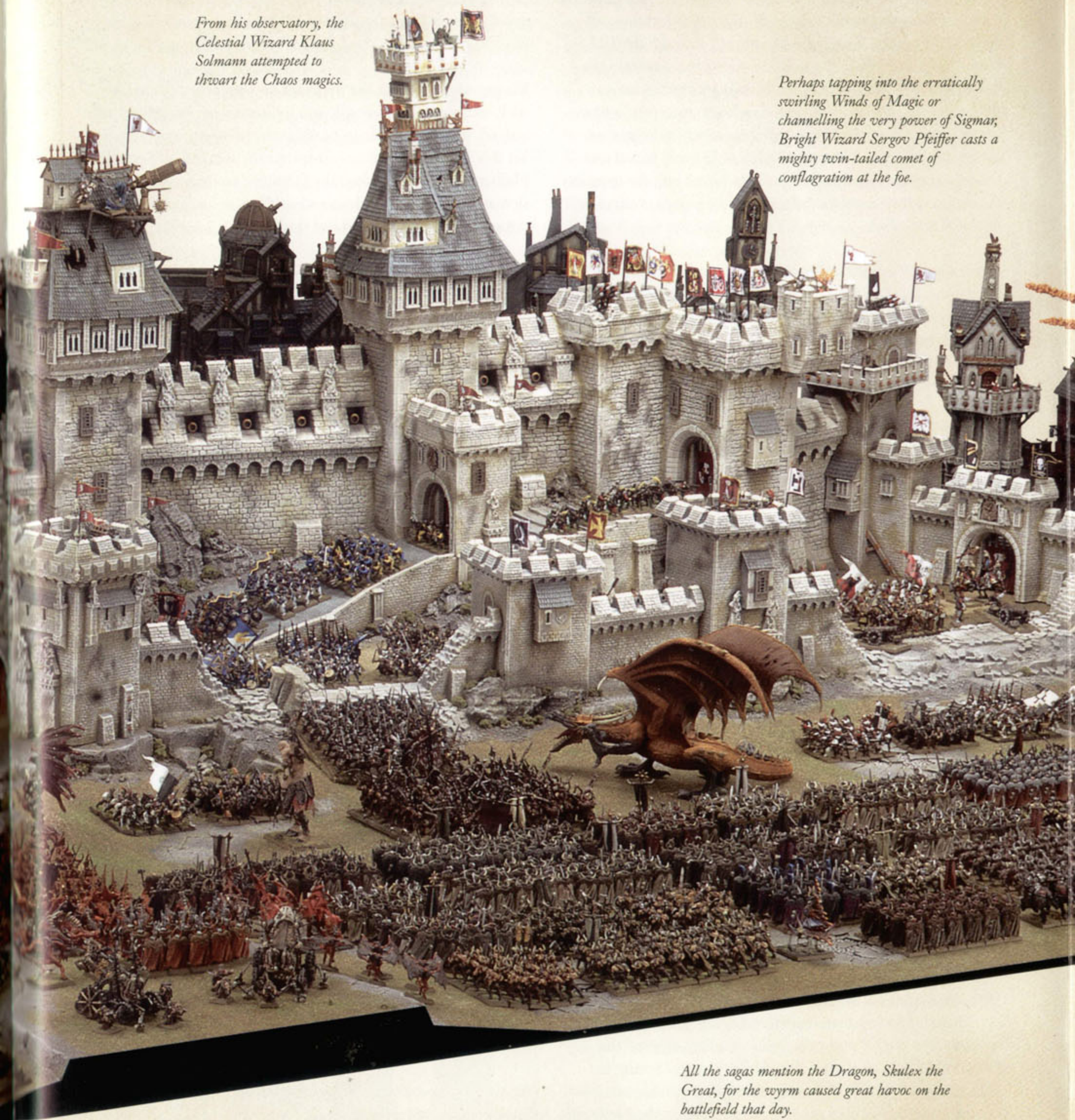
*The warriors of the Fell Legion and Grogg the two-headed Giant followed hot on the heels of the attacking Daemonhost.*

*When the warherd of Ul-Ruk the Red burst forth from the Forest of Shadows, the tide of attackers once again reached the city walls.*

*From the battlements, towers, turrets, and rooftops, the men of the Empire fired volley after volley of bullets, bolts, rockets and cannonballs at the foe.*

*From his observatory, the Celestial Wizard Klaus Solmann attempted to thwart the Chaos magics.*

*Perhaps tapping into the erratically swirling Winds of Magic or channelling the very power of Sigmar, Bright Wizard Sergov Pfeiffer casts a mighty twin-tailed comet of conflagration at the foe.*



*When the Daemonhost of Kargharak entered the fray they drove the defenders back, step-by-step, towards the broken walls of their city.*

*All the sagas mention the Dragon, Skulex the Great, for the wyrm caused great havoc on the battlefield that day.*

*The Chaos invaders reached the walls and then, like the receding tide, were pushed back. Yet time and again, the surging Chaos attack threatened anew to push fully into the breached walls of Volganof.*

*The gap in the southern wall of Volganof was the site of the climactic clash between the Crimson Reapers and the Stalwart Bulls.*

*Clad in iron, the Doom Towers shrug off cannonballs and lurch towards the battered walls of Volganof.*

*The Stalwart Bulls sally out of the breached wall, followed by soldiers of both Ostland and Middenheim.*

*Zakhar, Master of the Coven of the Eternal Eye, cast a spell that caused great breaches in the walls of the city of Volganof.*

## THE END IS NIGH

With victory being snatched from under their twitching noses, the Skaven tried to mount a comeback. Graham debated between turning his Warlord and still-untouched regiment of 50 Stormvermin to face the Knights of the Realm – who were bound to slice through the last few Plague Monks – or should he risk all by charging the Men-at-arms in the keep? With greedy thoughts of warpstone, Graham decided on the keep. Grey Seer Skrikus, restored to health by a Skalm potion, dispelled the *Transformation of Kadon* – the Dragon was again a Spellweaver.

Kutt-quik and his Stormvermin slew the Damsel and killed all but two of the Men-at-arms, but units are Steadfast in a building and Jervis made his Leadership test. The massive unit of Skaven was denied the entry into the keep they had been counting on. As expected, the charging Knights of the Realm slaughtered the Plague Monks, before the great unit of Knights slammed full tilt into the flank of the Stormvermin. Graham would have little chance of winning that fight.

Although the Dragon was gone, Lord Valerin was enough to tip the balance in the Eternal Guard's favour. Grey Seer Skrikus and his remaining Clanrats ran away, barely escaping. To add insult to injury, the mutated tree slaughtered a unit of Clanrats on the far flank, causing a unit of Skavenslaves to flee the field as well, leaving behind an uncontested meteor.

## THE FIELD IS OURS!

In the final turns the Skaven had to be satisfied with some parting shots from the Warplock Jezzails and the Warp Lightning Cannon. In the end, the Men-at-arms (both of them!) held the keep and Lord Jonson's Knights of the Realm held another meteor. Mat, down to less than ten Eternal Guard and five Wild Riders, managed to hold his hidden objective. The Wood Elves would have had another, but it mysteriously disappeared when Grey Seer Skrikus fled off the tabletop! In the end, the Skaven held two objectives – a Rat Ogre and Packmaster held the meteor just outside of the keep and the Jezzails moved to claim the warpstone at the foot of the hulking monstrosity from the forest.

**Objectives at the end of Turn 8**

**Skaven** – Hold 2 objectives.

**Bretonnia** – Hold 2 objectives and Lord Jonson has the keep.

**Wood Elves** – Hold 1 objective.

**Victory for the Forces of Order!**

# PLAYERS' PERSPECTIVES ON THE BATTLE

**Graham Davey:** Part one of the plan went well – Andy's forces did the dirty work early. His Giant Rats were particularly effective at clearing out the castle, ready for my arrival. Unfortunately, I failed to kill the last two of the castle's defenders, and they refused to budge, leaving me stuck outside... and what's that noise? The thunder of charging hooves? Oops! Perhaps my favourite part of the battle was forcing Andy to write me an IOU (promising to hand over some warpstone and breeding rights) before agreeing to use my Doomwheel to help out his Plague Monks.

**Jervis Johnson:** I've been playing Warhammer for years, but I never grow tired of it as every game tells a story. For a start Jeremy came up with a great scenario, but this was only the start – the rest came out of our actual play, creating a narrative we will all remember. It was great to win, but I cherish the highlights: the self-sacrifice of the Damsel in the castle, the just-in-time charge of the knights, the transformation of the Spellweaver into a Dragon! All these things meant that our game was a memorable battle, and an unforgettable story.

**Andy Kenrick:** As the wise and venerable leader, it falls to me, in this hour of defeat, to say: it was all Graham's fault! He blew it! The 'mighty' Warlord couldn't manage to take a castle from a couple of man-things, even with help from my super-frenzied rats. Other acts of incompetence include refusing to help my Plague Monks until I handed over breeding rights, and getting my bell eaten by the Dragon. OK, I don't know how he's responsible for that last one, but I'm sure he is. Luckily I survived the battle, to report on his dismal failure to the Lords of Decay.

**Mat Ward:** That was definitely a struggle – those accursed vermin could seemingly do no wrong. Though my Elves didn't really pull their weight across the battleline (dumb Treeman!) when they did hit their stride, they weren't anything less than mighty – I'll not forget my frenzied Glade Guard in a hurry. Fortunately, in the end, even a propensity for passing ridiculous numbers of ward saves couldn't save the Skaven from my shape-changing pixie-creature. Screaming Bell versus Great Fire Dragon – who will win? Never a contest, thankfully.

**Jeremy:** *You never know how the 'random factors' you add to a scenario will work out, but watching everything unfold is enjoyable. Even though I didn't directly play, I had a blast. The keep turned out to be pivotal – had those Stormvermin got in, I don't think they would ever have been driven out! The mutated tree, perhaps the twisted and evil Tree Lord Coeddil from the Wood Elf book, really came as a wild card. It got the players' attention as it 'lurched' to life and randomly moved across the board. The best part for me was the camaraderie – the chance to game with a group of friends, laughing at mishaps, Skaven mistrust and the inevitable ups and downs of a good Warhammer battle.*

# LINKED BATTLES

**Battles are rarely isolated events, but instead climactic confrontations fought as part of a wider conflict. By using linked battles it is possible to string a few evening's worth of games into an ongoing and interconnected event straight from the annals of Warhammer history.**

The idea of linking games together so that the outcome of one battle has a knock-on effect to another makes for great tactical and storytelling battles. Such linked games will force commanders to rethink strategies and consider the big picture of their ongoing battles. It becomes possible to 'lose a battle, but win the war' by keeping the ultimate victory in mind. The games become a natural story arc, with the tale continuing across multiple battles. Before long you'll have great grudges, vows of redemption, and the sense of really building up the character and personality of your heroes and regiments. In addition to exploring the narrative elements, it allows for an occasional change of pace, such as smaller or larger games, unusual scenarios or desperate last stands.

For example, two regular gaming opponents agree to play a linked battle. They decide the first game will be an ambush, with the Beastmen surprising a Bretonnian army en route to a larger battle. Any models that survive from either side can join the second battle – a pitched battle, with the survivors of game one arriving as reserves in the second turn. Such a simple link between the games is straightforward and easy to track. If a ten-model strong unit of Knights Errant takes four casualties during the course of game one, then in the following game, the Bretonnian player can add the unit of six surviving Knights Errant to his force list.

Although we've given a simple example, such a battle will present interesting and different tactical decisions. Typically tabletop commanders are rash when it comes to sending their minions to certain death, however a retreat in good order will start to make a lot of sense if your survivors can bolster your forces in the next battle. And that makes for a different, but enjoyable battle. Likewise, chasing down and destroying routing enemies becomes paramount, even if they will have little effect in the current battle. If they rally you will see them again in the next battle, so best destroy them while you have the chance!

There are endless possibilities to connect battles together. A clash of pickets can determine which army is out-scouted, a relief column can be delayed, or mercenaries can be recruited to your ranks. It is enjoyable to create your own linked battles as it allows you to devise an interesting angle that exploits traits of your favourite army. Picture a first scenario that features a Skaven force sneaking into an enemy camp to poison the food supply or assassinate the enemy general, or a sudden Dark Elf attack on a High Elf Watchtower – if they can silence it quickly enough, they can achieve a greater surprise in the ensuing battle. If greenskins capture a 'Stunty' baggage train in game one, then the Dwarfs will only have enough gunpowder for a single shot per unit or war machine in the next battle.

Extra points for the winner of the previous game, a deployment advantage, an opportunity to recruit a monster, set up the terrain or even choose the next scenario are all ideas you can try out. But ensure that they make the next battle more enjoyable, not less – both sides need to have a solid opportunity to win. If the odds are stacked too far in favour of one player, the game won't be much fun for either side.

### *Games Masters & Linked Games*

*Linked games provide even more opportunities when set up and run by a games master. A GM can add impromptu links and new rules as the battle rages. For instance, if a unit suffers grievous damage from an enemy but boldly holds on, the GM might grant the survivors the Hatred special rule against their foes for the next battle.*

# SOMETHING WICKED COMES TO HAGERSDORF

**The Skaven want to capture the town of Hagersdorf, to enslave (or possibly devour) the entirety of its population. The Empire forces naturally want to fend off the attack and salvage as much of their town as possible.**

## LIKE SHADOWS IN THE NIGHT

**This scenario sees the vanguard of the Skaven army slinking into the town of Hagersdorf to prepare the way for the larger army. If it all goes well, the town will be unable to defend itself against the ensuing onslaught of ratmen.**

### ARMIES

The Skaven player can take 1,000 points from his army list. He can ignore any restrictions on Core, Special, Rare, or even character models, however, as it is a stealth mission, only infantry can be selected. This means no Screaming Bells, Rat Ogres, weapon teams, and so on.

The Empire player can have five patrols (see overleaf), each composed of either infantry (up to 25 models) or cavalry (5 models). Command models, such as champions, standard bearers or musicians, can be taken. He can also have a single character, which can join any of the patrols. Empire reinforcements can join later (see special rules).

### BATTLEFIELD

The gaming table is set up on an 8' by 4' table with as many buildings as you can muster, set up to form streets. Place a suitable building (or marker) at the centre of the west and east table edge to represent gatehouses. A watchtower, guardhouse and wizard's tower should be placed anywhere on the table, but not within 24" of each other.

### DEPLOYMENT

The Empire player sets up first, placing all five of his patrols. Each patrol must be at least 12" away from any other. Next, the Skaven player sets up 6 sewer entrances (see the Scenario Special Rules). Lastly the Skaven player deploys his troops, either placing models within 6" of any table edge or touching a sewer opening.

### FIRST TURN

The Skaven get the first turn.

### GAME LENGTH

The battle will last for eight turns.

*These two linked scenarios represent a well-planned and sinister Skaven attack on an Empire town. There are multiple cause-and-effect linked rules that give both players opportunities to strategise – aiming to win the advantages they think will help their particular side most in the next battle.*

***Multiple Battles***

*This map is used for both of the battles in Hagersdorf. It is important to leave room for units to manoeuvre in some areas of the town, but not all.*

*There are a multitude of different knock-on effects between games one and two. It is possible to gain a points, deployment, or magic advantage in the second game. But which ones will the Skaven aim for, and which will the Empire player plan to defend most? And what opportunities will present themselves during the course of the battle?*

# SCENARIO SPECIAL RULES

### Controlling Buildings

For this scenario a unit controls a building if it is the closest unit within 6". Fleeing units cannot control a building. A unit occupying a building always counts as controlling it.

### Patrols

The Empire troops that start on the table are in the nightwatch. These soldiers ensure nothing from the wilds enters within the walls. The commanding player must map out the route of each patrol. This is the path the patrol will take unless attacked or the alarm is raised. An example route could be: move forward to the end of the street, about face, move back down the street. Or it could simply be a path that the patrol follows. The unit's facing, however, should be noted as it is important for raising the alarm.

### Raise the Alarm

Should a patrol be attacked and not break, their cries automatically Raise the Alarm throughout the city. If a patrol in combat breaks but is not run down they will Raise the Alarm in their next turn, before they roll to rally. Once the alarm is raised, the Empire player can control his patrols as normal and get reinforcements (see the special rule, below).

### Shadows and Stealth

It is night and the Skaven troops on this mission have been selected for their ability to move quietly without being detected. This means that until the alarm is raised, patrols cannot see units of Skaven until they are within 12" the ratmen are assumed to be just dark shadows. This means no shots or charges can be declared against units that are not 'seen'. Once the alarm is raised, however, the Shadows and Stealth rule is no longer used, as jumpy patrols will happily shoot or charge at anything, even shadows!

*Skaven Stormvermin*

### Reinforcements

Once the Empire player has managed to Raise the Alarm, he can begin to roll for reinforcements. At the start of his turn the Empire player can roll a D6. On a roll of 4+ he can bring a single unit of up to 25 infantry or 5 cavalry on from the north board edge or either guardhouse (if they are under his control).

### Sewer Entrances

These markers define where the ratmen have burrowed tunnels upwards into the street. An Empire unit that is not routing or in combat can automatically destroy a sewer entrance if it is in base contact with the marker at the end of any turn. A unit that deploys from a sewer marker must have at least one model touching the marker, and no model further away than 6".

### Watchtower

This is used exactly as per the rules found on page 399. Additionally, if a Skaven unit approaches within 12" of the watchtower, they will automatically Raise the Alarm.

# VICTORY CONDITIONS

The first scenario isn't really about winning or losing, it is about the implications for the second battle. See below:

### Gatehouses

Whichever side controls these at the end of the first game can use that board edge as part of their deployment zone for the second battle.

### Sewer Entrances

Unless these are destroyed (see above), each sewer entrance can be used to deploy a single Skaven unit at the start of the second game.

### Guardhouse Buildings

For each guardhouse in Skaven control at the end of the first game, the Empire player must reduce his army by 250 points. Also see Reinforcements (above).

### Watchtower

If this is in Skaven control by the end of the game, the Empire player cannot use it in the second game.

### Wizard's Tower

If this is in Skaven control by the end of the game, the Empire player cannot select any Wizards in his force in the next game.

# ALL-OUT VERMINOUS WARFARE

**Whether or not the stealth wave was able to complete any of their missions, the verminous horde is unleashed upon Hagersdorf. The streets momentarily clear, as warriors from both sides rush back to their own battlelines before advancing to meet amidst the cobblestone streets.**

*Skaven Plague Monk*

## ARMIES

The Skaven player can take 2,500 points. The Empire player can select 2,000 points plus any of the patrols that survived the previous game (and were not routing at the end of the battle). Selections can be modified by the results of game one (see the guardhouse or wizard's tower, for instance).

## BATTLEFIELD

The gaming table is set up on the same 8' by 4' table as previous, however the game resets as both sides rush back to their own deployment lines (or disappear to loot). The Empire player's deployment zone is within 12" of the northern table edge. The Skaven must be within 12" of the southern table edge. Control of the gatehouses or sewers in the previous game can provide additional deployment areas.

## DEPLOYMENT

The Empire player sets up his entire army first. The Skaven player can then deploy, using the southern deployment area and any other advantageous deployment options they may have secured (see gatehouses, sewer entrances).

## FIRST TURN

Whichever side controlled more gatehouses in the first scenario gets the first turn.

## GAME LENGTH

The battle will last for six turns.

## VICTORY CONDITIONS

This is a battle to destroy the fighting forces of either side. Use Victory Points (see page 143) to determine if the town is saved or left to the not-so-tender mercies of the ravenous ratmen!

# CAMPAIGNS

**Linking games through a story, map, or some other method is considered the ultimate challenge to many gamers. In such campaigns, single battles are only chapters in the ongoing war and there are plenty of excuses to fight out challenging and varied tabletop games.**

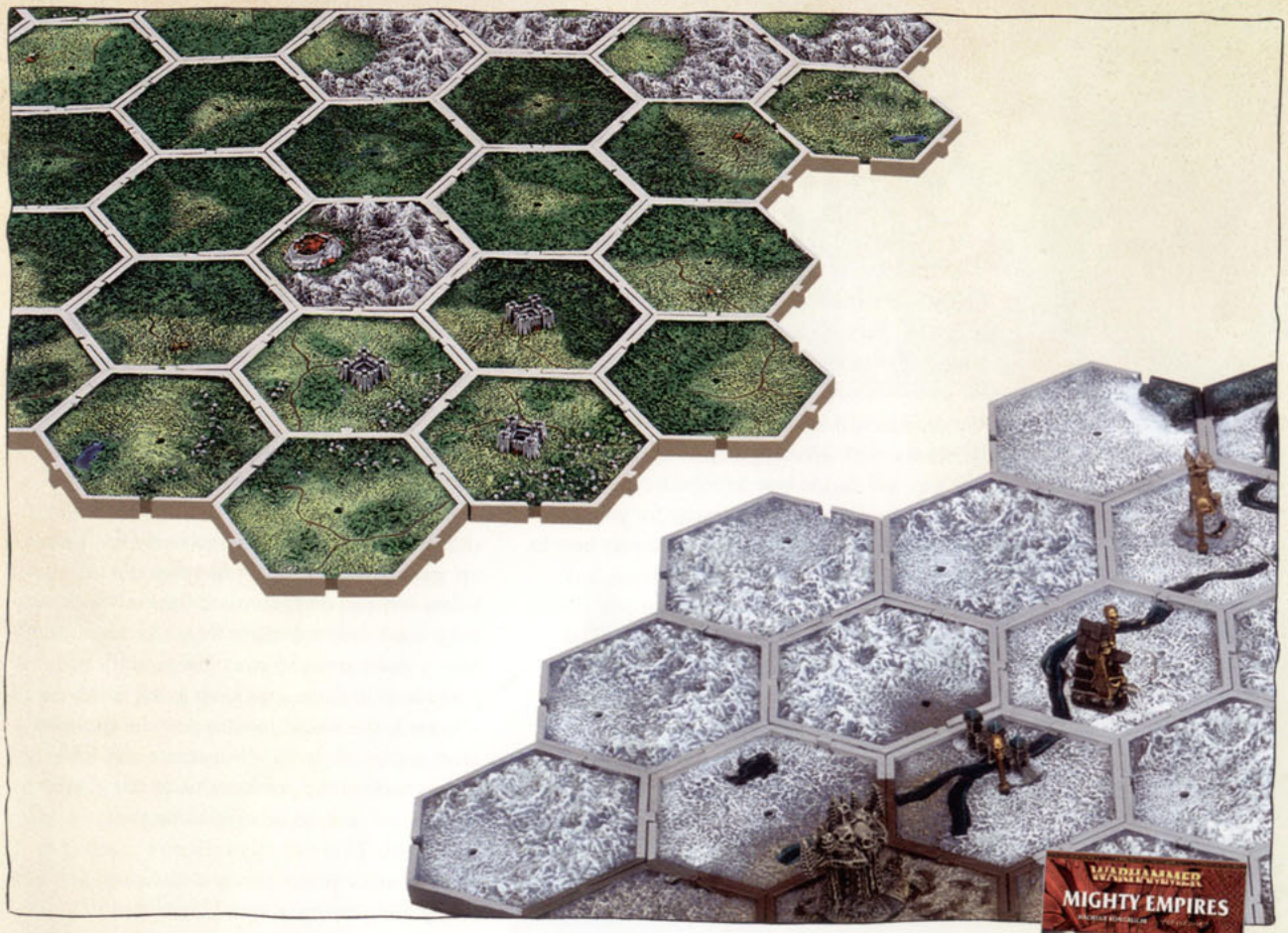
More so than any other kind of wargaming, campaigns offer endless scope for players to invent their own scenarios, and extra rules. In a campaign, players must decide how to 'run their world', incorporating rules and concepts as they see fit. Many campaigns are about conquering lands with each player controlling many different armies. Each rival faction is attempting to build up his own dominion, securing territory and increasing the size and strength of his armies and specially built strongholds. After an initial 'land grab' such campaigns then turn bloody, as armies march out from their own territory to invade their neighbours. Such battles are then fought out with miniatures on the tabletop, with maps or rules governing the type of terrain and battle (anything from pitched battles to ambushes, raids, or full-on sieges). Conquering armies seize land from their rivals, while the defeated forces must retreat, regroup and rebuild their army. This adds new strategic and tactical challenges to a battle as a commander has more decisions to make that can influence his games. Skilled generals might be able to find a way to bring several armies into contact with a foe, thus gaining an advantage in army size (points on the tabletop). If the enemy can be outmanoeuvred on the grand map, on the tabletop this might translate into a player bringing in troops from the flanks or rear.

Campaigns can be complex, including rules for lines of supply, sieges, allies, spies, intrigue at court, captured prisoners and random events such as plagues or rampaging monsters. Alternatively a campaign can be quite pared down, with only a few parameters influencing the types of tabletop games being fought – such as where the battle will occur and who won the last battle.

## CHECK LIST

Here is a good list of questions that campaign organisers might want to consider before launching their own linked series of battles. Different campaigns will incorporate some, none, or all of the things mentioned, but it is better to plan and agree a course of action so players can get playing with an understanding of what to expect.

- What is the narrative behind the campaign?
- Who can fight in the campaign? Is it open to all comers or just for a select group?
- What size forces will be used?
- What are the aims of the different participants?
- Is there a full-time games master or organiser? If not, can you rotate turns?
- Is everyone available to fight battles as needed? If not, are stand-ins available?
- Is the campaign set in a specific area?
- Will a map be needed?
- How will movement, reinforcements and casualties be addressed?
- How long is the campaign to last in both narrative and 'real' terms?
- What aspects of the campaign must be fought out?
- How will you handle alliances, politics, and intrigue?

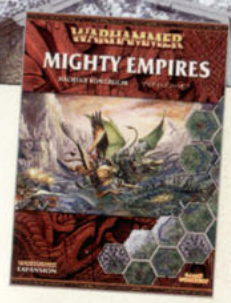


## GETTING STARTED

Before embarking on a Warhammer campaign it is worthwhile talking about what each of the players is seeking to gain. For those wishing to get more battles in against regular opponents there is no need to belabour the point with too many extra rules considerations. For players wishing to add more of the tactics a Warhammer general might have to consider before a battle, the focus of campaign rules should be about organising armies, chain of command, recruiting and grand army manoeuvres on a large-scale map. Players most interested in developing a story within the Warhammer world might spend more time fleshing out and developing characters and environments. Of course it is more likely that a gaming group will want a bit of everything, making it important that everyone discusses what they are hoping to achieve from the campaign.

Players should be wary of adding too many layers that will create too much note-taking and leave you no time for tabletop gaming whatsoever. The honest truth is that lots of gamers start (or talk about starting!) a campaign, but very few ever really get launched, and certainly most dwindle or fade away rather than end with a bang. That doesn't however, stop them from being the 'holy grail' of gaming to many wargamers (several of the authors included).

There are as many ways to play campaigns as there are players. Some like to make up the rules as they go along, others will want to produce a detailed rules pack before even beginning. Our advice for those just starting off with their first campaign, is that it is a good idea to keep the size and scope limited – say the summer raiding season when the forces of Chaos attack the Empire border – rather than recreating the whole of the Great War Against Chaos! It is better to get stuck into the action straight away and add complexities later than to never get launched at all because players are still painting, inventing campaign rules, or preparing elaborate maps.




*Mighty Empires is a map-making kit and campaign rules system that allows you to take your Warhammer armies on a crusade across vast realms.*

*With the modular, two-sided map tiles you can build any number of different lands – from the sandy dunes of Khemri to the Chaos blighted Northern Wastes.*

# GAMING CLUBS & EVENTS

**There are Warhammer clubs, tournaments and gaming events across the globe, with more springing up every year. These types of organised play are a great way to meet other like-minded individuals – either playing games or just talking about the hobby.**

Up until now, it has been assumed that you will be playing with a small group of friends, and that you will decide how to organise the games you play by discussing the matter for yourselves. This is certainly how we most often play here in the Games Workshop Studio, but organised clubs and events offer some exciting possibilities. The main thing that differentiates organised play from the more traditional ad-hoc form of game is that there will usually be certain conventions about how the battle is played and which scenarios are used. Although by no means definitive, what follows is a brief look at the kind of conventions that can be used for such games.

## CLUB PICK-UP GAMES

There are more and more Warhammer clubs springing up; at the time of writing there are several hundred in the United Kingdom alone. How to go about setting up a club is somewhat beyond the scope of this book, so suffice to say that you will find plenty of advice about how to do so (as well as locating an existing one) on the Games Workshop website.

*One of the best things about a wargames club is being able to regularly drop by with your army and get a Warhammer battle against a new opponent.*

Once you find a club, you're likely to find that they have some guidelines or conventions about how games of Warhammer are played. The most common and useful of these are a suggested points limit and scenario for 'pick-up' games at the club. Pick-up games are ones where two players turn up at the club with an army, find their opponent then and there, and have a game straight away. Because it's not possible to arrange a pick-up game in advance – indeed, the whole point is that the game isn't arranged in advance! – it makes sense for things such as the points value of the game and the scenario to be used to be pre-stipulated. This will allow players to select a suitable army before going to the club, and get set up and playing as quickly as possible.

From experience, armies of 2,000 points each is often considered standard for a pick-up game, although anywhere from 1,500 to 3,000 points per side will allow for an evening's battle. For pick-up games, any of the pitched battles described on pages 140-151 of the Rules section make excellent scenarios to play. In general, it's best to stipulate that the games are played using either the rules straight from the rulebook, or using a select list of club 'house rules' that are used for all pick-up games played at the club.

Although it's perfectly feasible to ask an opponent if they mind playing a different scenario or with house rules of your own devising, it's generally considered rather bad form to do so – nobody likes to be forced to say no! Far better to play your first game using the club rules, and then if you and your opponent get along, you can arrange a second game at a future date using whatever points limits, scenarios and house rules you both agree upon.

## BRING-AND-BATTLE

A 'bring-and-battle' game is one organisational step up from a pick-up game. Generally, bring-and-battle games are run at Warhammer gaming events, such as the Games Days organised round the world by Games Workshop. Such events will have a wide variety of different things to see and do, one of which may be bring-and-battle participation games.

As their name implies, bring-and-battle games require you to bring along your own models to the event. Most often this is an entire army built to a given points value, but sometimes it might be more specific – such as a single Core unit up to 200 points. The organisers will stipulate which scenario(s) you will play, and which house rules (if any) will be used. As bring-and-battle games usually take place at events where time is limited, the points used will often be small and the scenarios chosen straight-forward to set up and play. If using armies, we recommend limiting the size of the forces involved to about 1,000-1,500 points, and using just one of the pitched battle scenarios for all of the games that are played (Battleline or Blood and Glory make excellent straightforward choices).

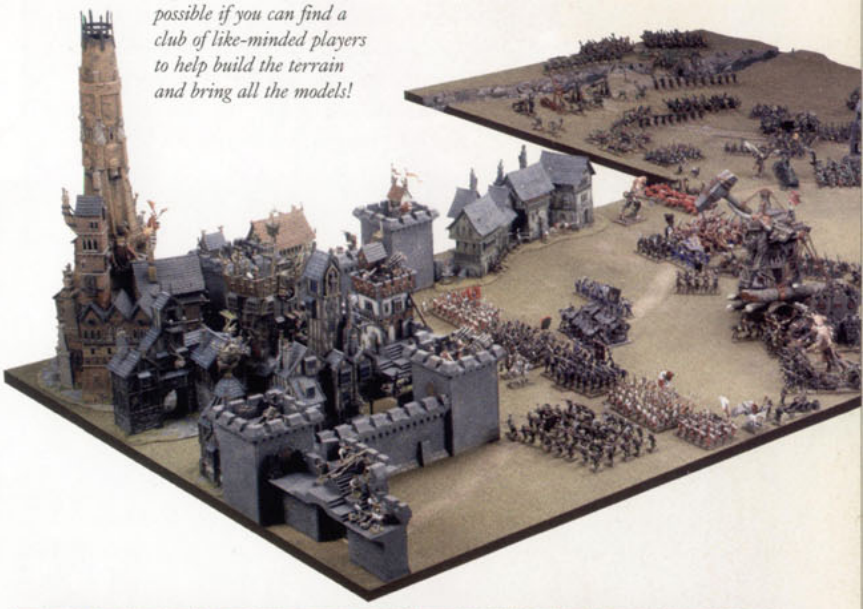
Once signed up to take part in a bring-and-battle game, you will be matched up against another entrant who is doing likewise. From this point on, the game works much like a club pick-up game, with the caveat that the scenarios and house rules being used for the event must be followed. This is because bring-and-battle events will often provide certificates or prizes for players that do exceptionally well, and it would hardly be fair to win such a prize if you were using different rules to the other participants!

