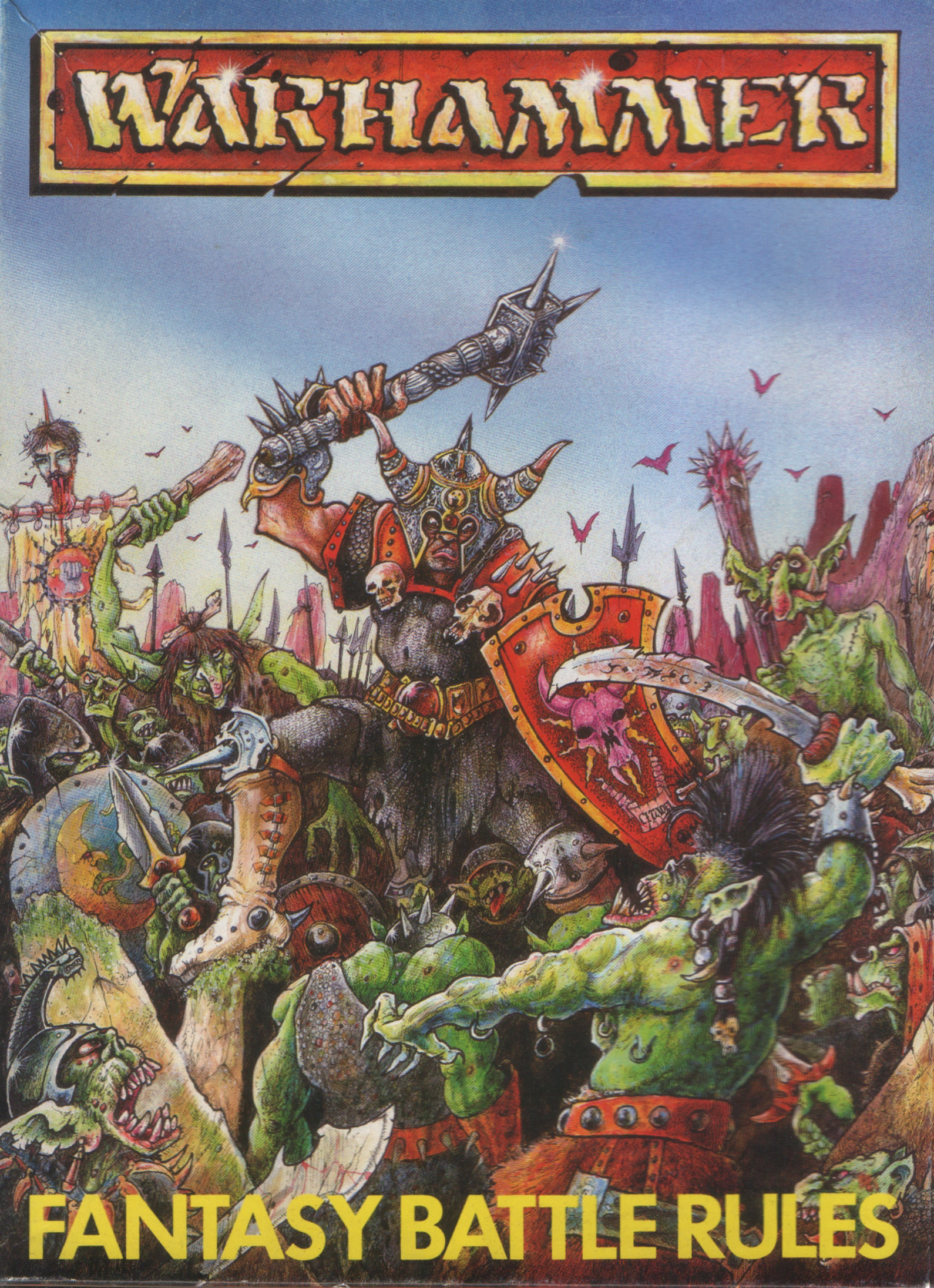
WARHAMMER



FANTASY BATTLE RULES


COMBAT

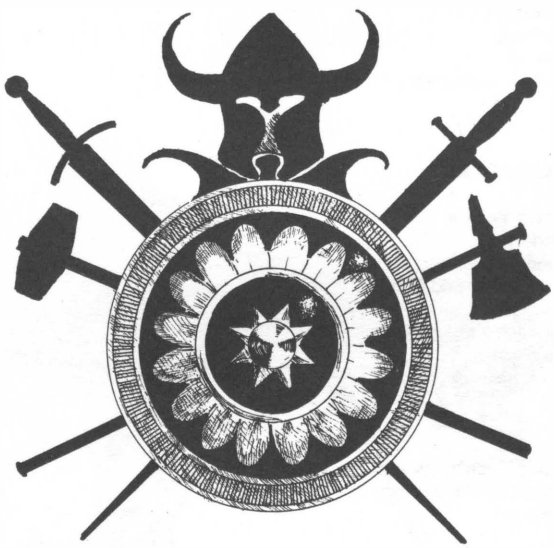
Dedicated to

Phil Barker, Donald Featherstone and Michael Moorcock

whose fault it all is

WARHAMMER

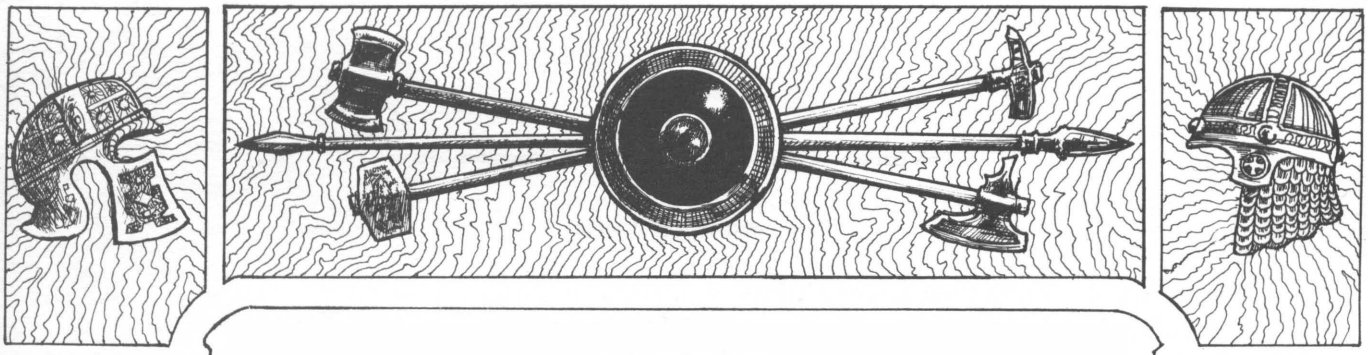
Book 1.



COMBAT

C Games Workshop Ltd 1984

A GAMES WORKSHOP PRODUCT



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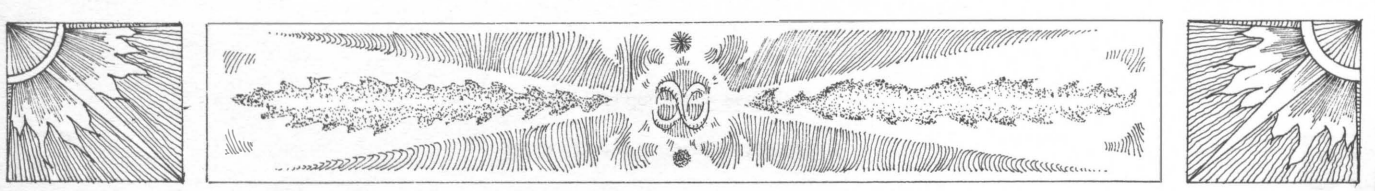
All of whom would like to extend their thanks to all of the Warhammer players who have helped playtest this new edition, and who have contributed their valued comments and many excellent ideas.



BASIC RULES



FANTASY BATTLE GAMES

For many years now wargamers have re-enacted the famous battles of history using detailed model troops accurately and carefully painted to represent the warriors of ancient Greece and Rome, the combatants of medieval times, the flamboyant armies of the 18th and 19th centuries and the forces of WW2.

Fantasy gaming is a relative newcomer amongst the venerable ranks of model warfare. The stories of authors including J.R.R. Tolkien, Micheal Moorcock, Robert E. Howard and others have done much to bring the genre to the public attention. Not unnaturally many 'historical' wargamers became interested in the wholly different possibilities of a fantasy based wargame, and began to fight out games using historical troops, but in unhistorical settings. Hyboria, the world of Robert E. Howard's Conan, is one medieval style environment that provided an ideal wargames background, with a map, plenty of massed battles, mighty heroes, dark sorcerors and fearsome monsters. Most popular of all, and the inspiration for a whole generation of games, were the works of J.R.R. Tolkien, especially The Lord of the Rings trilogy.

Today the amazing popularity of fantasy based games means that battlegamers and modellers have never had such a choice of models, games and game-play aids. Few people now consciously re-enact famous works of fiction, relying instead on individual imagination, and modelling skill. A visit to any one of the dozens of game conventions held throughout the country will reveal the degree of dedication and high artistry that goes into the making of a miniature fantasy battle. Conflict and mayhem are created on the tabletop before the eyes of fascinated spectators, lumbering monsters prowl dark woods, evil goblins stalk haunted caverns, whilst heroic warriors and the forces of men fight on with swords, axes, spears and the weapons of ancient or medieval times.

Warhammer was originally published in 1983 by Citadel Miniatures. It was the first game to specifically cater for the gamer who wished to enact large battles with tens or hundreds of models rather than just one or two heroes and monsters. At once the game surpassed the initial expectations of authors and publishers alike, and went into several reprints within the space of a year.

To accompany Warhammer an additional set of rules called **Forces of Fantasy** was released in 1984, whilst further articles and scenarios continued to appear in **White Dwarf** magazine and the **Citadel Compendium.**

This new edition of Warhammer Fantasy Battle Rules combines the original Warhammer and some elements from the Forces of Fantasy set, and has been extensively revised and updated following advice and suggestions from players. Owners of the original Warhammer game will notice many changes and improvements throughout the rules, including more clarification on some points and important changes in overall presentation.

The authors of Warhammer have also produced a companion set, **Warhammer Fantasy Role-Play**, which deals with individual adventure, single combat, and small scale games. Further supplements being prepared for publication include **Rogue Trader** - futuristic warfare and **Lustria** - a whole continent of adventure.

WARHAMMER THE FANTASY BATTLE RULES

Warhammer comprises of 3 volumes, **Combat, Magic** and the **Battle Bestiary.**

The Combat volume contain rules divided into three sections, **Basic, Advanced** and **Expert.** The Basic set provides the gamer with all the essential rules and information needed to enact a Warhammer Game. The Advanced section provides experienced players with a selection of alternative rules, which can be used to expand the game. The Expert section comprises of further rules and suggestions which very experienced players might like to try out, or use as ideas for their own rule innovations.

The Magic volume introduces wizards and magic into Warhammer. Full rules are included to enable players to use magic on the battlefield, including a large selection of spells and magical artifacts.

The Battle Bestiary is the handbook of the many wierd creatures to be found in the Warhammer game. Copiously illustrated and full of vital information, the Battle Bestiary gives statistics and special rules for all sorts of creatures and monsters.

The Warhammer Fantasy Battle Rules may be used to play out any sort of game, from a small ambush to a huge and terrifying fantasy battle. We have tried to keep the mechanisms as straightforward and fluid as possible, leaving enough room to enable the experienced gamer to invent or innovate.

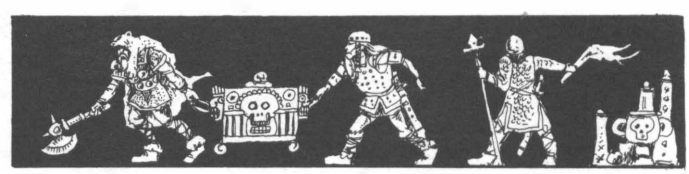
SCALES

Warhammer has been designed around a scale of 1 tabletop inch = 2 metres of real distance, distances are normally expressed in inches within the rules . There is no reason why you shouldn't adapt this scale to suit the size of your playing area should you wish to do so.

Each model generally represents a single man, monster, war-engine, chariot, building or whatever. In a swarm of small creatures or insects each model represents 100 creatures, or 10,000 insects.

Missile ranges and effectiveness have been calculated from the basis of an individual shooting a single shot at a single target. Most historial wargames rules calculate from a basis of massed ranks firing many times at massed targets. Because of this Warhammer ranges and effectiveness are relatively low, but we believe this is both more accurate and results in a better game.







GAME EQUIPMENT

Apart from the Warhammer rules and a selection of models and scenery, you will need dice, rulers, scrap paper and pencils. Normal dice, or D6's, are used during combat, and it is a good idea to have at least a dozen of these. A cup will make a useful shaker.

PLAYERS

Games are usually fought between two opposing sides, each side is represented by one or more players. For larger games it is convenient to have more than one player on each side, as this makes dice throwing and troop movement quicker and easier. The co-commanders can agree to divide their forces between them as they wish.

GAMES MASTER

If you are to fight a fantasy battle you will need an extra person called the Games Master, usually referred to simple as the GM. He will act as an umpire or referee, and it is his task to enforce the rules of the game; interpreting them where necessary. The GM should make sure the players have enough dice, pencils, paper and any other items needed during the game.

It is possible to fight a battle without a GM, so long as the players are willing to co-operate a little, adopt a reasonable attitude and are honest in their record keeping.

DICE

The Warhammer Games System uses a number of different and attractively shaped dice, as well as the normal six sided dice with which we are all familiar. Players will find it useful to have at least one example of the 4 sided, 8 sided, 10 sided, 12 sided, and 20 sided dice. You will need a number of 6 sided dice, preferably about a dozen.

NOTATION

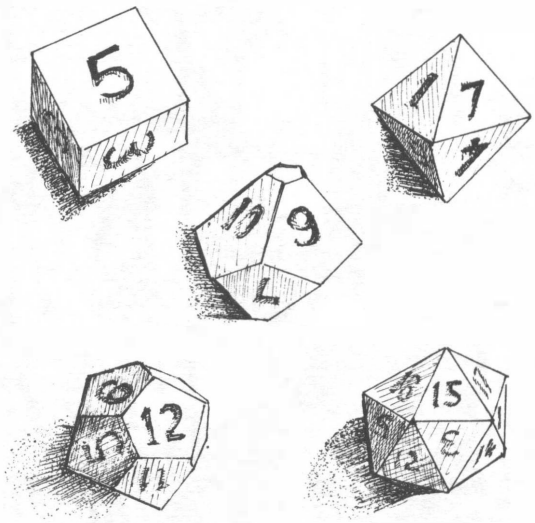
The standard notation is to write 'D' for dice, followed by the number of sides. So a D4 is a 4 sided dice, a D6 is a 6 sided dice and so on.

Sometimes you will need to roll more than one dice of a kind. This is indicated by a number preceding the D. For instance, 2D8 means you throw two D8s and add the scores together. You can throw one D8 twice if you are short of dice. The following examples illustrate the method.

	Dice rolled	Score	Procedure	Result
3D4	3 D4s	1, 3, 2	Add the scores	6
2D6	2 D6s	2, 5	Add the scores	7

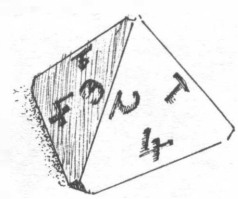
Sometimes you will need to add or subtract, or **modify**, the dice score. For example D6+1, this means throw a D6 and add 1 to the result. 3D4+2 means throw 3 D4s, add the scores and then add 2 to the combined result.

Everybody knows how to throw a D6 - the score is the number facing upwards when the dice has been rolled. The D8, D10, D12 and D20 are read in exactly the same way.

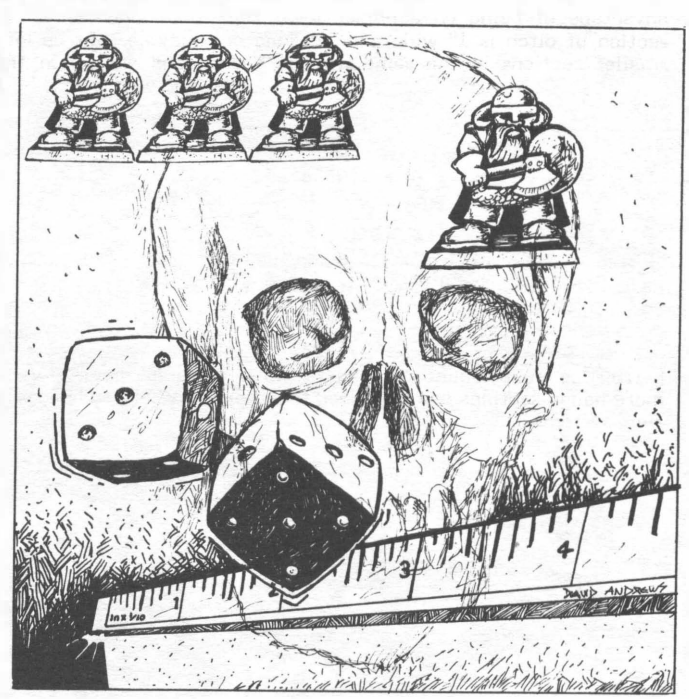


Scores are 5, 7, 9 , 12 and 15.

The D4 is pyramid shaped, and so has no upper surface. The score is the number on the base edge of the pyramid.

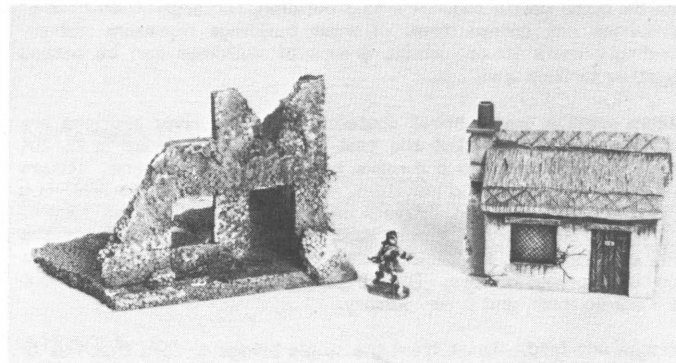


Score is 4



THE FIELD OF BATTLE

Before starting a Warhammer game you will need to set up the field of battle. You will require a fairly large table or area of floor to fight on, 6' by 4' is the ideal size for a modest game. Many gamers improvise quite satisfactorally using the dining room table. Having cleared an area, the GM or players may then place the model scenery; including woods, hills, rivers and buildings.



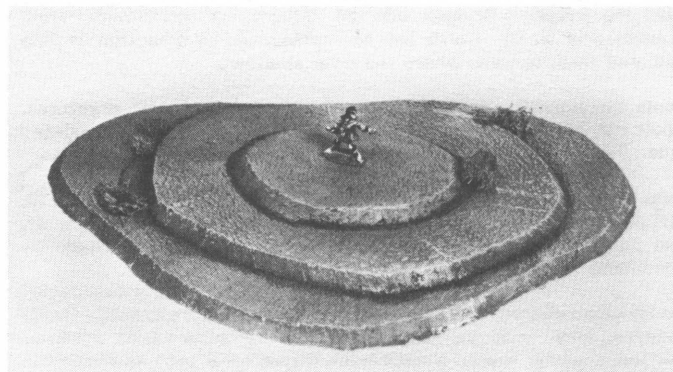
RUINS AND A SMALL COTTAGE.

SCENERY

If you have already seen the elaborate and detailed set-ups of other gamers, you will have a good idea of what to aim for. If not, then the photos and drawings in this book should give you a good idea of the various effects that can be achieved.

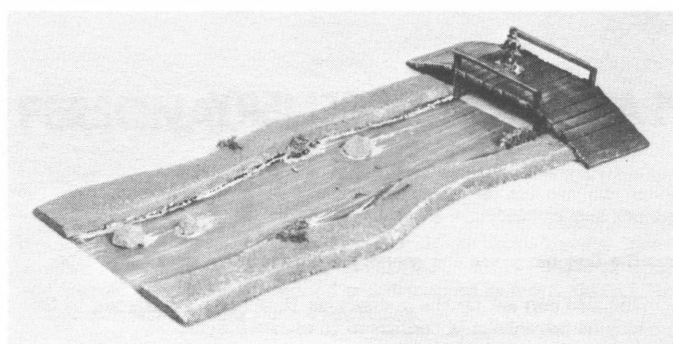
Scenery usually comprises of the following items or types, although you are free to invent your own wierd fantasy scenery should you wish. There is no limit to what you can do to provide an interesting and demanding setting for a game. The following scenery types have been given standard sizes, which are used to determine the amount of scenery on the table.

Hills are one of the most useful scenic items, troops stood on hills receive a combat advantage and can see over the heads of troops in front. Hills can be made from polystyrene ceiling tiles cut to shape, or even books piled on top of each other to get the right effect. Hills have to be made in steps so that models will stand on them. A single hill as an item of scenery should measure approximately 6" x 6", but two or more hills can be placed side by side to produce a long ridge.



A LOW HILL MADE FROM POLYSTYRENE TILES.

Ditches, like walls, provide 'hard cover' for troops occupying them. It is assumed ditches are shallow enough to allow missiles to be fired normally from them. Troops attacking a ditch have the advantage of being on a higher level than their opponents. A section of ditch is 1" wide and 12" long and may be split up into smaller sections in the same way as hedges and walls. On the wargames table ditches are hard to represent, and perhaps the best method is to cut strips of card 2" wide and as long as your section. Then use plasticene to build up a slope on the front and rear of the ditch, leaving a 1" gap down the centre which forms the ditch itself.

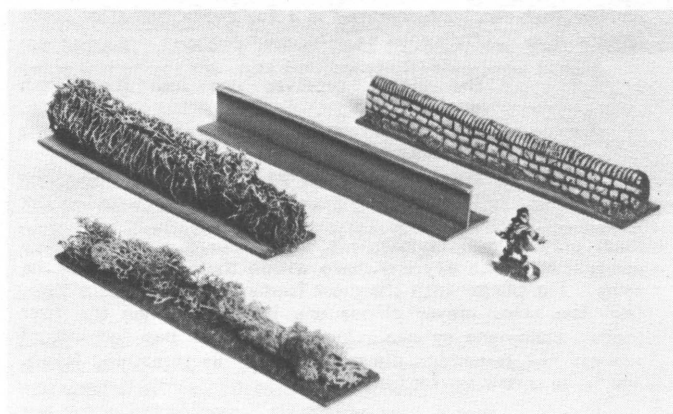


A RIVER SECTION WITH BRIDGE.

Hedges provide 'soft' cover for troops behind them. Hedges can be bought from your local model shop, or home made using sponge cut into sections. A hedge is assumed to be 1" wide and 12" long, although the hedge can be split into up to 3 sections of 4" as required. Smaller sections wouldn't provide any real cover or barrier, as troops could too easily avoid or go round them. Two or more hedge sections can be placed together to make long hedges or field systems.

Walls are exactly like hedges but provide 'hard' cover. You can buy plastic walls from model shops, or make your own from card.

Woods are useful for blocking off areas, as they are difficult to move or fire through. Model trees can be bought from your hobby store either as plastic or metal kits. Alternatively you can make your own using pine-cones, or pipe cleaners and sponge. A wood as a scenic item should occupy an area of approximately 6" x 6", but two or more woods can be placed together to produce a larger wood or forest.



VARIOUS TYPES OF HEDGES AND FENCES.

Debris and **Ruins** are small areas of broken ground, perhaps an old decayed building or spoil tip. A scenic area is assumed to cover approximately 6" x 6", although, as with woods and hills, two or more can be ajoined to give you a larger feature. The easiest way to represent debris on the wargames table is to scatter a few pieces of cork around the desired area. More ambitious modellers can build their own 'ruins' from card or plasti-card.

Buildings form vital strong points with commanding arcs of fire over the battlefield. They can be bought from model shops or home made from plasti-card. Many of the 'toy' construction kits can be quite useful too. A single building, no larger than 6" x 6" comprises one scenic item. Larger buildings represent correspondingly more items, whilst groups of buildings can be placed together to form a village.

Rivers provide useful linear obstacles. Model river sections are available from shops, but the best way to make rivers is to cut strips of card to shape and make banks out of plasticene. Rivers are 3" wide and 12" long per item, and to create a longer river you will need more sections. Rivers must begin and end at an edge of the board, they cannot simply stop. Once a river is in place the GM, or if he is not available, the player who placed the river, must position a bridge or ford. This single bridge or ford does not count as a scenic item, and is compulsory.

Bridges and **ford.** Apart from the single bridge or ford that has to be placed on a river, a player may select a number of further bridges or fords as scenic items, and position them anywhere he likes across the river. Bridges and fords are always 4" wide and span the river. Bridges can be bought, or homemade from plasticard or wood. Fords can be represented by a section of pale coloured card, to show where the river shallows.

Pools can provide obstacles, or even refuge for aquatic creatures. Pools can be made from card, approximately 6" x 6", and painted blue. Two or more pools can be combined to produce larger lakes.

Bogs are similar to pools, but can be crossed with a little difficulty. They can be made from card, approximately 6" x 6", and painted dark green. Mires and large bogs can be made by combining smaller ones.

Burial Grounds are useful to some evil undead creatures. Grave yards or Urn fields can be represented by an area of card, or scattered scenic material approximately 6" x 6". A few suitable tombstone models will add to the effect. Obviously larger areas can be produced by placing two or more basic areas together.

PLACING THE SCENERY

Scenery can be placed in a number of ways.

1. The GM can place the scenery entirely at his own discretion.

2. The GM can set up the scenery so that it is symetrical, in this way no advantage is conferred to either player.

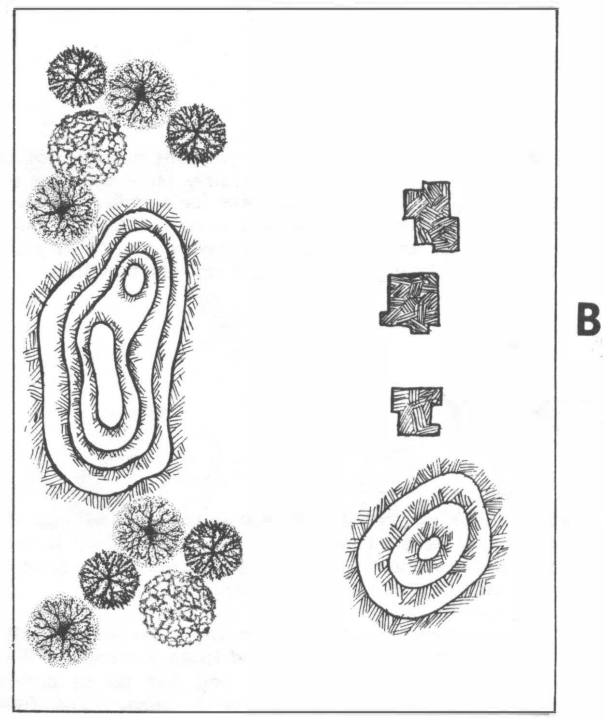
3. The players can arrange to choose scenery using the following rules. Each player secretly nominates how many items of scenery he wants on his half of the table. The maximum number that can be nominated is 1 for every full 1' of table length. The GM then rolls a D6 for each side.

1,2	The player receives **one less** item than nominated
3,4	The player receives the number of items nominated
5,6	The player receives **one more** item than nominated

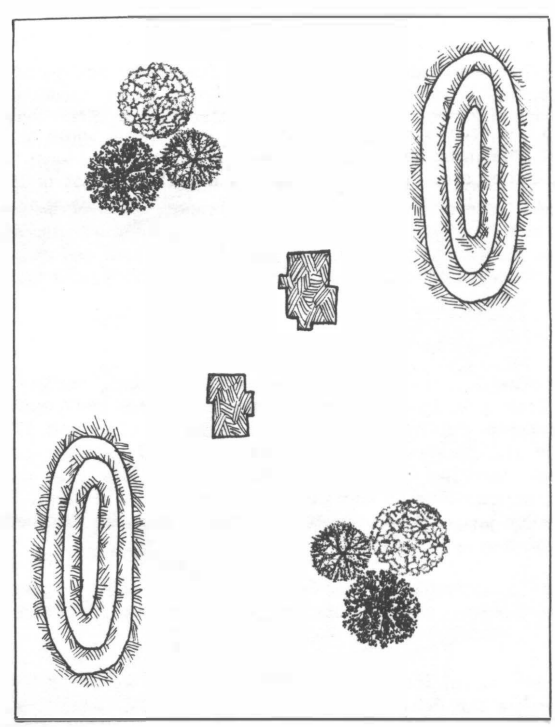
Each player then chooses his own scenery. Players may position their scenery anywhere within their own half of the table. The player with the most items places **one** item first, then the other player places one item, and then the first player again, and so on. Once one player has run out of scenery the remaining player positions his remaining items. The table is now set for battle!

Using this method the players have a lot of say over the terrain they are fighting over. To offset this the GM may, if he wishes, reposition or remove one item of scenery from one or both sides.

4. If the players have no GM then one player can set up the scenery, and the other may choose which table edge he wishes to start from. The player who set up the scenery then starts from the opposite edge.



A plan of a table set up using method 3 above. Player A has decided to protect his flanks with woods, whilst giving himself a hill from which to fight. Player B has elected to cover his front with a village, whilst leaving himself plenty of room for a sweep up the right flank.



A plan of a table set up with scenery. The GM has arranged the table symetrically.

CHARACTERISTICS

INTRODUCTION

In the Warhammer game every creature type has **characteristics** particular to its race. Each characteristic represents one aspect of the creature, and is given a value of from one upwards. The characteristics are described below, but don't worry about remembering them all right now.

FIGHTING CHARACTERISTICS

MOVEMENT ALLOWANCE - M

A creature's **Movement Allowance,** or just Move, determines how fast it may move around the tabletop in inches. So a creature with a Movement Allowance of 4 moves 4", a creature with a Movement Allowance of 6 moves 6". This distance will sometimes be reduced to take into account difficult terrain, obstacles and so on.

WEAPON SKILL - Ws

The **Weapon Skill,** illustrates the creature's ability to handle weapons, or to land a telling blow by biting or clawing. The lowest Weapon Skill, is 1 and the highest is 10. The higher the Ws the easier it is to strike a blow in combat, and the harder it is for your opponent to strike back.

BOW SKILL - Bs

Bow Skill, dictates a creature's ability to use missile weapons, such as bows and arrows, slings or even thrown stones. Some creatures can spit poison, or acid, and their Bow Skill, or Bs, determines how accurate they are. The lowest Bs is 1 and the highest is 10. The higher the Bs the easier it is to score a hit with your weapon.

STRENGTH - S

A creatures **Strength,** shows how much damage it can cause. A creature with high Strength can cause a lot of damage, a creature with low strength very little. The lowest Strength is 1 and the highest 10.

TOUGHNESS - T

Toughness, determines a creatures natural resistance to damage. It is very hard to damage or wound a creature with high Toughness, and relatively easy to hurt a creature with low Toughness. Lowest value is 1 and the highest 10.

WOUNDS - W

Some creatures can take more damage than others, either because they have more stamina or because they have little regard for, or feeling of, pain. This is represented by the number of **Wounds** a creature can take before he, she or it is slain. The fewest wounds a creatures can take, and the normal for most creatures, is 1. Theoretically there is no upper limit.

INITIATIVE - I

Initiative, determines a creatures speed of thought and action. A creature with a low Initiative will be slow and dull, a creature with a high Initiative will be fast. In combat creatures with high Initiatives will be able to strike before their enemies. The lowest Initiative is 1, the highest 10.

ATTACKS - A

The number of **Attacks,** a creature can deliver at once will make it more or less deadly in combat. Most creatures have only 1 Attack, but other creatures bite, claw and lash with their tails all at once, giving them multiple Attacks.

O LEVEL CHARACTERISTICS

Sometimes a creature has been given a characteristic score of '0'. This indicates that the creature or individual concerned has no ability in that field what-so-ever. This is most commonly applied to Bow Skill. So, for example, a creature with a Bs of 0 may not use any missile weapons at all, even improvised weapons such as thrown rocks.

PERSONAL CHARACTERISTICS

Personal characteristics are not vital to the Warhammer Battle Rules, although they are used to establish some saving throws against various types of attack and states of mind - such as magic and terror. They are developed and discussed in more detail in the companion **Warhammer Role-Play Rules.**

LEADERSHIP - Ld

A creature's **Leadership,** indicates its ability to command others, to inspire confidence and loyalty. Values go from 1, the lowest, to 10, the highest. Units of troops have Leaders, and their Leadership value will effect the units fighting abilities to some extent.

INTELLIGENCE - Int

Intelligence, determines a creature's ability to think and react. The lowest Intelligence is 1, and the highest 10. Creatures with a really low Intelligence suffer certain penalties and may have actual difficulty remembering whose side they are on.

COOL - Cl

Cool, reflects a creature's temperament and ability to stay calm and under control. Values go from 1 to 10. Creatures with a very low Cool may lose control of thier actions, and do unpredictable and hysterical things. Creatures with a high Cool are just the opposite, they can be uneffected by sights and experiences that would reduce more frail characters to jelly.

WILL POWER - WP

Will Power, is a measure of mental and magical resistance, a creature with a high Will power can often avoid or escape the effects of magic. On the other hand creatures with a low Will Power can find themselves effected more than normal. Values go from 1 to 10.

CHARACTERISTIC PROFILE

A creature or character's characteristics can be given all at once in what we call a **Creature** or **Character Profile.**

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP

For example the Creature Profile for a Man is:-

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

This is the Creature Profile for a standard Human. There are comparable Profiles for every creature, including Orcs, Elves, Dragons and so on. Creature Profiles only give the **average** values typical of that species, and this is the value we apply to creatures fighting in units. Obviously we accept that some members of a unit might be stronger or faster or tougher than others, but these things are assumed to average out.

Models representing Wizards, Heroes, Unit Leaders and other individuals can be given special Character Profiles, which reflect their individual weaknesses and strengths. See **Advanced Rules** p x. For now it is important only to bear in mind that Character Profiles can, and do, differ to some extent from the basic Creature Profile.



MUSTERING YOUR TROOPS

MODELS FOR WARHAMMER GAMES

Metal fantasy models suitable for playing Warhammer can be bought in most major model and hobby shops throughout the country. Wherever you live you probably have at least one stockist near you. Citadel Miniatures manufacture the largest and fastest growing selection of fantasy models in the world, so, whatever your choice of army or creature, you will easily be able to assemble your own unique Warhammer force.

ORGANISING YOUR TROOPS

Troops are organised into fighting units called **Regiments.** A typical regiment is of between 5 and 30 models, although players are welcome to form regiments of any size they wish.

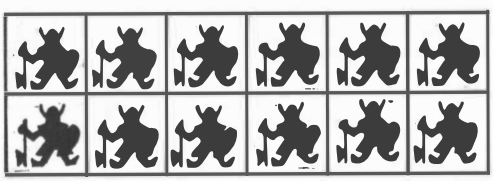
Models comprising a regiment should have the same **Fighting Characteristics** throughout, the same Movement Allowance, the same, Weapon Skill, Strength and so on. Sometimes this is not possible, in which case a separate record will have to be kept of the characteristics of individual models.

Normally a regiment will have the same weaponry and armour throughout, although it is not strictly necessary to have identical models. For example, a unit of Goblins could have some in plate armour, some in mail and some with no armour at all - but on the battlefield they could all count as having mail. Similarly they could have assorted weapons, some with spears, other with swords or clubs - but on the battlefield they could all count as having swords. This is perfectly acceptable and makes each regiment look more threatening and interesting. Regiments of assorted models should be pointed out to your opponent, and their actual weaponry and armour made clear before the game.

All regiments start the game led by an officer called the **Leader,** who is represented by a special model. In the basic game the leader has identical Fighting Characteristics to the rest of the regiment.

Members of a unit must remain within base to base contact with at least one other member of the unit at all times.

For example.



It is not necessary to have individual heroes or large monsters organised into units. They may be formed into units if you wish, or can be moved independantly. Individuals can attach themselves to fighting units to enhance their power where opportunity permits.

BASES

Obviously, moving a large number of models around a battlefield poses a few problems. It is all too easy to knock over, lose or damage models in the heat of battle. Moving a lot of models can also take a long time.

To improve the stability of models and generally make them easier and safer to handle, it is a good idea to put them on bases. These can be made from thick card, or plasti-card. Glue each model onto a base 20mm x 20mm for infantry and 25mm x 40mm for cavalry. This represents the minimum space the model needs in which to fight and move.

It is convenient to mount some models on multiple bases, for example 3 infantry can be glued side by side on a base 60mm x 20mm. This makes them easier to move.

Large models and equipment can be based on any convenient sized area, so long as the model has sufficient space in which to fight and looks right.

Large models and equipment can be based on any convenient sized area, so long as the model has sufficient space in which to fight and looks right. Large humanoids, such as Orcs, will have to be mounted on 25mm x 25mm bases. Base sizes are given in he **Battle Bestiary.**

MOVEMENT TRAYS

A movement tray will enable you to move a whole unit of troops in just a few seconds, and is an invaluable playing aid, especially at the start of a battle. The tray is made from very thick card, plasticard or hardboard, and is of a size and shape so that an entire unit will fit onto it. During your turn, rather than move each model individually, the tray can be moved instead. As soon as the unit wishes to change formation the tray can be abandoned, and the models moved as normal.

ROUND BASES

Some people like to use round bases made from coins or washers. With these a movement tray is essential to enable models to be moved reasonabley quickly. The big disadvantage of round bases is that they make it difficult to see exactly who is fighting who, which models can fight and which cannot. Assume models on round bases have a standard frontage of 20mm for infantry and 25mm for cavalry as normal. Changing formation can also get confusing with the round base, but on the whole, gamers who prefer them usually muddle through combats and movement without much difficulty.



THE TURN SEQUENCE





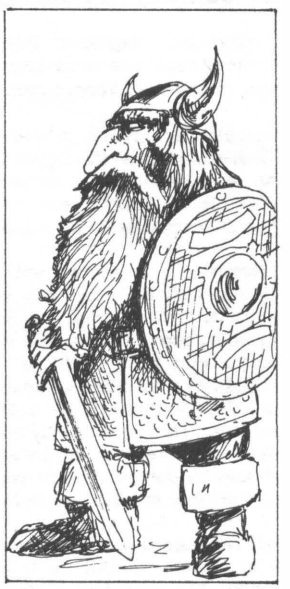
Games are fought between two opposing **sides.**

Each side is represented by one or more players. In large games especially it is useful to have the extra players to move troops and throw dice.

Both sides take a turn in strict rotation. Flip a coin to see which side has the first turn. The side to go first (side A) takes a takes a turn, then the second side (side B), then the first again (A) and so on.

During your turn you may move your troops and fire any missile weapons. **Both** sides may then fight hand-to-hand combat with enemy troops as explained in the combat rules.

Each turn sequence should follow the order laid out below.

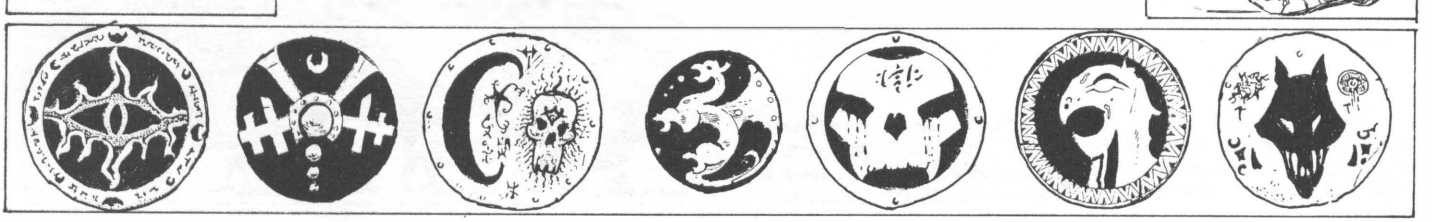


1.	**Movement**	If it is your turn you may move your troops. If it is not your turn your troops must remain stationary.
2.	**Shooting**	If it is your turn you may shoot with any weapons as appropriate.
3.	**Hand-to-hand Combat**	Both sides may fight with any troops engaged in hand-to-hand combat.
4.	**Reserves**	If it is your turn you may move uncommitted troops. This extra move represents the bringing up of reserves.
5.	**Magic**	If it is your turn you may attempt any magical operation, including casting any spells.
6.	**Rallying**	If it is your turn you may attempt to rally any of your routing troops.





In small skirmishes, brawls and other more detailed role-play games all of the players are on the same side. The Gamesmaster, and any pieces he controls, are on the other side. See **Warhammer Role-Play** for a fuller explanation, and more detailed rules.



MOVEMENT

INTRODUCTION

This section deals with the movement of units and individual characters or monsters on the tabletop. We have tried to provide rules for all of the different types of terrain and different unit formations. However, it is inevitable that sooner or later a situation will occur which is not properly covered. In such a case it is up to the GM to invent his own rules, or apply an unbiased judgement within the spirit of the existing rules.

MOVEMENT

During your side's turn you may move your own models during the **Movement** part of the turn sequence. Some models suffer from restrictions, such as crossbowmen who cannot move and fire, but we shall ignore such exceptions for the moment.

THE MOVEMENT ALLOWANCE

Some creatures are faster than others, whilst some are slow and cumbersome. In the **Battle Bestiary** we give the movement allowance for each type of creature. During movement each character, monster or unit may move up to its full movement allowance, subject to the special rules given for armour, terrain and obstacles. Models may be moved less than their allowance, or not at all, so long as they are not subject to any sort of compulsory movement rule (such as **Routs** - see page 27).

The movement allowance for most of the common, two-legged, average sized creatures is 4 inches. Should you wish to invent your own new monsters or creatures you can easily determine the movement allowance by comparison with a similar creature.

ARMOUR AND ENCUMBERANCE

The weight of armour, weapons and other equipment can seriously slow down your troops. In the Warhammer Battle Rules this is not dealt with in too much detail - trying to work out the weight of small change, clothing, personal belongings and every tiny item of equipment on every single model would take far too long. If players are interested in such things we refer them to our **Warhammer Role-Play** game, which provides super-detailed rules for weight and encumberance.

We shall, however, take into account the effect of the weight of armour and shield. The chart that follows gives the deduction from the basic movement allowance for wearing armour and carrying a shield. It is based upon the **Armour Saving Throw,** which is explained on page xx. The better the Saving Throw the more armour the model will be wearing.

ARMOUR

Armour Saving Throw	Penalty
6	None
5	½"
4	1"

The basic movement allowance, minus any penalties for wearing armour, becomes the actual movement allowance for your troops. From now on, when we speak of the movement allowance, we mean this new, modified distance which takes armour into account.

Example - a man with a shield and metal breastplate has a Saving Throw of 5. This gives him a ½" penalty on his basic movement allowance of 4", giving him an actual movement allowance of 3½".

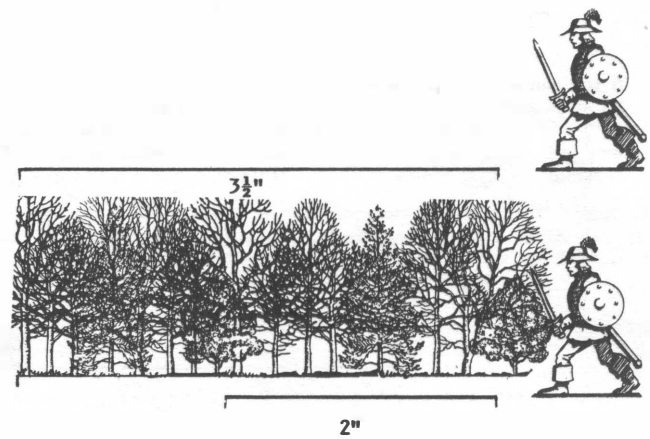
DIFFICULT GROUND

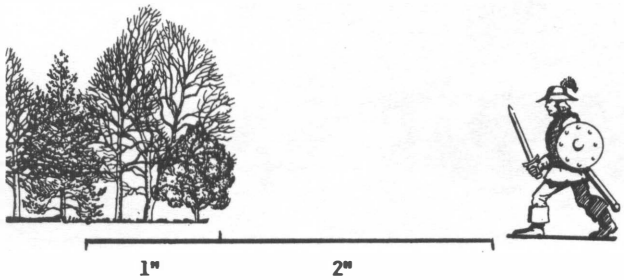
The tabletop battlefield can include any amount of model scenery. The following terrain features count as **Difficult Ground.**

Woods or dense foliage
Steep or treacherous slopes
Fords or shallow streams
Soft sands or thick dust
Brush, scrub or clinging vegetation
Stairs, steps and ladders
Building debris, wreckage, lose rocks or boulders
Marsh, bogs, thick mud or sewerage
Inside cluttered buildings or vehicles

Models crossing difficult ground move at half-pace. Count all distance as double, so every inch crossed counts as two inches. We find that there is little point in working out complicated fractions, so round up to the nearest half inch. The effect is cumulative: on a wooded steep slope models move at quarter-pace, each inch crossed counts as 4 inches.

Example - A man with shield and breastplate has a movement allowance of 3½". If moving through a wood he can only travel 2" (1¾ rounded up to 2). If he moves into a wood 2" away he moves the 2" as normal, and then 1" into the wood (half of the remaining 1½" = ¾ rounded up to an inch).





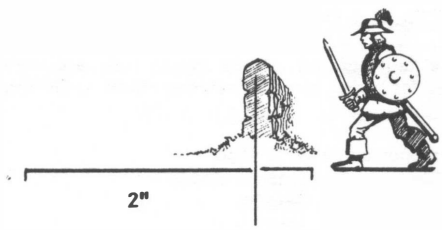
CROSSING OBSTACLES

The following features count as obstacles.

Hedges, fences and low walls (under 2 metres high)
Doors and windows
Ditches and narrow crevasses
Getting on/off a vehicle or riding animal

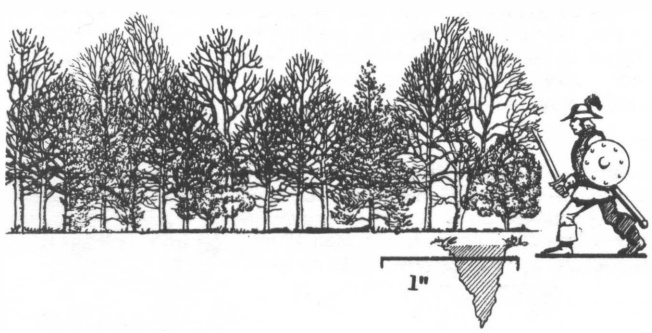
Crossing an obstacle loses the model **half** of its total move distance. It is convenient to round any remaining fractions up to the nearest half inch. Models which do not have sufficient move allowance remaining to cross an obstacle must **halt**, and either cross next turn or use reserve movement to get across if possible (see page 28). They do **not** count as being half-way across.

Example - a man with shield and breastplate has a movement allowance of 3½". Crossing a wall will take up 1¾", leaving 1¾ rounding up to 2".

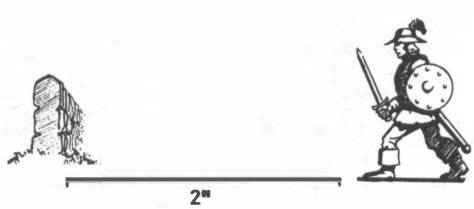


If the same man encountered a ditch whilst moving through a wood his move distance would be:-

Movement allowance	3½"
Half-pace in woods	2"
Crossing an obstacle	minus 1" leaves 1" of movement.



If the same character were moving in the open he would have an allowance of 3½". If he moves 2" up to a wall he will have 1½" left, not enough to get over the wall. He will have to halt and wait until next turn, or reserve move over the wall if possible.



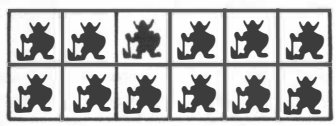
FORMATIONS

To facilitate movement units can be grouped together into a convenient formation as the player wishes. The only provision is that models must remain in base-to-base contact at all times. Should models become separated for some reason beyond the player's control then the unit must reform into base-to-base contact as soon as possible.

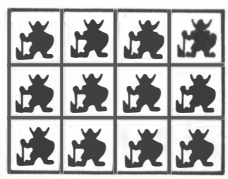
Examples



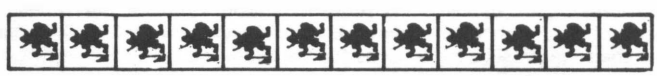
A unit of 12 troops in line abreast.



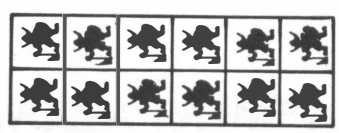
The same unit in two ranks of 6.



The same unit in 3 ranks of 4.

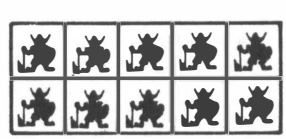


A unit of 12 troops in line ahead.

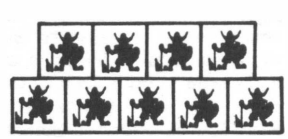


The same unit two files of 6.

Obviously, as a unit sustains casualties, gaps will appear. It is convenient to shuffle models forward, so that all casualties and odd models are contained within the back rank. No movement allowance penalty should be imposed for this, providing that the player is not attempting to exploit the rule to give him an unfair advantage.



A unit of 10 men in two ranks



The same unit having sustained 1 combat casualty

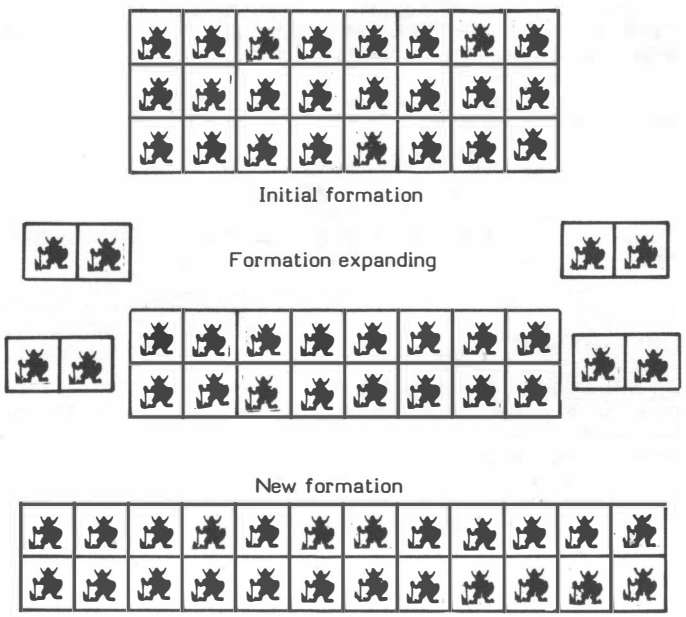
CHANGING FORMATION

Changing formation, other than shuffling to allow for losses, is subject to certain restrictions and penalties.

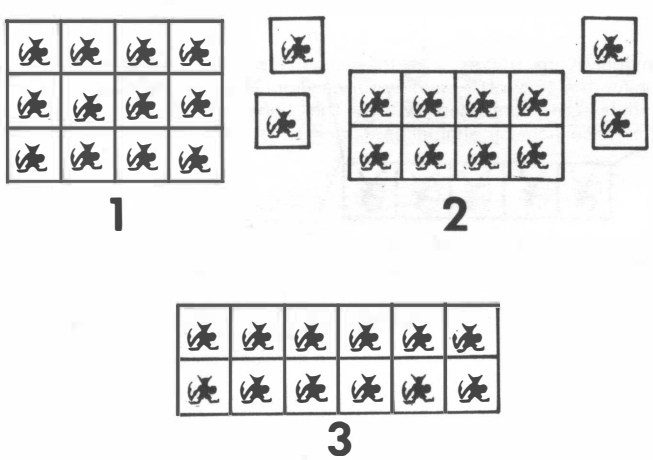
Troops may change their frontage by up to 4 models during the Movement part of their turn. This may be done whilst moving normally and incurs no penalty. Stationary troops may change their frontage by up to 8 models.

You can change frontage before moving the models, afterwards, or at some point during their move. It doesn't really matter, so long as only one change is made.

The easiest way to accomplish the manoeuvre is to remove or add models on the front rank from any rear rank. You can add/remove at either or both sides as you wish. Having re-arranged your front rank simply line up the models behind to create your new formation. Any models left over form a rear rank, which is placed centrally as in the illustration below.



Units of troops subject to **Stupidity** (such as Trolls) have difficulty maintaining formation, see Stupidity page 30 . Where permitted to move at all, they may change frontage by 2 models: 4 if they remain stationary.



MOVING BACKWARDS

Sometimes a whole unit will want to move backwards, but still remain facing the enemy.

Troops can walk backwards. This is a tricky manoeuvre which must be performed at half-pace, counting each inch crossed as two inches.

Example - A unit of Men is moving backwards, their normal movement allowance is 4" so they move 2". If they were also moving over difficult ground, such as a steep slope, their distance would be halved again, to 1".

INTERPENETRATION

In the basic game one unit of friendly troops may **not** move through another. Where this happens the GM must intervene to prevent it, even if this means the player being forced to remain stationary, or even move backwards against his wishes.

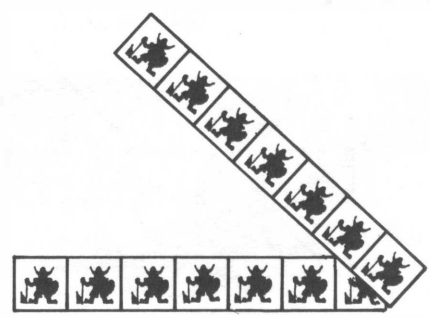
In the **Advanced Game Rules** interpenetration is allowed under certain circumstances (see page 32).

MANOEUVRE

Moving large bodies of troops presents special problems, so we have rules to deal with them. The two main forms of manoeuvre are the **wheel** and the **turn**.

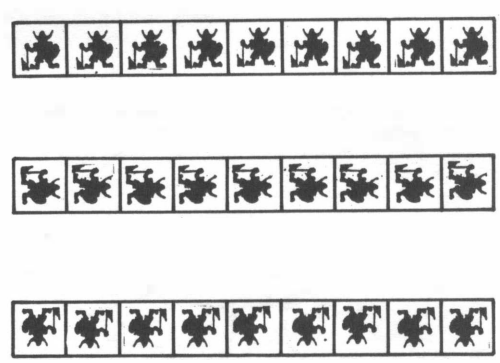
THE WHEEL

The model at one end of the unit remains in position, whilst the others march forward at half-rate, thus changing the direction of facing. The distance moved is considered to be that of the outside model.



THE TURN

In the turn all of the models in a unit remain in the same place, but turn to face in a new direction. A turn is considered to take up half of the models' movement allowance.



The illustration shows a unit turning to the side, and doing a complete about face.

The examples illustrated above represent what should happen in ideal circumstances. Of course, during a wargame things can get distinctly muddled - with units attempting to turn or wheel through bogs or woods, getting in each others way and so on.

The GM must use his discretion when overseeing complicated manoeuvres, sometimes it is better to allow a little 'shuffling' just to keep the positions neat and intelligible. The important thing is to be fair to both sides. If, during a manoeuvre, part of a unit is slowed down by difficult terrain or an obstacle, it is convenient to impose any penalty on the entire unit.

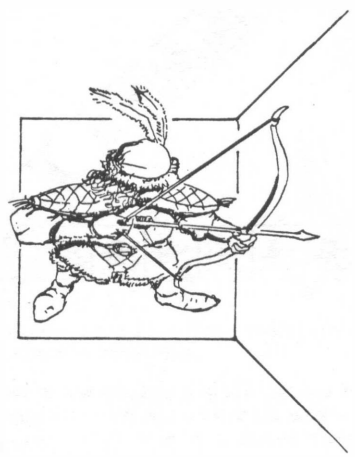
SHOOTING

INTRODUCTION TO SHOOTING

During the Shooting part of your turn you may shoot once with any missile armed troops as appropriate. Models are limited by the maximum range given for their weapons, by their fire arc and possibly by interposing obstacles or scenery.

FIRE ARCS

The direction each model is facing in is the actual direction in which that individual is assumed to be facing. Obviously it is not possible to fire, say, a bow directly behind you. A model on foot may fire at a target within a 90° arc to its front.



The 90° arc band illustrated

Mounted troops may fire all round.



Seige engines have the same fire arc as foot models. Troops riding a wagon, chariot or something similar have the same arc as foot models, but can be facing off to the side, or even directly away from the direction of movement.

OBSTACLES

Firing troops must be able to draw a clear line of sight between themselves and their target. A missile-man cannot fire at a target he could not theoretically see. Interposing hills, woods and buildings will normally block a shot, although it is up to the GM to determine whether firing is possible in specific circumstances.

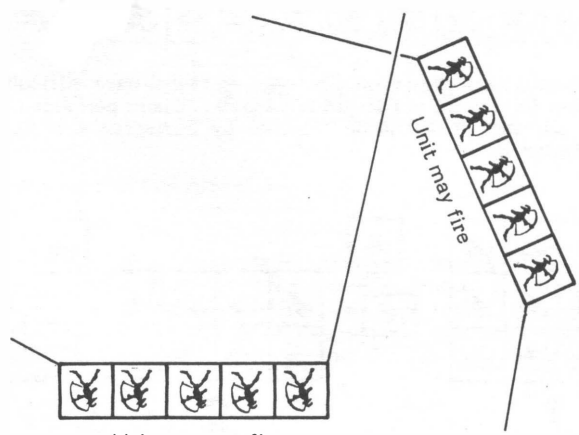
Troops may normally fire only in one rank, models in a second or subsequent rank behind may not fire through their own unit.

Troops on hills may fire over the heads of troops below them, whether they are members of the same unit or not.

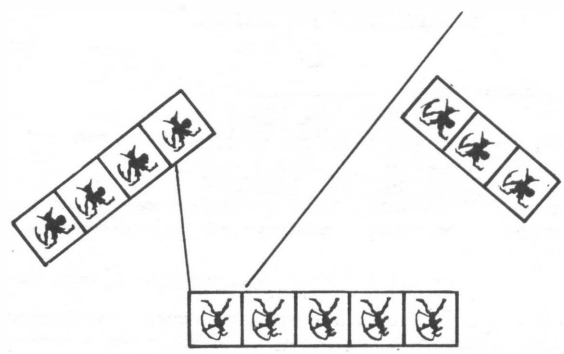
Troops riding Elephants, or on some other elevated platform, may fire over the heads of models below them.

FIRING BY UNITS

An entire unit of troops will usually fire any missile weapons they have at a single target, such as a unit of enemy troops. Sometimes, however, it will not be possible to fire an entire unit because they are prevented by fire arc or other limitations. In such a case, and only in such a case, it is acceptable to split fire, some models shooting at one target and some at another.



Unit may not fire



A typical 'split fire' situation

WEAPONS

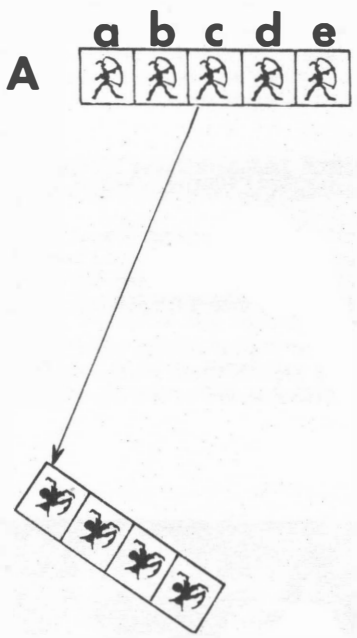
The following table summarises the ranges and Strength values of each of the missile weapons.

Weapon	Short Range	Long Range	Strength
Short Bow	0-8"	8-16"	3
Normal Bow	0-12"	12-24"	3
Long Bow	0-16"	16-32"	3
Elf Bow	0-16"	16-32"	4
Crossbow	0-16"	16-32"	4
Repeating Crossbow	0-16"	none	3
Sling	0-12"	12-18"	3
Javelin	0-4"	4-8"	3
Dart, Throwing Knife, Axe or Spear	0-2"	2-4"	3
Blow Pipe	0-6"	6-12"	1
Improvised Bottles, stones etc	0-1"	1-3"	1

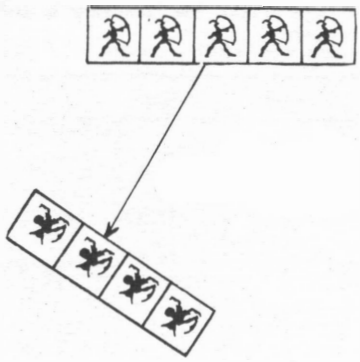
MEASURING DISTANCES

Measure the distance between firer and target using a tape or ruler. Measure from the base of the model firing to the closest point on the base of the target model.

When shooting at an enemy unit measure from the base of each firer to the closest point on the base of the closest enemy. In the situation below unit A may fire models a, b and c at unit 1. Models d and e are out of range.



Sometimes you will find that some members of a firing unit are at short range, whilst other are at long range, as in the diagram below.



TO HIT

For each model shooting roll a D6. The basic score needed depends upon the Bow Skill of the shooters.

Bow Skill	1	2	3	4	5	6	7	8	9	10
Score	6	5	4	3	2	1	0	-1	-2	-3

For example. A character has a Bs of 4. He will need to score 3 or more on a D6 to hit his target. If he rolls the dice and it turns up 1 or 2 he has missed, if it turns up 3, 4, 5 or 6 he has hit.

Obviously a character with a Bs of 6 or more is going to always hit if no modifiers are applied. Sometimes, however, the basic chance is changed depending on how difficult the particular shot is.

Modify your dice score as follows.

+1	Firing at a large target.	Generally anything over 10' high or long counts as a large target.
-1	Firing at a small target	Generally anything under 1' high and long counts as a small target.
-1	Firing from a moving mount	Such as a horse, wolf,elephant, wagon or chariot.
-1	Firing at long range	As defined on the Weapons table.
-1	If the firer is wounded	The firer has suffered any wounds at all, unless they have been healed or regenerated.
-1	The target is behind soft cover	Soft cover comprises of vegetation, woods or trees.
-1	Throwing improvised missiles	Stones, bricks, pottery and other impromtu missiles count as improvised.
-2	The target is behind hard cover	Hard cover comprises of stone or brick work, walls and battlements.

TO WOUND CHART

For each hit scored on the enemy unit roll a D6, the score needed to cause a wound will depend upon the Toughness of the target and the Strength of the weapon.

	Target's Toughness									
Weapon Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

For example. A character with a bow, Strength 3, has hit a target with a Toughness of 4. He will need to score a 5 on a D6 to cause a wound. If he rolls the dice and it turns up 1, 2, 3 or 4 he fails to cause a wound and the hit has no effect, if the dice turns up 5 or 6 he has caused a wound, and one wound is deducted from the target's total.

Note that **N** on the chart means **No Effect.** A creature or target of the Toughness indicated cannot be effected by a blow of that Strength level.

SAVING THROWS

A model that is armoured or which carries a shield may attempt to 'save' against each wound suffered. This saving throw, or saving roll, is intended to represent the protective value of armour. This allows for shots that simply bounce off a model's armour or shield. Roll a D6.

	Type of Armour	Score required
	Shield only	
or	Chainmail armour only	6
or	A metal breastplate only	
	Shield **plus** chainmail armour	
or	Shield **plus** metal breastplate	5
or	Complete plate armour only	
	Plate armour **plus** shield	4

Cavalry may add 1 to their dice roll, and **always** have a saving throw of at least 6, even if the rider is totally unarmoured.

Cavalry whose mounts have armour or cloth barding may add a further 1, giving them a total of plus 2.

Troops employing weapons requiring the use of two hands do not gain any advantage from having shields, which must be dropped or slung across the back. For example, troops using two-handed axes.

Units who are shot at from the rear derive no benefit from shields. Units shot at in either flank, or from the air, may still use their shields: it is assumed the troopers have sufficient mobility to turn slightly in the ranks.

Routers cannot use their shields, they are far too disorganised.

Where it is in doubt whether a unit or individual is shot at from the front, side or rear, firers must shoot at the closest point on the target's base.

HIGH STRENGTH HITS

It is harder to save against high Strength hits. Modify your saving roll as follows.

Wound caused by a hit at Strength	Modifer
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

Example:- a man wearing a complete suit of plate armour is wounded by a crossbow bolt, Strength 4. He has a saving roll of 5, but suffers a -1 dice modifier, so he will need to score a 6 to save.

THE EFFECT OF WOUNDS

When a creature receives a wound reduce its wound total by 1. Once a creature has zero wounds it is considered to be out of combat, and can be referred to as 'killed'. This does not mean that the model is certainly dead, but to all intents and purposes it may be regarded as such, as it is no longer in a fit state to participate in combat.

REMOVING CASUALTIES

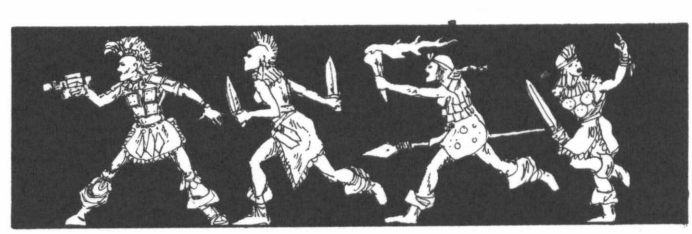
Where a target unit has only one wound point per model, as is usually the case, one model is removed for each successful wound caused.

Where a target unit has more than one wound point per model, remove as many whole models as possible and record any amount left over. Future wounds on the unit may then cause further models to be removed as appropriate.

Example. A unit of Goblins recieves 3 wounds. Goblins have only 1 wound point each, so remove 3 Goblins.

Example. A unit of Ogres receive 4 wounds. Ogres have 3 wound points each, so 1 Ogre is removed and the remaining 1 point is recorded. One of the surviving Ogres counts as having one wound - and this may effect it's fighting performance.

Example. A unit of Ogres already has 1 wound on it and receives another 2 wounds from further missile fire. This makes a total of 3 wounds, and so one Ogre is removed.



MOUNTED MODELS

In the basic game any rider mounted on a horse, or horse sized beast, counts as **cavalry.** When shooting at cavalry work out the hits and wounds as normal. Make any saving roll as appropriate, remembering that mounted models add 1 to the dice, and always have a saving roll of at least 6. Remove any models out of action as an integral model - i.e. 1 kill = 1 rider **and** his mount removed.

When firing at beasts larger than horses the shooter may go for either the rider **or** his mount. Riders whose mounts are killed are removed from play in the basic game, unless they are individual characters, heroes, wizards etc, in which case they may continue to fight on foot. A mount whose rider is killed will react according to type. See the **Battle Bestiary.**

SHOOTING AT INDIVIDUAL MODELS

The rules laid out above cover firing with units at other units. This section explains the restrictions on firing at individual characters.

Individual characters, wizards, heroes, army leaders, and the like, may **not** be engaged by any missile fire if they are in base to base contact with a unit of at least 5 troops.

Individual characters within 5" of a unit of at least 5 troops, or in base to base contact with a unit of less than 5 troops, may be engaged at short range only. They may be engaged from any range by another individual character.

Individual characters not within 5" of a unit of at least 5 troops may be engaged normally.

Individual characters of great size or bulk, generally over 10 feet tall or long, can only count units of other creatures of equal or greater bulk as cover. So, for example, a Dragon cannot hide in a unit of Goblins, he's just too big a target. Even though they are not considered as being over 10' tall, a horse (or similar) mounted character cannot claim cover from a unit of infantry under 10' tall.

If a character is travelling with a unit, and the unit is wiped out by missile fire, then it is possible that the character may receive damage. Take the amount of surplus wounds caused. For example if a unit of 10 men receive 14 wounds all 10 men are killed and there are 4 surplus wounds. Roll a D6, if the dice result is equal to or more than the number of surplus wounds then no damage is caused. If the result is less than the number of surplus wounds the character receives **one wound.**

If a group of individual characters is shot at, randomise any hits to see who is actually hit. Then take any 'to wound' and saving throws as appropriate.

FIRING INTO COMBAT

Normally this is not allowed. Once two units have engaged in hand-to-hand combat then they are assumed to have become mixed up, so missiles would hit either side randomly. If you do wish to fire into a combat then dice randomly to see which unit is hit. For example, using a D6 1, 2 or 3 and the enemy are hit, 4, 5 or 6 and the friendly unit is hit. If more units are involved you can adjust accordingly.

SPECIALIST WEAPONS

ELF BOW

The Elf bow can only be used by Elves. In the hands of any other race it counts as a short bow.

LONGBOW

Longbows cannot be fired from horse back or from any other mount.

CROSS BOWS

Troops armed with crossbows may not move and fire during the same turn, as these weapons take a considerable time to reload.

REPEATING CROSSBOW

A repeating crossbow fires small, light bolts from a magazine. These weapons have no long range, maximum range is 16". Unlike crossbows they can move and fire during the same turn. They have a high rate of fire, and so can shoot **twice** a turn instead of once like other missile weapons.

FIRING FROM HORSE BACK

Missile weapons can be fired from horse back, or any other riding creature, at **short range only.**

THROWING DICE

The missile and combat system used in Warhammer involves rolling a lot of D6's. There is little point in re-rolling the same dice for each model shooting. Take as many D6's as you have models in the firing unit. Roll the lot 'to hit'. Now pick out the dice which have scored hits and roll these all again 'to wound'. Now pick out the dice which have scored wounds and hand them to the other player to make any appropriate saving rolls. This method saves a lot of time.

Obviously if you are short of D6's you'll have to roll in batches, but this should present no real problem. D6's are cheap and widely available.

If some members of a regiment have different characteristics, then you can either roll their dice separately or use a different coloured dice to represent their attack.



COMBAT

It is by combat that most games are won or lost. Combat plays a big part in Warhammer, more so than in many other similar games. For this reason we have tried to make the combat system as realistic and detailed as possible without sacrificing playablity. Warhammer is a game in its own right, but many people find that with a little adaption our combat rules are perfect for other games systems too.

CHARGES, FIRING AND RUNNING AWAY

THE CHARGE

Any move intended to bring a unit or individual into hand-to-hand combat is called a charge. If a model or a unit wishes to charge it may double its movement allowance in order to do so.

Charges must be announced by the player **before** measuring distances. If the distance proves to be more than the charger's move then the unit will come to a halt before making contact, and must spend from the rest of that turn until the end of their next turn **confused.** The failed chargers may not move at all, except to turn to face a charge, to follow up enemy in combat or as a result of being pushed back or routed. They may not fire missiles whilst confused. If confused troops become involved in combat they suffer a -1 'to hit' modifier.

Charges who fail to make combat because their enemy **Run Away** are treated in exactly the same manner as other units which fail to contact: they will be confused.

Troops who have been charged may **turn** any models not already engaged in hand-to-hand combat so that they face their chargers. Even stupid and confused troops may do this. This turn will actually take place in the opponent's turn, and is an exception to the normal turn sequence.

FIRING

Missile armed troops who are charged may fire at their chargers. They may do this even though it is not their turn and they could not normally fire. Shooters who fire do so before the target unit starts to move, or at maximum range if out of range at the beginning of the charge. They are subject to a 'minus 1' shooting dice modifier because they will be hurried and possibly flustered.

Missile armed troops who charge, and whose enemy successfully **run away,** may **not** fire their missile weapons for the rest of that turn.

RUNNING AWAY

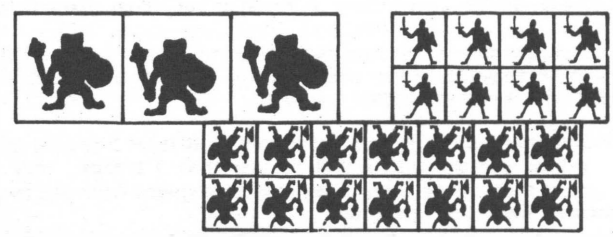
This is another rule that forms an exception to the normal turn sequence. If troops are charged they may opt to **run away.** They make an immediate **charge** speed move directly away from their atackers. Remember to deduct for any turns, terrain or obstacles.

If the chargers move is sufficient to catch up with the evading unit, then the target is caught with their backs turned and automatically **routed.** A unit so caught may not fight back and may not use its shields. See Routs page 27.

A unit may not stand and fire **and** run away.

WHO CAN FIGHT

During Combat any troops in frontal base-to-base contact with one or more enemy may fight. Combat is not restricted to just models belonging to the side whose turn it is, any models from either side may participate.



In this situation the shaded models are in combat and may fight.

Each creature may make as many attacks as are indicated on its **creature** or **character profile.** Generally speaking this will be one, although characters and some monsters can have more.

MULTIPLE AND DOUBLE HANDED WEAPONS

Troops carrying a weapon in each hand may strike their normal number of attacks with **each** weapon. So, a man with a sword in each hand may attack **twice.**

Some weapons require two hands to be used properly, including double handed axes, double handed swords and pole-axes. Troops equipped with these weapons must have two hands free to use them, they could not possibly carry a weapon in each hand.

Troops with a weapon in each hand, or using a weapon which requires both hands, may **not** use shields. If the unit is equipped with shields these are assumed to be slung on the back during fighting.



STOMPS, BITES, CLAWS, GORES AND TAIL LASHES

Normally, troops attack to the front only. Attacks by monsters can sometimes be exceptions to this rule.

Stomp — A stomp is a general term applied to many large monsters. It is assumed to be a combination of treading on things, knocking them over, butting, flailing and kicking. Stomp attacks can be all round - either to the front, side or rear.

Bite — A bite is delivered by a creature's jaws. This is normally to the front only, but creatures with additional pairs of jaws growing from the creature's back or tail may bite all round with the extra attacks conferred.

Gore — Creatures with horns or tusks sometimes have a gore attack, although usually it is assumed goring takes place as part of a bite. Creatures can gore to the front only.

Claw — A claw is an attack from a creature's claws or talons. This is normally to the front or sides only, and only strangely mutated creatures with additional rearward pointing limbs could claim an additional rearward claw.

Tail — Tail lashing speaks for itself, it comprises lashing about with a heavy or strangling tail. Tail lashes can be to the rear or side, but not to the front.

Exceptions to any of these rules are specifically given for each monster in the **Battle Bestiary.**

Each creature may make as many attacks of each type as are indicated on its **creature** or **character profile.**

PROCEDURE

Each combat procedes as follows.

1. Order of attack — Bodies of troops attack in strict order. Those with highest Initiatives strike first, followed by those with progressively lower Initiatives.
2. Throw to hit — The troops who are attacking roll a D6 to see if their blows hit.
3. Throw to wound — For each hit scored the attacker rolls a D6 to see if his hits have scored wounds.
4. Saving Throw — Troops who are wearing armour may try to avoid the effects of wounds by making a saving throw.
5. Combat Results — After both sides have attacked in turn, troops may be forced back or routed.

ORDER OF ATTACK

Bodies of troops attack in strict order, those with highest Initiatives strike first, followed by those of successively lower Initiatives.

If a creature has more than one attack then all of its attacks take place at the same time.

Any troops who are killed before they have a chance to strike, because they have lower Initiatives, may **not** fight back. If combatants have the same Initiatives, then treat their attacks as simultaneous. So any casualties incurred may strike back before the models are removed.

THROW TO HIT

The side whose troops have the first attack will roll 1 D6 for each model fighting, or for each attack if their troops have more than 1 attack each. The basic score needed to hit will depend upon the Ws of the attackers and the Ws of their enemies. The chart below gives the minimum D6 score needed to cause a hit.

Attacker's Weapon Skill	Stupid/Panicked Prone or Routing	Defender's Weapon Skill								Flying
	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	7	7	8	8	9	9
2	4	5	5	6	6	7	7	8	8	9
3	4	4	5	5	6	6	7	7	8	8
4	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7
6	2	3	3	4	4	5	5	6	6	7
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

PANICKED, PRONE, ROUTING AND FLYING

If you are fighting panicked troops, routing troops, models who are knocked to the ground, asleep, overcome by stupidity, or in any way unable to fight back then their Ws is counted as 1. Their own Ws for any attacks they may be able to make remains unchanged. See the appropriate rules sections for explanations of these states. Prone is used for role-playing games and is not strictly relevant to the Battle Rules.

If you are fighting troops attacking from the air then their Ws is counted as 10 during your attack. Their own Ws for any attacks they may have remain unchanged during their own attack.



TO HIT MODIFIERS

In some circumstance it will be easier, or harder, to score a hit than in others. For example it would be easier to hit someone if you were stood above them, and harder if they were behind a wall.

To simulate this the following dice modifiers are used. The modifier is added to the D6 dice made 'to hit', modifiers are cumulative. So, for example, a +1, +2 and -1 modifier is an overall +2.

No modifier will take the score needed to below 2. 2 represents the maximum effectiveness of troops.

Modify your dice score as follows.

+2	Frenzied*	If you are in a state of Frenzy.
+1	Charging	If you charged into combat this turn.
+1	Uphill	If your troops are on a higher slope, stair or rampart.
+1	Following Up	If you **pushed back** your combat opponent in the previous turn.
-1	Confused	If you failed to make contact in a charge in your last turn.
-1	Crossing a Defended Obstacle	If your opponent is behind a hedge, wall, barricade or similar.
-1	Using more than one weapon at once	Such as a sword in each hand. hand. Apply this modifier to both attacks.
-1	If you are using a weapon wrong handed	In your left hand if you are right handed. Apply this modifier to the wrong handed attack/s **only.**
-1	Fear* combat opponent	For blows struck against feared opponents whilst you are in a state of fear.
-1	Terrified*	If you are being terrorised by a creature within 15".
-2	Unarmed	Except for creatures using normal, unarmed attacks -such as claw, bite, etc.

* Frenzy, Terror and Fear are Psychological effects described under **Psychology** (see page xx onwards).

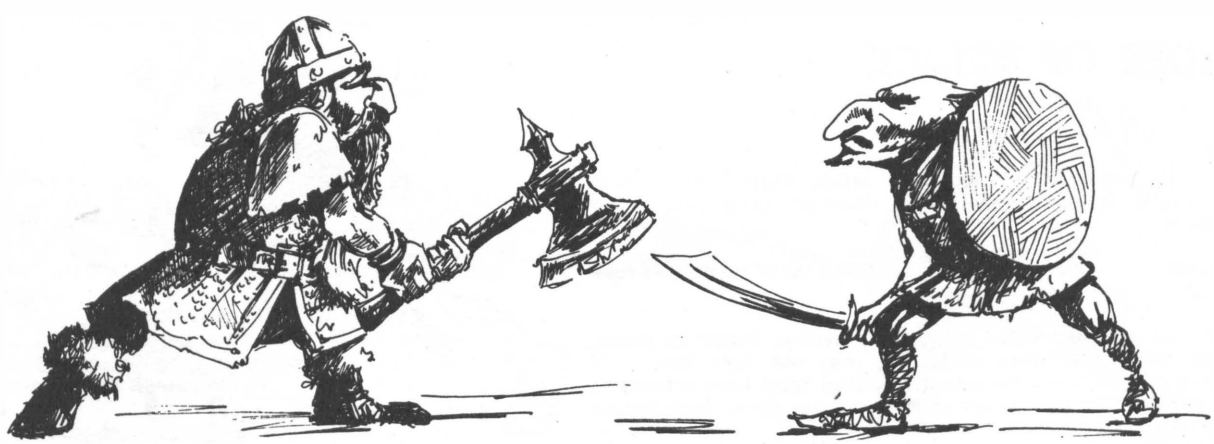
TO WOUND CHART

For each hit scored on the enemy unit roll a D6, the score needed to cause a wound will depend upon the Toughness of the target and the Strength of the attacker.

	Target's Toughness									
Attacker's Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

For example. A Man, Strength 3, has hit an Orc with a Toughness of 4. He will need to score a 5 on a D6 to cause a wound. If he rolls the dice and it should turn up 1, 2, 3 or 4 he fails to cause a wound and the hit has no effect, if the dice turns up 5 or 6 he has caused a wound, and one wound is deducted from the target's total.

Note that **N** on the chart means **No Effect.** A creature or target of the Toughness indicated cannot be effected by a blow of that Strength level.



SAVING THROWS

A model that is armoured, or which carries a shield, may attempt to 'save' against each wound suffered. This is done in exactly the same way as for missile fire. The saving throw, or saving roll, is intended to represent the protective value of armour. The roll allows for a blow that would simply bounce off a model's armour or shield. Roll a D6.

Type of Armour	Score required
Shield only **or** Chainmail armour only **or** A metal breastplate only	6
Shield **plus** chainmail armour **or** Shield **plus** metal breastplate **or** Complete plate armour only	5
Plate armour **plus** shield	4

Cavalry may add 1 to their dice roll, and **always** have a saving throw of at least 6, even if the rider is totally unarmoured.

Cavalry whose mounts have armour or cloth barding may add a further 1, giving them a total of plus 2.

Troops employing weapons requiring the use of two hands do not gain any advantage from having shields, which must be dropped or slung across the back. For example, troops using two-handed axes.

Troops who have been attacked in the rear, and who cannot turn to face their enemies, derive no benefit from shields. Troops attacked in either flank, or from the air, may still use their shields: it is assumed the troopers have sufficient mobility to turn slightly in the ranks.

Routing troops cannot use their shields, they are far too disorganised.

HIGH STRENGTH HITS

It is harder to save against high Strength hits. Modify your saving roll as follows.

Wound caused by a hit at Strength	Modifer
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

COMBAT RESULTS

When a creature receives a wound reduce its wound total by 1. Once a creature has zero wounds it is considered to be out of combat, and can be referred to as 'killed'. This does not mean that the model is certainly dead, but to all intents and purposes it may be regarded as such.

REMOVING CASUALTIES

Where a target unit has only one wound point per model, as is usually the case, one model is removed for each successful wound caused.

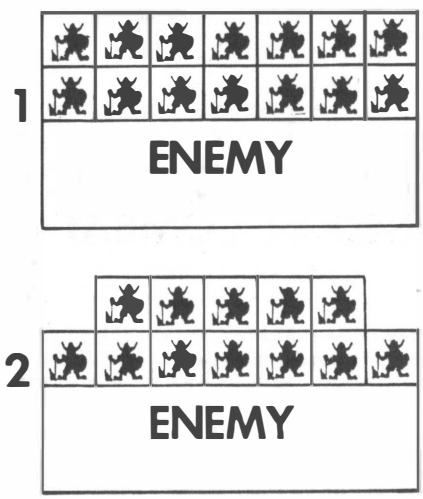
Where a target unit has more than one wound point per model, remove as many whole models as possible and record any amount left over. Future wounds on the unit may then cause further models to be removed as appropriate. Combat and missile wounds both count, so an Ogre (3 Wounds) who suffers 1 wound from missile fire and 2 wounds from combat is dead.

Example. A unit of Men receives 3 wounds. Men have only 1 wound point each, so remove 3 Men.

Example. A unit of Ogres receive 4 wounds. Ogres have 3 wound points each, so 1 Ogre is removed and the remaining 1 point is recorded. One of the surviving Ogres counts as having one wound - and this may effect its fighting performance.

Example. A unit of Ogres already has 1 wound on it and receives another 2 wounds from combat. This makes a total of 3 wounds, and so one Ogre is removed.

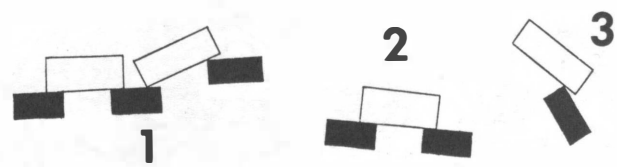
Although casualties should theoretically be removed from the front rank of troops fighting, we assume that an individual stood behind would step into any gap created by the death of a front rank comrade. Accordingly, casualties can be removed from the rearmost rank as in the illustration below.



The rear rank can be neatened up so that all the models are in a line together.

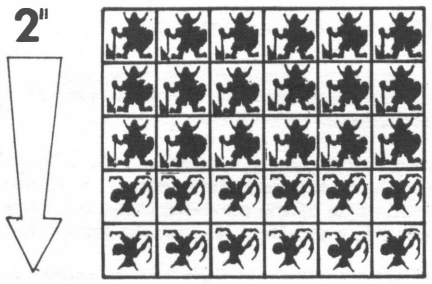
PUSH BACKS

To see which side has won first take each combat in turn. A combat is considered to be a group of fighting, hostile units who are interconnected by allied or enemy units. For example, in the diagram below there are three separate combats.



Once all casuaties have been removed from a particular combat you can work out who has won. Count up the number of wounds each side has caused, the side that has caused the most is the winner.

The winning unit/s will **push back** their enemies by 2" - this happens immediately and does not count as extra movement, it simulates the defeated troops being gradually forced to give up ground to the onslaught on their enemies. Move the losing unit/s 2" backwards, although they have moved backwards the troops are assumed to have remained facing their foes during the push back.



The winning units must follow their retreating enemies **unless** they are themselves behind some sort of defensive position or cover, such as behind a hedge or wall. If this is the case the unit doesn't have to follow their retreating enemies unless the player wishes them to.

A unit pushed back will have to take a **Rout Test** and may be **routed.** See page xx.

MOVEMENT AND TROOPS ENGAGED IN COMBAT

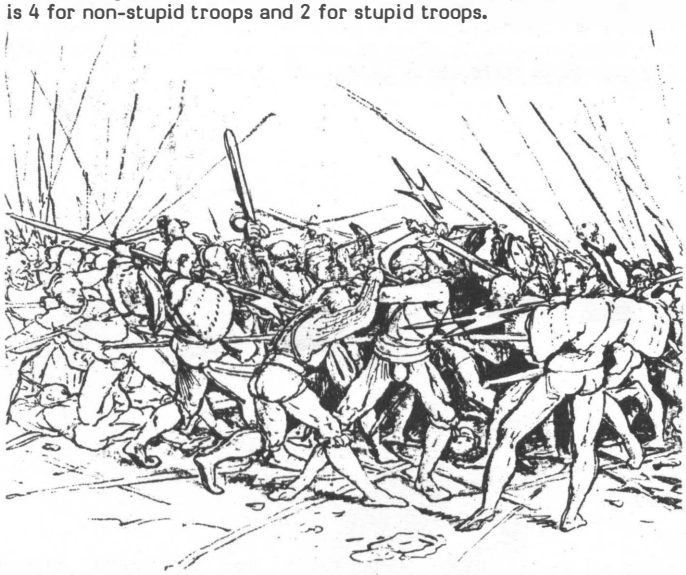
Troops engaged in combat may be pushed back, may follow up or rout, but other movement is not possible until the combat is over. A unit may decide it has had enough, and can rout voluntarily anytime it likes.

MANOEUVRING IN PUSH BACKS

A unit pushed back in combat may not make any manoeuvres and may not change formation. Casualties can be removed from rear ranks, and formations 'neatened', but that is all.

MANOEUVRING IN FOLLOW UPS

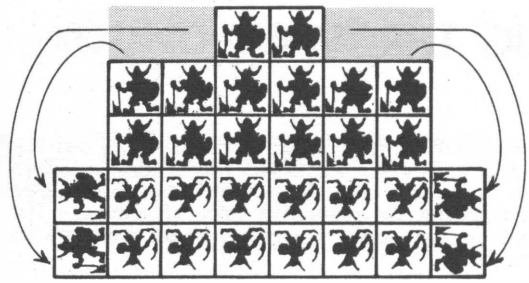
Troops who are following up may expand or contract their frontage whilst doing so. The number of models that can expand or contract is 4 for non-stupid troops and 2 for stupid troops.



LAPPING ROUND

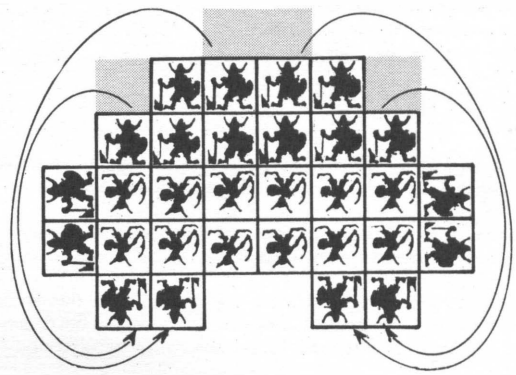
Troops who are following up after winning a round of combat may 'lap round' up to two spare models on each side of their formation, enabling them to get more men into combat. Their enemy **can** turn any unengaged models to fight.

The Dwarfs lap round two models each side, while the Goblins turn enengaged models to face them.



REAR ATTACKS

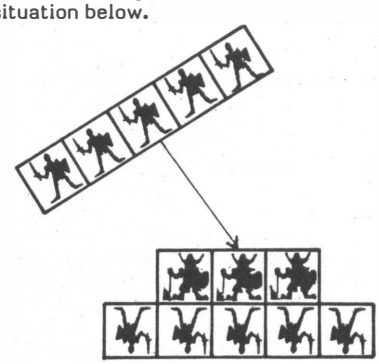
It is possible to lap round onto an enemy's rear, as in the drawing below.



The Dwarfs have pushed the Goblins back again and have expended and lapped round another four models.

Troops being lapped round may turn any unengaged rear-rankers to meet the new threat. If there are no unengaged rear rankers then the unit has been attacked in the rear and must take a **Panic** test.

It is possible to charge into the rear of an already engaged unit as in the situation below.



This also counts as a rear attack and the troops being charged must take a **Panic** test.

MOUNTED MODELS

In basic games any rider on a horse, or horse sized beast, counts as **cavalry.** When fighting cavalry work out hits/wounds as normal. Make any saving roll as appropriate; remember mounted models +1 to the dice, and will have a save of at least 6. Remove a model slain as one integral model, i.e. 1 kill = 1 rider **and** mount removed.

Humanoids on foot, under 10' tall, fighting riding beasts larger than horses, may only attack the mount. Riders whose mounts are killed are removed from play in the basic game, unless they are characters, heroes or wizards, when they may fight on foot.

In combats between larger creatures and large riding beasts, or between two large riding beasts, beasts **must** attack each other. Riders may attack either rider or mount. A mount whose rider is killed will react according to type. See the **Battle Bestiary.**

ROUTS AND RALLYING

ROUTS

Even the bravest troops can only take so much, even the toughest monster or meanest hero can finally decide that he, she or it would much rather be somewhere else. Whatever the reason, a unit that routs is gripped by blind hysteria; frightened, completely witless and utterly disinterested in doing as their commander wishes.

A unit can be routed as the result of combat, excessive missile casualties or because of detrimental psychological factors.

THE ROUT TEST

A unit must make a rout test in the following situations.

1. The unit/character has been **pushed back** in **combat.** Test as soon as the push back occurs.

2. The unit has just lost ¼, or more, of its original numerical strength to missile fire, magic missile attack, or a combination of both during a single turn.

3. As instructed elsewhere in the rules.

The test is made on the unit's **Leadership** (the leader's Leadership if it is different).

1. Roll 2D6.

2. If the unit has just been pushed back it will have suffered more **wounds** than its enemy. **Add** the difference to the dice score.

3. If the result is more than the **Leadership** the test is failed and the unit routs. If the result is equal to, or less than, the **Leadership** the unit is saved, and will continue to fight normally.

A unit which has no leader, if he has been killed for instance, may still try to save against a rout. Use the Leadership characteristic of the troops.

CHARACTERS IN ROUTS

Once a unit is routed, all attached characters are considered to be part of that unit, and they will be forced to join in the rout. They have no choice but to go along with the pushing, hysterical mob.

MOVING ROUTED UNITS

A routed unit which fails to make the leader save will rout immediately. The whole unit, including any attendant characters, is turned away from their enemy and **immediately** moved 4" away from the fight. This movement is done out of sequence, and is just to get the routers out of combat. If friendly units are blocking the routers path away from combat the routers will move through them. A unit moved through in this way will not be able to reserve move that turn.

After the first move away from combat routers are moved in their own turn. A routing unit always moves at double normal rate. The unit must move away from the nearest enemy, or cause of their rout, and must head towards their own player's table edge where possible, taking the most direct route. If engaged in combat they are unable to fight back. If attacked in combat or shot at they do not count their shields towards any saving roll.

Once a routed model reaches the table edge it is removed from play and does not return - they are assumed to become scattered all over the countryside, hiding up trees, in ditches, pretending to be innocent peasants or travellers, and generally conducting themselves in a very unfitting and shabby manner.

PURSUERS

If all of a unit's combat opponent's rout it must **must** pursue. Pursuit represents the loss of control and unit co-ordination that occurs when enemy suddenly take flight. A unit will not pursue routers so long as they are still fighting other enemy.

As the routing unit is moved 4" from combat the pursuing unit is also immediately moved 4" so that it follows them and remains in contact. Troops whose normal charge move is less than 4" will **not** pursue. If the routing unit has moved through friends, the pursuers must immediately charge them - this is done out of the normal sequence; take psychological tests as normal. Work out Combat **next** turn, the pursuers **do** receive the +1 'to hit' charge bonus.

Pursuers who are in contact with routing foes may strike blows during Combat as normal. Routers cannot fight back and count as Routed on the 'to hit' table.

During the routing unit's next turn they will move away from their pursuers. The pursuers instantly become **Confused** and will remain so until the **end** of their next turn. Confused troops may not move, except to turn to face a charge, to follow up enemy in combat or as a result of being pushed back or routed. They may not fire missiles, they may fight if charged, but suffer a -1 'to hit' modifier for being confused.

If a unit does not wish to pursue it can test on **Leadership** to try and **Hold** instead. Roll 2D6, if the result is equal to or less than the Leadership the unit does not have to pursue but may **hold** instead. A unit that is holding instantly becomes confused until the **beginning** of its next turn.

Pursuers leaving the table during pursuit must spend one turn 'off-table', and may then return in any of their following turns on the D6 score of a 4,5 or 6. They will not be confused when they return.

RALLYING

It is possible that a routing unit will manage to pull itself together, and return to the fray. During the Rallying part of any turn **after the first turn,** a player may attempt to rally any of his routing troops that remain on the table and are **not in combat.**

To do this roll 2D6. If the dice score is more than the unit's **Leadership** they will continue to rout, and must try to rally again in their next turn so long as they remain on the table.

If the score is equal to or less than the unit's **Leadership** they are rallied and are no longer routing. The unit must spend their entire next turn rallying. This is called **The Rallying Turn.** During the Rallying Turn troops may not move, except to turn to face a charge, or as a result of being pushed back or routed. They may not fire missiles or fight back if charged. If forced to take a rout test during the Rallying Turn they will automatically fail it, and rout.

A unit which has no specific leader model for some reason, if he is killed for instance, may still test to rally. The troops personal characteristic Leadership is used for this.

Example. A unit of routing Goblins (Ld 5) has a Half-Orc character as its leader (Ld 7). The unit tests on the leader's characteristic, and so needs 7 or less to rally.

If the Half-Orc is slain the unit may still try to rally, but now needs a 5 or less to succeed.

RESERVES

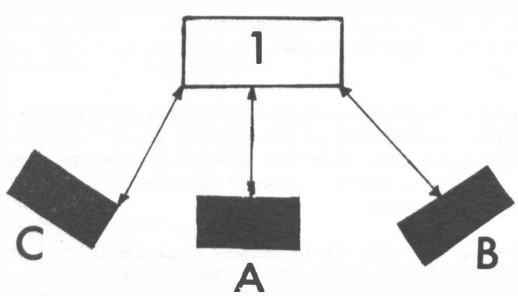
The **Reserve** part of the turn allows uncommitted models to be moved and repositioned. This represents the bringing up of fresh bodies of troops, and introduces the concept of keeping tactical reserves, as well as making the game smoother and more decisive.

UNCOMMITTED TROOPS

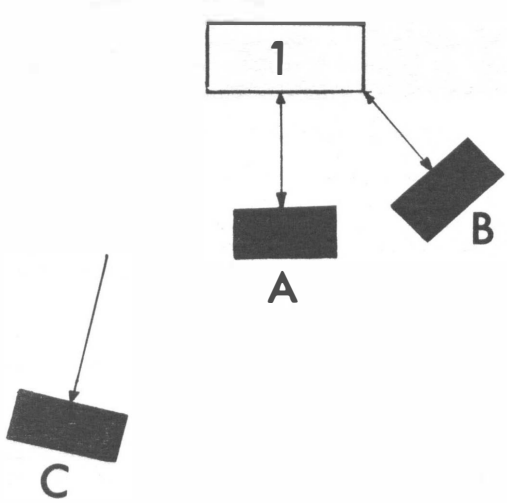
Uncommitted troops are those which are **more than** 4" away from any enemy. These count as **reserves** and may move during the **Reserve** part of the turn, they may make this extra move even if they have already moved during the **Movement** section. This is called a **reserve move.** If any member of a unit is within 4" of any enemy, then the entire unit cannot reserve move and must remain stationary.

A unit reserve moving **may not** approach any closer than 4" to any enemy troops, and so may not charge, and cannot enter combat.

The following examples illustrate which units may reserve move and which may not.



Unit A is within 4" of unit 1 and so may not move. Unit B is 6" away from unit 1 and so may move. Unit C is 5" away from unit 1 and so may move.



Unit A must remain stationary. Unit B moves to wthin 4" of unit 1, but cannot move any closer. Unit C moves away from unit 1.

ROUTING TROOPS

Routing troops may **not** reserve move. Their normal movement already takes into account their extra speed, and so they do not get this additional movement as well.

Routing troops have a disturbing influence over units who see them. Because of this, any unit that is within 4" of routers, whether from their own or their opponent's side, may **not** reserve move.

THE RESERVE MOVE

A reserve move takes place exactly like ordinary movement. The move allowances, and movement penalties all remain the same. A unit may reserve move upto its normal movement allowance, subject to the usual penalties. A unit may move less that its full allowance or not at all if the player wishes, unless it is subject to a complusory reaction, such as **Hatred** (See page xx)

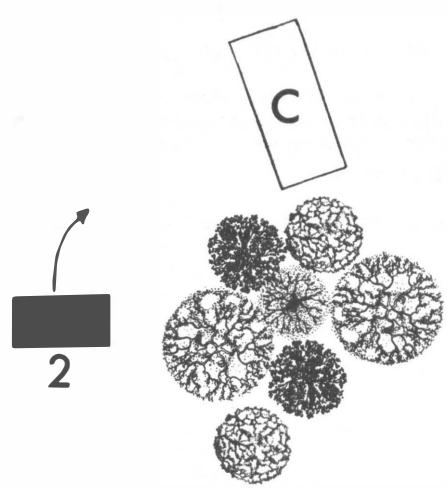
RESERVE MOVING CHARACTERS

Characters may reserve move in exactly the same way as large units. Enemy characters within 4", or routing friendly characters, all count as units for the purpose of reserve movement.

RESERVE MOVE PSYCHOLOGY

Psychology tests made earlier in the turn hold good for the reserve move. So a unit subject to **Hatred** during normal movement will be subject to the same reaction during the reserve move.

If troops become exposed to a new psychological threat during the reserve move, test immediately.



Unit 2 is subject to hatred against the hidden unit C. During reserve movement 2 rounds the corner, sees C and throws immediately for a hatred reaction.

PSYCHOLOGY

When a commander is supervising a large body of soldiers he cannot always depend on them to do exactly what he wants them to. His troop's instincts of self preservation, their fears and dislikes, will all effect their actions.

This is simulated by the **Stupidity, Frenzy, Panic, Terror, Fear** and **Hatred** rules given in this section. The **Battle Bestiary** gives full details of which creatures suffer from which psychological factors, who hates who, which creatures cause fear or terror in which others, and so on.

We would suggest that novice players do not use any of these psychology rules until they are thoroughly familiar with the main body of the movement, shooting and combat rules.

SEQUENCE FOR TESTING

GM's should apply the psychology rules as an aid in developing the personalities and varying qualities of the different troop types. The results of some psychological tests will occasionally negate the effects of others. There is no need to follow the rules slavishly: the GM is free to interpret or modify the rules as he sees fit.

The following order is suggested for these tests. This sequence will make the tests easiest to use, and will best avoid conflicting results.

1. STUPIDITY
2. FRENZY
3. PANIC
4. TERROR
5. FEAR
6. HATRED

Mounted troops, and animals under the direct supervision of a handler (base-to-base contact) make any tests using the **rider** or **handler's** personal characteristics. Any resulting effect applies to the rider/mount or handler/animal combination.

CHARACTERS AND UNITS

Characters are essentially independent models which can be moved individually, but which may be placed with units in order to enhance their combat potential or to derive protection. Characters who are travelling with a unit, in base-to-base contact, count as members of that unit for the purposes of psychological reactions.

TESTING

Test for each unit at a time, roll once for the whole unit. The result will then apply to the entire unit including any characters who are in base-to-base contact as part of the unit, whether on a permanent or temporary basis.

Characters who are **not** leading a unit, but who are travelling with a unit, may be subject to different psychological effects than the unit as a whole. In this case the character becomes subject to all the new psychological effects suffered by the troops as well as his own. This lasts for as long as he remains with the unit. The character still tests on his **own** characteristics for psychological effects that are unique to him. He does **not** use his own characteristics for the psychological effects inherited from the rest of the unit - he just goes along with the general reaction.

Individual characters, heroes, wizards, adventurers etc, who are acting independantly of units are tested separately.

CHARACTERS AS LEADERS

If a character is leading a unit of troops then the rest of the unit, including any additional characters, benefit (or occasionally suffer!) from the leader's characteristics.

Because he is in charge, use the **character's** characteristics for all tests **not those of the troops or other attached characters** even if those of the troops are higher. The result will hold good for **both** the leader and the unit. A character may only lead **one** unit in this way.

Leader's become subject to the psychological effects suffered by the mass of troops. Tests are still made on the leader's characteristics. All troops under the leader's command, including any ancilliary characters, become subject to all of the psychological effects suffered by the leader.

It is assumed leaders become caught up in the confusion of their troops, whilst the leader will spread panic and despondancy should he crack up.

> Example. A hero is leading a unit of Trolls. Trolls are subject to stupidity, the hero is not. Every turn the unit must roll for stupidity using the hero's Intelligence characteristic. If the test is passed the unit continues as normal. If the test if failed the whole unit, including the hero, become subject to the stupidity rules. The poor hero is not necessarily stupid himself, but he becomes so busy trying to stop his charges eating each other and sitting on him that he can be considered as such.



STUPIDITY

Creatures who are **stupid** suffer certain disadvantages. They have difficulty remembering just who they are fighting for, and are easily confused so that they sometimes become totally ineffectual for no apparent reason.

Test each unit of stupid troops at the beginning of their turn.

Roll 2D6. If the result is less than or equal to the troops' **Intelligence**, then they are alright and behave normally. If the score is more than the troops' Intelligence they become badly confused and subject to the following rules until their next turn.

1. If already in combat half of the unit will suddenly stop fighting, stare blankly around and wonder where they are. In a unit of an uneven number of troops (3, 5, 7 etc), the odd troops will fight on the D6 dice score of a 4, 5 or 6. Leaders and characters will always fight on the D6 dice score of a 4, 5 or 6. Throw for each character to determine whether they fight or not. Combat opponents strike blows against the entire unit, including characters, as if their Ws was 1. The stupid troops own Ws remains as normal for their own attacks.

2. If not in combat the unit will forget quite what they were doing and will move off as indicated by a D6:

   1, 2 or 3 — Move directly forwards at half-pace. Anything in the way: friends, enemies, doors, trees etc: will be charged and attacked.

   4, 5 or 6 — The unit merely stands around in a confused and ineffective manner.

3. Troops subject to a stupidity reaction will ignore all further psychological reactions until their next turn.

Stupid troops **always** change unit frontages slower than normal troops, even if they pass their stupidity test or are subject to other reactions.

FRENZY

Certain troops are subject to **Frenzy**. This enables them to go into a kind of berserk battle rage, a blood-letting, flesh-tearing, raging fury that transforms each warrior into a whirlwind of destruction. Many of those who have this strange ability are religious zealots: often using hypnotic trances, strange chants or hallucenogenic herbal preparations to induce their battle frenzies.

Troops who are subject to frenzy must test whenever they approach within 15" of enemy: or at the begining of their turn if enemy are already within 15".

Roll 2D6. If the score is equal to or less than the troops' Cool then they are **not** frenzied. If the score is more than the troops' Cool then they are frenzied until their next turn and subject to the following rules.

1. The unit must move at charge speed towards the nearest enemy, and must charge any enemy within reach. Where the unit has a choice of targets it will always choose hated enemy where possible.

2. Each member of the unit may double his number of attacks in combat.

3. The unit must follow up any enemy pushed back in combat, even from behind fortifications.

4. Troops in frenzy never rout, no matter how many times they are defeated in combat or by whom. They will fight to the death if necessary.

5. Troops in frenzy ignore all further psychological effects.

A unit which enters a combat whilst in a state of frenzy stays in frenzy so long as at least one member of the unit remains in combat. There is no need for further tests.

PANIC

Panic simulates the de-moralising influences of being attacked in the rear, or seeing friends run away. The test is made when:

1. Whenever a friendly routing unit of at least equal numerical strength approaches to within 4", or if such a unit is already within 4" at the beginning of the player's turn.

2. The test is also taken by a unit which has been charged in the rear whilst fighting somebody else to their front, the test is taken even if the unit has spare models to turn round to face their new attackers.

Roll 2D6. If the score is equal to or less than the troops' **Cool** then they are uneffected and may continue as normal. If the score is more than their Cool the unit may not move for the remainder of that turn, except that they may turn to face a charge, and they can be pushed back or routed as normal. They they **do not** follow up pushed back enemy or pursue routed enemy. For the rest of the turn they may not fire missiles and count as panicked on the combat table.

TERROR

Terror simulates a units reactions to being presented with huge and frightening monsters, or dangerous unexpected situations for the first time. The test is only taken by a unit **once** during a battle. Whether the unit passes or fails the test it will not have to test again. If the unit passes the test it will not have to worry about Terror again during the rest of the battle. If the unit fails the test if become subject to the rules given **for the remainder of the battle.**

Test when an enemy creature or hostile action which causes **Terror** first comes with 4".

Throw 2D6. If the score is less than or equal to the unit's Cool then the troops are uneffected, they bravely face whatever terror they are being presented with. If the score is more that their Cool the unit has failed the test, and becomes subject to the following rules for the remainder of the battle..

1. If the unit is charged at any time by **any** creature/s which cause terror it will rout. The unit may attempt to save against the rout as normal.

2. The unit suffers a -1 combat 'to hit' modifier whilst **any** creatures that cause terror are within 4" of the unit.

If a creature causes terror in a unit it will automatically cause fear too, and this applies whether the initial terror test is passed or not. Where both terror and fear tests are to be taken together the one dice throw stands for both tests.

Terror and fear dice modifiers are culminative, so troops in hand-to-hand combat against something that causes terror suffer -2 from combat 'to hit' dice.

Although a unit subject to terror will rout if charged by a creature that causes terror, such a unit may itself charge the terrorising creature. The unit will have to take a fear test first though. Troops about to charge can work up sufficient courage to attack a stationary creature, no matter how huge and threatening: but to have the same creature bearing down on you at speed is another matter entirely!

FEAR

The appearance, habits and reputation of some creatures can cause revulsion and apprehension in others.

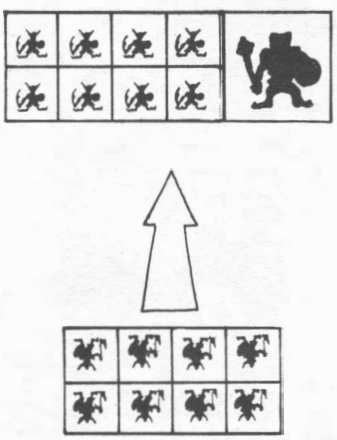
If a unit is **charged** or **wishes to charge** an enemy that it fears, it must test to see if the troops overcome their fear, or are themselves overcome by fear.

Roll 2D6. If the score is equal to or less than the units Cool, then the troops overcome their fear, and may continue as normal. If the score is more than the units Cool they have failed to control themselves, and become subject to the following rules.

1. A unit wishing to charge may **not** do so. It must remain stationary for the rest of that turn.
2. A unit that has been charged by an equal or lesser number of feared enemy troops will fight them, but suffers the -1 combat 'to hit' modifier on blows struck against the feared enemy. This applies for the duration of the combat, not just the first turn.
3. A unit charged by a greater number of feared enemy troops will rout if they fail their test.
4. A unit pushed back in the **first** round of combat by troops that it fears may rout, units receive the normal rout save.

If the unit is charged/wishes to charge more than one feared enemy during the same turn make just the one test.

Sometimes a unit will wish to charge an enemy that does not itself cause fear, but which is travelling in company with a monster or another unit that does. For example:



In a case such as this the unit will have to test for fear if the fear causing creature is either leading the enemy unit, or is placed so that fighting the unit will inevitably result in fighting the fear causing creature/s too.

HATRED

Feuds and vendettas stretching over the millenia, magical and religious antipathy, territorial dispute and racial contempt all lead to the irrational enmity covered by **Hatred.**

If hated enemy are within sight at the beginning of their turn, or come within sight during the turn, a unit must test to see if they lose control for that turn. Test only once during a turn, no matter how many enemy are in sight. Roll 2D6. If the score is equal to or less than the units Cool, then they are alright. If the result is more than the units Cool then they are overcome by a raging hatred and become subject to the following rules until their next turn.

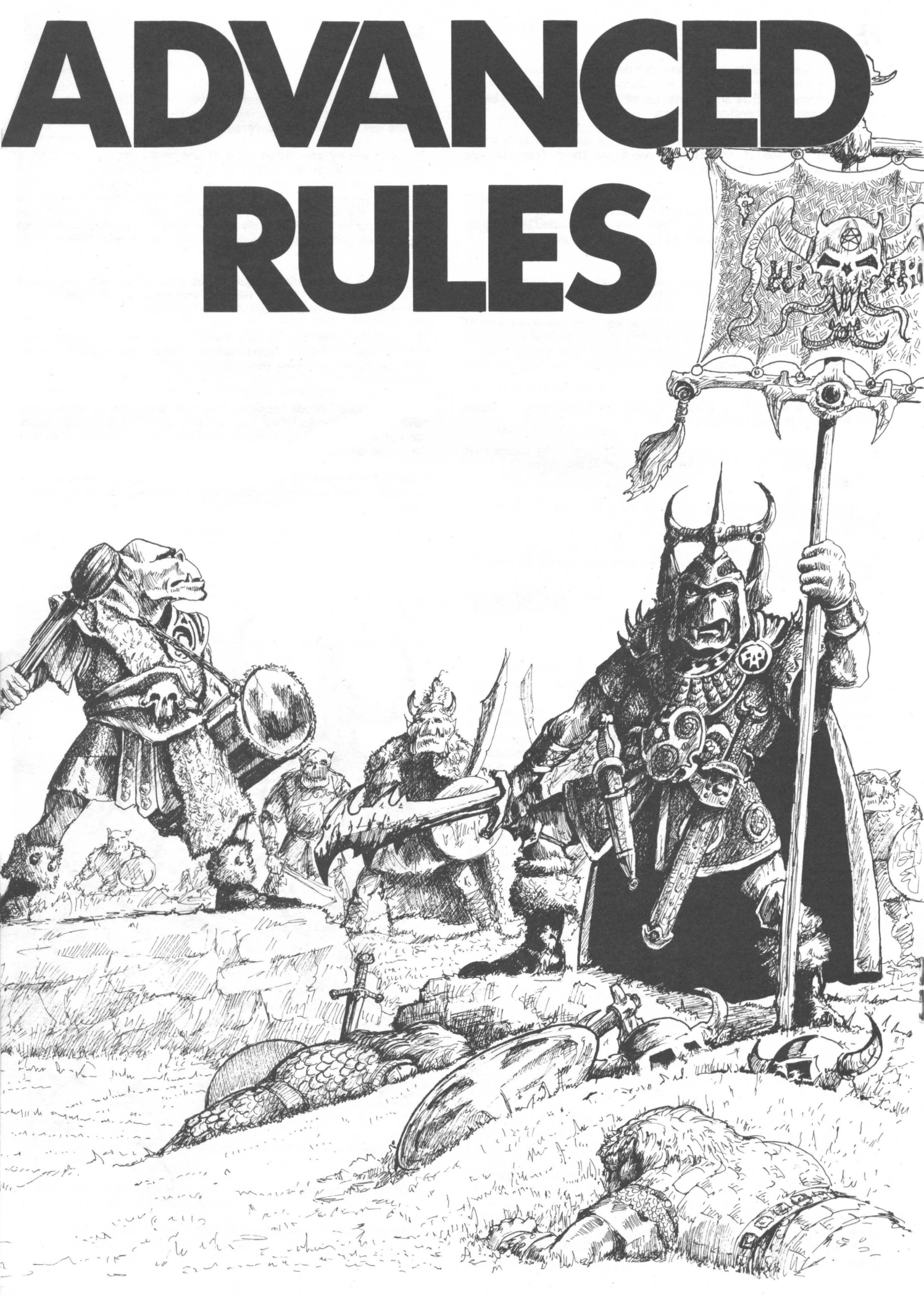
1. Troops must move as quickly as possible towards the nearest hated enemy. Troops behind **fortifications** may alternatively remain stationary, but they may not retreat.
2. Troops must charge any hated enemy within charge reach. Troops behind **fortifications** may alternately remain stationary, but they may not retreat.

Fortifications include prepared fortifications, such as forts, towers and deliberately fortified low walls or barricades. Fortifications do not include woods, domestic hedges, fences, boundary walls or drainage ditches.

The GM must use his discretion is permitting a player to count an enclosed area, such as a walled village or vinyard, as fortified or not.



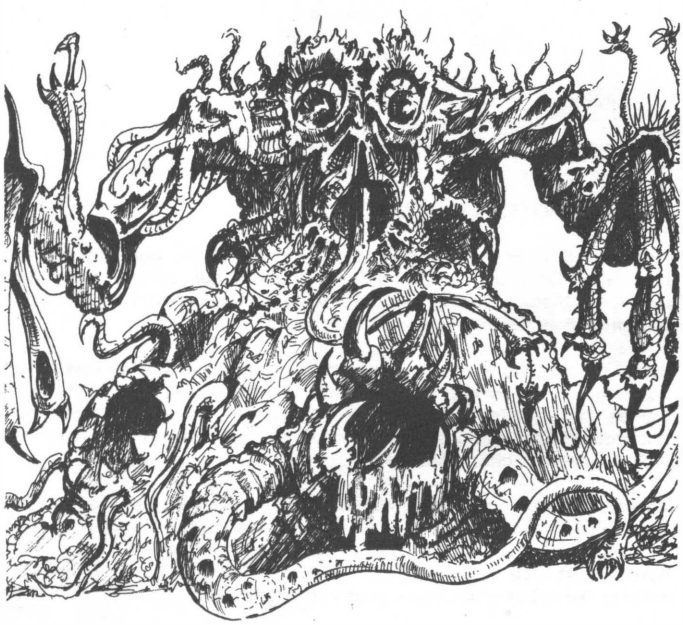
ADVANCED RULES



POINTS VALUE

Points values (PVs) allow gamers to work out reasonably evenly matched sides by giving each model a fixed value. PVs pose something of a problem in a fantasy game; the root of this problem lies in the immense variety of creature types, and the very specific vulnerabilities of each. Many Warhammer players have suggested that an 'official formula' be adopted; allowing anyone to work out PVs using a creature's characteristics. Such a plan inevitably falls foul of the more extreme creatures.

THE EXTREME CREATURE



This creature is an example, a huge quivering mountain of flesh - perhaps some monstrosity created by the Gods of Chaos. The creature has a profile which is as unusual as the beast itself.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
0	10	0	10	10	100	10	100	10	10	10	10

The creature is immensely powerful in combat, but has no long range ability. It has no missile skills, no magic and worse of all, it cannot move.

Such a creature will slay an infinite amount of sword armed infantry, but can easily be destroyed by heavy artillery, seige machines or aerial bombardment (eventually!). So is the creature worth as much as the seige machine? less? or what?

Although this is an extreme case, the same argument holds good for more normal troops too. If a creature has a high Bs but no missile weapon is it worth more than an identical creature with a low Bs? If a creature has a high movement is this really going to benefit it in a seige type of game?

THE POINTS SYSTEM

We believe we have to accept that any points system will fail some of the time, just because of circumstance. If we are to adopt a points system it must hold good generally, but the GM is allowed the option of giving one side more or less points to compensate for unusual circumstances.

The following system utilises a tried and tested formula which gives reasonable PVs in most situations. It is fairly easy to apply, and can be used to cost your own innovations.

THE FORMULA

The following profile is **average.**

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

You will recognise this as the standard human profile. The PV of the above creature is **5.** This is the **base level** cost. Other costs are worked out from this.

To work out the cost of any other creature consider each of the characteristics in turn. For each unit of characteristic higher than the **base level** add the modifier shown. For each unit of characteristic lower than the **base level** subtract the modifier shown.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
¼	½	¼	1	1	4	¼	4	¼	¼	¼	¼

Example. A Dwarf has a profile as follows, and has a PV modified as indicated.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9
-¼	+½	-	-	+1	-	-¼	-	+½	-	+½	+½

Total 5-¼+½+1-¼+½+½+½ = 7½ Points

MINIMUM PV

The **minimum** PV is 1 point. There is no maximum.

PVS OF MORE THAN 10

The PV worked out from this system tends to under-value the bigger creatures. To compensate for this creatures with a PV that works out as more than 10, modify their PV using the chart below. This is done before any extra points are added on for weapons, armour or riding mounts. First round **up** to the nearest 1, then apply the modifier.

PV	Modifier
11-15	multiply by 1½
16-20	multiply by 2
21-30	multiply by 3
31-40	multiply by 4
41-50	multiply by 5
per +10	multiply by +1

The result gives a basic points value for the creature. This does not include weapons, armour or riding mount.

ARMS AND ARMOUR

The points cost of each creature includes one close combat weapon, usually a sword, knife or club. Other weapons, as well as armour, costs extra points.

If your units include various differently armed and differently equipped models just for 'effect' then work out your points cost according to how the unit fights, not on the appearance of each model. For example a unit of Goblins could include some with no armour, others with shields, some with mail amour, and some with both. In combat the whole unit would be counted as having '1' point of armour, giving them a D6 save of 6: so work out the points cost accordingly.

Models carrying duplicates of weapons, or weapons they do not intend to use, do not have to pay the additional points. For example a character may have two swords, two knives or two bows. If a model does wish to use multiple weapons (a sword in each hand for example) extra points will be paid. Note that the points value for throwing knives, darts, axes, spears and javelins is for a supply of these weapons, generally speaking enough for a battle.

ITEM	PV+
Sword, mace or other additional hand weapon	½
Spear or Lance	½
Pike or two-handed cutting or crushing weapon	1
Net	1
Ball and Chain	5
Short Bow	½
Normal Bow	1
Long Bow	1½
Elf Bow	2½
Crossbow	2
Repeating Crossbow	2
Blow Pipe	½
Sling	½
Throwing weapons, javelins, knives, axes spears or darts	½
Shield	½
Chainmail armour or metal breastplate	1
Full plate armour	1½
Barding or armour for any riding animal	1
Extra for poison weapon	2
Bolt-Thrower (not including crew)	50
Stone-Thrower (not including crew)	100
Bombard (not including crew)	150

The costs of standards and musical instruments has been related to the type of troops. The cost of a standard equals the cost of a single trooper x 5. The cost of a musical instrument equals the cost of a trooper x 2. A unit of 20 models or more may have a musical instrument for **free**. A unit of 30 models or more may have a standard for **free**.

ARMS AND ARMOUR MODIFIERS

Smaller creatures are going to be less able to use whatever weaponry they are given. To compensate for this creatures with a basic PV of 4 or less may acquire additional weapons, armour or shields at **half-cost**. This does not apply to the bonus for poison weapons.

Basic PV	Arms and Armour modifier
4 or less	Half value

Larger and more exotic creatures may find it harder to find suitable armour - and become very effective when they do. Creatures with a basic PV of more than 10 must pay more for their armour and shields.

Basic PV	Arms and Armour modifier
11-20	multiply by 2
21-30	multiply by 3
31-40	multiply by 4
41-50	multiply by 5
per +10	multiply by +1

HORSES AND OTHER MOUNTS

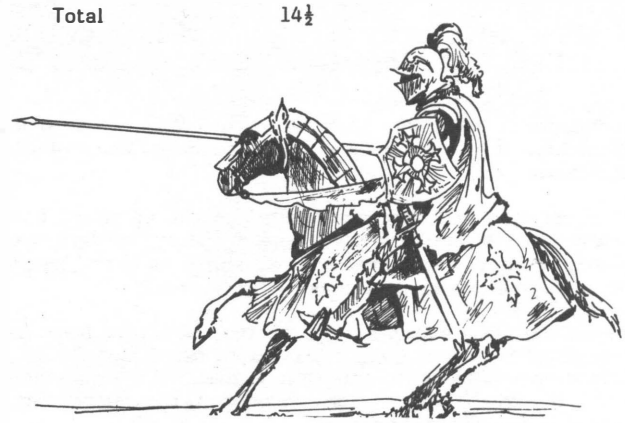
Horses and other mounts should be paid for at the cost indicated in the Battle Bestiary, which has been worked out using the standard method. Mounts count as equipment, and so add on to the basic cost in the same way as arms and armour.

Many mounts work out cheap because they have low 'animal level' personal characteristics and usually no Bs or A. In practice it makes no difference whether mounts have low or high characteristics, because all psychology tests are taken from the rider's personal characteristics.

To compensate for this, animals which are to be used as mounts always cost **+5 extra points** (giving them a minimum of 6 points). Animals which are to be used as mounts for champions and minor heroes cost **+10 extra points**. Animals which are to be used as mounts for other characters cost **+20 extra points**.

Example - A mounted warrior

Human	5
Lance	½
Full armour	1½
Shield	½
Horse (basic)	1
Horse (as mount)	5
Horse armour	1
Total	14½



BASIC POINTS FOR COMMON CREATURES

The following chart lists the PVs for some of the common creatures, together with their usual profiles. PVs worked out using this system are given in the **Battle Bestiary** for all of the Warhammer creatures.

POWERS

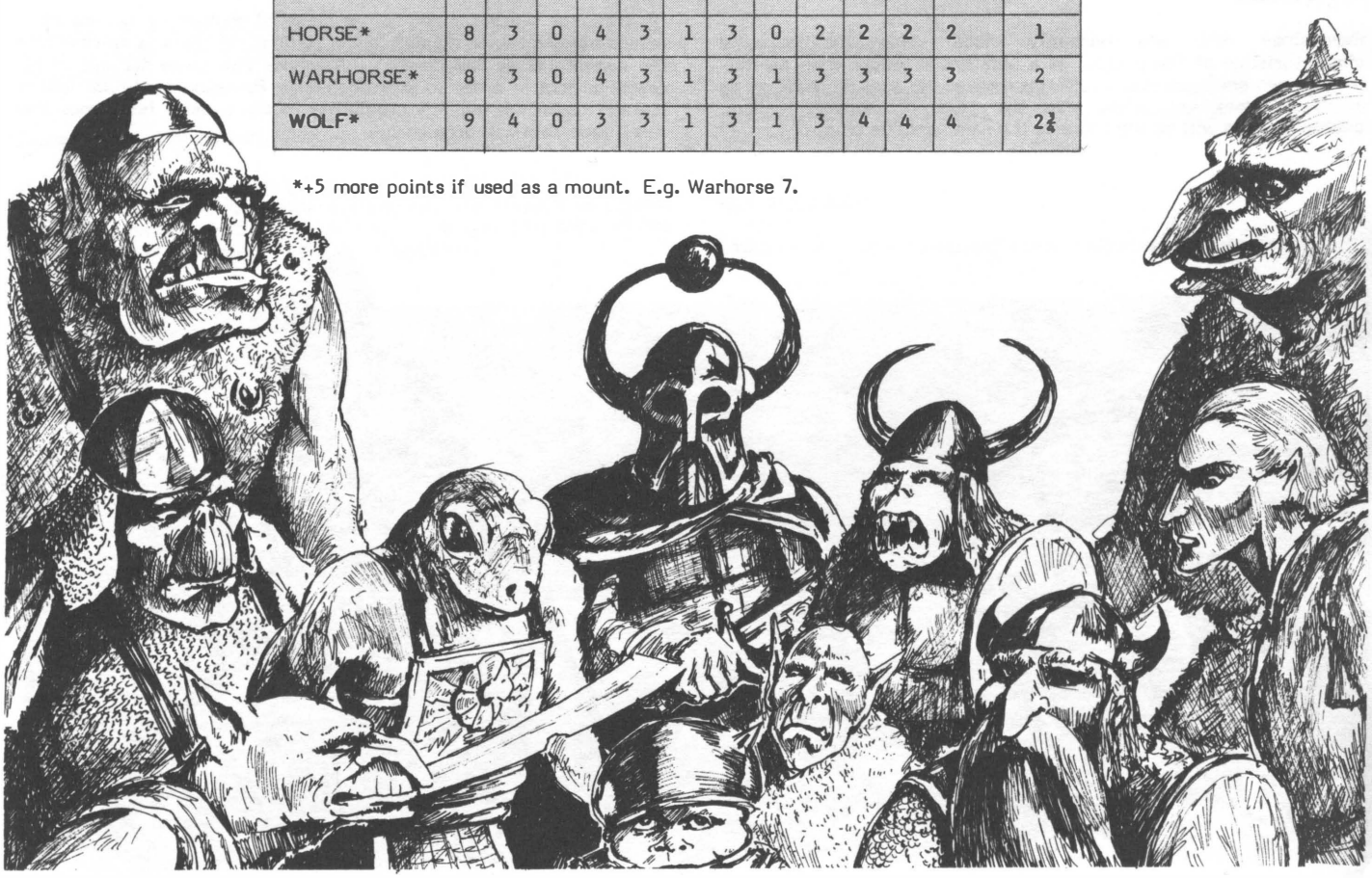
Many of the Warhammer creatures have additional powers as described under the **Battle Bestiary** section. Rather than suggest a scale of fixed bonuses and penalties we recommend that the GM awards extra points to any side which he feels is disadvantaged.