After you have finished your game, you can either go off and look at the other things on display at the show, or sign up for another game. It is a great way to meet fellow enthusiasts and see a wide range of different armies. If you play quickly it is perfectly possible to get in three or more games before the end of the event.

Not all Warhammer bring-and-battle events follow this format – others might be group battles where everyone is asked to bring along a few units and take sides, or join a larger host. These types of games are generally exciting affairs with many players (from a few up to a few dozen). Such gaming can get frenetic!

*Most bring-and-battle events match up available players and then track their results. It is possible to play many games throughout the day against a range of different opponents.*

*Large battles are great fun to play, but are often only possible if you can find a club of like-minded players to help build the terrain and bring all the models!*



*Bring-and-battle events are often part of a Games Day or a special event in a shop or club. They give players a chance to bring a few units along and join in the multi-player mayhem.*

## TOURNAMENTS

If bring-and-battle games are one step up in organisational terms from pick-up games, then tournament games are one step up again. The biggest difference between bring-and-battle games and tournaments is that a tournament is usually an event in its own right, rather than a part of a bigger show. The two-day Throne of Skulls Grand Tournament organised by Games Workshop is a good example of this sort of event, and there are many other Warhammer tournaments organised by hobbyists around the world.

Before we talk about the conventions used at a tournament, it's important to make clear that Warhammer is not specifically designed for highly competitive, cutthroat play. It is vital that the players who come along to such an event do so in a spirit of friendly competition, where taking part is more important than winning. Remember the old adage: "It matters not whether you win or lose, it's how you play the game." As long as you follow this advice, a Warhammer tournament will provide some of the best gaming you will ever have, including a chance to meet other players, see magnificent armies and immerse yourself in the hobby for a whole weekend. What could be better?

As with bring-and-battle games, the organisers will announce points values, scenarios and any house rules that will be used. You will play a scheduled number of battles against a series of opponents as selected by the organisers. Most tournaments award points based on your battle results, and sometimes other aspects, such as army painting or sportsmanship. At the end of the tournament the player that scores the most points is declared the winner, to the general acclaim of the other players taking part. There are variations on this theme. One popular alternative is the 'doubles' tournament, where you play as part of a two-player team. Our website includes a number of alternative formats and, as already mentioned, there are many tournaments being run by hobbyists, each with its own unique format.

*At tournaments it is possible to see and play against fantastically painted armies like Ben Johnson's amazing Orc & Goblin force.*

## CAMPAIGN WEEKENDS

Enjoyable as tournaments can be, many consider campaign weekends to be the pinnacle of organised gaming events. It's difficult to describe a campaign weekend briefly, as each one is different, being designed as a 'one-off' by the event organisers. A campaign weekend creates a series of ongoing games and battles that affect and influence each other as we described in the Linked Games and Campaigns chapters earlier. And they do it all over a day or two, so the story of the campaign can unfold over the course of the event.

As a participant at a campaign weekends, you will almost certainly be playing as part of a team, and you will get to fight a number of battles against players from other teams over the course of the weekend. The battles are usually quite similar to tournament games, in that the organisers of the event will tell you how many points' worth of troops to bring along and if any special house rules apply. However, in a campaign there are likely to be more restrictions and house rules being used than is the case with a tournament game.

At its most extreme this can even limit the races that can be used – a campaign about the War of the Beard might only allow Dwarf and High Elf armies, for example. In addition there will often be special house rules and scenarios that are used to recreate specific aspects of the campaign being fought. It's common to say that a team may not include more than one of each named character or magic item, for example.

Campaign weekends will also have a system for determining how well each team is doing, based both on the battles they fight and the strategic objectives they achieve. More often than not, this will be shown on a large map that is updated after each round of gaming. Sometimes a player will be called upon to fight a battle that he can't hope to win, but by doing so he will allow his side to achieve a more important strategic objective.

It is this storytelling aspect of campaign weekends that makes them so compelling and enjoyable. Although they are very hard to run compared to other events, when done well no other form of organised play comes close.

*A gaming weekend featuring a campaign in Lustria might end with a climactic battle on fantastic terrain like this one, which was featured at a Games Day in France some years ago.*

*The Lustria campaign allowed everyone's army to march into the jungle and fight for the lost treasures of the Lizardmen. It presented themed battles and interesting scenario special rules, such as quicksand, ambushes by jungle-dwelling monsters, and ancient magical temples.*

*Overall movement and territorial gains can be tracked on a Mighty Empires map, like this one which was specially built for a Lustria campaign.*

## GIVE IT A TRY!

As you can see, there are a wide variety of organised Warhammer events that you can take part in. There is no 'one right way' to play, but an endless assortment of possibilities, all well worth trying out. Each type of battle offers an excellent way to meet new opponents, see new armies and commanders in action and play your favourite game. Organised play is perhaps the best way to build up a network of friends to play battles against. Warhammer is, above all, a social game where the camaraderie of other tabletop commanders often is even more rewarding than any victory laurels won on the fields of battle!

# LEGENDARY BATTLES

**There are many battles in the brutal Warhammer world. Most are soon forgotten, but the epic conflicts live on, inscribed in history. Such sagas are remembered, be they written in weighty tomes, recited around campfires, carved upon monoliths or enshrined for the ages in everlasting monuments. Kings and champions may die, but legends live on...**

The Warhammer background is a rich tapestry of conflicts. Amidst these tales stride the mightiest of heroes and villains, their actions altering the course of nations, reshaping the world through warfare and bloodshed.

Many players are inspired by famous battles from the Warhammer background – perhaps influencing their choice of army or their collection of miniatures. It is possible to not just read about such famous battles, but to recreate them on the tabletop – including the armies, heroes, terrain and any unique battlefield features or situations.

Recreating one of the Legendary Battles of Warhammer is the pinnacle aspiration of narrative gaming. Imagine recreating the awe-inspiring sight of Tyrion and Teclis leading a host of High Elves in defence of Asuryan's Shrine against the daemonic army of N'kari. Imagine restaging the Great War Against Chaos or gaming Orc Warlord Gorfang Rotgut's raid into Karak Azul (where Dwarf King Kazador's son was shaved and nailed to the throne). Recreating such scenarios, battles where the fate of the Warhammer world hangs in the balance, can be a Herculean project – but thus are legends borne!

The challenges of recreating a famous battle are manifold. You will need to research the conflict, seeking details on the size, disposition and look of the armies and their notable commanders. Where, almost invariably, something is missing or isn't fully explained, the information must be extrapolated by the players. Suitable models must be found, borrowed from friends or a gaming club, and remaining elements collected and painted. The terrain that characterises the conflict must be modelled to represent the fabled site. Finally, the scenario and any special rules must be devised to create an exciting game – allowing for the possibility of alternate, yet enjoyable endings. One of the challenges of a Legendary Battle is to see if you can 'better' the historical results. For instance, can Malekith, the Witch King, win the Battle of Finuval Plain, instead of suffering yet another ignoble defeat?

On the following pages is an example of a Legendary Battle – an account of the Chaos Invasion of the Empire in the year 2515. In addition to providing entertaining reading, we hope it inspires you to try your hand at playing an epic battle. The spectacle of such a grand game makes such battles 'historic' for everyone lucky enough to participate in them.

## FAMOUS BATTLES OF THE WARHAMMER WORLD

Accounts of many of the most famous battles of the Warhammer world can be found in the Warhammer World section (see page 153) as well as within every Warhammer Armies book. Some of these, such as the Battle of Finuval Plain, have extensive background (in both the High Elves and Dark Elves army books!) documenting at least some of the troops and characters present, as well as describing aspects of the battle itself. Other epic battles will have little more than a mention in the timeline or a short overview buried in the history. Listed below are just a few of the most famous of the many battles in Warhammer:

**The Fall of Xahutec** The first temple-city of the Slann is destroyed by the newly risen daemonic onslaught.

**Karak Eight Peaks** Dwarfs, Skaven, Orcs and Goblins battle it out above and below ground at this ancient stronghold.

**Battle of the Cairns** The Lichemaster Heinrich Kemmler's attempt to make himself invincible is thwarted by Wood Elves.

**Battle of Hel Fenn** An Empire army and its allies corners Mannfred von Carnstein, the last of the Vampire Counts.

**Waaagh! Grom** Grom, the Paunch of Misty Mountain, beat the Dwarfs at the Battle of Iron Gate, burnt Nuln to the ground, and was finally defeated by Eltharion the Grim, at a battle outside the walls of Tor Yvresse.

# SLAUGHTER AT VOLGANOF

**They came out of the north, bringing with them fire and ruin. Not since the Great War Against Chaos had the Empire seen so furious an invasion from the barbarian worshippers of the Dark Gods. Is this war a madman's quest for revenge, or is it the beginning of the end?**

There were many signs and portents warning of the invasion from the north that culminated in the bloody battle outside the gates of the city of Volganof, but it seems obvious now only with the hindsight of history.

Every year, when winter first slackens its icy grip on the top of the world, warbands launch raids southwards. The only warning of their sudden attacks is the blaring of harsh horns and bellowed vows to the Chaos Gods. And so it has always been, as told by the fathers of the fathers of the eldest who now live. None can remember when the lands were not ravaged by the men of the north. The spring of 2512 brought deadlier foes and more destruction than any could recall, save for those tales told of ages past. But this was only the beginning, for the dread power of Chaos was once again growing.

The first raiders were led by the Sea-kings of the tribes of Norsca, arriving across the Sea of Claws by longship to assail the coastlines of Nordland and Ostland. Other, more formidable warbands came out of the Northern Wastes – the forbidding area above the Troll Country. Some of these warbands were particularly large, their numbers swollen with heavily armoured warriors that openly bore the foul mutations of Chaos. They drove through the lands of Kislev, but the nomadic tribesmen made elusive targets, so the despoilers travelled further south to the richer plunder of the Empire. Tales of marauding Giants or village-destroying attacks by winged monstrosities, creatures of legend that had not been seen with any frequency for several generations, were once again commonplace in Ostland and Ostermark.

The following years were grimmer still. The winter brought bitter cold, but little peace. With the harsh weather came ravenous packs of unnatural warhounds, leaving their hunting grounds in the far north to savage herd animals or maul unwary travellers. As the snows melted, the raids began again, quickly surpassing the bloody pace of the previous year. Soon warbands of merciless invaders prowled the lands like wolves amongst sheep. But not all were defenceless. The Imperial Navy sent an armada of warships to the Sea of Claws, braving the many leviathans and sea monsters that had begun to appear in greater numbers. Admiral Kronenheim led the fleet, seeking to sink any marauders long before they could make landfall. Nordland redoubled its coastal patrols, but Ostland took the most aggressive steps.

Commanded by Valmir von Raukov, the fiery Elector Count, the grand principality of Ostland prepared for the onset of war. Von Raukov was everywhere, mustering new state troops, bolstering the border forts, and rallying his troops to meet the enemy head on. It was he who suggested reprisal raids, taking the fight into Norsca itself. The first counter-attack set forth in 2513, returning late in the year with the broken prows of seven longships and the carven beams of a Great Hall as proof of the destruction of several coastal villages. Many hailed von Raukov as a true hero of Ostland and toasted his name. Others protested, saying such audacity would draw the ire of the barbarians, or even, some dared to whisper, the attention of their foul gods.

But what followed in the year 2515 still causes a shudder to those who survived…

### THE GREAT WAR AGAINST CHAOS

*The furthest expansion of the Realm of Chaos recorded in Imperial history was in 2301-2303, during what is known as the Great War Against Chaos. In growing darkness, the ferocity of raids increased for years, culminating in the warriors of the Northern Wastes marching southwards in untold numbers. Magical energy overflowed and Daemons stalked mortal lands. Beastmen rose out of their forests, their hatred of Mankind stoked to white-hot rage. Insidious cults emerged in the cities to spread unrest. After much destruction, the forces of Chaos were beaten in the year 2303 at the gates of Kislev. For years after that battle, the power of Chaos receded. But since then the barbaric tribes have grown in size and fury, and are now greater than ever.*

## THE ATTACKS OF 2515

The attacks on the Empire in the year 2515 were unlike anything seen in recent memory. The roiling storms within the Realm of Chaos burst forth with unbridled fury. The skies blazed with multi-coloured lightning, seeringly vibrant against the oncoming blackness. Spring meltings brought a wave of northern barbarians, although in fact this was little more than the displaced tribes that had been driven away by the growing wars further north.

Encouraged by the rampant Winds of Chaos, more attacks followed. An army descended from Norsca across the Sea of Claws. It set towns along the coasts of Nordland ablaze, but was not large or bold enough to threaten the major cities and keeps. Another even larger host plunged southwards on a broad front into Kislev, causing a swathe of destruction. Although much momentum dissipated in the endless steppes, some of the farflung warbands of that wave bypassed the border forts of Ostland and caused much havoc in that province. The third attack was led by Prince Sigvald the Magnificent.

Sigvald's army blazed through Kislev and into Ostland on a three month rampage until it was finally blunted at the Battle of the Temple of Skulls. A coalition of many Imperial states had come to aid the beleaguered province of Ostland, who, beset by so many dangers had put forth a call for help. But these attacks were just a foreshadowing of what was to come.

## THE HEART OF THE INVASION

The most powerful thrust, the true black-heart of the invasion, followed hard on the heels of its forerunners. This was no warm-weather raid, content merely to plunder the rich lands of the south. At its head was Lord Mortkin, a favoured scion of Chaos, a king of kings and leader of many tribes. This horde of iron-bound warriors, barbaric tribes, and hell-spawned Daemons was the most powerful army to cross the borders of the Empire in an age. Fear ran before the Chaos host and in their wake was left only smouldering ruin and grisly tributes to their bloodthirsty gods. It seemed that naught could stem this evil tide and that a new era of darkness was about to descend upon the Old World...

# THEY CAME FROM THE NORTH

**Past Troll Country and far into the Northern Wastes there reside barbaric tribes divided into factions beyond counting. In the Imperial year 2515 these warriors united under a single banner and began an epic tale of devastation and invasion.**

## WAR AT THE TOP OF THE WORLD

Near the polar gate the landscape writhed as supernatural beings strained against the ever-thinning veil between them and reality. So great was the surge of magical power that pure energy leaked through the barrier. Those attuned to magic suffered waking visions, and beguiling assurances of immortality could be heard by those willing to listen. Armies congregated, drawn to the promise of eternal glory. Under tormented skies the contest for domination raged. The Champions of Chaos were pitted against each other in a battle for ultimate power. Sorcerers, fuelled by limitless energy, unleashed titanic magics. The unending war of the Realm of Chaos had spilled through into the lands of men. The free-for-all slaughter amused the gods. Yet no mortal yet stepped forward to claim mastery over the gathering hordes.

## WHO WILL RISE TO LEAD THEM?

Amongst the mightiest of dark champions, several did not join the tumultuous clash. Archaon and his elite followers, the Swords of Chaos, were away in the Worlds Edge Mountains, seeking long-lost artefacts. Quixiom, the three-headed Sorcerer and favoured of Tzeentch, had shapeshifted so that he might dwell in far-off cities of men and was currently studying under the Daemon-aided sorcerers of Araby. Lord Mortkin, the Black-iron Reaver, was mired in glowering gloom.

### THE BLACK-IRON REAVER

*There are many rumours about Lord Mortkin, including the tale that he was fathered by a tribal king's union with a Daemon-succubus and born under a blood-red sky. The most likely of the legends is that Lord Mortkin was one of the Sea-kings of Norsca, beguiled by the lure of power. In those tales the king returned from voyages covered in glory, yet he longed for more. When the man that was to become Lord Mortkin ventured into the true north, he changed beyond recognition.*

*Whatever his previous life, Lord Mortkin won much renown in the twilight lands. Time passes strangely near the great rift and perhaps years, decades, or even centuries passed. In that time he continued his search for ever-greater challenges: casting down the league of Pox Sorcerers known as the Leprous Council, binding Skulex the Great – fiercest of Fire Dragons – to his will through trickery, besting a two-headed Giant in a contest of strength, and fighting Valkia the Bloody to a stalemate, earning the grudging respect of Khorne's Shieldmaiden. The Chaos Gods clearly favoured Lord Mortkin and many warriors followed him. Yet occasionally the Black-iron Reaver sank into despondent gloom, perhaps feeling a pang for his lost humanity – a tug from distant years, from a life he left behind.*

Knowledge of the Empire's reprisal attacks along the coast of Norsca had travelled throughout the Northern Wastes. Some tribes howled in rage and indignation, others welcomed the attacks, pleased to fight against men anxious for battle. Lord Mortkin, leader of the Fell Legion, and ruler of many warriors, had not spoken since hearing of the raids. By chance, the coastal town of Ulfennik, the place he had once called home, had been razed to the ground. Locking himself away, he brooded deep within his fortress of blackest iron.

It is said that in a bitter fury Lord Mortkin made a pact with the Chaos Gods. When he emerged from his self-imposed solitude, he did so with a single-minded purpose. Lord Mortkin strode forth, with the full might of the Fell Legion, to stop the aimless fighting, unite the hordes of Chaos and lead them southwards to destroy the weakling nations of men. To aid his dread cause, a host of Daemons, under the command of the Bloodthirster Kargharak, emerged at his flank. Lord Mortkin's forces arrived upon the battlefield and began to lay waste to all who would not bow before him.

Zakhar, the Master of the Coven of the Eternal Eye, was the first to join, maintaining that he had seen the gods promise victory to Lord Mortkin. This was an easy claim to believe, for Lord Mortkin smashed the other champions aside with ease. Already at his bidding marched a legion of black-armoured warriors, a host of Daemons and even a mighty Dragon flew to join his cause. Lord Hackbile quickly followed Zakhar, pledging his Plague Army to Lord Mortkin. Many lesser lords and barbarian kings also bent a knee to their new leader, but others defied and were soon destroyed. After eight days of butchery, Lord Mortkin led a unified host southwards.

## KISLEV IN FLAMES

As the separate armies under Lord Mortkin began their advance they continued to absorb barbaric tribes and newly materialised Daemons into their number. Those who refused to join were crushed or driven before the oncoming host.

The lands of Kislev, still covered in melting snows, were beset by displaced reavers. The countryside was aflame as warbands laid waste to all they encountered. Many nomadic horse-tribes were able to keep on the move, avoiding danger for a while, but the discordant warbands were so numerous and widespread that no few of the horsemen were trapped. Hemmed in on all sides, their blood soon warmed the icy ground.

Through the maelstrom of raiders marched a formidable spearhead, an army that angled directly for Ostland. In the ruins of the scorched town of Tzeskagrad, Lord Mortkin paused the endless columns and commanded Zakhar to perform the Ritual of the Shrivelled Hands, an accursed spell that would help locate the Beastmen and summon them to war.

## THE BEASTS OF THE WOODS

Heeding the voices of his daemonic advisors, Lord Mortkin wished to re-establish the old bond with the Children of Chaos, the Beastmen. Messengers rode out to seek what lay hidden in the twisted forests. Pointed along trackless paths by sinister shrivelled hand talismans taken from the doomed people of Tzeskagrad, the messengers rode in search of Ul-Ruk the Red, chieftain of the largest warherd in the Forest of Shadows.

Before the herd's trophy mound, riders presented the hundreds of shrivelled hands to three cowled Bray-Shamans. The Bray-Shamans foresaw darkling dreams of slaughter and nodded ascent to their leader. With a thunderous bellow, Ul-Ruk summoned the warherd. Within days many cloven hoofs marched northwards to join Lord Mortkin's forces.

## HEADING STRAIGHT FOR OSTLAND

Lord Mortkin held his horde together, allowing none to stray. The whispered Daemon-counsel of his many advisors told him how best to cripple the Empire, but Lord Mortkin had other ideas and heeded naught but his own plan.

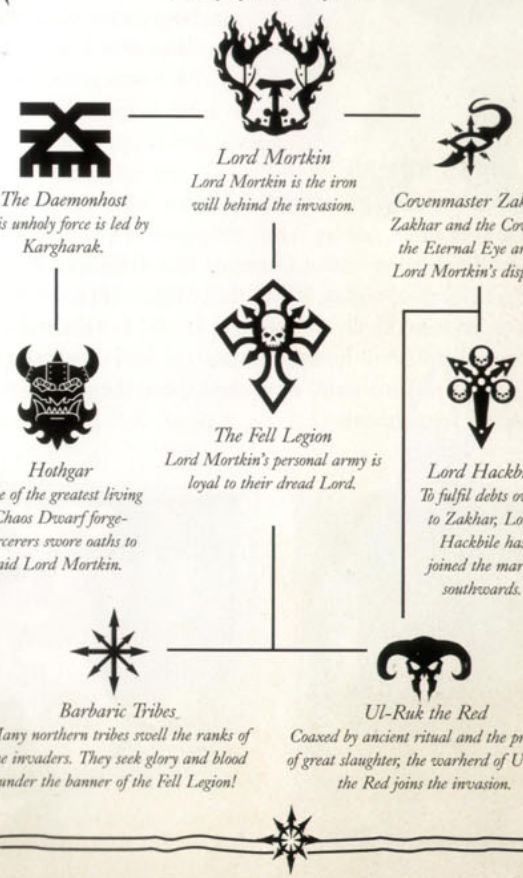
### THE CHAOS POWERS UNITED

*As the bloodletting of the mortal lands increases, so the Realm of Chaos grows. Each feeds the other in a cyclical fashion, ever gaining momentum. Now, the warping magic of Chaos became a surging tide that threatened to cover the world in unending violence. Lest the opportunity of the waxing power be lost, the gods sought a champion to unite the factions and lay waste to the civilised lands. Each of the four great Gods of Chaos, the eternally warring brothers, had their own favoured mortal champions, but seldom could they agree, seeing every champion as a tool for gaining domination over each other.*

*There was one who had long been on the path of the Everchosen, but Archaon had not yet passed his final test. His time was not yet come. Father Nurgle put forward a foul Plague Sorcerer, Khorne a blood-spattered Warrior King and Slaanesh pointed towards his own well-favoured son, Prince Sigvald. Only Tzeentch chose a champion not of his own making – the leader of the Fell Legion, the mighty Lord Mortkin. Only Lord Mortkin venerated the gods in equal measure. Yet the mortal had ever been his own man, looking after himself first. Wary of bestowing great gifts upon one who might fail to do their bidding, the four Chaos Gods nonetheless united in this choice. When Lord Mortkin, bitter and alone in his fortress of blackest iron, vowed all for a chance to wreak vengeance upon the civilised world, his oaths were heard...*

### THE INVADING ARMIES

*The invaders are many armies united under a single banner. The major forces are as follows:*



# THE CHAOS INVADERS

**With a tempest from the Realm of Chaos blowing at his back, Lord Mortkin marched south, at the head of warriors beyond count – armoured barbarians, fur-clad Marauders, immortal Daemons, and hulking mutated monstrosities – all united under the banner of the Fell Legion.**

## THE FELL LEGION

Since his emergence in the Shadowlands, Lord Mortkin has led the Black-iron Reavers. Many more tribes have been absorbed into the army that is now known as the Fell Legion.

*Army banner of the Fell Legion.*

*One of the most common shield designs of the Black-iron Reavers.*

## BLACK-IRON REAVERS

Now grown many regiments strong, the Black-iron Reavers form the centre of Lord Mortkin's battleline, the black heart of the Fell Legion.

## THE CRIMSON REAPERS

Lord Mortkin's bodyguard, the Crimson Reapers, have been especially blessed by the Dark Gods. They will follow their commander into hell itself.

## THE BRASS RIDERS

The favoured champions of the Fell Legion band together to form a unit of shock cavalry. When the power of Chaos surged forth, the Fell Legion battled Daemons in endless tides for three days and three nights. When the black clouds dissipated, there were so many skulls surrounding Lord Mortkin and his champions that Khorne himself was pleased with the deeds of war. The God of Battles and Bloodshed gifted the regiment with mighty Juggernauts.

*The Banner of the Brass Riders.*

*Hundreds will die to feed the unquenchable fury of the Blood Banner.*

*Left: Shield design of the Putrid Skulls*

*Right: Device borne by the Tainted Ones.*

## THE DAEMONHOST

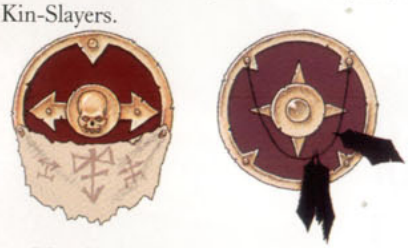
With the lands flooded with foul energies from beyond, the Chaos Gods favoured their mortal champion with a Daemonhost led by the Bloodthirster Kargharak.

## THE PLAGUE ARMY OF LORD HACKBILE

Lord Hackbile has joined Lord Mortkin's cause. Under his fly-banner can be found the deadly Tainted Ones, the Putrid Skulls and the Corrupters.

## BARBARIAN RAIDERS

Dozens of tribes have joined Lord Mortkin, including the Beast-Flayers, the Wyrmkin, the Brethren of the Crow, the Blackaxes, and the Kin-Slayers.



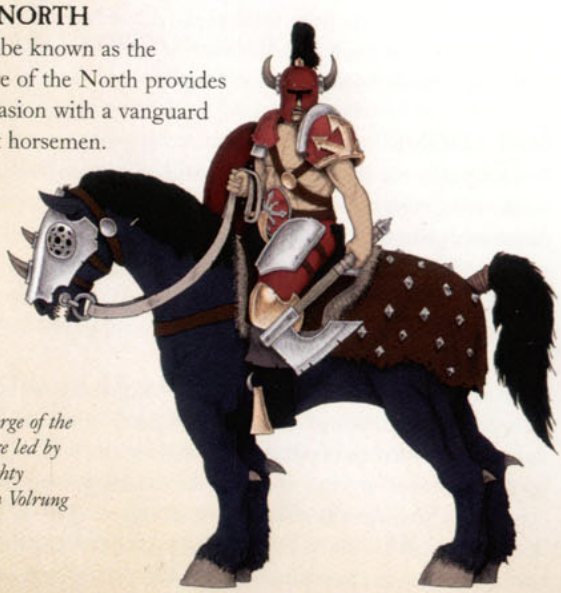
*Many barbarian tribes distinguished themselves through the foul skins, fetishes, or leering iconography borne upon their shields.*

## THE KLUDBURGH SAVAGES

Amongst the many atrocities there was one act that stood out – the Horror at Kludburgh. The culprits were a mutated regiment, noted for inhuman acts of savagery. Even grim men accustomed to war wept openly when they saw what was done.

## SCOURGE OF THE NORTH

The tribe known as the Scourge of the North provides the invasion with a vanguard of light horsemen.



*The Scourge of the North are led by their mighty champion Volrung Axblade.*

## THE WARHERD OF UL-RUK THE RED

The distinctive red horns (daubed in blood before or during a battle) mark this Beastman as belonging to the warherd of Ul-Ruk the Red.

*Captured banner used as battle standard by the warherd of Ul-Ruk the Red.*

# OSTLAND UNDER SIEGE

**Ostland is the northernmost of the Empire's provinces. It is a harsh land that breeds brave men who are tempered by battle, or quickly slain. Although it is dominated by the Forest of Shadows – as dangerous a woodland as can be found anywhere – it is the threat from the far north that Ostlanders fear the most.**

## THE ELECTOR COUNT IS CALLED AWAY

After the last raids into Norsca returned home late in the year 2514, Valmir von Raukov, the Elector Count of Ostland, received an urgent summons from the Emperor, Karl Franz. Tension was rife between the Empire and Bretonnia, due to border troubles along the Grey Mountains. Hoping a show of strength at the council would intimidate King Leoncouer, Karl Franz requested that many attend, including Valmir, his most warlike Elector Count. This took Valmir far from his lands as the invasion began. He left control of the province to his sons, trusting in their judgement and the strength of the Ostforts.

## SONS OF THE ELECTOR COUNT

It is told that Valmir von Raukov had many offspring, but this might only be rumour spread about a warrior-leader who was often on campaign. Certainly Valmir only claimed two children as his own. His wife, the Countess Ivana, bore Valmir two sons, the heirs to the ruling throne of Ostland – Vassily and Oleg, two men of greatly different character.

Vassily was the eldest son and the man in line to inherit the rule of Ostland. Vassily was widely regarded as frail and sickly. He was, frankly, an embarrassment to his warlike father. Certainly Vassily was shrewd and was behind many unscrupulous dealings. In several cases, such as the disastrous border agreement with Count Theoderic Gausser of Nordland, only military action by Vassily's younger brother had saved the situation.

The younger son was more like his father, a bold leader of men and a warrior born. Since achieving manhood, Oleg had led countless patrols into the Forest of Shadows, earning well his promotion to Captain. The youngest von Raukov famously chose to fight on foot, marching at the fore of his own unit of Greatswords, the Scarlet Bulls. At the brief but bloody Battle of the North March, against the forces of Nordland, Oleg and the Scarlet Bulls turned defeat into victory by decimating several units and slaying the enemy commander – Baron Nachtmann. In subsequent campaigns Oleg tracked down and destroyed predatory herds of Beastmen near Wolfenburg and cast down their fell monolith. It was he who toppled the Skull Tower of Ravenhill, a beacon to all evil creatures that was found on the edges of the eastern hills. After such heroics, Oleg was appointed as Grand Marshal of Ostland, a senior military leader under his father. It was Oleg who led the retaliatory raids into Norsca, including the ruthless attack of 2514. The timber and leviathan-bone longhouses of the Sea-kings were cast down and the chief coastal towns of Aarvik and Ulfennik were razed to the ground. No longer would the dragon-prowed longships launch in reaver fleets from those ports. All of Norsca cursed Oleg's name, and many were the vows of vengeance proffered to the brutal gods of those savage people.

## WAR LOOMS

Not long after the Elector Count Valmir von Raukov rode southwards, even before the snows of winter had begun to melt, there were grim tales along the border of Ostland. Ferocious creatures and many warbands were wandering the plains of Kislev. The Beastmen that dwelt in the Forest of Shadows were becoming bolder and many dark things stirred in the night.

Even as word from the north drifted in, Oleg von Raukov wasted no time in counsel. He deployed many of the newly mustered state troops into the Ostforts along the northernmost border and then led a sizeable force into Kislev, joining with Pitr Sergeyev, a great Kovnik (Captain) of Erengrad. There, with his fast-moving cavalry allies, Oleg hoped to confront and destroy any invaders on the plains before they could reach Ostland.

## BATTLE ON THE BANKS OF THE LYNSK

At first the old alliance stood firm against the threat from the north. Individually powerful, the Chaos warbands that despoiled the lands lacked leadership, allowing the quick-moving Kislevite cavalry and the tactically minded Grand Marshal Raukov to destroy the marauders piecemeal. But the skies darkened, heralding the arrival of a new force. The far-riding Kislevite scouts made sighting of Lord Mortkin's spearhead. Against the obvious might of such a foe Pitr Sergeyev suggested falling back behind a screen of mounted archers, a classic Kislev manoeuvre. But Oleg, ever-reckless, convinced the Kovnik to join the Ostlanders in making a stand on the hills before the River Lynsk. It was to prove an ill choice.

Lord Mortkin sent the horsemen of the Scourge of the North tribe to his right flank. His own Fell Legion formed to the front. Human strength and steel were pitted against Chaos armour and the corrupt gifts of their patron gods. The Chaos numbers were too great. With an earth-shattering charge, the Brass Riders, dark knights on metal behemoths, broke through the centre of the human army. A massacre followed.

## RETREAT TO THE OSTFORTS

The shattered Winged Lancers broke for Erengrad, only to be ridden down by the tribesmen of the Scourge of the North. Lord Mortkin released the Daemon Host to chase the fleeing Ostlanders. The swiftest of the creatures – hooded devil-hounds the colour of blood and ghastly she-Daemons atop snake-tongued lizards – destroyed much of the routing army. The waters of the Lynsk ran red. The timber palisades of the Ostforts proved no defence against the fury of such unnatural foes. By nightfall flames marked the site of each border fort. Survivors streamed from the ruined watchtowers. Rallying those he could, Oleg von Raukov headed for the walled city of Volganof. There he hoped to regroup his shattered army. Urgent messengers were sent to nearby provinces – this was no raid but an invasion capable of wiping Ostland off the map.

## THE HUNT FOR VON RAUKOV

Amidst the ruin came a rumour – the fell-handed lord that led the northern host was seeking Oleg von Raukov. Everywhere the invaders sought word of any of the von Raukov family. After crossing the Lynsk, Lord Mortkin ordered his army to spread out to search and destroy. The Daemons of Kargharak slew all they found in the town of Zundap. Bohsenfels was hard-pressed by the slime-encrusted warriors of Lord Hackbile's Plague Army and only the timely arrival of Baron Beckburg's army out of Ferlangen prevented another massacre. Ostland was burning.

## OSTLAND DOES NOT STAND ALONE

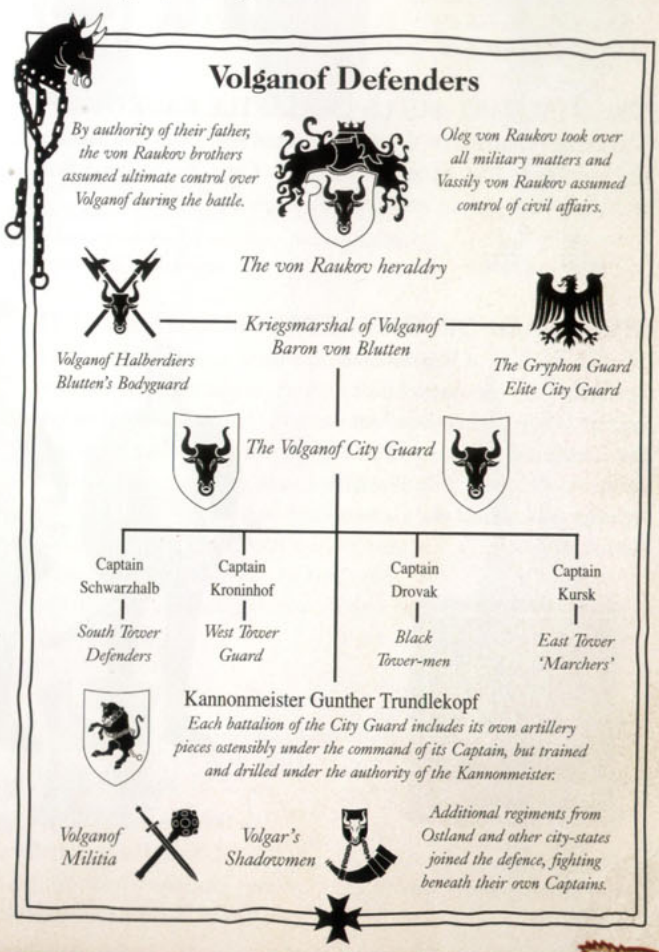
Although not above political squabbles, the provinces and city-states of the Empire pull together at need. With Ostland under siege, many armies were mustered from throughout that vast nation. The roads resounded to the drums of war as many armies marched north. The riverways, the great arteries of the Empire, were clogged with ships rushing to aid their beleaguered brethren.

No aid would be in time to save Castle Raukov. The Fell Legion advanced to that ancestral stronghold in hopes of catching some of its royal family. Indeed, Vassily von Raukov had hoped to avoid the invasion, cowering behind the walls of his forefathers. It was not to be. Steam-driven metal siege towers rolled forward, shrugging off innumerable cannonballs. Such infernal devices had never before been seen in the Empire – they bore the sterling craftsmanship of the Dwarfs, yet were cruelly devised and covered in leering faces and foul runes. Even as they reduced the walls to rubble, Vassily and his bodyguard fled via secret tunnels, making their way towards the city of Volganof. All others, including Ivana von Raukov, were never heard from again.

## ALL FORCES HEAD FOR VOLGANOF

Volganof is one of the largest cities of Ostland, but unlike the provincial capital of Wolfenburg, it is fully enclosed by a massive thick wall replete with towers and battlements.

It was to Volganof that refugees fled, filling the cramped cobblestone streets. Soldiers too straggled into the city, leaving behind them burnt and ruined forts and towns. In some cases the hounds of Chaos were at their heels, chasing the ragged survivors to the very gates of the city. So it was that Lord Mortkin heard of this bastion-city and ordered all of his armies to converge upon Volganof.



# THE DEFENDERS OF OSTLAND

**Pitted against the surrounding forces of Chaos, the men of the Empire relied on gunpowder, steel and their own bold resolve. Would it be enough against the unrivalled might brought to bear by the followers of the Dark Gods? If not, what would become of Ostland? Or, indeed, the Empire?**

## VON RAUKOV

Elector Count Valmir von Raukov is away south at the behest of the Emperor during the opening phases of the invasion. His two sons, Vassily and Oleg, rule in his absence.

*It is not until the end of the conflict that Valmir and his banner bearer personally arrive on the battlefield.*

*The Stalwart Bulls alone held their ground during the Battle on the Banks of the Lynsk River. There they felled many Daemons and men rallied to their bull and crossed swords banner. At Volganof their deeds will become the stuff of legends.*

*The Scarlet Curs originate from the city of Wolfenburg.*

## THE STALWART BULLS OF CASTLE RAUKOV

The elite bodyguard of Valmir's favoured son, Oleg von Raukov, are the Stalwart Bulls. Also known as Raukov's Own, the Stalwart Bulls are recruited from proven regiments throughout Ostland.

## THE SCARLET CURS

The Scarlet Curs, a regiment of Halberdiers out of the city of Wolfenburg, guard Vassily von Raukov. Although not known for his military prowess, Vassily will still play a part in the Slaughter at Volganof.

## CITY GUARD OF VOLGANOF

The City Guard of Volganof are like their city – weathered, but unbent. They are organised into five battalions, four guarding quarters of the city. The elite fifth battalion is assigned the Gates of the Gryphon.

*Banner of Volganof, which bears the city's Coat of Arms.*

*Two South Tower Defenders.*

*The Gryphon Guard are the only warriors of the City Guard that do not carry the Ostland Bull on their shields.*

*The most common shield design borne by the Volganof City Guard*

*The banner of the South Tower Defenders.*

The five battalions of the Volganof City Guard are the South Tower Defenders, West Tower Guard, East Tower Marchers, Black Tower-men, and the Gryphon Guard. Their duties include standing sentry, street patrols and regular marches into the Forest of Shadows to clear out Forest Goblins, bandits and Beastmen.

## THE ARTILLERY OF VOLGANOF

The war machines that line the walls of Volganof are under the command of the Tower Captains. However, they are trained by Kannonmeister Gunther Trundlekopf, an old Engineer out of the Nuln Artillery School.

*Artillery crew are clad mostly in black with a Scarlet Bull on the right leg. 'Unseasoned' men are not allowed to wear the insignia and are derisively known as 'black legs'.*

*The Cannon shown here is Ol' Puddings, the long-serving piece that guards the Gates of the Gryphon.*

**Famous Guns of Volganof:**

*The Horns of the Bull - The twin cannons that guard the north towers of the city.*

*Black Beauty - An ebony-barrelled cannon on the west walls that beheaded a marauding Giant with a single shot in the first moments of the assault upon Volganof.*

*Three Thunders - Battery of Mortars deployed inside the curtain walls.*

*Spinning Bertha - Both a famed Volley Gun stationed on the south walls and a lady of ill-repute from the cheapside.*

## VOLGAR'S SHADOWMEN

Perhaps the most famous of forest hunters are the Shadowmen led by Grimal Volgar. The Forest of Shadows is their home and the archers are skilled beyond the ken of their countrymen.

*Loud cheers went up from the walls of Volganof when the hunting horns of the Shadowmen were sounded.*

## THE FERLANGEN CONTINGENT

The survivors of the attack on Ferlangen gathered under Baron Beckburg. Notable regiments included the renown swordsmen the Oxhides, the Fireloques of Ferlangen and the Sable Guard.

*Oxhides*

*The Sable Guard*

*The Ferlangen contingent advanced far from the southgates when Oleg von Raukov sallied forth. Many soldiers were lost during the battle with the Daemonhost, and only a few regiments ever returned to Ferlangen.*

## OSTERMARK VOLUNTEERS

Units from Ostermark included the Bechafen Halberdiers, the Moormen Blackbolts, and Mannstein's Manticores – Swordsmen drawn from Elector Count Wolfram Hertwig's own royal retinue.

*The Bechafen Halberdiers held their own against the Daemonhost.*

*Mannstein's Manticores.*

## THE TALABHEIM RELIEF COLUMN

The neighbouring city-state of Talabheim sent many troops across the River Talabec to the succour of Ostland. The column-led by Captain Stugnar, was marching on the Right Road when they were ambushed by Beastmen in the Forest of Shadows. Although battered, several full regiments fought their way through to Volganof, entering the city before it was fully encircled by the enemy.

*The shields of von Bachman's Swordsmen.*

*The Blackhats are Beast-slayers of renown and part of Talabheim's celebrated Taalbastion Guard.*

# AT THE GATES OF VOLGANOF

**With growing dread the city guard atop the battlements of Volganof watched the hordes of Chaos emerge from of the Forest of Shadows. The city's walls had never been breached, but now it stood surrounded by a foe unlike any other.**

## THE NOOSE DRAWS TIGHT

Rumour of the advancing Chaos armies ran rampant through the over-crowded city of Volganof. Every refugee that came through the gates brought a new tale of horror – that the barbarians were burning everything as they advanced, that prisoners were eaten alive. Survivors from the towns of Bohsenfels and Zundap claimed that Daemons and monstrous creatures had joined the Northmen, while towns to the south added that the Beastmen had risen out of the Forest of Shadows and that no roads were safe. The few survivors from Kludburgh refused to recount the atrocities they had seen. All were now trapped in Volganof.

In this atmosphere of growing despair a solid wall of unnatural black cloud appeared over Volganof. It grew so gloomy that the surrounding Forest of Shadows could barely be discerned from the watchtowers. Yet something was out there, for the trees on the edge of the cursed woods swayed and shook, as if a great body of troops and fell beasts was gathering.

To the harsh blaring of a thousand horns, Lord Mortkin appeared out of the blackest shadows. He was flanked on his right by a towering Daemon, a bat-winged monstrosity that roared its bloodlusting challenge for all to hear. On the Chaos Lord's left hovered a floating island, a great hunk of ground ripped from the earth itself to serve as a mount for Zakhar, matchless Chaos Sorcerer and master of the Coven of the Eternal Eye. Despite the terrifying wonder inspired by such fell lieutenants, it was upon Lord Mortkin himself that all eyes were inexorably drawn.

### THE CITY OF VOLGANOF

*Although not nearly as large as Ostland's capital of Wolfenburg or the coastal city of Salkalten, Volganof is fully enclosed by defensive walls. Indeed, Volganof's soldiers boast their walls are taller and thicker than any others in Ostland and that a foe has never breached them. The formidable city has been built atop a rocky plateau at the junction of the main roadways. It is land carved out of the Forest of Shadows. The Gloomroad leads from Hergig through to Castle von Raukov and is intersected by the Grimway, which stretches from Wolfenburg east to Bechafen. These crossroads lay within the walled city of Volganof, bulwark of civilisation against the horrors of the forest. For several miles around the city the land has been partially cleared. From the tall towers it is possible to see the surrounding lands for some distance before the forest swallows everything, even the roadways disappear, like dark tunnels burrowing into a mountain.*

Mounted atop a Daemon-beast made of hatred and living brass, the massive armoured form of the Chaos Lord was wreathed in an aura of power so dreadful to gaze upon that it stung an onlooker's soul. So much eldritch energy was being channelled into the warrior king that iridescent flames flickered around him. Here truly was the chosen champion of those who-should-not-be-named. A lord of kings, crowned in flame. From the void behind the iron helmet came an ultimatum that echoed across the distance, booming loud for all to hear:

"Surrender von Raukov to me, or I will crush your city. All of Volganof will die. I swear to the gods your suffering will be great. You have a single day to decide your fate."

After speaking he stared for a while upon the high walls of Volganof before turning back to the enveloping gloom.

## ULTIMATUM

Stunned by the obvious might of the Chaos Lord, soon all of Volganof began to talk. From high-born nobles to soldiers, craftsman to innkeepers, there was no doubt as to whom the armoured barbarian king had referred – Oleg von Raukov, true son of the Elector Count and pride of Ostland. So outraged and overwhelming was the cry of refusal – that Oleg should not be allowed to leave the gates of Volganof – that the few cowardly dissenters who would give up their commander without a fight dared not speak their minds. This stubborn spirit, for which Ostlanders have long been famed, helped to convince Oleg von Raukov not to give himself up – for surely the ruthless invaders would only slaughter him and attack Volganof regardless? The Ostland phrase 'A wolf at the door is still a wolf' came to mind. All knew the ravenous wolves of the north would not leave without much bloodshed.

The following day, when once again, to the blast of many horns, Lord Mortkin emerged from the forest he was answered not in human voice, but with tongues of fire. Every cannon atop the walls of Volganof fired a single shot – the muzzle flashes blazing bright in the permanent dusk that had settled over the city.

At such extreme range there was little chance of a cannonball scoring a direct hit, yet the shots seemed to vanish in the shadowy murk.

Still, Volganof's answer had been made...

## ZAKHAR UNLEASHED

Lord Mortkin raised his axe and flames erupted along its blade. At this gesture the woods heaved as the Forest of Shadows disgorged its hidden horde. There advanced, in a solid mass, all the nightmarish troops of Chaos – fur-clad barbarian tribes, beast-headed men, and legions of hulking warriors encased in hell-forged armour. Loathsome and gangly limbed Trolls lurched from under the eaves, along with bull-headed Minotaurs and packs of baying devil-hounds. Bursting above the canopy strode Giants, smashing aside trees as a man might brush aside tall grass. The ground shook as the warhost formed up in companies beneath foul banners upon which were scrawled venerations to the dark powers.

As the throng halted at some unseen signal, all eyes turned to Zakhar. The chanting of his unholy acolytes increased in pace and volume as, slowly, the floating island began to rise higher. The levitating land mass began to spin, rotating on an unseen axis. Seven peals of thunder rolled across the churning black clouds. Standing tall in the middle of the coven, Zakhar reached skywards, beginning to glow with a bluish nimbus. High-pitched maniacal laughter could be heard as untold energy coursed from the heavens into Zakhar's outstretched hands. When the charge could no longer be contained, the multi-hued ball of living lightning was hurled by the Covenmaster. It struck the walls of Volganof and blasted them asunder, vapourising stone and defender alike. Seven times Zakhar's magics smote the battlements and seven times they wrought gaping holes.

## FORWARD, FOR OSTLAND

As the survivors picked themselves off the ground and shook off the dust of crushed stone, a low moan could be heard from the defenders. They had placed much hope in the tall and seemingly impregnable walls of Volganof and now they had been irreparably breached before the battle had even begun. Yet even as the howls of the northern invaders began to rise, Oleg von Raukov stepped into one of the still-smoking gaps in the once proud walls. Loud, he spoke:

"Hold fast, men of Ostland. Where walls fall, there must stand men. But I will not be pulled from Volganof like a beast from a trap! Who will join me in taking the fight to our foe? Who will sally out with me?"

Such bravery could not be denied, and everywhere along the still-standing walls stout-hearted Captains and emboldened champions picked up the warcry. Every Ostlander knew it was better to die fighting. And so, amidst the looming dark, a new plan was hastily formulated. The walls and breaches must be manned, but to the south, against Lord Mortkin himself, there launched as strong a counter-attack as could be mustered. The Imperial forces advanced out from the breaches.

## ALL-OUT WARFARE

So began the Battle for Volganof. Neither force expected mercy, nor would any be given. Heroic clashes and fell-handed deeds awaited both sides and many tales and sagas celebrate (or condemn) the acts done this day.

# BLOODBATH AT VOLGANOF

## THE DEFIANCE OF OSTLAND

The men of the Empire streamed out of the gates, forming up beneath their many banners. Overhead, the guns of Volganof boomed, blazing bright in the gloom. The Grandmarshal Oleg von Raukov himself led the charge, fighting at the head of his bodyguard, the Stalwart Bulls. The ground soon ran red.

*The Reiksguard are led by three of the mightiest heroes of the Empire, the Reiksmarshal, Kurt Helborg; the Emperor's Champion, Ludwig Schwarzhelm; and the Elector Count of Ostland, Valmir von Raukov.*

*Kargharak the Bloodthirster crashes into the Bechafen Halberdiers in a clash that gave hope to the defenders of Volganof.*

*The warriors of the two-headed Giant attacking Daemonh*

*When the warherd the Forest of Shador reached the city wa*

*Volgar's Shadowmen harry the foe with bowfire.*

*Riding north along the Gloomroad, the Reiksguard arrived late to the battle.*

*riors of the Fell Legion and Grogg the ded Giant followed hot on the heels of the Daemonhost.*

*e warherd of Ul-Ruk the Red burst forth from t of Shadows, the tide of attackers once again he city walls.*

*From the battlements, towers, turrets, and rooftops, the men of the Empire fired volley after volley of bullets, bolts, rockets and cannonballs at the foe.*

# NOF

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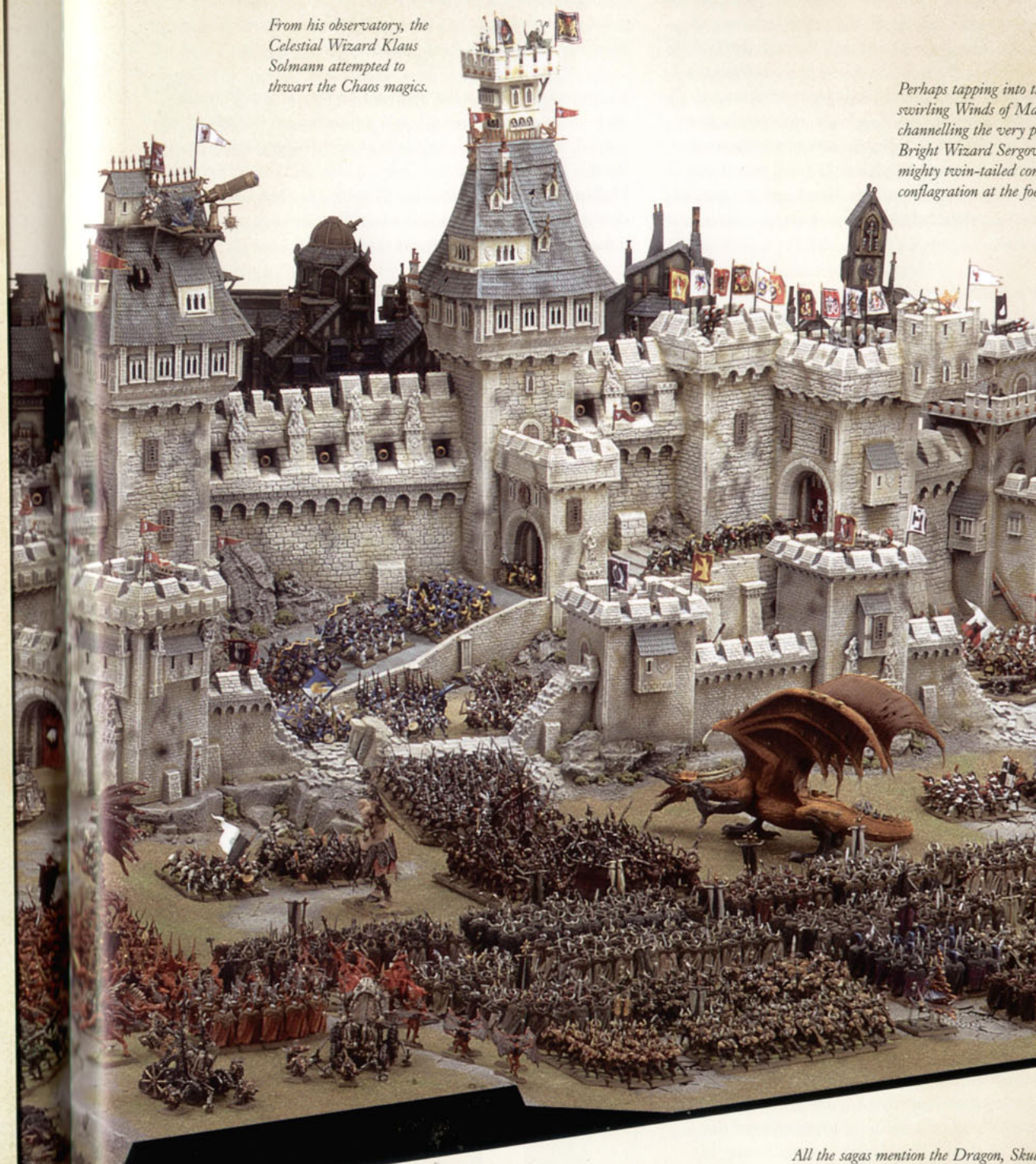


*From his observatory, the Celestial Wizard Klaus Solmann attempted to thwart the Chaos magics.*

*Perhaps tapping into t swirling Winds of Ma channelling the very p Bright Wizard Sergov mighty twin-tailed co conflagration at the fo*

*All the sagas mention the Dragon, Sku Great, for the wyrm caused great havo battlefield that day.*

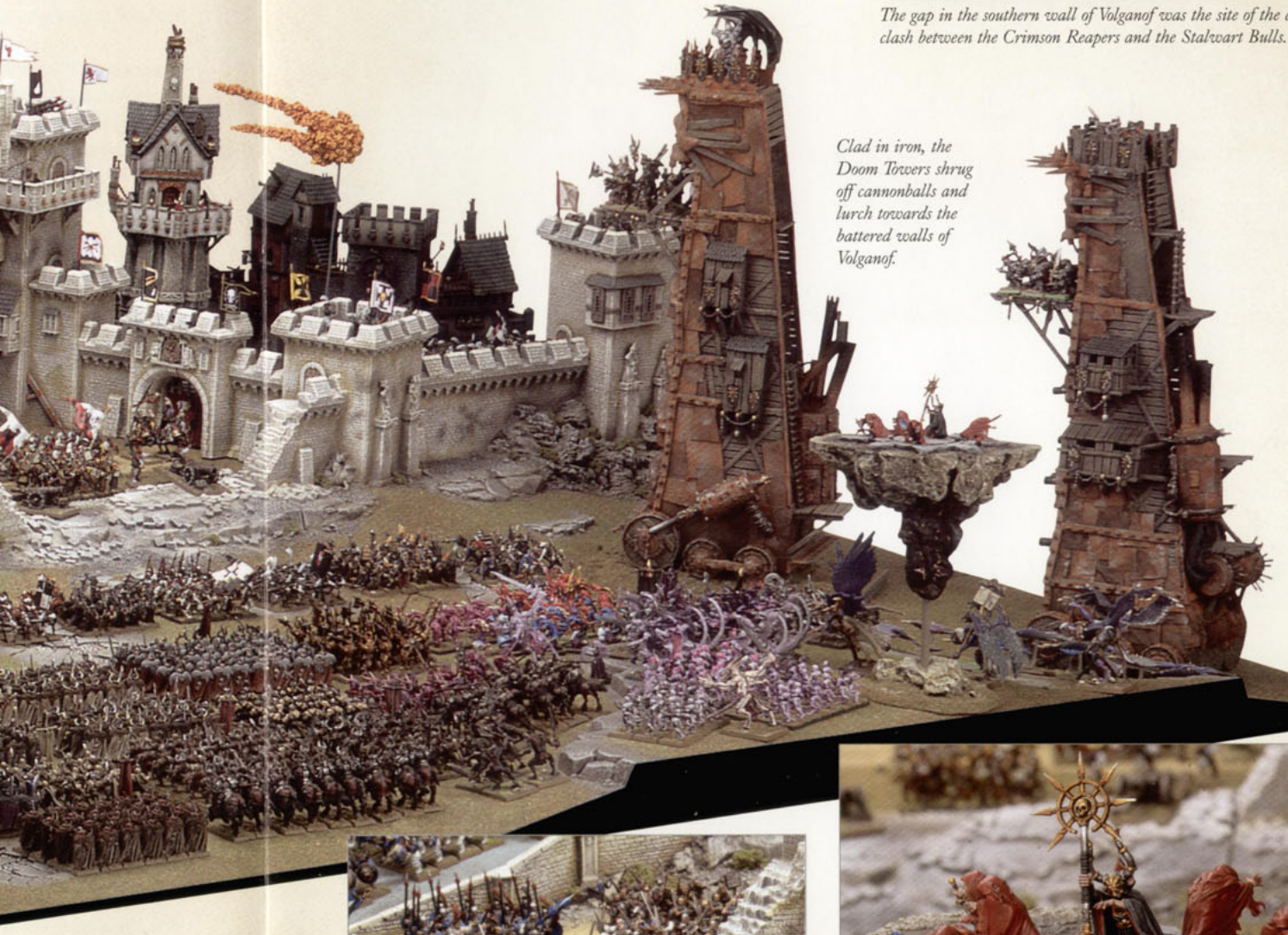
*When the Daemonhost of Kargharak entered the fray they drove the defenders back, step-by-step, towards the broken walls of their city.*

*pping into the erratically
inds of Magic or
the very power of Sigmar,
ard Sergov Pfeiffer casts a
n-tailed comet of
m at the foe.*

*The Chaos invaders reached the walls and then, like the receding tide, were pushed back. Yet time and again, the surging Chaos attack threatened anew to push fully into the breached walls of Volganof.*

*The gap in the southern wall of Volganof was the site of the c
clash between the Crimson Reapers and the Stalwart Bulls.*

*Clad in iron, the Doom Towers shrug off cannonballs and lurch towards the battered walls of Volganof.*



*ragon, Skulex the
great havoc on the*

*The Stalwart Bulls sally out of the breached wall, followed by soldiers of both Ostland and Middenheim.*

*Zakhar, Master of the Coven of the Eternal Eye, cast a spell tha
great breaches in the walls of the city of Volganof.*

## THE CITY BESIEGED

At Lord Mortkin's signal the Chaos invaders surged forwards. Leading the charge were dozens of tribes of Northmen, all eager to win glory. They hoped to attract, through deed of battle, the eyes of their Dark Gods. Along the city walls the defenders were not waiting idle. Handgunners discharged their weapons, handed their gun to a loader, accepted a new firearm and, almost without needing to aim, fired again into the oncoming mass. Crews struggled to fire and reload war machines; others manhandled artillery pieces into the gaps in the wall, ready to repel the attackers with multiple volleys or blasts of grapeshot.

But it was at the south walls, where Oleg von Raukov led his counter-attack out of the gates, that Lord Mortkin put forth his real strength. It was there that he released the howling fury of Kargharak and his Daemonhost. They drove deep into the enemy and there was much slaughter. As of yet, Lord Mortkin held in check the matchless warriors of his own Fell Legion.

## MAN VERSUS DAEMON

The volleys from the walls of Volganof failed to blunt the thrust of the onrushing Daemons. Kragharak, enraged beyond measure, carved a swathe through the Northmen of his own side in his haste to get to grips with the foe. Regiments fled from the sight of such monstrous rage, only to be cut down by the inhuman fiends in his vanguard. There stalked bright red Bloodletters, pale prancing Daemonettes and many more nightmarish creatures hungry for the destruction of all that men hold dear. Regiments of Volganof City Guard fell, slain and trampled before the onslaught.

Behind the Daemonhost followed clanking metal siege towers moving forwards by some power or foul enchantment. If the Daemons could sweep all before them, the beastly machines would topple the remaining walls. Shots from monstrous Chaos Hellcannons arced over the walls, setting the city alight. The men of the Empire were driven backwards, but they did not yet turn to run. Brave captains held the line as soldier after soldier stepped up to replace the slain. Against Kargharak himself, no strike had yet proved telling. Spears snapped against his impenetrable hide and his axe swept away ranks at a time. The rapid push back threatened to become a rout at any time.

At that moment the Bechafen Halberdiers stepped forwards into legend. Having marched from Ostermark to aid their brothers, the purple and yellow-clad soldiers entered the battleline in time to repel a Bloodletter charge. Seeing his minions dispatched, Kargharak turned his attentions to the men of Ostermark. Undaunted, the unit raised their halberds as one, presenting a forest of blades. The enraged Bloodthirster struck like a thunderbolt, his impact sending bodies high into the air and slaying the unit's Captain. Yet the proud sons of Bechafen stood firm, striking the unholy beast again and again. Soon the Greater Daemon's hide was oozing ichor from dozens of rents. With all the strength he could muster, Sergeant Oberwald drove his sword hilt-deep into the hell-spawn's chest. Incandescent with rage,

Kargharak picked up the Sergeant and squeezed. Beneath such incomparable strength and limitless fury, Oberwald was pulped, unrecognisable in death as ever having been a man. Yet this atrocious deed only inspired the remaining Bechafen Halberdiers. They hacked the Greater Daemon down. He slew many more of the Imperial soldiers in his writhing death throes, but Kargharak did not rise again.

## THE BRIEFEST OF HOPES

With the downfall of their champion, the Daemonhost wavered. Again, the voice of Oleg von Raukov rang out:

"To me, to me, men of the Empire. Press forward and fear no foe! Victory can be ours, fight on!"

Once again the hearts of the Ostlanders and their allies rallied and once again, the Imperial forces pressed forward. One of the monstrous siege towers was overrun – it toppled with a resounding crash. The lightly armoured barbarians fell in droves before the resurgence, but those warriors encased in hell-forged armour proved tougher opposition. When these were encountered, the momentum failed. The Daemonhost, driven back and much reduced, put up a ferocious fight around their Blood Banner, before it too was cast down, hacked apart by the Greatswords of the Stalwart Bulls. At this, a hearty cheer rose from the men fighting outside of the city and was picked up by soldiers on the walls. For perhaps the first time, the men of Volganof began to hope that they might live to see the true light of the sun.

## THE FELL LEGION

Lord Mortkin, his armoured form full to bursting with dark energies, knew it was time to enter the fray. At last the Fell Legion advanced beneath banners of black and red. None could stand before them.

The Black-iron Reavers were all but impervious to harm beneath their hulking armour. The Crimson Reapers, wielding enormous axes, clove men in twain with every blow. The walls of Volganof shook when the lumbering Juggernauts of the Brass Riders began their thunderous charge. There flew Skulex the Great, breathing clouds of fire upon the black and white uniformed soldiers of Ostland.

As his counter-attacking army evaporated, even Oleg von Raukov could not stop the flight to the walls. Many of the surviving soldiers flung down their weapons and fled, but those nearest the young Grand Marshal and his Stalwart Bulls gave ground only grudgingly. This rearguard action allowed many regiments to escape to the battered walls of Volganof.

## BACKS TO THE WALL

At last, only the Stalwart Bulls remained outside the walls, and they were soon pressed back into the gap. Twice the Black-iron Reavers charged and twice they were repelled with much loss of life. The ground was slippery with spilt blood. Oleg's blade, gifted to him by the Ice Queen of Kislev, shone bright and cold in the dim light. Panting heavily, the battle-worn Greatswords waited for the next attack.

Then the hordes parted and all saw why the defenders were granted a brief reprieve. Lord Mortkin, at the head of the Crimson Reavers, had arrived. Death was in their gaze, as they strode forth into the gap. Slicing through swords, platemail, and bodies, Lord Mortkin made his way straight for von Raukov, who, although weary with a long day of battle, did not flinch, but leapt forward to meet the attack.

Three times Oleg von Raukov struck Lord Mortkin, but it was not for mortal man to destroy the commander of the Fell Legion. Having weathered the smaller man's flurry of desperate blows, it was time to unleash his own. With a single swipe that would have felled a Giant, Lord Mortkin smote Oleg, whose body crumpled. Although mortally wounded, the valiant man struggled to rise, to strike once more. Mercilessly, the Chaos Lord strode upon him, snuffing out the last of his life beneath an armoured heel. For a single, surreal moment, the battlefront was stilled. Then, in the distance, came a blaring of horns.