For example, if Humans were fighting Undead they would suffer to some extent from the psychological reactions of **fear** and **terror.** But the same Undead would have little success fighting Lizardmen, who are less vulnerable to such things.

Flying troops can be costed on their maximum flight speed instead of normal movement.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7	5
GOBLIN	4	2	3	3	3	1	2	1	5	5	5	5	2¼
DWARF	3	4	3	3	4	1	2	1	9	7	9	9	7½
ORC	4	3	3	3	4	1	2	1	7	5	7	7	5¼
HOBGOBLIN	4	3	2	3	4	1	3	1	7	6	6	6	5
HALF-ORC	4	3	3	3	3	1	3	1	7	6	7	7	4¾
ELF	4	4	4	3	3	1	6	1	8	9	9	8	8
DARK ELF	4	4	4	3	3	1	5	1	8	9	9	8	7¾
HALFLING	3	2	4	2	2	1	5	1	6	7	6	8	3½
BEASTMAN	4	4	3	3	4	2	3	1	7	6	7	6	10
SLANN	4	3	2	3	4	1	3	1	8	7	9	9	7
TROLL	6	3	1	5	4	3	1	3	4	4	6	6	66
OGRE	6	3	2	4	5	3	3	2	5	4	5	7	38
TROGLODYTE	4	3	3	4	4	2	1	2	10	4	10	10	36
SKELETON	4	2	2	3	3	1	2	1	5	5	5	5	2½
COLD ONE*	8	3	0	5	6	5	1	3	2	4.	9	9	127
HORSE*	8	3	0	4	3	1	3	0	2	2	2	2	1
WARHORSE*	8	3	0	4	3	1	3	1	3	3	3	3	2
WOLF*	9	4	0	3	3	1	3	1	3	4	4	4	2¾

*+5 more points if used as a mount. E.g. Warhorse 7.



LEADERS

REGIMENTAL LEADERS

Every unit of 5 models or more must have a **Leader.** One of the models in the regiments can be appointed as the leader, it helps if you have a special leader model.

In combat the leader model always fights in the front rank, but he is never removed as a casualty except as a result of a challenge to **Personal Combat** (see below).

The leader can also be attacked and removed once all of his unit has been slain, and he is the last model standing.

CHARACTERS AS LEADERS

Character models, heroes, wizards, etc, may take over the leadership of a unit by moving into base-to-base contact. A character may only assume command if the Leadership value of the unit's current leader is equal to or less than his own. He then becomes the unit's new leader until he decides to leave the unit.

A character may not assume command of a unit which already has a leader with a Leadership greater than his own. He may still travel and fight with the unit, but is not in command and has no authority over the unit.

No character may lead more than one unit at a time. No unit may have more than one leader at a time, even if it includes additional characters.

PSYCHOLOGY

Psychology rolls are normally made using the personal characteristics of the troops. If a unit has a leader then he may use his own personal characteristics instead, he does not have to do so if he does not wish. In the case of normal leaders, characteristics will be the same as the rank and file troops.

Sometimes a unit of troops will be lead by a character whose psychology reactions are different to their own. For example, a unit of Trolls is subject to **Stupidity,** and a Dark Elf hero is subject to **Hatred** against other Elves. In a case such as this the psychology is combined, so that the Trolls and the Dark Elf become subject to Stupidity **and** Hatred against Elves. It is assumed the hero becomes entangled amongst the confusion, whilst he will take every opportunity to lead his unit against other Elves. **Both** tests can be taken using the Dark Elf's personal characteristics.

PERSONAL COMBAT

If two units are engaged in combat either leader may challenge the other to personal combat. The two models are moved so as to be fighting each other, and their combat is worked out separately from the other models. In practice you can use a different coloured dice to denote a leader's hits where necessary.

Damage caused on the leader must be recorded seperatley from damage on the rest of the unit. Any leader slain in personal combat is removed.

Any hero, champion, leader, wizard or other single character or monster model can challenge a leader or other character from a unit to personal combat.

REFUSING PERSONAL COMBAT

A leader or character can refuse personal combat by moving into a rear rank and taking no part in the combat. If there is no rear rank he cannot refuse the combat. A leader can force his unit to run away or rout in order to avoid combat. Refusing a combat will so totally destroy a leader's credibility in the eyes of his troops that his Leadership will drop to 1.





STANDARDS

Each unit of 5 models or more may include a regimental standard and/or a musician model. Both standards and musicians will improve the fighting abilities of your troops, creating a certain fighting spirit and sense of martial pride. However, the main reason for including standards and musicians in regiments is because they look good!

STANDARDS

Standards can take the form of a banner or trophy of some kind, a head or other grizzly bits on a pole for example. The model holding the standard fights exactly like any other rank and file trooper, he plants the standard in the ground or holds it in one hand whilst fighting.

The standard bearer model is never removed as a casualty whilst there are still some members of the regiment alive, it is assumed that the standard would be taken up by another trooper should its bearer be slain. A leader can take over a standard if all of his troopers are gone.

STANDARD BONUS

A unit with a standard may add +1 onto its **Leadership**, including that of the unit leader.

Should a standard be captured, however, the Leadership of the unit will drop minus 2 from its original unmodified level, as will that of the unit leader.

CAPTURING STANDARDS

In combat any unit which pushes back another may attempt to capture their standard. After working out the combat and push back, the combat victor declares that he is going to attempt to seize the enemy standard. Procede as follows:-

1. Fight another round of combat **immediately.**
2. If the attacking side causes more casualties the standard is captured. The losing side is **not** pushed back by an attempt on the standard.
3. If the attacking side does not capture the standard it has been successfully held. The successful defenders are bolstered by their success and **discount** the push back that they already have against them.

A standard may be recaptured in the same way.

ROUTED UNITS

Units which rout automatically lose their standard.

MUSICIANS

Common musical instruments include drums and horns, although any suitably noisy device will do. Some creatures can make loud, offensive or distinctive noises, and these can be considered as musicians in their own right. As with standard bearers, the musician fights like any other ordinary trooper.

Musician models are never removed as casualties whilst there are still some ordinary members of the regiment alive, it is assumed that the instrument would be taken up by another trooper should the musician be slain. A standard bearer or leader can take over an instrument if all of the troopers are gone.

MUSICIAN BONUS

Musical instruments are used to co-ordinate a regiment's movements and manoeuvres. A unit with a musician may turn with only half the normal penalty.

ROUTED UNITS

Units which rout automatically lose their musical instruments.



CHAMPIONS AND HEROES

TABLETOP HEROES

On the tabletop character models representing individuals take the form of heroes or wizards. Wizards are discussed in full detail in the separate **Magic** volume. Heroes are individual models repesenting heroic personalities, people of an altogether tougher, meaner and more powerful disposition than your average trooper.

Any role-playing character from any role-playing game can be used in a Warhammer battle, just so long as the GM works out the profiles and a fair points value where appropriate. **Warhammer Role-Play** characters can be used directly in any Warhammer battle, with no need to change any of the profiles except for taking the Wounds from the minor to the major scale.

The hero types that follow have been worked out to provide players with a wide selection of heroes, but not an exhaustive one. GM's should not feel under any compulsion to use the standard types, and can make any modification they wish in order to provide a wider selection, or to further limit those given.

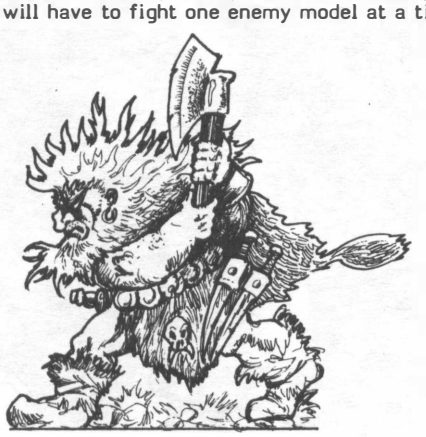
TYPES OF HERO

We give three grades for heroes; **Champions, Minor Heroes** and **Major Heroes.** To create either of these grades take the basic creature profile for the type and add on as described. Except for Wounds and Attacks, no modifier can take a characteristic above 10.

CHAMPIONS

Every regiment of 10 models or more may include a **Champion.** Champions are always associated with units, they are treated as being ordinary members of their unit except that they are better fighters. Champions may not leave their units. No regiment may have more than one champion.

When working out combat always fight the champion separately, because of his improved profile. Champions of opposing regiments will always fight each other if opportunity permits. Champions can also be unit leaders if the player wishes. Leader/champions may be challenged to personal combat by enemy leaders and champions, in such a case they will have to fight one enemy model at a time (not both at once!).



CHAMPION PROFILES

A champion will have a normal profile as the rest of the regiment with the following modifications.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+1	+1	+1	-	-	+1	-	-	-	-	-

The points cost of a champion can be found by reworking out the new stats from the PV formula. This will normally be +2 points, unless the extra amount pushes the total to more than 10 points, in which case a standard PV modifier will be applied (see page 33).

MINOR HEROES

The minor hero model may move around independantly of units or other characters. He may decide to join a unit if he wishes, and may even take command of it (assuming he has enough Leadership). He is free to leave the unit anytime so long as it is not routing or subject to some inhibiting psychological reaction.

MINOR HERO PROFILES

A minor hero will have a normal profile as for his type, with the following modifications.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+2	+2	+1	+1	+1	+2	+1	+1	+1	+1	+1

The points cost of a minor hero can be found by reworking out the new stats from the PV formula. This will be +13 points, but as this will always push the total cost above 10 points there will be a further modifier (see page xx).



MAJOR HEROES

The major hero model may move around independantly of units or other characters in the same way as minor heroes. Major heroes are powerful models, and the GM might like to place a restriction on the number available. We normally allow 1 major hero as part of each full 1000 PV of the army.

MAJOR HERO PROFILES

A major hero will have a normal profile as for his type, with the following modifications.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+3	+3	+1	+1	+2	+3	+2	+2	+2	+2	+2

The points cost of a major hero can be found by reworking out the new stats from the PV formula. This will be +23 points, but as this will always push the total cost above 10 points there will be a further modifier (see page 33).

HEROES AND MAGIC

There is no reason why at least some heroes shouldn't have access to magical items, armour or weapons. On the whole it is best to leave this up to the GM. Remember that a game unbalanced by too many or too powerful magic artifacts will prove difficult to control and generally unsatisfactory. The GM, as the man on the spot, is the best person to make decisions about such things.

In our own games champions only very rarely utilise magical equipment (approx. 10%), minor heroes more likely to have magical equipment (50%), whilst major heroes have a reasonable chance (75%). Circumstance will, naturally, influence the probabilities where appropriate.

UNUSUAL HEROES

GMs should feel free to create champions, minor heroes and major heroes for any creatures, no matter how unusual. For instance, Dragons, Undead creatures or animals. However, a good GM will always keep these 'mega-critters' for special occasions. After all, there is little point in having a whole game spoiled by a sudden incursion of Shrew major heroes.



WEAPONS

DIFFERENT WEAPONS

In the basic game each creature type fights and causes damage equally, whether armed with a sword, double handed axe, spear or whatever. These rules allow you to introduce **Weapon Differentiation:** different weapons being harder or easier to use, and more or less damaging in their effect. Large heavy weapons, such as a double handed axe, are relatively clumsy and difficult to master, but a hit from such a weapon would cause horrendous damage.

Many gamers place great faith in choosing the 'right' weapon, and devoutly believe that small swords are faster and handier than long swords, and long swords are more nimble than spears etc. The rules that follow reflect these generally held convictions. Weapons don't make as much difference in combat as is usually believed - weapon familiarity is much more important. GMs who favour a more 'weapon orientated' system may wish to amend, or add to, the weapons listed below and are free to do so.

Bonuses are cumulative.

WEAPONS USED ON FOOT

HAND WEAPONS

These include **maces, axes, clubs, hammers, picks, flails** and most **swords.** All of these weapons count as the same in combat, with victory depending on the individual rather than any comparatively insignificant advantage conferred by the weapon itself.

IMPROVISED

This is a broad class for weapons acquired in the heat of the moment; bottles, rocks, chair legs and so on. It also includes agricultural and industrial tools; such as non-military **hammers, shovels, pitchforks, hedging-hooks** and the like. Most of these are badly balanced, and so are difficult to use and less effective than more conventional means of attack.

TO HIT	-1	Against all troops
ARMOUR	+1	On the **saver's** dice roll (giving him a minimum save of 6)

KNIVES

Knives and **daggers** are easy to use and readily concealed. However, they are too light weight to have much effect, especially on armoured troops.

INITIATIVE	+1	Against all troops
TO WOUND	-1	Against all troops
ARMOUR	+1	On the **saver's** dice roll (giving him a minimum save of 6)

SPEARS

Spears comprise of a spearhead mounted on a shaft up to 12 feet long. The main historical advantage of the spear is that it is cheap to produce, and makes an effective barrier of spear points en mass, especially against mounted troops.

INITIATIVE	+1	So long as the unit is was **not** pushed back last turn.
INITIATIVE	+1	If striking against cavalry so long as the unit was **not** pushed back last turn.
TO HIT	+1	Against troops attacking from the air.

Because a spear is quite long it is possible to fight in two ranks. A model may fight if he is stood directly behind another spear armed model belonging to the same unit. A model fighting from a rear rank suffers a -1 'to hit' and 'to wound' dice modifier.

DOUBLE HANDED

This comprises of heavy cutting or crushing weapons which are weilded in two hands. **Two-handed axes, clubs, maces, hammers, flails, picks** and **swords** for example, as well as **Halberds** and similar weapons. These weapons are cumbersome, and as they require two hands to use, shields may not be employed by troops fighting with them.

INITIATIVE	-1	Against all troops
TO WOUND	+1	Against all troops
ARMOUR	-1	From the **saver's** dice roll



NETS

A net can be made of heavy cord or even chain mail. It will require one hand to hold, and may be used defensively as a shield or offensively as a weapon.

If used as a shield the net will confer the usual saving throw. If used as a weapon the net gives its user an extra attack. The net attack is always made **just before** the creatures normal attack/s, this is because the results of the net attack will modify the normal attack.

TO HIT	+1	Against all troops.

Any models hit by the net are not damaged, so there is no 'to wound' roll. Instead, they are **entangled** for the remainder of that turn. Any model which is entangled cannot do anything at all, he may not make any further attacks, and cannot defend himself properly. The net user now makes his normal attack/s, use the following additional modifiers if the net attack has been successful.

TO HIT	+1	Against all entangled troops
TO WOUND	+1	Against all entangled troops
ARMOUR	-1	On the **saver's** dice roll

At the end of the turn surviving entangled models are assumed to have escaped.

Large creatures are more difficult to net than small ones. To simulate this each single net hit entangles not one model but 1 Wound of one model. So, most normal creatures, which have only one Wound, will be entangled by one hit. A large creature such as a Troll, would need to be hit by three nets because it has three Wounds. Add up the number of hits scored against each unit of troops and divide by the number of Wounds they have. This will give the number of entangled models. Odd hits are ignored.

Example. 10 Lesser Goblins try to net the unit of Ogres they are fighting, scoring a total of 4 net hits. Ogres have 3 Wounds each, so 1 Ogre is entangled.

BALL AND CHAIN

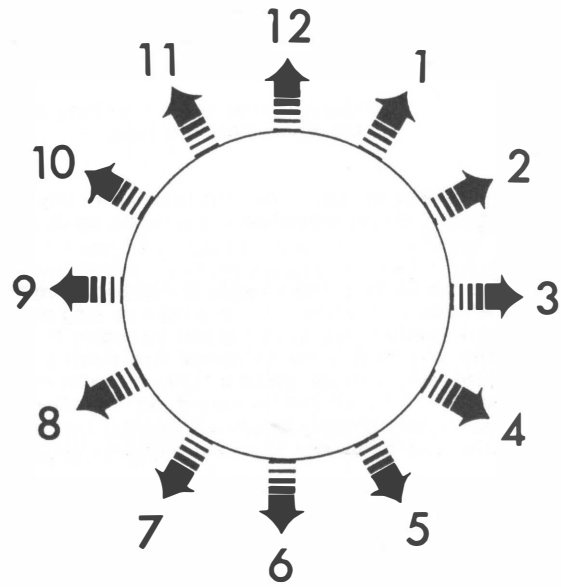
This is an unusual weapon, and not one employed by normal, sane, sensible troops. The only known users are the twisted, savage Goblin Fanatics: warriors driven to battle by mind-warping torture and unnatural intoxicants.

The weapon comprises of a very large metal ball fixed on to a length of chain. Each ball-and-chain warrior is represented by two different models, one model carrying the ball-and-chain and another model swinging it around. The first model is mounted on a normal 20mm x 20mm base. The second model is mounted on a circlular base radius 1" representing the effect area of the weapon. Only one model is placed on the table at a time.

Ball-and-chain warriors may be mixed into units of normal troops or can form small units. The unpredictable nature of the weapon makes it impractical to have a high number of them.

When a ball-and-chain warrior comes within 8" of an enemy he immediately starts to whirl his weapon around his head, moving towards the enemy as he does so. Remove the square based model and place on the circular based one. Movement and subsequent attacks are done out of the normal turn sequence, and can happen in either the warrior's own turn or that of his enemies; attacks start as soon as enemy come within 8" regardless of whose turn it is or the portion of the turn.

Each warrior is moved 2D6" in a biased random direction. The controlling player nominates the direction in which he wants the individual to move, and this is taken to be 12 o'clock on the chart. The player rolls a D20. The chart below indicates the actual direction moved. Scores of 12-20 count as 12.

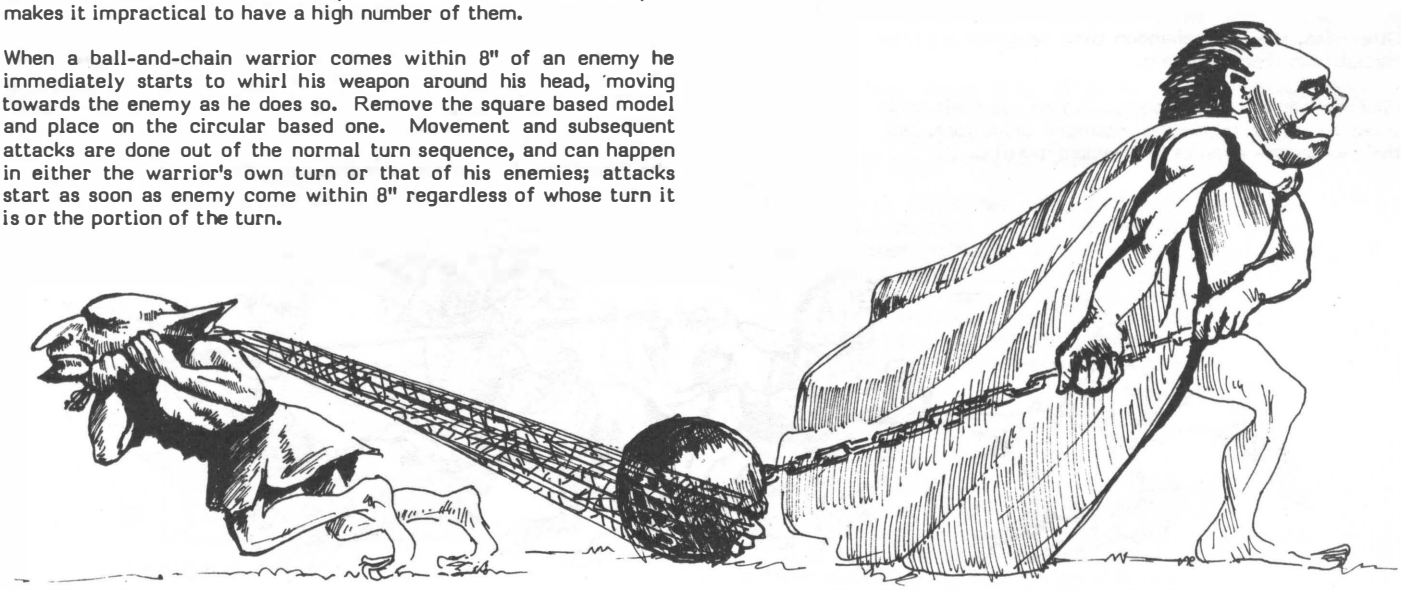


Each warrior moves the full distance indicated on 2D6, and can move straight through bodies of troops, possibly attacking two or more units during the same turn. Each unit contacted whether friends of foes, receives D3 Strength 3 hits (except for the warrior's parent unit - as it is assumed he doesn't start whirling about in earnest until well clear).

After moving and working out any damaged caused, the warrior **must** throw his ball-and-chain. The controlling player nominates the direction he would like the ball to go in, and this becomes 12 o'clock on the chart. The player now rolls a D20 to find the actual direction of the throw. A score of 1-12 gives the direction on the clock chart. A score of 13-20 indicates that the throw has gone horribly wrong, and the warrior has succeeded only in throttling himself causing no damage, but killing him.

A successful throw will travel 12" and strike the first unit in its flight path. A unit struck receives D3 Strength 4 hits.

Once a warrior has made his throw he is overcome by exhaustion and is removed from play.



PIKES

Pikes are similar to spears but longer, between 12 and 24 feet. Most pikes average between 16-18 feet. Pikemen rely on the mass effect of many pike points presenting a solid hedge of steel to their opponents. In practice the pike is a difficult weapon to use, especially over difficult terrain.

INITIATIVE	+3	So long as the unit was **not** pushed back last turn
INITIATIVE	+3	If striking against cavalry so long as the unit was **not** pushed back last turn.

All Initiative bonuses are lost if the unit passes over any **obstacles** or **difficult ground** during movement. Following up is permitted without this penalty.

Because pikes are so long it is possible to fight in more than one rank. Models stood in a second rank may fight so long as they are directly behind another pike armed model belonging to the same unit, but suffer a -1 'to hit' and 'to wound' dice modifier. Models stood in a third rank, directly behind a fighting second ranker may fight, but suffer a -2 'to hit' and 'to wound' dice modifier. Models stood in a fourth rank, directly behind a fighting third ranker, may fight, but suffer a -3 'to hit' and 'to wound' dice modifier.

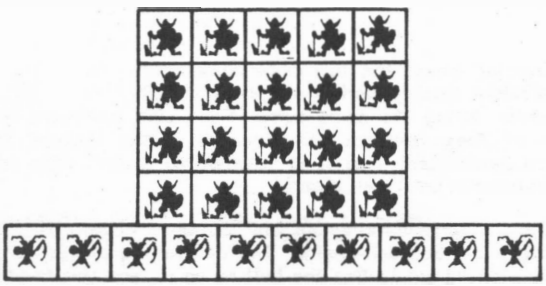


Diagram. First rank fights normally
Second rank -1 to hit, -1 to wound
Third rank -2 to hit, -2 to wound
Fourth rank -3 to hit, -3 to wound

A pike unit pushed back will become tangled and confused, and so may only fight in a single rank, like other troops.

Pikemen cannot simply drop their weapons and draw swords whilst in combat, they must complete that combat using pikes. Otherwise, they can abandon their weapons anytime they like, but cannot take them up again.

Pikemen cannot enter houses, cannot use their weapons in tunnels, small rooms or in similar cramped situations, and cannot throw their weapons - even as improvised missiles.

WEAPONS USED BY MOUNTED TROOPS

HAND WEAPONS

Hand weapons can be used by mounted troops.

TO HIT	+1	So long as the unit was **not** pushed back last turn.

IMPROVISED WEAPONS

Improvised weapons encompasses those used by foot troops. **Double handed weapons** and **pikes** also count as Improvised when used by mounted troops. A mount is far too unstable to allow the satisfactory use of these weapons.

TO HIT	-1	Against all troops.
ARMOUR	+1	On the **saver's** dice roll

KNIVES

Knives and **daggers** can be used by riders, and confer the same bonuses as for foot troops.

INITIATIVE	+1	Against all troops
TO WOUND	-1	Against all troops
ARMOUR	+1	On the **saver's** dice roll

SPEARS

Spears comprise of a spearhead mounted on a shaft up to 12 feet long. Used by mounted troops the spear is an ideal impact weapon, but can be used throughout combat unlike the unwieldy lance.

INITIATIVE	+1	So long as the unit is was **not** pushed back last turn.
TO HIT	+1	So long as the unit was **not** pushed back last turn.
TO WOUND	+1	If the unit charged into combat this turn

LANCES

A lance is a very long spear used underarm or 'couched'. The lance is only effective during the first turn of combat, when the rider charges in at maximum impetus. After the first turn troops armed with lances count as having **hand arms**, most of them dropping their longer weapons and drawing swords, the remainder using the butts of their lances like clubs or maces.

INITIATIVE	+2	If the unit charged into combat that turn
TO HIT	+1	So long as the unit was **not** pushed back last turn.
TO WOUND	+2	If the unit charged into combat that turn



SKIRMISH FORMATION

SKIRMISHERS

Skirmishers are troops trained to fight in a loose or dispersed formation. Normally the individual members of unit must remain in base to base contact with each other. Skirmishers, however, are an exception. A skirmish unit can adopt a loose formation in which the individual models are **not** in base to base contact. In a loose formation there may be a gap of up to 2" between bases. Each model **must** be within 2" of at least one other model belonging to the same unit (measuring base to base).



Example - A skirmish unit in normal formation.



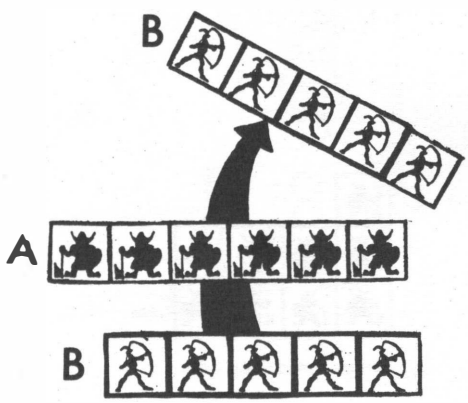
A skirmish unit in loose formation.

Although a unit in skirmish formation will present gaps in it's frontage the unit is still considered to be a whole continuous line. Enemy troops cannot move or fire through a line of skirmishers any more than they could a line of normal troops. Friendly troops also treat skirmishers as a normal unit and may not move through them. The only exception to this is **Interpenetration.**

Individual characters may not be skirmishers. Large creatures or monsters, or any creature over 10' high or with multiple wounds (2 or more) or a creature subject to frenzy may not be a skirmisher.

INTERPENETRATION

A skirmish unit may move through a friendly stationary unit that is not engaged in hand-to-hand combat. They may do this even if they are in close base-to-base contact, it is assumed they spread out and then close in again to form a cohesive formation.



Unit A remains stationary

Unit B comprises of skirmishers who move through unit A

A skirmish unit may move through another friendly skirmish unit that is not engaged in hand-to-hand combat. They may do this even if both units are in base-to-base contact, it is assumed they spread out and then close in again to form a cohesive formation.

MISSILE FIRE

A skirmish unit may fire missiles all round, even if they are facing the wrong way. Their extra mobility allows them to make any necessary turns; enabling them to do this without penalty.

CHARGES

A skirmish unit can be armed in any manner (except that they cannot carry pikes), and can wear as much or as little armour as they like. However, they are trained to avoid combat, and so are usually lightly armoured and carry missile weapons.

A skirmish unit that is **charged** by non-skirmishers will always **run away.** This may mean they get caught in the back and slaughtered, nethertheless they will still try to run away. A skirmish unit in close base-to-base contact is still a skirmish unit, and will run away when charged.

A skirmish unit that is charged by enemy skirmishers will fight normally, although they may run away if the player wishes.

A skirmish unit that is attacked from the air will fight, usually they will fire prior to combat.

Skirmishers may **not** charge other troops, except for other skirmishers or single models more than 4" away from any friends.

MOVEMENT

Skirmishers may move over **difficult ground** without penalty. Skirmishers may move over a single **obstacle** without penalty, but lose **half of their** move for crossing a further obstacle (round fractions up to the nearest half inch.)

> Example - a skirmisher with shield and breastplate has a movement allowance of 3½". He may move through woods, bogs or other difficult terrain at full rate. During his movement he may cross any one obstacle without penalty. If he encounters a second obstacle, such as a hedge, his movement is reduced by half (1¾" rounded up to 2"). If the reduced distance is not sufficient to take him over the obstacle the character must halt in front of it.

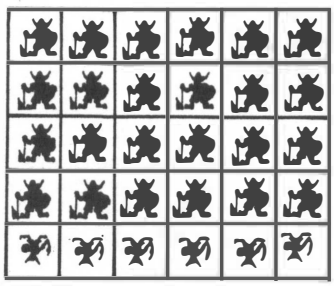
USING SKIRMISHERS

A player may declare any of his units to be 'skirmishers' at the beginning of the battle. Skirmishers are useful for providing missile cover and for investigating buildings, woods or other terrain features. In combat skirmishers are all but useless! A few of these manoeuverable troops will be handy in most games, but too many could seriously weaken your fighting potential.

THE PUSH

FORMATION DEPTH

This **Advanced Rule** simulates the extra impetus of a deep formation in combat, allowing massed ranks of troops to punch their way through a more sparse enemy. The illustration below depicts a 4 deep unit attacking a single line of troops, only the shaded models may actually fight.



Although the number of models that can fight is the same on both sides (6), the deeper formation will gain an advantage from having additional ranks.

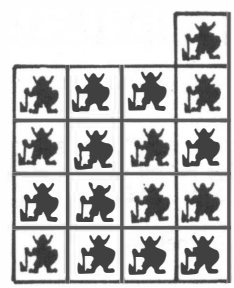


THE PUSH RULE

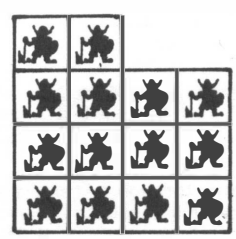
During combat work out casualties as normal. The losing side will be **pushed** back in the normal way and must test for a **rout.**

If the unit which has won the round of combat is 2 ranks or more **deeper** than the losing unit, and at least **4 models wide,** the losing unit must **-1** from their Leadership score for each full rank advantage the winning unit has. This penalty is imposed only for the purposes of the rout test, and, if the test is passed, the Leadership returns to normal.

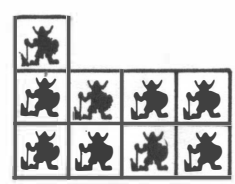
When applying the push rule **only full ranks count** as shown in the examples below.



A four rank deep unit.

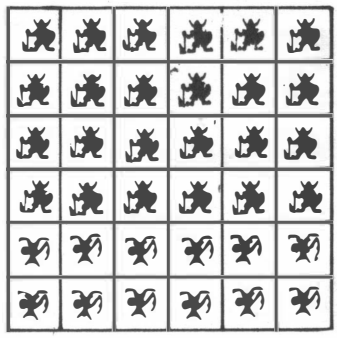


A three rank deep unit

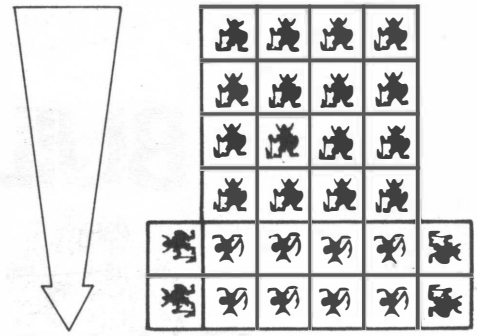


A two rank deep unit

Models which have overlapped are **not** considered to be part of the front rank, and so do not effect the depth of a unit.



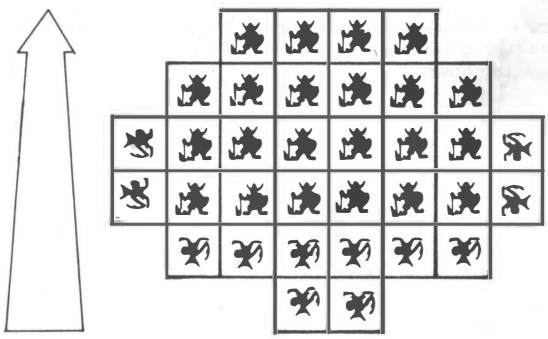
This unit is 4 deep.



In the next combat round unit A pushes back unit 1, causing 2 casualties against 0. Because unit A is in 3 ranks, and unit 1 is in 1 rank, there is a depth advantage of 2. Unit 1 must make a rout test with a -2 modifier because unit A has a 2 rank advantage.

THE PUSH RULE IN PRACTICE

In the illustration below unit A and unit 1 are in combat. Unit A has a frontage of 6 models and a depth of 4. Unit 1 has a frontage of 6 models and a depth of 2.



During the first round of combat unit 1 pushes back unit A, causing 2 casualties against 1. Unit A tests for routing and passes. Unit 1 follows up and overlaps as shown.

BUILDINGS

The following rules have been formulated by us over a great many games. They are designed to allow the GM to control a player's movement in, out and within buildings without going to the trouble of producing complicated maps and diagrams.

BUILDINGS AND DAMAGE

Buildings, fortifications and other solid constructions, such as walls, floors, ceilings etc, may be damaged by combat or missile hits of sufficient potency. In hand-to-hand combat all hits are automatic. Large creatures with sufficient Strength may try to tear down buildings - scoring automatic hits with the normal number of attacks.

Buildings and free-standing walls are divided into sections. Each section can survive a number of Wounds just like creatures. The results of hits must be recorded. The following types of building are examples.

Mud/Straw Huts, Light Wooden Shacks - Toughness 7 Wounds 2 per section.

Timber/Stone/Concrete Building - Toughness 7 Wounds 5 per section.

Stone/Concrete Tower - Toughness 7 Wounds 10 per section.

Free-Standing Brick/Stone/Concrete Wall - Toughness 7 Wounds 5 per 4" section

Wooden or Improvised Barricade - Toughness 6 Wounds 5 per 4" section.

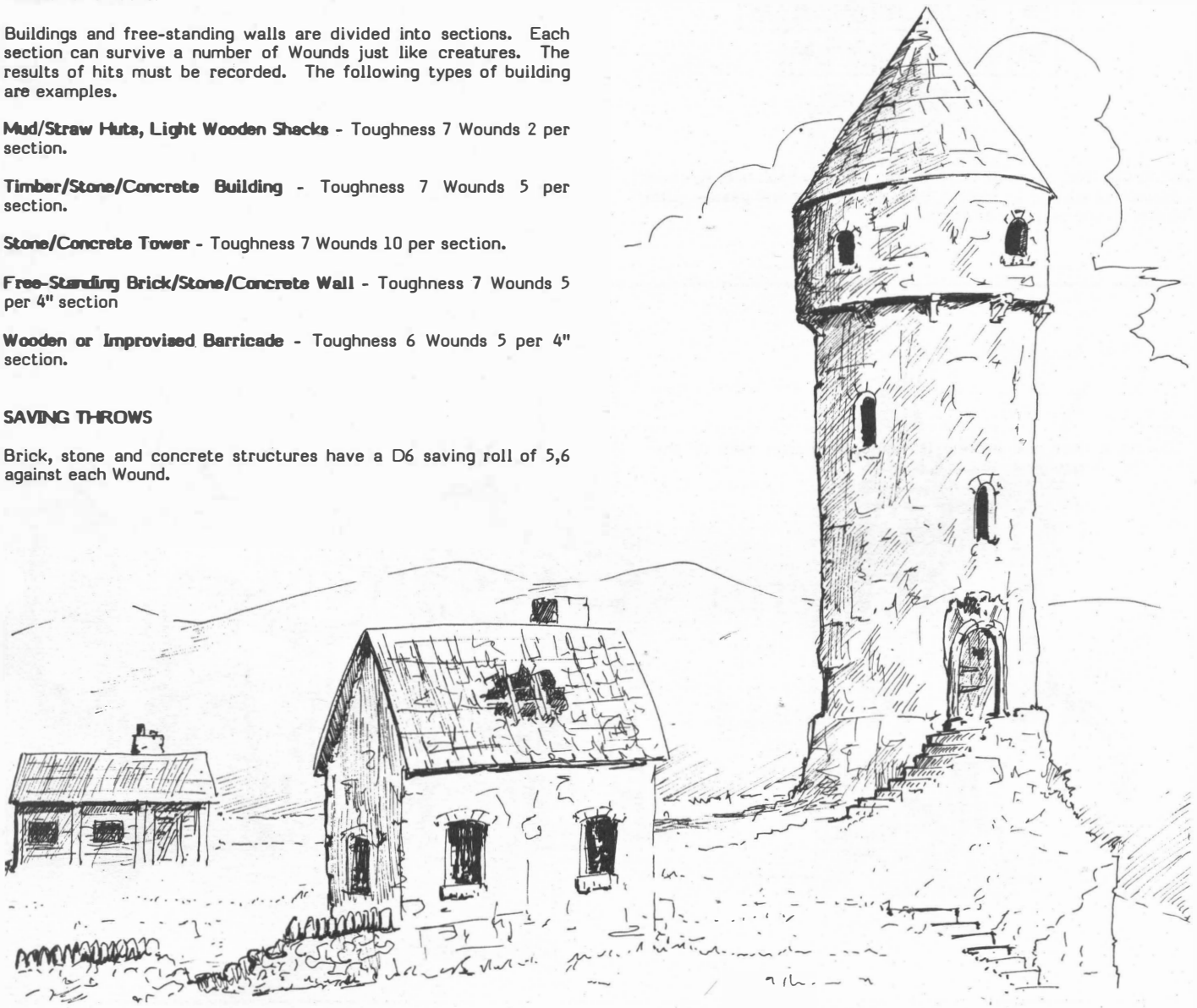
SAVING THROWS

Brick, stone and concrete structures have a D6 saving roll of 5,6 against each Wound.

SECTIONS

A free-standing wall section comprises of a length of up to 4". All walls which are not actually structurally part of a building are free-standing, although they may butt onto a building, or form part of an open enclosure, such as a field boundary or cattle pen.

A building section is approximately 4" x 4". If a building has any dimension greater than 4" it may be considered to be two or more building/sections of roughly equal size. Each section takes separate hits, and may be destroyed leaving the rest of the building intact. It is up to the GM to decide whether buildings comprise of multiple or single sections, and he should make this clear to the players before the game begins. Preferably he should have the information written down.



COLLAPSE

A building/section which loses all of its Wounds will collapse. Troops inside or on top of a collapsing section will receive 1 Wound. They have a normal save for any armour they are wearing.

HACKING THROUGH DIVIDING WALLS

If troops are appropriately equipped they can try to hack their way through interior walls, roofs, floors etc. Hits are automatic. Any single successful Wound onto the wall area creates a hole big enough to allow the passage of one human sized creature during movement. Passing through the hole take up a model's entire movement allowance. Wounds on dividing walls do **not** count as Wounds onto the building.

Toughness of walls is as follows:-

Wall	Toughness
Solid Timber Wall	7
Light Wooden	6
Wattle and Daub or Thatch	5
Most Floors - wooden or clay	7
Light Floors reeds or matting over wooden frame	6

DOORS

Opening a door and passing through counts as crossing an obstacle. Closing a door behind you also counts as an obstacle. Unlocking, locking, bolting or unbolting a door each count as an obstacle. Moving through a doorway littered with the remains of a broken down door counts as crossing an obstacle.

Crossing an obstacle loses the model **half** of its total movement allowance. If you have any remaining movement left, round any fractions up to the nearest half inch.

Examples. A character can:-

Unlock a door, open it and pass through taking up the complete movement allowance.

Closing a door and locking it would, similarly, take up the complete movement allowance.

Unlocking and unbolting a door would take up the complete movement allowance.

Only one model may occupy a standard doorway at one time. If a door is standing open this will present no problem, and the only limitation on the number of models that can pass through is their movement allowance. As an approximate guide 4 models moving 3½" can pass through an open door during a single turn. If a door needs to be opened then only 2 models may pass through during the turn. If a door needs to be unlocked, or unbolted, and opened then only 1 model may pass during the turn.

If a door is locked, or bolted from the other side, it will have to be broken down.

Door	Wounds	Toughness
Re-inforced Door as in public buildings	4	7
Solid Timber Door	3	6
Light Wooden Door as in domestic interiors	1	6

MOVING WITHIN BUILDINGS

The ideal way to deal with such movement is to draw out scale building maps, complete with stairs, doors etc etc. This method is a lot of work for the GM.

During a tabletop battle it is easier to adopt a few simple rules:-

Once a model has entered a building it may move from one building section to another using its **entire** movement allowance. If movement allowance is expended on doors (opening, closing etc) the model cannot move to another section that turn.

Models may not reserve move inside buildings.

A model may move up, or down, one level instead of moving horizontally. It is assumed stairs are used.

Open doors may be passed without penalty. Closed doors must be opened. Bolted or locked doors must be unlocked/unbolted or before they can be opened. Alternatively doors can be broken down.

Members of a unit must remain within one section distance, and one floor level, of at least one other member of the unit.

Models may move freely within a building section so long as they are not trying to open/close, lock/unlock or bolt/unbolt doors.

These brief rules are all you really need to control movement within buildings in most games. The GM must be prepared to apply common sense in any situation not covered above.

FIRING FROM BUILDINGS

Troops firing from buildings count as being behind cover. Troops firing from roof tops are behind cover to troops on the ground, but not flying troops or troops on a higher building level. The GM must use his discretion when allowing firing from windows. If your buildings have windows indicated, then one model may fire from one window. If your building models arn't quite so sophisticated allow one window per full 1", remembering to allow for door space where appropriate.

BUILDINGS AND FLYING TROOPS

This chart shows the relationship between altitude levels for flying creatures and height levels for buildings. Obviously buildings could vary a great deal, and sometimes it may be necessary for the GM to specify the altitude level of a structure.

Height Level	Building Level
High	From the roof of the 10th storey upwards.
Low	From the windows of the 2nd storey to the windows of the 10th storey.
Attack	The roof of the 1st storey.
Ground	First storey windows.

A flying creature taking off from a Low or High altitude position need not climb to gain height, but can go straight into normal diving or level flight. A creature taking off from Attack altitude must still climb.

Example. A flyer taking off from the roof of a 1 storey building takes off from **Attack** altitude, and could climb 1 level to **Low**. A flyer taking off from the window of a second storey takes off from **Low** altitude and could climb 1 level to **High**.

FIRE

FIRE AS A WEAPON

Fire can be used as a weapon against both creatures and buildings. Some creatures even **fear** fire. Buildings can be damaged by fire, and can be destroyed by burning.

FLAMMABLE TARGETS

Fire weapons do normal damage for their type, so a flame arrow will do normal arrow damage for example. Flaming brands are treated as hand weapons as they are, in effect, clubs.

In addition a fire weapon will cause extra **Fire Damage** on flammable targets. Typical flammable targets are thatched roofs, building interiors, wooden buildings and most dry vegetation. Creatures are not usually flammable, the notable exceptions are **Mummies** and **Treemen.** It is up to the GM to use his common sense when deciding whether a target is flammable or not.

FIRE DAMAGE

A target hit by a flaming weapon receives fire damage automatically. Fire damage must be recorded by the GM. Depending on the weapon employed damage will vary.

Weapon	Fire Damage
Arrow	1
Torch	1
Bolt-thrower	D3
Stone-thrower	D6
Magic Fire Ball	D6
Magic Lightning Bolt	D4

Fire damage is recorded on each creature or building section seperately.

CREATURES

A flammable creature can take fire damage equal to its toughness. So, a creature with T3 will be destroyed by 3 points of fire damage. There is no save for armour.

BUILDINGS

A building hit by fire weapons will be effected as follows.

Fire Damage	Effect
1-9	The building is just smouldering, there is no other effect. Place a little cotton wool on the building to indicate the smoke.
10-19	The building is ablaze and acquires an additional D6 points of fire damage every turn from now on. Models inside the section receive 1 strength 2 hit for every full turn they remain inside. Flammable models receive D3 fire damage points as well.
20-29	The building is now a raging inferno. The roof collapses causing 1 automatic wound on any creature inside (saving throws as normal). Flammable targets also receive D3 fire damage points. Any surviving models are placed outside of the building.
30	Once a building section has acquired 30 points it is totally destroyed.

SPREADING FIRES

If a building comprises of more than one building section fire may spread from one section to another.

Once a section has 10 points and is ablaze, fire will spread to adjacent sections at the rate of D6 points per turn.

PUTTING OUT FIRES

Each model actively trying to beat out a fire, and doing nothing else, cancels out 1 fire damage point. A bucket of water will cancel out 1 fire damage point. A chain of buckets can deliver as many buckets as there are members of the chain **minus** the distance in inches between the water sourse and fire.

The GM must improvise to cater for players who come up with other ways to put out fires. It is conceivable that some creatures, Dust Demons for example, could put out fires.

THE USE OF FIRE WEAPONS

A player may use fire weapons quite freely, although the GM may prohibit their use in any situation which he thinks is unreasonable. If it is pouring with rain for example.

PREPARING FIRE WEAPONS

Fire weapons take an entire stationary turn to prepare. Missile weapons must be prepared again every time they are used. So a unit of bowmen firing flame arrows would fire in every alternate turn. Brands take one stationary turn to prepare, but will remain alight indefinately; it is assumed another torch is lit as the old one dies down.

RESTRICTIONS ON FIRE WEAPONS

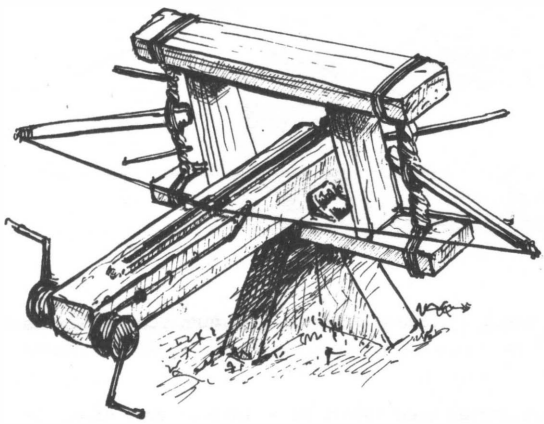
Fire weapons may not be employed from a mount, such as a horse.

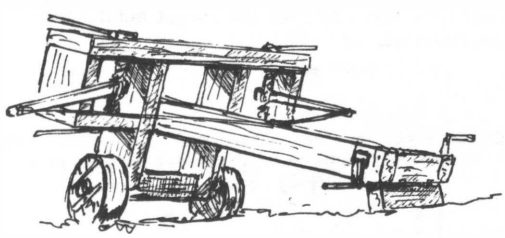
When using fire weapons the maximum missile ranges are halved.

ENGINES OF WAR

BOLT THROWERS

A bolt-throwing engine is designed to project a missile somewhat like a small spear or large arrow. There are several historical variants on the theme, providing plenty of scope for modellers.





CREW

The standard crew for a bolt-thrower is 3 models.

MOVEMENT

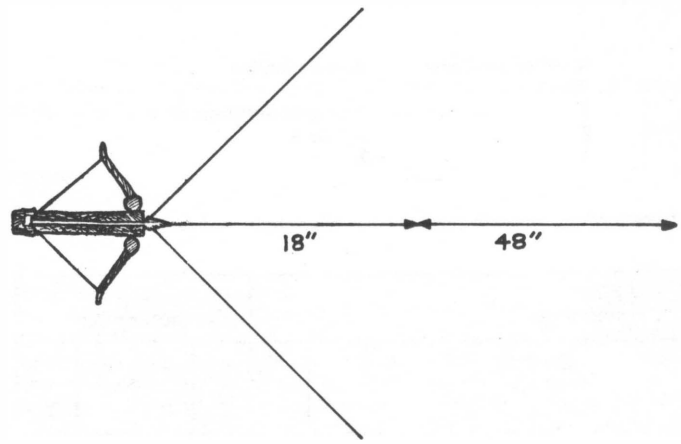
If a bolt thrower has wheels it can be pushed by its crew. Speed equals 1" per crew man pushing, upto a maximum of 3". Engines never reserve more, and may not cross obstacles or difficult ground.

If a bolt-thrower has no wheels it may be dragged 1" by a full crew of 3. Any bolt thrower may be turned during movement to face a new direction. A bolt-thrower which moves or turns to face a new direction may not fire that turn.

FIRING

An engine may be fired once during the shooting portion of your turn. When firing an engine use the characteristics given in the bolt-thrower profile.

To fire first select your target. Maximum range is 48", targets must lie within the 90° fire arc of the model. There is no minimum range.

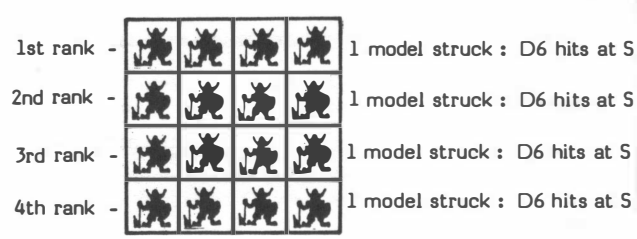


The 90° arc for bolt-throwers, short range 18" long range 48".

Roll 'to hit' as normal. If you score a hit then the velocity and power of the bolt is so great that it causes 1D6 hits on the model struck. The strength of the hit is 6 at short range (up to 18") and 5 at long range. If your target has a saving throw remember to modify the score for being attacked by weapons with high strength hits.

If the shot slays the target then it will go straight through and hit another model in a second rank. The strength of the attack is reduced by 1 for each rank pierced in this way, but any number of ranks of the same unit may be pierced.





An engine firing at a massed body of troops.

ATTACKING THE ENGINE

The engine has nominal toughness and wounds as given, and can be attacked in hand-to-hand combat once all the crew have been slain or routed. The engine cannot be harmed by normal shooting because of its toughness, but another engine may have sufficient strength.

In hand-to-hand combat the crew use their own profiles, which will be normal for their type. Crew can abandon the engine anytime they like. If shot at by missles the crew count the engine as soft cover.

REPLACEMENT CREW

If a crewman should be killed then another ordinary model may be drafted in from a nearby unit. If this is not possible the engine may continue to fire, but must roll a D6 to determine whether the engine is ready.

Number Of Crew	Score Needed
3	Firing is automatic
2	4,5 or 6
1	6

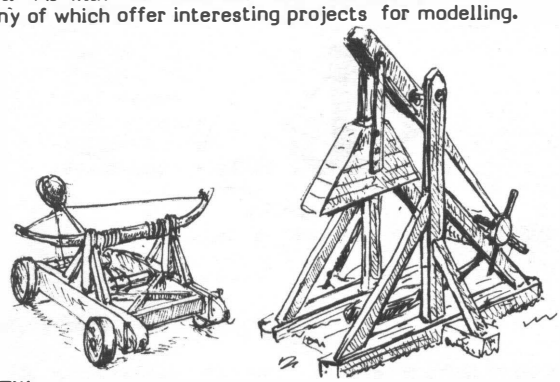
PROFILE

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	3	6/5	5	2	0	0	0	0	0	0

* see text
A = 0 for close combat.

STONE THROWERS

A stone-throwing engine is designed to cast a large stone or similar shot. As with bolt-throwers there are several historical variants, many of which offer interesting projects for modelling.



CREW

The standard crew for a stone-thrower is 3 models.

MOVEMENT

If a stone-thrower has wheels it can be pushed by its crew. Speed equals 1" per crewman pushing, up to a maximum of 3". Engine never reserve more, and may not cross obstacles or difficult ground.

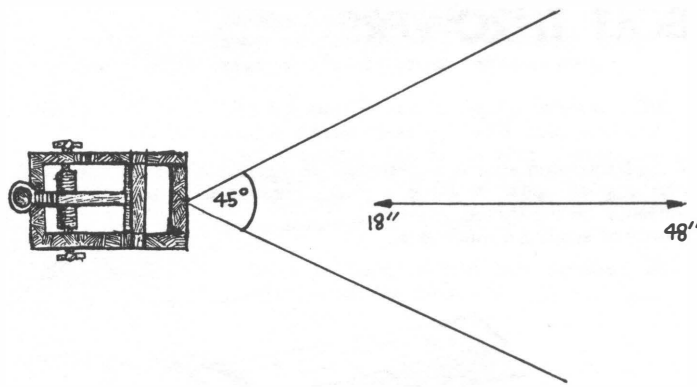
If a stone-thrower has no wheels it may not be moved, it is simply too heavy.

During movement any stone-thrower may be turned to face a new direction, even if it has no wheels. A stone-thrower which moves or turns to face a new direction may not fire that turn.

FIRING

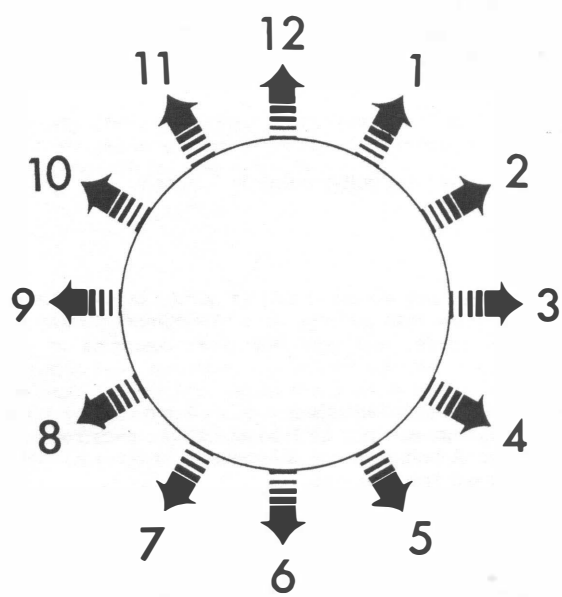
An engine may be fired once during the snooting portion of your turn. Use the characteristics given in the stone-thrower profile.

To fire, first select your target, this can be point visible to the crew, or the middle of a formation which they can see. Maximum range is 48", the target must lie within the 45° fire arc of the model. Minimum range is 18", the machine cannot fire at under 18" range, altheugh it is possible to strike targets within this range in the event of an accidental undershoot.



The 45° arc for stone-throwers. Minimum range 18", maximum range 48".

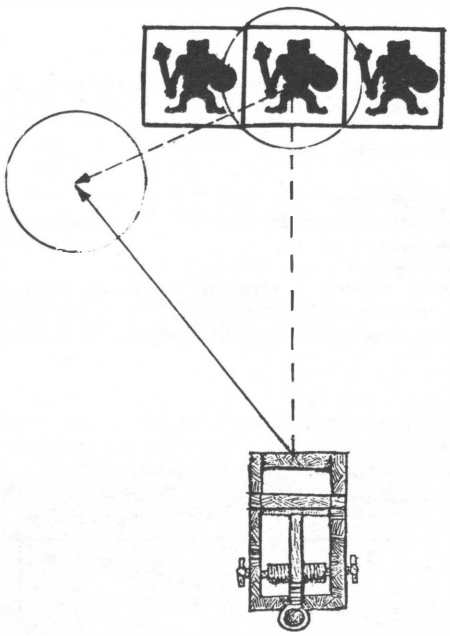
Having nominated your target point take an area effect template (this can be represented by a 1½" radius card circle). Place the centre of the template directly over the target point. Now roll a D20 to see if you have hit.



Clock-face chart 13-20 = direct hit.

A score of 1-12 indicates that the shot has veered off in the direction shown. Roll a D6, move the centre of the template this number of inches in the direction already established.

Example: The firer rolls a D20 and scores 8 - indicating that the shot has fallen to the left and slightly short. The D6 indicates that the shot lands 4" away from the target point.



Every model whose base is either partly of wholly underneath the effect template may be hit. Roll a D6 for each potential model.

Score	Result
1,2,3	The model manages to get out of the way. No damage.
4,5,6	The model is hit.

Large models are less agile, and so more likely to be hit. Creatures over 10' tall add 1 to the dice.

Each model struck receives 1D3 strength 6 hits. Dice 'to wound' as appropriate. Remember to adjust any saving throws for the high strength hit.

ATTACKING THE ENGINE

The engine has nominal toughness and wounds as given, and can be attacked in hand-to-hand combat once all the crew have been slain or routed. The engine cannot be harmed by normal shooting because of its high toughness, but other engines may have sufficient strength.

In hand-to-hand combat the crew use their own profiles, which will be normal for their type. They can abandon the engine anytime they like. If shot at by missiles the crew count the engine as soft cover.

REPLACEMENT CREW

If a crewman should be killed then another ordinary model may be drafted in from a nearby unit. If this is not possible the engine may continue to fire, but must roll a D6 to determine whether it is ready.

Number Of Crew	Score Needed
3	Firing is automatic
2	4,5 or 6
1	6

PROFILE

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	3	6	6	8	0	0	0	0	0	0

* see text
A = 0 for close combat.

BOMBARD

A bombard is a primative form of cannon, firing a stone or metal shot. They are difficult to make and unreliable.

CREW

The standard crew for a bombard is 5 models.

MOVEMENT

If a bombard has wheels it can be pushed by its crew. Speed equals 1" per crewman pushing, up to a maximum of 3". Bombards never reserve more, and may not cross obstacles or other difficult ground.

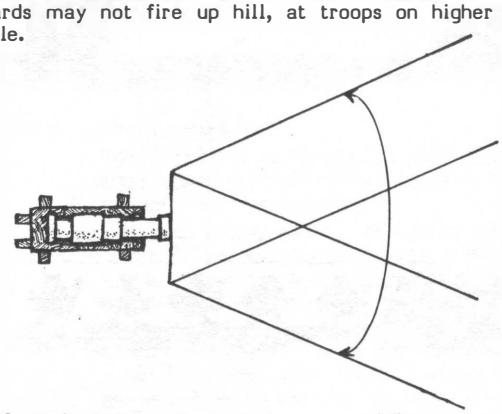
If a bombard has no wheels it may not move, it is simply too heavy.

Any bombard may be turned during movement to face a new direction. A bombard which moves or turns to face a new direction may not fire that turn.

FIRING

A bombard may be fired once during the shooting portion of your turn. When firing a bombard use the characteristics given in the bombard profile.

Maximum range is 48", the fire corridor (see below) must lie within the 45° fire arc of the model. There is no minimum range. Bombards may not fire up hill, at troops on higher slopes for example.



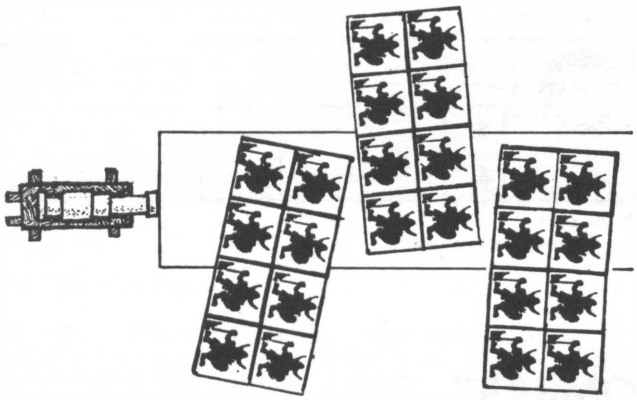
The 45° arc for bombards. Maximum range 48".

Bombards are so powerful that they cut a corridor of destruction through their target. This will be 2" wide as illustrated.



The 2" fire corridor illustrated.

ALL models within the 48" x 2" corridor are potential targets.

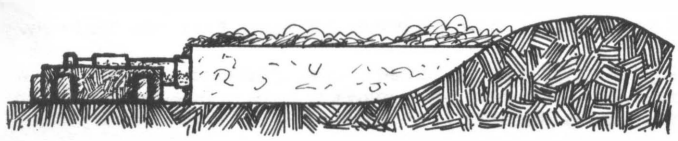


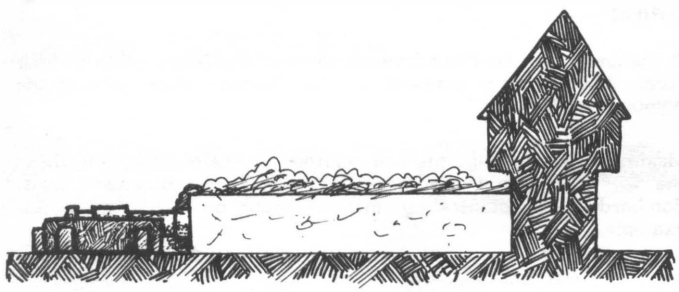
Targets in the fire corridor.

Roll 'to hit' for each target. If you score or hit on any target model it will actually receive 1 D6 hits at strength 6. If your target has a saving throw remember to modify the score for being attacked by weapons with high strength limits.

Fire corridors will be halted by hills, stone lines, obstacles, buildings or a 6th rank of normal troops. Buildings and walls may, of course, be fired at as targets.

Example







ATTACKING A BOMBARD

The bombard has nominal toughness and wounds as given, and can be attacked in hand-to-hand combat once all the crew have been slain or routed. The bombard cannot be harmed by normal shooting, because of its high toughness, but another bombard or engine may have sufficient strength.

In combat the crew use their own profiles, which will be normal for their type. Crew can abandon the bombard anytime they like. If shot at by missile men the crew count the bombard as soft cover.

REPLACEMENT CREW

If a crewman should be killed then another ordinary model may be drafted in from a nearby unit. If this is not possible the bombard may continue to fire, but must roll 1D6 to see whether it is ready.

Number Of Crew	Score Needed
5	Firing is automatic
4	4,5 or 6
3	6
2 or less	firing is impossible

THE RISK

If the first D6 'To hit' dice of any shot rolled turns up a '1' this means that the bombard has malfunctioned.

Roll a D6 to discover what happens.