### *The Relief Force*

*At the head of the relief column the banner of Valmir von Raukov could be seen, alongside that of the Reiksmarshal and the Emperor's Champion.*

*Banner of the Reiksmarshal*

*The vanguard of the relief force was made of the entire Altdorf Chapter House of the Reiksguard, sent with the Emperor's Blessing.*

## THE REIKSGUARD ARRIVE

Bursting from the Forest of Shadows along the Gloomroad, with many a horn call and cries of 'For the Emperor', the Reiksguard arrived onto the field of battle. Shining resplendent in their silver armour, they rode over several units of barbarians lurking near the woods. As the knights formed up, at their head could be seen Kurt Helborg, the Grand Master of the Order and Reiksmarshal of the Empire. At his side galloped Ludwig Schwarzhelm, the bearer of the Emperor's personal standard, the awe-inspiring banner glowing brightly in the darkness. Foremost amongst their ranks rode Valmir von Raukov, the Elector Count of Ostland, and a righteous vengeance blazed in his eyes as his banner was unfurled.

## POWER INCARNATE

Lord Mortkin stood over the body of the fallen von Raukov, gazing down upon the broken man. Oleg was the pride of Ostland and had fought bravely against a foe he could not hope to best. In the distance the horns of the Reiksguard trumpeted clearly. It was as the Daemon-whispers had promised. He had been forewarned they would arrive at such a time and Lord Mortkin had held back half of the Beastman warherd of Ul-Ruk the Red to deal with them, although this command had rankled with the bloodthirsty Children of Chaos.

All he had to do was give the signal for the Beastmen to advance out of the woods against the cavalry and final victory was assured. He felt power flow in his veins, the Winds of Magic supplying so much dark energy he could feel it throbbing in a corona around him. This, Lord Mortkin knew, was only the beginning of the real battle. Already, far to the north, an even larger host of Daemons was tearing through the ever-thinning veil between the worlds. An even greater gathering of the tribes was congregating, ready to march south and join him. He was the mighty vessel chosen to enact the great plans of the gods. And yet, now his mind was clear. He had taken the vengeance he sought and now his part was over.

Lord Mortkin had met every challenge. He had heard a hundred thousand voices chant his name. Now all he longed for was an ending. Lord Mortkin dropped his axe. With both hands he removed the helmet from atop his head, tossing it onto the piled mounds of the fallen. Loud, he spoke these words for all to hear:

"Wergild is paid. Let Volganof burn to pay for my home of Ulfennik. Never again will I return there. My saga is ended. I choose now to die as a man, my will my own. I go now, too late mayhap, to the halls of my fathers."

With his oath spoken, the aura about Lord Mortkin dimmed, the bitter gods, perhaps, taking back that which they had given. The Crimson Reapers awoke from their amazement too late to safeguard their lord. The tide of battle swept over the Chaos champion. Once again, battle was joined.

As Lord Mortkin fell, the veil of gloom was rent and slanting rays of sun shone down upon the battlefield. The disparate armies of Chaos were instantly shorn of the driving will that had held them together. Rumour raced across the killing fields. Half of the invaders, including Skulex the Great, broke the field, some skulking into the forest, or turning upon each other, settling old scores through combat. Yet so mighty was that host, that even bereft of half its number, the battle was not yet decided.

## UL-RUK THE RED COMES FORTH

The Beastlord Ul-Ruk the Red had waited in the woods for a signal that never came. Pushed beyond limits, his bestial rage boiled over. He would wait no longer, instead ordering his warherd into the smoking city. Only by sacking Volganof itself, feasting upon its citizens and tearing down its towers, could the Beastmen wash clean the anguish of taking orders. Bursting from the woods, the Beastmen tipped the scales again in favour of the invaders. They drove the defenders from several of the breaches and ran amok in the city. The streets ran with blood and the Beastmen took vengeance on any that crossed their path, be they warriors of the north or soldiers of the Empire.

## WHERE FALLETH THE KING?

It had been the Scarlet Curs, filled with hate over the death of Oleg von Raukov, that had overrun the despondent Lord Mortkin in the breach of the southern wall. The Crimson Reapers, Lord Mortkin's bodyguard, had been too stunned and too slow to intervene. Now their lord had fallen. Enraged at their loss, the Crimson Reapers waded into the fray, laying waste to all who stood between them and their fallen liege. The blood-splattered warriors fought their way through the press of Empire troops until they formed a circle around the crumpled form of their lord. The remnants of the Scarlet Curs threw down their halberds and fled. No living foe would advance into the courtyard to challenge the fallen leader's bodyguard, although volleys of gunfire and cannonballs tore through the battered remnants of the Crimson Reapers. They heeded it not. Grief-stricken, they bore the body within the walls of Volganof and there, for a time, none dared approach them.

### SKULEX THE GREAT

*There are many sagas of the deeds done during the battle outside of Volganof. Whoever the storyteller, be they Imperial poet, skald chanter of the Northmen, or entranced Bray-Shaman of the warherd, none tell their tale without giving Skulex the Great his due. So mighty was the carnage wreaked by the many-scaled wyrm on that day that all who survived were awe-struck. Hundreds of men, war machine, and horses fell before the thunderbolt-like assault of the ancient monster. Some were eaten whole, others crushed beneath its bulk, whole regiments were burnt to ashes by the great gouts of flame. The Steam Tank 'Indomitable', was cracked open and its crew eaten. The cannonballs that rent his vast pinions only made Skulex angrier. After the death of Lord Mortkin, Skulex stared at the newly arrived Reiksguard, but instead chose to fly back towards its lair, high up in the ice-peaked mountains of Norsca.*

## THE CHARGE OF THE REIKSGUARD

On the Emperor's orders the Reiksguard had night-marched northwards to reach Ostland and confront the foe. Now that he saw the size of the horde before him, their leader, Kurt Helborg, did not question his orders, but instead bellowed out the only command necessary – "charge!" Before they could reach the gates of Volganof they had to ride through many of the invaders. There stood the remaining Daemons, vengeful for their earlier losses, Lord Hackbile and his Plague Army, and innumerable barbarians, still eager for their share of what lay in the breached and burning city. Into this hellish multitude the Knights of the Empire crashed, cleaving through the enemy until they came to the ruins of the southern wall. There a last great challenge stood waiting.

Metal-bound Juggernauts steamed and pawed out divots the size of shallow graves. The Brass Riders, dealers of untold death, sought to grind the pride of the Empire beneath steel-hooves. Kurt Helborg, feeling the oncoming thunder of that charge, ordered the Reiksguard to lower lances and galloped to meet them. The earth-shaking collision of those units meeting was equalled only by the white-hot fury of their combat. Many fell, hacked down or stampeded over, but in the end it was the Runefangs of Kurt Helborg and Valmir von Raukov that made the difference. Slicing through armour and metal beast alike, the two, along with Ludwig Schwarzhelm, ensured that not a single Brass Rider escaped.

With the fall of the Brass Riders, all of the invaders who remained on the field saw their hopes of conquest vanish. There was still fierce fighting within the city walls, but the forces that had not penetrated into the city now began to vanish back into the forest. But it was too late for the city of Volganof.

## FUNERAL PYRE FOR A FALLEN LORD

While the final clashes occurred on the plains outside the gates, inside Volganof swirled a maelstrom of many smaller battles. Warbands roamed the streets and desperate defenders manned hastily constructed barricades. But too many of the invaders had stormed within the walls and everywhere the city burned. Citizens and soldiers alike streamed out of the gates eager to escape the hell within the walls.

For many long hours the Crimson Reapers fought off Empire soldiers, Beastmen and fellow Northmen who accused them of turning traitor. But they made no effort to leave, even as the flames, grown unchecked, washed over the whole of Volganof. Eventually the tall towers and proud walls collapsed and the flames scoured the city, utterly consuming the last faithful remnants of the Crimson Reapers. And so, in the end, the very city of Volganof became a funeral pyre for the last of the Fell Legion and their mighty Lord.

## AFTERMATH

*The city of Volganof burned for three days. Ash, piled rubble and blackened timbers were all that remained. Relief columns arrived in time to help the survivors. Soon a great camp sprang up, although it was some miles away from where the city once stood. The sun shone brightly, or would have, save for the vast flocks of carrion birds that wheeled in the skies. Their feasting was great indeed and to this day the ravens, bloodbeaks and crows of that area of the Forest of Shadows still seem both over-abundant and over-large.*

*Of the enemy, few were seen, save the wounded too hurt to travel far. These were shown no mercy. It is said Lord Hackbile and his Plague Army carved their way through the city of Volganof, escaping through the northernmost breaches and making for Kislev and beyond. Some barbarians fled alongside them, but most fell on the arduous journey, picked off by the vengeful horsetribes of that land. The Beastmen, glutted on human flesh, escaped back into the forest while fire overtook the city. It was the fervent hope of the many that lost relatives in the Slaughter of Volganof, that it was the cleansing flames that claimed their loved ones and not the brutish half-beasts. To this day the name of Ul-Ruk the Red will still draw curses from any Ostlander.*

*The homecoming for Valmir von Raukov was a bitter one. His forts were in ruins, his lands despoiled. He wept openly at the loss of wife and ancestral home. But many said it was the loss of his favoured son that hit the Elector Count the hardest. In mourning, Valmir remains inconsolable. Vassily, found unconscious in the ruins, has recovered his health, but has not yet found the forgiveness of his father.*

*Before leading the much-reduced Reiksguard back to Altdorf, Kurt Helborg looked over the makeshift camp, full of refugees and the wounded. He turned to his longtime friend and comrade-in-arms Ludwig Schwarzhelm. "I am shaken Ludwig. I do not think, as do others, that it was our arrival upon the battlefield that won this victory – if victory we can call it. If their lord had not ceased fighting, I do not believe we could have beaten them. Victory was in his grasp, yet by all accounts he just gave up. What manner of man was he?"*

*Ludwig, a man of grim disposition and few words was thoughtful for a moment – for he thought likewise. Neither had mentioned it, but if the invading army had stayed together, they might have marched all the way to Altdorf. After a thoughtful pause Ludwig said, "Maybe that's it? Maybe, in the end, perhaps Mortkin wasn't one of those... things. Maybe he was just a man after all?"*

*"Still," Kurt Helborg said, already putting the matter behind him, "Take some solace Ludwig. The northlands will be quiet for a long time after this battle." And yet, as the coming years would show, this would not turn out to be true.*

# GAMING A LEGENDARY BATTLE

**The sheer size of the battle that happened outside the gates of Volganof makes for a spectacular gaming event. Add to that special rules for the scenario, the characters and overarching story, and you have the makings of something legendary.**

On the following pages are details of the scenario, army lists and special rules that we used to create our massive game of the Slaughter at Volganof. This will allow a useful insight into how we went about recreating the battle.

## SOME INFORMAL GUIDELINES

Before fighting our Legendary Battle we added some parameters to our game. These were not strict rules, but more informal guidelines to ensure everyone played 'in character' for the battle. For instance, it was decided that, unless we all agreed it made sense to do so, characters were not allowed to join units other than the one they were most identified with. This kept iconic leaders (Oleg von Raukov) in their proper place (in the Stalwart Bulls). It might be advantageous for a player to rearrange or group together these characters, but that would not reflect the role those key individuals played in the battle. Some characters, particularly the 'bit players' in the grand story, are at least partially free to roam around as players see fit (Baron Beckburg can lead *any* regiment of the Ferlangen contingent, for example).
Army selection was given some careful thought. The key characters and famous regiments were listed out with specific numbers and upgrade options chosen to reflect the story. It felt too restrictive to complete the full army list in this manner, so points totals for the remaining troops were given, leaving the players some wiggle room to use their model collections. However, no extra Lord-level characters were allowed, keeping the emphasis on the main protagonists of the story (the ones listed out). Consequently, a number of special character models were used to represent 'normal ' heroes of the same type.

As the scale of our battle was large, we wanted large units. You'll see impressive blocks of 40+ models, which gave the game an epic look and feel. In many cases we simply combined two or three smaller units into a single colossal regiment. This wasn't always tactically wise, but it looked grand! No additional magic items except those listed in the Battle Lists were taken. This allowed us to concentrate on all the units, characters and special rules we already had in play.

## HOW OUR GAME WENT

The preparations for our Legendary Battle took a considerable amount of time. Many Warhammer enthusiasts here in the Design Studio got involved in the production of the battle, but particular mention must go out to Nick Bayton, Chris Peach and Duncan Rhodes, for in the end it was their task to gather, borrow, or paint up afresh all of the innumerable units required. It was no small effort, to say the least! Special effort was made to model, paint or somehow signify many of the named characters, monsters, and regiments. More of their impressive results can be seen on the following pages.

When it came time to play, we split the forces into different components. The invaders were divided in four, with separate players controlling: Lord Mortkin and the Fell Legion, the Daemonhost, Ul-Ruk the Red's Warherd, and 'the rest' which was a motley collection including many Marauders, the Chaos Sorcerer Zakhar, the enormous Chaos Dwarf-built siege engines, and Lord Hackbile's Plague army. Three players controlled the brave defenders of Volganof and they were divided into a right flank, left flank, with the third position in charge of the reinforcements and helping out with the many war machines on the walls (after all, the reinforcements don't show up until later).

Our battle outside the gates of Volganof went long into the night. In many ways it was similar to the story, but with important differences. For instance, as in the background, Oleg von Raukov and his bodyguard wiped out many invaders. However, they surprised us all by surviving the battle (true, there were only seven left, but still...). Other highlights included the Brass Riders delivering such a charge that a vast hole opened up in the Empire lines. Lord Mortkin refused to fail a single "Look out, Sir!" roll. The Gryphon Gates changed hands three times, with the Chaos army finally holding possession thanks to remnants of the Black-iron Reavers. The courtyard too proved to be a bloody site, where many units perished.

It came down to the last few turns, but Chaos won. It should be noted that this is a very hard scenario for the Empire to win, especially if Lord Mortkin stays devoted to the Dark Gods until late! In our battle he finally rebelled in Turn 5 and thus survived the battle (that 2+ ward save is awesome!). He ended the game as the only unit in the courtyard and so won a mighty swathe of victory points for his boldness! This was the deciding factor. In the end the Empire scored 23 hard-earned points versus 30 for the invaders. In this alternative ending, the forces of Chaos would push further south into the vulnerable Empire...

# THE SLAUGHTER AT VOLGANOF

**The following scenario and accompanying host of special units and characters were created to refight the overused battle outside the city of Volganof.**

## THE ARMIES

The armies are listed on the following pages.

## THE BATTLEFIELD

The terrain for the battle is set out as shown on the map below, using a 16' by 6' table.

## DEPLOYMENT

The Empire players set up first (minus Volgar's Shadowmen and the Relief Formation) in their deployment zone (see map below). The Ferlangen contingent is set up behind the Gloomroad and west of the Gloomroad Gallows.

Next, the Chaos players place models in their deployment zone (see map). Any models that do not fit on the table can be brought in as reserves. Note also that only half the Beastmen are deployed in their deployment zone. The rest will arrive using the Beastman Ambush rule. See page 471 for more details.

Finally, the Empire side can place Volgar's Shadowmen (the only Scouts allowed). The Relief Formation arrives on Turn 3.

## FIRST TURN

The Empire player gets the first turn.

## GAME LENGTH

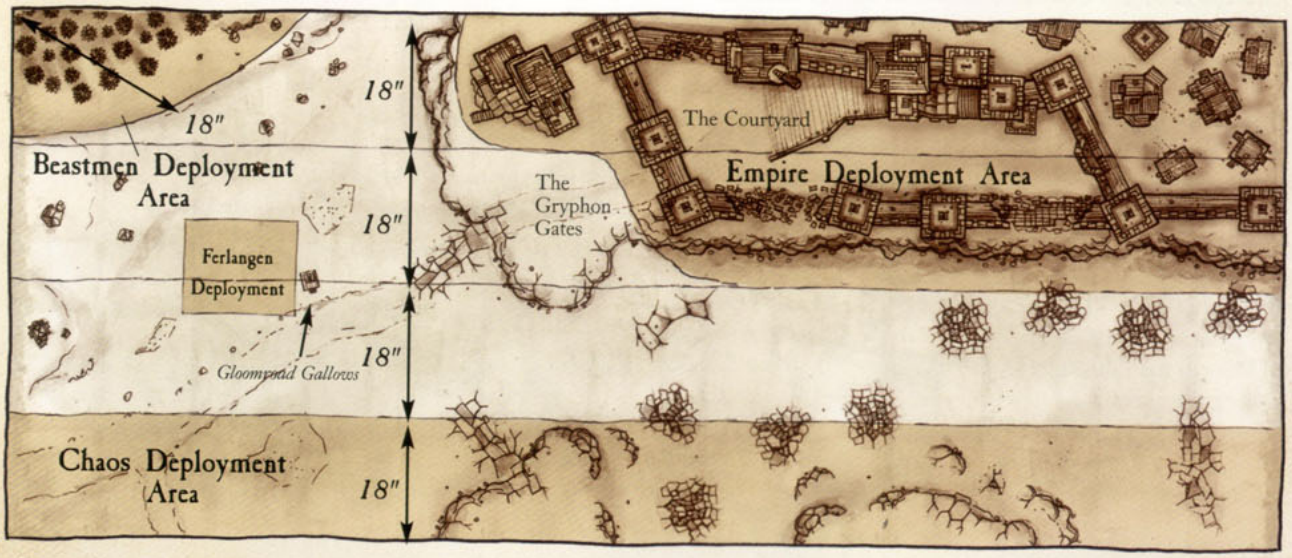
The battle will last for seven turns or until one side has achieved all of its victory conditions (or you run out of time).

## VICTORY CONDITIONS

Only the special victory points listed below are used. Add up the points at the end of the battle to determine who won the game (an equal amount of points on both sides is a draw). Either player can achieve an instant victory if, at the end of any game turn, he can claim every condition on his list.

| CHAOS SIDE | POINTS |
|---|---|
| • Hold the Gryphon Gates | 10 |
| • Hold Gloomroad Gallows | 5 |
| • For each unit that is inside the Courtyard<br>The points are doubled (10) if Lord Mortkin leads the unit! | 5 |
| • If slain, the following characters are worth 2 points each:<br>Valmir von Raukov, Oleg von Raukov, Kurt Helborg, Ludwig Schwarzhelm, | 2 |
| • If slain, the following characters are worth 1 point each<br>Vassily von Raukov, Baron Beckburg, Sergeant Oberwald, Baron von Blutten, Captain Schwarzhelb, Captain Volgar | 1 |

| EMPIRE SIDE | POINTS |
|---|---|
| • Slay Lord Mortkin | 10 |
| • Hold the Gloomroad Gallows | 5 |
| • Hold the Gryphon Gates | 5 |
| • Each von Raukov alive | 3 |
| • If slain, the following models are worth 5 points each:<br>Kargharak, Skulex, each of the Chaos Doom Towers | 5 |
| • If slain, the following models are worth 2 points each:<br>Lord Hackbile, Ul-Ruk the Red, Lord Zackhar, Grogg | 2 |




*The Gryphon Gates are treated as a single building with a capacity for 50 models.*

# THE INVADING ARMIES OF CHAOS ORDER OF BATTLE

**This battle list uses the Warriors of Chaos, Daemons of Chaos and Beastmen Armies books.**

## THE FELL LEGION

The Fell Legion is the personal army of Lord Mortkin.

### LORD MORTKIN

Lord Mortkin is a Chaos Lord. He bears the Hellfire Sword and is mounted atop a Juggernaut. He has the Diabolic Splendour Gift of the Gods and the special rules below:

**Chosen Vessel of the Dark Gods:** Lord Mortkin has become a mortal conduit for the Chaos Gods. As long as he is the Chosen Vessel (see the Defying the Dark Gods below) Lord Mortkin gains the following: +D6 Attacks (roll each combat) and a 2+ ward save. Any unit he leads is Unbreakable and, as he leads a Grand Alliance, the range of his Inspiring Presence is 24".

**Defying the Dark Gods:** Although seemingly a willing conduit for the Dark Gods' plans, Lord Mortkin is conflicted. Buried deep, he carries a growing urge to renounce the path of immortality, choosing instead to die as a man, as he was long ago.

At the start of each Chaos turn, roll a D6 and add the turn number. On a roll of 8 or higher, Lord Mortkin renounces the Chaos Powers. If this happens, Lord Mortkin loses his Chosen Vessel of the Dark Gods special rules.

**Death of the Warrior-king:** If Lord Mortkin dies every unit in the invading army must immediately pass a Leadership test at -2 or be instantly removed (they are considered to have slunk off the battlefield or destroyed each other in combat).

### WULRIC THE BLACK

Wulric is an Exalted Hero that carries the Fell Legion's Banner, the personal Battle Standard of Lord Mortkin. This acts as a Battle Standard, but has a range of 24".

### THE CRIMSON REAPERS

A unit of 75 Chosen. The Crimson Reapers' initial Eye of the Gods roll is automatically the Slaughterer's Strength.

*The Crimson Reapers*

### THE BLACK-IRON REAVERS

Three units of 40 Chaos Warriors.

*The Black-iron Reavers*

### THE BLACK REAVERS

An additional 3,500 points can be chosen from the Warhammer Armies: Warriors of Chaos book, excluding any choices from the Lords category.

*Packs of Chaos Warhounds followed the marching armies southwards, eager for blood.*

*The Brass Riders are often known as the Brass Butchers.*

### THE BRASS RIDERS
One unit of 19 Chaos Knights mounted not on Chaos Steeds, but upon Juggernauts. Each member of the Brass Riders is a Champion (so each Knight has not 2, but 3 Attacks each). The unit has a standard and musician.

## THE DAEMONHOST
The Daemonhost, led by Kargharak, has been summoned to do Lord Mortkin's bidding on the battlefield. They are treated as Trusted Allies (see page 137).

### KARGHARAK, DESTROYER OF CITIES
Kargharak is a Bloodthirster with a long history of joining Chaos invasions – including the destruction of Praag, large parts of Ulthuan and Lizardmen cities of antiquity. Kargharak has the Immortal Fury and Awesome Strength Daemonic Gifts.

### GREATER DAEMONS
Three Lords of Change, one Great Unclean One, two Keepers of Secrets, and one Bloodthirster.

### THE FLESH TAKERS
One unit of 64 Bloodletters.

*The Flesh Takers*

### DAEMONHOST
An additional 2,500 points of can be chosen from the Warhammer Armies: Daemons book, excluding any choices from the Lords category.

## THE BARBARIAN HORDES
Lord Mortkin and the Fell Legion have absorbed many barbarian tribes into their army. The majority of these surround Volganof, but some are deployed against the southern walls. An additional 1,000 points of Marauders or Marauder Horsemen can be selected from the Warhammer Armies: Warriors of Chaos army list.

*A regiment from the Kin-slayer tribe.*

## THE WARHERD OF UL-RUK THE RED
Ul-Ruk has come to join the onslaught, but he bears the Northmen no loyalty. All Beastmen treat the other contingents as Desperate Allies (see page 138). All units in the warherd have the Beastman Ambush rule, although they cannot enter the board within the city walls.

### UL-RUK THE RED
Ul-Ruk the Red is a Beastlord. He is equipped with the Axe of Men, and must enter play using the Beastman Ambush special rule.

### GRUK THE MAN-HATER
Gruk is a Beastman Hero who carries the Battle Banner of Ul-Ruk the Red. This former banner of men now causes Fear.

### RED PRIDE
One unit of 45 Bestigor.

### THE WARHERD
An additional 2,000 points can be chosen from the Warhammer Armies: Beastman book, excluding any choices from the Lords category.

## THE PLAGUE ARMY OF LORD HACKBILE

Lord Hackbile joined the Fell Legion to repay an old debt to Zakhar. The Plague Army is a Suspicious Ally (page 138) to the rest of the Chaos force. All characters and units in the Plague Army bear the Mark of Nurgle.

### LORD HACKBILE

Lord Hackbile is a Chaos Lord. He bears a Filth Mace and has the Stream of Corruption Gift of the Gods.

### ONE-EYED GLUGMIR THE BESLIMED

Glugmir is an Exalted Hero who carries the Plague Army's Battle Standard – the Fly-Banner. Any enemy unit in close combat with a unit including this insect-covered banner suffers a -1 penalty to all its To Hit rolls.

### THE PLAGUE ARMY

An additional 2,500 points can be chosen from the Warhammer Armies: Warriors of Chaos book, excluding any choices from the Lords category.

*The Plague Army was noted for its stained green-tinted armour.*

## ROGUE CHARACTERS AND FORMATIONS

Not every unit was connected to one of the army contingents.

### SKULEX THE GREAT

Skulex the Great is a Great Fire Dragon (see page 487 for his profile). We used a large Apocalypse Hellstorm template (the same shape as the normal template, only 16.5" long with a maximum width of 5") for his breath weapon.

### THE KLUDBURGH SAVAGES

One unit of 30 Forsaken. So atrocious is the reputation of this unit that it causes Terror.

*To represent Skulex the Great we used the Warhammer Fire Dragon available from Forge World.*

## COVENMASTER ZAKHAR

Zakhar is a Chaos Sorcerer and favoured of Tzeentch. He is a level 4 Sorcerer Lord with the Mark of Tzeentch. Zakhar can also call upon the power of the Coven of the Eternal Eye.

**The Coven of the Eternal Eye:** Zakhar is accompanied by his acolytes mounted atop a levitating hunk of earth. Zakhar and his coven cannot join other units and have a single combined profile – that of a Chaos Sorcerer Lord with +4 Wounds (for a total of 7). The Coven can Hover, generates an additional D3 power dice during each Chaos Magic phase and is protected by a 3+ ward save. Once per seven years Zakhar and his Coven can cast the *Spell of the Seven Thunders.* Unfortunately for you, he's already done that.

## GROGG

Grogg is a two-headed Giant that has +1 Toughness and +3 Wounds. Additionally, if he does not move, Grogg can hurl objects, usually large pieces of masonry he has recently destroyed, but occasionally uprooted trees or enemy war machines. These are hurled in the same way as firing a stone thrower, except that all misfires cause a single wound to Grogg himself.

*Zakhar and his Coven of the Eternal Eye floated above the battlefield atop a hunk of ground ripped from the earth by powerful magics.*

*Grogg, the two-headed Giant.*

## DOOM ENGINES

Through the aid of his Daemonic allies, Lord Mortkin was able to persuade Hothgar, the rogue Chaos Dwarf forge-sorcerer, to build engines of war to assist in the Chaos invasion. Two of the enormous ironclad siege towers accompany the armies deployed against the south walls of Volganof. See page 426 for rules for these metal monstrosities.

## THE BROTHERHOOD OF SPAWN

Perhaps it was the upsurge in the Winds of Magic or merely the comfort of fellow cursed souls seeking release, but the Spawn, so common on the periphery of a Chaos army, began to band together, forming many loathsome regiments of mutated beasts. For this battle Spawn are allowed to form up into Skirmishing units of between 2-5 models. Roll once for the Lurching Horror rule and the whole foul Brotherhood throbs, drags and heaves itself forward at the same speed. All Spawn in a Brotherhood can add an additional +2" to their Movement roll (so a total of 2D6+2) as the sprawling, tentacled creatures push each other along, like some sort of mutated stampede.

*The Brotherhood of Spawn.*

# THE DEFENDERS OF VOLGANOF ORDER OF BATTLE

**This battle list is designed to be used with the Empire Armies book.**

## THE FORCES OF VOLGANOF

The sons of Volganof are eager to defend their home city.

### OLEG VON RAUKOV

Oleg has always been a formidable warrior, but on this day he was either touched by destiny or blessed by Sigmar. He proved more than a match for many of the Northmen and it was not until he faced Lord Mortkin that his luck ran out. Oleg is a General of the Empire wearing Dawn Armour and bearing a magical Ice Blade, gifted to him by the Ice Queen of Kislev. All of Oleg's Attacks are at +2 Strength and the sword grants him the Always Strikes First rule. Oleg also has the following special rules:

**Inspiring Ray of Hope:** All Imperial soldiers within 12" of Grand Marshal Oleg von Raukov are Stubborn. Also, as Oleg leads a Grand Alliance (see page 139), the range of his Inspiring Presence is 24".

**Fateful Destiny:** Oleg and the entire unit he is with re-roll all failed To Hit rolls, however, they may not do so against Lord Mortkin or any unit he has joined. Additionally, Oleg has a 2+ ward save against all attacks except those made by Lord Mortkin.

### THE STALWART BULLS

One unit of 60 Greatswords. The Banner of the Stalwart Bulls gives the unit a 5+ ward save.

### KRIEGSMARSHAL BARON VON BLUTTEN

Only the three Grand Marshals of Ostland and the Elector Count Valmir von Raukov outrank the Baron. He is a Captain of the Empire, although his BS is only 2 (no depth perception having lost an eye fighting Beastmen ages ago). He has full plate armour, a pistol and a Sword of Power. The Baron can join any unit of City Guard or Gryphon Guard.

*The Kriegsmarshal Baron Von Blutten.*

### THE CITY GUARD OF VOLGANOF

These troops reflect the City Guard that have joined the force that sallied forth under Oleg von Raukov.

*The City Guard of Volganof.*

*Although they finally fell against the Crimson Reapers, the Stalwart Bulls fought fiercely and with much honour against the invaders.*

An additional 3,000 points can be chosen from the Warhammer Armies: Empire book, excluding any choices from the Lords category.

At the start of each turn after the first, a single 40 strong model regiment of Halberdiers, Spearmen, or Swordsmen (with full command) can enter as reinforcements anywhere on the northern table edge.

### CAPTAIN SCHWARZHELB

The fiery Captain of the South Tower Defenders is a Captain of the Empire with full plate armour, a pistol and a hand weapon. Any unit with Captain Schwarzhelb in the front rank is Unbreakable.

*Captain Schwarzhelb.*

### THE GRYPHON GUARD

Two units of 30 Swordsmen.

*The elite Gryphon Guard.*

### THE VOLGANOF ARTILLERY

Atop the battlements of Volganof were many artillery pieces, some of which were particularly notable. They are under the command of venerable Kannonmeister Gunther Trundlekopf – a Master Engineer.

### OL' PUDDINGS

This cannon is old and almost worn smooth. Yet it still delivers shots with a deadly and well-known accuracy. The first artillery dice each turn may be re-rolled.

### SPINNING BERTHA

During the battle, the barrels got so overheated on this south wall Volley Gun that civilians had to form a bucket-chain to bring enough water to cool down the whirling device. Spinning Bertha can double the amount of shots fired (simply multiply each roll of the artillery dice by two).

Up to 1,500 points of any combination of Mortars, Great Cannons, Helblaster Volley Guns, or Helstorm Rocket Batteries can also be selected.

## THE FERLANGEN CONTINGENT

A strong contingent of veterans marched out from Ferlangen under the command of Baron Beckburg. They begin the battle on the north-west side of the Gloomroad Gallows.

### BARON BECKBURG

The Baron is a Captain of the Empire.

*Baron Beckburg.*

*A regiment of the Sable Guard.*

### THE SABLE GUARD

An additional 1,000 points of Core selections and 500 points of Special selections can be chosen from the Warhammer Armies: Empire book.

## OTHER OSTLAND TROOPS

Many additional regiments have joined the fight, having marched from all corners of the province.

*The Kludburgh Militia.*

### THE KLUDBURGH MILITIA

One unit comprising 30 Free Company. This unit represents the entire surviving population of Kludburgh. They Hate all forces of Chaos.

### VOLGAR'S SHADOWMEN

One unit of 20 Archers (upgraded to Huntsmen) led by Volgar, a Captain of the Empire with a longbow. Once per battle, the Shadowmen can stand and fire, unleashing a double volley – firing twice with no penalty for their multiple shots.

*The elite Huntsmen of Volgar's Shadowmen.*

### THE FLAGELLANTS OF THE FOREST OF SHADOWS

One unit of 50 Flagellants with a Prophet of Doom (who can only say 'I told you so' during the whole awful invasion).

*The Flagellants of the Forest of Shadows.*

## TROOPS FROM OTHER PROVINCES

Regiments from all across the Empire marched to the aid of Ostland. Some of the more notable regiments are singled out.

### THE BECHAFEN HALBERDIERS

One unit of 50 Halberdiers. They are led by Captain Volkmann. Each unsaved wound caused by the unit champion, Sergeant Oberwald, is multiplied into D6 wounds.