1. Does not fire try again next turn.
2. Does not fire D3 turns to reload.
3. Does not fire D6 turns to reload.
4. Barrel cracks the weapon is now useless.
5. Bombard explodes causing 1 strength 4 hit on each crew member. The weapon is now useless.
6. Bombard explodes causing 1 D3 hits at strength 4 on each model within 5".

PROFILE

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	3	6	6	8	0	0	0	0	0	0

* see text
A = 0 for close combat.



CHARIOTS

The chariot can be a fearsome weapon, especially when pulled by aggressive creatures such as Wolves or Boars. The following rules can be used to accomodate almost any type of chariot, pulled by almost any kind of draft creature.

The Points Value of a chariot model, including pulling beasts and crew, equals the PV of the beasts pulling it and of the crew all at **double** points cost.

BASING CHARIOTS

The usual way of basing chariots is to mount them upon a single base including the draft creatures and the chariot itself. The base should be wide enough and long enough to accomodate the entire chariot.

LOAD

A span of draft creatures can only pull a certain load.

The load of a chariot equals the number of **Wounds** of its maximum crew x 2. So a chariot which can carry 3 Goblins represents a load of 1 (W) x 3 (crew) x 2 = 6.

Each creature in a span can pull a load equivalent to its own **Strength**. So a span of 2 Wolves can pull 3 (S) x 2 (span) = 6 points of load.

The load of a chariot does not decrease because it is not fully crewed.

MOVEMENT

A span of creature may pull a chariot at the normal speed for the creature type **minus 2"**. Chariots reserve move as normal.

MISSILE FIRE

Missiles must be aimed at the chariot, not the crew or draft creature: the chariot counts as a large target. Each hit scored may strike either the chariot body, a crewman or a draft creature. Roll a D6 for each hit.

Score	Strikes
1,2,3 or 4	Chariot Body
5	Crew
6	Draft Creature

COMBAT

THE CHARIOT FIGHTING

The crew and draft creatures have normal profiles for their type, damage on them is recorded separately from damage on the chariot itself.

In combat all members of the crew fight, including the driver. Crew can fight against any enemy in base-to-base contact with the chariot, whether to the front, sides or rear.

The draft creatures will fight against enemy to their front if they have attacks.

In addition to attacks from the crew and creatures the body of the chariot causes a certain amount of damage when it charges into contact. During the first turn of combat after a charge the chariot causes D3 automatic strength 4 hits to its front. A chariot fitted with scythes causes an additional hit per scythe (normally two).

THE CHARIOT'S ENEMIES

In combat troops fighting against a chariot **must** strike against the chariot using the WS of the chariot to determine their 'to hit' in the normal way. Any hits caused may strike the crew, draft creatures or chariot body in the same way as missile hits. Use the same chart to determine which is struck.

RESULTS OF DAMAGE

The loss of **crew** will reduce combat effectiveness. Once all of a crew has been slain or lost the chariot is automatically routed. The loss of a **draft creature** will bring a chariot to a halt. The crew may pile out and fight on foot.

When a chariot receives a wound roll a D10 to discover if a vital part of the structure has been damaged.

1,2,3,4,5 or 6	Nothing happens.
7	The chariot is badly shaken, pitching one of the crew overboard and breaking his neck, he is killed instantly and has no saving roll.
8	The axel snaps, and the chariot is brought to a sudden halt. Next turn the chariot skids D4" and stops. Any enemy unit contacted during the skid may be attacked.
9	The yoke-pole snaps. Next turn the span of draft creatures will continue to fight if in combat, and if not in combat will head off towards the nearest enemy, charging them if possible. The chariot is now useless, the crew may fight on foot.
10	The chariot loses a wheel, overturns and is destroyed. Crew may continue to fight on foot.

PROFILE

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	3	*	4	4	5	3	*	As Crew----------			

* see text

FLYING CREATURES AND AIRBORNE ATTACKS

The **Battle Bestiary** indicates which creatures are capable of flight. There are three different kinds of flying creature.

SWOOPERS are strong flyers who can climb to great heights and dive down onto their prey. The giant eagle is a good example of a swooper.

HOVERERS are relatively weak flyers, but are capable of maintaining a more or less fixed aerial position. This allows them to sustain combat attacks against foes on the ground. Harpies are typical hoverers.

LANDERS are poor flyers, and in the air they are clumsy and slow. They are very bad at making attacks from the air, and often land before charging into combat. Some very large Dragons are landers.

HEIGHT LEVELS

There are three altitude levels **high, low** and **attack.** All aerial troops begin the game at **high** altitude.



During the movement section of their turn, flying creatures may choose to **climb, dive** or **fly straight.**

Swoopers may move up or down by two levels during movement, from high to attack, for example. Hoverers may move up one level, or down two. Landers may move up or down by only one level.

MOVING AERIAL TROOPS

Aerial troops are not initially placed on the table. At the beginning of a battle they are assumed to be well out of sight and reach of friend and foe alike.

During their turn's movement, aerial troops may enter the air above the battlefield. They may enter from anywhere along their own starting edge: the model is placed at the edge of the table. It should be made clear that the model is flying, and not just moving along the ground. There are several ways of doing this, you can use a counter or piece of paper to signify that the model is 'in the air', or you could improvise a high level stand of some kind.

The move distances for flying troops will depend on the creature's type, whether it is a swooper hoverer or lander, and upon whether it is climbing (going up), diving (going down) or flying straight. Look at the chart. As you can see it gives **two** move distances in each case. The first number is the **minimum** distance the creature can travel, the second is the **maximum** distance the creature can travel. No creature can travel faster than the maximum, and any creature attempting to fly slower than the minimum will fall out of the sky!

	CLIMB	DIVE	LEVEL
Swooper	4-8	12-28	6-16
Hoverer	1-4	1-12	1-10
Lander	4	14-16	4-10

Flying creatures must move in straight lines, without turns or wheels during their move. The player decides on the initial direction of flight, and moves the model accordingly.

Obviously, in reality flying creatures would be turning, banking and spiraling about, but this has already been taken into account in the minimum/maximum moves. Hence, swift or agile fliers are allowed to make very slow or variable moves, to simulate their banking or spiraling flight.

FLYERS AS TARGETS

Flying creatures at **attack** height can be shot at from the ground as if they were normal ground targets.

Creatures at **low** altitude can be shot at from the ground and count as being 10" further away than the horizontal distance.

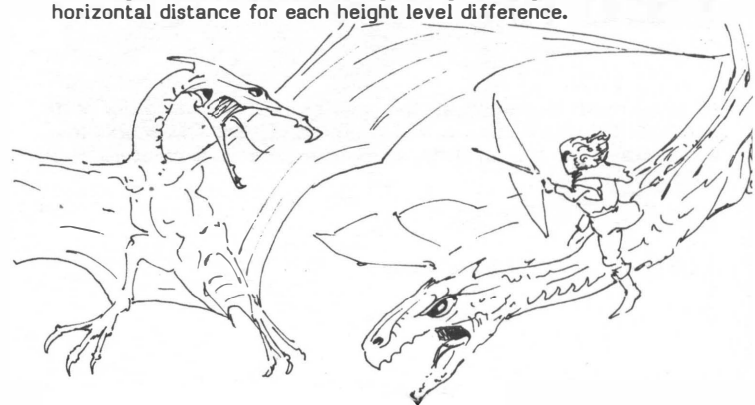
Creatures at **high** altitude can be shot at from the ground and count as being 20" further away than the horizontal distance.

FLYERS AS SHOOTERS

Flying creatures can throw or fire missile weapons at the ground from any height. They count the range as the horizontal distance between the shooter and target, irrespective of their own height.

AERIAL SHOOTING

Flying shooters can fire at other aerial targets. When firing at lower aerial targets measure the horizontal range, irrespective of the height distance. When firing at higher targets add 10" to the horizontal distance for each height level difference.



LANDING AND TAKING OFF

LANDING

Troops who end their movement at **attack** height may land if they wish.

Creatures who land during their turn may **not** then make a land move, they can make a land **reserve move** as appropriate.

TAKING OFF

Troops who begin their movement on the ground may take off to **attack** height, but no higher. Creatures cannot make a ground move and then an air move during the same turn, as this would mean they move twice.

COMBAT AGAINST GROUND TARGETS

Flying troops may only enter hand-to-hand combat from **attack** height.

Flying creatures cannot charge as such, and receive no movement or combat bonuses whilst entering hand-to-hand combat. They move directly above their target, and may attack any enemy below them. In practice it is very difficult to move models directly over other models, so it is acceptable to move flyers against their enemies as if they were normal ground troops. If a target unit is already engaged in combat it will be difficult, or even impossible to move the models in as you would wish. In such a case players will have to 'make do' as best as they can.

In ground combat any troops in base-to-base contact can fight. In flying combat a model, part of whose base is directly above or directly below the base of an enemy counts as being in base-to-base contact. Where doubts arise the GM decides which models may fight and which cannot.

If flying troops are attacking troops on the ground, the **flying troops always attack first,** even if they have lower Initiatives.

The flying troops roll to hit as normal, and resolve any wounds, saves etc. just as in normal combat. The ground troops roll to hit using their own Ws **but** the Ws of flying troops always counts as 10 when being attacked.

Flying troops may break off from combat anytime during their turn, and will often have to do so because of their minimum move distances.

Example.

5 Harpies, Ws 5, attack a unit of 20 men, Ws 3. The GM resolves that only 10 of the men are in base-to-base contact and can fight. The Harpies attack first as they are flying, although their Initiative is in fact lower than that of the men (2 as opposed to 3). Ws is 5 vrs 3 - a basic 4 'to hit'. The Harpies score 3, 4, 6 and 6 - a total of 3 hits. Resolving the hits they score, let us say, 1 kill and a single man is removed leaving 9 to fight back. The men have a Ws of 3 and count their enemies Ws as 10 because they are flying. Ws 3 vrs 10 gives a basic 8 'to hit' (needing 6's followed by 5's). The men score 2, 3, 3, 4, 4, 5, 5, 6 and 6, followed by 1 and 4, so they all miss.

PUSH BACKS

A ground unit which would be pushed back from the air may not move. The push back still counts as such. A unit routed by aerial attack will head towards it's own table edge. If a ground unit is pushed back by a combined ground and air assault, then it will be retreat away from the ground unit as with normal ground combat push backs.

An aerial unit that is pushed back from the ground **must** climb away from combat next turn.

COMBAT IN THE AIR

Enemy flyers can attack each other if they are on the same level, and they are in base-to-base contact. Combat is resolved as normal, opponents count as **flying** and so have a defensive Ws of 10. This makes aerial combat quite a risky business, with speeding combatants trying hard to score fleeting blows against their foes.

CHARGES, RUNNING AWAY, STAND AND FIRE

Flyers cannot charge as such, and receive no movement or combat bonuses whilst entering combat. Similarly, they may not run away from a charge or stand and fire. This simulates the fact that aerial movement would really be a simultaneous affair, with neither side having time to perform complex manoeuvres or prepare missiles.

COMBAT

Resolve combat as normal, taking hits in order of Initiative.

DROPPING THINGS

If a flying creature flies over a unit it may drop suitable missiles down onto it. This can be done at any height, including attack height, but **not** if the flying creatures are in hand-to-hand combat.

Dropping does not prevent the firing of missile weapons during normal shooting, it is additional.

Dropped objects typically include, stones, bricks, timber and other improvised items. You cannot drop normal missile weapons, throwing axes, javelins etc: such weapons must be thrown normally as part of shooting.

A unit of flying troops must land to collect suitable items to drop. Normally this means going to some theoretical off-table position, landing, collecting and returning with a full load. A unit going off table to make such a collection must wait for one full turn. At the beginning of each subsequent turn roll a D6. A score of a 6 indicates that the unit returns with replenished supplies of missiles. Place the unit at any point along their own table edge and move as normal. A unit may give up looking for missiles, and return to it's own player's table edge at the beginning of the next turn.

HITS FROM DROPPED ITEMS

Follow this procedure for each attacker.

1. Nominate a target point directly below your flight path.
2. Roll a D6.
3. Deduct 1 at High altitude
   2 at Low altitude
   3 at Attack altitude

The result indicates the distance the missile lands away from its target. A score of zero or less is a direct hit. Direct hits are resolved at the Strength of the creature dropping the missile, plus the height bonus, it is assumed larger creatures can carry heavier loads.

Height bonuses are added to the Strength of the creature to give a final attack Strength for the hit.

0 at Attack altitude
1 at Low altitude
2 at High altitude

Missiles which miss their targets can be ignored, and regarded as misses. Alternatively the GM can roll randomly to determine where they have landed, and the result of any accidental hits can be resolved.

ADVANCED PSYCHOLOGY

ALCOHOLISM

Certain creatures can be subject to **Alcoholism** as an additional psychological factor. Alcoholism is not like other psychological factors in that it must be acquired, and so is applicable to individuals or groups rather than to whole species. Humans are bad enough (especially Norse), but some Giants are utterly disgusting; spending almost all of their time in a complete stupor. Halflings are also known to be accomplished boozers, and can commonly be discovered lying inverted in drainage ditches, smashed out of their skulls on cheap cider.

The **Battle Bestiary** indicates which creatures are subject to alcoholism. Roll before the battle to discover if any of these types have been 'at the bottle'. Throw a D6 for each unit of troops - a score of 6 indicates that the creatures concerned have been boozing, and may suffer certain penalties. Heroes and wizards are rolled for separately, but champions will have been drinking if the rest of the regiment has.

Once a regiment or character is established as having been drinking roll 2D6. If the result is **equal to or less** than the creature's **Will Power** then the creature has managed to stay relatively sober. No effect.

If the result is more than the creature's WP the creature is well and truly drunk, and the following rules apply for the rest of the game.

1. The 2D6 dice result **minus** the creature's WP is deducted from each of the characteristics on the creature's profile. This cannot take a characteristic below 1.

2. The individual or regiment will not be able to march past any ale house or other source of alcohol. Should the regiment find itself within 4" of a potential source of booze it must investigate so long as it is not engaged in hand-to-hand combat. If alcohol is discovered the regiment will spend the rest of the turn drinking. Deduct 1 more point from each of the remaining characteristic scores. If S or T drop to zero the creatures have drunk themselves unconscious and may take no further part in the battle. Other characteristics may not fall to below 1.

3. Drunken Giants may stagger and fall as described in the **Battle Bestiary.**

INSTABILITY

Instability effects some Undead and all Etherial creatures as indicated in the **Battle Bestiary.** These creatures naturally belong in the **Planes of the Dead,** and can be effected by shifts between the world as we know it and their own plane. Such shifts are known as times of **flux.**

If your army include types effected by instability roll a D6 at the beginning of each turn. A score of a 6 indicates that a shift has occured. Every friendly creature subject to instability will be effected. Roll a D6 for each unit.

D6	Result
1	The Planes of the Dead are no longer accessible from the real world. The creatures are trapped in this plane, where, deprived of supernatural strength, they become increasingly insubstantial. **Do not roll again for instability for the rest of the game -these effects are permanent.** The creatures can no longer cause any physical damage in combat, although they can be effected by weapons and magic as normal for their kind. They still cause **fear** and other psychological effects as normal. In addition the troops become subject to **stupidity.**
2	The state of flux pulls the physical manifestation of the creatures back into the Planes of the Dead, only their ineffectual images remain. **Do not roll again for instability for the rest of the game -these effects are permanent.** The creatures can no longer cause any physical damage in combat, nor can they be effected by normal weapons. They still cause **fear** and other psychological effects as normal. The creatures are automatically dispelled by hits from magical weapons or magic attacks.
3	The state of flux leaves the creatures confused and unsure. The creatures may not move for the rest of this turn. If in combat the creatures fight at half effect, halving the number of hits scored. All hits caused on the unit that turn will automatically cause wounds where appropriate.
4	The flux draws some of the creatures back to the Planes of the Dead. Remove D6 models fom the unit, they do not return.
5	The flux brings the Planes of the Dead closer, enabling the creatures to acquire fresh vigour. For this turn only the creatures fight with double their normal nu ber of attacks.
6	The flux is very advantageous to the unit, and they gain great power. For this turn only the creatures cannot be slain by any means what-so-ever. In addition all blows struck by them will be at +1 strength, or +1 effect for creatures with non-striking attack modes.

ANIMOSITY

Most armies content themselves with fighting the enemy; some armies, however, are not quite so single minded. Inter-regimental, tribal or even personal rivalry can often reach such a peak that ostensibly friendly units start fighting each other. Such a tragic break down in discipline is only common amongst Goblinoid creatures. Goblinoids detest everything; other creatures, themselves, but especially other Goblinoids. They will argue and brawl at the least opportunity, fights and even deaths are common.

All Goblinoid units are subject to animosity against other Goblinoid units. This applies to Goblins, Hobgoblins, Lesser Goblins, Orcs, Half Orcs and all cross-breeds.

A player whose army includes Goblinoids must test for animosity at the beginning of his turn. Any unit of Goblinoids within charge reach of another friendly unit will test. Roll a D6 for each unit, a score of a 6 indicates that the unit **charges** the nearest friendly body of Goblinoids.

A unit Leader may try to stop his troops reacting to animosity by testing on his Leadership. Roll 2D6, a score of equal to or less than the Leadership indicates that the Leader has successfully contolled his troops, and they behave normally.

Once in combat units of Goblinoids suffering from animosity attack each other as if they were enemies. During subsequent turns any inter-goblinoid combats will continue unless their Leaders can stop the fight. The Leaders of **all** units concerned must save on their Leadership for this to happen.

Animosity will cease to apply, and fighting units will automatically return to normal, in any of the following situations.

1. If enemy troops are within 12".
2. If **hated** enemy troops are within sight (essentially Dwarfs).
3. Heroes and wizards are never subject to animosity, and may leave a unit that is undergoing an animosity reaction should they so wish.



POISONS

Toxins are an interesting and vast subject, with lots of potential for the fantasy gamer. Poisons of various kinds may appear as potions, drinks or gases: in these forms they are of more relevance in a full-blooded role-playing game. Weapons can also be poisoned; a situation far more likely to be met with in a battle than any of the more subtle means of poisoning. Apart from these manufactured or prepared toxins, there are also those associated with venomous creatures, such as snakes.

The rules that follow cover poisoned weapons and animal venom, but do not go into the more complicated or subtle uses of toxins. The GM is welcome to further develop these areas if he wishes: more information can be found in **Warhammer Role-Play.**

POISONED WEAPONS

Ordinary weapons can be treated with poison to turn them into **poisoned weapons.** Each successful hit from a poisoned combat or missile weapon causes a single poison attack **as well as** possible normal damage.

> Example. If a character if hit by a poisoned arrow he suffers normal damage from the arrow **and** additional damage from the poison.

Almost all weapons can be treated with poison. The only exceptions are crushing weapons, such as maces, which are unlikely to pierce skin. Maces, clubs, cudgels and hammers all come into this category, and may not be poisoned.

Only one type of poison may be applied to any weapon. Poisons are complicated chemicals and interaction generally negates any effect.

VENOMOUS CREATURES

Creatures which have a poison attack are usually described as **venomous** rather than poisonous. Animal venom works in exactly the same way as poison and can be treated as being the same to all intents and purposes.

A venomous creature scores poison attacks only from **Bite** and/or **Gore** hits. The bite or gore does normal damage, and then does additional poison damage. The **Battle Beastery** contains full information on which creatures are venomous, and whether they have poisonous gores or bites.

USING POISONS ON THE BATTLEFIELD

In battle only a selection of the more deadly **Common Poisons** are used. Characters can carry poisoned weapons if they wish. Regiments can be equipped with poisoned weapons, but all the members of a particular regiment must use the same poison.

POISON AND VENOM EFFECTIVENESS

Venoms effect all of the groups of creatures listed below. Poisons only effect one group. The player may choose which poison group he wishes to use.

Group	Effects
Manbane	Humans, Dwarfs, Halflings, Pigmies.
Elfbane	Elves.
Blackroot	Orcs, Goblins, Hobgoblins.
Trollbane	Ogres, Trolls, Giants, Treemen.
Lizardbane	Lizardmen, Troglodytes, Slann.
Demonbane	Demons.
Truefoil	Were-creatures (in were form).
Beastbane	Monsters and Animals.
Graveroot	Undead.

Make a note of the group effect of the poison being used. Poisons **never** effect ethereal creatures.

POISONED ATTACKS

Poisoned weapons will cause normal damage as well. Work out the normal damage first, and remove any casualties in the normal way.

The number of **hits** caused equals the number of **poisoned attacks.** Poisoned attacks effect a victim's **Toughness.** For each hit roll D4-1, this is the amount of damage. Deduct the score from the victim's Toughness. Toughness reduction will effect a model's fighting abilities. Once Toughness is reduced to zero the victim has been slain.

When an entire regiment is being attacked with poisoned weapons work out the normal damage first, removing any casualties. Then work out the total damage from poisoned attacks.

> Example. 3 hits = 3 poisoned attacks. 3 X D4-1 = 3, 2 and 2 total 7.

Remove whole models and record any remainder as you would for wound damage.

> Example. 7 Toughness damage on a unit of humans (T3), equals 2 men dead and 1 remainder.

Wound and Toughness damage are recorded seperately and effect different individuals in a unit. An individual character suffering a poisoned attack will, of course, reduce both his Wounds and Toughness.

RECOVERING FROM POISONS

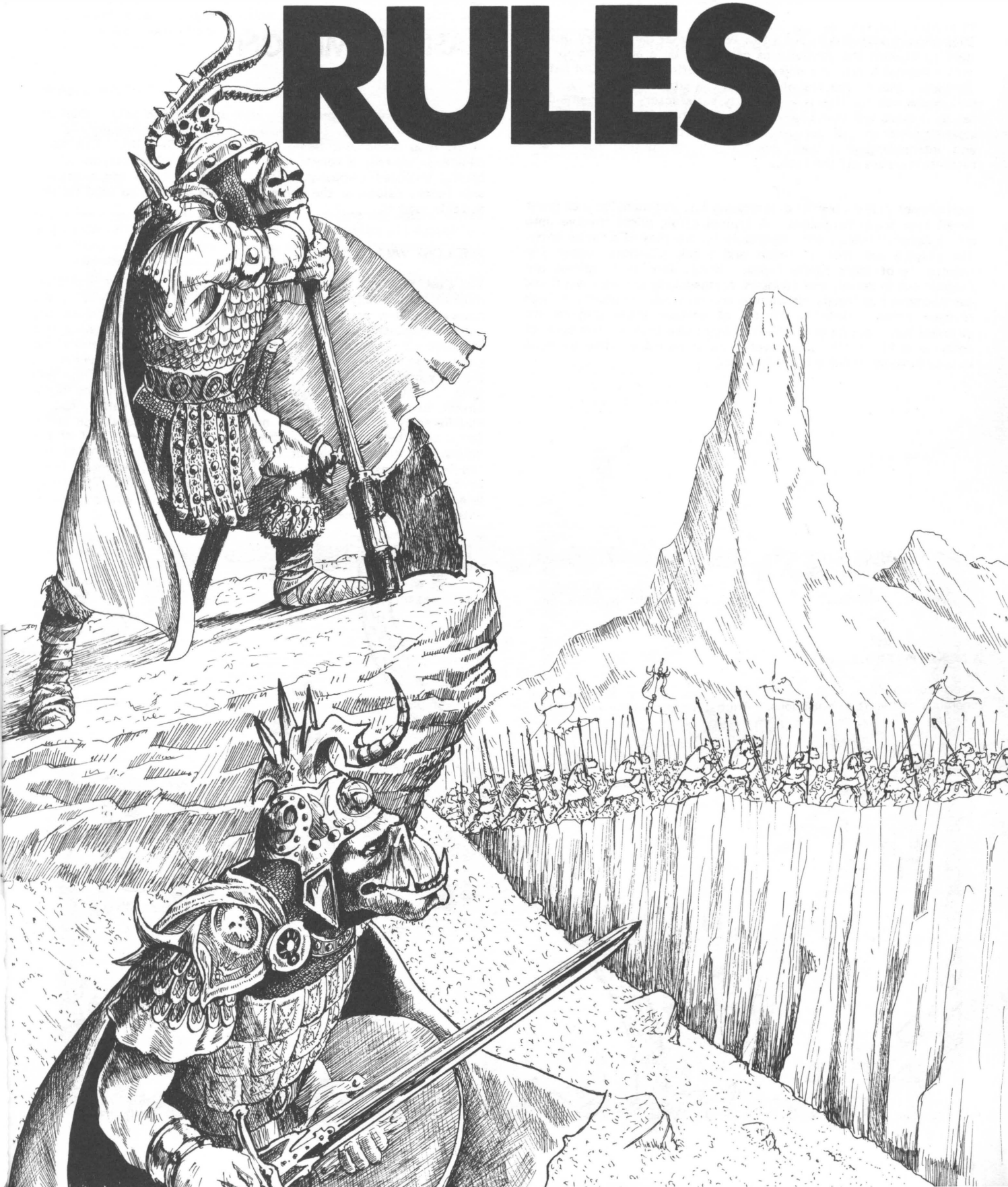
A model slain by poisons cannot recover. A model with more than half of his Toughness gone cannot recover during a game, although the GM may decide recovery is possible after the battle.

A model with half or more of his original Toughness left can recover at the rate of 1 point per turn. It is not necessary to rest, recovery is automatic.

EXOTIC POISONS

The poisons dealt with here cause death. This is a simple approach, best suited to a mass combat battle. However, GM's might like to bear in mind the use of other poisons described in more detail in the **Warhammer Role-Play.** These are more sophisticated toxins permiting various effects, including paralysis, unconsiousness and Will Power destruction.

EXPERT RULES



FIGHTING A CAMPAIGN

Once players have fought out a few Warhammer games they usually start to explore the possibilities of setting up a proper campaign. With a normal battle the objectives are defined by the GM before the game, and, at the end of the day, the situation is resolved one way or the other. This is a perfectly satisfactory arrangement as far as it goes, but how much better if each engagement is fought towards some overall purpose, relating directly to future battles and introducing a proper respect for harbouring forces and retreating troops off the table.

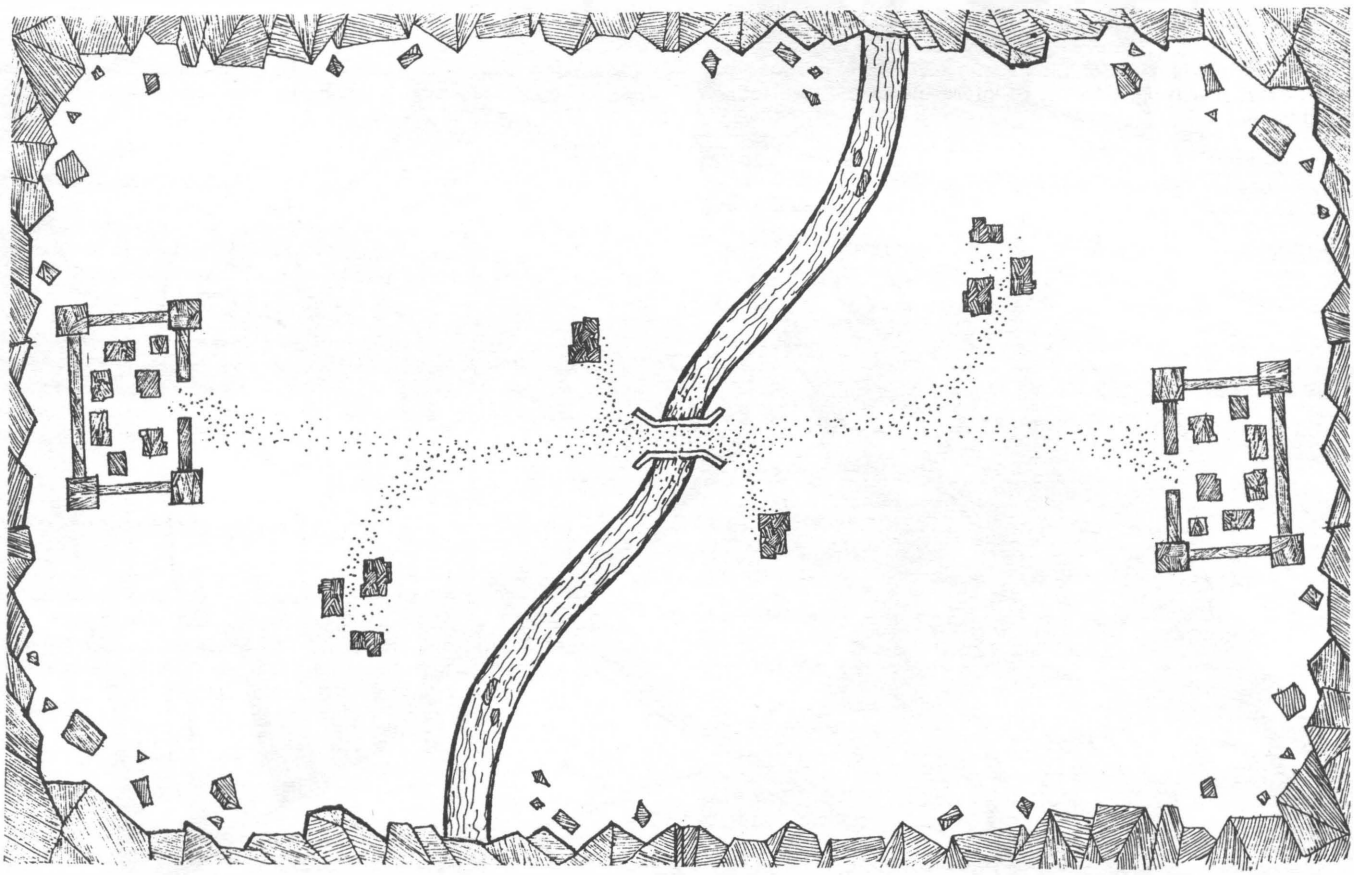
Warhammer players are an enterprising lot, and many go into great detail over their campaigns. A typical affair might involve upto half a dozen players, each responsible for the play of a racial army. The players are free to make and break alliances within the constraints of their racial types. Whole fantasy kingdoms are mapped out in detail, and counters representing armies moved and countermoved as troops manoeuvre around strategic points, or high revenue areas. Once in control of certain areas players are awarded bonus points with which to buy more troops. The level of detail is up to the GM and players. At some future time we hope to publish some of our own campaigns.

BASIC CAMPAIGN

If you have never played in any sort of campaign before then you might like to consider the following idea. Most campaigns utilise maps, map movement being controlled by the GM. This basic campaign has only a very simple map, and provides players with a totally enclosed campaign world. No troop types are specified, only Points Values, so the game is flexible and can be used for any suitable models.

THE LOST VALLEY

The Lost Valley is situated high up in a vast range of encircling mountains. The only possible way in or out of the valley is by air, however, there are no aerial troop types available: making the valley completely isolated. At the north end of the valley is a fortified city belonging to the **Northerners,** at the South end of the valley is an identical fortified city belonging to the **Southerners.** In the very middle of the valley is a bridge across the river which runs west to east from a hidden source in the western mountains into a cavern in the east. In the southern half of the valley, spaced equidistantly between the city and the bridge are a village and a farm, both belong to the Southerners. The northern half of the valley is a mirror image of this. The sequence starting at the North end goes; northern city, northern village, northern farm, bridge, southern farm, southern village, southern city. The valley is so narrow that is is impossible to get past any village or farm without passing through it.



To begin the campaign give each player a fixed number of points to spend on troops. The examples for army renewal assume a starting figure of 1000 points, but you can adjust this if you like. The PVs available become the armies of the South and North. After each battle you will adjust the strengths of armies depending on casualties suffered and sometimes territory gained. It is assumed the vast majority of troops removed as casualties are not dead, but only lightly wounded, knocked out or scattered.

BATTLES

The objective of each side is to take the city of the other. The first battle is fought over the Bridge. The loser then retreats to his farm, and the second battle will take place there. From then on the loser is always pushed back onto the next battle site, and the armies may sway to-and-fro over the various sites during the course of the campaign.

WINNING BATTLES

Battles are fought until one side gives in, or until one side has no troops left capable of putting up a proper defense.

CASUALTIES

The winner regains 75% of the troops lost during the battle, either as a result of routs off the table or ordinary battlefield casualties. Characters may or may not be alive, as can be determined by using the **Characters as Casualties** section - see page 62. The loser regains all of his troops retreated off the field of battle, 50% of the troops who routed of the table and 50% of his other casualties.

RE-INFORCEMENTS

After every four battles a year is deemed to have passed, and further recruits may be placed in the army. For each of the battle sites in his possession a players gains the following PV value of troops.

CITY	500
VILLAGE	250
FARM	100
BRIDGE	50

It is recommended that the GM chooses the re-inforcements available.

If players are running short of troops they can mutually agree to wait until a full year is up, take the re-inforcements and then fight the next battle.

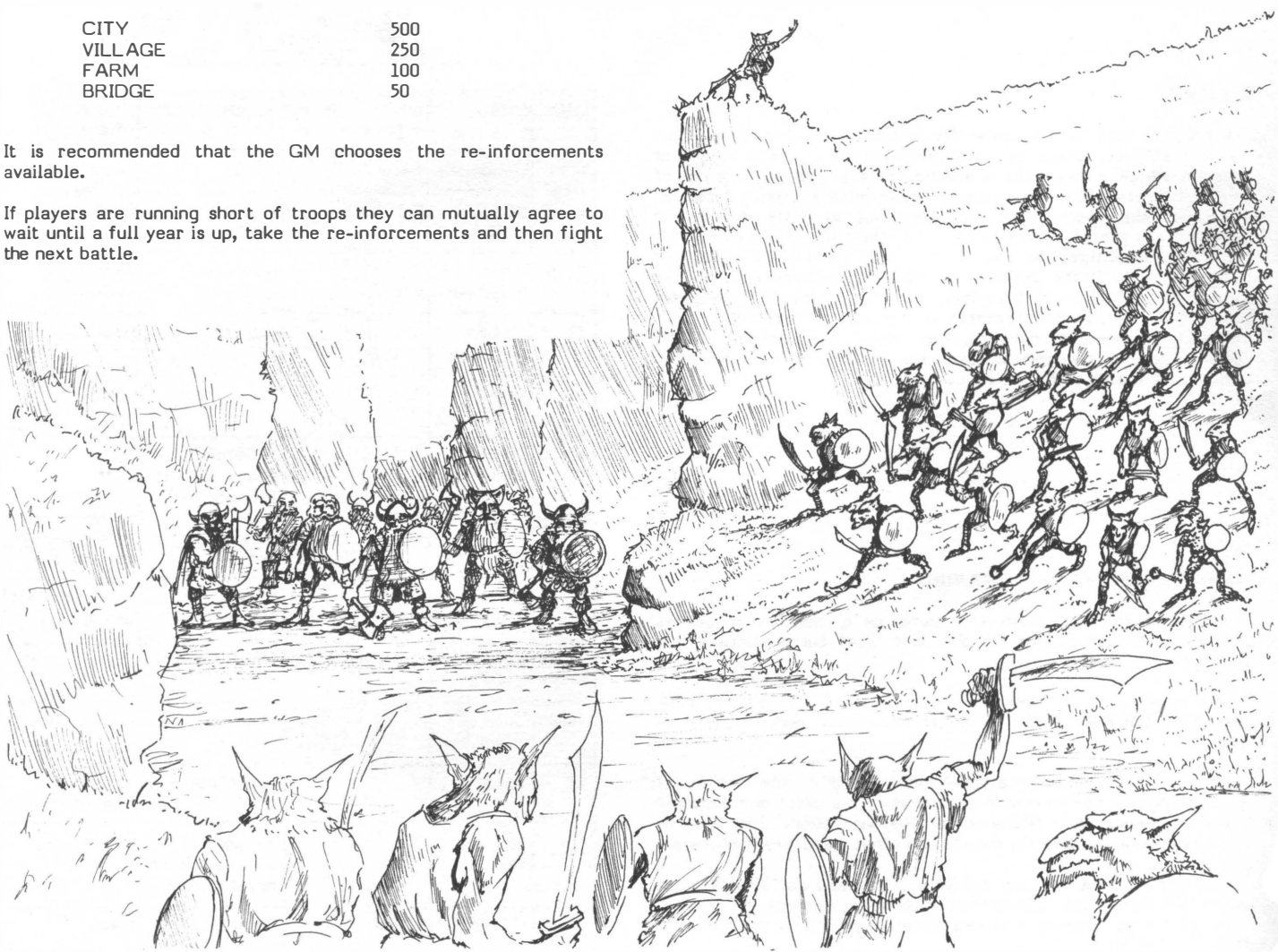
SETTING UP THE GAMES

The battle sites can be constructed using any suitable scenery. The Village and farm need comprise of only a few buildings, with outlying woodland, a few hills and whatever hedges or ditches the GM feels would be appropriate. Make a map of each area just in case you have to fight over it again.

The first battle takes place over the bridge, the GM can set up the scenery, placing a river through the centre of the board with the bridge in the middle. The bridge should be about a foot wide to permit a reasonable amount of movement. The river flows very fast, and so cannot be swum although it can be crossed by boat. Allow boats to be available as part of an army at a PV of 25, each can carry up to 6 human sized creatures.

The remaining games can be fought out at the GM's discretion, remember to try to ensure both sides stand a reasonable chance of victory.

The last game will be a seige fought over a city. The city can have a wall if you wish, but this is not essential. If the city is walled the besieger should be permitted the chance to build seige engines using local timber. By this time the players should be experienced enough to utilise the rules on buildings, engines and fires.



CHARACTERS AS CASUALTIES

CAMPAIGN HEROES

In a simple one-off battle the death of a character is of no real consequence, after all you can always create another character for your next game. However, if you are playing in a campaign your characters will be irreplacable, and consequently very valuable. At the end of a campaign battle a certain percentage of normal troop casualties can be reclaimed as lightly wounded or scattered (see page 61). The same sort of thing applies to characters: a character who has been slain might simply have been knocked out, wounded very slightly or disabilitated in some way. The **Injury** chart below is used by the GM to determine the fate of a character lost in battle. Obviously on occasions the GM will have to use his common sense to modify the result, and he may feel that a character should have a lesser or greater chance of survival because of the manner of his death. It may be necessary to invent some sort of story to explain away a characters miraculous survival.

A character who sustains only partial damage during a campaign game, losing 1 wound out of a total of 4 for example, will fully recover for the next game, he does not have to throw on this chart.

INJURIES

The chart is used to determine the severity of an injury, and how this will effect a character in a campaign game. The length of time for which a character is non-combatant is given in terms of campaign battles (i.e. the character must miss 1 battle, 2 battles etc): each time period can be thought of as D100 days or D3 months if you prefer. The GM can alter the time scales to suit his particular adventure, or can devise some convenient means of healing injuries more quickly; wonder cures, miracles, healing springs etc. The chart also indicates the appropriate penalties which apply whilst the character is recovering, these will prove useful if you want to develope the role-playing element of the game. The last column indicates the permanent damage which applies both during and after recovery.

ADDITIONAL EFFECTS OF INJURIES

A character removed from the game as a casualty is always assumed to be unconsious for the next D6+4 turns whatever his injuries.

Severe injuries to an arm or leg imply that the limb is non-functional, possibly wholly or partly amputated and in any case useless.

Characters suffering severe arm injury have a 50% chance of retaining enough use to enable some sort of cosmetic or functional prosthetic devise to be fitted at the GMs discretion. Such devices could include hooks, swords, shields and other weaponry if desired.

Characters with one leg may not be able to cross certain obstacles at the GMs discretion. Characters without legs cannot move at all - although they may be wheeled about, can ride horses and can travel in chariots.

Characters suffering a severe head injury have a 10% chance of suffering blindness in one eye (-2 Bs), and a 5% chance of suffering deafness in one ear (All Personal Characteristics reduced by -1). There is also a 1% chance of having both the sense of smell and taste effected, which may possibly effect the character's actions (for example a character with no sense of smell would be immune to **Nausea** caused by Troglodytes).

Characteristic losses resulting from injuries may never take a characteristic below 1.

When determining the effects on campaining characters the GM must be prepared to juggle results in order to preserve the balance and integrity of the campaign itself. There is no point in having a vital character killed off if he is essential to the success of the game.



D100	Injury	Non-combatant time (Battles)	Penalty during non-com. time	Permanent effects
1-10	Concussion	None	None	None
11-20	Light Left Arm	1	May not use arm	None
21-30	Light Right Arm	1	May not use arm	None
31-35	Light Left Leg	1	Halve Move	None
36-40	Light Right Leg	1	Halve Move	None
41-50	Light Head	1	All profile characteristics reduced to 1.	None
51-60	Severe Left arm	2	May not use arm	May not use arm
61-70	Severe Right arm	2	May not use arm	May not use arm
71-75	Severe Left Leg	2	Halve Move	Halve Move
76-80	Severe Right Leg	2	Halve Move	Halve Move
81-85	Severe Head	2	Comatose	-1 on all characteristics
86-90	Severe Body	2	All profile characteristics reduced to 1.	-1 S and T
91-00	Critical	Dead	Dead	Dead



A GAMES WORKSHOP PRODUCT


BATTLE MAGIC

Dedicated to

Phil Barker, Donald Featherstone and Michael Moorcock

whose fault it all is

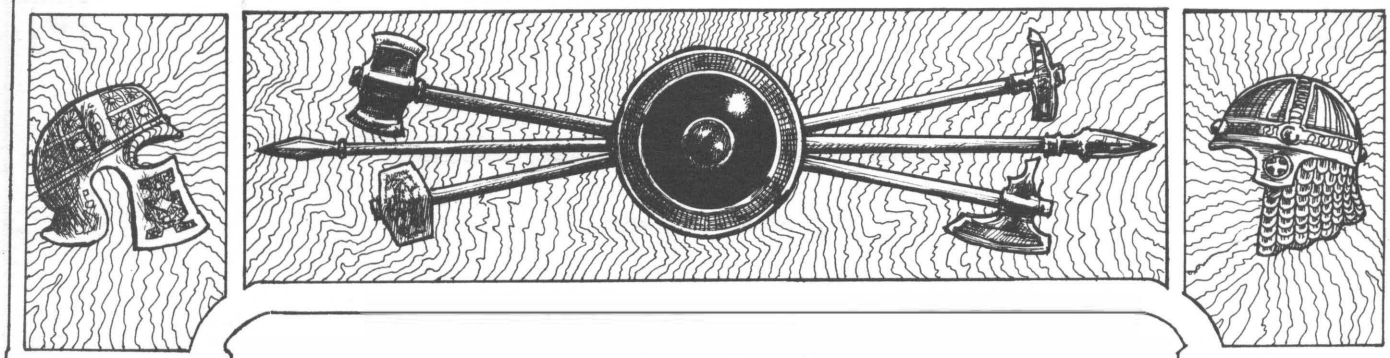
WARHAMMER
Book 2.



BATTLE MAGIC

C Games Workshop Ltd 1984

A GAMES WORKSHOP PRODUCT



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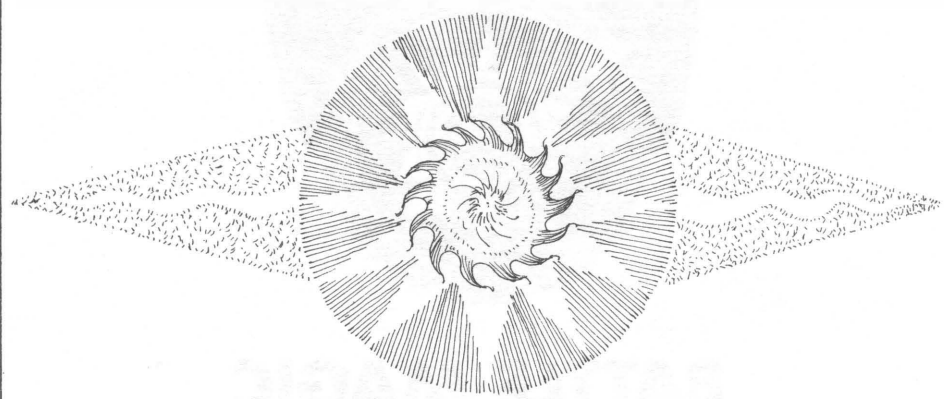
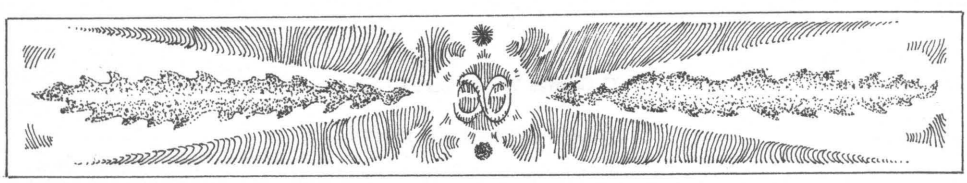


CREDITS. Warhammer Rules by Richard Halliwell, Byran Ansell and Rick Priestley. Box art by John Blanche. Book covers by Tony Ackland and John Blanche. Internal illustrations by Tony Ackland, John Blanche and David Andrews. Cardboard Characters by John Blanche. Design and layout by Joanne Podoski. Magnificent Sven scenario devised by Richard Halliwell.

All of whom would like to extend their thanks to all of the Warhammer players who have helped playtest this new edition, and who have contributed their valued comments and many excellent ideas.





WIZARDS

Wizards and magic provide gamers with unique and important elements for Warhammer battles. Wizards have the ability to use magic and to cast spells: spells which can influence or even dictate the course of a battle.

BATTLE MAGIC

As everyone would appreciate, magic is rarely a question of instant or certain success. Most magic is difficult and time consuming to initiate, and may require specific ingredients, utensils, or circumstances, sometimes imposing strange restrictions on the spell weaver himself. Magic of this kind is not suitable for use on a battlefield, where there is little time for complicated or precise calculation.

On the battlefield a wizard employs only spells of a simple kind called **Battle Magic.** Warhammer Battle Rules deal only with this battle magic; more complicated magic is covered by the Warhammer Role-Play Rules.

MASTERY

A wizard's **Mastery Level** indicates his degree of power and his standing amongst his fellows. Mastery level goes from 1, the lowest, to 4, the highest. These levels do not correspond directly to any title as such, although occasionally a wizard will assume a title or may be awarded a title of some kind. Some wizards belong to specific schools of magic, or may pursue specific magical philosophies; wizards of this kind are often referred to as **cultists.** Cultists are no different from other wizards really, although they are likely to receive formal tuition, and are more likely to hold some sort of title.

1 A **novice** wizard, a wizard's **apprentice** or an **initiate** belonging to a magical cult. Level 1 wizards are often young or inexperienced. Some wizards never progress beyond level 1, but content themselves with the simple skills they have already learned.

2 An experienced wizard, well able to find employment and often quite independant. Possibly a full member of a magical cult, and then sometimes called an **acolyte.**

3 A very experienced wizard of considerable personal power, often wealthy, invariably successful and usually well past middle age. If a cult member he would be a respected official, called an **adept** in many cults.

4 A very powerful wizard, usually a leader of fellow wizards, sometimes the patron or leading-light of a magical cult - then referred to as a **mage.** A level 4 wizard would hold a similar social position within his world equivalent to that of a monarch in ordinary society.

CONSTITUTION

Constitution is magical stamina. A wizard with a high constitution will be able to cast more spells with a greater chance of success than a wizard with a lower constitution. Every wizard begins a battle with his maximum number of **Constitution Points** (CP) -these are normally:

Level	CP
1	10
2	20
3	30
4	40

As spells are cast CPs are deducted from the remaining total.

USING BATTLE MAGIC

A wizard can cast a spell in the **Magic** portion of his turn. A wizard can use spells equivalent to his mastery level or lower, but not higher. The individual may select one of the specific battle spells available to him.

SPELLS

Each spell comprises of the following information.

Spell level	Spells are divided up into 4 levels of complexity equivalent to the 4 levels of mastery. Level 1 spells are easiest and require least CP, level 4 spells are the hardest and require the most CP.
Energy	When a wizard attempts to cast a spell he uses energy, the amount used varies from spell to spell. The energy is deducted from the wizard's remaining CP once he has cast a spell.
Description	Each spell is different in its effects, range, etc.

CASTING A SPELL

Once a wizard has selected his spell he attempts to cast it. Whether or not magic works depends on the wizard's remaining CP. If his CP is 12 or more the spell will **always** work. If his CP is less than 12 the spell may not work, and it is necessary to test for success.

Test for spell casting success by rolling 2D6. If the result is equal to or less than the wizard's remaining CP the spell has been cast successfully. A score of more than the wizard's remaining CP indicates that the spell has failed.

After attempting to cast a spell, and whether the wizard succeeds or fails, deduct the amount of energy used from the remaining CP.

THE MAGICAL SAVE

Any unit or character suffering from magical attack may attempt to make a saving throw against the effects of magic. A unit tests only once, and the dice result applies to every member of it. Characters, including characters with units, will have a seperate saving throw. If the save is a success the unit or character is not effected at all. If the save is a failure the unit/creature is effected by the spell as normal.

The unit or creature under attack rolls 2D6. If the score is equal to or less than their **Will Power** the spell has no effect. If the score is more than their WP the save has failed and the magic has full effect.

AUGMENTED SAVES

A wizard under magical attack may use points of Constitution to augment his own magical saving throw. Before making the dice roll the wizard must declare how many CPs he is going to use to augment his save. For each CP used the wizard's WP is temporarily increased by 1, giving him a better chance of saving. After the save has been determined the WP returns to normal, and the CPs used to augment it are lost.

ENHANCED ATTACKS

A wizard making an attack may use points of Constitution to enhance the spell. As he casts the spell the wizard must declare how many CPs he is going to use to enhance his attack. For each CP used the target's WP is temporarily decreased by 1, reducing the chance of saving. After the save has been determined the target's WP returns to normal, and the CPs used to enhance the attack are lost.

Where an enhanced attack and augmented save are to be made at the same time it is best to have each player secretly write down the number of CPs used in each case.

WPs temporarily lowered or increased during magical attack are altered **only** for the purposes of the magic save.

RESTING AND REGAINING CONSTITUTION

A wizard who rests from the beginning of his turn until the beginning of his next turn regains 1 CP. Resting wizards must be totally inactive, they cannot move, fight or even speak.

WIZARDS AND ARMOUR

Wearing armour and carrying a shield will make it difficult for a wizard to perform his magic correctly, both getting in the way of his conjurations and setting up magical disharmony.

Accordingly wizards do not usually wear armour, except for small items such as vambraces or sometimes helmets, which do not confer a saving throw, and so do not interfere with magic.

Wizards who do wear armour may **not** regain Constitution by resting. In addition the higher the armour saving throw the greater will be the number of energy points required to cast a spell. This will be +1 per dice 'pip' - so a save of 6 = +1, a save of 5 or 6 = +2 whilst a save of 4, 5 or 6 = +3. The saving throw from a riding animal is **not** counted unless it is wearing armour, in which case the armour alone is counted.

INNATE MAGICAL ABILITIES

All wizards are sensitive to magic and enchantment, and have certain abilities because of this. A wizard of any mastery level will have all of these abilities.

MAGICAL SENSE - if a wizard touches an object which is effected by magic, or which is magical, he will be able to sense this. He will not be aware of the function or purpose of the magic, only that it is present. A wizard will be able to sense that another creature is a wizard by touching, such as by shaking hands.

MAGICAL AWARENESS - a wizard who remains totally inactive for an entire turn, neither moving, fighting or performing magic, will be aware of the presence and rough direction of any other wizards within 48".

WIZARDS FOR BATTLES

A wizard will have a basic profile for his race, with the following modifications. GMs are free to vary these modifiers within the context of their own games and campaigns. Constitutions are given as either a fixed amount or a random quantity - use which ever method you find most suitable.

MASTERY LEVEL 1

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-	-	-	-	-	+1	-	-	-	-	+1

Constitution	10 points (or 3D6)
Number of 1st level battle spells	maximum 3
Number of 2nd level battle spells	zero
Number of 3rd level battle spells	zero
Number of 4th level battle spells	zero

MASTERY LEVEL 2

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-	-	+1	+1	+1	+2	-	+1	+1	+1	+2

Constitution	20 points (or 6D6)
Number of 1st level battle spells	maximum 3
Number of 2nd level battle spells	maximum 3
Number of 3rd level battle spells	zero
Number of 4th level battle spells	zero

MASTERY LEVEL 3

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-	-	+1	+1	+2	+3	-	+2	+2	+2	+3

Constitution	30 points (or 9D6)
Number of 1st level battle spells	maximum 3
Number of 2nd level battle spells	maximum 3
Number of 3rd level battle spells	maximum 3
Number of 4th level battle spells	zero

MASTERY LEVEL 4

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	-	-	+1	+1	+3	+4	-	+3	+3	+3	+4

Constitution	40 points (or 12D6)
Number of 1st level battle spells	maximum 3
Number of 2nd level battle spells	maximum 3
Number of 3rd level battle spells	maximum 3
Number of 4th level battle spells	maximum 3

INTELLIGENCE

A creature must have an unmodified Intelligence of at least 5 to become a wizard.

A wizard may have no more spells than he has current Intelligence. Spells of a lower level may be given up in order to acquire spells of higher levels should this prove necessary.

MAGICAL WEAPONS

The availablility of magical weapons can be safely left to the GM to determine. Remember that a game can be seriously imbalanced by too many magical artifacts. In our own games wizards of level 2 or more quite often employ magical weapons, whilst level 1 wizards do so only very rarely. An approximate guide to the probability of a wizard having a magical weapon is Level 1 - 10%, Level 2 - 60%, Level 3 -75%, Level 4 - 90%.

DETERMINATION OF SPELLS

The spells available to a wizard can be either allocated by the GM before a battle or campaign, or freely chosen by the player. It is up to the GM to decide which method to use. The preferred way in our own games is to let the player choose his spells, but the GM can veto any spells he considers unsuitable for use in that game.

POINTS VALUES FOR WIZARDS

PVs for wizards can be worked out as follows.

1 First work out the normal PV from the characteristics.
2 Multiply this by 10.

This is the PV without spells. Equipment cost multiplyers are based on this.

Then Add on 10 points per spell available.

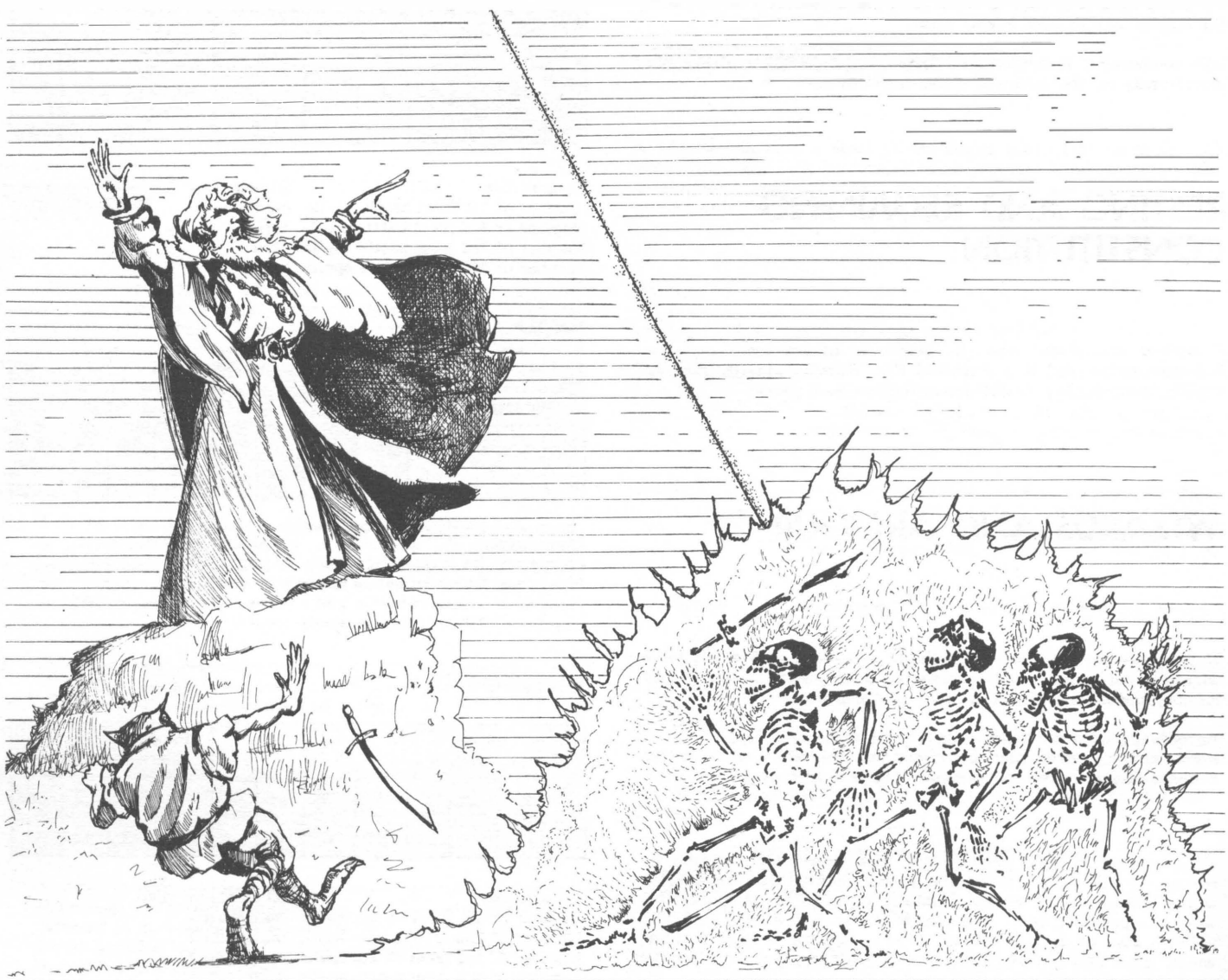
So a human wizard with no armour or equipment, mastery 1, with 3 1st level spells costs:-

5½ (basic) x 10 + (3x10) = 85 points

Although spells add onto the cost in the same way as, for example, equipment they are **not** subject to multiplying modifiers. Nor are they considered to be part of the wizard's basic points value, which is always just normal PV x 10.

PREPARING FOR BATTLES

Wizards may not normally cast spells before a battle. If he wishes the GM can allow a wizard to cast a spell before a battle, and enter the battle already bearing, for instance, an **aura** spell. If the GM allows this he should also allow the wizard to rest and recover some or all of the CPs used. Whether the GM decides to allow pre-battle spell casting will depend upon the game and the GM.



SPECIALISED WIZARDS

Some wizards choose to follow specific branches of magic, and acquire certain extra spells and skills not available to the normal run of the mill wizard. Warhammer players can use any of the following types of specialist wizard.

NECROMANCERS

Most necromantic magic is unsuitable for battlefield use. The smaller part that is suitable is called necromantic battle magic.

All necromantic magic concerns itself with the control and manipulation of the dead or undead. As such, necromancers are invariably evil, unhygenic, depraved and quite insane. A wizard from a race of **good** creatures, such as Elves cannot be a necromancer.

Necromancers have mastery levels and CPs in exactly the same way as other wizards, and can use ordinary battle magic as well as necromantic magic. However, they will always have fewer battle magic spells than the equivalent level of ordinary wizard.

NECROMANCERS FOR BATTLES

Profiles are exactly the same as for ordinary wizards, necromancers have the same limitations on intelligence and use the same points values.

DETERMINATION OF SPELLS

The spells available to a necromancer are slightly different from those available to an ordinary wizard.

Necromancer	Battle Magic Spells	Necromantic Spells
Level 1	1 of level 1	2 of level 1
Level 2	1 of levels 1 and 2	2 of levels 1 and 2
Level 3	1 of levels 1, 2 and 3	2 of levels 1, 2 and 3
Level 4	1 of levels 1, 2, 3 and 4	2 of levels 1, 2, 3 and 4

Spells can be chosen by the player or by the GM as with battle magic.

NECROMANCERS AS CONTROLLERS

Skeletons and Zombies lack motivation, they require a friendly **Controller** to tell them what to do. A necromancer can act as a controller over any friendly unit/s within 12" of his person. This is not a spell, but an innate ability of the wizard. Necromancers can use spells to increase their control range, or do away with the need to have a controller.

NECROMANTIC SUMMONATION

All summonation spells are performed in a similar manner. The wizard first casts his spell and summons his creatures, making any **constitution** based roll for success/failure as appropriate. If the spell is cast successfully the creatures appear, if the spell is not cast successfully nothing happens.

Summoned undead will always do their summoner's bidding.

ILLUSIONISTS

Illusionist magic is well suited to battlefield conditions on the whole, so there is a fairly good choice of illusionist battle magic spells. The nature of this magic is fairly self explanatary; having to do with illusions.

Illusionists have mastery levels and CPs in exactly the same way as other wizards, and can use ordinary battle magic as well as illusionist magic. However, they will always have fewer battle magic spells than the equivalent level of ordinary wizard.

ILLUSIONISTS FOR BATTLES

Profiles are exactly the same as for ordinary wizards, illusionists have the same limitations on intelligence and the same points values.

DETERMINATION OF SPELLS

The spells available to an illusionist are slightly different from those available to an ordinary wizard.

Illusionist	Battle Magic Spells	Illusionist Spells
Level 1	1 of level 1	2 of level 1
Level 2	1 of levels 1 and 2	2 of levels 1 and 2
Level 3	1 of levels 1, 2 and 3	2 of levels 1, 2 and 3
Level 4	1 of levels 1, 2, 3 and 4	2 of levels 1, 2, 3 and 4

Spells can be chosen by the player or by the GM as with battle magic.

ILLUSIONS

Illusions can be created and controlled by the illusionist. Only one illusion can be maintained at any one time, but this can be of multiple form, such as a unit, a series of clone images or a village.

Illusions will last until their creator chooses to disperse them or creates new illusions. They will also disperse if they are attacked in hand-to-hand combat, or dispelled by a banish illusion spell.

An illusion can act in any way its creator chooses, and can feign any psychological effect or theoretical missile damage. In fact illusions cannot be harmed in any way - they are not real. An illusion cannot speak real words, but it can be made to mumble, groan, roar or bellow as appropriate.

Illusions cause psychological effects as if they were real.

DEMONOLOGISTS

Demons are powerful supernatural agents, sometimes subservient to other supernatural beings such as Deities or even more powerful Demons. Summoning demonic forces can be a time consuming, not to say risky, business. Demonic battle magic is the least complex and the most practical form of demonic magic.