*Captain Volkmann.*

*The Bechafen Halberdiers from Ostermark.*

### THE BLACKHATS OF TALABHEIM

One unit of 30 Swordsmen. After many bitterly fought battles, the Blackhats Hate Beastmen.

*The Blackhats of Talabheim.*

### VASSILY VON RAUKOV

Vassily has the same profile as an Empire Swordsman, except with 2 Wounds. He wears light armour and bears a sword. Guarding Vassily are the Scarlet Curs, a unit of 35 Halberdiers. The Scarlet Curs and Vassily von Raukov will enter play at the start of Turn 3 from anywhere on the northern board edge.

*Vassily von Raukov.*

### KLAUS SOLMANN

Klaus Solmann is a Level 4 Celestial Wizard. He is an advisor to Baron von Blutten. Solmann's tower in Volganof is bedecked with an observatory and a shimmering dome that can disappear at his command. He can choose to forego casting magic in his own phase to direct the beam of the great telescope. The beam can only be seen by spellcasters. It reveals a mesmerising glimpse of the Winds of Magic made visible – heady stuff to confuse any individual. Any enemy Wizard picked out by the beam cannot move, shoot, or cast spells in his next player turn unless he first rolls a 6 on a D6.

*Klaus Solmann.*

### SERGOV PFEIFFER, BRIGHT WIZARD

Sergov has failed to impress any of his masters in his apprenticeship in the study of magic. Thus far, Sergov has gained more notoriety for his predilection for fistfights than for magical skill. Sergov marched with troops out of Wolfenburg and joined the defence of Volganof. In the most desperate hour, when the city faced certain destruction, something unexpected happened. Inspired by the chants of a nearby Warrior Priest, Sergov began a spell. Eyes blazing with sudden power, an enormous conflagration erupted from his outstretched hands. Many who survived claimed that in its fiery descent, the fireball assumed the shape of a twin-tailed comet before it landed amongst the massed ranks heading for the breached city walls.

Sergov is a Level 1 Bright Wizard. If he is within 6" of a Warrior Priest he may, once in his lifetime, launch his *Fury of Sigmar* fireball. No casting roll is required – the spell has irresistible force, but does not cause a miscast. The spell is a magic missile. Place the large template anywhere within 48". All models touched receive a Strength 8 hit. All models within a 2D6" range of the template suffer a Strength 5 hit.

## THE RELIEF FORMATION

At the start of Turn 3 the Relief Formation arrives. They can choose to turn up anywhere on either the western table edge or the southern table edge. They can announce a charge on the turn they arrive (measuring from the table edge).

### KURT HELBORG & LUDWIG SCHWARZHELM

The Reiksmarshal and the Emperor's Champion have been sent by Karl Franz to stem the tide of Chaos. They can join any unit in the Relief Formation.

*Kurt Helborg.*

*Ludwig Schwarzhelm.*

### THE REIKSGUARD

Two units of 45 Reiksguard.
One bears the magical Steel Standard.

### VALMIR VON RAUKOV AND HIS STANDARD

Elector Count Valmir von Raukov is an Empire General who bears a Runefang, the Dragon Bow, full plate armour and rides a warhorse. His Battle Standard is carried by a Captain of the Empire who wears full plate armour and rides a warhorse.

### THE RELIEF COLUMN

An additional 1,500 points of mounted models can be chosen from the Warhammer Armies: Empire book, excluding any choices from the Lords category.

# REFERENCE

The final section of the book is full of helpful, practical information.

You will find an extensive bestiary that contains the characteristic profile and troop type of just about every model currently available, so you can get playing straight away or check out just how dangerous your enemies are.

The eight battle magic spell lores are presented next – an array of sorcerous pyrotechnics that you'll have tremendous fun unleashing upon your opponent's army.

Also included are more than 80 magic items, ranging from weapons and armour to standards and protective talismans, all of which are available for use in your army.

Finally, we have created a handy summary and a full index, so you can quickly find the rules you need during your Warhammer battles.

# FIND OUT MORE

## WHITE DWARF MAGAZINE

White Dwarf magazine is Games Workshop's monthly hobby supplement, an essential publication for everyone who is interested in any aspect of the Games Workshop hobby. Modelling, painting, terrain building, new rules, scenarios and more can be found within its hallowed pages. White Dwarf has loads of articles based on different aspects of Warhammer so you can get the most out of your games, including:

- **News on forthcoming releases.**
- **Exciting and informative battle reports.**
- **Advice on painting and assembling your models.**
- **In-depth tactics articles.**
- **A complete list of Games Workshop stockists in your region.**
- **New battles to fight.**
- **Campaigns.**
- **Terrain building.**
- **Showcase armies.**

## LOCAL GAMES SHOPS

Many Warhammer players are lucky enough to live near a Games Workshop store or independent retailer or hobby shop. In addition to being places to stock up on miniatures, paints and supplies, you can find out about upcoming gaming or hobby activities. Whether you are looking for basic painting tips, searching out veteran gamers to battle against, or seeking a nearby club to join, your local shop is the ideal starting point and can either help you directly or point you in the right direction.

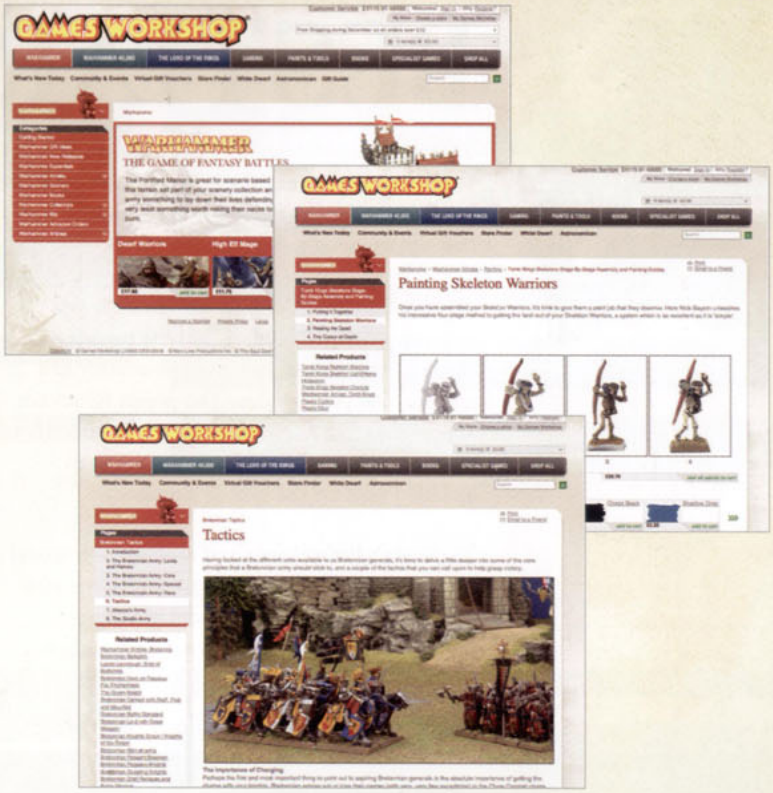
*Games Workshop stores can provide help and advice on painting, modelling, army-building and tactics, as well as learning the rules.*

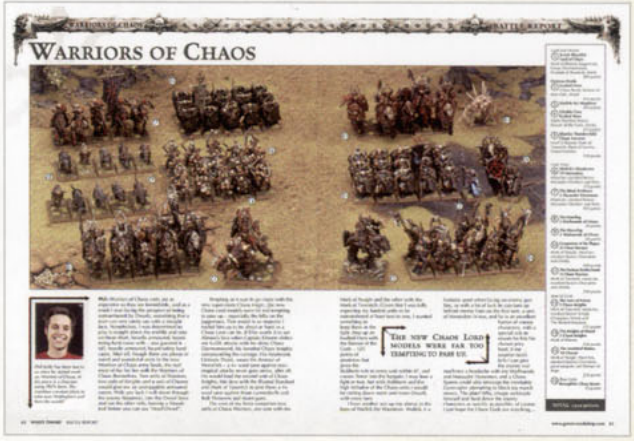
# WARHAMMER ON THE WEB

Perhaps one of the best ways to find out more about Warhammer is to access the Games Workshop website. This vast reservoir of information has pictures of every Warhammer miniature currently available, painting guides, sample army lists, getting started information and lots more. You can also find additional articles, assembly guides, scenarios, previews of upcoming new releases and a library of fantastic hobby projects you can build yourself.

The Games Workshop website also has a store locator allowing players to find the Games Workshop store or independent retailer that is nearest to their home or destination. If no shops are nearby you can find the full range of products on our safe and secure online store.

**www.games-workshop.com**





## BATTLE REPORTS

For many years, one of the most popular series of White Dwarf articles has been the battle report. Each one of these articles offers a blow-by-blow account of a battle, including army lists, maps and after-match thoughts from the players. The action in question could be an important historic battle from the world of Warhammer or it could be a competitive grudge match between two masterful tabletop generals.

Battle reports offer invaluable tactical advice for the beginner and veteran alike. They provide a rare insight into a commander's head during a battle, and make for action-packed reading to boot!

# BESTIARY

**The characteristics given in the following lists allow you to start playing games of Warhammer straight away with your collection of Citadel miniatures. Once you have chosen which army you would like to collect, the next step is normally to buy the appropriate Armies book.**

The Warhammer Armies books provide you with the points value of each of the models, allowing you to plan and build your army to a specific total points value. The points values are not given here, as they reflect many special rules that apply to each model but have not been included here for the sake of simplicity.

To decide what weapons and armour each model has, take a look at the miniature and agree with your opponent what each model is equipped with. Note that profiles have not been included for champion models.

## Troop Types key

**In** = Infantry
**WB** = War Beast
**Ca** = Cavalry
**MI** = Monstrous Infantry
**MB** = Monstrous Beast
**MC** = Monstrous Cavalry
**Mo** = Monster
**Ch** = Chariot
**Sw** = Swarms
**Un** = Unique
**WM** = War Machine

# BRETONNIA

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Battle Pilgrim | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 8 | In |
| Bretonnian Lord | 4 | 6 | 3 | 4 | 4 | 3 | 6 | 4 | 9 | In |
| Damsel | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 7 | In |
| Fay Enchantress | 5 | 4 | 4 | 3 | 3 | 3 | 5 | 1 | 9 | MC |
| - Silvaron | 10 | 5 | 0 | 4 | 4 | 3 | 5 | 2 | 8 | - |
| Field Trebuchet | - | - | - | - | 7 | 4 | - | - | - | WM |
| - Peasant Crew | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Grail Knight | 4 | 5 | 3 | 4 | 3 | 1 | 5 | 2 | 8 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Grail Reliquae | 4 | 2 | 2 | 3 | 3 | 6 | 3 | 4 | 8 | In |
| Green Knight | 4 | 7 | 3 | 4 | 4 | 3 | 6 | 4 | 9 | Ca |
| - Shadow Steed | 8 | 4 | 0 | 4 | 3 | 1 | 4 | 1 | 5 | - |
| Hippogryph | 8 | 4 | 0 | 5 | 5 | 4 | 4 | 4 | 8 | Mo |
| King Louen | 4 | 7 | 5 | 4 | 4 | 3 | 7 | 5 | 9 | In |
| - Beaquis | 8 | 5 | 0 | 5 | 5 | 4 | 6 | 4 | 9 | Mo |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Knight Errant | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | |
| Knight of the Realm | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Man-at-arms | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | In |
| Mounted Yeoman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | |
| Paladin | 4 | 5 | 3 | 4 | 4 | 2 | 5 | 3 | 8 | In |
| Peasant Bowman | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | In |
| Pegasus Knight | 4 | 4 | 3 | 3 | 4 | 2 | 4 | 1 | 8 | MC |
| - Pegasus | 8 | 3 | 0 | 4 | - | - | 4 | 2 | 7 | - |
| Prophetess | 4 | 3 | 3 | 3 | 3 | 3 | 3 | 1 | 8 | In |
| Questing Knight | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 1 | 8 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Royal Pegasus | 8 | 3 | 0 | 4 | 4 | 3 | 4 | 2 | 7 | MB |

# DWARFS

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Bolt Thrower | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Artillery Crew | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| - Engineer | 3 | 4 | 4 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| Cannon | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Artillery Crew | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| - Engineer | 3 | 4 | 4 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| Daemon Slayer | 3 | 7 | 3 | 4 | 5 | 3 | 5 | 4 | 10 | In |
| Dragon Slayer | 3 | 6 | 3 | 4 | 5 | 2 | 4 | 3 | 10 | In |
| Dwarf Lord | 3 | 7 | 4 | 4 | 5 | 3 | 4 | 4 | 10 | In |
| Flame Cannon | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Artillery Crew | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| Grudge Thrower | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Artillery Crew | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| - Engineer | 3 | 4 | 4 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| Gyrocopter | - | 4 | - | 4 | 5 | 3 | 2 | 2 | 9 | Un |
| Hammerer | 3 | 5 | 3 | 4 | 4 | 1 | 2 | 1 | 9 | In |
| Ironbreaker | 3 | 5 | 3 | 4 | 4 | 1 | 2 | 1 | 9 | In |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Josef Bugman | 3 | 6 | 5 | 4 | 5 | 2 | 4 | 3 | 10 | In |
| Longbeard | 3 | 5 | 3 | 4 | 4 | 1 | 2 | 1 | 9 | In |
| Master Engineer | 3 | 4 | 5 | 4 | 4 | 2 | 2 | 2 | 9 | In |
| Miner | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | In |
| Organ Gun | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Artillery Crew | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| Quarreller | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | In |
| Runelord | 3 | 6 | 4 | 4 | 5 | 3 | 3 | 2 | 9 | In |
| Runesmith | 3 | 5 | 4 | 4 | 4 | 2 | 2 | 2 | 9 | In |
| Thane | 3 | 6 | 4 | 4 | 5 | 2 | 3 | 3 | 9 | In |
| Thorek Ironbrow | 3 | 6 | 4 | 4 | 5 | 3 | 3 | 2+1 | 10 | Un |
| - Kraggi | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| - Anvil Guard | 3 | 5 | 3 | 4 | 4 | 1 | 2 | 1 | 9 | - |
| Thorgrim | 3 | 7 | 6 | 4 | 5 | 7 | 4 | 4 | 10 | Un |
| - Thronebearers | 3 | 5 | 3 | 4 | - | - | 3 | 4 | - | - |
| Thunderer | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | In |
| Troll Slayer | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 10 | In |
| Warrior | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | In |

# TOMB KINGS

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Bone Giant | 6 | 3 | 0 | 6 | 5 | 6 | 1 | 4 | 8 | Mo |
| Carrion | 2 | 3 | 0 | 3 | 4 | 2 | 3 | 2 | 4 | WB |
| Chariot | – | – | – | 4 | 4 | 3 | – | – | – | Ch |
| - Skeleton | - | 3 | 2 | 3 | - | - | 2 | 1 | 7 | - |
| - Skeletal Steed | 8 | 2 | - | 3 | - | - | 2 | 1 | - | - |
| Icon Bearer | 4 | 4 | 3 | 4 | 4 | 2 | 3 | 2 | 8 | In |
| Khalida | 6 | 6 | 4 | 4 | 5 | 3 | 9 | 5 | 10 | In |
| Liche High Priest | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 1 | 9 | In |
| Liche Priest | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 8 | In |
| - Casket Guard | 4 | 3 | 3 | 4 | 4 | 1 | 3 | 2 | 8 | - |
| Scr. Skull Catapult | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Skeleton | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 3 | - |
| Settra | 4 | 7 | 4 | 5 | 5 | 4 | 4 | 5 | 10 | In |
| - Chariot | - | - | - | 5 | 5 | 5 | - | - | - | Ch |
| - Skeletal Steed | 8 | 2 | - | 3 | - | - | 2 | 1 | - | - |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Skeletal Steed | 8 | 2 | 0 | 3 | 3 | 1 | 2 | 1 | 5 | WB |
| Skeleton Horseman | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 5 | Ca |
| - Skeletal Steed | 8 | 2 | 0 | 3 | 3 | 1 | 2 | 1 | 5 | - |
| Skeleton | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 3 | In |
| Tomb Guard | 4 | 3 | 3 | 4 | 4 | 1 | 3 | 1 | 8 | In |
| Tomb King | 4 | 6 | 4 | 5 | 5 | 4 | 3 | 4 | 10 | In |
| Tomb Prince | 4 | 5 | 4 | 4 | 5 | 3 | 3 | 3 | 9 | In |
| Tomb Scorpion | 7 | 4 | 0 | 5 | 5 | 4 | 3 | 4 | 8 | MB |
| Tomb Swarm | 4 | 3 | 0 | 2 | 2 | 5 | 1 | 5 | 10 | Sw |
| Ushabti | 5 | 4 | 0 | 6 | 4 | 3 | 3 | 3 | 10 | MI |

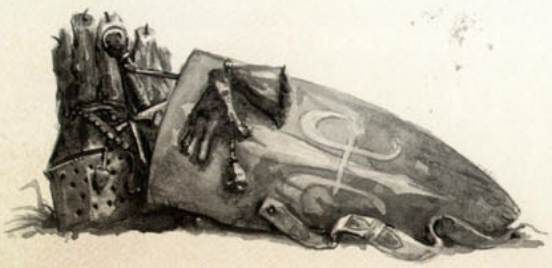
# EMPIRE

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Arch Lector | 4 | 4 | 3 | 4 | 4 | 3 | 4 | 2 | 9 | In |
| Archer | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | In |
| Balthasar Gelt | 4 | 3 | 3 | 3 | 4 | 3 | 3 | 1 | 8 | In |
| Battle Wizard | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 7 | In |
| Captain | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 8 | In |
| Crossbowman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | In |
| Emperor Karl Franz | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 10 | In |
| Deathclaw | 6 | 6 | - | 5 | 5 | 4 | 5 | 4 | 8 | Mo |
| Flagellant | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 10 | In |
| Free Company Fighter | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | In |
| General of the Empire | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 3 | 9 | In |
| Grand Master | 4 | 6 | 3 | 4 | 4 | 3 | 6 | 4 | 9 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Grand Theogonist | 4 | 5 | 3 | 4 | 4 | 3 | 4 | 2 | 9 | In |
| Great Cannon | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Crewman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | - |
| Greatsword | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | In |
| Griffon | 6 | 5 | - | 5 | 5 | 4 | 5 | 4 | 7 | Mo |
| Halberdier | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | In |
| Handgunner | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | In |
| Helblaster Volley Gun | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Crewman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | - |
| Helstorm R. Battery | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Crewman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | - |
| Imperial Dragon | 6 | 6 | - | 6 | 6 | 6 | 3 | 5 | 8 | Mo |
| Imperial Pegasus | 8 | 3 | - | 4 | 4 | 3 | 4 | 2 | 6 | MB |
| Knight of the Inner Circle | 4 | 4 | 3 | 4 | 3 | 1 | 3 | 1 | 8 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Knight | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Kurt Helborg | 4 | 7 | 3 | 4 | 4 | 3 | 6 | 4 | 9 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Ludwig Schwarzhelm | 4 | 6 | 5 | 4 | 4 | 2 | 5 | 3 | 8 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Luthor Huss | 4 | 5 | 3 | 4 | 4 | 2 | 4 | 2 | 8 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Master Engineer | 4 | 3 | 4 | 3 | 3 | 2 | 3 | 1 | 7 | In |
| Mortar | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Crewman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | |
| Outrider | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Pistolier | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | In |
| Steam Tank | special | - | - | 6 | 6 | 10 | - | special | - | Un |
| - Engineer Cmdr. | - | - | 4 | - | - | - | - | - | 10 | Un |
| Swordsman | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | In |
| The War Altar | - | - | - | 5 | 5 | 5 | - | - | - | Ch |
| - Warhorse | 8 | 3 | - | 3 | - | - | 3 | 1 | 5 | - |
| Warrior Priest | 4 | 4 | 3 | 4 | 4 | 2 | 4 | 2 | 8 | In |
| Wizard Lord | 4 | 3 | 3 | 3 | 4 | 3 | 3 | 1 | 8 | In |

# HIGH ELVES

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Alith Anar | 5 | 7 | 7 | 4 | 3 | 3 | 9 | 4 | 10 | In |
| Archer | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Archmage | 5 | 4 | 4 | 3 | 3 | 3 | 5 | 1 | 9 | In |
| Bolt Thrower | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Crew | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | - |
| Caradryan | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 | In |
| Dragon Mage | 5 | 4 | 4 | 3 | 3 | 2 | 6 | 2 | 8 | In |
| Dragon Prince | 5 | 5 | 4 | 3 | 3 | 1 | 6 | 2 | 9 | Ca |
| - Elven steed | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | - |
| Ellyrian Reaver | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | Ca |
| - Elven steed | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | - |
| Eltharion | 5 | 8 | 6 | 4 | 3 | 3 | 8 | 4 | 10 | In |
| - Stormwing | 6 | 6 | 0 | 5 | 5 | 5 | 7 | 4 | 8 | Mo |
| Great Eagle | 2 | 5 | 0 | 4 | 4 | 3 | 4 | 2 | 8 | MB |



| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Griffon | 6 | 5 | 0 | 5 | 5 | 4 | 5 | 4 | 7 | Mo |
| Korhil | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 | In |
| Lion Chariot | - | - | - | 5 | 4 | 4 | - | - | - | Ch |
| - Crew | - | 5 | 4 | 4 | - | - | 5 | 1 | 8 | - |
| - War Lions | 8 | 5 | - | 5 | - | - | 4 | 2 | - | - |
| Mage | 5 | 4 | 4 | 3 | 3 | 2 | 5 | 1 | 8 | In |
| Moon Dragon | 6 | 6 | 0 | 6 | 6 | 6 | 3 | 5 | 8 | Mo |
| Noble | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 | In |
| Phoenix Guard | 5 | 5 | 4 | 3 | 3 | 1 | 6 | 1 | 9 | In |
| Prince | 5 | 7 | 6 | 4 | 3 | 3 | 8 | 4 | 10 | In |
| Sea Guard | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Shadow Warrior | 5 | 5 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Spearman | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Silver Helm | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | Ca |
| - Elven steed | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | - |
| Star Dragon | 6 | 7 | 0 | 7 | 6 | 7 | 2 | 6 | 9 | Mo |
| Sun Dragon | 6 | 5 | 0 | 5 | 6 | 5 | 4 | 4 | 7 | Mo |
| Sword Master | 5 | 6 | 4 | 3 | 3 | 1 | 5 | 2 | 8 | In |
| Teclis | 5 | 3 | 3 | 2 | 2 | 3 | 5 | 1 | 10 | In |
| Tiranoc Chariot | - | - | - | 5 | 4 | 4 | - | - | - | Ch |
| - Crew | - | 4 | 4 | 3 | - | - | 5 | 1 | 8 | - |
| - Elven steed | 9 | 3 | - | 3 | - | - | 4 | 1 | - | - |
| Tyrion | 5 | 9 | 7 | 4 | 3 | 4 | 10 | 4 | 10 | MC |
| - Malhandir | 10 | 4 | 0 | 4 | 3 | 1 | 5 | 2 | 7 | - |
| White Lion | 5 | 5 | 4 | 4 | 3 | 1 | 5 | 1 | 8 | In |

# WOOD ELVES

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Branchwraith | 5 | 6 | 0 | 4 | 4 | 2 | 8 | 3 | 8 | In |
| Dryad | 5 | 4 | 0 | 4 | 4 | 1 | 6 | 2 | 8 | In |
| Drycha | 5 | 7 | 4 | 5 | 4 | 3 | 8 | 5 | 8 | In |
| Eternal Guard | 5 | 5 | 4 | 3 | 3 | 1 | 5 | 1 | 9 | In |
| Forest Dragon | 6 | 6 | 0 | 6 | 6 | 6 | 3 | 5 | 8 | Mo |
| Glade Guard | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Glade Rider | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | Ca |
| - Elven Steed | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | - |
| Great Eagle | 2 | 5 | 0 | 4 | 4 | 3 | 4 | 2 | 8 | MB |
| Great Stag | 9 | 5 | 0 | 5 | 4 | 3 | 4 | 2 | 7 | MB |
| Highborn | 5 | 7 | 6 | 4 | 3 | 3 | 8 | 4 | 10 | In |
| Naestra | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 | In |
| - Arahan | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 | In |
| Noble | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 | In |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Orion | 9 | 8 | 5 | 5 | 5 | 6 | 9 | 6 | 10 | MI |
| - Hound | 9 | 4 | 0 | 4 | 3 | 1 | 4 | 1 | 6 | WB |
| Spellsinger | 5 | 4 | 4 | 3 | 3 | 2 | 5 | 1 | 8 | In |
| Spellweaver | 5 | 4 | 4 | 3 | 3 | 3 | 5 | 1 | 9 | In |
| Tree Kin | 5 | 4 | 0 | 5 | 5 | 3 | 3 | 3 | 8 | MI |
| Treeman Ancient | 5 | 5 | 0 | 6 | 6 | 6 | 2 | 5 | 9 | Mo |
| Treeman | 5 | 5 | 0 | 6 | 6 | 6 | 2 | 5 | 8 | Mo |
| Unicorn | 10 | 5 | 0 | 4 | 4 | 3 | 5 | 2 | 8 | MB |
| Wardancer | 5 | 6 | 4 | 3 | 3 | 1 | 6 | 1 | 8 | In |
| Warhawk Rider | 5 | 4 | 4 | 3 | 3 | 2 | 5 | 1 | 8 | MC |
| - Warhawk | 1 | 4 | 0 | 4 | 3 | - | 5 | 1 | 5 | - |
| Waywatcher | 5 | 4 | 5 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Wild Rider | 5 | 5 | 4 | 4 | 3 | 1 | 5 | 1 | 9 | Ca |
| - Elven Steed | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | - |

# LIZARDMEN

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Ancient Stegadon | 6 | 3 | 0 | 6 | 6 | 5 | 1 | 3 | 6 | Mo |
| - Skink Crew | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 6 | - |
| Barbed Razordon | 6 | 3 | 3 | 5 | 4 | 3 | 4 | 2 | 4 | WB |
| - Skink Handler | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 6 | - |
| Carnosaur | 7 | 3 | 0 | 7 | 5 | 5 | 2 | 4 | 5 | Mo |
| Chakax | 4 | 5 | 0 | 5 | 5 | 2 | 3 | 4 | 8 | In |
| Chameleon Skink | 6 | 2 | 4 | 3 | 2 | 1 | 4 | 1 | 6 | In |
| Cold One Rider | 4 | 4 | 0 | 4 | 4 | 1 | 2 | 2 | 8 | Ca |
| - Cold One | 7 | 3 | 0 | 4 | 4 | 1 | 2 | 1 | 3 | - |
| Gor-Rok | 4 | 5 | 0 | 5 | 5 | 2 | 3 | 4 | 8 | In |
| Jungle Swarm | 5 | 3 | 0 | 2 | 2 | 5 | 1 | 5 | 10 | Sw |
| Kroq-Gar | 4 | 6 | 3 | 5 | 5 | 3 | 4 | 5 | 8 | In |
| - Grymloq | 7 | 3 | 0 | 7 | 5 | 5 | 2 | 5 | 5 | Mo |
| Kroxigor | 6 | 3 | 0 | 4 | 4 | 3 | 1 | 3 | 7 | MI |
| Lord Kroak | 4 | 1 | 3 | 3 | 5 | 6 | 1 | 1 | 9 | In |
| Lord Mazdamundi | 4 | 2 | 3 | 3 | 4 | 5 | 2 | 1 | 9 | In |
| - Zlaaq | 6 | 3 | 0 | 6 | 6 | 5 | 1 | 3 | 6 | Mo |
| Oxyotl | 6 | 4 | 5 | 4 | 3 | 2 | 5 | 3 | 7 | In |
| Salamander | 6 | 3 | 3 | 5 | 4 | 3 | 4 | 2 | 4 | WB |
| - Skink Handler | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 6 | - |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Saurus Oldblood | 4 | 6 | 0 | 5 | 5 | 3 | 4 | 5 | 8 | In |
| Saurus Scar-Veteran | 4 | 5 | 0 | 5 | 5 | 2 | 3 | 4 | 8 | In |
| Saurus Warrior | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 2 | 8 | In |
| Skink | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 6 | In |
| Skink Chief | 6 | 4 | 5 | 4 | 3 | 2 | 6 | 3 | 7 | In |
| Skink Priest | 6 | 2 | 3 | 3 | 2 | 2 | 4 | 1 | 6 | In |
| Skink Skirmisher | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 6 | In |
| Slann Mage-Priest | 4 | 2 | 3 | 3 | 4 | 5 | 2 | 1 | 9 | In |
| Stegadon | 6 | 3 | 0 | 5 | 6 | 5 | 2 | 4 | 6 | Mo |
| - Skink Crew | 6 | 2 | 3 | 3 | 2 | 1 | 4 | 1 | 6 | - |
| Tehenhauin | 6 | 4 | 4 | 4 | 3 | 3 | 6 | 3 | 8 | In |
| - Tide of Serpents | - | 2 | - | 2 | - | - | 2 | D6 | - | - |
| Temple Guard | 4 | 4 | 0 | 4 | 4 | 1 | 2 | 2 | 8 | In |
| Terradon Rider | 6 | 2 | 3 | 3 | 3 | 2 | 4 | 1 | 6 | MC |
| - Terradon | 2 | 3 | 0 | 4 | 3 | 1 | 2 | 1 | 3 | - |
| Terradon | 2 | 3 | 0 | 4 | 3 | 1 | 2 | 1 | 3 | MB |
| Tetto'eko | 6 | 2 | 3 | 2 | 2 | 2 | 4 | 1 | 6 | In |
| Tiktaq'to | 6 | 4 | 5 | 4 | 3 | 2 | 6 | 3 | 8 | MC |
| - Zwup | 2 | 3 | 0 | 4 | 3 | 1 | 2 | 1 | 3 | - |

# OGRE KINGDOMS

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Bruiser | 6 | 5 | 3 | 5 | 5 | 4 | 3 | 4 | 8 | MI |
| Butcher | 6 | 3 | 2 | 4 | 5 | 4 | 2 | 3 | 7 | MI |
| Gnoblar | 4 | 2 | 3 | 2 | 3 | 1 | 3 | 1 | 5 | In |
| Gorger | 6 | 3 | 0 | 5 | 5 | 4 | 2 | 4 | 8 | MI |
| Greasus | 4 | 6 | 3 | 5(10) | 6 | 6 | 1 | 3 | 9 | Mo |
| Hunter | 6 | 5 | 4 | 5 | 5 | 4 | 3 | 4 | 9 | MI |
| - Sabretusk | 8 | 4 | 0 | 4 | 4 | 2 | 4 | 3 | 4 | WB |
| Irongut | 6 | 3 | 2 | 4 | 4 | 3 | 2 | 3 | 8 | MI |
| Leadbelcher | 6 | 3 | 3 | 4 | 4 | 3 | 2 | 3 | 7 | MI |
| Maneater | 6 | 4 | 4 | 5 | 4 | 3 | 3 | 4 | 8 | MI |
| Ogre Bull | 6 | 3 | 2 | 4 | 4 | 3 | 2 | 3 | 7 | MI |
| Scraplauncher | - | - | - | 5 | 5 | 5 | - | - | - | Ch |
| - Gnoblar Scrappers | - | 2 | - | 2 | - | - | 3 | 6 | 5 | - |
| - Rhinox | 6 | 3 | - | 5 | - | - | 2 | 3 | - | - |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Slaughtermaster | 6 | 4 | 3 | 4 | 5 | 5 | 3 | 4 | 8 | MI |
| Slavegiant | 6 | 3 | 3 | 6 | 5 | 6 | 3 | special | 10 | Mo |
| Skrag | 6 | 5 | 3 | 5 | 6 | 5 | 3 | 4 | 9 | MI |
| Trapper | 4 | 2 | 3 | 2 | 3 | 1 | 3 | 1 | 5 | In |
| Tyrant | 6 | 6 | 4 | 5 | 5 | 5 | 4 | 5 | 9 | MI |
| Yhetee | 7 | 3 | 0 | 5 | 4 | 3 | 4 | 3 | 7 | MI |

# DARK ELVES

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Assassin | 5 | 9 | 9 | 4 | 3 | 2 | 10 | 3 | 10 | In |
| Black Ark Corsairs | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Black Dragon | 6 | 6 | 0 | 6 | 6 | 6 | 3 | 5 | 8 | Mo |
| Black Guard | 5 | 5 | 4 | 3 | 3 | 1 | 6 | 2 | 9 | In |
| Cauldron of Blood (Hag) | 5 | 4 | 4 | 3 | 3 | 1 | 6 | 2 | 8 | Un |
| Cold One Chariot | - | - | - | 5 | 5 | 4 | - | - | - | Ch |
| - Charioteer | - | 5 | 4 | 4 | - | - | 6 | 1 | 9 | - |
| - Cold One | 7 | 3 | 0 | 4 | - | - | 2 | 1 | 3 | - |
| Cold One Knights | 5 | 5 | 4 | 4 | 3 | 1 | 6 | 1 | 9 | Ca |
| - Cold One | 7 | 3 | 0 | 4 | 4 | 1 | 2 | 1 | 3 | - |
| Crone Hellebron | 5 | 7 | 6 | 4 | 3 | 3 | 9 | 4 | 10 | In |
| Crossbowman | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Dark Pegasus | 8 | 3 | 0 | 4 | 4 | 3 | 4 | 2 | 6 | MB |
| Dark Rider | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | Ca |
| - Dark Steed | 9 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 5 | - |
| Death Hag | 5 | 6 | 6 | 4 | 3 | 2 | 8 | 3 | 9 | In |
| Dreadlord | 5 | 7 | 6 | 4 | 3 | 3 | 8 | 4 | 10 | In |
| Har Ganeth Executioners | 5 | 5 | 4 | 4 | 3 | 1 | 5 | 1 | 8 | In |
| Harpy | 5 | 3 | 0 | 3 | 3 | 1 | 5 | 2 | 6 | In |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| War Hydra | 6 | 4 | 0 | 5 | 5 | 5 | 2 | 7 | 6 | Mo |
| - Beastmaster | 6 | 4 | 4 | 3 | 3 | 1 | 5 | 2 | 8 | - |
| Kouran | 5 | 5 | 4 | 3 | 3 | 1 | 6 | 3 | 9 | In |
| Lokhir Fellheart | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 | In |
| Malekith | 5 | 8 | 6 | 5 | 4 | 3 | 8 | 4 | 10 | In |
| Malus Darkblade | 5 | 6 | 5 | 4 | 3 | 2 | 7 | 3 | 9 | Ca |
| - Spite | 7 | 3 | 0 | 4 | 4 | 1 | 2 | 2 | 4 | - |
| Manticore | 6 | 5 | 0 | 5 | 5 | 4 | 5 | 4 | 5 | Mo |
| Master | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 | In |
| Morathi | 5 | 5 | 4 | 3 | 3 | 3 | 6 | 3 | 10 | In |
| - Sulephet | 8 | 4 | 0 | 4 | 4 | 3 | 4 | 3 | 6 | MB |
| Reaper Bolt Thrower | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Crew | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | - |
| Shade | 5 | 5 | 5 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Shadowblade | 6 | 10 | 10 | 4 | 3 | 2 | 10 | 3 | 10 | In |
| Sorceress | 5 | 4 | 4 | 3 | 3 | 2 | 5 | 1 | 8 | In |
| Supreme Sorceress | 5 | 4 | 4 | 3 | 3 | 3 | 5 | 1 | 9 | In |
| Tullaris of Har Ganeth | 5 | 5 | 4 | 4 | 3 | 1 | 5 | 2 | 8 | In |
| Warrior | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | In |
| Witch Elf | 5 | 4 | 4 | 3 | 3 | 1 | 6 | 1 | 8 | In |

# SKAVEN

| | M | WS | BS | S | T | W | I | A | LD | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Assassin | 6 | 6 | 5 | 4 | 4 | 2 | 8 | 3 | 7 | In |
| Bonebreaker | 6 | 4 | 3 | 5 | 5 | 4 | 3 | 5 | 5 | MB |
| Censer Bearer | 5 | 3 | 3 | 3 | 4 | 1 | 3 | 2 | 5 | In |
| Chieftain | 5 | 5 | 4 | 4 | 4 | 2 | 6 | 3 | 6 | In |
| Clanrat | 5 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | In |
| Deathmaster Snikch | 6 | 8 | 6 | 4 | 4 | 2 | 10 | 6 | 8 | In |
| Doomwheel | 3D6 | - | - | 6 | 6 | 5 | - | * | - | Un |
| - Crew | - | 3 | 3 | 2 | - | - | 4 | 2D6 | 7 | - |
| Giant Rat | 6 | 3 | 1 | 3 | 3 | 1 | 4 | 1 | 3 | WB |
| - Packmaster | 6 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | In |
| - Master Moulder | 6 | 5 | 3 | 4 | 4 | 2 | 5 | 2 | 6 | In |
| Great Pox Rat | 6 | 3 | 3 | 4 | 4 | 1 | 5 | 2 | 2 | WB |
| Grey Seer | 5 | 3 | 3 | 3 | 4 | 3 | 5 | 1 | 7 | In |
| Gutter Runner | 6 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 7 | In |
| Hell Pit Abomination | 3D6 | 3 | 1 | 6 | 5 | 6 | 4 | * | 8 | Mo |
| Ikit Claw | 5 | 5 | 3 | 5 | 4 | 3 | 3 | 2 | 7 | In |
| Jezzail Team | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 5 | In |
| Lord Skrolk | 5 | 6 | 4 | 4 | 5 | 3 | 6 | 4 | 7 | In |
| Night Runner | 6 | 3 | 3 | 3 | 3 | 1 | 5 | 1 | 6 | In |
| Plagueclaw Catapult | - | - | - | - | 6 | 4 | - | - | - | WM |
| - Plague Monk Crew | 5 | 3 | 3 | 3 | 4 | 1 | 3 | D6 | 7 | - |
| Plague Furnace | - | - | - | 5 | 6 | 6 | - | - | - | Un |
| - Plague Monk Crew | - | 3 | - | 3 | - | - | 3 | 6 | - | - |
| Plague Monk | 5 | 3 | 3 | 3 | 4 | 1 | 3 | 1 | 5 | In |
| Plague Priest | 5 | 5 | 3 | 4 | 5 | 2 | 5 | 3 | 6 | In |
| Poison W. Globadier | 5 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | In |
| Queek Headtaker | 5 | 7 | 4 | 4 | 4 | 3 | 7 | 6 | 8 | In |
| Rat Ogre | 6 | 3 | 1 | 5 | 4 | 3 | 4 | 3 | 5 | MI |
| - Packmaster | 6 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | In |
| - Master Moulder | 6 | 5 | 3 | 4 | 4 | 2 | 5 | 2 | 6 | In |

| | M | WS | BS | S | T | W | I | A | LD | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Rat Swarm | 6 | 3 | 0 | 2 | 2 | 5 | 4 | 5 | 10 | Sw |
| Screaming Bell | - | - | - | 5 | 6 | 6 | - | - | - | Un |
| - Rat Ogre Crew | - | 3 | - | 5 | - | - | 4 | 3 | - | - |
| Skavenslave | 5 | 2 | 2 | 3 | 3 | 1 | 4 | 1 | 2 | In |
| Skweel Gnawtooth | 6 | 5 | 3 | 4 | 4 | 2 | 6 | 2 | 6 | In |
| Stormvermin | 5 | 4 | 3 | 3 | 3 | 1 | 5 | 1 | 5 | In |
| Thanquol | 5 | 3 | 3 | 3 | 4 | 3 | 6 | 1 | 7 | In |
| - Boneripper | 5 | 3 | 1 | 5 | 5 | 3 | 1 | 4 | 10 | MI |
| Throt the Unclean | 6 | 6 | 3 | 4 | 4 | 3 | 6 | 4 | 7 | In |
| Tretch Craventail | 5 | 5 | 4 | 4 | 4 | 2 | 6 | 3 | 6 | In |
| Vermin Lord | 8 | 8 | 4 | 6 | 5 | 5 | 10 | 5 | 8 | Mo |
| War-litter | 5 | 4 | - | 4 | - | - | 5 | 4 | - | In |
| Warlock Engineer | 5 | 3 | 3 | 3 | 3 | 2 | 4 | 1 | 5 | In |
| Warlord | 5 | 6 | 4 | 4 | 4 | 3 | 7 | 4 | 7 | In |
| Warp Ltng. Cannon | - | - | - | - | 6 | 4 | - | - | - | WM |
| - Engineer & Crew | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 3 | 7 | - |
| Weapon Team | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 5 | In |

# BEASTMEN

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Beastlord | 5 | 6 | 3 | 5 | 5 | 3 | 5 | 4 | 9 | In |
| Bestigor | 5 | 4 | 3 | 4 | 4 | 1 | 3 | 1 | 7 | In |
| Bray-Shaman | 5 | 4 | 3 | 3 | 4 | 2 | 3 | 1 | 7 | In |
| Centigor | 8 | 4 | 3 | 4 | 4 | 1 | 2 | 2 | 7 | Ca |
| Chaos Spawn | 2D6 | 3 | 0 | 4 | 5 | 3 | 2 | D6+1 | 10 | MB |
| Chaos Warhound | 7 | 4 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | WB |
| Cygor | 7 | 2 | 1 | 6 | 5 | 5 | 3 | 5 | 8 | Mo |
| Doombull | 6 | 6 | 3 | 6 | 5 | 5 | 5 | 5 | 8 | MI |
| Ghorgon | 7 | 4 | 0 | 6 | 6 | 6 | 3 | 6 | 10 | Mo |
| Ghorros | 8 | 5 | 3 | 5 | 4 | 2 | 3 | 4 | 8 | Ca |
| Giant | 6 | 3 | 3 | 6 | 5 | 6 | 3 | special | 10 | Mo |
| Gor | 5 | 4 | 3 | 3 | 4 | 1 | 3 | 1 | 7 | In |
| Gorebull | 6 | 5 | 3 | 5 | 5 | 4 | 4 | 4 | 7 | MI |
| Gorthor | 5 | 7 | 3 | 5 | 5 | 3 | 5 | 5 | 9 | In |
| - Bagrar | - | 4 | 3 | 4 | - | - | 4 | 2 | 7 | - |
| Great Bray-Shaman | 5 | 5 | 3 | 4 | 5 | 3 | 4 | 2 | 8 | In |
| Harpy | 5 | 3 | 0 | 3 | 3 | 1 | 5 | 2 | 6 | In |
| Jabberslythe | 8 | 4 | 4 | 5 | 5 | 5 | 3 | 5 | 9 | Mo |
| Khazrak | 5 | 7 | 1 | 5 | 5 | 3 | 5 | 4 | 9 | In |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Malagor | 5 | 5 | 3 | 4 | 5 | 3 | 4 | 2 | 8 | In |
| Minotaur | 6 | 4 | 3 | 5 | 4 | 3 | 3 | 3 | 7 | MI |
| Moonclaw | 5 | 3 | 3 | 4 | 4 | 2 | 3 | 3 | 7 | In |
| - Umbralok | 7 | 3 | 0 | 4 | 4 | 1 | 2 | 3 | 6 | WB |
| Morghur | 5 | 6 | 3 | 4 | 5 | 2 | 4 | 3 | 8 | In |
| Razorgor Chariot | - | - | - | 5 | 5 | 5 | - | - | - | Ch |
| - Bestigor | - | 4 | 3 | 4 | - | - | 3 | 1 | 7 | - |
| - Gor | - | 4 | 3 | 3 | - | - | 3 | 1 | 7 | - |
| - Razorgor | 7 | 3 | - | 5 | - | - | 2 | 4 | - | - |
| Razorgor | 7 | 3 | 0 | 5 | 5 | 3 | 2 | 4 | 6 | MB |
| Slugtongue | 5 | 4 | 3 | 3 | 4 | 2 | 3 | 1 | 7 | In |
| Taurox | 6 | 6 | 3 | 6 | 6 | 5 | 5 | 6 | 8 | MI |
| Tuskgor Chariot | - | - | - | 5 | 4 | 4 | - | - | - | Ch |
| - Bestigor | - | 4 | 3 | 4 | - | - | 3 | 1 | 7 | - |
| - Gor | - | 4 | 3 | 3 | - | - | 3 | 1 | 7 | - |
| - Tuskgor | 7 | 3 | - | 4 | - | - | 2 | 1 | - | - |
| Ungor | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | In |
| Ungrol | 5 | 4 | 4 | 4 | 4 | 2 | 4 | 2 | 7 | In |
| Wargor | 5 | 5 | 3 | 4 | 5 | 2 | 4 | 3 | 8 | In |

# ORCS AND GOBLINS

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Azhag the Slaughterer | 4 | 7 | 3 | 5 | 5 | 3 | 5 | 4 | 9 | In |
| - Skullmuncha | 4 | 5 | 0 | 6 | 5 | 5 | 3 | 3 | 6 | Mo |
| Black Orc Big Boss | 4 | 6 | 3 | 4 | 5 | 2 | 3 | 3 | 8 | In |
| Black Orc Warboss | 4 | 7 | 3 | 5 | 5 | 3 | 4 | 4 | 9 | In |
| Black Orc | 4 | 4 | 3 | 4 | 4 | 1 | 2 | 1 | 8 | In |
| Boar Boy | 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 | Ca |
| - Boar | 7 | 3 | 0 | 3 | 4 | 1 | 3 | 1 | 3 | - |
| Fanatic | 2D6 | - | - | 5 | 3 | 1 | 3 | D6 | 10 | Un |
| Giant Wolf | 9 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 3 | WB |
| Giant | 6 | 3 | 3 | 6 | 5 | 6 | 3 | special | 10 | Mo |
| Gigantic Spider | 7 | 3 | 0 | 4 | 4 | 3 | 4 | 3 | 7 | MB |
| Goblin | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 6 | In |
| Goblin Big Boss | 4 | 4 | 3 | 4 | 4 | 2 | 3 | 3 | 7 | In |
| Goblin Doom Diver Catapult | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Goblin crew | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 6 | - |
| Goblin Great Shaman | 4 | 2 | 3 | 3 | 4 | 3 | 2 | 1 | 7 | In |
| Goblin Rock Lobber | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Goblin crew | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 6 | - |
| - Orc Bully | 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 | - |
| Goblin Shaman | 4 | 2 | 3 | 3 | 3 | 2 | 2 | 1 | 6 | In |
| Goblin Spear Chucka | - | - | - | - | 7 | 3 | - | - | - | WM |
| - Goblin crew | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 6 | - |
| - Orc Bully | 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 | - |
| Goblin Warboss | 4 | 5 | 3 | 4 | 4 | 3 | 4 | 4 | 8 | In |
| Goblin Wolf Chariot | - | - | - | 5 | 4 | 3 | - | - | - | Ch |
| - Goblin | - | 2 | 3 | 3 | - | - | 2 | 1 | 6 | - |
| - Giant Wolf | 9 | 3 | - | 3 | - | - | 3 | 1 | 3 | - |
| Goblin Wolf Riders | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 6 | Ca |
| - Giant Wolf | 9 | 3 | 0 | 3 | - | - | 3 | 1 | 3 | |
| Gorbad Ironclaw | 4 | 7 | 3 | 5 | 5 | 3 | 5 | 4 | 10 | Ca |
| - Gnarla | 7 | 3 | 0 | 4 | 4 | 1 | 3 | 1 | 3 | - |
| Great Cave Squig | 3D6 | 4 | 0 | 5 | 4 | 3 | 3 | 3 | 3 | MB |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Grimgor Ironhide | 4 | 8 | 1 | 5 | 5 | 3 | 5 | 7 | 9 | In |
| Grom | 4 | 5 | 3 | 4 | 4 | 3 | 4 | 4 | 8 | In |
| - Niblit | - | 3 | - | 3 | - | - | 2 | 1 | - | - |
| Night Goblin | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | In |
| Night Goblin Big Boss | 4 | 4 | 3 | 4 | 4 | 2 | 4 | 3 | 6 | In |
| Night Goblin Great Shaman | 4 | 2 | 3 | 3 | 4 | 3 | 3 | 1 | 6 | In |
| Night Goblin Shaman | 4 | 2 | 3 | 3 | 3 | 2 | 3 | 1 | 5 | In |
| Night Goblin Warboss | 4 | 5 | 3 | 4 | 4 | 3 | 5 | 4 | 7 | In |
| Orc | 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 | In |
| Orc Big 'Un | 4 | 4 | 3 | 4 | 4 | 1 | 2 | 1 | 7 | In |
| Orc Big Boss | 4 | 5 | 3 | 4 | 5 | 2 | 3 | 3 | 8 | In |
| Orc Boar Chariot | - | - | - | 5 | 5 | 4 | - | - | - | Ch |
| - Orc | - | 3 | - | 3 | - | - | 2 | 1 | 7 | - |
| - Boar | 7 | 3 | - | 3 | - | - | 3 | 1 | - | - |
| Orc Great Shaman | 4 | 3 | 3 | 4 | 5 | 3 | 2 | 1 | 8 | In |
| Orc Shaman | 4 | 3 | 3 | 3 | 4 | 2 | 2 | 1 | 7 | In |
| Orc Warboss | 4 | 6 | 3 | 5 | 5 | 3 | 4 | 4 | 9 | In |
| Savage Orcs | Savage Orcs of all types have the same profiles as the corresponding 'normal' Orc. | | | | | | | | | |
| Skarsnik | 4 | 5 | 3 | 4 | 4 | 6 | 5 | 4 | 8 | MB |
| - Gobbla | - | 5 | - | 6 | - | - | 4 | 4 | - | - |
| Snotling base | 4 | 2 | 0 | 2 | 2 | 3 | 3 | 3 | 4 | Sw |
| Snotling Pump Wagon | 2D6 | - | - | 4 | 4 | 3 | - | - | - | Ch |
| - Snotling Crew | - | 2 | - | 2 | - | - | 3 | 3 | 4 | - |
| Spider Rider | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 6 | Ca |
| - Giant Spider | 7 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 2 | |
| Squig Hopper | 3D6 | 4 | 0 | 5 | 3 | 1 | 3 | 2 | 5 | Ca |
| Squig | 4 | 4 | 0 | 5 | 3 | 1 | 3 | 2 | 3 | WB |
| Troll | 6 | 3 | 1 | 5 | 4 | 3 | 1 | 3 | 4 | MI |
| Wyvern | 4 | 5 | 0 | 6 | 5 | 5 | 3 | 3 | 6 | Mo |

# DAEMONS OF CHAOS

| | M | WS | BS | S | T | W | I | A | LD | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Beast of Nurgle | 6 | 3 | 0 | 4 | 5 | 4 | 1 | D6+1 | 7 | MB |
| Blood Chariot | - | - | - | 5 | 5 | 4 | - | - | - | Ch |
| - Juggernaut | 7 | 5 | - | 5 | - | - | 2 | 2 | 7 | - |
| Burning Chariot | - | - | - | 4 | 4 | 4 | - | - | - | Ch |
| - Screamer | 1 | 3 | - | 3 | - | - | 4 | 1 | 7 | - |
| Bloodletter | 5 | 5 | 0 | 5 | 3 | 1 | 4 | 1 | 7 | In |
| Bloodthirster | 8 | 10 | 0 | 6 | 6 | 5 | 9 | 7 | 9 | Mo |
| The Blue Scribes | 1 | 3 | 0 | 3 | 3 | 3 | 2 | 3 | 7 | Ca |
| The Changeling | 4 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 7 | In |
| Chaos Fury | 4 | 3 | 0 | 4 | 3 | 1 | 4 | 1 | 2 | In |
| Daemonette | 6 | 5 | 0 | 3 | 3 | 1 | 5 | 2 | 7 | In |
| Daemon Prince | 8 | 8 | 0 | 5 | 5 | 4 | 7 | 5 | 8 | Mo |
| Disc of Tzeentch | 1 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 7 | WB |
| Epidemius | 4 | 5 | 0 | 4 | 6 | 2 | 3 | 3 | 8 | In |
| - Palanquin | 4 | 3 | 0 | 3 | 3 | 1 | 3 | 6 | 7 | - |
| Fiend of Slaanesh | 10 | 4 | 0 | 4 | 4 | 3 | 6 | 4 | 7 | MB |
| Flamer | 6 | 2 | 4 | 5 | 4 | 2 | 4 | 2 | 7 | In |
| Flesh Hound | 8 | 5 | 0 | 5 | 4 | 2 | 4 | 2 | 7 | WB |
| Great Unclean One | 6 | 4 | 0 | 6 | 6 | 10 | 4 | 4 | 9 | Mo |
| Herald of Khorne | 5 | 7 | 0 | 6 | 4 | 2 | 6 | 3 | 8 | In |

| | M | WS | BS | S | T | W | In | A | LD | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Herald of Nurgle | 4 | 5 | 0 | 5 | 5 | 2 | 2 | 3 | 8 | In |
| Herald of Slaanesh | 6 | 7 | 0 | 4 | 3 | 2 | 7 | 4 | 8 | In |
| Herald of Tzeentch | 4 | 3 | 4 | 3 | 3 | 2 | 3 | 2 | 8 | In |
| Juggernaut | 7 | 5 | 0 | 5 | 4 | 1 | 2 | 2 | 7 | MB |
| Kairos Fateweaver | 8 | 1 | 0 | 5 | 5 | 5 | 1 | 1 | 9 | Mo |
| Karanak | 8 | 5 | 0 | 5 | 4 | 2 | 4 | 4 | 7 | WB |
| Keeper of Secrets | 10 | 9 | 0 | 6 | 6 | 5 | 10 | 6 | 9 | Mo |
| Ku'gath Plaguefather | 4 | 4 | 0 | 6 | 6 | 10 | 4 | 4 | 9 | Mo |
| Lord of Change | 8 | 6 | 4 | 6 | 6 | 5 | 6 | 5 | 9 | Mo |
| The Masque | 10 | 7 | 0 | 4 | 3 | 2 | 7 | 5 | 8 | In |
| Nurglings | 4 | 3 | 0 | 3 | 3 | 3 | 3 | 3 | 7 | Sw |
| Palanquin | 4 | 3 | 0 | 3 | 3 | 1 | 3 | 6 | 7 | In |
| Pink Horror | 4 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 7 | In |
| Plaguebearer | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 1 | 7 | In |
| Screamer | 1 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 7 | WB |
| Seeker Chariot | - | - | - | 5 | 4 | 4 | - | - | - | Ch |
| - Steed of Slaanesh | 10 | 3 | - | 3 | - | - | 5 | 1 | 7 | - |
| Skarbrand | 8 | 10 | 0 | 6 | 6 | 5 | 10 | 7(8) | 9 | Mo |
| Skulltaker | 4 | 9 | 0 | 6 | 4 | 2 | 9 | 4 | 8 | In |
| Steed of Slaanesh | 10 | 3 | 0 | 3 | 3 | 1 | 5 | 1 | 7 | WB |

# VAMPIRE COUNTS

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Abyssal Terror | 6 | 4 | 0 | 5 | 5 | 4 | 2 | 3 | 4 | Mo |
| Bat Swarm | 1 | 3 | 0 | 2 | 2 | 4 | 1 | 4 | 3 | Sw |
| Black Coach | - | - | - | 5 | 6 | 4 | - | - | - | Ch |
| - Cairn Wraith | - | 3 | - | 3 | - | - | 2 | 3 | 5 | - |
| - Nightmare | 8 | 3 | - | 4 | - | - | 2 | 1 | - | - |
| Black Knight | 4 | 3 | 0 | 4 | 4 | 1 | 3 | 1 | 6 | Ca |
| - Skeletal Steed | 8 | 2 | 0 | 3 | 3 | 1 | 2 | 1 | 3 | - |
| Blood Knight | 4 | 5 | 3 | 5 | 4 | 1 | 4 | 2 | 7 | Ca |
| - Nightmare | 8 | 3 | 0 | 4 | 4 | 1 | 2 | 1 | 3 | - |
| Cairn Wraith | 6 | 3 | 0 | 3 | 3 | 2 | 2 | 3 | 5 | In |
| Corpse Cart | 4 | 2 | 0 | 2 | 4 | 3 | 1 | 2D6 | 7 | Mo |
| Count Mannfred | 6 | 7 | 5 | 5 | 5 | 3(5) | 7 | 4 | 10 | In |
| Crypt Ghoul | 4 | 3 | 0 | 3 | 4 | 1 | 3 | 2 | 5 | In |
| Dire Wolf | 9 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 3 | WB |
| Fell Bat | 1 | 3 | 0 | 3 | 3 | 2 | 3 | 2 | 3 | WB |
| Grave Guard | 4 | 3 | 0 | 4 | 4 | 1 | 3 | 1 | 6 | In |
| Hellsteed | 8 | 3 | 0 | 4 | 4 | 1 | 2 | 1 | 3 | WB |
| Isabella von Carstein | 6 | 4 | 4 | 4 | 4 | 2 | 6 | 2 | 7 | In |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Konrad von Carstein | 6 | 7 | 4 | 5 | 4 | 2 | 6 | 3 | 6 | In |
| Mannfred the Acolyte | 6 | 6 | 4 | 5 | 4 | 2 | 6 | 3 | 7 | In |
| Necromancer | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 7 | In |
| Skeleton | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 3 | In |
| Spirit Host | 6 | 3 | 0 | 3 | 3 | 4 | 1 | 4 | 4 | Sw |
| Tomb Banshee | 6 | 3 | 0 | 3 | 3 | 2 | 3 | 1 | 5 | In |
| Vampire Lord | 6 | 7 | 5 | 5 | 5 | 3 | 7 | 4 | 10 | In |
| Vampire | 6 | 6 | 4 | 5 | 4 | 2 | 6 | 3 | 7 | In |
| Varghulf | 8 | 5 | 0 | 5 | 5 | 4 | 2 | 5 | 4 | Mo |
| Vlad von Carstein | 6 | 7 | 5 | 5 | 5 | 3 | 7 | 5 | 10 | In |
| Wight King | 4 | 4 | 0 | 4 | 5 | 3 | 4 | 3 | 9 | In |
| Zombie Dragon | 6 | 6 | 0 | 6 | 5 | 5 | 2 | 5 | 4 | Mo |
| Zombie | 4 | 1 | 0 | 2 | 2 | 1 | 1 | 1 | 2 | In |

# ARCANE CREATURES

The profiles given below are included for use with the *Transformation of Kadon* spell from the Lore of Beasts.

| | M | WS | BS | S | T | W | I | A | Ld | Type | SPECIAL RULES |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Black Hydra | 6 | 4 | 0 | 5 | 5 | 5 | 2 | 7 | 8 | Mo | Large Target, Terror, 4+ Scaly Skin, Regenerate, Breath Weapon (Strength 4) |
| Mountain Chimera | 6 | 7 | 0 | 7 | 7 | 10 | 5 | 4D6 | 6 | Mo | Terror, Poisoned Attacks, Fly, Frenzy, Random Attacks (4D6) Breath Weapon (Strength 4) |
| Feral Manticore | 6 | 5 | 0 | 5 | 5 | 4 | 5 | 4 | 5 | Mo | Large Target, Terror, Killing Blow, Fly, Frenzy |
| Horned Dragon | 6 | 5 | 0 | 5 | 6 | 5 | 4 | 4 | 7 | Mo | Large Target, Terror, 4+ Scaly Skin, Breath Weapon (Strength 2), Fly |
| Great Fire Dragon | 6 | 8 | 0 | 8 | 8 | 8 | 1 | 8 | 9 | Mo | Terror, 2+ Scaly Skin, Breath Weapon (Strength 5), Fly |

# WARRIORS OF CHAOS

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Archaon | 4 | 9 | 5 | 5 | 5 | 4 | 7 | 5 | 10 | MC |
| - Dorghar | 8 | 4 | 0 | 5 | 5 | 1 | 3 | 3 | 9 | - |
| Chaos Dragon | 6 | 6 | 0 | 6 | 6 | 6 | 3 | 6 | 8 | Mo |
| Chaos Knight | 4 | 5 | 3 | 4 | 4 | 1 | 5 | 2 | 8 | Ca |
| - Chaos Steed | 8 | 3 | 0 | 4 | 3 | 1 | 3 | 1 | 5 | - |
| Chaos Lord | 4 | 8 | 3 | 5 | 5 | 3 | 7 | 5 | 9 | In |
| Chaos Sorcerer | 4 | 5 | 3 | 4 | 4 | 2 | 5 | 2 | 8 | In |
| Chaos Spawn | 2D6 | 3 | 0 | 4 | 5 | 3 | 2 | D6+1 | 10 | MB |
| Chaos Warhounds | 7 | 4 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | WB |
| Chaos Warrior | 4 | 5 | 3 | 4 | 4 | 1 | 5 | 2 | 8 | In |
| Chaos Warshrine | 4 | 5 | 3 | 4 | 6 | 4 | 5 | 5 | 8 | Mo |
| Chariot | - | - | - | 5 | 5 | 4 | - | - | - | Ch |
| - Warriors | - | 5 | 3 | 4 | - | - | 5 | 2 | 8 | - |
| - Chaos Steeds | 8 | 3 | - | 4 | - | - | 3 | 1 | - | - |
| Chosen | 4 | 6 | 3 | 4 | 4 | 1 | 5 | 2 | 8 | In |
| Daemonic Mount | 8 | 4 | 0 | 5 | 5 | 1 | 3 | 2 | 8 | MB |
| Daemon Prince | 8 | 8 | 0 | 5 | 5 | 4 | 7 | 5 | 8 | Mo |
| Disc of Tzeentch | 1 | 3 | 0 | 3 | 3 | 1 | 4 | 1 | 7 | WB |
| Dragon Ogre | 7 | 4 | 2 | 5 | 4 | 4 | 2 | 3 | 8 | MB |
| Exalted Hero | 4 | 7 | 3 | 5 | 4 | 2 | 6 | 4 | 8 | In |
| Festus | 4 | 4 | 2 | 4 | 4 | 2 | 2 | 2 | 8 | In |
| Forsaken | 6 | 4 | 0 | 4 | 4 | 1 | 4 | D3+1 | 8 | In |

| | M | WS | BS | S | T | W | I | A | Ld | Type |
|---|---|---|---|---|---|---|---|---|---|---|
| Galrauch | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 9 | Mo |
| Giant | 6 | 3 | 3 | 6 | 5 | 6 | 3 | special | 10 | Mo |
| Hellcannon | 6 | 4 | 3 | 5 | 6 | 5 | 1 | 5 | 4 | Mo |
| - Chaos Dwarfs | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 9 | - |
| Juggernaut | 7 | 5 | 0 | 5 | 4 | 1 | 2 | 2 | 7 | MB |
| Kholek | 8 | 8 | 3 | 8 | 6 | 8 | 1 | 7 | 9 | Mo |
| Manticore | 6 | 5 | 0 | 5 | 5 | 4 | 5 | 4 | 5 | Mo |
| Marauder | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | In |
| Marauder Horsemen | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | Ca |
| - Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Ogre | 6 | 3 | 2 | 4 | 4 | 3 | 2 | 3 | 7 | MI |
| Palanquin | 4 | 3 | 0 | 3 | 3 | 1 | 3 | 6 | 7 | In |
| Prince Sigvald | 4 | 8 | 3 | 5 | 4 | 3 | 8 | 5 | 10 | In |
| Scyla Anfingrimm | 3D6 | 4 | 0 | 5 | 5 | 4 | 3 | D6+2 | 10 | MB |
| Shaggoth | 7 | 6 | 3 | 6 | 5 | 6 | 4 | 5 | 9 | Mo |
| Sorcerer Lord | 4 | 5 | 3 | 4 | 4 | 3 | 5 | 3 | 8 | In |
| Steed of Slaanesh | 10 | 3 | 0 | 3 | 3 | 1 | 5 | 1 | 7 | WB |
| Throgg | 6 | 5 | 2 | 6 | 5 | 4 | 2 | 5 | 8 | MI |
| Troll | 6 | 3 | 1 | 5 | 4 | 3 | 1 | 3 | 4 | MI |
| Valkia | 4 | 9 | 3 | 5 | 5 | 3 | 8 | 6 | 9 | In |
| Vilitch | 4 | 5 | 1 | 5 | 4 | 3 | 5 | 3 | 8 | In |
| Wulfrik | 4 | 8 | 3 | 5 | 4 | 2 | 7 | 4 | 8 | In |

# THE LORES OF MAGIC

**Wizards are a formidable force on the battlefield, able to wreak incredible destruction, weaken or strengthen other warriors, or summon terrible beasts to fight at their side. We've already covered the rules for the Magic phase – in this chapter, we'll discuss how spells are generated, and present the eight Battle Magic spell lores.**

## SPELL GENERATION

Before you deploy your Wizards, you need to determine which spells they know. The usual method for selecting spells is for each player to randomly generate spells for each Wizard.