Demonologists have mastery levels and CPs in exactly the same way as other wizards, and can use ordinary battle magic as well as demonic magic. However, they will always have fewer battle magic spells than the equivalent level of ordinary wizard.

DEMONIC SUMMONATION

All summonation spells are performed in a similar manner. The wizard first casts his spell and summons his Demons, making any **constitution** based roll for success/failure as appropriate. If the spell is cast successfully the Demons appear, if the spell is not cast successfully nothing happens.

Summoned creatures may or may not do their summoners bidding, the summoner must test to see if he can control them. Roll 2D6, if the result is equal to or less than the wizard's WP he has controlled the creatures, otherwise the creatures cannot be controlled.

Summoners may augment their WP using CPs **before** rolling the dice, in the same way as they would when augmenting their WP during a magical attack.

DEMATERIALISATION

Demons are always subject to **instability** between their own world and that of the summoner. Test at the beginning of each of their turns, roll a D6 - a 6 indicates that the demons are effected by instability.

Demons effected by instability instantly dematerialise. The stability of a demonic unit or character can be influenced by magic, and it is possible for specific demons to carry protective charms against dematerialisation. It is left to the GM to introduce non-de-materialising demons into his Warhammer game if he so wishes.

UNCONTROLLED DEMONS

Demons which are summoned, but are not successfully controlled will behave in a manner determined by the GM.

The chart below may prove useful, but should be adjusted by the GM to suit his own game scenario and playing style. The terms 'enemies' and 'friends' refer to those of the summoner himself. Roll a D6.

Dice Roll	Demon's action
1	Do nothing
2	Attack the nearest enemy unit
3	Attack the nearest enemy character
4	Attack the nearest unit
5	Attack the nearest friendly unit
6	Attack the summoner

DEMONS

There are many, many different kinds of Demons: so many that no publication could hope to list them all. The GM should take it upon himself to invent his own, using available models or even conversions to represent them. The Demons presented in the **Battle Bestiary** are only a small selection, included as a starting point and general guide.

A GM who designs his own Demons may wish to give them magical powers and spells. Although a GM is free to invent his own spells, or allot any of the existing spells to his creations, we would recommend that Demons should never be permitted **zone** spells. Zones offer protection against, amongst other things, Demons, but can be destroyed by another zone spell cast so that the two overlap. For a Demon to have a zone spell would make spells such as **Zone of Sanctuary** pointless.

DEMONOLOGISTS FOR BATTLES

Profiles are exactly the same as for ordinary wizards, demonologists have the same limitations on intelligence and the same points values.

DETERMINATION OF SPELLS

The spells available to a demonologist are slightly different from those available to an ordinary wizard.

Demonologist	Battle Magic Spells	Demonist Spells
Level 1	1 of level 1	2 of level 1
Level 2	1 of levels 1 and 2	2 of levels 1 and 2
Level 3	1 of levels 1, 2 and 3	2 of levels 1, 2 and 3
Level 4	1 of levels 1, 2, 3 and 4	2 of levels 1, 2, 3 and 4

Spells can be chosen by the player or by the GM as with battle magic.

ELEMENTALISTS

Elementalists manipulate the four elements or life forces, fire, water, earth and air. Elemental magic allows them to utilise short lived personifications of these forces - creatures known as **Elementals.**

Elementalists have mastery levels and CPs in exactly the same way as other wizards, and can use ordinary battle magic as well as elemental magic. However, they will always have fewer battle magic spells than the equivalent level of ordinary wizard.

ELEMENTALIST SUMMONATION

All summonation spells are performed in a similar manner. The wizard first casts his spell and summons his Elementals, making any **constitution** based roll for success/failure as appropriate. If the spell is cast successfully the Elementals appear, if the spell is not cast successfully nothing happens.

Summoned creatures may or may not do their summoner's bidding, the summoner must test to see if he can control them. Roll 2D6, if the result is equal to or less than the wizard's WP he has controlled the creatures, otherwise the creatures cannot be controlled.

Summoners may augment their WP using CPs **before** rolling the dice, in the same way as they would when augmenting their WP during a magical attack.

DEMATERIALISATION

Elementals are subject to **instability.** Test at the beginning of each of their turns, roll a D6 - a 6 indicates that the Elemental is effected by instability.

If this the the first time that the Elemental has become unstable then it may not do anything at all until the beginning of its following turn. Otherwise it is uneffected.

If this is the second time that the Elemental has become unstable then it will instantly dematerialise and is destroyed.

UNCONTROLLED ELEMENTALS

Elementals which are summoned, but are not successfully controlled will behave in a manner determined by the GM.

The chart below may prove useful, but should be adjusted by the GM to suit his own game scenario and playing style. The terms 'enemies and 'friends' refer to those of the summoner himself. Roll a D6.

Dice Roll	Demon's action
1	Do nothing
2	Attack the nearest enemy unit
3	Attack the nearest enemy character
4	Attack the nearest unit
5	Attack the nearest friendly unit
6	Attack the summoner

ELEMENTALISTS FOR BATTLES

Profiles are exactly the same as for ordinary wizards, elementalists have the same limitations on intelligence and the same points values.

DETERMINATION OF SPELLS

The spells available to an elementalist are slightly different from those available to an ordinary wizard.

Elementalist	Battle Magic Spells	Illusionist Spells
Level 1	1 of level 1	2 of level 1
Level 2	1 of levels 1 and 2	2 of levels 1 and 2
Level 3	1 of levels 1, 2 and 3	2 of levels 1, 2 and 3
Level 4	1 of levels 1, 2, 3 and 4	2 of levels 1, 2, 3 and 4

Spells can be chosen by the player or by the GM as with battle magic.

SPELLS

BATTLE MAGIC

AURA OF RESISTANCE

Spell Level 1
Energy 2
Description Aura spells offer protection against harm, this spell offers protection against any wound by increasing the casters saving throw by 1. If he has no normal saving throw the wizard now has a saving throw of 6. Auras may be dispelled by some magic or magical weapons, and so are not a guarantee of invulnerability. A character may only bear one aura at a time, and can dispell his own aura whenever he wishes.

CAUSE ANIMOSITY

Spell Level 1
Energy 4
Description This spell can be cast on any unit with 24" that is already subject to animosity, such as a unit of goblins. The unit will automatically **fail** its next animosity test.

Units and characters effected receive an initial magical saving throw to see whether the spell takes hold or not.

CURE LIGHT INJURY

Spell Level 1
Energy 3
Description This spell can be used by the wizard to heal either himself or one character by touch. The spell takes effect immediately, 1 wound is instantly restored on the character. This spell will **not** work on any character who is suffering from more than one wound; it will not even heal one of his wounds.

A wizard who uses this spell and fails to make a successful cast will **cause** 1 wound rather than heal. There is no saving throw. This spell will work on any single creature, including dragons and monsters. It will not work on a creature that is already slain.

FIRE BALL

Spell Level 1
Energy 1 per fire ball
Description A wizard can literally throw a fire ball at his enemies, causing a great deal of damage and consternation. Creatures effected by fire as a psychological reaction will have to test - they might fear fire for example. A wizard using this spell must throw the fire ball/s immediately, during the Magic portion of the turn. A maximum of one fire ball per mastery level may be thrown in this way. Each fire ball must be thrown at the same target unit or character. Target restrictions apply in the same way as for normal missile fire. Fire balls thrown at units cause damage in the same way as multiple missile hits.

Fire balls have a range of 24" and **automatically hit** their target. Each fire ball causes D3 hits at strength 3, and D6 points of fire damage on flammable targets. Roll to wound as normal, there is **no** saving throw for armour.

A unit hit by any sort of magic missile, including fire balls does **not** take a magical saving throw.

FLIGHT

Spell Level 1
Energy 3
Description The wizard may immediately fly to a position within 24". He cannot fly through walls, solid objects etc. A weight of up to half his own body-weight can be carried, but no more. The GM may have to interpret weights in some cases: generally speaking this rules restricts wizards from carrying characters other than small children or Halflings.

HAMMERHAND

Spell Level 1
Energy 2
Description This spell endows the wizard with increased fighting potential. He may fight in combat with **twice** as many attacks as normal, any blows struck will be at strength 5. The spell takes effect immediately and lasts until the wizard is wounded, when it is dispersed.

IMMUNITY FROM POISON

Spell Level 1
Energy 2
Description This spell may be cast by the wizard either on himself or any other single character within 3". It takes effect immediately and gives the bearer complete immunity from poisons and venoms for the remainder of the battle - the effect will have worn off by the following day.



STEAL MIND

Spell Level 1
Energy 4
Description This spell may be cast against any single character model within 12" of the wizard. The character receives his usual magic saving throw. If effected the character immediately becomes utterly mindless; unable to do anything but sit on the ground, gibber, dribble and eat grass. The effect is only temporary, lasting for D6 of the effected players turns. The dice can be rolled by the GM in secret, and the result not revealed until the spell wears off.

A mindless creature cannot defend himself, counts as 'prone etc' on the 'to hit' chart and will not voluntarily move. He may be dragged by his friends at half-pace.

STRENGTH OF COMBAT

Spell Level 1
Energy 1
Description This spell allows the caster to increase one of his/her fighting characteristics (Move, Ws, Bs, S, T, W, I and A) by 1. The effect lasts from the moment the spell is cast until the following morning - and so usually lasts through an entire battle. Any attempt to cast this spell more than once will simply remove the older spell.

WIND BLAST

Spell Level 1
Energy 2
Description This spell causes a terrific blast of wind, aimed specifically at a single target unit or character within 24". Troops hit in this way will be knocked to the ground and may not move or fire missiles. The effect lasts until the wizard eiter casts new magic, moves or is engaged in combat. Troops behind hedges, walls, in buildings or cover of any kind are not effected. If the blast is directed into hand-to-hand combat both sides will be effected, the number of combat hits caused on both sides during the next round of combat will be halved.

A unit effected by a wind blast does **not** receive a saving throw against magic.

AURA OF PROTECTION

Spell Level 2
Energy 3
Description Aura spells offer protection against harm, this spell offers protection against any wound by increasing the casters saving throw by 2. If he has no normal saving throw the wizard now has a saving throw of 5 or 6. Auras can be dispelled by some magic or magical weapons, and so are not a guarantee of invulnerability. A character may only bear one aura at a time, and can dispell his aura whenever he wishes.

CAUSE FRENZY

Spell Level 2
Energy 4
Description This spell induces **frenzy** into a unit of troops within 24". The unit becomes subject to frenzy, and will have to make the appropriate psychological test.

This spell will not effect creatures not normally effected by psychological reactions, such as undead. The unit under attack receives an initial magical saving throw to see whether the spell takes hold or not.

CAUSE HATRED

Spell Level 2
Energy 4
Description This spell induces **hatred** into a unit of troops within 24". The unit become subject to hatred against any single enemy unit that the casting wizard wishes, and will have to make the appropriate psychological test at the beginning of each of their subsequent turns.

This spell will not effect creatures not normally effected by psychological reactions, such as undead. The unit under attack receives an initial magical saving throw to see whther the spell takes hold or not.

CAUSE PANIC

Spell Level 2
Energy 3
Description This spell induces **panic** into a unit of troops within 24". The unit receives a magical saving throw, and, if effected, makes an immediate test to see if effected by panic. If effected by panic the unit must obey the normal panic rules during their **next** turn.

This spell will not effect creatures not normally effected by psychological reactions, such as undead.



HOLD FLIGHT

Spell Level 2
Energy 4
Description This spell can be cast at any routing unit within 24". At the end of the turn, when the unit would otherwise test to rally, the unit is rallied automatically - without recourse to a dice throw. The unit does **not** make any magical saving throw, but is always effected.

LIGHTNING BOLT

Spell Level 2
Energy 2 per lightning bolt
Description This spell is a powerful version of the fire ball spell, allowing the caster to throw bolts of lightning rather than fire. Creatures effected by fire as a psychological reaction will have to test as if struck by fire. A wizard using this spell must throw the lightning bolt/s immediately, during the Magic portion of the turn. A maximum of one bolt per mastery level may be thrown in this way. Each lightning bolt must be thrown at the same target. Target restrictions apply in the same way as for normal missile fire. Lightning bolts thrown at units cause damage in the same way as multiple missile hits.

Lightning bolts have a range of 24" and **automatically hit** their target. Each lightning bolt causes D3 hits at strength 4 and D4 points of fire damage on flammable targets. Roll to wound as normal there is no armour saving roll.

A unit hit by any sort of magic missile, including fire balls does **not** take a magical saving throw.

MYSTIC MIST

Spell Level 2
Energy 4
Description This spell creates an area of mist 6" in diameter anywhere on the table. Troops caught in the mist, cannot see out of it or through it, troops outside cannot see into it or past it. Troops inside move at **half rate.** The mist will last for 2D6 of the wizard players turns, and disperse at the end of the last turn. The GM should keep a record of how long the mist will last for, he can determine this secretly if he wishes.

SMASH

Spell Level 2
Energy 3
Description This spell can be cast onto a door, wall or other inanimate surface or object. It will not work on a creature - living or undead. The wizard must be touching the surface to be affected. The spell delivers D3 strength 10 hits.

ZONE OF SANCTUARY

Spell Level 2
Energy 3
Description The wizard creates a 6" diameter zone centred around himself. The zone lasts for the rest of the battle, until it is destroyed or until the wizard moves. All models inside the zone become immune to all psychological reaction what-so-ever. The zone may not be entered by any undead, ethereal, demonic or elemental creature, nor may such creatures fire missiles or employ magic into the zone.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do so both zones are destroyed.

ZONE OF STEADFASTNESS

Spell Level 2
Energy 3
Description The wizard creates a 6" diameter zone centred around himself. The zone lasts for the rest of the battle, until it is destroyed or until the wizard moves. All friendly models inside the zone become immune to all psychological reaction what-so-ever, fight in combat with **three times** as many attacks as normal and receive a saving throw bonus of +1, giving an unarmoured model a save of a 6.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do so both zones are destroyed.

ANIMATE SWORD

Spell Level 3
Energy 6 +2 per turn to maintain
Description The wizard takes a normal non-magical sword and imbues it with a temporary life of its own. The sword can now act independantly of the wizard, flying through the air and fighting in any way he wishes. The weapon has a profile of M6 WS6 BS0 S4 A2. After his first turn the wizard must expend a further 2 energy points a turn to maintain the spell **plus** 1 point for each hit scored on the sword by its opponents last turn. He may cast further magic whilst doing so, but he may not rest.

You can make an animated sword model using a wire frame and a suitable sword from a 'weapons pack'.

ARROW INVULNERABILITY

Spell Level 3
Energy 8
Description The wizard may cast this spell onto either himself, or any other character or unit within 12". The spell will make the target completely invunerable to any kind of normal missile fire, including arrows, crossbow bolts, thrown weapons or large seige weapons. The spell will not offer protection from magic missiles, such as fire balls.

This spell will last from the moment it is cast for a period of 2D6 of that player's turns inclusive. The GM can make this role in secret, and not reveal when the spell wears off.

CAUSE COWARDLY FLIGHT

Spell Level 3
Energy 6
Description This spell can be cast at any unit within 24". The unit will rout automatically, as if it had just been routed during that turn's combat. This does not effect any other units in any way, not even units in combat with the unit being magically routed. The target unit receives a normal magical saving throw, and must then test for routing.

CAUSE FEAR

Spell level 3
Energy 5
Description This spell induces **fear** into a unit of troops within 24". The unit becomes subject to fear against **all** potential combat opponents, and will have to make the appropriate psychological test whenever they charge or are charged.

This spell will not effect creatures not normally effected by psychological reactions, such as undead. The unit under attack receives an initial magical saving throw to see whether the spell takes hold or not.



CAUSE INSTABILITY

Spell Level 3
Energy 6
Description This spell effects every unit on the table that is already subject to instability. Instead of having to make their next test for instability, each unit is **automatically** unstable and must roll for effect where appropriate.

Units and characters effected receive an initial magical saving throw to see whether the spell takes hold or not.

CAUSE STUPIDITY

Spell Level 3
Energy 5
Description This spell induces **stupidity** in a unit of troops or character within 24" **and** at the same time lowers the target's **intelligence** by D6 points. The unit becomes subject to stupidity and will have to make the appropriate psychological test.

This spell will not effect creatures not normally effected by psychological reactions, such as undead. The unit under attack receives an initial magical saving throw to see whether the spell takes hold or not.

Diminished intelligence may have other side effects, especially on wizards; who are limited in their number of spells by their Int level.

CURSE OF ARROW ATTRACTION

Spell Level 3
Energy 6
Description This spell may be cast at any unit within 24". The target receives a magical save to see whether it is effected. If it is effected the unit becomes cursed for the rest of the battle. Any missiles, apart from magical missile attacks, such as fire balls, fired at targets anywhere within 24" of the unit will re-direct themselves at the cursed unit. Missiles which have insufficient range to reach their new target will fall short and cause no damage. Missiles fired from the cursed unit will turn about in mid-air and strike their firers.

DISPEL AURA

Spell Level 3
Energy 4
Description This spell can be cast on any single character within 24" using a magical aura of level 1 or 2. The character does not receive a magical saving throw, the aura is instantly dispelled. Note that this spell does not effect auras of a higher level.

MAGIC BRIDGE

Spell Level 3
Energy 8
Description This spell is used to create a solid bridge over any obstacle, such as a river, bog or whatever. The spell can be used to create a bridge between the ground and the top of a fortress wall if desired. The bridge begins at the wizard's feet, and extends before him up to a distance of 6" per mastery level. A magic bridge is 4" wide and can be crossed without penalty. Once created a magic bridge can be dispelled anytime by its creator. Otherwise it will last until the next morning, when it will crumble into nothing.

TRANSFER AURA

Spell Level 3
Energy 5
Description Aura spells can only be cast onto the wizard employing the spell. However, an aura can be transferred onto any other character within 2". The character receiving the aura must make a magical save as if he were under magical attack, if he makes the save the aura is **not** transferred but lost. Wizards may enhance their spell to ensure transference.

AURA OF INVULNERABILITY

Spell Level 4
Energy 16
Description Aura spells offer protection against harm, this spell offers protection by nullifying the next 4 wound points caused on the character. Auras can be dispelled by magical weapons, and so are not a guarantee of complete invulnerability. A character may only bear one aura at a time, and can dispell his own aura whenever he wishes.



BLAST

Spell Level 4
Energy 10
Description This spell is the most powerful of the fire ball/lighting type spells. Creatures effected by fire as a psychological reaction will have to test as if struck by fire. A wizard using this spell must throw the blast immediately, during the Magic portion of the turn. The blast can be directed at any unit, character or building subject to target restrictions as for normal missile fire. Blasts thrown at units cause damage in the same way as multiple missile hits.

A blast has a range of 24" and **automatically hits** its target. The blast causes D6 hits at strength 8, and 4D6 points of fire damage on flammable targets. Roll to wound as normal. Wounds caused by a blast have no normal armour saving roll.

A unit hit by any sort of magic missile, including a blast does **not** take a magical saving throw.

CHANGE ALLEGIANCE

Spell Level 4
Energy 8
Description This spell can be cast against any unit or character within 24". The target has a normal magical saving throw. If effected the target changes sides for the rest of the battle, and can now be controlled by the player as if it was one of his own units/characters. The spell endures during the battle, but wears off during sleep.

CURE SEVERE WOUND

Spell Level 4
Energy 10 per wound
Description This spell can be used by the wizard to heal either himself or one other character by touch. The spell takes effect immediately, 1 wound is instantly restored for every 10 CPs used.

The spell will work on any single model, even creatures such as dragons or other monsters. The spell will not work on a slain creature.

ENCHANT WEAPON

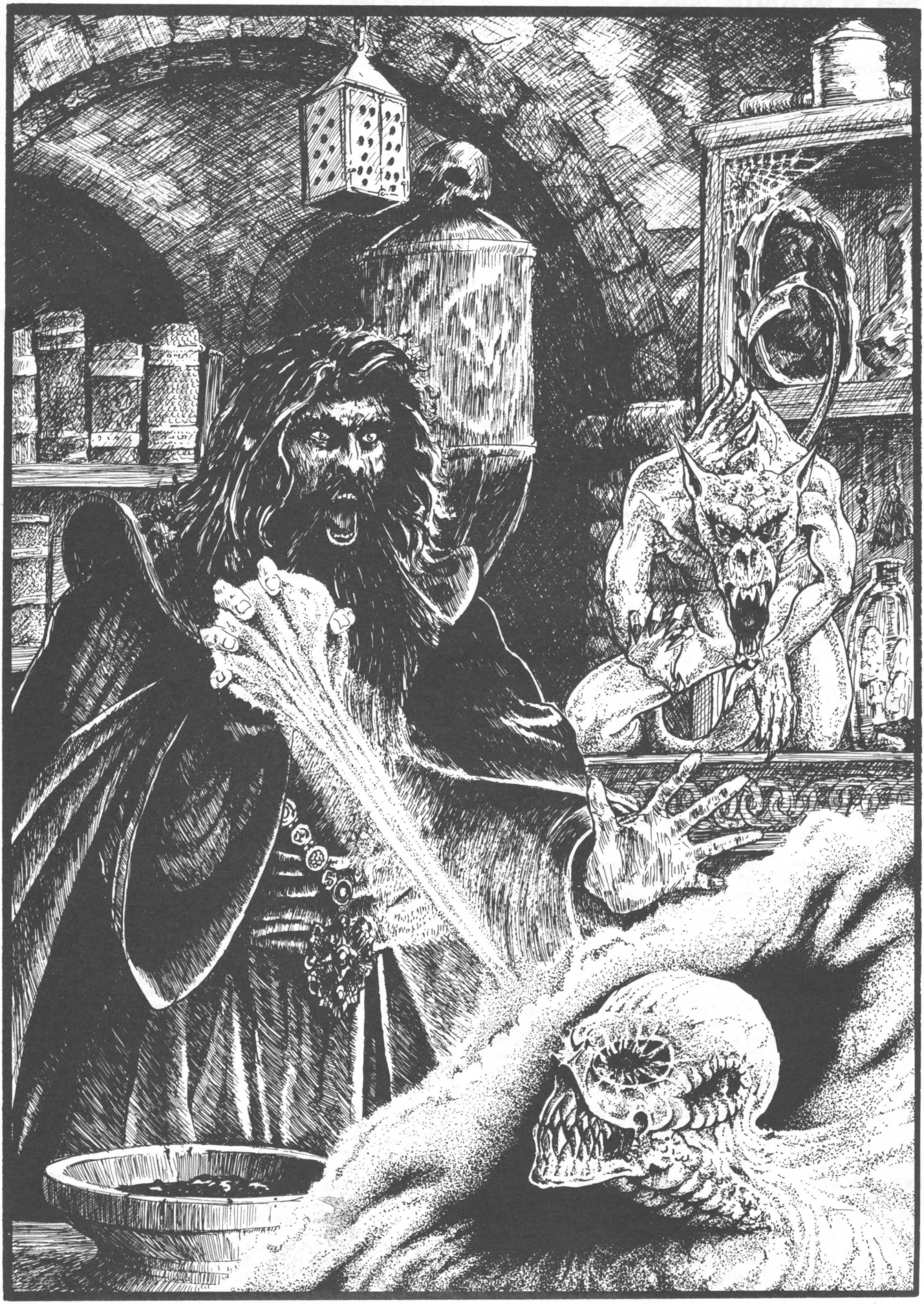
Spell Level 4
Energy 8
Description This spell allows the wizard to **enchant** one ordinary weapon. An enchanted weapon has no special powers, but counts as a **magical weapon** for the rest of the battle. After the battle the weapon returns to normal.

STAND STILL

Spell Level 4
Energy 12
Description This spell can be cast at any unit within 24". The target receives the usual magic save, and if effected will not be able to move, fire missiles or do anything else for the remainder of the game. The effect wears off the next morning, by which time all of their boot laces will have been stolen.

STRENGTH OF MIND

Spell Level 4
Energy 6
Description This spell allows the caster to increase one of his/her personal characteristics (Ld, Int, Cl and WP) by 1. This can take levels to above 10. The effect lasts for the rest of that day, and will have worn off by the next morning. Any attempt to cast this spell more than once will simply remove the older spell.



NECROMANTIC SPELLS

DESTROY UNDEAD

Spell Level 1
Energy 2
Description This spell can be cast against any unit of Skeletons, Zombies or ethereal creatures within 12". The unit receives the usual magical save, and if effected D6 of the creatures are dispelled, crumbling instantly into dust or simply vanishing. The target receives the normal magical saving throw.

HAND OF DEATH

Spell Level 1
Energy 1
Description This spell endows the wizard with increased fighting potential. Any combat hit will automatically cause 1 wound on the target. The spell takes effect immediately and lasts until the wizard is wounded, when it is dispelled. Victims do **not** receive a magical save.

SUMMON SKELETON CHAMPION

Spell Level 1
Energy 4
Description The necromancer can use this spell to summon a single Skeleton champion. A Skeleton champion can act as a leader/controller for an undead unit. He will appear within 3" of the summoner.

SUMMON SKELETONS

Spell Level 1
Energy 4
Description The necromancer can use this spell to summon a band of D6 Skeletons. The creatures will be normal Skeletons in a single unit, which will appear within 3" of the necromancer.

ZONE OF LIFE

Spell Level 1
Energy 2
Description The wizard creates a 6" diameter zone centred around himself. The zone lasts for the rest of the battle, until it is destroyed or until the wizard moves. The wizard may forbid any undead or ethereal creatures from entering the zone, or from firing missiles or employing magic into the zone.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do then both zones are destroyed.

CONTROL UNDEAD

Spell Level 2
Energy 3
Description The wizard may cast this spell at any Skeleton or Zombie unit within 24". The unit receives the usual saving throw, and, if effected, is taken over by the wizard. The unit is now moved and controlled directly by the necromancer player, subject to the usual control range restrictions.

This spell enables necromancers to take over and control hostile units of undead. Any number of units may be taken over in this way.

EXTEND CONTROL

Spell Level 2
Energy 3
Description This spell enables the necromancer to extend his normal range of undead control from 12 to 24" inches. The spell is effective for the rest of the battle.

HAND OF DUST

Spell level 2
Energy 3
Description This spell endows the wizard with increased fighting potential. Any combat hit will automatically cause D6 wounds on the target. The spell takes effect immediately and lasts until the wizard is wounded, when it is dispelled. Victims do not receive a magical save.

STOP INSTABILITY

Spell Level 2
Energy 2
Description This spell can be cast on any unit of undead or ethereal creatures within 24". The unit will ignore their next occurance of instability, even if magically induced. A unit may only carry one of these spells at a time.

SUMMON SKELETON MINOR HERO

Spell Level 2
Energy 8
Description The necromancer can use this spell to summon a single Skeleton minor hero. A Skeleton minor hero can act as a leader/controller for an undead unit. He will appear within 3" of the summoner.

ANNIHILATE UNDEAD

Spell Level 3
Energy 12
Description This spell effects all undead and ethereal creatures within 12" of the wizard. All units and characters within this distance will be destroyed. Units and characters receive a normal magical saving throw.

LIFE IN DEATH

Spell Level 3
Energy 10
Description This spell may be cast by the wizard on himself. Its effects will last until dawn the following day. If during this time the necromancer is slain his spirit will be free to inhabit the body of any other living creature during the next 2D6 turns. The wizard's invisible spirit has a move allowance of 6" and must begin from the body. The spirit must touch a host creature in order to inhabit it. The host **does** receive a magic saving throw. If this is successful the wizard may **not** inhabit that body, otherwise the host is, in effect, destroyed.

As a spirit the wizard has no magical or physical powers at all. Having acquired his new body the necromancer regains all of his original personal characteristics and magical powers, but not his fighting characteristics, which will now be those of the host creature.

The wandering spirit cannot be harmed by physical powers or magic; but may not enter a magical zone as if it were an ethereal creature. If the spirit fails to find a new body within the time allowance the necromancer is destroyed, and his spirit blown to the winds.

RAISE DEAD

Spell Level 3
Energy 12
Description This spell can only be cast within a grave yard or burial ground of some kind. A tomb or crypt would be a good place. The wizard can raise one of the following groups of undead creature. 6D6 Skeletons, 6D6 Zombies, 3D6 Ghouls or D6 Mummies. The creatures so raised will fight on the wizard's behalf for the remainder of the battle, and will then crumble away. Skeletons and Zombies will have to be controlled as normal.

SUMMON SKELETON HORDE

Spell Level 3
Energy 12
Description The necromancer can use this spell to summon a horde of 6D6 Skeletons. The creatures will be normal Skeletons in a single unit, which will appear within 3" of the necromancer.

CURSE OF UNDEATH

Spell Level 4
Energy 18
Description This spell may be cast against any character within 24". The victim receives a magical save, and if effected will fall under the wasting malady of 'undeath'. At the beginning of each of his turns the character loses 1 point of strength. When his strength reachs zero he becomes one of the undead - his strength returns to normal but his WP drops to 3. Any magical powers are lost. As one of the undead the character may now be controlled in the same manner as a Skeleton or Zombie.

This spell can only be used against sentient individuals such as heroes and wizards, it will have no effect on large monsters. It can be used on single ordinary individuals, a Men, Elf etc, but not on large humanoids over 10' tall, such as Trolls, Ogres or Giants.

SUMMON SKELETON MAJOR HERO

Spell Level 4
Energy 12
Description The necromancer can use this spell to summon a single Skeleton major hero. A Skeleton major hero can act as a leader/controller for an undead unit. He will appear within 3" of the summoner.



TOTAL CONTROL

Spell Level 4
Energy 12
Description This spell enables the necromancer to extend his normal range of undead control to cover the entire battlefield. The spell is effective for the rest of the battle.

WIND OF DEATH

Spell Level 4
Energy 35
Description This spell causes a wind of death to pass over the battlefield. A wind of death drains the life vitality out of all living creatures causing one automatic strength 3 hit on every living creature on the table. Units receive casualties as if they had been hit by missiles, there is no armour saving throw. The wind of death effects even the casting wizard. There is no magical saving throw.

In a campaign game the wind of death can be used to effect an area such as a town. The area effected will take the form of a circle centred on the wizard and 2400 yards, or 1200 tabletop inches in radius.

ILLUSIONIST SPELLS

ASSUME ILLUSIONARY APPEARANCE

Spell Level 1
Energy 1
Description The wizard assumes the appearance of any other living bi-pedal creature under 10' in height. The wizard can appear in the guise of a specific individual if he wishes.



BEWILDER FOE

Spell Level 1
Energy 4
Description This spell can be cast on any character or single model within 12". It is not an illusion as such, and so does not need to be maintained, and does not interfere with the maintenance of other illusions. The target receives the usual magic saving throw. If effected the character becomes bewildered during his next turn, he will move a half-pace in a totally random direction, if in combat he will not attack and counts as 'prone' on the 'to hit' chart. If he is a wizard he will not be able to use magic and any magic currently employed is dispelled.

CAMOUFLAGE ILLUSION

Spell Level 1
Energy 2
Description This illusion alters the appearance of the wizard so that he seems to be slightly removed from his actual position. This makes him very difficult to hit during combat or missile fire, accordingly attackers must deduct 1 from their 'to hit' dice.

CLOAK ACTIVITY

Spell Level 1
Energy 1
Description This illusion allows the wizard to perform any act whilst appearing not to. He will still appear as occupying the same space, but instead of, for example, striking against someone, he could appear as if he is quietly whistling or chatting innocently. The victim of his actions will think he has been struck out of thin air! This illusion also allows characters to steal fairly easily.

CLONE IMAGE

Spell Level 1
Energy 2 per image
Description This illusion allows the wizard to create one or more clone images of himself, up to a maximum of 1 per mastery level. The wizard will appear to split into 2, 3 or more identical images - only one of which is the real wizard. Each image can be moved individually, leaving the wizard's opponent unsure which is the true one. The wizard may maintain the whole group of images as a single illusion.

Players will have to provide a group of models to allow this spell to work. The best policy is to remove the wizard model and replace it with a whole selection of other models - one of which can be marked on its base as the real wizard.

BANISH ILLUSION

Spell Level 2
Energy 3
Description The wizard may use this spell against any unit, character or object within 24" which he suspects to be an illusion. If the target is an illusion it will disappear.

CONFOUND FOE

Spell Level 2
Energy 8
Description This illusion can be cast by a wizard who has just suffered combat damage that turn - it can be cast **even if he has been killed,** so it is a somewhat exceptional spell. The spell has the effect of negating all combat damage sustained during that turn, just as if it didn't really happen - **because it didn't**! This spell does not alter the results of combat, routs, push backs or whatever - it just restores the caster to full health.

ILLUSION OF BUILDINGS

Spell Level 2
Energy 2 per building section
Description This illusion allows the wizard to create the appearance of a building, or group of buildings, anywhere on the table. Each 4"x 4" building section created will cost 2 energy points. Illusions of buildings will present the appearance of villages, towns, or whatever the wizard chooses. Troops covered by the illusion will be hidden from view, but troops occupying the spaces presenting an illusion of streets or open ground will be seen normally.

ILLUSION OF WOODS

Spell Level 2
Energy 5 per wood area - approx. 6" x 6".
Description This illusion allows the wizard to create the appearance of a wood anywhere on the table. Each area created costs 5 energy points. Troops covered by an illusion of a wood cannot be seen, but can see out of the wood normally.



GHOSTLY APPEARANCE

Spell Level 2
Energy 3
Description The wizard assumes the appearance of any undead creature. The wizard can appear in the guise of a specific individual if he wishes. This does not stop him using his normal magical powers. The wizard does **not** make a magical saving roll against this spell it will work automatically.

HALLUCINATE

Spell Level 2
Energy 4
Description This spell may be cast at any unit or individual within 24". The target unit receives the usual saving roll. If effected the unit must instantly test psychology as if it were being charged by any creature of the wizard's choosing. If the unit passes any resulting psychological factors the hallucination is dispelled.



ILLUSION OF ENEMY

Spell Level 3
Energy 6
Description This spell creates an illusion of a unit of up to 20 humanoid creatures, 10 undead or ethereal creatures, or a single monster or lesser demon. The illusion appears within 24" of the wizard, and can be controlled by him as if it were a real unit.

ILLUSION OF MIGHTY APPEARANCE

Spell Level 3
Energy 6
Description The wizard assumes the appearance of any creature he wishes.

UNIVERSAL CONFUSION

Spell Level 3
Energy 8
Description This illusion effects all troops on the table during the opposing players next turn. During the turn movement rates are all halved, as troops start to meander about and wonder where they are. Missile troops fire with a -1 'to hit' as their minds wander and their aim goes off. In combat all troops become slack and suffer a -1 'to hit' modifier.

This illusion lasts only for a single turn - which will always be the turn of the opposing player.

VANISH

Spell Level 3
Energy 6
Description This is not a true illusion, but does have the effect of dispelling any illusions currently maintained by the caster. The wizard vanishes into thin air. He may return to the battlefield at any time at the start of any of his subsequent turns during the battle, but must return to within 12" of the exact point where he vanished.

DESTROY ILLUSIONS

Spell Level 4
Energy 8
Description All illusions on the table currently maintained by wizards of either side are instantly dispelled.

ILLUSION OF ARMY

Spell Level 4
Energy 12
Description The wizard can create an illusion of 2D6 units of 20 humanoid or undead troops. These units appear at the players table edge, or anywhere within 12" of the wizard.

ILLUSION OF DARKNESS

Spell Level 4
Energy 15
Description The wizard can create an illusion of complete darkness 6" in radius with the centre anywhere within 48" of himself. This darkness is magical, and cannot be dispelled by ordinary light. Within the area troops can only move in a random direction at ½ pace, whilst missile fire and combat is impossible. Troops within the area are totally blind, and cannot even see their hands in front of them or a lighted torch held before them.

TELEPORT

Spell Level 4
Energy 20
Description This is not a true illusion, but does have the effect of dispelling any illusions currently maintained by the caster. The wizard vanishes into thin air. He may return to the battlefield at any time at the start of any of his subsequent turns during the battle. He does not have to return if he does not wish. Unlike with a **Vanish** spell, a wizard using this spell may reappear anywhere he likes within a radius of 100 miles, and so may safely get home or to a safe spot. In campaign games a wizard may use this spell to travel great distances at a time - but should be limited to a maximum of 3 uses per day.

DEMONIC SPELLS

BIND DEMON

Spell Level 1
Energy 3
Description This spell can be used against up to D6 Lesser Demons or a single Greater Demon within 24". The Demon receives a magical saving throw, and if effected will not be able to move, shoot missiles, strike in combat or use magic during his next turn. The Demon will be held in a complete stasis - unable to do anything. In combat he will count as prone.

DISPEL LESSER DEMON

Spell Level 1
Energy 1
Description This spell allows the wizard to dispel a single Lesser Demon within 12". The Demon receives a magical saving throw. If dispelled the Demon will vanish.

SUMMON GUARDIAN

Spell Level 1
Energy 3
Description This spell allows the wizard to summon a single Lesser Demon. A Lesser Demon will take the form of the creature described in the Battle Bestiary.

Once summoned a demonic guardian will appear within 3" of the wizard. If the wizard controls the Demon it will serve him for the remainder of the battle and then disappear. If the wizard is slain the guardian will disappear immediately.

Only one guardian may be summoned at any one time.

SUMMON STEED

Spell Level 1
Energy 1
Description This spell allows the wizard to summon a demonic steed to bear him. A demonic steed can take many forms, but usually appears in the form of a warhorse, with flaming eyes and mouth. The steed has the same profiles and capabilities as a normal warhorse, but, in addition, causes **fear** in all living creatures.

Once summoned a demonic steed will appear within 3" of the wizard. If the wizard controls the steed it will serve him for the remainder of the battle and then disappear. If the wizard is slain the steed will disappear immediately.

ZONE OF DEMONIC PROTECTION

Spell Level 1
Energy 2
Description The wizard creates a 3" diameter zone centred around himself. The zone lasts for the rest of the battle, or until it is destroyed or until the wizard moves. The wizard may forbid any Demons from entering the zone, or from firing missiles or employing magic into the zone.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do then both zones are detroyed.

STOP DEMONIC INSTABILITY

Spell Level 2
Energy 3
Description This spell can be cast on any demonic unit or individual Demon within 24". The unit will ignore their next occurance of instability, even if magically induced. A unit may only carry one of these spells at a time.

SUMMON ENERGY

Spell Level 2
Energy 3
Description The wizard may use this spell to summon pure unadulterated power of demonic origin. The energy appears as writhing mist, and must be controlled in the usual way. If successfully controlled the energy enters into the wizard and increases his Constitution by 4D6 points - but **not** to over his normal maximum.

SUMMON LESSER DEMONS

Spell Level 2
Energy 5
Description The demonologist can use this spell to summon a unit of 3D6 Lesser Demons. The unit will appear within 3" of the wizard.

SUMMON MAGICAL AID

Spell Level 2
Energy 4
Description The wizard can use this spell to summon demonic aid in the form of a spell. The aid appears as a writhing mist, and must be controlled in the usual way. If successfully controlled the wizard may select any battle spell or demonic spell of his own level or lower. This spell may be cast **once** by the wizard in the normal way.

ZONE OF DEMONIC NULLIFICATION

Spell Level 2
Energy 5
Description The wizard creates a 3" diameter zone centred around himself. The zone lasts for the rest of the battle, or until it is destroyed or until the wizard moves. Any Demon within the zone, or who attempts to enter the zone will instantly become unstable and disappear. The wizard may forbid any Demons from firing missiles or employing magic into the zone.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do then both zones are destroyed.

DISPEL DEMON HORDE

Spell Level 3
Energy 10
Description This spell allows the wizard to dispel any single unit of Lesser Demons within 24". The unit receives a magical saving throw. If dispelled the unit vanishes.

SPREAD INSANITY

Spell Level 3
Energy 8
Description This spell causes an awesome awareness of diabolic power in all living creatures within 12" of the wizard. Every unit or character within this area must test as if it had just been **routed** in combat. Any unit failing the test will rout away from the wizard.

Any unit effected by this spell has a normal magic saving throw.

SUMMON DEMON HORDE

Spell Level 3
Energy 8
Description The demonologist can use this spell to summon a unit of 6D6 Lesser Demons. The creatures will appear within 3" of the wizard.

SUMMON GREAT POWER

Spell Level 3
Energy 6
Description The wizard may use this spell to summon pure unadulterated power of demonic origin. The energy appears as writhing mist, and must be controlled in the usual way. If successfully controlled the energy enters into the wizard and increases all of his characteristics by +1. This may take characteristics to above normal levels. The effect lasts for the remainder of the battle.

DISPEL GREATER DEMON

Spell Level 4
Energy 25
Description This spell allows the wizard to dispel a single Greater Demon within 24". The Demon receives a magical saving throw. If dispelled the demon will vanish.

SUMMON GREATER DEMON

Spell level 4
Energy 25
Description The demonologist can use this spell to summon a single Greater Demon. The creature will appear within 3" of the wizard.

SUMMON TOTAL POWER

Spell Level 4
Energy 40
Description The wizard may use this spell to summon pure unadulterated power of demonic origin. The energy appears as writhing mist, and must be controlled in the usual way. If successfully controlled the energy enters into the wizard and increases all of his characteristics by +2. This may take characteristics to above normal levels. The effect lasts for the remainder of the battle.

In addition the wizard increases his Constitution by 10D6 points - this **can** take his CP to above its normal maximum level. This spell cannot be cast if the wizard's CP is already above his normal maximum: power of such a magnitude would destroy its bearer.

DEMONIC PORTAL

Spell Level 4
Energy 20
Description The summoner opens up a portal between the natural world and a demonic world, allowing uncontrolled demon hordes to pass unhindered. The portal appears anywhere within 24" of the wizard. The summoner **cannot control** the demons that appear, which will behave either in a random manner, or according to the GMs whim. Demons summoned in this way will always charge the nearest non-demonic troops of either side as soon as they get the opportunity.

6D6 Lesser Demons and 1 Greater Demon are unleashed upon the world at the start of each of the summoning player's following turns. The Demons are moved during the summoners turn, but are not allied to him and will not spare him from the slaughter, even though he is the one who has given them this chance to indulge in mayhem and destruction.

The demonic portal remains open for 10xD6 turns, or until daybreak, whichever is the sooner. As the portal closes any remaining demons will become unstable and disappear.

ELEMENTAL SPELLS

ASSAULT OF STONE

Spell Level 1
Energy 3
Description A wizard using this spell causes an assault of stones to burst upon any enemy unit within 24". This is a magic missile attack, causing damage like missile weapons - but worked out in the Magic portion of the turn. Target restrictions apply in the same way as for normal missile fire. Stones thrown at units cause damage in the same way as multiple missile hits.

An assault of stones has a range of 24" and **automatically hits** its target causing 2D6 hits at strength 4. There is a normal armour saving throw, but no magic save.

BLINDING FLASH

Spell Level 1
Energy 2
Description This spell causes temporary blindness in all models within 6" of the caster. The spell takes effect immediately and lasts through the next (i.e. the other player's) turn. Blinded models may move totally randomly at ¼ pace, but may not shoot, combat or use magic. Recovery is automatic. There is **no** magic saving throw.

BREATHE UNDER WATER

Spell Level 1
Energy 1
Description A wizard may cast this spell on himself or any individual by touch. It will allow the individual to breathe in any atmosphere, under water or even in a complete vacuum. Airborne poisons have no effect on the character. The spell lasts for the rest of the battle, wearing off by the following day.

CLOUD OF SMOKE

Spell level 1
Energy 2
Description This spell allows the wizard to create a cloud of smoke 3" in radius centred upon himself. The cloud will not move with the wizard, but remains stationary. The cloud will last for D6 of the wizard's turns, and disperse at the end of the last turn. Troops in the cloud cannot see out of it or through it, troops outside cannot see into it or past it. Troops inside move at **half rate.** The GM should keep a record of how long the smoke will last for, he can determine this secretly if he wishes.

HAND OF FIRE

Spell Level 1
Energy 1
Description This spell endows the wizard with increased fighting potential, turning his weapons into burning flame. In combat all hits count as magical, at +1 strength, whilst any flammable target struck receives D4 points of fire damage. The spell takes effect immediately and lasts for the remainder of the battle, or until the wizard dispels it of his own accord.

MAGIC LIGHT

Spell Level 1
Energy 1
Description This spell allows the wizard to produce a magic light from his hand. The magic light illuminates an area 6" in radius around the wizard, and allows him to be seen in complete darkness as if it were normal daylight. The light lasts until it is dispelled by the wizard. A magic light can be thrown by the wizard up to a distance of 6" away. Once thrown the light lasts until the end of the turn and then dies. The light can be thrown at a single individual target, hits automatically and blinds the target for the following move (see Blinding Flash).

WALK ON WATER

Spell Level 1
Energy 2
Description This spell allows the wizard to walk on water, it takes effect as soon as the wizard steps onto water and is dispelled as soon as the wizard steps off the water, onto dry land. The spell also allows the wizard to traverse marshes, pools etc without a difficult ground penalty.

ZONE OF HIDING

Spell Level 1
Energy 3
Description The wizard creates a 3" radius zone centred around himself. The zone lasts for the rest of the battle, until it is destroyed or until the wizard moves. All models inside the zone assume a chameleon like identity with the surrounding terrain. So long as they remain stationary they are impossible to see at distances of above 6", and at below this range any missile shots have a -2 'to hit' modifier. If models within the range enter combat **both sides** will be at -1 'to hit'.

Whilst a wizard is maintaining a zone he may not cast any new magic, nor may he claim to be resting. Two or more zones may not overlap, if they do so both zones are destroyed.

CAUSE FIRE

Spell Level 2
Energy 4
Description The wizard can cause any one source of flammable material to burst into flames, gaining 10+D6 fire damage points instantly. This spell can be directed against any one flammable creature, such as a Mummy, in which case they receive the usual magic saving throw.

CAUSE RAIN

Spell Level 2
Energy 4
Description The wizard causes a sudden torrential burst of rain across the battlefield. This takes effect immediately and lasts until the end of the next turn (i.e. the other player's turn). Fires of less than 10 fire damage points are extinguished automatically, other fires will not gain extra points that turn. Long range missile fire becomes impossible, short range missile fire suffers a -1 'to hit' modifier. Fire based magic is instantly dispelled, whilst any flaming effects of magical weapons are nullified for the duration. Gunpowder weapons such as bombards cannot fire during the rain.

CLAP OF THUNDER

Spell Level 2
Energy 5
Description The wizard causes a clap of thunder across the battlefield. All stupid troops and all troops with an intelligence of 3 or less must test as if being charged by something they **fear**. Animals only test if they do not have handlers or riders.

EXTINGUISH FIRE

Spell Level 2
Energy 4
Description The wizard can use this spell to try to put out fires, such as burning buildings. The spell can be directed against any single burning building section, or a single burning character. The target will deduct 10+D6 fire damage points from its current total. A burning creature does not have to make a magical save for this spell to work.

MOVE OBJECT

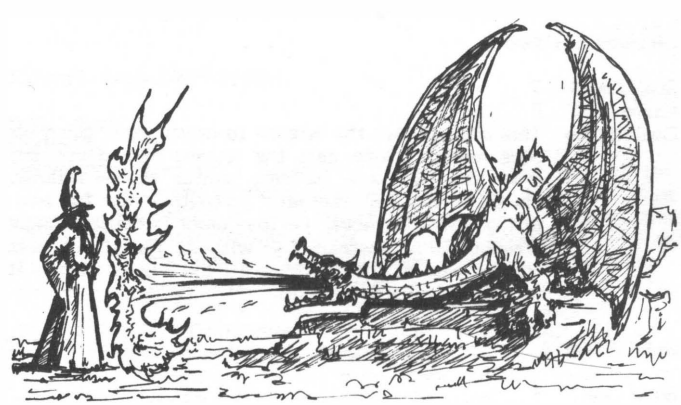
Spell Level 2
Energy 3
Description The wizard can use this spell to cause aerial drafts, enabling him to slam shut doors or move light objects such as parchments. He can open or close any unlocked, unbolted door within 12" or move any unsecured light-weight item a distance of 6".

PART WATER

Spell Level 2
Energy 4
Description The wizard may cast this spell against any river up to 4" wide within 24". The river will instantly part, producing a gap of 4" width which can be moved across on foot. The water will remain parted until the wizard dispels it, which he may do at anytime - even during his opponent's turn.

RESIST FIRE

Spell level 2
Energy 3
Description A wizard can cast this spell on himself in order to protect himself from damage caused by fire or flaming weapons. Any fire based attack, including fire balls and magical weapons with a flame type of attack, have no effect at all on the character. The spell lasts for the remainder of the battle.



WITHER VEGETATION

Spell Level 2
Energy 4
Description The wizard can use this spell against any section of wood or hedge within 24". The section of vegetation instantly withers away to nothing and is removed from play.

BANISH ELEMENTAL

Spell Level 3
Energy 10
Description This spell allows the wizard to dispel a single Elemental within 12". The Elemental receives a magical saving throw. If dispelled the Elemental will vanish.

BECOME ETHEREAL

Spell Level 3
Energy 7
Description The wizard can use this spell to enter an ethereal state. In this state he may not use magic or rest to regain CPs. He can move about as normal, but cannot attack in combat or use missile weapons. Whilst ethereal the wizard cannot be be effected by non-magical weapons, he can move through solid objects, such as walls, and can cross obstacles or difficult ground, including water, without penalty. He can also become visible or invisible at will.

The wizard can remain ethereal for as long as he likes. His clothing and immediate possessions also become etherial, but not other creatures he is touching or mice that he has secreted in his pockets.

BREATHE FIRE

Spell Level 3
Energy 10
Description The wizard gains the ability to breathe fire **three times** during the rest of the battle. This is done during normal missile shooting. Fire breath can be aimed at any unit or character within 12" - subject to the normal rules for targetting on characters. It will cause damage on a unit like multiple missile hits, causing 2D6 automatic hits at strength 4.

CREATE QUICKSAND

Spell Level 3
Energy 9
Description The wizard can create an area of quicksand 3" in radius with the centre anywhere within 24" of himself. He can create quicksand underneath units if he wishes. An area of quicksand counts as double difficult ground, slowing movement down to ¼ pace. In addition every model within the area has a chance of being sucked down and killed. Roll a D6 for each model, if the score is equal to or less than the model's Toughness it has been sucked down and suffocated. Troops who do not need air, such as undead are trapped below the ground and unable to move at all. There is no magical save. The quicksand will last for the remainder of the battle or until it is dispelled.

CRUMBLE STONE

Spell Level 3
Energy 9
Description This spell allows the wizard to crush stone using his bare hands. Once cast the wizard can effect any stone or brick built building, statue etc as follows. He will cause D6 automatic strength 8 hits for each of his normal attacks. He may elect to cause a single strength 10 hit instead if he wishes. The effect lasts for the rest of the battle, until the wizard dispels it or until he uses new magic.

DUST STORM

Spell Level 3
Energy 5
Description The wizard creates a dust storm 3" in radius with its centre anywhere within 24" of the wizard. The dust storm enters play like any other piece, and can be moved by the wizard player, and causes combat damage during the Combat part of the turn. Obviously the storm may move over normal units and will not be slowed by difficult terrain.

The dust storm causes no damage during the turn it is created. During following turns it can be moved 6" in any direction the wizard desires and any models cause within its radius will be attacked during Combat. A dust storm causes 1 automatic strength 2 hit on each creature within it. There is no magical save.

The dust storm lasts until the end of the battle and is then dispelled. The casting wizard may dispel the storm anytime he sees fit.

FLAME SHEET

Spell Level 3
Energy 8
Description A wizard on foot can use this spell to lay a wall of flame behind him as he walks along the ground. The flame sheet is 1" wide and follows the course of the wizard during his next turn's Movement, and will last until the beginning of his following turn. Any creature within the fire path, or attempting to cross it receives 1 strength 3 hit per model, flammable targets suffer D6 fire damage points. The flames are high enough to effect any flying creatures at **attack height.**

FOUL AIR

Spell Level 3
Energy 8
Description The wizard can create a pocket of foul air up to 6" in radius with the centre anywhere within 24" of the wizard. Any model caught within the air pocket suffers **Poison Attack** - causing D4-1 Toughness damage. Foul air is like animal venom in that it effects all creature types. The air pocket remains until the beginning of the wizard's following turn, when it will disperse.



ANIMATE WATER

Spell Level 4
Energy 16
Description Using this spell the wizard can cause any single body of water within 24" to become animate. The maximum area of water which is directly effected is a 3" radius circle, but this may be part of a much larger body of water such as a river or lake, the bulk of which will not be effected. The animated water will manifest pseudopods up to 12" long which it may use to make up to 12 attacks. Water does not have to charge to enter combat, and can change opponents from round to round. Troops cannot fight back against water. Attacks will be at strength 6 with a WS of 8. There is no armour saving throw for damage caused. Creatures with the ability to breathe underwater have a D6 saving throw of 4, 5 or 6.

The spell lasts for the remainder of the battle, or until the wizard dispels it.

DISPEL ELEMENTALS

Spell Level 4
Energy 24
Description The wizard can use this spell to dispel all Elementals within 24". Creatures effected have a magical saving throw. If effected they will vanish.



HEDGE OF THORNS

Spell Level 4
Energy 14
Description The wizard can cause a hedge of thorns to sprout instantly from the ground anywhere within 24". The hedge can take the form of a 1" x 12" strip or a 3" radius circle. The hedge can be made to grow up in front of, around or even on top of unit if the wizard wishes. A hedge of thorns comprises of magical thorns which grow so quickly they can easily trap and kill anyone whom they touch. Each model within the area of thorns receives D4 Strength 5 hits and has its movement reduced to a maximum of 1".

Once created a hedge of thorns cannot be dispelled. A hedge of thorns is flammable and counts as a single building section for damage.

SUMMON ELEMENTAL

Spell Level 4
Energy 18
Description The Elementalist can use this spell to summon a single Elemental of Earth, Air, Fire or Water. The creature will appear within 3" of the wizard.

SUMMON ELEMENTAL HORDE

Spell Level 4
Energy 30
Description The Elementalist can use this spell to summon a group of Elementals of Earth, Air, Fire or Water. He may summon only Elementals of one type at a time. D3+1 Elementals of the desired type will appear as a unit within 3" of the summoner.

SUMMON SWARM

Spell Level 4
Energy 12
Description This spell allows the Elementalist to use natural creatures to do his bidding. He can summon a **swarm** of either Beetles, Snakes and Lizards, Spiders, Rats, Frogs and Toads, Ants, Ticks, Scorpions or Bats as described in **The Battle Bestiary.** The swarm will appear within 3" of the summoner.

TUNNEL THROUGH STONE

Spell Level 4
Energy 18
Description This spell allows the wizard to tunnel through the ground or walls using his bare hands. The tunnel thus created is magically stabilised, will not collapse and caused no damage on buildings. Even soft sand or mud can be tunnelled using this spell. The wizard may move through solid rock at his normal pace, creating a tunnel wide enough for a single person. Other characters may follow his path, but will have to form a line behind him. Once a wizard has completed his tunnel he may dispel it anytime he wishes - instantly killing anyone inside.

WALL SHAKER

Spell Level 4
Energy 16
Description The wizard can use this spell to cause all building sections within 12" to collapse. Troops inside or on top of a collapsing building will receive 1 wound - with normal saving throws for armour.

INDEX TO THE SPELLS

Spells are listed by magic type, Battle Magic, Necromantic Magic etc, and by level. The two sets of numbers can be used in random generation if you wish. The number on the left lists each spell of a type in the order they are printed. The number on the right breaks them down into levels within types.

BATTLE MAGIC SPELLS

1	Level 1	1	Aura of Resistance
2		2	Cause Animosity
3		3	Cure Light Injury
4		4	Fire Ball
5		5	Flight
6		6	Hammerhand
7		7	Immunity from Poison
8		8	Steal Mind
9		9	Strength of Combat
10		10	Wind Blast
11	Level 2	1	Aura of Protection
12		2	Cause Frenzy
13		3	Cause Hatred
14		4	Cause Panic
15		5	Hold Flight
16		6	Lightning Bolt
17		7	Mystic Mist
18		8	Smash
19		9	Zone of Sanctuary
20		10	Zone of Steadfastness
21	Level 3	1	Animate Sword
22		2	Arrow Invulnerability
23		3	Cause Cowardly Flight
24		4	Cause Fear
25		5	Cause Instability
26		6	Cause Stupidity
27		7	Curse of Arrow Attraction
28		8	Dispel Aura
29		9	Magic Bridge
30		10	Transfer Aura
31	Level 4	1	Aura of Invulnerability
32		2	Blast
33		3	Change Allegiance
34		4	Cure Severe Wound
35		5	Enchant Weapon
36		6	Stand Still
37		7	Strength of Mind

NECROMANTIC BATTLE MAGIC SPELLS

1	Level 1	1	Destroy Undead
2		2	Hand of Death
3		3	Summon Skeleton Champion
4		4	Summon Skeletons
5		5	Zone of Life
6	Level 2	1	Control Undead
7		2	Extend Control
8		3	Hand of Dust
9		4	Stop Instability
10		5	Summon Skeleton Minor Hero
11	Level 3	1	Annihilate Undead
12		2	Life in Death
13		3	Raise Dead
14		4	Summon Skeleton Hordes
15	Level 4	1	Curse of Undeath
16		2	Summon Skeleton Major hero
17		3	Total Control
18		4	Wind of Death

ILLUSIONIST BATTLE MAGIC SPELLS

1	Level 1	1	Assume Illusionary Appearance
2		2	Bewilder Foe
3		3	Camouflage Illusion
4		4	Cloak Activity
5		5	Clone Image
6	Level 2	1	Banish Illusion
7		2	Confound Foe
8		3	Illusion of Buildings
9		4	Illusion of Woods
10		5	Ghostly Appearance
11		6	Hallucinate
12	Level 3	1	Illusion of Enemy
13		2	Illusion of Mighty Appearance
14		3	Universal Confusion
15		4	Vanish
16	Level 4	1	Destroy Illusion
17		2	Illusion of Army
18		3	Illusion of Darkness
19		4	Teleport



DEMONIC BATTLE MAGIC SPELLS

1	Level 1	1	Bind Demon
2		2	Dispel Lesser Demon
3		3	Summon Guardian
4		4	Summon Steed
5		5	Zone of Demonic Protection
6	Level 2	1	Stop Demonic Instability
7		2	Summon Energy
8		3	Summon Lesser Demons
9		4	Summon Magical Aid
10		5	Zone of Demon Nullification
11	Level 3	1	Dispel Demon Horde
12		2	Spread Insanity
13		3	Summon Demon Horde
14		4	Summon Great Power
15	Level 4	1	Dispel Greater Demon
16		2	Summon Greater Demon
17		3	Summon Total Power
18		4	Demonic Portal

ELEMENTAL BATTLE MAGIC SPELLS

1	Level 1	1	Assault of Stone
2		2	Blinding Flash
3		3	Breathe Under Water
4		4	Cloud of Smoke
5		5	Hand of Fire
6		6	Magic Light
7		7	Walk on Water
8		8	Zone of Hiding
9	Level 2	1	Cause Fire
10		2	Cause Rain
11		3	Clap of Thunder
12		4	Extinguish Fire
13		5	Move Object
14		6	Part Water
15		7	Resist Fire
16		8	Wither Vegetation
17	Level 3	1	Banish Elemental
18		2	Become Ethereal
19		3	Breathe Fire
20		4	Create Quicksand
21		5	Crumble Stone
22		6	Dust Storm
23		7	Flame Sheet
24		8	Foul Air
25	Level 4	1	Animate water
26		2	Dispel Elementals
27		3	Hedge of Thorns
28		4	Summon Elemental
29		5	Summon Elemental Horde
30		6	Summon Swarm
31		7	Tunnel Through Stone
32		8	Wall Shaker



MAGICAL WEAPONS

Magical weapons are an important part of fantasy literature, and an important part of Warhammer too. In a world where magic works, a weapon of magical potency can turn a character into a one man army, a powerful wizard or a blood-crazed maniac. Where magical weapons come from, and how they are acquired, is not something we would wish to be dogmatic about. Possibly magical weapons are the gifts of the Gods themselves, possibly they are constructed using obscure magical knowledge. A GM can invent his own explanations where necessary.

MAGICAL WEAPONS ON THE BATTLEFIELD

A magical weapon can be used by any minor hero, major hero or wizard. In theory there is no reason why any character or individual shouldn't have a magical weapon, and the GM is quite welcome to expand the idea to give groups or whole units magical weapons if he so wishes. However, we recommend that players voluntarily restrict themselves to one or two weapons a side to start with.

COMMON ABILITIES OF MAGICAL WEAPONS

Magical weapons have various effects, or confer various abilities but they all have some abilities in common. These are:-

1. All magical weapons emit a magical aura which may be recognised by any wizard by touch.
2. Magical weapons are not 'normal weapons'. Some creatures are not effected by normal weapons, some undead and ethereal creatures for example. Magical weapons will have full effect against these types.
3. Magical weapons have the ability to automatically dispel **Aura** spells of any level on contact.
4. Where a magical weapon causes unusual or additional damage this does **not** count as a magical attack, and **no saving throw** is made against magic.

USING MAGICAL WEAPONS

If a character is so armed then he may use a magical weapon. Should the character be slain the weapon may **not** be picked up and used by another character during that battle. The weapon has a will power of its own, and will not readily accept a new owner.

In campaign games a weapon may change owners only if the new owner tests successfully to **master** the weapon. Roll 2D6 - if the score is equal to or less than the character's WP then he becomes the weapons new owner and may use it during that battle. If the character fails, that weapon may not be used in that battle, and the character may not attempt to master the weapon again. If he does he will fail.



DETERMINATION OF ABILITIES

A magical sword can be designed by the GM for use in a specific campaign or series of games. Alternatively, either the GM or a player can randomly generate a magical weapon using the chart below.

Every magical weapon has one or more **abilities.** Magical abilities vary, some are very useful, whilst others are less so. Every magical ability has a **points value,** the total PV from **all** of the weapon's abilities is the weapon's PV.

If you are creating a weapon randomly first roll a dice to determine how many abilities the weapon has. Most weapons will have between one and three different abilities, so roll a D3 to determine how many. The GM may decide that a weapon could have more, or less, abilities and allow the player to roll a D4, D6, D8 etc.

Roll a D100 for each ability. Results are cumulative. Characteristic bonuses from magical weapons **can** take characteristics beyond normal maximum levels (i.e. beyond 10).

D100	PV	Ability
01-05	50	**Initiative Gain** - The user increases his **I** by D10 points whilst he retains possession of the weapon.
06-09	50	**Attack Gain** - The user increases his **A** by 1 whilst he is using the weapon.
10-11	50	**Multiple Attack Gain** - The user increases his **A** by D3 whilst he is using the weapon.
12-14	50	**Strength Gain** - the user increases is **S** by 1 whilst he retains possession of the weapon.
15-16	50	**Multiple Strength Gain** - The user increases his **S** by D3 whilst he retains possession of the weapon.
17-19	50	**Toughness Gain** - The user increases hs **T** by 1 whilst he retains possession of the weapon.
20-21	50	**Multiple Toughness Gain** - The user increases his **T** by D3 whilst he retains possession of the weapon.
22-25	50	**Wound Gain** - The user increases his **W** by 1 as soon as he acquires the weapon. This extra wound may be recovered by resting in the normal way as long as the character retains the weapon.
26-28	50	**Leadership Gain** - The user increases his **L** by +1 whilst he retains possession of the weapon.
29-31	50	**Will Power Gain** - The user increases his **WP** by +1 whilst he retains possession of the weapon.
32-34	50	**Cool Gain** - The user increases his **Cl** by +1 whilst he retains possession of the weapon.
35-37	50	**Intelligence Gain** - The user increases his **Int** by +1 whilst he retains possession of the weapon.
38-40	75	**Flame Attack** - The weapon bursts into flame as it is drawn from its sheath or is brandished. The weapon causes D6 points of **fire damage** on flammable targets.
41-42	75	**Poison Attack** - The weapon counts as **poisonous** against all creatures susceptable to poison.
43-44	75	**Degeneration Attack** - Any model wounded by this weapon will begin to decay and crumble. Roll a D6 at the beginning of each of their turns. A score of 6 will cause an additional wound. In campaign games the effect can be slowed down to a dice roll per week by a **Cure Severe Wound** spell. Wounds may not be recovered by resting. Only a **Healing Potion** will effect a full cure. See Warhammer Role-Play.
45-46	75	**Freeze Attack** - The weapon glitters with a cold and icy fire. Any living creature wounded by this blade will die automatically unless they can save against freezing -requiring a 6 on a D6.
47-48	75	**Warp Attack** - The weapon can be seen to fade in and out of existence, fading and then reappearing. In combat the weapon warps through armour and shields and materialises inside its victim. Targets receive no armour saving throw at all. The weapon may strike through solid objects or magical barriers (such as **zone spells**) so long as the user can see his target.
49-51	75	**Sleep Attack** - The weapon can be used to cause any individual within 4" to fall asleep, only one individual can be put to sleep at a time, although any number could be effected in total. The sleeper cannot be woken for 2D6 turns, no matter how hard he is shaken or how much noise is made. This ability can be manipulated by the user at will.
52-54	75	**Strength Drain** - Everytime this weapon causes a wound it will also drain the strength of its target. For each wound subtract 1 **S** from the target. During the **next turn only** the user of the sword may increase his **S** by the same amount.
55-57	75	**Toughness Drain** - Everytime this weapon causes a wound it will also drain the toughness of its target. For each wound subtract 1 **T** from the target. During the **next turn only** the user of the sword may increase his **T** by the same amount.
58-60	75	**Initiative Drain** - Everytime this weapon causes a wound it will also drain the initiative of its target. For each wound subtract 1 **I** from the target. During the **next turn only** the user of the sword may increase his **I** by the same amount.
61-63	75	**Leadership Drain** - Everytime this weapon causes a wound it will also drain the leadership of its target. For each wound subtract 1 **L** from the target. During the **next turn only** the user of the sword may increase his **L** by the same amount.
64-66	75	**Intelligence Drain** - Everytime this weapon causes a wound it will also drain the intelligence of its target. For each wound subtract 1 **Int** from the target. During the **next turn only** the user of the sword may increase his **Int** by the same amount.
67-69	75	**Cool Drain** - Everytime this weapon causes a wound it will also drain the cool of its target. For each wound subtract 1 **Cl** from the target. During the **next turn only** the user of the sword may increase his **Cl** by the same amount.
70-72	75	**Will Power Drain** - Everytime this weapon causes a wound it will also drain the will power of its target. For each wound subtract 1 **WP** from the target. During the **next turn only** the user of the sword may increase his **WP** by the same amount.
73-74	100	**Flight** - An individual possessing this weapon has the power of flight like a swooper type flying creature.
75-76	100	**Breathe Underwater** - An individual possessing this weapon can breathe without air, and will not suffocate either in a vacuum or underwater.
77-79	100	**Confusion** - If this weapon is held it will automatically cause all models within 3", except for the user, to become **stupid.** The creatures instantly act as if they had just **failed** a stupidity test that turn with no **Int** based saving throw.
80-83	100	**Fear** - a character holding this weapon causes **fear** in opponents he charges/is charged by.
84-	100	**Dimension Permiable** - This weapon has the ability to travel into different dimensions at the command of its user. The weapon can then remain invisible and can be brought back into the real world whenever its owner wishes.
85-86	100	**Resist Fire** - A character holding this weapon becomes immune to fire, damage caused by fire and all fire based magical attack (e.g. fire ball).
87-	100	**Duplication** - The owner of this weapon gains the ability to duplicate himself entirely, including his characteristics, but not weapons or equipment. A clone created in this cannot be destinguished from the original person and will have a full sense of identity and self-preservation. Only one clone can exist at any one time. If the original character is killed the remaining clone **can** duplicate himself - assuming he has the weapon.
88-	100	**Animated** - The weapon has a life of its own and can move through the air and fight in combat. The owner of this weapon can command it as he wishes. Used independantly the weapon has a profile of M6 WS6 BS0 S4 A2.
89-	100	**Invisibility** - The owner of this weapon may become invisible anytime he likes. Movement is done in secret with the co-operation of the GM, who may like to record the position of the invisible character on a map.
90-	zero	**Egoistic** - the weapon so completely dominates other sources of enchantment that the bearer may not cast or use any magic apart from the powers of the sword. The user may still be attacked by magic and have spells cast upon him.



91- 100 **Divine Frenzy** - The weapon is possessed of a divine killing frenzy. In his first combat round the user gains +1 initiative, +1 on his 'to hit' dice and +1 on his 'to wound' dice. In his second round the character gains +2 on all these, in his third round +3, fourth +4 and so on. This will last for D8+2 combat rounds as determined by the GM in secret before the game starts. During this period the character's battle frenzy will be uncontrollable, any wounds which do not kill him outright in a single turn are ignored. Should the character slay all of his enemies within charge reach he will attack his friends. Otherwise the character must move at maximum speed towards his enemies. Once the frenzy wears off the character will pass into an ecstatic stupor for D10 turns, during which time he may not attack in combat and will move at half rate.

92- 100 **Dispel Undead** - The very presence of this weapon will destroy all undead, including Liches and undead characters such as Vampires. At the beginning of the weapon users turn any undead creatures within 3" of the weapon are automatically destroyed. This power can be felt by undead types within 12".

93- 100 **Destroy Magical Weapon** - This weapon will destroy any other magical weapon in combat on the D6 score of a 6. Roll once per combat round. The weapon gains any of the magical abilities of the destroyed one for the remainder of the battle. If two weapons of this kind meet and strike simultaneously, and both roll a 6, **both** weapons are destroyed.

94- 100 **Magical Absorbtion** - If a spell is cast at the bearer of this weapon the sword will automatically absorb the power of the spell, rendering it useless. The power of the spell gives the weapon a 'to hit' and 'to wound' bonus equal to the mastery level of the attacking wizard. Repeated effects are cumulative. The effects last for the remainder of the battle.

95- 100 **Mighty Strike** - The bearer of this weapon may strike with a strength 10 hit **once** during the day. He does not have to declare that he is using the mighty strike until he has scored a hit. This power renews itself overnight.

96-97 100 **Double Damage** - Every time a wound is scored it will count as two wounds.

98- 100 **Talking Weapon** - The weapon has the capability to talk. Weapons of this kind can communicate knowledge about themselves and their history.

99- 250 **Power Weapon** - The weapon is a power weapon, see the following section.

00- * **Rune Weapon** - The weapon has D6 runes carved onto it, these can be determined randomly. Points cost will vary depending on the number of runes involved. See Runes.

POWER WEAPONS

Power weapons were made by the Old Slann, and are found only on the continent of Lustria. When they are imported into the Old World they fetch a very good price indeed. They are made out of the same shiny black material as magical rods, and are equally impossible to damage or destroy.

Power weapons have their own internal source of power, and act as a store for CPs. The level of CPs any weapon has can be generated using D6xD6.

Any character who takes up a power weapon of a CP greater than his own WP becomes the weapons **Slave.**

A character who takes up a power weapon of a CP equal to or less than his own WP becomes the weapon's **Master.**

A wizard who has mastered a power weapon may fuel it using his own CP, in the same way as a magical rod. Otherwise the weapon will refuel to its maximum level overnight.

A wizard may draw back any number of CPs from the weapon during the Magic portion of his turn, he may perform no other magic including maintaining zones. He may not use points from the weapon to increase his CP to beyond maximum.

The bearer may instantly use CPs from the weapon to augment his magical saving throw against magical attack.

The weapon may be used in combat, the number of CPs invested in any strike indicates the strength of the blow. Points are invested only once a hit has been scored.

A slave differs from a master in that he must use his own WP to fuel the weapon's CP on a point for point basis. At the end of every turn in which he has used the weapon he loses D6 WP points to it. Handling and using the power weapon has an intense euphoric effect on the slave; which becomes compulsive and addictive. He will never give the weapon up, and would kill his friends rather than surrender it to them.

Once a slave's WP reaches zero he will pass out and remain comatose for D6x10 turns. On recovery he will have lost 1 point of WP permanently and the weapon will have gained +1 maximum CP. The slave must now continue to fuel the weapon as before, until he once more passes out. Eventually the character will have lost **all** of his WP and then **a very strange thing** will occur.

The Old Slann artificers were great builders of arcane machinery in obscure places; vast and mysterious devices of untellable function, governing the fates of worlds and races. Millenia ago they realised that their time would soon be over, but still they wished to see their work continue. They built the power weapons as simple gee-gaws to attract the primatives that were to follow them. In each killing toy they imprinted deeply the task they required of their distant slave.

These tasks are almost exclusively functions of routine maintenance, switch throwing and lever pulling. The zero WP slave now becomes a complete tool of the Old Slann, and is compelled to travel to a place where machinery lies concealed beneath the earth, through dimensional gates or buried in the perilous jungles of Lustria. He will know exactly how to enter these places, and what is required of him once he is there. Tales tell of the guardians of the machinery of the Old Slann, of abhuman monsters, of the undead forms of a race long past and of revalations that might turn a mortal insane.

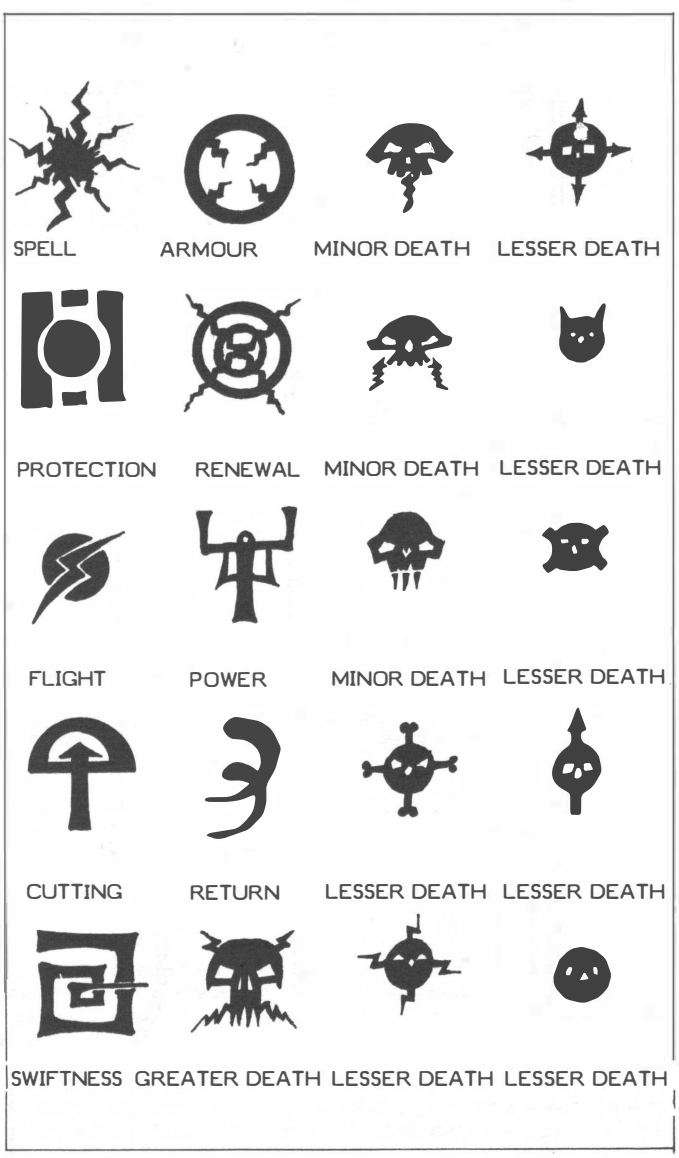
Once his task is completed the slave will have his WP restored to him. The weapon's CP level will drop to enable him to become its master. The **New Master** will also know many things he did not before: a wizard might be allowed an extra spell, a warrior might find that his weapon has gained an extra ability (random). It is said that when two New Masters meet, knowing glances are exchanged and particular matters may be discussed.

RUNES

Runes are a form of magical writing. Inscribed onto a weapon or armour they confer powers of destruction or protection. No ordinary mortal could hope to inscribe a rune, although sometimes a wizard might gain the ability as a favour of the gods or as a result of extraordinary knowledge. In either case a rune cannot be inscribed during a battle or as part of battle magic.

The GM can use runes, and runic weapons, in the same way as he would use other magical artifacts in a game.

Runes are only effective when they are **active** - an active rune glows dimly with a golden light. Unless stated otherwise the effect or two or more runes of the same kind is not cumulative; only one rune takes effect at a time.



TYPES OF RUNE

SPELL RUNES

A spell rune allows the bearer of the rune to cast the spell inscribed. The spell will always work, there is no need to test. On use the rune will dim for D10 turns after which it will become active once more.

PROTECTION RUNE

The protection rune will **augment** its bearer's magical save by +1. The effects of two or more of these runes are cumulative.

ARMOUR RUNE

The armour rune will +1 onto its bearer's armour saving throw, giving an unarmoured character a save on a 6. If the rune fails to save, and a wound is scored, the rune will dim for the remainder of the day.

CUTTING AND SMASHING RUNES

The cutting and smashing rune will -1 from a combat opponent's saving roll. If this rune causes a wound that would not otherwise have been score it will dim for the remainder of the day.

RUNE OF SWIFTNESS

A rune of swiftness will add +1 to its bearer's initiative and 'to hit' scores. If this causes a hit that would not otherwise have been scored the rune will dim for the remainder of the day.

RUNE OF RENEWAL

This rune carries the energy to re-power any rune inscribed onto the same object that has dimmed. This will drain the rune of renewal, which will dim for the remainder of the day.

RUNE OF FLIGHT

This rune can be inscribed on an axe or hammer, turning it into a throwing weapon that will always hit its target. After use the rune dims for the remainder of the day.

RUNE OF RETURN

This rune can be inscribed on an axe or hammer, turning it into a throwing weapon that will always return to its owner's hand. After use the rune dims for the remainder of the day.

THE GREAT DEATH RUNE

This rune may only be inscribed by a God onto a weapon. Any creature hit by the weapon is slain. This rune does not dim through use.

THE LESSER DEATH RUNE

This rune is not as rare as the great death rune, although its effects are similar. Lesser death runes cause any creature of a specific type to be slain if hit. Each rune works only for one group of creatures. You can determine which by rolling a D10.

1. All Goblinoids
2. All four footed animals
3. Men
4. Dwarfs
5 Elves
6. Dragons
7. All other reptiles
8. All Chaos creatures
9. Wizards
10 All non-Chaos creatures

THE MINOR DEATH RUNE

A minor death rune is relatively common. It slays any creature of one specific species - this can be determined randomly by the GM, or established by the GM before the game.

DORMANT RUNES

If a rune weapon remains unused, its runes may become inactive. The weapon can be identified as a rune weapon by any wizard who handles it, but the runes will not become visible and active until the weapon is used to kill in the heat of battle.

INSCRIBED RUNES

If you should wish you can generate the number of runes on any item as D6 x (D6-1), but the number may not exceed the maximums laid out below. An item of armour or a weapon can only carry a certain maximum number of runes, which are:-

Weapon/Armour	Runes
Armour	100
Shield	50
Sword	15
Greatsword	25
Shortsword	10
Axe	10
Hammer	15
Halberd	20
Armlet/Bracelet	3
Gauntlet	4
Rune Staff	10

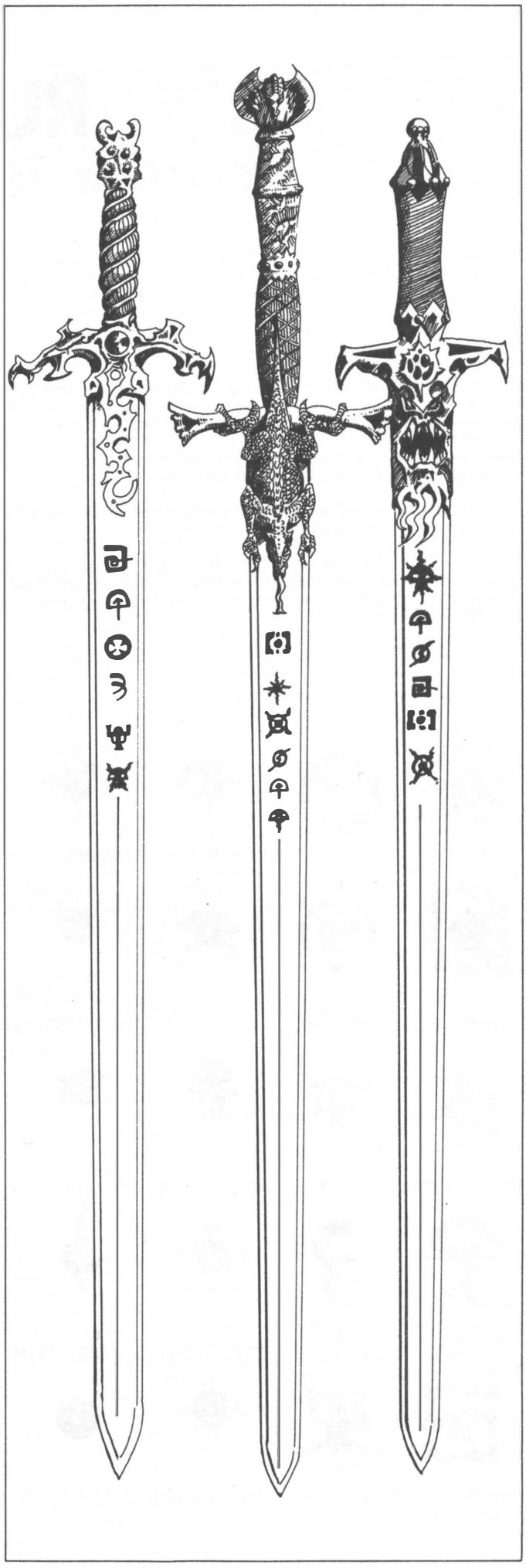
POINTS VALUES FOR RUNE WEAPONS

Each rune costs 50 PV, except for the Greater Death Rune which costs 500.

RANDOM GENERATION

A GM would be best advised not to rely on random generation to create his games; it is always better to work out any relevant magic, such as runes, beforehand. However, the following chart is offered, and can be used to ascribe random runes to equipment.

Rune	Sword	Axe	Armour	Staff
Spell	01-16	01-07	01-13	01-60
Protection	17-32	08-14	14-50	61-80
Armour	-	-	51-90	-
Cutting	33-50	15-23	-	-
Swiftness	51-66	24-30	-	-
Renewel	67-82	31-37	91-00	81-00
Flight	-	38-62	-	-
Return	-	63-82	-	-
Great Death	83-85	83-85	-	-
Minor Death	86-94	86-94	-	-
Lesser Death	95-00	95-00	-	-



MAGICAL ARTIFACTS

In a world in which magic and the unseen assumes considerable, or even paramount importance, enchanted objects, charms and all sorts of magical paraphenalia are obviously greatly valued. The scope for incorporating magic into the Warhammer games system is almost endless. Providing the GM has the time and inclination there is no reason why gamers should restrict themselves to the items listed here - anything is possible.

USING MAGICAL ARTIFACTS

Magical artifacts make excellent centre-pieces for games or campaigns, and the best form of artifact is one invented specifically by the GM to give his campaign structure. For example, armies could battle it out over the possession of a prophetic monument, a great and magical weapon or a rare ingredient for a magical spell. Some of the artifacts described below come from our own campaign games, and I have tried to describe how they can be used by the GM to form the basis for a proper campaign or series of battles.

ALL-SEEING MIRRORS

These mirrors have been constructed in pairs, and enchanted in such a way that each one bears the reflection that would normally be seen in the other.

Although not very useful on the battlefield, these devices can form the basis for an interesting series of games. One of the mirrors could be found by accident, or during the course of a campaign. It might reflect something that the player particularly wants, somewhere that he wants to go or even someone he wants to meet. The mirror would show enough incidental clues of landscape, the position of the sun, moon or stars through a background window or whatever to enable a clever player to locate the other mirror. Naturally the journey requires a small army and will involve encounters with hostiles, perhaps working in a co-ordinated fashion against him. Possibly someone else is interested in the mirror.

AMULETS

Amulets usually take the form of a metal or stone circle worn around the wrist. They can also appear as rings, pendants, circlets, collars, torques, ankle bracelets or even nose rings. Most amulets have uses other than those described below, forming constitual parts of the more complex and subtle magic employed in Warhammer Role-Play.

Amulets make useful 'pick-up' items for characters involved in long term campaign games. For example, in a game fought over a monastery the Abbot might be so pleased at having his monastery liberated that he rewards the game victor with a treasured amulet. The amulet can then be used in the next game of the series.

Amulet of Thrice-blessed Copper. Anyone wearing such an amulet may add 1 to the saving roll against wounds caused by non-magical weapons and poison. If placed within 1' of a poison source the amulet will turn green.

Amulet of Adamantine. Anyone wearing this amulet has his toughness increased to 7. Once worn an amulet of adamantine may not be removed unless the wearer is dismembered or slain.

Amulet of Enchanted Jade. This amulet confers a saving throw bonus in exactly the same way as an amulet of thrice-blessed copper, it also offers immunity from poison. The wearer gains the power of **Regeneration**, after the manner of Trolls.

Amulet of Coal. This amulet is used by wizards to store **Fire Ball** spells. Each amulet can store up to 3 spells, which can be released either singly or all at once by any character during the Magic portion of his turn. Using the amulet does not expend Constitution and success is guaranteed. Any character who recognises this amulet for what it is may employ its powers, even non-wizards: but only a wizard may recharge the amulet, which he can do by casting 1 Fire ball spell to load 1 Fire Ball.

Amulet of Iron. An amulet of iron is unusual because it **cannot** be used by wizards. It can be used by any other character. Wearing the amulet confers a bonus on the saving throw made against magic, this can either be +1, +2 or +3. The adjustment is made on the character's WP for the save only - it does not actually effect the WP level as such. The amulet can take the level to above 10 for the purpose of the save. This makes it possible for a character to be totally **immune** to magic.

Amulet of Righteous Silver. An amulet of this kind offers complete **immunity** from psychological effects caused by the undead. It does not offer immunity from effects that apply equally well to undead or normal troops, such as panic, but it does offer protection from **fear** and **terror** when caused by undead.

ARROWS OF TRUE FLIGHT

Arrows of true flight are manufactured by Elves, and should only be available to Elves in battles. To equip a single Elf archer with enough of these arrows to last for a battle costs +12 PV. Arrows of true flight always hit their target, there is no need to make a dice roll 'to hit'. They cause normal damage.

Arrows of true flight are an example of a powerful battlefield weapon that can be used to give an army extra potency. In campaign games half of the arrows fired can be recovered by the winning side: enough to fully equip half as many troops as originally carried the arrows. A loosing army which started out carrying the arrows may claim **half** of the half remaining arrows if at least half of the original carrying unit leaves the battlefield alive. So, for example, if 20 Elven archers start the battle with arrows of true flight, and their army is defeated, 10 batches of arrows can be recovered. If 10 or more of the Elven archers left the battlefield alive they can claim 5 batches of arrows and the winning army can claim 5 batches of arrows.

ARROWS OF POTENCY

Arrows of potency do damage at +1 strength. To equip a single archer with enough of these arrows to last for a battle costs +6 PV.

This is another type of magical arrow which can be used to increase the effectiveness of missile troops. GMs may wish to transfer these abilities on to crossbow darts or any other missile weapon. Arrows of potency last only for a single battle, after which the magic wears off.

Both arrows of potency and true flight are magical weapons, and have powers common to magical weapons as regards effects on undead and other creatures. They do **not** dispel magical auras; their magic is not powerful enough.

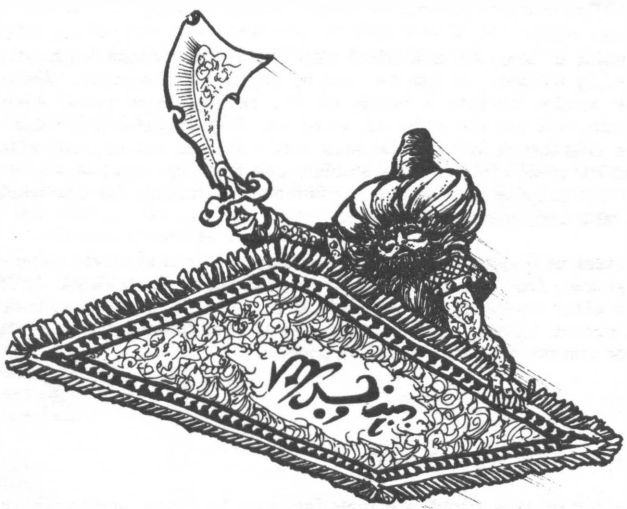
MAGIC CARPET

Magic carpets are made only in the lands of Araby. A typical carpet will be about 8' x 6', and, in flight, provides a stable platform over its entire surface. Carpets fly as **hoverers** and can accomodate up to 12 individuals safely, if not comfortably.

Magic carpets are strong willed and very loyal to their owners. In order to become a carpet's owner a character must roll 2D6. A score of equal to or less than his WP means the character has mastered the carpet. A score of more than the character's WP means he has not mastered the carpet, and it will not obey him. Once a carpet has a living owner it cannot be mastered by another, although it will obey a second character if its owner so commands. If such a character is killed or attempts to steal the carpet it will fly back to its master.

There is a 50% chance of any carpet having a zone protection spell of some kind built into it, the GM can determine this in anyway he pleases.

In battles magic carpets give a character extra mobility, or even provide a flying strike force. In campaign games they make movement very easy, enabling characters to traverse seemingly impassable terrain. Magic carpets shouldn't be available in normal one-off battles, except to Men of the East. An Arabian wizard may have **one** magic carpet at a points cost of 200 PV - including a zone of santuary spell.



MITHRIL ARMOUR

Mithril is a very special magical metal that is far tougher and lighter than steel. Armour made from mithril confers a +1 saving throw for its type. So, for example, a chain-mail shirt normally confers a saving throw of a 6, but a mithril chain-mail shirt confers a saving throw of a 5 or 6. Mithril cannot be used for shields or animal armour, but it can be used for breast plates and full plate armour. A character wearing full mithril plate, carrying a shield and riding a barded horse will be invulnerable from most normal forms of attack, although high strength hits will reduce the saving throw and could cause damage. Wearing mithril does **not** incure a movement penalty, it is ignored for these purposes.

Mithril is rare - and should only be available to minor heroes, major heroes and occasionally wizards. If players wish to use mithril armour during a non-campaign game the following PVs can be used. Chain-mail 50 points, breast plate 75 points, full plate 125 points. This is expensive, but should give the players a good idea as to the value and rarety of the stuff.

ORBS OF HEALING

Orbs of healing come in seven colours, red, orange, yellow, green, blue, indigo and violet. A single orb can be used once per day to recover 1 wound caused by a normal non-magical weapon, or a non-supernatural creature. A group of 7 differently coloured orbs can be used once per day to restore to full health any character suffering from any form of disease or wound.

Orbs of healing make good quest items and are ideal as the focal point for a long term campaign. A group of heroes and trusty retainers must try to find the orbs of healing and return to save the life of their somewhat poorly Lord, banish the dreaded red plague from their homes or cure their own degenerative diseases.

ORBS OF DEATH

Orbs of death look like orbs of healing but have the opposite effect. A single orb used as an orb of healing will **cause** 1 wound. A group of orbs including even one orb of death will kill rather than heal.

Orbs of death are just an example of a campaign item with a deadly twist, players shouldn't feel too safe or too comfortable as regards magical items - and with things like this about they won't.

RODS

Wizards covert these so called arcane rods, which come exclusively from the new lands of Lustria. They are brought back to the Old World by merchants and travellers, and always fetch a good price when offered for sale. Typically they are about 15" long, almost an inch in diameter and weigh about a pound. Very occasionally they turn up in other forms; figurines, daggers, amulets etc. They are always black, and cannot be marked or harmed in any way.

Rods are used to store CPs. A wizard may place up to 10 points in the rod for each of his mastery levels. Once placed in the rod the CPs are ready to be drawn back and used, the wizard can rest and recover his own CPs in the usual way. A rod can be charged by one wizard and used by another.

The wizard may draw back any number of CPs from the rod during the Magic portion of his turn, he may perform no other magic including maintaining zones. He may not use points from the rod to increase his CP to beyond maximum.

The wizard may instantly use CPs from the rod to augment his magical saving throw against magical attack.

The rod may be used in combat, the number of CPs invested in any strike indicates the strength of the blow. Points are invested only once a hit has been scored.

SHIELD OF SCEPTICISM

The shield of scepticism resembles any other shield but has considerable power. Anyone bearing the shield become **immune** against all forms of magic; magic simply has no effect on them what-so-ever. In addition the shield causes automatic **instability** within 12" in undead and other creatures subject to instability, such as Demons and Elementals.

A shield of this kind makes a useful quest item. A city might have been over-run by demonic hordes or necromantic wizards. Against such powerful sorcery the citizens have no defence, they cannot stand before the unnatural occupiers. Their only hope lies in a group of heroes uncovering the fabled 20 shields of skepticism from the semi-legendary tomb in the mountains. The heroes will need a small army, for the mountains are full of goblins, and the tomb itself may well contain who knows what evil creatures. Having obtained the shield the player must then face up to his adverseries in the city.

Quest games of this kind are always enjoyable, the more so if a number of players are involved. The 'bad guys' can be played by the GM and a few occasional helpers, only the questing side needs a fixed player or players.

STAFF OF COMMAND

The staff of command resembles an ordinary black wooden staff, but has special magical properties. In the hands of a necromancer it will extend his range of command over friendly undead to 24", it will also nullify the effects of instability on undead, ethereal, demonic and elemental creatures within this range. Any character holding the staff has his Leadership increased by +1, which may take his total to above the normal 10 maximum. Once the staff is put aside the Leadership level returns to normal. The staff may be used by a wizard to cast a level 4 **Change Allegiance** spell once per day. Only one spell may be cast in any 24 hours period, no matter how many wizards handle the staff. The spell can be used by any wizard of any level, costing 8 energy points as per the normal spell. The wizard will still have to test on his remaining **Constitution** for success.

The Staff of Command enables low level wizards, in particular necromancers, to improve their magical abilities. The GM might like to use this staff in his own games, although it is better suited to a campaign.

BOOTS

Magical footware can be interesting and amusing, sometimes even useful! Like amulets they make good pick-up items for campaigns. Obviously they're fairly light hearted, and illustrate the sort of items GMs might like to invent in order to add colour to their own campaigns.

Boots of Speed. Boots of speed allow their wearer to travel at double normal movement rate.

Boots of Leaping. Boots of leaping allow their wearer to leap up to 6+D6 inches -over walls pits etc.

Boots of Dawdling. Boots of dawdling prevent their wearer from moving faster than 2". They were invented as a teaching aid for society ladies mindful of their grace and sedate elegance.

Boots of Bovva. Bovva was the apprentice of Rathnugg, the most famous boot maker of all time. He invented these sturdy war boots which allow their owner to make a single strength 6 kick instead of any other attacks.

Boots of Concealment. Boots of concealment have secret magical pockets which can be opened only by their wearer. The pockets are magical, and can hold up to 2' x 2' of goods, or a single items up to 6' long - such as a double-handed sword. These in no way encumber the wearer.

Boots of Command. These have no effect on the person who actually owns the boots. However, anyone else wearing them will find themselves in a most perilous dilemma. The boots become alive with a will of their own, moving about of their own accord. The wearer has no choice but follow the boots. The boots can be commanded by their owner, and cannot be removed without his consent.



DAWNSTONES

Dawnstone is the name given to a flint or obsidian dagger or hand-axe such as occasionally turn up in barrow graves or amongst gravel workings. These are quite common, but enchanted stones are very rare indeed. An enchanted dawnstone is much stronger and less brittle than a normal stone tool. Their power is mostly in summonation and protection magic. They derive from a time when deities and demons walked freely upon the earth, and the ancestors of men worshipped them or fought them as best they could.

A dawnstone has all of the normal powers of a magical weapon, as well as D6 randomly generated abilities. In addition a dawnstone acts like a **Zone of Sanctuary** spell, so that its wearer becomes immune to psychological effects, and will be the centre of a 3" radius zone which cannot be entered by undead, ethereal, demonic or elemental creatures. Nor may such creatures employ missiles or magic into the zone. Unlike with a normal zone spell, the zone will move as the the bearer of the stone moves. The zone will be temporarily nullified for 1 turn whilst any other zone spell touches or occupies the same area, the other zone will be dispelled. If the bearer of the dawnstone is a wizard he may **add 2** onto his Will Power as long as he retains possession of the stone. This may take his WP to above the normal maximum level of 10.

Dawnstones often have holes bored into them so that they can be worn on a thong around the neck.

In a wargame the dawnstone can be used to provide instant protection for a character or group. It is also a powerful weapon, and so enables weak characters to fight more powerful foes or monsters. Dawnstones are so useful that they should not be available in the course of a one-off battle, not unless they form a specific element of the GMs plot for the game.

If, as a GM, you wish to incorporate dawnstones into your campaigns you should bear in mind that their origin is in the Old World, and that they are found amongst the pre-historic mounds that were the tombs and temples of the first first men to settle in those lands. About 5% of these mounds contain one or more dawnstones. These places are, naturally enough, dangerous; dawnstones were usually incorporated into an ancient mound specifically to keep something trapped inside. For instance, an ancient temple could house a Demon, formerly worshipped by the people of that land. To keep the Demon from causing harm he is surrounded by a circle of dawnstones. The Demon cannot pass the barrier thus created....unless someone removes a stone!

ENCHANTED ROPE

Enchanted ropes come from Araby. Lengths of D6+2' are occasionally found in the Old World, but longer lengths are rare. Enchanted rope is animate, and can fight just like a character, coiling round a sword or spear to grip it. The profile is as follows.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	0	3	3	*	10	2	3	3	8	8

A rope has 1 wound for each foot in length. Ropes can be struck in combat with normal weapons, they have a 4,5,6 saving throw against any wounds. Ropes are flammable and can be destroyed by fire or fire based magic. Normal missile weapons have no effect. Ropes are immune to all psychological effects and cannot be routed in combat - they will fight to the death! In combat they do not suffer from disadvantageous 'to hit' modifiers once they are wounded; they just get shorter. Ropes cannot recover wound points, either by magic or by 'inbetween battle' resting.

A rope may tie itself in knots or bonds at its owner's command. They are fully discriminating and can move towards and seize specific items or creatures.

In order to become a rope's owner a character must roll 2D6. A score of equal to or less than his WP means the character has mastered the rope. A score of more than the character's WP means he has not mastered the rope, and it will not obey him. Once a rope has a living owner it cannot be mastered by another, although it will obey a second character if its owner so commands. If such a character is killed or attempts to steal the rope it will return back to its master.

Ropes make interesting guardians or help-mates in games and campaigns. GMs shouldn't allow players to simply buy ropes, they must be discovered and fought for during a game. If a GM has a specific scenario in mind he can allow a player to have enchanted rope/s, but they are not common.

JEWELS OF POWER

Jewels of power contain a self renewing storehouse of magical energy. Like amulets, jewels make interesting 'pick-up' items and can help speed a campaign along or even up the odds.

Spell Jewel. A jewel of this kind contains a single specific spell. This can be determined randomly by the GM, or he can select a spell which is going to meet a specific need within the campaign. The spell can be cast once during a battle by any character, even non-wizards, and uses no energy.

Multiple-Spell Jewel. Sometimes a jewel can carry more than one spell, or even the same one more than once.

Energy Jewel. The jewel contains a number of Constitution Points which the owning wizard may add onto his own once per day. This may take the character's CP over his maximum, which is permitted.

Mastery Jewel. This jewel increases its owners mastery level by 1 so long as it is retained. Along with the rise in mastery the character will gain appropriate new spells and higher CP. If the jewel is lost the character's mastery, spells and CP will return to normal.

THE CAT OF THE CALISTHENES

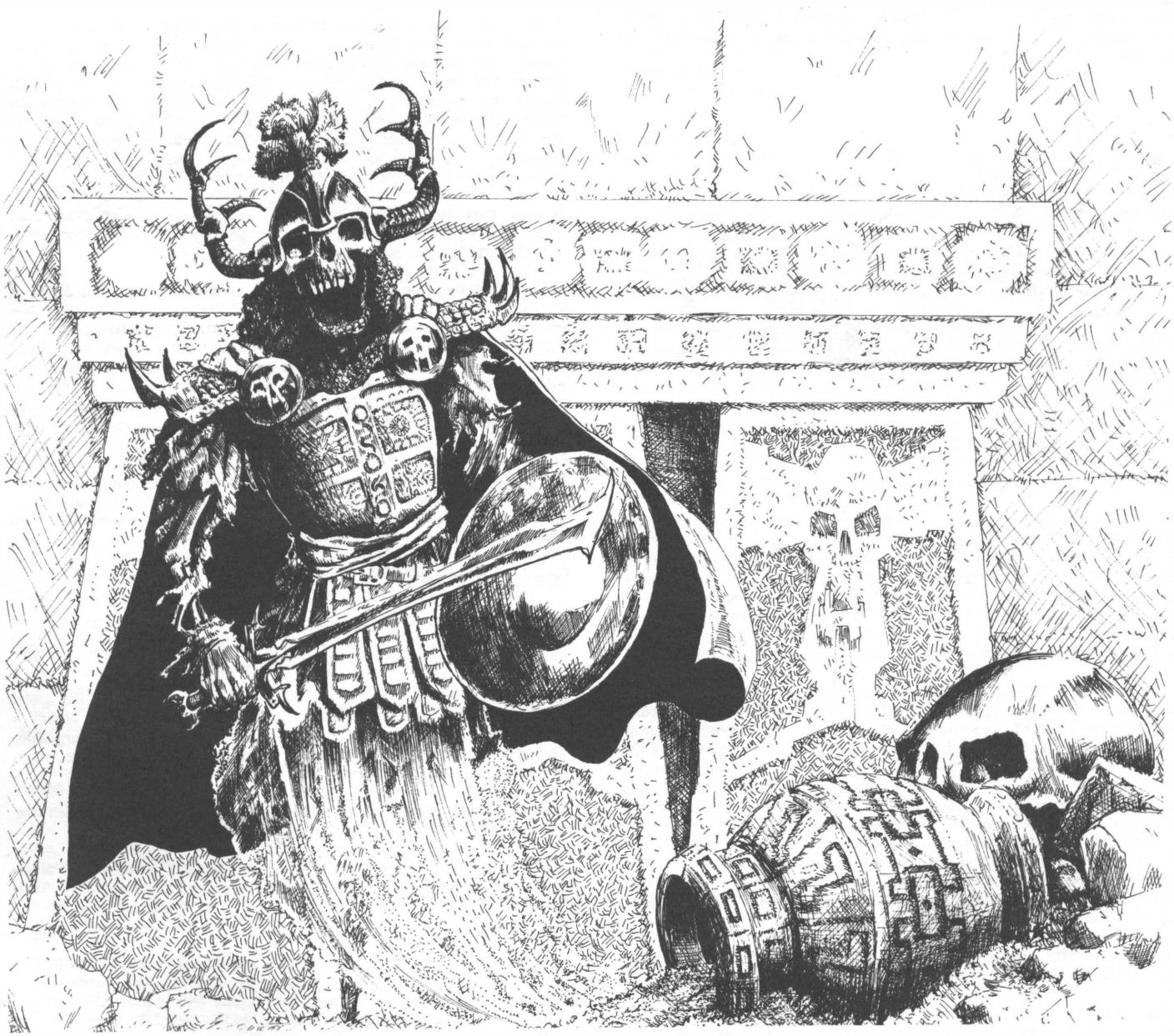
One of the most powerful magical cults of the Old World is known as the Calisthenea; its members are called Calisthenics. Like most cults the Calisthenea operates a number of secret temples, the exact number is unknown. Within these temples the members of the cult meet, indulge in their secret rituals, appoint officials and organise their work. What exactly their work entails is a mystery, but most cults aim at the perfection of the individual spirit - presenting a personal spiritual goal to their members rather than a material or collective one. Most cults have secret rites, and utilise various important ritual objects as well as ancient chants and books. The Cat of the Calisthenes is the most sacred object of the Calisthenites. Upon his initiation the new cult member, called a neophyte in this cult, is permitted to lay his right hand upon the life-size golden statue of a cat. The statue contains a residue of power which passes into the ritually prepared mind of the neophyte enabling him to become a wizard, endowing him with his first 10 Constitution points and giving him a mastery level of 1.

This object is a useful one in many ways, not least in that it illustrates one way in which a magical cult operates and how a character might become a wizard. The Cat of Calisthenes, or a similar cult object of the GMs invention, provides a useful starting point for a campaign or an unusual game. A temple of the Calisthenea might have been infiltrated by a city's police force. The city's ruler hates all magical cults and so decides to destroy the temple during a ceremony, aiming to destroy the cult members at the same time. The GM maps out the temple as an underground complex, or a town alleyway or backstreet, the Calisthenic player can study the map, whilst the GM can allow him a few secret passages or other means of escape. The game is staged as a raid, with a number of police, backed up by their own wizards and heroes as appropriate breaking in upon the temple and the group of wizards inside. The wizards are hopelessly outnumbered, and must escape taking the Cat of the Calisthenes with them.

URN-GUARDS

Amongst the ancient Old Worlder who built the barrow tombs and created the dawnstones it was common to burn and then bury the dead in small pottery urns. Upon the death of a great leader or warrior many of his personal bodyguards chose to accept ritual death and urn burial by his side. If such an urn is broken and its contents allowed to touch the floor a skeleton will form. An urn guard will normally attack its liberator, but can be controlled by necromantic magic. There is no reason why an urn guard cannot be a skeleton champion, minor hero or even hero if the GM wishes.

Urn guards might typically be found in ancient tombs, and can provide the undead general with useful re-inforcements. An interesting campaign can revolve around a necromancers search for a vast tomb containing the urn-guard of hundreds of old heroes. The necromancer should be given a choice of possible target tomb sites, whilst the other player, taking the part of a nearby city-state tries to beat him to it!





A GAMES WORKSHOP PRODUCT



BATTLE BESTIARY

Dedicated to

Phil Barker, Donald Featherstone and Michael Moorcock

whose fault it all is

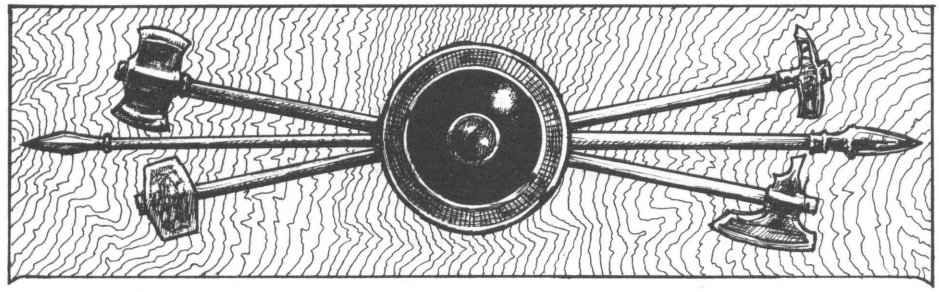
WARHAMMER
Book 3.



BATTLE BESTIARY

C Games Workshop Ltd 1984

A GAMES WORKSHOP PRODUCT



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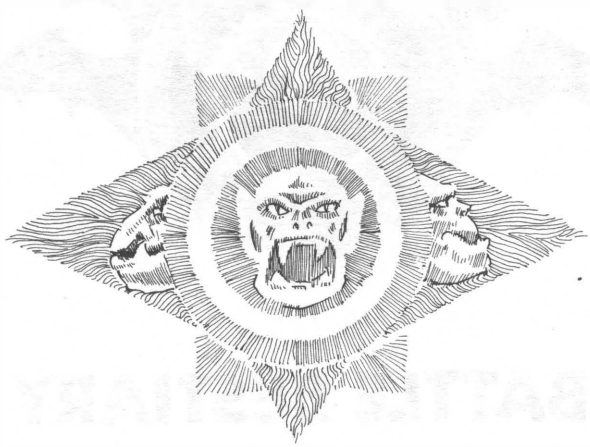


CREDITS. Warhammer Rules by Richard Halliwell, Byran Ansell and Rick Priestley. Box art by John Blanche. Book covers by Tony Ackland and John Blanche. Internal illustrations by Tony Ackland, John Blanche and David Andrews. Cardboard Characters by John Blanche. Design and layout by Joanne Podoski. Magnificent Sven scenario devised by Richard Halliwell.

All of whom would like to extend their thanks to all of the Warhammer players who have helped playtest this new edition, and who have contributed their valued comments and many excellent ideas.

USING THE BATTLE BESTIARY

The Battle Bestiary summarises the profiles, rules and other information relevant to the creatures inhabiting the **Warhammer Known World.** In so far as possible the list covers all of the models currently made by Citadel Miniatures. We would recommend that the GM uses the rules as given, at least for his first few games. After that - we don't really mind. Adjust the rules and profiles to suit your own playing style and type of game.

FORCES OF FANTASY

Gamers wishing to use information contained within our **Forces of Fantasy** supplement for the first edition of Warhammer will have to adjust the profiles and some rules to fit in with this edition. To convert old profiles into new profiles add 1 to the Strength, convert Toughness into a number and add 1. Use the new Personal Characteristics throughout.

PLASTIC MODELS

Although Warhammer has been designed around standard 25-30mm high metal models there is no reason why players shouldn't use any of the currently available plastic 54mm models instead. Citadel plan to release a comprehensive range of plastic models in 60mm scale, compatable with, and suitably heroic looking when placed alongside models form Britains, Matchbox, Airfix etc.

BASES

The standard base sizes described in the rules are 20mm x 20mm for infantry and 25mm x 50mm for cavalry. Many of the larger humanoid creatures will not fit onto a standard base, and should be mounted on 25mm x 25mm bases, or any size base that will fit. This is indicated in the descriptions of each creature. Large monsters and engines of war should be mounted on bases that 'look right' - although it is best to round off to the nearest 5mm.

Many Citadel models are now being designed with special plastic 'Slottabases'. These bases are exactly 20mm x 20mm, or larger as appropriate, and can be used directly within the Warhammer rules.

PRESENTATION

Each of the creature types is described in the following manner.

Physique - Description, size, shape, colour etc.
World Distribution - Where the creature comes from.
Alignment - Possible alignments of the creature.
Base Size - Recommended base size.
Special Rules - Special rules that apply.
Basic Profile - Fighting and Personal Characteristics.
Basic Points - Basic points value.
Character Profiles - Where appropriate, a set of profiles for champions, heroes and wizards.

Not all creatures have all of these details. Many of the undead, ethereal and demonic types have no fixed world distribution, for example. Only intelligent humanoid races have been given characters, although there is no reason why you shouldn't work out heroes or wizards for other appropriate creatures.

PLAYING THE VARIOUS CREATURES

The profiles as they are presented emphasise the differences between the various creatures. Animals and some of the goblinoids have been given very low leadership values - making them extremely unsteady in combat unless led by heroes. Don't expect a unit of Trolls or Goblins to hang around if they are pushed back in



combat! Similarly some stupid creatures will spend nearly all of their time wandering about aimlessly. Trolls are a good example. The only way to maintain any order over these creatures is to have a hero leading them (his Intelligence is used for the stupidity test). Keep them in tight units in front or away from other troops. Otherwise you may find your army quickly fighting amongst itself!

On the whole, heroes are good value for points. Mounted heroes usually end up paying lots of points for horses, wolves etc. Because of the multiplier for equipment, a human major hero pays 9 x 6 = 54 points for a horse. They are still good value, however, and can easily stand up to an equal points value of regular troops.

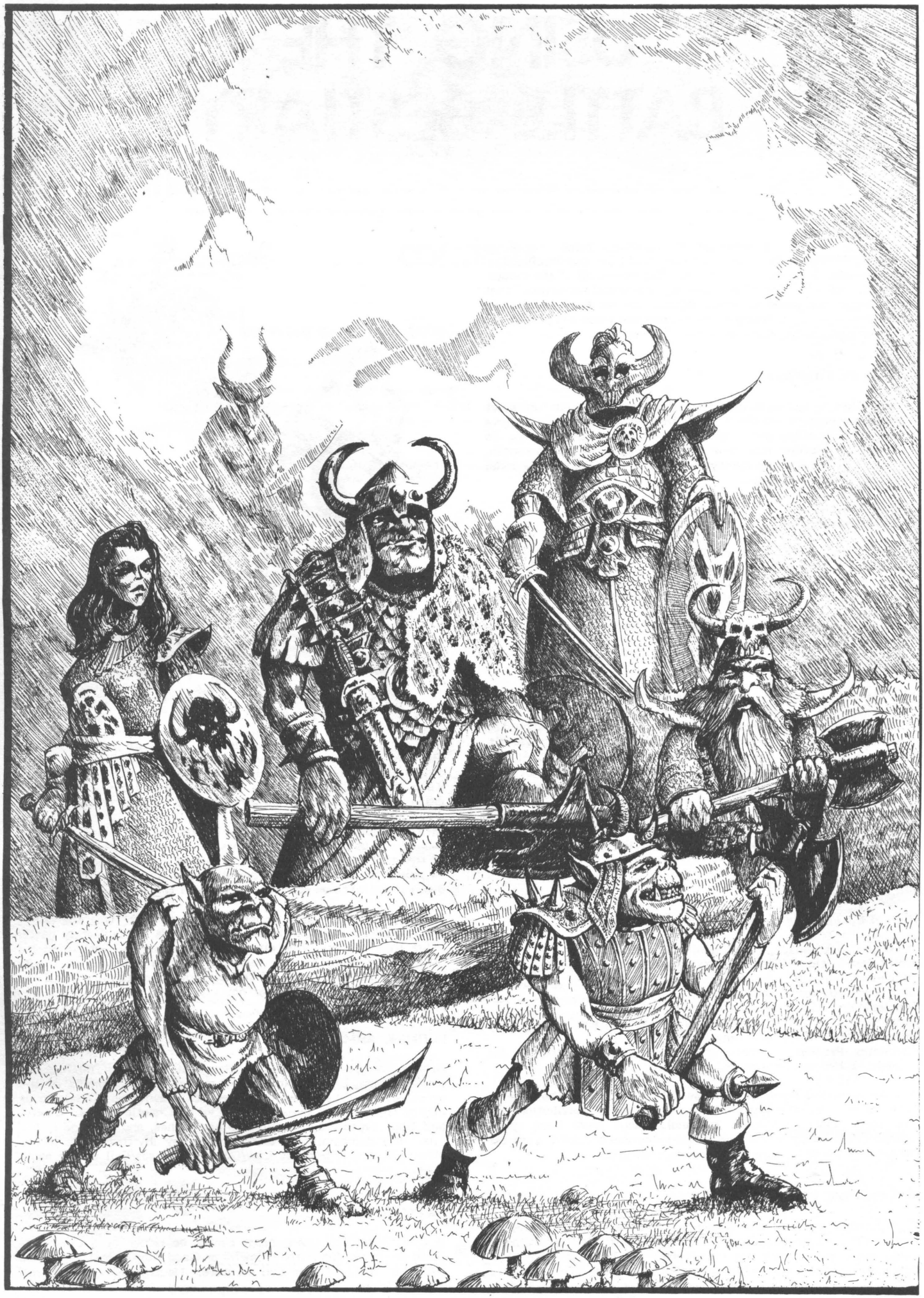
Wizards work out quite expensive, although the way the points modifiers work this can mean some wizards are definitely better value than others. This all helps add colour and variety to the different creature types. Mounted wizards will work out **very** expensive indeed because of the equipment multiplier effect, and whether they are worth it or not will depend largely on how you envisage using them.

FORMING ARMIES

Armies can be composed of either just one or of mixtures of several races. In forming mixed armies the alignments of the creatures must be taken into account. Lawful and Good troops cannot fight on the same side as Evil or Chaotic troops. Lawful and Good types may be allied to each other, and Evil and Chaos types may also be allied. Neutral types may ally themselves to any other alignment, but not Law/Good and Chaos/Evil at the same time.

RIDING BEASTS

A Chaotic or Evil riding beast cannot be ridden by a Lawful or Good creature. Similarly a Lawful or Good riding beast cannot be ridden by a Chaotic or Evil creature. Neutral riding beasts will take any rider.



THE KNOWN WORLD

The Known World bears more than a passing resemblance to our own. This is because the Known World exists in a parallel reality, an alternative place or time which is different from ours - but not unrelated. So it is that many of the creatures of our world are common to this one, or have similar habits and customs.

THE OLD WORLD

This is a temperate weather zone originally covered with deciduous forests. Nowadays much of the land has been cleared for agriculture so that only a few large forests remain. The uplands approaching the Worlds Edge Mountains form natural grassland pasture, and make excellent grazing for domestic animals. The large western island, the Isle of Albion is known for its barren moorlands and bogs, although even this land is now mostly forested or under the plough.

The Old World corresponds to Europe during the middle-ages, consisting of a number of small, independent states sharing a similar cultural heritage and language. Humans are the dominant species here, although there are still remnants of other races living in out of the way regions such as the Boglands of the Isle of Albion where a few Gnomes still survive. Apart from these rare and secretive communities there are also the Dwarf Kingdoms situated along the western margins of the Worlds Edge Mountains. Amongst and within the mountains, the Dwarfs formerly built their mighty fortresses and vast cities. Today only a few of the ancient cities are inhabited, and then only in part. Much of the underworld region of the mountains is dominated by Goblins and their kin. The Old World is also the home of the Halflings, who live sheltered lives under the protection and nominal leadership of the human kingdoms.

The Old World is the most volatile and exciting place in the world, where whole populations are ready to embark on new adventures overseas. This is a time of expansion and exploration, as Old Worlders discover and begin to colonise places like Lustria, the New World and the New Coast. In many ways the Old Worlders are similar to the exploring, conquering countries of 15th and 16th century Europe. The southern parts of the Old World are already beginning to open to new ideas, science and technology. Gun powder weapons are in their infancy here, and experiments are going on with steam and alcohol power. The North of the Old World is still far poorer and more primitive, where feudal barons maintain their grip on the lives of the peasantry.

ARABY

Araby is a hot, dry place, where water is never plentiful and few areas are really fertile. Much of the land is desert or shrubland, harbouring scarse trees and necessitating careful irrigation to produce crops.

Araby corresponds to the Near East at the time of the Ottoman Empire. It is a huge and decadent empire, comprising of many Caliphates, each under the watchful eye of the Sultan of All Araby. Like the Old World, Araby is dominated by humans sharing a common culture and language - Arabic. Also like the Old World there are a number of remnants of other, declining races, who still survive in remote areas. As much of Araby is desert, remote areas are fairly common. The Worlds Edge mountains are here, as everywhere, full of Goblin strongholds and underground dwellings.

Arabians do travel and trade quite extensively, but they lack the self-motivation of most Old Worlders and have not yet made any serious attempts to settle outside of their homeland. Technologically they are becoming backward, although this was not formerly so.

NORSCA

Norsca is a cold and harsh place, where the mountains march right to the seas and the snow lies always upon the peaks. Most of the valleys are heavily forested by evergreens, although the inhabitants clear forest and farm as best they can. Fishing and hunting provide the best means of surviving for most intelligent creatures.

Norsca is populated mostly by humans, the fierce and warlike Norse. They share their barren land with the equally hardy Norse Dwarfs, as well as a number of underground goblinoid races living within the Mountains. Norsca is also home to Ogres and Trolls, creatures exceptionally rare, if not extinct, in the Old World.

The various Men and Dwarfs of Norsca are relatively barbaric compared with their more civilised relatives to the south.

THE SOUTH LANDS

The South Lands are still largely unexplored and unknown. They consist of humid equitorial jungles, with northern and southern belts of dry grassland. The South Lands harbour Goblins as well as primitive tribes of humans, some still living a stone-age hunter-gatherer existence.

THE NEW COAST

The New Coast is the first Old Worlder settlement in the South Land, comprising of a number of thriving towns and farms. The New Coast is jungle to the north and dry grass lands to the south.

The inhabitants of this area are mostly from the Old World, Norse or Dwarfs. Together these races are developing trade with the interior, and the Dwarfs are already beginning to tap the untold mineral wealth of the surrounding mountains.

THE DARK LANDS

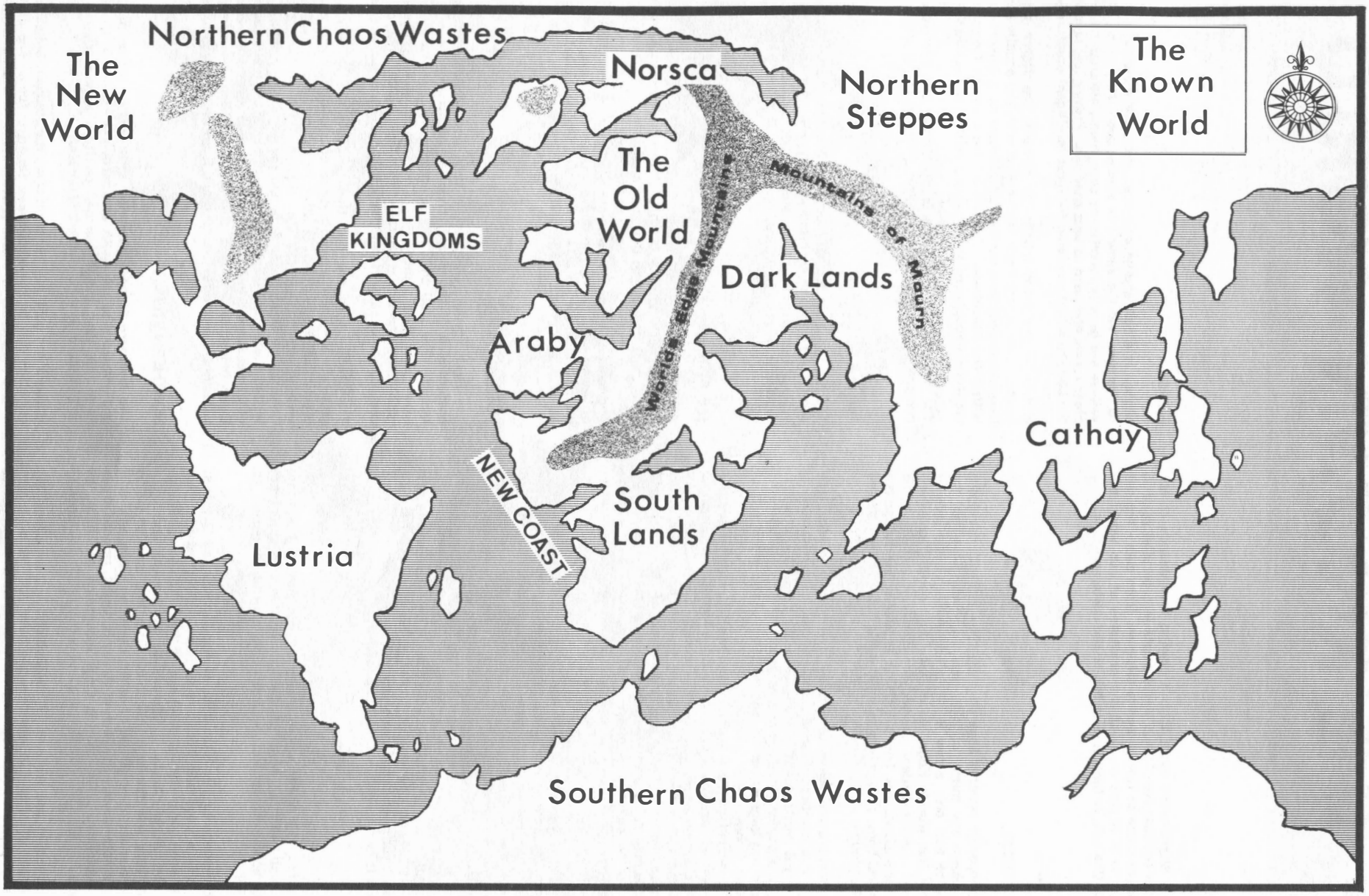
The Dark Lands lie within, a huge natural basin formed by the eastern side of the Worlds Edge Mountains and the Mountains of Mourn. The wall thus formed comprises many active volcanoes, which pour their molten lava over the land. The constant smoke and air-bourne ash is so thick that very little light reaches the ground, and the Dark Lands have become barren and eternally dark.

The Dark Lands are not thickly populated by any creatures, although they are home to most of the evil, black hearted and unpleasant species that wouldn't be tolerated anywhere else. The surrounding mountains are riddled with Goblin tunnels, or fortresses built by the Dwarfs and taken over by Goblins years ago. Within these tunnels live all sorts of Goblinoid creatures, as well as other nameless creatures that like to hide away from the sunlight. Deep below the deepest Goblin tunnels are the caverns of the Lizardmen, where few venture and from whence even fewer return.

NORTHERN STEPPES

The Northern Steppes comprise artic wastes to the north, tundra and grassland to the south and border on desert to the far south. Over this vast and unmanaged territory wander various nomadic groups, herding their cattle and horses.