When you chose your army, you should have selected which Lore of Magic each of your Wizards is going to use (if you haven't, shame on you. Go back, choose now and remember to do it properly for your next game). This will sometimes be one of the Lores of Battle Magic – the eight most commonly used sorcerous disciplines included in this rulebook, but many Wizards have race-specific spell lores to choose from as well, as described in the appropriate Warhammer Armies book.

The spells a Wizard knows are determined by rolling dice and consulting the Lore of Magic in question. This is done openly, so both you and your opponent will be aware of the spells each Wizard has generated. If your army includes more than one Wizard, you can choose the order in which you generate their spells.

Regardless of the Lore of Magic your Wizard has chosen to use, you'll notice that the spells are numbered between one and six. To randomly generate the Wizard's spells roll a D6 for each of his Wizard levels and consult the chosen lore to see what spells have been generated.

Ordinarily, each spell can only be known once in the same army. The only exceptions are where a spell is not generated randomly, such as:

- If a model has no choice over which spell(s) it knows, either because it is fixed by the model's rules, or because if has 'bought' a specific spell as part of army selection.
- If the army book or spell lore clearly states that a model can exchange another spell for the spell in question.

Otherwise, if you roll a spell twice (whether for the same Wizard or for a different Wizard in the army) you must normally replace the duplicate spell with another of your choice from the same Lore. If you cannot, because all the other spells have already been taken by other Wizards, for example, then this extra spell slot is lost.

### SIGNATURE SPELLS

Some Lores of Magic have signature spells. A signature spell is so intrinsic to the lore's character that we can assume that any practitioner of that lore will know how to cast it. After choosing replacements for duplicate spells, a Wizard can always choose to substitute one of the spells he rolls with the signature spell of a lore – even if another Wizard in the same army already knows the signature spell.

Regardless of the spells your Wizards have generated, it's worth making a note on your army roster – its all too easy to forget which Wizard has exactly which spells otherwise!

*Jervis has a Level 4 Celestial Wizard, who knows spells from the Lore of Heavens. When the Wizard is deployed, Jervis rolls four dice to generate his spells. He rolls 1, 2, 4 and 4, thus generating Harmonic Convergence, Wind Blast and two Urannon's Thunderbolts. As each spell can only be known once in the same army, Jervis must swap one of the Urannon's Thunderbolts for a different spell in the Lore of Heavens. In the end, he chooses to swap one Urannon's Thunderbolt for the formidable Chain Lightning! Jervis also wants to get hold of Iceshard Blizzard, the signature spell from the Lore of Heavens. He can exchange any of his spells to get*

*Beastman Bray-shaman*

*Iceshard Blizzard, so, figuring that Chain Lightning will give him all the zap he requires, Jervis exchanges his remaining Urannon's Thunderbolt, leaving him with Iceshard Blizzard, Harmonic Convergence, Wind Blast and Chain Lightning. If Jervis had another Celestial Wizard in his army, that Wizard would only be able to learn the remaining spells from the Lore of Heavens, and the signature spell 'Iceshard Blizzard'.*

### LORE ATTRIBUTES

Some Lores of Magic, including those presented in this book have something called a 'lore attribute'. This is essentially a grouping of one or more special rules that are applied to certain spells for that lore. A lore attribute might give certain spells an extra effect against a particular troop type, or alter the way a spell behaves. Regardless of the detail, a lore attribute only has an effect on spells from its own lore.

## THE LORES OF BATTLE MAGIC

Each lore presented on the following pages is but a splinter of the pure magic practiced by the High Elves; one focused shard of magical energy, with a particular trait all of its own. The Lore of Fire, for example, is chiefly a repository of raging and destructive spells, whilst the Lore of Life specialises in spells of protection and healing. Each of the eight lores harnesses energy from one of the divisions in the Winds of Magic. Some kinds of energy are denser than others and sink low to permeate the ground, others are more rarefied, billowing like high clouds through the upper atmosphere.

Your choice of lores will depend on how you want to use your Wizards, and also upon how many you plan to field. Presented on the following pages are eight magical lores, the eight sorcerous traditions as taught by the High Elves to the Wizards of the Empire. Although many of the Warhammer world's races practise their own magical traditions and thus have their own spell lores (as detailed in the relevant Warhammer Armies book), most also have some understanding of at least one of the eight lores described in this section.

**The Lore of Fire** has its basis in powerful ranged attack spells, designed to wreak massive damage on your foes. If you see your Wizards as essentially 'magical artillery' then the Lore of Fire is probably the one for you.

**The Lore of Beasts** is dominated by augmentative spells that grant your models extra capabilities. It's best chosen if your army intends to win its battles in close combat, as a few timely spells from the Lore of Beasts can transform mediocre troops into fearsome battle winners.

**The Lore of Metal** is based around the manipulation and transformation of metals. As you might expect, enemies that rely heavily on armour should beware the Lore of Metal, as its spells either ignore armour, or turn it against its wearer with horrendous consequences.

**The Lore of Light** can broadly be described as protective magic, granting defensive bonuses to your troops. It also contains a few 'exorcism' spells that can banish Undead and Daemonic creatures.

**The Lore of Life** unleashes the power of the natural world. It is primarily a defensive lore, with an array of spells that heal your troops and augment their resilience.

**The Lore of Heavens** manipulates the forces of the sky, harnessing destructive weather or drawing upon the predictive power of astrology to alter probabilities – it's particularly effective against flying enemies.

**The Lore of Shadow** is a force of illusion and deception, relying chiefly on phantasmal attacks to sap the enemy's will (or ability) to fight.

Last, but not least, **The Lore of Death** has a formidable battery of short-ranged damage spells that specialise in zapping enemy characters. Death magic is more destructive even than Fire magic, but the Wizard has to be pretty close to his foe (perhaps dangerously close) to use the Lore of Death to its full, fearsome potential.

*Goblin Shaman*

# THE LORE OF FIRE

*Bright magic, Immolation, Pyromancy*

## KINDLEFLAME *(Lore Attribute)*

Fire feeds fire, and two blazes together are more dangerous than two apart. All of the spells in the Lore of Fire are Flaming Attacks. In addition, if a direct damage or magic missile spell from the Lore of Fire is cast at a unit that has already been hit by a direct damage or magic missile spell from the Lore of Fire in the same Magic phase (even if the spell was cast by a different Wizard) the casting Wizard adds +D3 to his casting total.

### FIREBALL (Signature Spell) — Cast on 5+

*The Wizard conjures a roiling ball of magic flame and hurls it at a nearby foe.*

*Fireball* is a magic missile with a range of 24" and causes D6 Strength 4 hits. The Wizard can choose to extend the range of this spell to 36" and the number of hits to 2D6. If he does so, the casting value is increased to 10+. Alternatively, the Wizard can choose to extend the range of this spell to 48" and the number of hits to 3D6. If he does so, the casting value is increased to 18+.

### 1. CASCADING FIRE-CLOAK — Cast on 5+

*A shield of flame appears around the Wizard, scorching nearby foes.*

Remains in play. *Cascading Fire-Cloak* is an augment spell cast upon the Wizard and his unit (if any). At the end of each Magic phase, any enemy unit in base contact with the target immediately suffers 2D6 Strength 4 hits.

### 2. FLAMING SWORD OF RHUIN — Cast on 8+

*The Wizard ensorcels his allies' weapons, making them burn with a savagely hungry flame.*

*Flaming Sword of Rhuin* is an augment spell with a range of 24". The target unit has a +1 bonus when rolling to wound with all shooting and close combat attacks until the start of the caster's next Magic phase. The target unit also counts as having both magical attacks and the Flaming Attacks special rule. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 11+.

### 3. THE BURNING HEAD — Cast on 10+

*A cackling visage, wreathed in flame, appears before the Wizard. With a final screech of glee, it bounds towards the enemy.*

*The Burning Head* is a direct damage spell. Extend a straight line, 18" in length, within the caster's front arc and directly away from his base. Each model in the way (determined as for a bouncing cannonball) suffers a Strength 4 hit. A unit that suffers one or more casualties from *the Burning Head* must take a Panic test. The Wizard can choose to extend *the Burning Head's* 'bounce' to 36". If he does so, the casting value is increased to 13+.

### 4. PIERCING BOLTS OF BURNING — Cast on 10+

*Focusing all his mystical might, the Wizard strikes his foe with a flurry of incandescent missiles.*

*Piercing Bolts of Burning* is a magic missile with a range of 24" and causes D3 Strength 4 hits for each rank of five or more models in the target unit. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

### 5. FULMINATING FLAME CAGE — Cast on 11+

*Searing rods of magical flame shoot from the Wizard's outstretched hands, trammelling his chosen foe in a fiery prison.*

*Fulminating Flame Cage* is a hex spell with a range of 24". The target unit immediately suffers D6 Strength 4 hits. In addition, if the target unit moves for any reason, every model in the unit suffers an immediate Strength 4 hit and the spell ends. If the unit does not move, *Fulminating Flame Cage* automatically ceases at the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 14+.

### 6. FLAME STORM — Cast on 13+

*A column of roiling flame bursts from the battlefield, the roar of its creation almost drowning out the screams of its victims.*

*Flame Storm* is a direct damage spell. Place the small round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 4 hit. The Wizard can choose to create a larger conflagration, using the large template rather than the small template. If he does so, the casting value is increased to 16+ and the template scatters 2D6" rather than D6".

# THE LORE OF BEASTS

*Amber Magic, Totemcalling, Shapeshifting*

**WILDHEART** *(Lore Attribute)*

Spells from the Lore of Beasts are easier to cast on beasts, or creatures attuned to the wilderness. If a spell from the Lore of Beasts is targeted on one or more units of war beasts, cavalry, monstrous beasts, monstrous cavalry, chariots, monsters, swarms or any unit from Warhammer Armies: Beastmen, then the casting difficulty of the spell is reduced by 1.

### WYSSAN'S WILDFORM (Signature Spell) Cast on 10+

*The Wizard unleashes the beast within, shaping its fury to transform his allies in to bestial forms.*

*Wyssan's Wildform* is an augment spell with a range of 12". The target unit gains +1 Strength and +1 Toughness until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 13+.

### 1. THE FLOCK OF DOOM Cast on 5+

*With a mighty bellow, the Wizard invokes Corvus the Crow Lord, summoning his servants to peck at the foe's eyes.*

*The Flock of Doom* is a magic missile with a range of 24" and causes 2D6 Strength 2 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 8+.

### 2. PANN'S IMPENETRABLE PELT Cast on 8+

*Calling upon the beast-spirits of the wild, the Wizard sheathes his vulnerable flesh in unyielding fur and hide.*

*Pann's Impenetrable Pelt* is an augment spell that is cast upon the Wizard or another friendly character within 12". The target gains +3 Toughness until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 16+.

### 3. THE AMBER SPEAR Cast on 9+

*Sounding a gnarled horn, the Wizard summons a glowing amber spear. Seizing hard upon the spear's translucent shaft, he hurls it at the foe with uncanny accuracy.*

*The Amber Spear* is a magic missile with a range of 24". It inflicts a single Strength 6 hit that causes Multiple Wounds (D3) and then penetrates ranks in the same manner as a shot from a bolt thrower if the first model is slain – the Strength of the hit is reduced by 1 for each subsequent rank. Armour saves are not permitted against wounds caused by *the Amber Spear*. The Wizard can attempt to call forth a larger, deadlier spear that inflicts a Strength 10 hit, causing Multiple Wounds (D6). If he does so, the casting value is increased to 15+.

### 4. THE CURSE OF ANRAHEIR Cast on 10+

*At the Wizard's command, nebulous nature spirits assail the foe, clawing at them with hands not nearly as insubstantial as they appear.*

*The Curse of Anraheir* is a hex with a range of 36". The target unit suffers a -1 penalty to its To Hit rolls (to both its shooting and close combat attacks) until the start of the caster's next Magic phase. In addition, the unit treats all terrain (other than impassable terrain) as dangerous terrain and will fail Dangerous Terrain tests on a 1 or 2, rather than a 1. The Wizard can choose to extend the range of this spell to 72". If he does so, the casting value is increased to 13+.

### 5. THE SAVAGE BEAST OF HORROS Cast on 10+

*The beast within is a formidable thing if unleashed to its full potential.*

*The Savage Beast of Horros* is an augment spell with a range of 12" and is cast on a friendly character, which can be the Wizard himself. The model gains +3 Strength and +3 Attacks until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 20+.

### 6. TRANSFORMATION OF KADON Cast on 16+

*Kadon was a master of forms, able to shift his shape to that of any monster. One day he found that he could not change back.*

Remains in play. *The Transformation of Kadon* is an augment spell that can only be cast upon the Wizard, and only if he is on foot. Whilst the spell is in effect, the Wizard transmogrifies himself into one of the following monsters: Feral Manticore, Black Hydra, or Horned Dragon. If the Wizard is in a unit, he can remain within the unit, even though he is now technically a monster (although you may have to reorder the unit a little to make him fit – see page 98 for some guidance). If he cannot be placed because there is not enough room, the spell does not work. Whilst transformed, the Wizard cannot channel or cast spells, and all of his magic items and mundane equipment (armour, weapons, etc.) temporarily stop working. Any wounds suffered by the Wizard are carried over between transformations. The Wizard can choose to cast a more powerful version of the spell, and become a Mountain Chimera or a Great Fire Dragon. If he does so, the casting value increases to 20+. Profiles for these monsters can be found at the end of the Bestiary.

# THE LORE OF METAL

*Gold Magic, Alchemy, Transmutancy*

## METALSHIFTING *(Lore Attribute)*

Armour is little defence against a skilled alchemist – under his command, plates, links and rivets turn molten, searing their wearer. Magic missiles and direct damage spells from this Lore do not have a Strength – their To Wound score is always equal to the unmodified armour save of the target. For example, a model with light armour and shield (for a 5+ save) is wounded on a 5+, whilst a heavily armoured knight, who carries a shield and rides on a barded steed, is wounded on a 2+. Remember that a 1 always fails, so even a model with a 1+ armour save is only wounded on a 2+. Models without an armour save cannot be wounded. No armour saves are permitted against wounds caused by spells from the Lore of Metal, which also always count as Flaming Attacks.

### SEARING DOOM (Signature Spell) — Cast on 10+

*A scintillating spray of sizzling silver slivers skips from the Wizard's outstretched fingers.*

*Searing Doom* is a magic missile with a range of 24" and causes D6 hits. The Wizard can choose to have the spell instead inflict 2D6 hits. If he does so, the casting value is increased to 20+.

### 1. PLAGUE OF RUST — Cast on 7+

*At the Wizard's command, the armour of the enemy begins to rot, shedding away in clouds of tiny flakes.*

*Plague of Rust* is a hex with a range of 24". The target's armour save is lowered by one point for the rest of the game (e.g. a model with light armour and shield will only have a 6+ save). *Plague of Rust* can be repeatedly cast on the same target, reducing its armour save by a further -1 each time. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 10+.

### 2. ENCHANTED BLADES OF AIBAN — Cast on 9+

*The Wizard sends powerful magic coursing over his allies' weapons, making them infinitely stronger and sharper than before.*

*Enchanted Blades of Aiban* is an augment spell with a range of 24". The target unit has a +1 bonus when rolling to hit with all shooting and close combat attacks until the start of the caster's next Magic phase. All of their attacks also count as both magical attacks and have the Armour Piercing special rule. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 12+.

### 3. GLITTERING ROBE — Cast on 9+

*Shaping a sigil of power, the Wizard conjures a gaudy (but effective) cloak of shimmering scale to protect his allies.*

*Glittering Robe* is an augment spell with a range of 12". The target unit has the Scaly Skin (5+) special rule until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly units within 12". If he does so, the casting value is increased to 16+.

### 4. GEHENNA'S GOLDEN HOUNDS — Cast on 9+

*Blowing on a glimmering golden whistle, the Wizard summons a massive pair of clockwork hounds, which bound after his chosen prey and drag it screaming to its doom.*

*Gehenna's Golden Hounds* is a direct damage spell with a range of 12". Choose a single enemy model within range – it suffers D6 hits. This spell can be used to single out a character in a unit, although the character is allowed to make a "Look Out Sir!" roll for each of the hits (representing his comrades defending him from the hounds). The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+.

### 5. TRANSMUTATION OF LEAD — Cast on 12+

*As the Wizard gestures at his foes, their weapons become much heavier and cumbersome – twice the burden they were but moments before.*

Transmutation of Lead is a hex with a range of 24". The target suffers a -1 penalty to its Weapon Skill, Ballistic Skill and armour saves until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 15+.

### 6. FINAL TRANSMUTATION — Cast on 15+

*The Wizard unleashes a hail of magical energy, transmuting the flesh of his foes to unliving golden statues.*

*Final Transmutation* is a direct damage spell with a range of 18". Roll a D6 for every model in the target unit – on a 5+ it has been turned to gold and is removed as a casualty, with no saves of any kind allowed. Models with more than one wound on their profile are only affected on a roll of 6.

In addition, any enemy unit within 12" of the target at the start of their following turn (including the target itself) must test for Stupidity in order to overcome the lure of the riches that have appeared in their vicinity. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of the *Final Transmutation* is increased to 18+.

# THE LORE OF LIGHT

*White Wizardry, Soulkeeping, Guardian Magic*

## EXORCISM *(Lore Attribute)*

Light Magic excels at the scourging and destruction of supernatural creatures – foul creatures from the Realm of Chaos and the unquiet dead can all be banished back to whence they came by its blinding beams. If a spell from the Lore of Light inflicts a number of hits on an enemy unit, it will cause an extra D6 hits (e.g. 2D6 hits would become 3D6 hits) if the target is Undead or a Daemon.

### SHEM'S BURNING GAZE (Signature Spell) Cast on 5+

*Bolts of cleansing energy fly from the Wizard's hands, searing evil wherever they strike.*

*Shem's Burning Gaze* is a magic missile with a range of 24" and causes D6 Strength 4 hits (which count as Flaming Attacks). The Wizard can choose to extend the range of this spell to 48" and increase the Strength from 4 to 6. If he does so, the casting value is increased to 15+.

### 1. PHÂ'S PROTECTION Cast on 6+

*The Wizard calls upon the beneficent Guardian of Light to protect his allies from harm.*

*Phâ's Protection* is an augment spell with a range of 24". All attacks against the target unit (shooting or close combat) suffer a -1 penalty to hit until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. The Wizard can choose to have this spell affect all friendly units within 12". If he does so, the casting value is increased to 12+.

### 2. THE SPEED OF LIGHT Cast on 8+

*Light knows no burden of flesh, and nor do those that receive its blessing.*

*The Speed of Light* is an augment spell with a range of 24". The target unit has Weapon Skill 10 and Initiative 10 until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell affect all friendly units within 12". If he does so, the casting value is increased to 16+.

### 3. LIGHT OF BATTLE Cast on 9+

*Reaching into the Wind of Hysh, the Wizard draws forth ennobling energies to steady faint hearts.*

*Light of Battle* is an augment spell with a range of 12". If fleeing, the target rallies immediately. Additionally, the target will pass all Leadership tests (regardless of modifiers) until the start of the caster's next Magic phase. The Wizard can instead choose to have his spell target all friendly units within 12". If he does so, the casting value is increased to 18+.

### 4. NET OF AMYNTOK Cast on 10+

*The legendary Net of Amyntok was rumoured to have been woven to hold the Great Deceiver itself.*

*Net of Amyntok* is a hex with a range of 24". The target unit must pass a Strength test every time it moves (included moving as a charger, fleeing, pursuing, moving compulsorily, etc.) or shoots or casts spells until the start of the caster's next Magic phase. If the test is passed, the target acts normally. If the test is failed, the unit is unable to perform the desired action, remaining in place and taking D6 Strength 4 hits from the net's barbs of light. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

### 5. BANISHMENT Cast on 10+

*The purest light can destroy anything tainted by darkness.*

*Banishment* is a magic missile with a range of 24" – the target suffers 2D6 hits. The Strength of the hits is equal to 4 plus the number of Wizards that know spells from the Lore of Light within 12" of the caster (not counting the caster himself). Successful ward saves taken against *Banishment* must be re-rolled. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

### 6. BIRONA'S TIMEWARP Cast on 12+

*The Wizard infuses his allies with Light Magic, freeing them from the passage of time and speeding their actions.*

*Birona's Timewarp* is an augment spell with a range of 12". The target's Movement is doubled, and its Attacks increased by 1 until the start of the caster's next Magic phase. The unit also gains the Always Strikes First special rule until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly units within 12". If he does so, the casting value is increased to 24+.

# THE LORE OF LIFE

*Jade Magic, Druid Lore, Animism*

## LIFEBLOOM *(Lore Attribute)*

Life needs little excuse to propagate, and even the casting of the simplest of spells can bring forth the full bloom of renewal. Its wholesome energies can reinvigorate and heal, reknitting broken bones and staunching blood loss. When a spell from the Lore of Life is successfully cast, the Wizard (or another friendly model within 12") instantly recovers a single Wound lost earlier in the battle.

### EARTH BLOOD (Signature Spell) — Cast on 8+

*Tapping into the Winds of Magic, the Wizard creates a charm of rebirth that bestows great resilience upon himself and his companions.*

*Earth Blood* is an augment spell that is cast upon the Wizard and his unit (if any). They have the Regeneration (5+) special rule until the start of the caster's next Magic phase.

### 1. AWAKENING OF THE WOOD — Cast on 6+

*Trees have long and wrathful memories, needing only a little magical encouragement to lash out with root and branch.*

*Awakening of the Wood* is a direct damage spell with a range of 18" and causes D6 Strength 4 hits. If the target is even partially within a forest, the number of hits is increased to 2D6.

### 2. FLESH TO STONE — Cast on 8+

*The Wizard transmutes his allies' mortal form to unyielding rock.*

*Flesh to Stone* is an augment spell with a range of 24". The target unit has +2 to its Toughness value until the start of the caster's next Magic phase.

### 3. THRONE OF VINES — Cast on 8+

*The Wizard fashions for himself a walking throne of vine and bracken, to renew and strengthen his connection with the living world.*

Remains in play. *Throne of Vines* is an augment spell cast upon the Wizard. Whilst the spell is in effect, every time the Wizard miscasts, roll a dice. On a 2+, the miscast is ignored.

Furthermore, the Wizard's castings of the following spells have the additional benefits given below (it does not change the effects of spells that have already been cast):

- *Earth Blood* grants Regeneration (4+) rather than Regeneration (5+).
- *Awakening of the Wood* instead inflicts hits at Strength 6.
- *Flesh to Stone* instead adds +4 Toughness.
- *Regrowth* instead restores D6+1 wounds worth of models.
- *Shield of Thorns* instead hits at Strength 4.

### 4. SHIELD OF THORNS — Cast on 9+

*At the Wizard's command, crawling brambles burst from the ground, forming a living barrier around his allies.*

Remains in play. *Shield of Thorns* is an augment spell with a range of 24". At the end of each Magic phase, any enemy unit in base contact with the target suffers 2D6 Strength 3 hits.

### 5. REGROWTH — Cast on 12+

*Invoking the name of Duthandor, lord of the ancient wildshrines, the Wizard infuses his fallen friends with fresh life, closing wounds and healing broken bones with supernatural speed.*

*Regrowth* is an augment spell with a range of 24". The target unit instantly recovers D3+1 Wounds' worth of models slain earlier in the battle (cavalry count as 2 models). The wounds in the unit are regained in a strict order. First, the champion is resurrected, and then the musician (standard bearers are never resurrected – if the bearer's been slain, the banner is gone for good), displacing rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining wounds resurrect rank and file models (in the case of multiple wound rank and file models, the first resurrected models must be fully healed before another can be resurrected, and so on). These models are added to the front rank until it reaches at least five models – additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. *Regrowth* cannot take a unit beyond its starting size, and cannot be used to heal characters or their mounts. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value of *Regrowth* is increased to 15+.

### 6. THE DWELLERS BELOW — Cast on 18+

*Gnarled creatures emerge from the ground, their steely strong fingers tearing at the foes' flesh, clutching their limbs and dragging them down to who knows what fate.*

*The Dwellers Below* is a direct damage spell with a range of 12". Every model in the target unit must pass a Strength test or be slain, with no saves of any kind allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 21+.

# THE LORE OF HEAVENS

*Celestial Magic, Astromancy, Divination*

**ROILING SKIES** *(Lore Attribute)*

Spells from the Lore of Heavens manipulate the ethers of the skies. Even a single cantrip can upset the delicate balance of the heavens, unleashing waves of force that buffet and pummel skybound creatures. When a spell from the Lore of Heavens targets an enemy flying unit or a model with the Fly special rule, the target suffers D6 Strength 4 hits, in addition to any other effects caused by the spell.

### ICESHARD BLIZZARD (Signature Spell) Cast on 7+

*Razor-sharp shards of ice hurl from the chill skies to blind and dishearten the foe.*

*Iceshard Blizzard* is a hex with a range of 24". The target suffers a -1 modifier to all To Hit rolls (both shooting and close combat) and to its Leadership until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 10+.

### 1. HARMONIC CONVERGENCE Cast on 6+

*Divining auspicious signs, the caster guides the minds of his fellow warriors.*

*Harmonic Convergence* is an augment spell with a range of 24". Until the start of the caster's next Magic phase, the target re-rolls all To Hit, To Wound and armour save rolls of 1. The caster can choose to have this spell target all friendly units within 12". If he does so, the casting value is increased to 12+.

### 2. WIND BLAST Cast on 7+

*The Wizard seizes the winds of the battlefield, directing them against the foe.*

*Wind Blast* is a magic missile with a range of 24". The target is 'pushed' D3+1" directly away from the caster (it does not change facing). If the target unit comes into contact with impassable terrain it stops 1" away and suffers D6 Strength 3 hits. If the target unit comes into contact with another unit it stops 1" away and both units suffer D6 Strength 3 hits. Targets that cannot move are not pushed back at all, but still suffer D6 Strength 3 hits. The caster can choose to summon a more powerful wind that pushes the target back D6+2", rather than D3+1". If he does so, the casting value is increased to 14+.

### 3. CURSE OF THE MIDNIGHT WIND Cast on 10+

*Only three words of this ancient tongue are known in modern days; three words to unleash a curse that was old when the world was young.*

*Curse of the Midnight Wind* is a hex with a range of 24". The target must re-roll all 6s when rolling to hit, to wound and armour saves until the start of the caster's next Magic phase. The Wizard can instead choose to have this spell target all enemy units within 12". If he does so, the casting value is 20+.

### 4. URANNON'S THUNDERBOLT Cast on 10+

*With a crack of thunder, the Wizard calls down an almighty ball of lightning and hurls it at the enemy.*

*Urannon's Thunderbolt* is a magic missile with a range of 24" that causes D6 Strength 6 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

### 5. COMET OF CASANDORA Cast on 12+

*Reaching out across the Winds of Magic into the highest heavens, the Wizard draws a wandering meteorite down towards the battlefield.*

This spell is cast upon any fixed point on the tabletop. Place a suitable marker over the exact spot affected – a small coin is ideal for this. For as long as the spell lasts, the player rolls a D6 at the start of each player's following Magic phase. On a score of 1-3 nothing happens, but place another marker on the first. On the score of a 4-6 the comet strikes the spot. All units from either side that are within 2D6" are struck by the comet. Each unit struck by the comet takes 2D6 hits, +1 hit for each marker on the comet, at a Strength equal to 4 plus the number of markers on the comet. Once cast, the comet cannot be dispelled. The Wizard can choose to cast this spell so that the comet starts with two counters rather than one, and two counters are added each time the comet fails to land. If he does so, the casting value is increased to 24+.

### 6. CHAIN LIGHTNING Cast on 15+

*Lightning bursts from the Wizard's hands and arcs across the battlefield, leaping from foe to foe with crackling fury.*

*Chain Lightning* is a direct damage spell with a range of 24". *Chain Lightning* causes D6 Strength 6 hits. Once the damage has been resolved, roll a D6: on a 3 or more, choose an enemy within 6" of the initial target – the lightning leaps to that unit, which suffers D6 Strength 6 hits. Keep rolling for further victims (each within 6" of the last target struck), until the roll is failed or there are no more viable targets (a unit can only be the target of *Chain Lightning* once per Magic phase).

# THE LORE OF SHADOW

*Grey Magic, Legerdemain, Phantasmancy*

**SMOKE AND MIRRORS** *(Lore Attribute)*

Shadow Wizards are masters of illusion and displacement, able to melt away into the mist as if they had never been there at all. Their spells often have minor cantrips of teleportation woven into the larger sorcery, unnoticed and unseen by the enemy. After a spell from the Lore of Shadow is successfully cast and resolved, the casting Wizard can choose to immediately swap places with a friendly character of the same troop type anywhere within 18".

### MELKOTH'S MYSTIFYING MIASMA — Cast on 5+
**(Signature Spell)**

*The Wizard creates a numbing fog that causes his foolish foe to listlessly stagger and stumble.*

*Melkoth's Mystifying Miasma* is a hex with a range of 48". The target unit's Weapon Skill, Ballistic Skill, Initiative or Movement (you choose which) is reduced by D3 (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to cast a more powerful version of this spell that instead reduces all four characteristics (don't roll a D3 for each – make one roll and apply it to all four characteristics). If he does so, the casting value of *Melkoth's Mystifying Miasma* is increased to 10+.

### 1. STEED OF SHADOWS — Cast on 5+

*A coal-black, insubstantial drake materialises to carry a hero away on wings of night.*

*Steed of Shadows* is an augment spell that can be cast on the Wizard or a friendly character within 12". The target immediately makes a move using the Fly special rule as if it were the Remaining Moves sub-phase.

### 2. THE ENFEEBLING FOE — Cast on 10+

*Deceived by the Grey Wizard's wiles, the enemy's burdens lie impossibly heavy upon their shoulders.*

Remains in play. *The Enfeebling Foe* is a hex spell with a range of 18". All models in the target unit have their Strength reduced by D3 (to a minimum of 1) for the duration of the spell. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of *the Enfeebling Foe* is increased to 13+.

### 3. THE WITHERING — Cast on 13+

*The Wizard reaches into the minds of the foe, instigating nebulous images of weakness and doubt.*

Remains in play. *The Withering* is a hex with a range of 18". All models in the target unit have their Toughness reduced by D3 (to a minimum of 1) for the duration of the spell. The Wizard can extend the range of this spell to 36". If he does so, the casting value is increased to 16+.

### 4. THE PENUMBRAL PENDULUM — Cast on 13+

*A ghostly razor-edged pendulum materialises in the air above the Wizard. On his single word of command, the pendulum swings towards the enemy, picking up speed as it does so. Is the pendulum real enough to kill or is it just a conjurer's trick? Only a fool would stand in its path to find out.*

*The Penumbral Pendulum* is a direct damage spell. Extend a straight line, 6D6" in length, directly away from the caster. Each model in the way (determined as for a bouncing cannonball) must pass an Initiative test or suffer a Strength 10 hit causing Multiple Wounds (D3). The Wizard can choose to double *the Penumbral Pendulum's* range (making the distance twice the total rolled). If he does so, the casting value of the spell is increased to 18+.

### 5. PIT OF SHADES — Cast on 14+

*The Wizard opens a vortex to the infamous Pit of Shades. Terrified warriors fall screaming through the portal, plummeting to a dimension filled with shadow and the incessant wailing of 'those who dwell beyond'.*

*Pit of Shades* is a direct damage spell. Place the small round template anywhere within 24" – it then scatters D6". All models underneath the template must pass an Initiative test or be dragged to their DOOM! (remove them as casualties with no saves of any kind allowed). The Wizard can choose to create a vaster portal, using the large template rather than the small template. If he does so, the casting value is increased to 17+ and the template scatters 2D6" rather than D6".