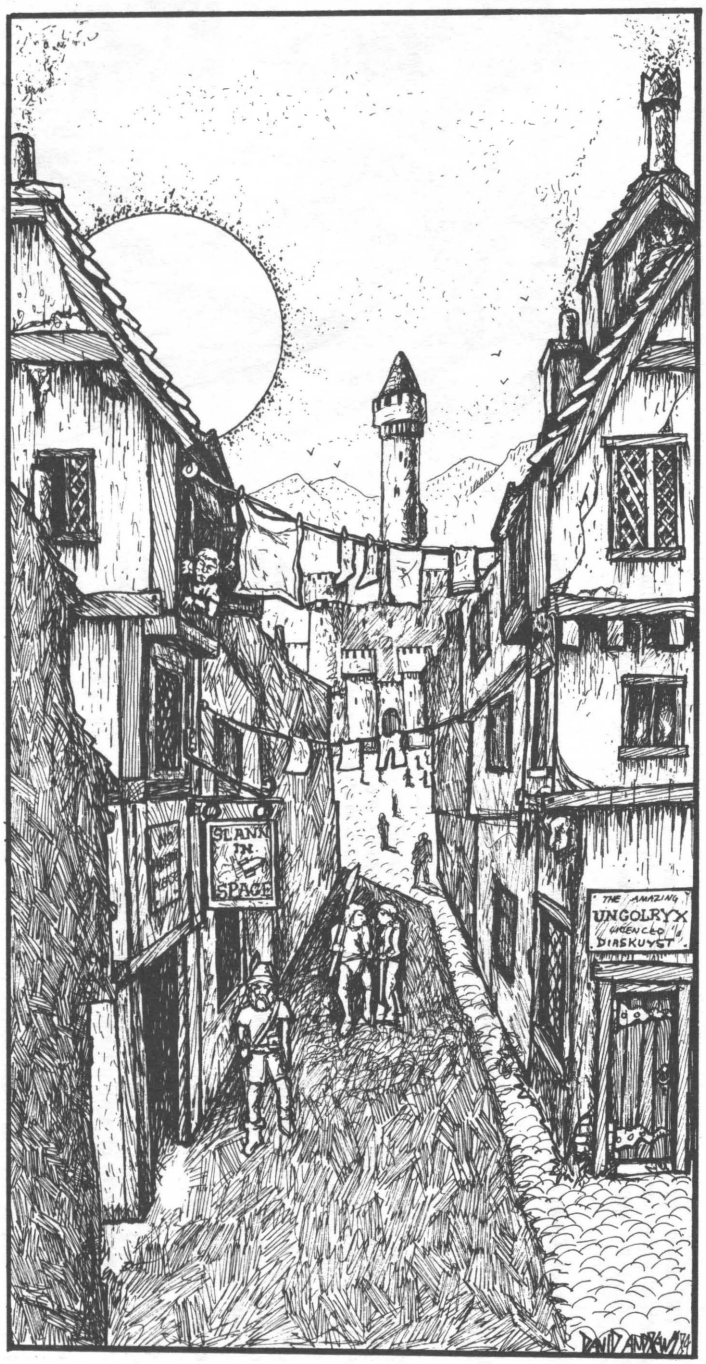
Humans and goblinoid races all roam the steppes, whilst many large monsters rely on the steppelands for their food. The eastern edge of the Mountains of Mourn provide ideal homes for creatures such as Chimera and Harpies, who are able to fly out over the grasslands in search of prey.


Northern Chaos Wastes
The New World
Norsca
Northern Steppes
The Known World
The Old World
ELF KINGDOMS
World's Edge Mountains
Mountains of Maurn
Dark Lands
Araby
Cathay
NEW COAST
South Lands
Lustria
Southern Chaos Wastes

CATHAY

Cathay is a huge land corresponding to the far east of our own world. The mid-coastal areas are temperate and fertile, whilst to the west and north lie great deserts, and to the south impenetrable jungles. The Old Worlders have only just established trading contacts with this land - and are not always welcome.

Cathay is dominated by humans, although remoter areas are still under the control of goblinoids, especially Hobgoblins. There are many separate states and cultures within this area, of varying sophistication and technology. The largest state is Imperial Cathay, where gunpowder technology is known but not fully exploited. Society throughout the east is insular and unenterprising, a situation enhanced by the universal Simca religion. The large Island lying off the coast of Cathay is called Nippon; an independant state of tough, sea-going peasantry and stern feudal overlords called Shogun.



THE NEW WORLD

The New World is a whole continent corresponding to North America in our own world. It is inhabited by humans and a host of strange native creatures. The northern areas were settled by the renegade Dark Elves many years ago, whilst the areas along the east coast have numerous Sea Elf colonies. The indiginous humans are stone-age primitives, hunters of wild game and harvesters of seasonal fruit. They occasionally trade with the Elves, but have little cultural contact with them.

LUSTRIA

Lustria is a vast continent dominated by jungle in the north and by huge rolling grasslands to the south. The most notable feature of the land is the mighty Amoco-Cadiz river system, which penetrates most of the north of the continent.

Apart from many exotic animals, Lustria is home to two kinds of native humans (Amazons and Pygmies), and the Slann. The Slann once ruled Lustria as the Aztecs ruled Mexico, and, like the Aztecs, they have become the victims of foreign colonialism and greed. The remains of the once vast Slann Empire now occupy only the northernmost part of the continent. The Norse and Old Worlder explorers, adventurers and traders who have ousted them have settled along the north eastern coasts. From here they launch expeditions inland in search of Slann gold or the natural treasures of the land; animal skins and mineral wealth.

THE ELF KINGDOMS

The Elf Kingdoms are the original homeland of the Elves and comprise of a large ring shaped island and a number of smaller surrounding islands. The entire area is one of outstanding natural beauty, with a pleasant warm climate and abundant natural vegetation. The main island has a mountainous wooded interior, with inward facing and outward facing coastal plains. The inward facing coast is populated by High Elves, living in secure cities or luxurious palaces. There is little agriculture practiced here, rather the whole area is left as far as possible in a natural state. The outward coast is used for agriculture and for what few industries exist, it is populated by the Sea-Elves, and there are many trading ports and harbours. From here the Sea Elves guard the sea ways between the Old and New Worlds.

The greatest city in all of the Elf Kingdoms is Lothern, situated upon either side of the harbour entrance into the inner sea area. It is inhabited mostly by Sea-Elves, and is unusual in that is the only Elf port that will admit foreign shipping, although all foreigners are restricted in their movements within the city itself.

NORTHERN AND SOUTHERN CHAOS WASTES

The Known World can be imagined as a sphere, with north and south polar regions. But the poles of this world are subject to a very strange phenomenon. As a traveller approaches the polar regions he becomes aware that all is not as it should be, that distances lose their perspective, that the geography seems strangely fluid and the weather and light increasingly erratic. Some distance from the pole the physical laws of nature break down altogether, so that nothing is steady or predictable, and that all direction and distance is unnaturally distorted. These are the Incursions of Chaos - areas into which ships sail and never return, or from which strange monsters or warriors emerge to weak havok upon the Known World.

The Incursions of Chaos are not geographically fixed, but pulse in and out from the pole at irregular intervals. As they grow, these regions can be observed as a throbbing rainbow of colour in the night sky. At such times the inhabitants of extreme northern or southern lands flee from their homes rather than risk becoming caught up in the Incursion. At their greatest, the Incursions of Chaos touch upon Norsca in the North and southern Lustria in the south. No one knows for sure if the Incursions have finite limits or not, perhaps one day they will meet at the equator and engulf the entire world.

Because the poles are unstable their geography is in no way fixed. The Known World map depicts the world as it is now, about 100 years after the ebb of Chaos from the whole of Norsca. This event was accompanied by invasions of Chaos Warriors and Beastmen into Norsca and the northern Old World, an invasion which was thrown back, but which devastated Norsca and spawned many Chaotic mutations including the race of Chaotic (or Black) Dwarfs amongst the Norse Dwarfs. Whilst the Incursions have now retreated, occasional bands of Chaos creature still wander across into the world and the Black Dwarfs seem settled in northern Norsca as a permanent feature.

It was the Incursions of Chaos, and the resulting disruptions amongst the Norse and Old Worlders that drove many of them to new lands such as Lustria and New Coast. This also explains the high proportion of Norse and Dwarfs who are now settled in Lustria. The Incursions are not looked up as an evil by all. The worshippers of Chaotic Gods see the resulting insanity, bloodshed and slaughter as a holy process of catharsis and redemption.

TIME LINE FOR THE KNOWN WORLD

The Known World has evolved out of our own Warhammer games and campaigns. In re-drawing the map, and re-stating the history of the Known World it was inevitable that we should form some sort of general idea of how it evolved into the world of the present. Many of these ideas are rather vague, because to the current inhabitants the events portrayed belong in the distant past; they are part of an entire, unfathomable pre-history. So, the time-line presented shouldn't be taken as a definitive history. The events portrayed before the fall of the Old Slann are pure conjecture on the part of this author. This history will be of most help to the imaginative GM who is trying to fill-out a Known World campaign of his own.

Years before the present	
100 000	**The Time of the Great Ice Age.** The greater part of the northern and southern hemispheres are held within the grip of mighty ice sheets. At the poles these are many miles thick. In the North they extend over the entire Old World. In the South they cover much of the southern ocean and half of Lustria. All of the living species of the Known World live within the equatorial regions of Cathay, the Southland and Lustria. The Dark Lands are at this time rich and fertile. There is no civilisation. Intelligent species live by hunting, using crude stone tools for weapons.
10 000	**The Old Slann appear.** Perhaps they evolve independently in Lustria, but more likely they arrive in an advanced state from some other world.
9 000	**The end of the Ice Age.** The Old Slann alter the planet's orbit, causing a general increase in temperatures, rise in sea levels and withdrawal of the ice sheets to the extreme polar regions. **The emergence of Elves as a civilised species.** The Old Slann take stock of the animals living in the Known World. For reasons best known to themselves they transplant the emerging race of Elves onto the island group later known as the Elven Kingdoms. The Elves are now isolated from other intelligent creatures. With the retreat of the ice sheets, creatures of all kinds move into the north and south. Some creatures, including humans cross over into the New World.
8 000	**The emergence of Amazons in Lustria.** The Old Slann choose from somewhere a group of humans. By some means the Old Slann tamper with their genetic structure, using them to create the race of Amazons in Lustria. Whether the Amazons are created to be workmates of the Old Slann, or whether they are nothing more than a whim of these god-like creatures is uncertain.
7 000	**Fall of the Old Slann.** Who can say how the Old Slann fell from power? That they fell is certain, their civilisation collapses almost overnight. In Lustria the remaining Slann retrogress into a strange, barbaric people. They forget most of their Old Technology and powerful magic. **The Incursions of Chaos are created.** Many strange creatures are released into the world. **In Lustria the Amazonian Sisterhood is founded.** The Amazons war continually on the new Slann Empire.
6 000	**The High Age of the Elves.** The Elves have developed a lofty and high-minded civilisation and begin to explore the world. This is a time of great sea voyages. In the New World they begin to build new settlements. In the Old World they establish whole new Kingdoms along the coast **The Dwarfs enter their own High Age.** Already they are skilled metallurgists and stone-workers. They put both abilities to use in constructing the huge stone cities and fortresses that are to dominate the Worlds Edge Mountains for the next five millenia. **Rebellion and Exile of the Dark Elves.** Elvish settlement of the New World ends.
5 000	**Dwarfs and Elves live harmoniously together.** Together they help clear many of the wild beasts from the Old World. At this time men still live as barbarians, without proper understanding of metalwork or agriculture. **Dwarfs and Elves begin costly, inter-racial war.** **Departure of the Elves from the Old World.** Only a few isolated communities are left



deep within the forests, the are destined to become the Wood Elves of the Old World. The Dwarfs are decimated, and many of their fortresses fall into ruin.

4 000

Massive volcanic activity in the Dark Lands destroys what was formerly a fertile and pleasant area. Now it is barren and life-less; lying under a blanket of air-borne ash and smoke. Many of the creatures who used to live in the region, notably goblinoids, are forced to flee over the mountains.

Goblin/Dwarf wars begin.

3 000

Emergence of Man in Arabia and Cathay, and shortly afterwards, in the Old World. Development of metal working and agriculture, trade with the Dwarfs and the beginnings of human civilisation.

With the help of Man the Dwarfs finally drive the Goblins back into the Dark Lands.

Hobgoblin invasions of Cathay are driven back by the first Simcists.

2 000

The Old World is slowly de-forested and cultivated by Man. Remaining wild creatures and monsters are driven into the deeper forests, or into the north.

Old Worlders establish and re-establish nations as they war continually amongst themselves.

1 000

Old Worlders and Arabians begin series of religious wars. These last off and on for the next 800 years.

In the north-east of the Old World human nomad invaders establish themselves in sedentary communities.

500

Norse and Old Worlders begin to explore the western seas. They discover the Elves, who prevent them from voyaging westward and deny them access to their lands.

Elves once more sail to the Old World where they set up trading posts. Their monopoly of the sea trade is deeply resented, especially by the Norse.

200

Incursions of Chaos become extremely active. Vast armies of Chaotic creatures pour over most of Norsca and the north of the Old World. The invaders are flung back by Man aided by the valiant Norse Dwarfs, but at terrible cost.

Creation of the Chaotic Black Dwarfs and beginnings of Chaotic cult worship amongst some decadent Old Worlders.

100

Lustria discovered by Erik the Lost. The beginnings of settlement by Norse, Norse Dwarfs and, later, by Old Worlders. First contact of Men and Slann. The plundering and erosion of the Slann Empire.

The New Coast discovered by the descendant of Erik, Lost Erikson. The beginnings of Norse and Dwarf settlement of the New Coast.

0

The world as it is today. The Old Worlders and Norse continue to exploit the new wealth of Lustria and the New Coast. The Elves maintain their stranglehold on trade with the New World, but feel threatened by the new wave of human expansion. The Elves are not above holding or even confiscating ships and cargoes travelling between the new lands and the Old World. In responce many humans have taken to piracy, basing themselves in the many small islands off the coast of northern Lustria.

Further exploration continues. Over the last decade the Old Worlders have reached as far as Cathay.

Meanwhile the Incursions of Chaos are becoming active once more, and threaten to trouble the entire globe.



THE BATTLE BESTIARY

MEN AND HUMANOID CREATURES

The following creatures are those most commonly used as the mainstay of fantasy armies. They are all intelligent creatures, with skills and social systems comparable in type, if not always in degree, to those of Men. All of the following creatures are under 10' in height.

AMAZONS

Amazons are perhaps the strangest of all humans. They are physically identical to Old Worlders, despite coming from an equitorial jungle region where the only other humans are dark skinned pygmies. An Amazon suitably dressed could walk the streets of any Old World town without appearing out of place.

The strangest thing of all about Amazons is that their population is almost all female. Whether as a result of long forgotten magic or by natural means, Amazons are adapted to re-produce parthenogenetically. The process is controlled by the Amazonian Sisterhood, whose priestesses use various natural drugs to induce pregnancy and determine the gender of the child. Amazons can also reproduce normally, although this rarely happens, due to the introverted and involved nature of Amazon society.

Amazonian culture is directly derived from that of the Old Slann - the powerful, mystical and technological race that once ruled the planet. The Old Slann seem to have favoured the Amazons, teaching them much about magic, science and philosophy. To this day the knowledge of the Old Slann is guarded and utilised by the Amazonian Sisterhood.

Amazonia is administered by the religious organisation called the Sisterhood. The Sisterhood is rather like a monastic order. As novices the young cult members live closetted lives, only acquiring responsibility as they get older and wiser.

Amazons are very proud of their society, their culture and their independance. They have little time for other humans, or other humanoid races.

Physique. As normal humans.

World Distribution. North-central Lustria, known as Amazonia.

Alignment. Neutral.

Base-Size. Standard 20 x 20mm.

Special Rules. Some Amazons (5%) are **Berserkers** and subject to **frenzy.** In addition the warriors known as the **Kalim** are of special interest. The Kalim are a group of religiously fighters who act as the soldiery of Amazonia and the guardian of its people and temples. The constant consumption of the narcotic **koka** in their diet enables them to live largley without sleep or food - so they tend to be a bit thin and slightly insane looking. Deprived of normal sensory functions they can overcome great pain, and have little aversion to blood, slaughter or death. They are highly skilled warriors (+1 WS +1 BS). Their state of mind makes them very edgy, irrational and strung out (+2 Initiative, -1 Ld and -1 Cl). There are no Kalim wizards. Apart from the regular Kalim there are the **Kalim Devouts,** who guard the inner santuaries of the Amazonian temples. Devouts have the same profiles as Kalim, but will often (10% chance) be permitted to carry Old Slann High Age weapons. These can be generated using the following chart.

Gen. Artifact

01-20	**Needler**	A powerful airgun firing steel needles (10% poisoned **manbane**). They need to be reloaded after every shot, and so cannot move and fire in the same turn. Range: short 8", maximum 20". Any hit will be at strength 2, but the weapon has unusual penetrative powers so -1 from any armour saving throw.
21-50	**Bolt Pistol**	Bolt guns fire small fin-stabilised, explosive bolts, they make a lot of noise and cause a great deal of damage. They are slow to load and cannot move and fire in the same turn. Range, short 8", maximum 30". Any hit will be at strength 4. The weapon has unusual penetrative penetrating powers, so -2 from any armour saving throw.
51-70	**Bolt Rifle**	As per pistol except short range is 12", maximum range is 40".
71-90	**Power Sword**	See **Battle Magic** volume.
91-00	**Arcane Rod**	See **Battle Magic** volume.

Profile

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

Basic Points Value. 5

Character Profiles. As Humans.



CHAOS BEASTMEN

Times of great activity in the Incursions of Chaos bring invading hordes of Chaos Beastmen. These foul creatures are aptly named, for they have the forms of Men, but perverted into animalistic shapes and endowed with unnatural attributes. They are the minions and servants of the Chaos Gods; dieties who bestow upon their devoted followers the likenesses of beasts, as well as other un-nameable gifts. If Beastmen have human blood in their veins it is now very dilute indeed. These abominations have become established as a race in their own right, although they are dispised by every other living creature. They speak a language called the Dark Tongue, which is not a Known World language at all.

Physique. Beastmen are very variable. The most common type resemble humans, but with a beast's head and legs. Others may have only animal heads; like Minotaurs, which are a form of Beastmen. Beastmen do not breed true, spawning new mutations in every generation. A whole group of Beastmen will typically include individuals with extreme mutations; such as no head, limbs of variable size, multiple limbs or heads and variable skin colours and textures. The more extreme mutations are regarded as especially favoured by the Chaos Gods.

World Distribution. Beastmen arrived in the Known World as part of the Incursions of Chaos. They still appear in roving bands amongst the northern part of the New World, Norsca and the steppes. There are groups known to exist deep within the forests that flank the western slopes of the Worlds Edge Mountains. It would seem that some isolated and corrupt human communities feed and even worship them as followers of the Chaos Gods.

Alignment. Chaotic.

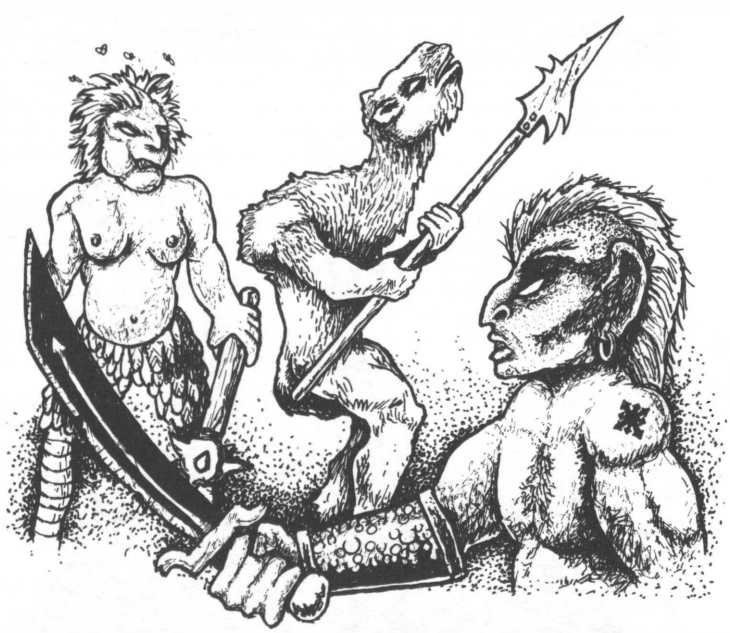
Base Size. 25mm x 25mm.

Special Rules. Chaos Beastmen are so variable that individuals are bound to have special powers, or occasional disadvantageous mutations. The profile that follows is for an average Beastman - if there can be said to be such a thing.

Profile.

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

Basic Points. 10.



Character Profiles. The following profiles are standard for average Beastman champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - in fact Beastmen characters are far more complex, and may have additional powers as will be detailed in our forthcoming **Realm of Chaos** supplement. The PVs of wizards does not include spells -as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 18											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	4	2	4	1	7	6	7	6
Minor Hero - Points Value 69											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	5	3	5	2	8	7	8	7
Major Hero - Points Value 132											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	6	4	5	4	6	3	9	8	9	8
Wizard level 1. CPs 10. PV 165											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	3	4	2	4	1	7	6	7	7
Wizard Level 2. CPs 20. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	5	3	5	1	8	7	8	8
Wizard Level 3. Maximum of 8 spells. CPs 30. PV 690											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	5	4	6	1	9	8	9	9
Wizard Level 4. Maximum of 9 spells. CPs 40. PV 870											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	5	5	7	1	10	9	10	10

DARK ELVES

Many years ago, before even the Dwarf/Elf wars, some of the Elves rebelled against the Elven Old Gods and were seduced into the worship of the sinister Gods of Chaos. They became bitter and twisted, so that the other Elves called them the Dark Elves. They were driven from the Elven Kingdoms into the western lands known as the New World. Dark Elves raid as part of the Incursions of Chaos, crossing the seas to destroy targets in the Old World. Of special note are the **Witch Elves;** female warriors who feed on living flesh and drink blood. They are subject to **frenzy.**

Physique. Dark Elves look exactly the same as other Elves.

World Distribution. The north-eastern coasts of the New World.

Alignment. Chaos or Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Dark Elves **hate** other Elves. Witch Elves are subject to **frenzy.**

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	5	1	8	9	9	8

Basic Points 7½

Character Profiles. The following profiles are standard for Dark Elf champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champions - Points Value 9¾											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	6	1	8	9	9	8
Minor Hero - Points Value 63											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	7	2	9	10	10	9
Major Hero - Points Value 124											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	8	3	10	10	10	10
Wizard Level 1. CPs 10. PV 92½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	8	9	9	9
Wizard Level 2. CPs 20. PV 320											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	7	1	9	10	10	10
Wizard Level 3. CPs 30. PV 400											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	3	8	1	10	10	10	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 810											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	4	9	1	10	10	10	10



DWARFS

Dwarfs are not a numerous people, they live a long time but multiply very slowly. They are also clannish, often living in inaccessible castles or underground holds.

Dwarfs are proud and very short tempered. Dwarf history is full of occasions where Dwarfish indignation at some petty slight resulted in racial feuding or costly war. One such war was fought in the legendary past, when the Dwarfs battled against the Elves of the Old World. Eventually the Elves retired from the conflict, returning to their homelands in the Elven Kingdoms, whilst the weakened Dwarfs fell victim to invasions of Goblins. The succeeding conflicts are known as the Goblin Wars, during which the Dwarf Kingdoms of the Old World were reduced to only a few strongholds along the World's Edge Mountains. The Norse Dwarfs suffered less from the conflict, living alongside the Norse in the mountains of Norsca. More recently they have come under attack from the Incursions of Chaos and many Norse Dwarfs have fled across the seas to the new lands of Lustria, and the South Land settlements of the New Coast.

Dwarfs are a very material people, they are excellent artisans and sturdy workers. They are very non-magical, and Dwarf wizards are rare. They speak Old Worlder or Norse as well as their own secret Dwarfish tongue which they teach to no-one.

Physique. Dwarfs are short creatures about 5' in height but very broadly built. Their physique is ideally suited to underground living, tunnelling and mining. Their skin is the same shade as that of humans. Their hair colour varies a great deal, amongst the Norse Dwarfs red-headed and blond Dwarfs are the most common.

World Distribution. Apart from the remaining New World and Norsca settlements there are no large communities of Dwarfs. They are a dying race whose days are surely numbered.

Alignment. Law, Good, Neutral, Evil or Chaos. Most Dwarfs are Neutral, although some communities living on the Worlds Edge Mountains have become tainted and are Evil (even so they have no truck with goblinoids). Similarly some of the Norse Dwarfs have been corrupted by the Incursions of Chaos, and have embraced the Gods of Chaos, becoming Chaotic themselves.

Base Size. Standard 20 x 20mm

Special Rules. Dwarfs **hate** all goblinoids. They suffer **animosity** against Elves. Dwarfs make relatively poor wizards, they are just not magically minded! A Dwarf wizard only has **half** the CPs of a normal wizard. To compensate for this their PV is only 75% of the normal value as calculated for other creatures. This has been taken into account in the character charts.

The Norse Dwarfs have a similar cultural outlook to human Norse. Their communities also support a number of **Berserkers,** violent Dwarfs who are subject to **alcoholism** and **frenzy.**

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9

Basic Points Value. 7½

Character Profiles. The following profiles are standard for Dwarf champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.



Fighting Characteristics								Personal Characteristics			
Champions - Points Value 9¼											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	5	4	4	4	1	3	1	9	7	9	9
Minor Hero - Points Value 63											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	6	5	4	5	2	4	2	10	8	10	10
Major Hero - Points Value 132											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	7	6	4	5	3	5	3	10	9	10	10
Wizard Level 1. CPs 5. PV 52½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	3	1	9	7	9	10
Wizard Level 2. CPs 10. PV 180											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	4	5	2	4	1	10	8	10	10
Wizard Level 3. CPs 15. PV 300											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	4	5	3	5	1	10	9	10	10
Wizard Level 4. Maximum of 10 spells. CPs 20. PV 540											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	4	5	4	6	1	10	10	10	10

ELVES

Elves are the oldest and wisest of all the humanoid races. They are a sophisticated people, with a profound appreciation for, and understanding of, the arts. They live lives of hedonistic self-indulgence. No Elf likes to have to deal with the problems of everyday life. Labour of all kinds is considered as dull. Elves do not get on well with other races, being arrogant, whimsical and impractical. Dwarfs find them irritating. Elves speak their own rather precise and complex language, Elvish.

Physique. Elves look much like humans. They are tall, about 6', slightly built and well proportioned. All Elves are lithe and attractive, their faces are thin and alert with large eyes and full mouths. Their ears can be quite large and are often pointed. Few Elves can grow beards. Hair colours are black through silver to pure white. Blonde or brownish hair is not uncommon, but red is rare. Many Elves dye their hair, and the practice of using make up is usual amongst both sexes.

World Distribution. The Elven Kingdoms, with settlements in the New World and trading posts in the Old World. Originally, the Elves occupied much of the Old World, the remainder being the Dwarf homelands. However, following the wars between the Dwarfs and Elves, the latter eventually retired leaving only a few scattered communities. There are recognised divisions, or 'kindreds' of Elves.

High Elves. Most Elves would not suffer the discomfort of travel, nor wish to interupt their own rich social lives. These are the High Elves, the core of the Elven race, who live in the cities of the Elven Kingdoms. To these people working for a living is regarded as a sign of personal failure. Few High Elves ever leave the Elven Kingdoms. Younger, more adventurous individuals might do so as a form of vacation, or for the 'experience'. These travellers cannot help but irritate the other races they encounter by their patronising and overbearing attitude. They are often lynched.

Sea Elves. The Elves living around the coasts of the Elven Kingdoms have a tradition of seamanship and fighting. Because of this the High Elves look down on them. In fact they are brave warriors and tireless guardians of the sea-ways. It is thanks to these people that the sea routes between the Old World and Lustria remain open. Sea Elves are quite venturesome, and can often be found as merchants and traders in the Old World ports. Most of them speak Old Worlder as well as Elvish, and can handle a fair amount of the Norse language too. The Elven trading posts of the Old World are run almost exclusively by Sea Elves.

Wood Elves. The Wood Elves represent the last vestiges of the colonies founded long ago in the Old and New Worlds. The people themselves are more broad-minded and less self pre-occupied than High Elves, even going as far as to maintain relations with humans. They are excellent bowmen, although reluctant warriors. Their numbers are few and declining. Wood Elves love hunting, singing, dancing and jocular merry-making. Those Wood Elves that return to the Elven Kingdoms find themselves dubbed 'boorish' or 'rural'. There are a few very small communities in the forests along the eastern edges of the Worlds Edge mountains and several larger colonies on the eastern coasts of the New World. Wood Elves speak Elvish with a distictive accent, and can usually speak the local tongues too.

Alignment. Law or good.

Base-size. Standard 20 x 20mm.

Special Rules. Elven units cause **fear** in units of Goblins and Lesser Goblins that are less than twice their own strength. For example, 10 Elves cause fear in units of 1-19 Goblins.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	8	9	9	8



Basic Points Value. 8

Character Profiles. The following profiles are standard for Elf champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 10											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	7	1	8	9	9	8
Minor Hero - Points Value 63											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	8	2	9	10	10	9
Major Hero - Points Value 124											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	9	3	10	10	10	10
Wizard level 1. CPs 10. PV 85											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	7	1	8	9	9	9
Wizard Level 2. CPs 20. PV 380											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	8	1	9	10	10	10
Wizard Level 3. CPs 30. PV 630											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	3	9	1	10	10	10	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 840											
4	4	4	4	4	4	10	1	10	10	10	10

GOBLINS

Goblins are by far the most common of all the goblinoid races. They love to inflict pain and suffering on other creatures, and will squabble amongst themselves if they have no one else to fight. Lacking fighting discipline, they make very poor warriors, and often run away at the first opportunity. Although there are many Goblins, they are such a rabble, so uninspired, disunited and generally useless, that they rarely present anything other than a transitory threat to human settlement.

Physique. Goblins are short; ranging from 4' to 5'6' in height. Occasionally an especially large Goblin might reach 6'. Their bodies are bent, twisted and eternally unwashed; whilst their faces are gross and leering. Their skin colour varies a great deal, some are palid and greenish; others are dark skinned or almost black. Goblins speak the common Goblin tongue.

World Distribution. Goblins were once very common in the Old World, but have been entirely expelled from these lands by Men. Now'adays their homeland is the Dark Land, The Worlds Edge Mountains and Mountains of Mourn. These areas are thick with their underground dwellings, shared by all the goblinoid races. There are few Goblins in the Steppes or Cathay, areas where Hobgoblins are more dominant. In the South Lands, however, there are many settlements of these evil creatures.



Alignment. Evil.

Base Size. Base sizes are standard 20 x 20mm.

Special Rules. Goblins are subject to **animosity** against other goblinoids. They **hate** Dwarfs. Goblin units **fear** units of Elves which are over half of their own numeric strength. Goblins often ride wolves or giant boars. Goblin **Fanatics** are the only known users of the Ball-and-chain weapon.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	1	2	1	5	5	5	5

Basic Points . 2¼

Character Profiles. The following profiles are standard for Goblin champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, Goblins are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 4¼											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	1	5	5	5	5
Minor Hero - Points Value 22½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	4	2	6	6	6	6
Major Hero - Points Value 75											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	3	5	3	7	7	7	7
Wizard Level 1. CPs 10. PV 27½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	1	3	1	5	5	5	6
Wizard Level 2. CPs 20. PV 100											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	4	4	2	4	1	6	6	6	7
Wizard Level 3. Maximum of 7 spells. 7. CPs 30. PV 320											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	4	4	3	5	1	7	7	7	8
Wizard Level 4. Maximum of 8 spells. CPs 40. PV 630											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	4	4	4	6	1	8	8	8	9

GNOMES

Gnomes are smaller relatives of the Dwarfs, they have a similar cultural background and speak a dialect version of Dwarfish. Gnomes are even more short-tempered and difficult to get along with than Dwarfs. Like Dwarfs they live mostly underground or amongst mountains.

Physique. Small and stocky, rarely exceeding 4' in height. Gnomes have characteristic bulbous noses, shaggy hair and beards. Hair colour is usually black but can be brown or red. Skin colour is the same as Dwarfs, but will tend to look weather-beaten and tanned.

World Distribution. Gnomes live almost exclusively amongst the western sides of the Worlds Edge Mountains, they are few in number and declining all the time. They survive in the remoter areas of the Isle of Albion, but cannot be said to constitute anything other than a rural and backward remnant of the race.

Alignment. Law, good, neutral, evil or chaotic. Almost always Neutral.

Base Size. Standard 20 x 20mm.

Special Rules. Hate Goblins.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	3	2	1	3	1	8	7	7	8

Basic Points Value. 5



Character Profiles. The following profiles are standard for Gnome champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 7											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	2	1	4	1	8	7	7	8
Minor Hero - Points Value 36											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	3	2	5	2	9	8	8	9
Major Hero - Points Value 84											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	6	4	3	3	6	3	10	9	9	10
Wizard Level 1. CPs 10. PV 55.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	3	2	1	4	1	8	7	7	9
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	2	5	1	9	8	8	9
Wizard Level 3. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	3	6	1	10	9	9	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 690.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	4	7	1	10	10	10	10

HALF-ORCS

Half-Orcs are the spawn of mixed races, chiefly humans and goblinoids. All such creatures are commonly called Half-Orcs, although in fact they may have Hobgoblin or Goblin blood rather than that of Orcs. Although renegrade bands of Half-Orcs do act together as mercenaries or raiders, it is more usual to find them integrated within goblinoid society. They speak the common Goblin tongue.

Physique. These creatures look like a cross between humans and goblinoids, just as you would expect. Some have characteristically Orcish heads, whilst others resemble humans more closely, but maybe have slightly ape-like arms or crooked legs. Appearance is very variable. Skin and hair colour usually approximate to those of the creature's originators.

World Distribution. Wherever there are Goblins and humans.

Base-Size. Standard 20 x 20mm.

Special Rules. Half-Orcs can act as leaders of other goblinoids.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	6	7	7

Basic Points $4\frac{3}{4}$

Character Profiles. The following profiles are standard for Half-Orc champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champions - Points Value $6\frac{3}{4}$											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	7	6	7	7
Minor Hero - Points Value 36											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	7	8	8
Major Hero - Points Value 84											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	8	9	9
Wizard Level 1. CPs 10. PV $52\frac{1}{2}$											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	6	7	8
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	7	8	9
Wizard Level 3. Maximum of 8 spells. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	8	9	10
Wizard Level 4. Maximum of 9 spells. CPs 40. PV 750											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	4	7	1	10	9	10	10



HALFLINGS

Halflings are an overfed and peaceful folk, not much given to military pursuits. They regard most wars and forms of organised aggression as a waste of good feeding time. Nethertheless they are a determined, even stubborn race; and will defend their homes, country, livelihoods and lunch with considerable vigour if necessary. Halflings speak Old Worlder in a very distictive warbling accent.

Physique. Halflings vary between 2' and 4' in height, they are rotund, pot-bellied and squat, but not as burly or powerfully built as Dwarfs. They do not grow beards or facial hair, other than the side-burns sported by elderly and well-to-do male Halflings. Their hands and feet are extraordinarily large considering the size of the rest of them. The hairiness of their feet is a constant source of pride to all Halflings, who prefer to go around barefoot.

World Distribution. Halflings come from the Old World, where they have an independant state, nominally headed and protected by a confederation of Old World human kingdoms.

Alignment. Neutral.

Base Sizes. Standard 20 x 20mm.

Special Rules. Halflings are subject to **alcoholism.**

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	2	2	1	5	1	6	7	6	8

Basic Points Value. 3½



Character Profiles. The following profiles are standard for Halfling champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 5½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	3	5	3	2	1	6	1	6	7	6	8
Minor Hero - Points Value 34											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	6	3	3	2	7	2	7	8	7	9
Major Hero - Points Value 81											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	5	7	3	3	3	8	3	8	9	8	10
Wizard Level 1. CPs 10. PV 40.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	2	2	1	6	1	6	7	6	9
Wizard Level 2. CPs 20. PV 105.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	3	3	2	7	1	7	8	7	10
Wizard level 3. CPs 30. PV 320											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	3	3	3	8	1	8	9	8	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 630											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	3	3	4	9	1	9	10	9	10

HOBGOBLINS

Hobgoblins are large relatives of Goblins. They are almost as aggressive as Orcs; quicker but not quite so steady in combat. They are proficient, if crude, metal workers and often live amongst other goblinoid creatures as smiths or miners. Like Orcs, they love slaughter, preferring to slay captives in individual combat rather than by slow torture as is customary amongst other goblinoids. Hobgoblins speak the common Goblin tongue.

Physique. Hobgoblins are the second largest of the goblinoid races, often reaching 6' and occasionally almost 7'. They resemble humans more closely than an Orc or Goblin. Their faces are quite human, although painfully ugly and sickening to look upon. Their leathery, blemished skin is usually a deep yellowish brown, and, unlike most Goblins, they have a full head of black hair.

World Distribution. Hobgoblins are common in the Dark Lands, where goblinoids are the dominant species. They are also fairly widespread throughout the Northern Steppes, where they lead nomadic lives hunting and herding cattle. Hobgoblins do not commonly live in underground settlements, although a few do inhabit the goblinoid dwellings of the Mountains of Mourn and the Worlds Edge Mountains. In the steppes they live from horse-back, or in large, heavy covered wagons. Hobgoblins are very rare in the Southlands, occuring individually as leaders rather than as whole tribes. In Cathay, they are the most common goblinoid type, more so even than Goblins.



Alignment. Evil.

Base Size. 25 x 25mm.

Special Rules. Hobgoblins are subject to **animosity** against other goblinoids. They are subject to **frenzy.** Hobgoblins can act as **leaders** of other goblinoid regiments.

Basic Profile

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

Basic Points Value. 5

Character Profiles. The following profiles are standard for Hobgoblin champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and Hobgoblins are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 7											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	4	1	4	1	7	6	6	6
Minor Hero - Points Value 36											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	5	2	5	2	8	7	7	7
Major Hero - Points Value 84											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	5	3	6	3	9	8	8	8
Wizard Level 1. CPs 10. PV 55											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	4	1	4	1	7	6	6	7
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	2	5	1	8	7	7	8
Wizard Level 3. Maximum of 8 spells. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	3	6	1	9	8	8	9
Wizard Level 4. Maximum of 9 spells. CPs 40. PV 720											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	4	7	1	10	9	9	10

LESSER GOBLINS

Many ordinary Goblins are short, and there is no real physiological difference between the shorter and taller types other than their height. Both kinds live together and interbreed freely with other goblinoids as well as each other, so the situation is far from clear. In Goblin society the shorter, weaker Lesser Goblins tend to end up as slaves, workers and, sometimes as food. Just because they are little doesn't mean that they are not as cruel and wicked as even the largest Goblin. They are not adverse to waiting for their larger relatives to fall asleep before acting out unspeakable acts of petty revenge. The need to survive the whims of their Goblin masters endows them with unusual quick reactions and nimble wits for goblinoids. As a result they make reasonably effective wizards by what paltry standards exist for these low creatures.

Physique. Lesser Goblins are the smallest of goblinoid races, varying between 2' and 4' in height. They are slight and scrawny, resembling Goblins in all other respects.

World Distribution. Lesser Goblins live alongside ordinary Goblins and inhabit the same geographic areas. The notable exceptions are in eastern Cathay, where ordinary Goblins are rare, but these smaller creatures are more common.

Alignment. Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Subject to **animosity** against goblinoids. **Hate** Dwarfs.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	2	2	1	4	1	5	5	5	5

Points Value. 1

Character Profiles. The following profiles are standard for Lesser Goblin champions, minor heroes, major heroes and wizards.. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and Lesser Goblins are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 2¾											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	4	3	2	1	5	1	5	5	5	5
Minor Hero - Points Value 21											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	5	3	3	2	6	2	6	6	6	6
Major Hero - Points Value 72											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	6	3	3	3	7	3	7	7	7	7
Wizard Level 1. CPs 10. PV 12½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	2	2	1	5	1	5	5	5	6
Wizard Level 2. CPs 20. PV 85											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	2	6	1	6	6	6	7
Wizard Level 3. Maximum of 7 spells. CPs 30. PV 210											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	3	7	1	7	7	7	8
Wizard Level 4. maximum of 8 spells. CPs 40. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	4	8	1	8	8	8	9



LIZARDMEN

Lizardmen are a diverse race whose appearance varies a great deal. In this respect they are similar to goblinoids, and we can refer to 'lizard races' in the same way. Lizardmen are the most numerous of this mixed group of creatures. They live in the deeper regions of caves systems, only emerging into the lower levels of Dwarf or Goblin holds in order to raid and take captives. They are an almost exclusively subterranean race, and are rarely seen out in the open except sometimes at night.

Lizardmen are socially primative, but quite capable of organising themselves to fight or to produce the few material items they need. They speak a unique language which defies translation, but is full of clicks, snorts, hisses and other peculiar sounds. How long they have lived under the earth is not known, but it is believed that they are the oldest intelligent race in the world, having lived here even before the coming of the Old Slann.

Physique. Lizardmen vary in height between 4' and 6'6" with no real average. They have tough, well muscled arms and legs, thick necks and typical reptilian heads. Their tails are long and powerful. Their bodies are covered in scales, which act like armour, and can be of almost any colour from dull browns to iradescent blues and reds.

World Distribution. Lizardmen are curious in that they appear all over the world, wherever there are mountain ranges with deep caverns. Perhaps these are all linked up far below the earth.

Alignment. Neutral.

Base Sizes. 25mm x 25mm.

Special Rules. Lizardmen have really tough skins, counted as **mail armour** at no extra points cost (it is included in the Basic Cost). Lizardmen living in the New World and Lustria are known to ride the giant reptile creatures called Cold Ones.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	2	1	1	10	5	10	10

Basic Points . 20.

Character Profiles. The following profiles are standard for Lizardmen champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and Lizardmen are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 24											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	2	1	10	5	10	10
Minor Hero - Points Value 80											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	3	3	2	10	6	10	10
Major Hero - Points Value 146											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	5	4	4	3	10	7	10	10
Wizard level 1. CPs 10. PV 180											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	2	2	1	10	5	10	10
Wizard Level 2. CPs 20. PV 400											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	3	3	1	10	6	10	10
Wizard Level 3. Maximum of 7 spells. CPs 30. PV 760											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	4	4	1	10	7	10	10
Wizard Level 4. Maximum of 8 spells. CPs 40. PV 900											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	5	5	1	10	8	10	10



MEN

Humanity is the most diverse and populous of all the humanoid races. They are adaptive, adventurous creatures with a considerable capacity to absorb magical and martial training. Accordingly, they make good wizards and soldiers, as well as traders, merchants, agriculturists and artisans. They are the dominant species in the Warhammer **Known World.**

Physique. Humans vary somewhat in height from individual to individual and also depending upon their broad racial type. Few humans exceed 6'6" or are shorter than 5'. The Known World is a tough place, far more dangerous than our own. The humans who inhabit its kingdoms and wildernesses have grown up and evolved amongst all sorts of perils and hardships, they are much stronger and more resiliant than a typical modern human of our world.

World Distribution. Humans of one sort or another can be found all over the known world. Apart from the recent wave of Old World settlers there are few humans at all in either the New World or Lustria - although Lustria has its own native human populations in the form of the Pygmies and Amazons. Both are unusual in many respects, and are described elsewhere.

Old Worlders or Men of the West come from the Old World. The Old World is rather like Europe as it was during the middle-ages, it is made up of many independant states of varying sizes. Although the Old World includes Dwarf kingdoms it is dominated by humans. The Old Worlder language can be spoken and understood by all humans within this area - despite some extreme dialect variations. Old Worlders are white skinned, usually have brownish hair and green or brown eyes. Most Old Worlders can be considered neutral.

The north of the Old World is technically and socially primitive (11-13th century europe), whilst the central areas are slightly more sophisticated (13th-15th century europe) and the the south is the most advanced (15-16th century europe). Gunpowder weapons and are totally unknown in the north, but are widely accepted in the south, although even here they are crude and far from common.

Although now somewhat old fashioned, the practice of introducing the young nobility to the sport of combat is still widespread. Most of these so-called Knights have better than average martial abilities due to years of training (WS+1).



The Norse live in the Northlands, or Norsca, upon the northern borders of the Old World. They are a seafaring, warlike and feudal people, somewhat like early medieval Vikings. They share their barren, rocky and undesirable homeland with the Norse Dwarfs, with whom they trade and war as the mood takes them. They speak a language called Norse, which is widely understood in the North of the Old World. Physically Norse tend to be tall, fair or red headed with blue or grey eyes. They are usually neutral.

The Norse live for war and for alcohol, they have little regard for culture and no respect whatsoever for weaklings. They admire strength, violence, the capacity to drink and very little else. They enjoy looting and pillaging, and will undertake immense sea journeys in search of booty.

One group of Norse worthy of special note are the **Berserkers.** Every Norse village or town has at least a few berserkers. These are usually young men with an even greater than usual preoccupation with violence and alcohol. They live carefree drunken lives, wenching and fighting. Berserkers can be recognised easily by the dirt that covers them, and by the good thick layer of pig fat which they apply to their long hair. Norse berserkers are subject to **alcoholism** and **frenzy.**



Arabians correspond closely to Ottoman Turks of the 16th century. Although Araby comprises of several ethnic groupings, and a number of states, these all owe allegiance to a single religion and a single centre of power controlled by the Sultan. All Arabians speak and understand Arabic, although most of the merchant classes would be able to handle Old Worlder fairly easily. Most Arabians are shortish and swarthy, with hook noses, and dark hair and eyes. Some of the Arabian Kingdoms - or Caliphates - lie upon the northern borders of the Southlands and the people are negroid, although they share a common culture with other Arabians.

Arabian society is feudal and perhaps not so technically advanced as that of the Old Worlders. They have some knowledge of gunpowder weapons, but their religious dogmas prevent them from developing either socially or technically.

Arabians worship Allah as manifest on earth by his chosen prophets. The words of the prophets are taken very seriously by the people and Sultan alike, and only a very foolish or stupid individual would go against a prophet of Allah. The Arabians do trade with Old Worlders, but they have little tolerance with infidels and on the whole prefer to war against them.

Amongst the Arabian warriors worthy of note are the **Dervishers.** Dervishers are fanatical, religious warriors all too willing to die for Allah. They are subject to **frenzy.** Another warrior type used by the Arabians are the **Eunochs.** Eunochs are only rarely slaves, more often they are individuals brought up and trained as warriors or guards. They are unusually steadfast and loyal (Cl+1, Ld+1).



Steppe Nomads live on the northern steppes to the east of the World's Edge mountains. They share this vast territory with a number of partly nomadic goblinoid tribes, but the steppe-lands are large enough to accomodate many different races without too much conflict. Steppe are shortish, about 5'6", with an oriental cast to their features. There are many different tribal groupings, speaking many tongues and worshipping many gods. What they all have in common is their way of life. Nomads are constantly on the move, living on horse back, or in wagons, hunting game, harvesting wild crops and managing their herd animals: horses, cattle and goats. They also keep domestic fowl as well as powerful hunting dogs. Like other humans they are neutral.

Technically, nomads are not as primitive as one might imagine, they work iron and other metals on mobile forges, trading their animals or pelts for the necessary mineral ores. Clothing is mostly furs, skins or foriegn cloth. Nomads use bows and spears for hunting and warfare; although one or two firearms find their way into the steppe lands most nomads distrust them.



Orientals comprise the largest single population of humanity in the world. Their homelands are known as Cathay and comprises of a large number of independant monarchic states, somewhat like the far east of our own world in ancient times. All of these states have introverted and complex governmental bodies, unfathomable legal systems and rigidly stratified social heirarchies. This makes the Orientals very fatalistic and insular. All Orientals have dark, yellow skin and usually have slanting eyes. They tend to be shorter than Old Worlders; about 5' 6", and have black hair. There are many different languages spoken in Cathay, the common tongue of more civilised areas is called Cathan. Orientals are neutral.

Technology and society varies tremendously from the stone-age head-hunting barbarians of the south, to the ordered civilisations of the north, including Nippon and Imperial Cathay. Much of Cathay is sub-tropical or mountainous, the domain of countless primitive tribes as well as other humanoid creatures. Although gunpowder technology is known in Cathay, lack of imagination and innate conservatism prevent its widespread use.

Apart from the primative tribes and a few independantly minded states, the Orientals worship a common god called **The Orange Simca**. Simca corresponds closely with the worship of Buddah in our world. Monks wear orange robes and spend most of their time in contemplation. Vimto is the martial version of Simcism.

In Nippon the **Samurai** have developed their skills to a level far above those of normal humans (WS+2, BS+2, W+1, I+3, Cl+1, WP+1). Fatalism has reached such a peak in these warriors that some (up to 10% in any battle) can become **Kamikaze** (subject to **frenzy**). A kamikaze not killed during a battle will slay himself, believing that his time has come and that to live on would affront Simca. Even these warriors are outclassed by the Vimto monks. They do not need weapons but fight with their bare hands. They cannot wear armour or carry shields, but their agility is such that they always have a D6 save of 5 or 6 -even against high strength hits. (M+1, WS+5, BS+5, S+1, T+1, W+1, I+7, A+2, Ld+3, Int+3, Cl+3, WP+3).



Other human types known to exist are the black-skinned Southrons of the South Lands and the red-skinned natives of the New World. Both of these groups are very primitive and have little contact with any of the major races. They live in very small tribal units, often with unique languages and cultures which vary tremendously within even a small geographic area.

Alignment. Humans can be chaotic, evil, neutral, good or lawful. Most are neutral.

Base Sizes. Standard 20 x 20mm base.

Special Rules. Humans vary a great deal. The special rules that apply are discussed within each of the main racial types.

Basic Profile

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

Basic Points Value. 5

Character Profiles. The following profiles are standard for human champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 7											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	7	7	7	7
Minor Hero - Points Value 36											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	8	8	8
Major Hero - Points Value 84											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9
Wizard Level 1. CPs 10. PV 55											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	7	7	8
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	8	8	9
Wizard level 3. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	9	9	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 720											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	4	7	1	10	10	10	10

ORCS

Orcs are powerful warriors, far tougher than any other goblinoid race. They are repulsive monsters who love to inflict pain, cruelty and death on other living creatures. Orcs are always fighting, if they cannot find enemies to fight they will fight each other. All of Orc technology and culture is geared towards conflict. They are dangerous individual foes, but lack the organisation or motivation

to present any real long term threat to humanity. Orcs speak the common Goblin tongue, usually about four octaves lower than any Goblin.

Physique. Orcs are the largest of the goblinoid races, and can often reach almost 7'. They are powerfully built, with crooked legs and a shambling, ape-like gait. Their arms are long, so that their huge hands almost reach to the ground. An Orc's head is far from appealing; their faces are brutal with huge teeth and jaws, their small piggy eyes peer from underneath ugly, overhanging bony ridges. Skin is often greenish, or a dark olive brown and is covered in warts, scars, dirt and snot.

World Distribution. Orcs are most common in the barren Dark Lands, where goblinoids are the dominant species. They live in communities with other goblinoid types, often as leaders or chieftains. A few wandering tribes inhabit the Northern Steppes, whilst there are countless Orcish underground strongholds in the Worlds Edge Mountains and the Mountains of Mourn. Orcs are not common in the lands of Cathay or in the Southlands, where Hobgoblins are more prolific.

Alignment. Evil.

Base Size. 25 x 25mm.

Special Rules. Subject to **animosity** against other goblinoids. Orcs can act as **leaders** of other goblinoid regiments.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	5	7	7

Basic Points Value. 5¼

Character Profiles. The following profiles are standard for Orc champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and Orcs are restricted in the number of spells they can have by low Int. levels.



Fighting Characteristics								Personal Characteristics			
Champion - Points Value 7¼											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	1	3	1	7	5	7	7
Minor Hero - Points Value 38											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	4	2	8	6	8	8
Major Hero - Points Value 87											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	5	3	5	3	9	7	9	9
Wizard Level 1. CPs 10. PV 57½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	3	1	7	5	7	8
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	2	4	1	8	6	8	9
Wizard Level 3. Maximum of 7 spells. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	3	5	1	9	7	9	10
Wizard Level 4. Maximum of 8 spells. CPs 40. PV 765											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	4	6	1	10	8	10	10

PYGMIES

Pygmies are a race of men native to Lustria, where they live in the dense jungles along the banks of the Amoco-Cadiz river system. They are few in number, and materially primitive, having little by way of possessions other than a simple loincloth, a few stone tools and a blow-pipe and darts. It is the latter that make them dangerous to travellers. They live by hunting crocodiles, Slann and other creatures that live along the river banks. They hunt from swift dug-out canoes, using poisoned darts and stone tipped spears.

Although troublesome they can hardly be said to represent anything other than a nuisance to the human settlers of Lustria, and their number are declining due to an influx of foriegn disease and the practice of 'bounty scalping' amongst the Norse. Pygmies speak their own strange tongue, although the occasional chieftain might know enough Norse or Old Worlder to get by at a trading post.

Physique. Pygmies are short and squat, they rarely attain 5' in height. They are powerfully built and by no means puny. Skin colour is dark and copperish, whilst hair is always naturally black. All the stone age tribes of the Lustrian jungles practice body painting and ornamental mutilation such as bones through the nose, plates for the mouth or ears, filed teeth and scarred cheeks.

World Distribution. The jungles of Lustria.

Alignment. Neutral.

Base Size. 20 x 20mm.

Special Rules.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	2	2	1	3	1	7	7	7	7

Basic Points 3

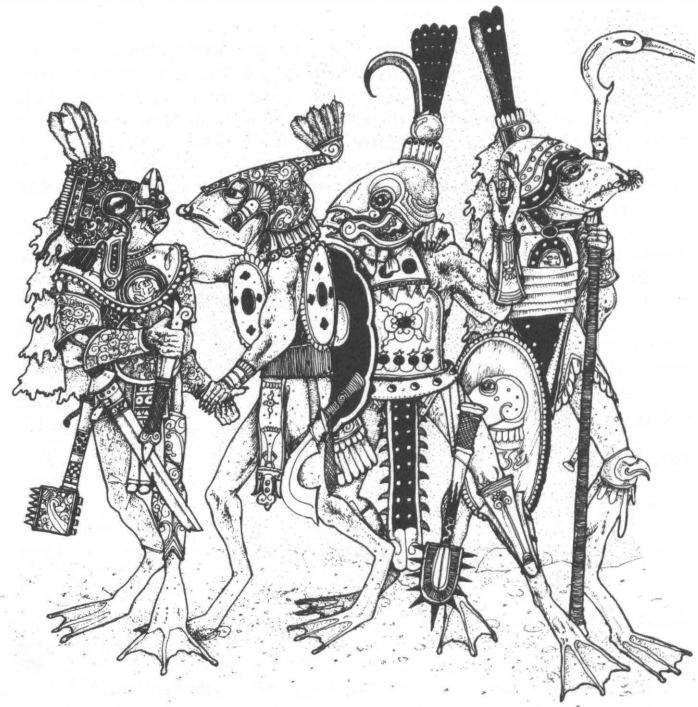
Character Profiles. The following profiles are standard for Pygmy champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 5											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	2	1	4	1	7	7	7	7
Minor Hero - Points Value 32											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	3	3	2	5	2	8	8	8	8
Major Hero - Points Value 78											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	3	3	3	6	3	9	9	9	9
Wizard Level 1. CPs 10. PV 35.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	2	2	1	4	1	7	7	7	8
Wizard Level 2. CPs 20. PV 145											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	2	5	1	8	8	8	9
Wizard Level 3. CPs 30. PV 220											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	3	6	1	9	9	9	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 410.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	4	7	1	10	10	10	10



SLANN

The Slann are a unique race in the Known World. Their origins are uncertain, but they appear to be descended from the ancient race of Old Slann. The Old Slann possessed a civilisation far beyond anything we have even today. Science and philosophy were as one to them, they were the lords of time and space. There was nowhere they could not go and nothing they could not do, it is said that the High Age of the Slann was a golden era for all sentient creatures. It is probably that the Old Slann came from the stars, as Slann legend recalls. The Slann of today are a race fallen from power, they have turned their backs on the past and have grown to hate and fear the old technology. What brought about the decline of the Slann is not known. However, Slann legend connects the fall of the Old Slann with galactic catastrophy and the creation of the Incursions of Chaos.



Slann civilisation resembles that of the ancient Aztecs of Mexico in many respects. They are a warrior people, formerly the dominant species in all of Lustria, but now suffering decline due to contact with Old World settlers. Many Slann Braves have turned to banditry, even adopting human styles of dress and warfare. Slowly the old ways are being eroded.

Slann are a semi-aquatic amphibian species, quite at home in the water. They are adept artizans capable of constructing vast buildings of stone, despite lacking many of the tools and skills known to Old Worlders. Their native tongue is a degenerate version of the Old Slann language, although many now speak Old Worlder or Norse as well.

Physique. Slann are amphibians. Their bodies are thin with long limbs and webbed hands and feet. Their heads are large and frog-like with protruding eyes. Skin colours vary from green, blue and sometimes yellow. In some areas they are mottled or carry black or dark red 'tiger-stripes'. Slann tribesmen, especially the warriors or braves, often wear war-paint as well as ritual or tribal tatoos. Paint colours follow traditional patterns which vary from tribe to tribe. Light blues, reds and white are the most common pigments.

Base Size. Standard 20 x 20mm.

Special Rules. Slann must act as leaders of human lobotomised slave troops. These were introduced by the Slann to try to bolster up their dwindling armies. They are captured humans, lobotomised, castrated and filled with various drugs to keep them in an aggressive state of mind. Slave troops have the same profiles as humans except Int 2, and are subject to **stupidity.** Basic PV of Slaves is $3\frac{3}{4}$.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	4	1	3	1	8	7	9	9

Basic Points. 7

Character Profiles. The following profiles are standard for Slann champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 9											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	4	1	4	1	8	7	9	9
Minor Hero - Points Value 40											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	5	2	5	2	9	8	10	10
Major Hero - Points Value 87											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	5	3	6	3	10	9	10	10
Wizard level 1. CPs 10. PV 75											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	4	1	4	1	8	7	9	10
Wizard Level 2. CPs 20. PV 225											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	2	4	1	9	8	10	10
Wizard Level 3. CPs 30. PV 380											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	3	5	1	10	9	10	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 720											
4	3	2	4	5	4	5	1	10	10	10	10

WARRIORS OF CHAOS

Warrior of Chaos, like Beastmen, are the servants and worshippers of the foul Chaos Gods. They also swept inexplicably from the North during the times when the Incursions of Chaos were most active. Together with the other Chaotic creatures they came out of nowhere and broke upon the lands of Norsca and the Old World. A long and bloody war was fought between the Men and Dwarfs of those lands against the invaders, a war which ended with a weakening and retreat of the Incursion of Chaos to the Far North, where it more or less remains today. However, even now, over a hundred years later, bands of black armoured Chaos Warriors still raid the north of the Old World. Some have even established permanent camps amongst the Old World forests, and in the passes of the Worlds Edge Mountains. In Norsca and parts of the Old World some of the native population have already become tainted by Chaos, and have taken to worshipping the Dark Gods of Chaos. Warriors emerging from the North speak a strange language called the Dark Tongue, also spoken by Beastmen..

Physique. Warriors of Chaos are humans, Men who have devoted their lives to the Gods of Chaos. Any human can become a Warrior of Chaos if properly tutored and initiated, although the Warriors of Chaos who come from the North are not Men of the Known World. They have, however, been joined by new followers from amongst the Old Worlders, Norse and others who have turned to Chaos. The process of training a Chaos Warrior is not entirely natural, and endows him with great strength and unusual powers.

World Distribution. The Incursions of Chaos. Scattered, secret camps throughout the northern parts of the Old World, Norsca and the New World. Travel and fight in company with Chaos Beastmen.

Alignment. Chaotic.

Base Size. 25mm x 25mm.

Special Rules. In the same way as Beastmen, Chaos Warriors vary a great deal depending on how they have been favoured by their God. The profiles that follow represent an average Warrior. Warriors of Chaos can act as leaders of any Chaotic or Evil troops. It is common for them to lead Beastmen.

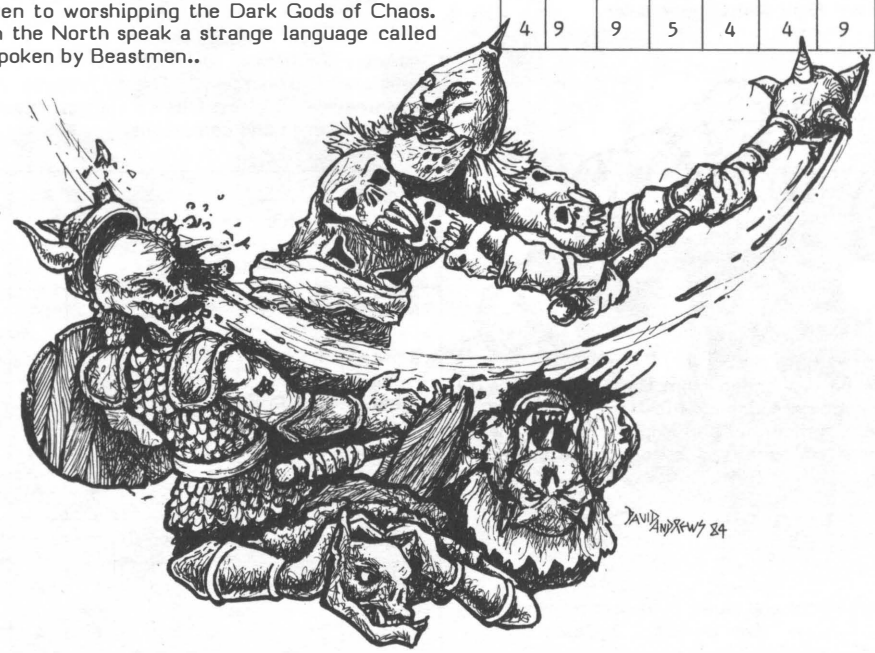
Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	3	2	6	2	10	10	10	10

Basic Points. 40.