### 6. OKKAM'S MINDRAZOR — Cast on 18+

*The Wizard summons phantasmal weapons for his allies that shred the folds of consciousness and reason. Victims of these mindrazor believe themselves slain, and so they die.*

*Okkam's Mindrazor* is an augment spell with a range of 18" and lasts until the start of the caster's next Magic phase. Models in the target unit use their Leadership instead of Strength when rolling to wound with all close combat attacks whilst the spell remains in effect (any Strength bonuses from weapons are ignored). The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of *Okkam's Mindrazor* is increased to 21+.

# THE LORE OF DEATH

*Amethyst Magic, Necromancy, Soul-stealing*

### LIFE LEECHING *(Lore Attribute)*

Wizards who practise the magic of death can channel the life-force of foes into their spells. When a Lore of Death spell is resolved, roll a D6 for each unsaved wound caused by the spell (models removed by the Purple Sun of Xereus each add a number of dice equal to their Wounds characteristic). For each 5 or 6 rolled on these additional dice, the Wizard immediately adds a dice to his army's power pool.

### SPIRIT LEECH (SIGNATURE SPELL) Cast on 7+

*The Wizard extends an ebon hand towards the chosen foe, leeching its spirit through tainted sorcery.*

*Spirit Leech* is a direct damage spell with a range of 12" that targets a single enemy model (even a character in a unit). Both caster and target roll a D6 and add their respective unmodified Leadership values. For every point the caster wins by, the target suffer a wound, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 10+.

### 1. ASPECT OF THE DREADKNIGHT Cast on 4+

*An invisible aura of horror surrounds the Wizard's allies. Only the bravest foes will now stand before them.*

*Aspect of the Dreadknight* is an augment spell with a range of 24". The target unit causes Fear until the start of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+.

### 2. THE CARESS OF LANIPH Cast on 6+

*Laniph was an Arabyan sorceress whose ardent passions were eclipsed only by her capriciousness. It takes little effort to call her back from the spirit world to caress a new lover of the caster's choosing...*

*The Caress of Laniph* is a direct damage spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from *the Caress of Laniph* cause a wound on a roll of 4+, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+.

### 3. SOULBLIGHT Cast on 9+

*Harnessing the sickly power of Shyish, the Wizard weakens his foes' will to survive the battle.*

*Soulblight* is a hex spell with a range of 24". The target has -1 Strength and -1 Toughness (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to have this spell target all enemy units within 24" – in which case the casting value is 18+.

### 4. DOOM AND DARKNESS Cast on 10+

*Spirits of the departed assail the caster's foes, sapping their resolve.*

Remains in play. *Doom and Darkness* is a hex spell with a range of 24". The target suffers a -3 penalty to its Leadership. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

### 5. THE FATE OF BJUNA Cast on 13+

*Bjuna was a mighty warrior, so the story goes, but famously never smiled – leastways not until the trickster god cursed him to laugh until his sides ruptured and split. Tellers of this tale cannot agree whose fate was worse: Bjuna's, or the servants who had to clean up the mess.*

*The Fate of Bjuna* is a direct damage spell with a range of 12" and targets a single enemy model (even a character in a unit). The target suffers a number of hits equal to 2D6 minus his own Toughness. Hits from *the Fate of Bjuna* cause a wound on a roll of 2+, with no armour saves allowed. If the target survives, he is subject to Stupidity for the remainder of the game.

### 6. THE PURPLE SUN OF XEREUS Cast on 15+

*A colossal orb of purple-edged darkness materialises upon the battlefield. Those who do not escape its touch are turned to inert and unfeeling crystal.*

Remains in play. *The Purple Sun* is a magical vortex that uses the small round template. Once the template is placed, the player then nominates the direction in which the Purple Sun will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by 3. Any model touched by the template must pass an Initiative test or be slain outright with no saves of any kind allowed. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice and a D6. The template moves the number of inches equal to the result of the D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol). In either event, in subsequent turns, the Purple Sun travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, the Purple Sun collapses in upon itself and is removed. A particularly brave Wizard can infuse *the Purple Sun of Xereus* with more power, so that it uses the large round template instead. If he does so, the casting value is 25+.

# MAGIC ITEMS

**The Warhammer world is rich in magical artefacts and holy relics of great power. Soul-drinking swords, impenetrable suits of armour, ancient tomes of sorcerous knowledge and lost rings of incalculable might – many a war has been fought solely for the possession of such treasures and the power they bestow.**

## SELECTING MAGIC ITEMS

Each Warhammer Armies book describes in detail the many different kinds of magic item that each army can use. Here we shall examine the magic items that are commonly used by all races. Where a model has the option of choosing one or more magic items, it will be clearly stated in his army list entry, as will any restrictions on the magic items he can take. If a magic item is listed both here and in your Warhammer Armies book, use the points value printed with the latter – some races have lesser or greater access to certain magic items, which is reflected in their points value.

In addition to any specific restrictions noted in the relevant Warhammer Armies book, there are rules that govern the selection of all magic items, regardless of the bearer's allegiance. These can be summarised as follows:

### UNIQUE

Magic items are considered to be unique – you can only have one of each in your army unless otherwise stated in the magic item's rules. Whilst I describe the magic items in this appendix as 'common' I mean to say that they are common to all armies in the Warhammer world and not that they are commonplace in any sense. Even the least potent magic item is a dangerous device, steeped in the fickle powers of sorcery, and is extremely rare. A fortunate hoarder of trinkets can consider himself lucky to see one example of a particular 'common' magic item in his lifetime, if at all.

*High Elf Mage*

### BALANCE OF POWER

Usually, only characters can carry magic items. Each model can only carry one of each type of magic item. Magic items are divided into six categories: Magic Weapons, Magic Armour, Talismans, Enchanted Items, Arcane Items and Magic Standards. Each category covers a particular kind of item and 'family' of effects – Magic Weapons give bonuses to a model's fighting skill, for example, whilst Talismans provide protection. A model can only ever choose one item from each category. If he were to do otherwise, the magical emanations from two similar types of item would overlap, cancel out and ultimately explode in a suitably messy fashion (although it would probably look very spectacular, so it wouldn't be a complete loss). The only exceptions to this rule are some special characters, who might well have two magical weapons, for example. In these (rare) cases, we assume that magical safeguards have been built in to the items so that both can be borne by the same individual.

### MAGICAL INTERFERENCE

Wizards cannot choose magic armour unless they have an option for 'normal' armour. Magic is the stuff of dreams and nebulous imagination, and rests uneasily alongside the physical. There is little more real and physical than wrought metal, and its tenacious actuality casts a peculiar and unyielding shadow in a Wizard's mind. As a result, most Wizards cannot wield the Winds of Magic if they wear armour of any kind – their magical senses are smothered by the armour's embrace – and so cannot choose an item of Magic Armour.

The only exception to this is when a Wizard has armour as part of his standard equipment or an option for 'normal' armour, such as light armour, or a shield. Such sorcerers have trained their mind to focus and can wear armour without confusion or penalty. The chief examples of this kind of Wizard are the dread Chaos Sorcerers of the frozen north.

# MAGIC WEAPONS

Magic weapons are artefacts of bloodshed, pure and simple – they grant the wielder extra abilities or an increased characteristic profile so that he might better slay his enemies.

Unless otherwise stated, a magic weapon is treated as a hand weapon, and follows the rules for such, with these exceptions:

- A magic weapon cannot be used alongside an additional hand weapon to gain an extra attack.
- A magic weapon cannot be used alongside a shield to gain a parry save.

### PAIRED WEAPONS

Paired weapons are Magic Weapons that are bought as a pair. In addition to their other effects, paired weapons grant the bearer the Extra Attack special rule.

### WHAT'S IN A NAME?

The magic weapons listed below often have a name that describes them as specifically being a sword or another particular type of weapon. This doesn't mean that the model has to have a sword to use the 'Ogre Blade'. We can simply assume that his axe, hammer or other suitable hand weapon has the same properties and is, for example, an 'Ogre Axe'.

### I'M USING THIS ONE

A character that has a magic close combat weapon cannot use any other close combat weapons (his magic weapon is his pride and joy, and he's sure as sunrise going to use it). If a character has more than one magic weapon, he must choose which one to use at the start of the combat (unless a rule specifies that both can be used at the same time) – the chosen weapon must be used for the duration of the combat.

**GIANT BLADE** 60 points
Close combat attacks made with this sword are resolved at +3 Strength.

**SWORD OF BLOODSHED** 60 points
The wielder has +3 Attacks.

**OBSIDIAN BLADE** 50 points
Armour saves cannot be taken against wounds caused by the Obsidian Blade.

**OGRE BLADE** 40 points
Close combat attacks made with this sword are resolved at +2 Strength.

**SWORD OF STRIFE** 40 points
This wielder of the Sword of Strife has +2 Attacks.

**FENCER'S BLADES** 35 points
Paired weapons. The bearer has Weapon Skill 10.

**SWORD OF ANTI-HEROES** 30 points
The bearer has +1 Strength and +1 Attack for every enemy character in base contact with him or his unit. These bonuses are calculated at the start of each round of close combat and last until its end.

**SPELLTHIEVING SWORD** 25 points
A Wizard that suffers unsaved wounds from the Spellthieving Sword loses one of his spells (determined randomly) for each unsaved wound.

**SWORD OF SWIFT SLAYING** 25 points
The wielder of the Sword of Swift Slaying has the Always Strikes First special rule.

**SWORD OF BATTLE** 20 points
The wielder has +1 Attack.

**BERSERKER SWORD** 20 points
The bearer has the Frenzy special rule and can never lose his Frenzy.

**SWORD OF MIGHT** 20 points
Close combat attacks made with this sword are resolved at +1 Strength.

**GOLD SIGIL SWORD** 15 points
Attacks from the Gold Sigil Sword are made at Initiative 10.

**SWORD OF STRIKING** 15 points
Attacks made with the Sword of Striking receive a +1 bonus to hit.

**BITING BLADE** 10 points
Close combat attacks made by the Biting Blade are armour piercing.

**RELIC SWORD** 10 points
Attacks made with the Relic Sword will always wound on a 5+, unless they would normally need a lower result.

**SHRIEKING BLADE** 10 points
The bearer causes Fear.

**TORMENTOR SWORD** 5 points
A monster or character that suffers an unsaved wound from the Tormentor sword has the Stupidity special rule for the rest of the game.

**WARRIOR BANE** 5 points
A monster or character that suffers unsaved wounds from Warrior Bane permanently loses one Attack for each unsaved wound (to a minimum of Attacks 1).

*Dwarf Thane*

# MAGIC ARMOUR

*Queen Khalida*

This section contains enchanted suits of armour – magical breastplates, ensorcelled shields, and so on. Only the most influential characters will be clad in magical armour from top to toe. Most characters might have a single piece of magical armour, which they combine with ordinary pieces of equipment.

Except where otherwise stated, magical suits of armour and shields follow the same rules as mundane ones, but keep in mind that:

- A model can only have one suit of armour and one shield, so if you give a model a magical suit of armour or a magical shield, it replaces any mundane equivalent already worn by the model.
- A magic shield is treated as a normal shield, but cannot be used alongside a hand weapon to gain a parry save.

**ARMOUR OF DESTINY** 50 points
Heavy armour. The Armour of Destiny grants the wearer a 4+ ward save.

**TRICKSTER'S HELM** 50 points
The wearer counts his armour save as being one point higher than normal. Any successful roll to wound made against the wearer of the Trickster's Helm must be re-rolled.

**ARMOUR OF SILVERED STEEL** 45 points
The Armour of Silvered Steel grants its wearer a 2+ armour save that cannot be improved by any means.

**ARMOUR OF FORTUNE** 35 points
Heavy armour. The Armour of Fortune grants the wearer a 5+ ward save.

**HELM OF DISCORD** 30 points
The wearer counts his armour save as being one point higher than normal. In addition, at the start of each Close Combat phase, choose an enemy character in base contact with the bearer or his unit. That character must immediately take a Leadership test. If the test is failed, the character succumbs to the helm's sibilant whispers of malice and jealousy. In this Close Combat phase, the victim cannot make attacks and is hit automatically.

**GLITTERING SCALES** 25 points
Light armour. Enemies suffer a -1 to hit penalty when attempting to strike the wearer in close combat.

**SHIELD OF PTOLOS** 25 points
Shield. The bearer has a 1+ armour save against shooting attacks.

**SPELLSHIELD** 20 points
Shield. The bearer gains Magic Resistance (1).

**GAMBLER'S ARMOUR** 20 points
Heavy armour. The Gambler's Armour grants the wearer a 6+ ward save.

**DRAGONHELM** 10 points
The wearer counts his armour save as being one point higher than normal. The wearer has a 2+ ward save against flaming attacks.

**ENCHANTED SHIELD** 5 points
Shield. The bearer counts his armour save as being two points higher than normal, rather than the usual one point that a shield would normally grant.

**CHARMED SHIELD** 5 points
Shield. One use only. The first hit suffered by the bearer of the Charmed Shield is discounted on a roll of 2+.

# TALISMANS

The Talismans category includes charms, amulets and other tokens of protection.

**TALISMAN OF PRESERVATION** 45 points
The Talisman of Preservation grants the bearer a 4+ ward save.

**OBSIDIAN LODESTONE** 45 points
The Obsidian Lodestone grants Magic Resistance (3).

**TALISMAN OF ENDURANCE** 30 points
The Talisman of Endurance grants the bearer a 5+ ward save.

**OBSIDIAN AMULET** 30 points
The Obsidian Amulet grants the bearer Magic Resistance (2).

**DAWNSTONE** 25 points
The bearer re-rolls failed armour saves.

**OPAL AMULET** 15 points
One use only. The Opal Amulet bestows a 4+ ward save against the first wound suffered by the bearer, after which its power fades and it cannot be used again during the game.

**OBSIDIAN TRINKET** 15 points
The Obsidian Trinket grants Magic Resistance (1).

**TALISMAN OF PROTECTION** 15 points
The Talisman of Protection grants the bearer a 6+ ward save.

**SEED OF REBIRTH** 10 points
The bearer of the Seed of Rebirth has the Regeneration (6+) special rule.

**DRAGONBANE GEM** 5 points
The bearer of the Dragonbane Gem has a 2+ ward save against flaming attacks.

**PIDGEON PLUCKER PENDANT** 5 points
This item grants the bearer a 5+ ward save against wounds caused in close combat by models that have the Fly special rule.

**LUCKSTONE** 5 points
One use only. The Luckstone allows the bearer to re-roll a single failed armour save.

# MAGIC STANDARDS

Some units are allowed to carry magic banners, as detailed in their army list entry. A Magic Standard can only be carried by a standard bearer, as shown in the army list in the relevant Warhammer Armies book.

The only character permitted to carry a Magic Standard is the army's Battle Standard Bearer.

**RAMPAGER'S STANDARD** 55 points
A unit with this magic standard can re-roll its charge distance dice.

**WAILING BANNER** 50 points
A unit with this banner causes Terror in its enemies.

**RANGER'S STANDARD** 50 points
A unit with the Ranger's Standard has the Strider special rule.

**RAZOR STANDARD** 45 points
Models in a unit with the Razor Standard have the Armour Piercing special rule.

**WAR BANNER** 35 points
A unit with this banner adds +1 to combat resolution.

**BANNER OF SWIFTNESS** 15 points
Models in a unit with the Banner of Swiftness have +1 to their Movement characteristic.

**LICHEBONE PENNANT** 15 points
Models in a unit with the Lichebone Pennant have Magic Resistance (1).

**STANDARD OF DISCIPLINE** 15 points
Models in a unit with the Standard of Discipline have +1 Leadership, but cannot use the General's Inspiring Presence special rule.

**BANNER OF ETERNAL FLAME** 10 points
Models in a unit with the Banner of Eternal Flame have Flaming Attacks.

**GLEAMING PENNANT** 5 points
One use only. A unit with the Gleaming Pennant can re-roll its first failed Leadership test.

**SCARECROW BANNER** 5 points
A unit with the Scarecrow Banner causes Fear in models with the Fly special rule.

*Lizardman Standard Bearer*

# ARCANE ITEMS

Arcane items are items that enhance a Wizard's magical powers in some fashion. Only a character with a Wizard level can carry an Arcane Item. Characters with no sensitivity to magical essences and mysteries will either find an Arcane Item useless and inert, or have their brains sucked out through their ears should they try to use it.

**BOOK OF ASHUR** 70 points
The bearer receives a +1 bonus on attempts to cast and dispel.

**FEEDBACK SCROLL** 50 points
One use only. When an enemy spell has been cast, a Wizard who has a Feedback Scroll can read it instead of attempting to dispel the spell.

The spell is cast as normal, but, after the spell has been resolved, roll a dice for every dice used to cast the spell. The casting Wizard takes a wound for every result of 5+ rolled, with no armour saves allowed.

**SCROLL OF LEECHING** 50 points
One use only. When an enemy spell has been cast, a Wizard who has a Scroll of Leeching can read it instead of attempting to dispel the spell. The spell is cast as normal, but, after the spell has been resolved, the bearer of the scroll adds a number of dispel dice to his pool equal to the number of dice used to cast the spell (remember that your dispel pool cannot exceed 12 dice).

**SIVEJIR'S HEX SCROLL** 50 points
One use only. When an enemy spell has been cast, a Wizard who has a Hex Scroll can read it instead of attempting to dispel the spell. The spell is cast as normal, but a portion of the spell's energy is transformed and redirected at the caster. The enemy wizard can resist the spell's effects by rolling equal to or under his wizard level on a D6. If he fails, an amphibian transformation takes hold and he becomes a small, slimy toad! Whilst transformed, the wizard cannot channel or cast spells, all of his magic items and mundane equipment (armour, weapons, etc.) temporarily stop working and all of his characteristics are reduced to 1 (except for his wounds, which are unaffected). His controlling player can roll a D6 at the start of each of his subsequent magic phases; the spell dissipates on a roll of 4+ and the wizard returns to his normal form (but still attempts to eat flies for several days afterward).

**POWER SCROLL** 35 points
One use only. A Power Scroll can be used when the Wizard makes a casting attempt. During that casting attempt, any roll of a double will cause irresistible force (and a miscast).

**WAND OF JET** 35 points
One use only. The bearer can increase one of his casting results by an additional +D6, after other casting dice have been rolled. This extra power dice can contribute to casting a spell with irresistible force (and a miscast).

**FORBIDDEN ROD** 35 points
One use only. The forbidden rod adds +D6 dice to the power pool at the start of the caster's own magic phase, but also inflicts D3 wounds on the bearer (with no armour saves allowed).

**TRICKSTER'S SHARD** 25 points
One use only. Declare you are using this item at the start of one of your magic phases. For the duration of the phase, when one of the bearer's spells is dispelled by an enemy wizard, roll a D6. On a 5+, that wizard suffers a wound with no armour saves allowed.

**EARTHING ROD** 25 points
One use only. If the wizard rolls on the miscast table he can re-roll the result.

**DISPEL SCROLL** 25 points
One use only. When an enemy spell has been cast, a wizard who has a dispel scroll can read it instead of attempting to dispel the spell by using dispel dice. This automatically dispels the enemy spell; no dice roll is required. Note that even a dispel scroll will not help if the spell has been cast with irresistible force. Note also that a dispel scroll cannot be used to dispel spells that remain in play other than at the moment they are cast.

**POWER STONE** 20 points
One use only. The Wizard can declare that he is using the power stone immediately before casting a spell. If he does so, two extra dice are added to the power dice that he is going to roll (you still need to roll at least one dice from the power pool).

**SCEPTRE OF STABILITY** 15 points
One use only. The bearer can choose to increase one of his dispel results by an additional +D6, after his other dispel dice have been rolled. This extra dispel dice can contribute to dispelling with irresistible force.

**CHANNELLING STAFF** 15 points
The Wizard adds +1 to all of his channeling attempts.

**SCROLL OF SHIELDING** 15 points
One use only. When an enemy spell has been cast, a Wizard who has a Scroll of Shielding can read it instead of attempting to dispel the spell. The spell is cast as normal, but the target of the spell is granted a 4+ ward save against any wounds caused by the spell.

*Wood Elf Spellweaver*

# ENCHANTED ITEMS

The Enchanted Items category includes all manner of wonderful artefacts too unique or specific to be included in another category. They are often amongst the most prized magical items to possess.

*Chaos Sorcerer of Tzeentch*

**WIZARDING HAT** 100 points
The wearer is treated as being a Level 2 Wizard who can use a randomly chosen spell lore. However, he also has the Stupidity special rule.

**FOZZRIK'S FOLDING FORTRESS** 100 points
After deployment zones have been agreed, but before the armies have been deployed, place a watchtower building (or scratch-built structure of a similar size) in your deployment zone to represent the Folding Fortress. This is treated as a standard building (see page 126 for details).

If you do not have a suitable building to place, you cannot use Fozzrik's Folding Fortress.

**ARABYAN CARPET** 50 points
Infantry or monstrous infantry models on foot only. The owner of this magical carpet has the Fly special rule. However, he cannot join units.

**CROWN OF COMMAND** 35 points
The bearer of the Crown of Command has the Stubborn special rule.

**HEALING POTION** 35 points
One use only. The Healing Potion can be drunk at the start of the controlling player's turn. The imbiber immediately recovers D6 Wounds lost in the battle.

**FEATHERFOE TORC** 35 points
Flying creatures (and their riders) must re-roll successful rolls to hit against the bearer (and any unit he is with) in close combat.

**RUBY RING OF RUIN** 25 points
Bound spell (power level 3). The Ruby Ring of Ruin contains the Fireball spell (see the Lore of Fire).

**THE TERRIFYING MASK OF EEE!** 25 points
The wearer of this mask causes Terror. However, other models can never use his Leadership.

**POTION OF STRENGTH** 20 points
One use only. The Potion of Strength can be drunk at the start of any player's turn. The imbiber has +3 Strength until the end of the turn.

**POTION OF TOUGHNESS** 20 points
One use only. The Potion of Toughness can be drunk at the start of any player's turn. The imbiber has +3 Toughness until the end of the turn.

**THE OTHER TRICKSTER'S SHARD** 15 points
Models in base contact with the bearer (friends and foes) must re-roll successful ward saves.

**IRONCURSE ICON** 5 points
The character (and any unit he is with) gain a 6+ ward save against war machine weapons.

**POTION OF FOOLHARDINESS** 5 points
One use only. The Potion of Foolhardiness can be drunk at the start of any player's turn. The imbiber has the Immune to Psychology and the Devastating Charge special rules until the end of the player turn.

**POTION OF SPEED** 5 points
One use only. The Potion of Speed can be drunk at the start of any player's turn. The imbiber has +3 Initiative until the end of the turn.

# SUMMARY

## PLAYER TURN

### 1. MOVEMENT PHASE

Under normal circumstances, each unit can act in just one of the following sub-phases:

i. Start of Turn
ii. Charge
iii. Compulsory Moves
iv. Remaining Moves

### 2. MAGIC PHASE

Roll for Winds of Magic, then follow the steps below until the player cannot, or does not wish to, cast any more spells:

i. Cast
ii. Dispel
iii. Spell Resolution
iv. Next Spell

### 3. SHOOTING PHASE

Work through each unit that wishes to shoot, one by one, following the steps below:

i. Nominate Unit to Shoot
ii. Choose A Target
iii. Roll to Hit
iv. Roll to Wound
v. Take Saving Throws
vi. Remove Casualties

### 4. CLOSE COMBAT PHASE

The player whose turn it is decides which order to resolve close combats, each time following the steps below:

i. Fight a Round of Close Combat
ii. Calculate Close Combat Result
iii. Loser takes a Break Test
iv. Flee and Pursue

## MOVEMENT

### MOVEMENT TYPES SUMMARY

All Movement is calculated at the speed of the slowest model in the unit.

| | | |
|---|---|---|
| Normal Move | = | Movement Characteristic |
| March Move | = | Movement Characteristic x 2 |
| Charge Roll | = | Movement Characteristic + 2D6* |
| Flee Roll | = | 2D6* |
| Pursue Roll | = | 2D6* |

** If the unit has the Swiftstride special rule, roll 3D6 and use the two highest dice scores.*

## SHOOTING

### TO HIT

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

### SHOOTING MODIFIERS

| | |
|---|---|
| Moving and Shooting | -1 |
| Firing at Long Range | -1 |
| Standing and Shooting | -1 |
| Target Behind Soft Cover | -1* |
| Target Behind Hard Cover | -2* |
| Target has Skirmishers special rule | -1 |

** If the target is in both soft and hard cover, use only the hard cover modifier.*

### 7+ TO HIT

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

*Empire Priest*

# COMBAT

## COMBAT RESULT POINTS

| | |
|---|---|
| **Wounds Inflicted** | +1 combat result for each wound inflicted. |
| **Charge!** | +1 combat result if the unit charged. |
| **Extra Ranks** | +1 combat result for each extra rank with at least five models, to a maximum of +3. Count the highest rank bonus on your side in the fight.* |
| **Standard** | +1 combat result for one or more standard bearers. |
| **Flank Attack** | +1 combat result if your unit is fighting the enemy unit's flank.** |
| **Rear Attack** | +2 combat result if your unit is fighting the enemy unit's rear.** |
| **The High Ground** | +1 combat result if one or more of your units charged downhill. |
| **Battle Standard** | +1 combat result for one or more Battle Standard Bearers. |
| **Overkill** | +1 combat result per excess wound caused in a challenge, to a maximum of +5. |

* *Cannot be claimed by units that are being attacked in the flank or rear by enemies that themselves have one or more extra rank.*

** *Can only be claimed once per facing, per unit.*

# TO HIT CHART

| ATTACKER'S WEAPON SKILL | TARGET'S WEAPON SKILL 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 4+ | 4+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ |
| 2 | 3+ | 4+ | 4+ | 4+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ |
| 3 | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 5+ | 5+ | 5+ | 5+ |
| 4 | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 4+ | 5+ | 5+ |
| 5 | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 4+ | 4+ |
| 6 | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 4+ |
| 7 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ |
| 8 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ |
| 9 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ |
| 10 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ |

# ARMOUR SAVES

| Armour | Saving Throw |
|---|---|
| None | None |
| Light armour | 6+ |
| Light armour and shield | 5+ |
| Heavy armour | 5+ |
| Heavy armour and shield | 4+ |
| Mounted + no armour | 6+* |
| Mounted + light armour | 5+* |
| Mounted + light armour and shield | 4+* |
| Mounted + heavy armour | 4+* |
| Mounted + heavy armour and shield | 3+* |

* *If the model's mount has barding, these saves improve by one point.*

## ARMOUR SAVE MODIFIER TABLE

| Strength | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|
| Modifier | -1 | -2 | -3 | -4 | -5 | -6 | -7 |

# TO WOUND CHART

| ATTACKER'S STRENGTH | TARGET'S TOUGHNESS 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| 2 | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| 3 | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| 4 | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| 5 | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ |
| 6 | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ |
| 7 | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ |
| 8 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ |
| 9 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ |
| 10 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ |

# PANIC

A unit immediately takes a Panic test when:

- A unit suffers 25% casualties.
- A friendly unit is destroyed within 6".
- A friendly unit fails a break test within 6".
- It is fled through by a friendly unit.

Only one Panic test is taken per phase.

# MAGIC

### GENERATING POWER AND DISPEL DICE

i. Roll 2D6 for Winds of Magic.
ii. Power Pool = total result.
iii. Dispel Pool = highest scoring dice result.
iv. Every Wizard channels one extra dice on the roll of a 6.
v. Neither the power nor the dispel pool can exceed 12 dice.

## CASTING SUMMARY

If the dice roll + caster's Wizard level (the casting total) beats the spell's casting value, the spell is cast.

However…

- …if the total dice roll is less than 3, the spell fails.
- …if two or more 6s are rolled, the spell is both cast with irresistible force, and miscast.
- Spells cast with irresistible force cannot be dispelled.

## DISPELLING SUMMARY

If the dice roll + dispelling Wizard's level (the dispel total) beats the spell's casting total, the spell is dispelled.

However…

- …if the total of the dice roll is less than 3, the dispel fails.
- …if the dispel attempt contains two or more 6s, the dispel automatically succeeds.

| SPELL TYPES | DIRECT DAMAGE | MAGIC MISSILES | AUGMENT | HEX | MAGICAL VORTEX |
|---|---|---|---|---|---|
| Lie within forward arc? | Y | Y | N | N | Y |
| Needs line of sight? | N | Y | Y | Y | Y |
| Must be within range? | Y | Y | Y | Y | Y |
| Can be targeted into combat? | N | N | Y | Y | n/a |
| Targets friends | N | N | Y | N | n/a |
| Targets enemies | Y | Y | N | Y | n/a |

## MISCAST TABLE

| 2D6 | RESULT |
|---|---|
| 2-4 | **Dimensional Cascade.** Centre the large round template over the Wizard – every model underneath the template (including the Wizard) suffers a Strength 10 hit. Once the damage has been resolved, roll a D6. On the score of 3 or less, the Wizard is removed as a casualty. On a roll of 4-6, D6 dice are lost from the power pool instead. |
| 5-6 | **Calamitous Detonation.** Centre the small round template over the Wizard – every model underneath the template (including the Wizard) suffers a Strength 10 hit. Additionally, D6 dice are lost from the power pool. |
| 7 | **Detonation!** All models in base contact with the Wizard (but not the Wizard himself) suffer a Strength 10 hit. Additionally, D6 dice are lost from the power pool. |
| 8-9 | **Magical Feedback.** The Wizard and every model on the same side that can generate power or dispel dice suffer a Strength 6 hit. Additionally, D6 dice are lost from the power pool. |
| 10-12 | **Power Drain.** The Wizard's level is reduced by D3, to a minimum of 0 and he forgets a single spell for each Wizard level lost (the first is the spell that was miscast – other spells lost are determined randomly). The Wizard cannot attempt to cast further spells this phase. |

## REFORMING

| TYPE | WHEN | Ld TEST? |
|---|---|---|
| 'Normal' Reform | Before moving | No |
| Swift Reform | Test after making a normal reform | Yes* |
| Combat Reform (lost fight) | After passing Break test | Yes** |
| Combat Reform (won/drew fight) | After enemy has passed Break test | No |
| Restrain and Reform | After enemy has fled from combat | Yes |
| Restrain and Reform | After wiping out all combat enemies | No |

* *Requires a musician.*

** *Leadership test is modified by the amount the fight was lost by.*

## TROOP TYPES

| | RANK WIDTH | HORDE WIDTH | SUPPORTING ATTACKS | SWIFT-STRIDE? |
|---|---|---|---|---|
| Infantry | 5 | 10 | 1 | No |
| War Beasts | 5 | 10 | 1 | Yes |
| Cavalry | 5 | 10 | 1* | Yes |
| Monstrous Infantry | 3 | 6 | Up to 3 | No |
| Monstrous Beasts | 3 | 6 | Up to 3 | Yes |
| Monstrous Cavalry | 3 | 6 | Up to 3* | Yes |
| Monsters | n/a | n/a | n/a | No |
| Chariot | n/a | n/a | No | Yes |
| Swarms | 5 | 10 | 1 | No |

* *The mount does not make supporting attacks.*

## BLACK POWDER WAR MACHINE MISFIRE CHART

| D6 | RESULT |
|---|---|
| 1-2 | **Destroyed!** The war machine is destroyed. |
| 3-4 | **Malfunction.** The war machine cannot fire this turn or the next. |
| 5-6 | **May Not Shoot.** The war machine can shoot as normal again next turn. |

## STONE THROWER MISFIRE CHART

| D6 | RESULT |
|---|---|
| 1 | **Destroyed!** The war machine is destroyed. |
| 2-3 | **Disabled.** The stone thrower suffers a wound and cannot fire this turn or the next |
| 4-6 | **May Not Shoot.** The war machine can shoot as normal again next turn. |

## ALLIES CHART

| | TRUSTED | SUSPICIOUS | DESPERATE |
|---|---|---|---|
| Can use allied General's Inspiring Presence | Yes | No | No |
| Can use allied battle standard's Hold Your Ground | * | No | No |
| Can be joined by allied characters | Yes | No | No |
| Cause Panic tests in allies | Yes | Yes | No |
| Are treated as friendly units for the purposes of spells | Yes | Yes | No |
| Have to take Dangerous Terrain tests when fleeing through allies | No | No | Yes |
| Can use allied battle standard if the same race | Yes | No | No |

* *Only if they are chosen from the same Armies book.*

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