Character Profiles. The following profiles are standard for average Warrior champions and heroes. There are no wizards as such, although the followers of Chaos number many wizards. Warriors, however, ar devoted only to fighting. These profiles are included for your convenience - in fact Chaos Warrior characters are far more complex, and may have additional powers as will be detailed in our forthcoming **Realm of Chaos** supplement.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 66											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	5	3	2	7	2	10	10	10	10
Minor Hero - Points Value 128											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	8	8	5	4	3	8	3	10	10	10	10
Major Hero - Points Value 215											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	9	9	5	4	4	9	4	10	10	10	10



LARGE HUMANOID CREATURES

The following creatures resemble Men and other humanoid creatures, except that they are larger - over 10' tall. None of these creature types are as common as the Man sized humanoids. Many of them are dim-witted if not down-right stupid. Their societies tend to be simple, based around small families or extended family groups. They live for the most part in isolated or remote areas, such as mountains or forests.

GIANTS

Like Goblins, Giants are a diverse group of creatures. Size varies a great deal. All of the different Giants are united in belonging to the Giant Race, although they may have slightly different characteristics. For example, the Cyclops is a Giant distinguished by having only a single eye. Many of the larger Giants live solitary or isolated lives, often amongst inaccessible mountains. They are a danger to travellers and the unwary.

Physique. Giants look very much like Men, but are far larger; well over 10'. Many Giants have very thin spindly arms and legs. Most appear dim witted and foolish. This is in no way deceptive.

World Distribution. The north of Norsca is often called the Giant Lands, because it is the remaining home of these creatures. Originally, they lived all over the Old World, but were driven out by Man. Some isolated bands live amongst the Worlds Edge Mountains, even so far south as Araby. Others have made a new home in the Mountains of Mourn.

Alignment. Good, Neutral, Evil or Chaotic.

Base Size. As appropriate. Usually 45 x 45mm.

Special Rules. Giants cause **fear** in troops under 10' tall. They may throw rocks or other improvised missiles up to a distance of twice their strength in inches, with a strength equal to their own if they hit. Troops attacking a Giant, who are under 10' tall, on foot, without long weapons (such as spears or pikes) , suffer a **-1** 'to hit' modifier, because all they can do is hack at the Giant's legs. Giants with a Strength of 5 or more are subject to **stupidity.**

Giants are subject to **alcoholism.** A drunken Giant pushed back in combat will fall over on the D6 score of a 6. A falling giant will first stagger back 2" (as a normal push back) and will then topple over. Establish direction of fall using a 'clock-face' chart with 12 o'clock to his front. Use a D20 - scores of 12-20 count as 12 o'clock. A falling giant will pitch to the ground and may squash troops underneath him. He will cover an area equal to his own height and 30mm wide. Troops whose bases are wholly or partly within the area will be hit on the D6 score of a 4, 5 or 6. Roll for each model individually. Each models struck receives 1 hit equal to the Giant's strength. Models struck but not slain are assumed to have crawled out from underneath the Giant and can fight normally. The Giant may rise at the beginning of any of his turns by rolling a 6 on a D6. He may not fight whlist he is down.



Basic Profile. Giants vary a great deal and there is almost no point in laying down hard and fast profiles. The one that follows has been designed for a Giant model approximately 60mm tall.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	3	7	7	6	2	5	6	4	6	6

Giants of various sizes can be worked out as follows. Move = 1" for each full 10mm of model height (max. 6"). WS and BS always = 3. Strength and Toughness = 1 for each full 10mm of model height +1. Wounds = 1 for each full 10mm of model height. Initiative always = 2. Attacks = 1 for each full 10mm of model height -1. Personal characteristics remain constant.

Points Value. 215 for the profile given.

OGRES

Ogres are gross, ugly humanoids who love to fight and kill. However, they don't mind much who they kill, and will hire their services out to the highest bidder, be he Man or Goblin. They are not an overly cruel race, but they are brutal and have little respect for the weak or helpless. Their origin is uncertain, they may be humans tainted by living too close to the Incursions of Chaos for too long. Ogres were once common in Norsca and even the northern part of the Old World, but now they are a rare and diminishing race. They speak their own snorting, growling language, although many can get by in Norse.

Physique. Ogres are large creatures, well over 10' in height and almost as broad. They are stout, with gross features and limbs and a dark skin. Their hair is usually black, grey or white. Ogres wear very basic dress, usually natural furs and leather, or materials they can steal or trade from co-operative humans.

World Distribution. The Mountains of Norsca, isolated northern parts of the Worlds Edge Mountain and the north-western part of the Steppe Lands. Many have been driven into the Dark Lands and the Mountains of Mourn.

Alignment. Neutral.

Base Size. 40 x 40mm.

Special Rules. Cause **fear** in living creatures under 10' high.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	2	4	5	3	3	2	5	4	5	7

Basic Points. 38.

Character Profiles. The following profiles are standard for Ogre champions and heroes. These profiles are included for your convenience - GMs are free to vary profiles as much as they like in their own games and campaigns.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 63											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	4	3	5	5	3	4	2	5	4	5	7
Minor Hero - Points Value 128											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	4	5	6	4	5	3	6	5	6	8
Major Hero - Points Value 210											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	6	5	5	6	5	6	4	7	6	7	9





TREEMAN

Treemen are large humanoid creatures who closely resemble trees. They live almost forever, inhabiting dense forests where they cultivate and guard the trees. They are solitary, slow, naturally peaceful creatures. During the last thousand years they have almost become extinct, as forests have been cleared by other races. They speak their own language, but many also speak Elvish and a few have learned Old Worlder from the human elementalists that sometimes visit them. Otherwise they avoid contact with other races. Many Old Worlders no longer believe that they even exist.

Physique. Treemen resemble trees, with a bark-like skin and branch like arms and legs. The number of digits on hands and feet can vary, but they always have two arms and legs. They have no necks and are not very agile or athletic. All Treemen are over 10' high.

World Distribution. Originally the forests of the Old World. Now only in a few remote areas of the forests flanking the Worlds Edge Mountains.

Alignment. Good.

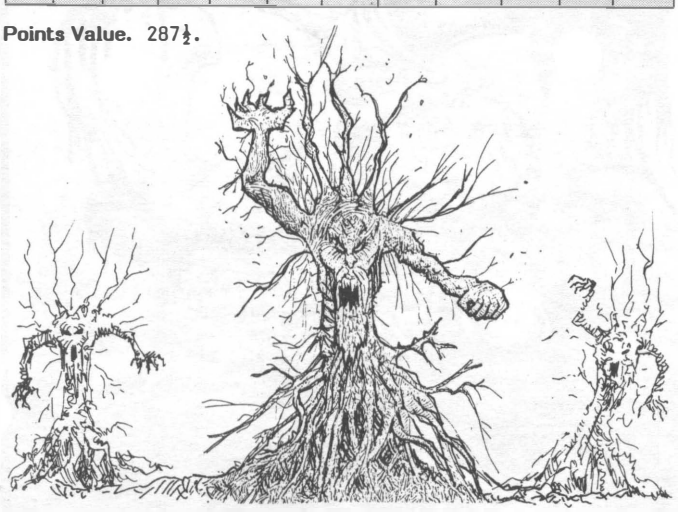
Base Sizes. 40 x 40mm.

Special Rules. Although they cannot wear armour their tough skin counts as plate armour, giving them a 5 or 6 saving throw (worked into the Basic Points). Treemen are **flammable.** They do not need to use weapons, and have **stomp** attacks. Any Treeman taking fire damage will become subject to **frenzy.** They **hate** all goblinoids because they are defilers of the forests. Treemen can throw rocks up to a distance of 12" with a strength of 6; because they are so slow and cumbersome they cannot move and throw rocks during the same turn. They cause **fear** in living creatures under 10' tall.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	8	3	6	7	6	2	4	10	9	10	10

Points Value. 287½.



TROGLODYTES

Troglodytes are members of the lizard race, they are closely related to Lizardmen, who they resemble in all but size. Troglodytes live amongst other members of the lizard race, usually as warriors and guards. They speak the same tongue as the Lizardmen.

Physique. Troglodytes are over 10' tall. They are well muscled with typically reptilian scaled heads and broad tails. Scales colours vary in the same way as smaller Lizardmen, greens are the most common.

World Distribution. Wherever there are Lizardmen.

Alignment. Neutral.

Base Sizes. 40 x 40mm.

Special Rules. Troglodytes have tough skins which count as **mail armour** at no extra cost (it has been included in the basic cost). Troglodytes are subject to **stupidity.** These creatures emit a strange and unpleasant odour which is repulsive to non-reptilian creatures. Any such creatures fighting them in combat suffer a -1 'to hit' modifer. Troglodytes cause **fear** in living creatures under 10' high.

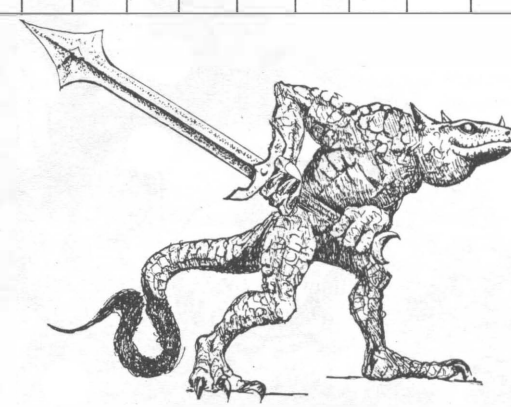
Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	1	2	10	4	10	10

Basic Points . 36.

Character Profiles. The following profiles are standard for Troglodyte champions and heroes. These profiles are included for your convenience - GMs are free to very them within their own games and campaigns.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 42.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	5	4	2	2	2	10	4	10	10
Minor Hero - Points Value 96.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	5	5	3	3	3	10	5	10	10
Major Hero - Point Value 168.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	5	5	4	4	4	10	6	10	10



TROLLS

Trolls are ugly and loathsome creatures of vaguely humanoid appearance. They live like wild animals in small groups, and have little command or understanding of language. They speak a debased version of Norse (very slowly).

Physique. Trolls are large monsters, well over 10' tall. Although they may look skinny or comical, their twisted bodies are very

strong. Trolls can be of almost any colour, most are brownish or greenish. They are unhygenic, dirty and disgustingly smelly. They can eat almost anything, their powerful stomachs are adapted to regurgitate material that is likely to cause them serious damage. Because of their unpredictable eating habits, Trolls are often covered in the remains of their last meal. They have the ability to **regenerate** damaged body tissues - so that even a slain Troll can sometimes come back to life.

World Distribution. A few still survive in out of the way places in the Old World and the Worlds Edge Mountains. In Norsca they are more common, whilst they are reported as on the increase in the Dark Lands.

Alignment. Evil or Chaotic.

Base Size. 40 x40 mm.

Special Rules. Subject to **stupidity.** Cause **fear** in living creatures under 10' high. Can **regenerate** damage. Models slain are not removed but are left in position and turned round, or a marker is placed against them. This indicates that the model has been slain and may not move or take part in combat, but may be able to regenerate. Roll a D6 at the beginning of that player's turn for each model regenerating.

1 or 2 The model fails to regenerate. Remove the model, it is now dead.
3 or 4 The model is still trying to regenerate. Roll again next time.
5 or 6 The model has regenerated. Restore any damage suffered. The Troll must now try to get back to its parent unit, it may fight as normal.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	1	5	4	3	1	3	4	4	6	6

Basic Points. 66



UNDEAD CREATURES

The Known World is a magical place. Undead creatures, such as Zombies and Skeletons, whilst not commonplace, are an accepted reality. They are creatures who are brought into existence, or who maintain existence, by means of unnatural magic. Often such creatures are controlled and employed directly by necromancers - or other evil, magic-using monsters.

GHOULS

Ghouls are men who have acquired undead status whilst living by the insane practice of feeding off of corpses. They are shrieking, incoherant monsters, and are dangerous only in great numbers. They can sometimes be seen at night in grave yards or during the aftermath of a battle. They are completely unsteady in combat, and will flee gibbering and screaming fom any combat they lose.

Physique. Ghouls resemble humans, but lack all human grace in movement and appearance. Their bodies are slack and crouched, their faces distorted and leering, whilst their teeth are often pointed and over-large.

World Distribution. As humans.

Alignment. Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Hits from Ghouls are **venomous.** A Ghoul unit which pushes back or routs enemy will only follow up or pursue on the D6 score of a 4, 5 or 6. Otherwise, they will feed until their next turn. Whilst feeding they will count as **confused** if attacked.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	-	3	4	1	3	2	2	5	8	8

Basic Points. 2¾



LICHE

Liches are undead necromancers. They have become foul, twisted and tormented by years of evil toil. Mental and bodily functions are preserved by powerful magic, however the body still rots as would that of a normal corpse. A Liche is a character, with the same mastery, CPs and spell choice as a Level 4 necromancer.

Physique. A Liche's body resembles that of a Zombie or Ghoul.

Alignment. Evil.

Base Size. Standard 20 x 20mm.

Special Rules. The Liche has glowing red eyes that he can use to transfix any living creature. Before any blows are struck a Liche may try to transfix one combat opponent. Roll 2D6 - if the score is more than the victim's WP he is transfixed. Transfixed victims suffer D6 automatic wounds and may not do anything for the rest of that turn. The Liche may not attack with normal weapons or use or maintain magic whilst employing a transfix attack. This doesn't stop him acting as an Undead controller.

Liches cause **fear** and **terror** in living creatures. They are immune to psychological effects themselves. Liches can only be damaged by magical weapons or magic. Liches can act as controllers of undead units in the same way as necromancers.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	4	4	6	4	10	10	10	10

Basic Points. 900.



MUMMY

Mummies are corpses, carefully preserved against the ravages of time by secret and magical arts. These rites were practiced in many ancient civilisations, including that of the Slann and the predecessors of the Arabians. They are relatively rare and solitary creatures.

Physique. Mummies are large, humanoid monsters swathed in bandages.

World Distribution. Tombs of Araby and Lustria.

Alignment. Neutral or Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Flammable. Subject to **stupidity** unless controlled by a necromancer. They do not otherwise need to be controlled, and can act as undead champions, controlling other undead units. Mummies cause **fear** in creatures under 10' tall.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	3	0	4	5	4	3	2	10	8	8	10

Basic Points 78



SKELETONS

Skeletons are magical creatures formed from the remains of a long dead human. They lack strong wills of their own, and rely on magic to keep them whole and coherant.

Physique. Skeletoid - usually with tattered rags and broken equipment.

Alignment. Not aligned as such - but can be regarded as evil.

Base Size. Standard 20mm x 20mm.

Special Rules. Skeletons are **immune** to all psychology tests. They cannot be **routed** and do not need to make **rout tests.** Skeletons cause **fear** in living creatures. Skeletons are subject to **instability.**

Skeletons need to be **controlled** if they are to fight effectively. A necromancer may act as a controller over all and any Undead units within his control range -normally 12". An undead champion or hero can act as a controller, he does not need to be controlled himself. A Skeleton unit which has no controller becomes subject to **stupidity** and will always disappear never to be seen again if it becomes unstable.

Skeleton characters can act as the leader of any evil unit.

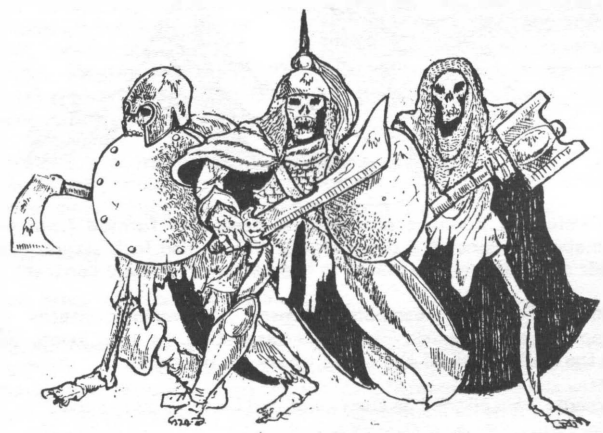
Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	2	3	3	1	2	1	5	5	5	5

Basic Points. 2½

Character Profiles. The following profiles are standard for Skeleton champions and heroes. There are no Skeleton wizards.

Fighting Characteristics								Personal Characteristics			
Champions - Points Value 4½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	1	5	5	5	5
Minor Hero - Points Value 32											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	4	2	6	6	6	6
Major Hero - Points Value 78											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	3	5	3	7	7	7	7



VAMPIRES

Vampires are magical creatures with the same mastery, constitution, spell casting abilities and choice of specialities as level 4 wizards. They can use constitution points to transmogrify into a number of forms, including human, wolf and bat. They can also assume an ethereal state. Vampires utilise the life-force of other creatures to augment their magical powers.

Physique. Vampires resemble whichever form they currently assume. In all forms they have prominent canine teeth.

World Distribution. The eastern part of the Old World. Now very rare and extremely secretive. Often they hide amongst human society and keep their true identities concealed.

Alignment. Evil.

Base Size. Standard for physical type. 20 x 20mm as human.

Special Rules. At the beginning of every day the Vampire must expend 10 CPs in order to survive. Failure to do so will place him in a cataleptic state, unable to use any of his powers. If discovered thus by humans he may be taken for dead, and subsequently buried (cremated if unlucky!). Apart from casting spells, the Vampire may use constitution points (CPs) to change from one state to another during the Magic part of his turn. Each change costs 2 CPs - the Vampire may have to roll for transmogrification success if his CPs drop to a low enough level (as for normal spell casting). Vampires may not recover CPs by resting. They can only recover CPs by draining the life-force from living humanoid creatures. Each wound or strength damage point caused on a humanoid creature replenishes 1 CP. The total may not be increased past the Vampire's maximum CP level (40 points or 6D6).

A Vampire can be affected by normal weapons whilst in a material state, but only by magical weapons whilst in an ethereal state. When ethereal he cannot use magic except to assume a solid form. A Vampire slain by normal weapons is instantly turned into an ethereal state and loses all of his remaining CPs. Whilst ethereal

he causes strength damage like a Wraith. A Vampire dealt a killing blow by a magical weapon is slain.

A Vampire may control units of undead like a necromancer, even if he has no necromantic spells.

Basic Profile

As for the basic type (Human, Wolf, Bat or Wraith) - except

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3

Basic Points. 1320 plus spells at 10 points a spell.



ZOMBIES

Like Skeletons, Zombies are magical creatures formed from the reanimated remains of a dead human. They also lack strong wills of their own, and rely on magic to keep them whole and coherant.

Physique. Zombies resemble corpses in various states of decomposition, they are dirty and disgusting to look upon, and carry the foul stench of the grave wherever they go.

Alignment. Not aligned as such - but can be regarded as evil.

Base Size. Standard 20mm x 20mm.

Special Rules. Zombies are **immune** to all psychology tests. Unlike Skeletons they can be **routed** and do need to make **rout tests.** Zombies cause **fear** in living creatures they attack. They are subject to **instability.**

Zombies need to be **controlled** if they are to fight effectively. A necromancer may act as a controller over all and any undead units within his control range - normally 12". An undead champion or hero leading a unit can act as its controller, he does not need to be controlled himself. A Zombie unit which has no controller becomes subject to **stupidity** and will always disappear never to be seen again if it becomes unstable.

There are no character Zombies, and Zombie units are usually led by undead characters, such as Skeleton champions or heroes.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	3	3	1	1	1	8	4	4	4

Basic Points. 1¼



ETHEREAL CREATURE

Ethereal creatures are incorporeal spirits; insubstantial creatures who have no solid, material existence. They are the spirits of the dead, and of those that refuse to die. They are independent creatures, more likely to be found singly than in large groups.

Ethereal creatures are found all over the Known World, whilst they often have no specific alignment or even physique. Many of them have special powers, and an appropriate modifier has been applied to the PVs to compensate for this.

GHOST

Ghosts have become trapped in the material world because they have not been properly laid to rest. They are often the victims of murder, and may wish to draw attention to their death or see themselves avenged. Ghosts are not necessarily evil. They are normally bound to the area where they died, such as a house, but sometimes an area of land, such as a moor or bog.

Physique. Ghosts are ethereal creatures with no substance, but can appear in a variety of ways. They are usually humanoid figures; and sometimes cannot be told apart from a living human, and may talk, pass on information or issue warnings.

Special Rules. Ghosts cannot be damaged except by magical weapons. Ghosts cannot cause damage themselves. In combat a unit/individual successfully hit by a Ghost must take a rout test at -1 Ld. level for each hit taken. Ghosts are subject to **instability** outside of their bounded area. They are immune to all other psychological tests and rout tests. Ghosts cause **fear** in living creatures. Ghosts are ethereal and may pass through solid objects, walls etc, without penalty. They may become visible or invisible at will.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	0	3	3	3	1	5	5	5	5

Basic Points. Ghosts work out at 6¼. However this value does not reflect any of these creature's special abilities and so a modified value of x10, or 62½ points is used instead.



SPECTRES

Spectres have become trapped in the material world as a result of a broken vow or a curse placed upon them whilst alive. The Spectre is doomed to wander the living world until it can fulfill its broken vow, or until the curse is lifted. Spectres are not necessarily evil, and they may encourage or oblige living creatures to help them if possible. They are normally bound to the area where they died in the same way as are Ghosts.

Physique. Spectres are ethereal creatures with no substance, but can appear in a variety of ways. They are usually humanoid, and either glowing, luminous or semi-transparent. Spectres can always be told apart from living creatures.

Special Rules. Spectres cannot be damaged except by magical

weapons. In combat, an individual hit by a Spectre will be paralysed unless he can make a saving throw. (2D6 - must score equal to or less than **personal** WP). Paralysed individuals are not dead, but cannot do anything for the rest of the battle. A unit suffering casualties to paralysis must take a rout test. Paralysis attacks are not normal attacks: they effect creatures not normally effected by non-magical weapons. Spectres are subject to **instability** outside of their bounded area. They are immune to all other psychological tests and rout tests. Spectres cause **fear** in living creatures and can choose to cause **terror** in living creatures if they so wish. Spectres are ethereal and may pass through solid objects, walls etc, without penalty.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	0	0	4	4	4	4	5	5	5	5

Basic Points. PV works out as 75. However, this value does not reflect any of these creature's special abilities and a modified value of x 5 or 375 points is used instead.



WIGHT

A Wight is an ethereal creature formed from the spirit of a long dead character. Wights crave life and wealth, and are unable to leave the precincts of their tomb. These spirits will defend their tombs or burial goods against robbers and defilers. As they slay living creatures they gain the power that enables them to remain in the living world.

Physique. No material form, appears as a dark, gaseous shape or vague humanoid form.

Alignment. Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Wights cannot be damaged other than by magical weapons. In combat, wounds caused by Wights do not cause wound damage but deduct 1 from the victim's strength and add 1 to the Wight's strength for his next attack. Models with zero strength are considered as slain (in campaigns, strength loss may be regained in the same way as wounds). Attacks are not normal attacks - they are magical attacks in the same way as with magical weapons: they are effective against creatures not effected by normal weapons. Wights are subject to **instability** outside of their own tomb. They are immune from all other psychological tests and rout tests. Wights can move through solid objects, walls etc without penalty. They cause **fear** in living creatures.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	0	3	4	3	3	1	5	5	5	5

Basic Points. PV works out as 18. However, this value does not reflect any of these creature's special abilities and a modified value of x10, or 180 points is used instead.



WRAITH

The Wraith finds itself trapped between worlds; compelled to remain in the world of the living, bound by some long forgotten task, duty or obsession. As spirits, they are confused and lacking in proper mental faculties. Deprived of rest they have become warped and vengeful, so that they have come to haunt tombs or ruins. They will slay living creatures that disturb them.

Physique. No material form, appears as a dark, gaseous humanoid shape with burning red eyes. They are bound within hooded grave robes, and may appear to be normal men from a distance.

Alignment. Evil.

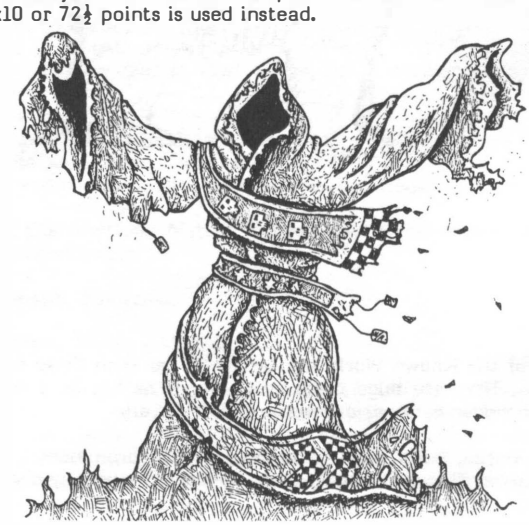
Base Size. Standard 20 x 20mm.

Special Rules. Wraiths cannot be damaged other than by magical weapons. In combat, wounds caused by Wraiths do not cause wound damage but deduct 1 from the victim's Strength. Models with zero strength are considered as slain (in campaigns strength loss may be regained in the same way as wounds). This is not a normal attack - and can be considered as a magical attack in the same way as a magical weapon: it will have full effect on creatures not effected by normal weapons. Wraiths are subject to **instability** outside of their normal enviroment (graveyard, ruins, tomb etc). Wraiths are immune from all other psychological tests and rout tests. Wraiths can move through solid objects, walls etc without penalty. They cause **fear** in all living creatures.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	1	0	3	4	2	3	2	5	5	5	5

Basic Points. PV works out as 7½. However, this value does not reflect any of these creatures special abilities and a modified value of x10 or 72½ points is used instead.



ANIMALS AND MONSTERS

This category covers a whole range of very different creatures, from fierce monsters like Dragons to small insects. Of course, there are far too many creatures in the Known World to include them all, but we have tried for a representitive selection. Some of these creatures are intelligent, and can be wizards, champions or heroes; but lack of space prevents us from supplying full profiles. These can be worked out quite easily from the main body of the rules.

Base sizes given are appropriate for the models from our own collections, but we accept that new models will appear in the future that simply will not fit onto the base sizes given. Some models already available do not. In such as case simple adjust the sizes as appropriate.

Many of the creatures described are unlikely to find their way onto a battlefield, and once there would be unlikely to obey orders. Some are far to lacking in intelligence! These creatures have been included mostly for the GMs benefit, allowing him to introduce animal or monster encounters into battles or campaigns.

BEAR

The Mountain Bear of the Old World, and the Bears of Cathay and the New World are large, powerful beasts whose skins are prized by all races.

Physique. Bear - over 10' and a large creature.

World Distribution. Northern parts of the Worlds Edge Mountains, highland areas of Cathay (including Giant Panda), and the Mountains of the New World (Grizzly Bear).

Alignment. Neutral.

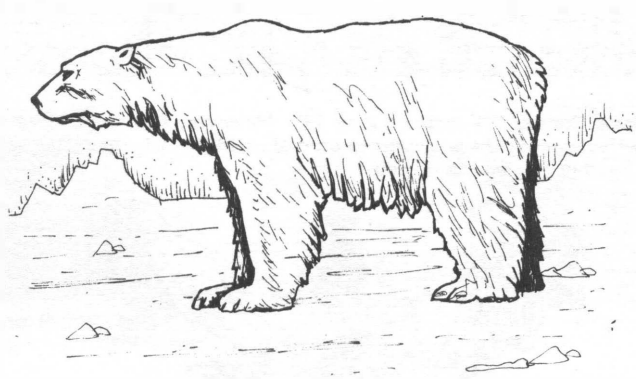
Base Size. 40mm x 40mm or as appropriate.

Special Rules. **Claw** Attacks. Causes **fear** in living creatures under 10'.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	0	4	4	2	3	2	6	3	6	6

Basic Points. 19½.



BOARS

The Boars of the Known World are larger by far than those of our own world. They are huge creatures, almost as big as a horse. They can be ridden by other creatures under 10' tall.

Physique. Large, hairy pig-like creatures with prominant snouts and sharp tusks. They are usually grey. Under 10' - usually about 6' long.

World Distribution. Boars are forest animals, and now live deep within the forests of the Old World and Cathay. They have been domesticated by some Goblins, who ride them into battle like horses.

Alignment. Neutral.

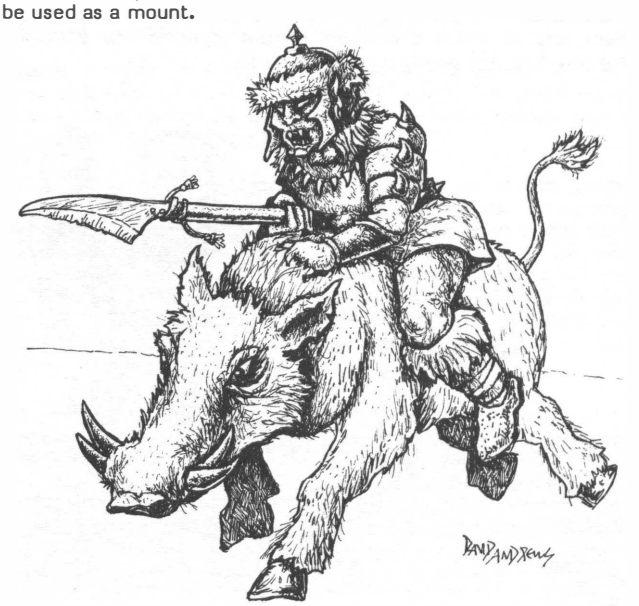
Base Size. 25 x 50mm.

Special Rules. **Gore.** attack. Boars whose riders are slain are removed from play in the same way as horses.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
7	3	0	3	3	1	3	1	3	4	4	4

Basic Points. 1¾. Remember to add the +5 modifier if the Boar is to be used as a mount.



CENTAURS

Centaurs are enigmatic creatures, the wild horsemen of the Steppe Lands. They are a free and uninhibited race, intelligent and reasonable, but not very interested in sedentary life. They live by herding and hunting. They are talented orators and have a great love of language and music, their own tongue is melodic and complex.

Physique. Centaurs have the bodies of large horses, with the upper torso of a human. They are large monsters and count as over 10' tall. Because of their shape they are not actually that far off the ground.

World Distribution. The eastern part of the **Steppe Lands** and the **New World.** They travel between the two hunting migratory herds of bison and deer.

Alignment. Neutral.

Base Size. 25mm x 40mm.

Special Rules. Centaurs do not count as mounted archers, they are animals in their own right. Accordingly they do not suffer the restriction of only being permitted to fire missiles at short range, or any disadvantageous modifiers. Centaurs cause **fear** in living creatures under 10'. They have a normal attack from the human element, and a **stomp** attack from the horse: total 2 attacks.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	4	4	3	2	3	2	7	7	7	7

Basic Points Value. 32



CHIMERA

The Chimera is a **Creature of Chaos:** an animal that combines various natural creatures in its make-up, together with occasional additonal powers or attributes. Chaos animals can vary a great deal, they may have multiple limbs, heads or even bodies. Sometimes a Creature of Chaos will have unexpected magical powers, intelligence or physical abilities. This is all in the lap of the Gods of Chaos, the beings who created the various Creatures of Chaos and who sent them out into the world via the Incursions of Chaos. Chimera usually have three heads and can fly. They can also have various tail spikes or mace tails. They appear as part of the Incursions of Chaos, but have settled down, along with many other bizarre monsters, in the northern part of the Worlds Edge Mountains.

Physique. The body of the Chimera resembles that of a large feline with the hind parts of a goat. The tail is usually long, and often has spikes, or a club end. The creatures wings are bird-like. It has three heads, although mutants may sport more or less. These may take the form of either serpent, great cat and goat or any combination of all three. The creature is about 15' long and is treated as a **large** target for missile fire.

World Distribution. Known in all of the North, including the New World, Norsca, Steppelands and northern Old World.

Alignment. Chaos.

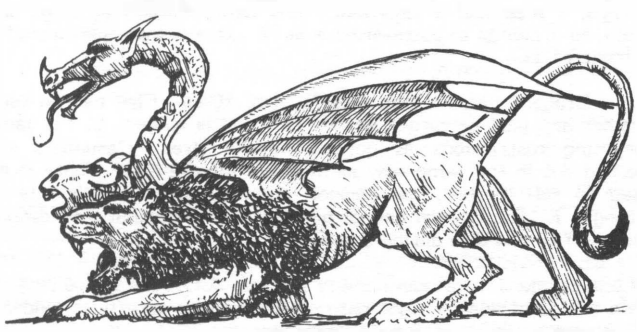
Base Size. As appropriate.

Special Rules. 1 **bite** attack with each head. Serpent head is **venomous.** Plus 2 **stomps** with claws etc, and 1 **tail lash.** Creatures with stings in their tails (10% of creatures) have a **venomous tail lash.** Total of 6 Attacks including rear-only tail lash. Chimera cause **fear** in living creatures under 10'. Fly as **landers.** Movement given is for ground movement.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	0	6	6	7	3	6	9	4	9	9

Basic Points. 462



COATL

The Coatl, or Flying Serpent, is a strange, Lustrian creature that figures in the legends of the Slann. The Slann associate the creature with the God Quetzalcoatl, and treat it as a sacred animal. Coatl are intelligent creatures, and may be magical. They speak their own sibilant language.

Physique. Adults can reach 20' in length. They resemble large snakes, with the head of a dragon and feathered wings. Sometimes their whole body can be covered in feathers. The Coatl can shed and regrow plumage in any colour it chooses.

World Distribution. Coatl live in the tropical rain forests of Lustria. They avoid contact with other races.

Alignment. Good.

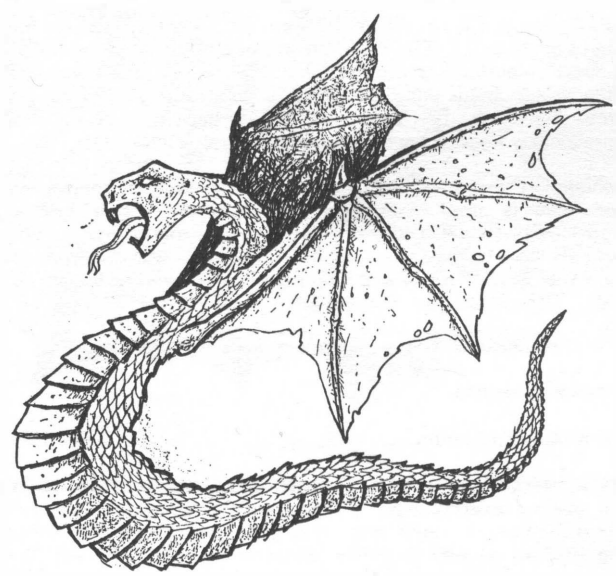
Base Sizes. Mount on flying bases. In combat they count as having 40mm x 40mm base.

Special Rules. Bite Attacks. Coatl are **venomous.** Fly as **swoopers,** the movement allowance given is for ground movement only. Coatl can be wizards - work out the profiles and points as normal. Cause **fear** in living creatures under 10'.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	6	0	4	5	3	6	3	8	8	8	8

Basic Points. 78.



COLD ONES

Cold Ones are the largest members of the lizard race. They are related to Lizardmen and Troglodytes, but are far more brutal and stupid than even the most stupid Troglodyte. Cold Ones can be ridden, and are used by Dark Elves, Amazons, Lizardmen and Slann as riding beasts.

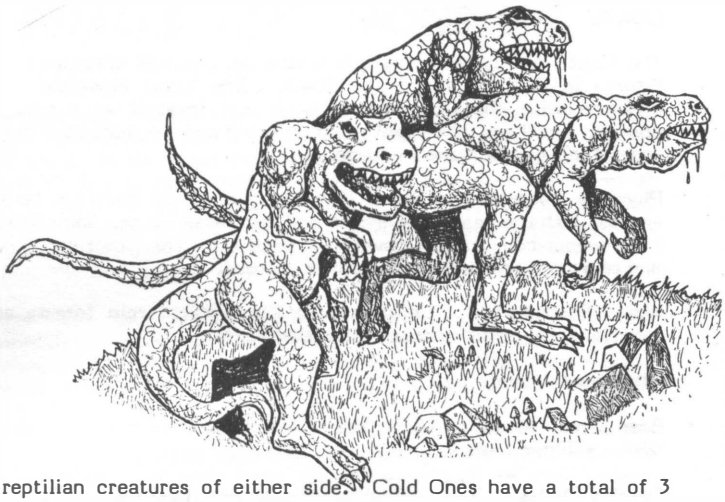
Physique. Cold Ones are large monsters, well over 10'. They knuckle walk using their tails for balance at speed. The head is large and neckless, with a gaping mouth studded with sharp teeth.

World Distribution. Native to the underground caverns of the New World and Lustria.

Alignment. Neutral.

Base Size. 25mm x 50mm.

Special Rules. Subject to **stupidity** (if ridden remember to make any test on the rider's characteristics). Cause **fear** in living creatures under 10' tall. Cold Ones will never attack other creatures of the lizard race. They can be forced into combat against them but will then strike no blows. Cold Ones whose riders are killed will continue to charge and attack the nearest non



reptilian creatures of either side. Cold Ones have a total of 3 attacks - 2 normal attacks and 1 stomp.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	5	6	5	1	3	2	4	9	9

Basic Points. 127. +5 points is used as a riding beast.

CULCHAN

The Culchan is a huge, flightless, carniverous bird that lives on the pampas grasslands of Lustria. It is prized by Pygmies and Slann for its multi-coloured plumes and for its flesh, which is considered a delicacy by humans and Slann alike. The creatures are extremely fierce, but can be used as riding beasts if hand-reared. Consequently eggs or hatchlings are very valuable.

Physique. These unusual birds have strong legs and necks, whilst their head is similar to than of a parrot. Their beaks are exceptionally strong, and can easily crack a man's skull. Plumage is usually brown, but males in good condition grow a completely new set of colourful red and blue plumage, as well as long tails and crests. They reach 8 or 9' in height.

World Distribution. The grasslands of southern Lustria.

Alignment. Neutral.

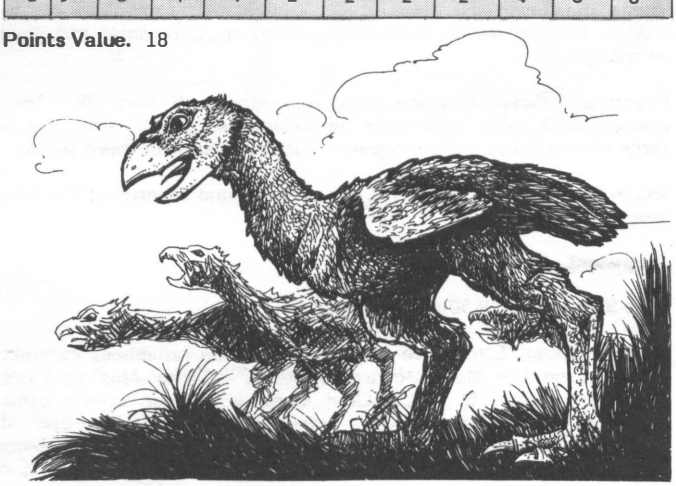
Base Size. 25 x 25mm.

Special Rules. 1 **bite** from the beak and 1 **stomp** attack from the legs. Subject to **stupidity.**

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	4	2	2	2	2	4	6	6

Points Value. 18



DRAGONS

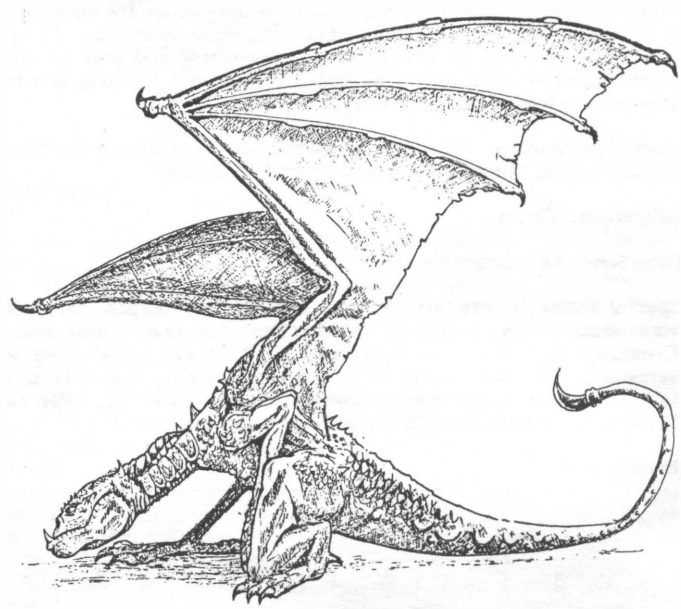
Before the Elves came to the Old World, at the time when the Dwarfs built their splendid cities within the heart of the Worlds Edge Mountains, the Dragons were masters of forests and mountain tops. There were very few Men at all in those days, and all of the Old World was one huge, wild forest from the Worlds Edge Mountains to the sea. The Dwarfs knew of the Dragons and treated them with respect. Many Dragons were wise and Good, whilst in those days at least, few were Evil or hostile. But, with the changes brought upon the world by the increase in humanity, and by the encroachments of the Incursions of Chaos, the Dragons began to decline in numbers and vitality. Today they are a legend in the Old World. What few Dragons exist live in almost perpetual slumber within deep caverns amongst their ancestral nesting site, the Worlds Edge Mountains and Mountains of Mourn. They are old and tired, few hatchlings have appeared within the last thousand years, and the Dragons that remain may well feel that their time has passed. Some have grown greedy or malicious, and jealously sit atop piles of treasure amassed centuries ago and long forgotten in the outside world.

Physique. Dragons are huge and powerful reptiles. They are winged quadrupeds, but, other than that, they tend to vary in almost all aspects of appearance.

World Distribution. Dragons probably exist now only in handfuls scattered throughout the world. The Worlds Edge Mountains and Mountains of Mourn must house some, but who knows how many. Passing untold centuries asleep, the remnants of the dragon race are hard to find and impossible to count accurately. The Old World is full of stories about Dragons sleeping beneath the ground, in old burial mounds or amongst old ruins. Probably there are several dozen scattered throughout the Old World, and as many again in Araby and western Cathay.

Alignment. Law, Good, Neutral, Fvil or Chaos. Most Dragons of old were Good, although surviving ones are more likely to be Neutral.

Base Size. As appropriate for size of model.



Special Rules. Dragons cause **fear** in living creatures of any height, and **terror** in living creatures under 6' tall. The profile given below reflects the characteristics of a typical Dragon with a model length of about 15cm (30-36'). The Dragon has 6 Attacks, 4 **stomps,** 1 **bite** and 1 **tail-lash.** The Dragon's skin in tough and scaly, so it counts as plate-armour at no extra points cost (included in basic cost).

Some Dragons can breathe fire (approx 50%). Fire can be used against any unit or target within 12", and is subject to the same targeting restrictions as normal missile fire. Casualties are worked out in the same way as multiple missile hits. There is no need to roll 'to hit', the Dragon causes 2D6 automatic hits at strength 7. The Dragon cannot breathe fire in combat, and cannot breathe fire and bite during the same turn.

Of old, Dragons were occasionally ridden. A Dragon whose rider is slain will continue to fight normally. Dragons can fly as **landers.** Movement given is for ground movement.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	6	0	7	7	10	3	6	10	7	10	10

Dragon profiles can vary a great deal depending on the size and bulk of the creature. This profile represents the most common of the Dragons of old. Larger animals would tend to have high Toughness, Strength and Wounds, but lower Personal Characteristics.

Basic Points. 682.

EAGLES

The old race of Eagles that live in the Known World are unlike those of our own. They are far more intelligent, much larger and far more dangerous. They keep pretty much to themselves, and exist in rapidly diminishing numbers.

Physique. The largest of birds of prey with a wing span of over 20'. A good sized specimen measures over 10' from beak to tail. They have brown plumage with white wing tips and tail bars.

World Distribution. The highest peaks of the Worlds Edge Mountains.

Alignment. Lawful or Good.

Base Sizes. Usually mounting on 'flying bases' but can be considered as 40mm x 40mm for combat purposes.

Special Rules. Fly as **swoopers,** the move rate given if for ground movement. Cause **fear** in living creatures under 10' - they are over 10' themselves. Claw attack in combat.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	7	0	5	4	3	5	2	8	7	8	8

Points Value. 78.



GIANT BAT

The Old World Vampire has the ability to transmogrify into the form of a Giant Bat, a creature which lives in the forests of the Eastern Old World. These animals are not only very large, but also fierce preditors. They are scavengers, feeding off the carcases of larger creatures. Dispite this, they are quite capable of attacking and killing an animal the size of a man.

Physique. Giant Bat, with a body measuring almost 4' from nose to tail. The heads resembles that of a dog, whilst the skin and fur are jet black.

World Distribution. The forests of the Eastern Old World.

Alignment. Neutral.

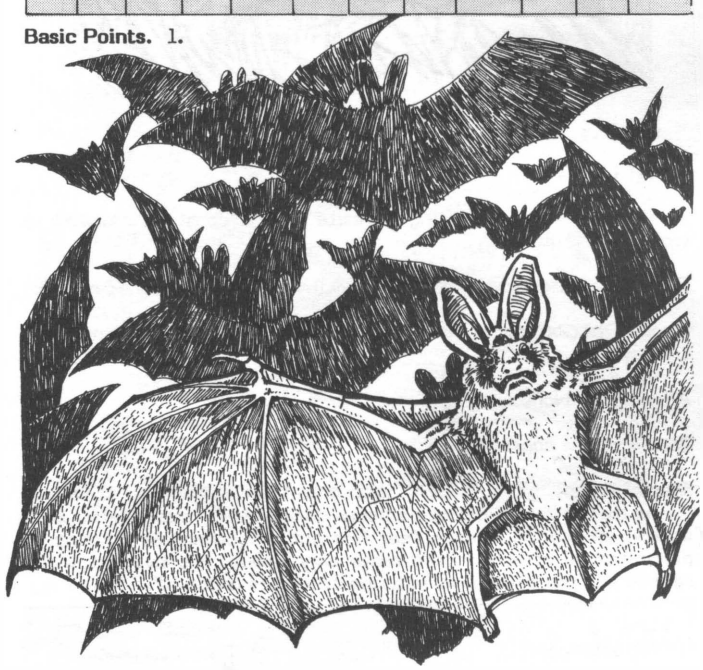
Base Size. Usually mounted on a flying base. In combat they are assumed to have a 25mm x 25mm base.

Special Rules. Fly as **hoverers.** Movement given is for ground movement. Their mobility gives them a **stomp** attack.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	3	0	2	2	1	3	1	4	4	6	6

Basic Points. 1.



GIANT FROG

The Giant Carniverous Frog is another Lustrian monster. It lives in the Amoco-Cadiz river system where it preys on all forms of life. They are solitary hunters, and very territorial. Pygmies are very fond of the flesh of this creature, which is said to be like fried chicken.

Physique. The Giant Frog looks like an ordinary frog, except that it can grow up to 5' long. They have long, razor sharp teeth (also prized by the Pygmies). Giant Frogs are usually green with yellow and black eyes.

World Distribution. Amoco-Cadiz river system - Lustria.

Alignment. Neutral.

Base Size. 25mm x 25mm.

Special Rules. Giant Frogs can use their long sticky tongues to deliver a combat attack at up to 4" distance. They cannot use their tongues and bite during the same turn. Otherwise, **bite** Attacks.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	0	3	3	2	2	1	8	3	10	7

Basic Points. 7¼



GIANT LEECH

This is a truely disgusting parasite and a constant menace to tropical adventurers.

Physique. Large (over 10'), tubular with a circular, toothed mouth.

World Distribution. Jungles of Lustria, the South Lands and Cathay.

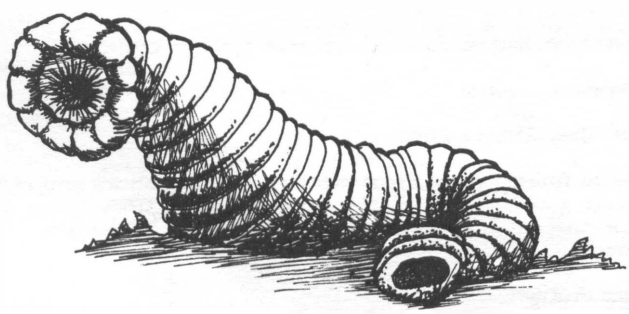
Alignment. None.

Base Size. As appropriate.

Special Rules. Leech tend to drop onto their victims out of trees - giving them a plus 5 Initiative bonus during their first attack. **Bite** attack, **venomous.** Leech fear **fire** but are otherwise immune to psychological effects. They move only slowly, but swim at triple rate (6"). They cause **fear** in living creatures under 10'.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	2	0	3	4	2	1	1	10	1	7	1

Basic Points. 6



GIANT RAT

The Known World has its fair share of normal sized vermin, including rats. The Giant Rat is a creature far larger than any of these. They seem to originate from the Incursions of Chaos, but are now widespread. As they prefer dark, underground places they are more of a problem to Goblins and Dwarfs then they are to Men.

Physique. Giant Rats grown up to 6' in length plus tail. They do not count as 10' long, no matter how long the tail. Otherwise, they resemble ordinary rats, and are usually brown or black.

World Distribution. The underground areas of the mountains of Norsca, the Worlds Edge Mountains, Mountains of Mourn and Dark lands. In the New World they inhabit the subterranean passages of every mountain range.

Alignment. Evil.

Base Size. 25mm x 50mm.

Special Rules. Bite Attack. Giant Rats are **venomous.**

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	2	0	3	3	1	3	1	4	4	5	5

Basic Points. 1¾.



GIANT SNAIL

The Giant Snail is a peaceful vegetarian with little in the way of intelligence. They will not usually attack except in self defence.

Physique. Snail - a very large snail (over 10').

World Distribution. Jungles of Lustria and the South Land. Sub-genus lives in the forests of the Old World and hibernates through winter.

Alignment. None discernable!

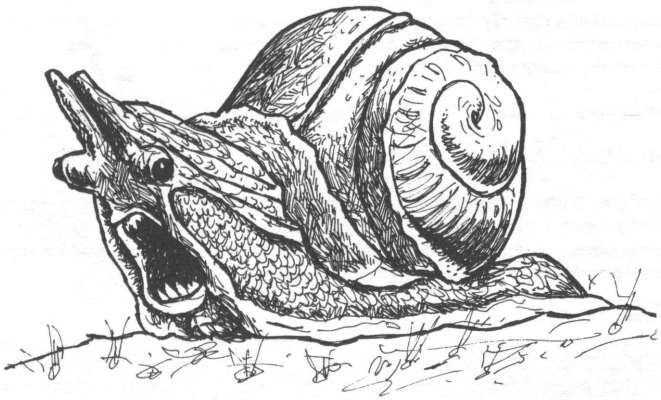
Base Size. 40mm x 40mm or as appropriate.

Special Rules. If engaged in combat will defend itself by squirting corrosive slime. Any model taking wounds will be out of action for D6 turns if not killed outright. Shell counts as plate armour plus shield (4,5,6 save) to sides and rear only (points included in cost). Snails are immune to all psychology, and cause **fear** in living creatures under 10'.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	2	0	3	4	2	1	1	10	1	10	1

Basic Points. 7¼.



GIANT SPIDER

The Giant Spider is not a common creature, it is, however, particularly loathsome. They have a rudimentary intelligence and can communicate with each other.

Physique. Huge (over 10'), black, hairy. Quite honestly it makes my skin crawl even thinking about it.

World Distribution. The forests of the Old World (now rare), the forests of the New World, South Lands, Cathay and Lustria, and the deeper, warmer places in most mountain ranges.

Alignment. Neutral or Evil.

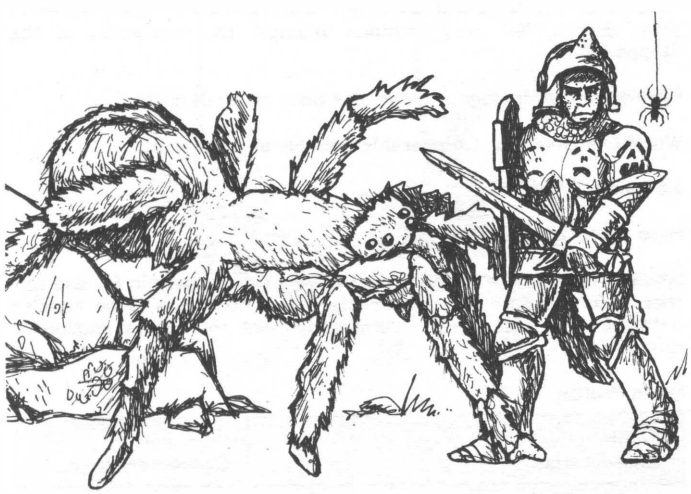
Base Size. 45mm x 45mm or as appropriate.

Special Rules. Bite attacks. **Venomous.** Tough exoskeleton counts as plate armour giving a 5,6 saving throw (cost included in basic). Fear **fire** but otherwise immune to all psychology rules. Cause **fear** in living creatures under 10' and **terror** in namby-pamby arachnophobes (any Elvish individual or unit on the D6 dice roll of a 6).

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	0	5	4	4	1	2	8	1	6	2

Basic 43.



GIANT TICK

The Giant Tick is a tropical parasite.

Physique. Large (but under 10'), blob shaped, bloated, white.

World Distribution. Jungles of Lustria, Southlands and Cathay.

Alignment. None.

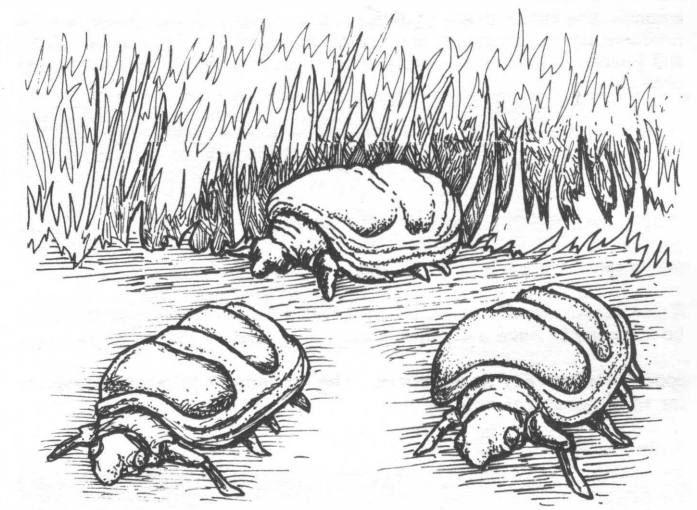
Base Size. 25mm x 25mm or as appropriate.

Special Rules. Bite attack. Wounding hits do not cause Wound damage, but reduce the victim's Strength in the same way. Normal armour saves apply. Characters in campaigns may recover strength damage in the same way as they would wound damage. **Fear** fire, but otherwise immune to psychology.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	2	0	3	3	1	3	1	6	1	6	1

Basic Points. 1



GRIFFON

The Griffon is a Creature of Chaos, a powerful winged hunter. Many of these creatures still wander from the North and South polar regions, often accompanied by bands of Warriors of Chaos or Beastmen. Others have made permanent homes in the Known World, where they have established colonies, and live to all intents as native animals.

Physique. The Griffon has a front half like a huge bird of prey, complete with wings and fierce, rending talons. It is a quadruped, the remainder of its body resembling that of a large preditory cat, such as a lion. They are large animals, well over 10' long.

World Distribution. Incursions of Chaos. Individuals can fly to anywhere in the Known World, and they have been seen even in the South Lands, Cathay and Lustria. They live in some numbers in the Mountains of Mourn.

Alignment. Chaotic.

Base Size. As appropriate.

Special Rules. Griffon cause **fear** in living creatures under 10'. They have 1 **bite** attack, 2 **claw** attacks and 1 **stomp.** Griffons fly as **swoopers.**

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	0	5	5	6	8	4	9	4	9	9

Basic Points Value. 225.



HARPY

For more years than anyone can remember Harpies have lived amongst the rocky crags of the Mountains of Mourn. They have a rudimentary intelligence, and are great hoarders of precious metals and jewels. Harpies are dangerous creatures which will attack on sight.

Physique. Harpies have the torso of a woman and the wings and lower half of a mighty bird of prey. They are about the size of humans.

World Distribution. Mountains of Mourn.

Alignment. Neutral, Evil or Chaos.

Base Sizes. Usually mounted on a flying base. In combat they can be assumed to have a 40mm x 40mm base size.

Special Rules. Fly as **swoopers.** The movement allowance given is for foot movement only.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	0	4	4	2	2	1	6	4	8	9

Basic Points. 16½



HIPPOGRIFF

The Hippogriff is a Creature of Chaos, and resembles a Griffon to some extent. Hippogriffs are only slightly less dangerous than Griffons. A Hippogriff captured whilst very young, and hand reared by an expert, can be used as a riding animal.

Physique. The Hippogriff has a head and wings like a huge bird of prey, and the torso of a lion or other large cat. It is a quadruped, the remainder of its body resembling that of a horse. They are large animals, well over 10' long.

World Distribution. Incursions of Chaos. As with Griffons, individuals can fly to anywhere in the Known World, and have been seen even in the South Lands, Cathay and Lustria. They live in some numbers in the Mountains of Mourn.

Alignment. Usually Chaotic. Chaotic or Neutral if hand-reared.

Base Size. As appropriate.

Special Rules. Hippogriffs cause **fear** in living creatures under 10'. They have 1 **bite** attack, 2 **claw** attacks and 1 **stomp.** They fly as **swoopers.** A Hippogriff whose rider is slain will continue to fight independantly.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	5	4	8	4	8	4	8	8

Basic Points Value. 144. +5 if used as a riding beast, with any appropriate modifers.



HOBHOUND

Hobhounds are huge war-dogs, or Mastiffs, used by many races to some degree, but very common amongst the Hobgoblin of the Steppe lands.

Physique. Fierce dogs as large as a pony or small horse.

World Distribution. Comparable animals are universal.

Alignment. Neutral.

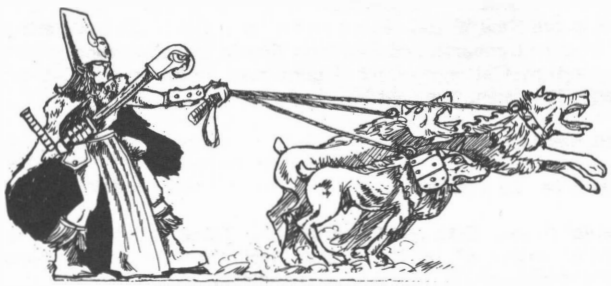
Base Size. 25mm x 40mm.

Special Rules. Bite attack. Must have a handler within 6", and will then test reaction of his characteristics. If there is no handler within 6" they will move towards and attack the nearest models of either side.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	3	3	1	3	1	8	4	8	8

Basic Points Value. 4¾



HORSES

Horses of the Known World are the same as horses of our own. They can be ridden into battle by creatures under 10' high and of any alignment.

Physique. Equine - usual range of colours and markings.

World Distribution. Native to the Steppe Lands. Domesticated throughout the Old World, Araby, north and central Cathay, the Dark Lands, Norsca and the Elf Kingdoms. Recently introduced into Lustria and the New Coast but still rare and much sought after. Introduced into the New World by the Elves - rare.

Alignment. Neutral.

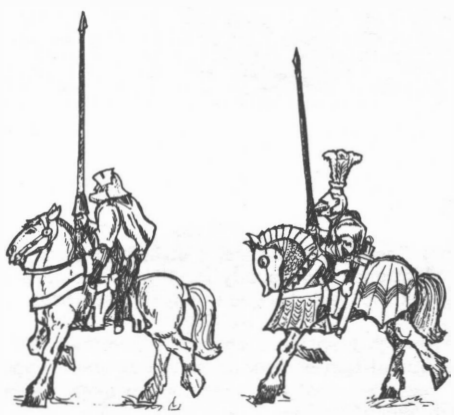
Base Size. 25 x 50mm.

Special Rules. Horses whose riders are slain are always removed from play with them.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	3	1	3	0	2	2	2	2

Basic Points. 1. Remember to add the +5 modifier if the Horse is to be used as a mount.



HYDRA

The Hydra is another Creature of Chaos, an animal subject to many strange mutations. They are typified by having multiple heads, usually 7. Hydra are rare creatures, they wander down from the Incursions of Chaos sometimes, but otherwise they are hard to find and by no means sociable.

Physique. The body can be mammalian, reptilian or even serpent-like; lacking legs. They have very long necks and the heads of serpents. They are well over 10' long.

World Distribution. Incursions of Chaos. Scattered individuals throughout the barren parts of the North.

Alignment. Chaos.

Base Size. As appropriate.

Special Rules. Hydra have 1 **bite** attack for each head. In addition they have 1 **claw** attack, and serpent or reptilian bodied Hydra have a **tail-lash** as well. 30% of reptilian bodied Hydra have an additonal huge mouth, a gaping maw, situation at the base of their necks. This confers an extra **bite** attack at +2 strength. A Reptilian bodied Hydra has skin equivalent to mail armour - giving a D6 saving throw of 6 on each wound.

Hydra may breathe fire in the same way as Dragons. Fire can be used against any unit or target within 12", and is subject to the same targeting restrictions as normal missile fire. Casualties are worked out in the same way as multiple missile hits. There is no need to roll 'to hit', each head automatically hits at strength 5. A head cannot breathe fire in combat, and cannot breathe fire and bite during the same turn.

Hydra cause **fear** in living creatures under 10'.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	6	7	3	8	6	4	6	6

A serpent bodied Hydra has a move of only 3. Gaping maw and tail-lash attacks will increase the total number to 9 or 10.

Basic Points. 342 for the basic profile Hydra.



JABBERWOCK

The continual outpourings of the Incursions of Chaos have produced thousands of strange creatures. Many are totally unclassifiable; mere one-offs whose savage mutations bar them from becoming the progenitors of a race. One of the strangest creatures to have a recognisable form, and which can be positively identified as belonging to a fixed species, is the Jabberwock. Even this creature is subject to gross mutations, as well as a vast catalogue of minor variables, such as colour and size. The most distinguishing thing about the Jabberwock is that it is very brave, very aggressive but rather stupid.

Physique. Jabberwocks are large monsters, standing well over 12' high. They are often much larger. Although they have both arms and legs they often use their arms to walk or run along the ground. They have long, scrawny necks and large, ugly heads. Although they have wings most Jabberwocks cannot fly. Instead they flap their wings furiously as they move, creating a disconcerting humming noise. Jabberwocks can be any colour, most are faintly luminous.

Alignment. Chaos.

Base Size. As appropriate.

Special Rules. 1 **venomous bite** attack plus 2 **stomps** with claws etc, and 1 **tail lash.** The stomps and tail-lash are not venomous. Total of 4 attacks including the rear-only tail-lash. Jabberwocks cause **fear** in all living creatures, and **terror** in living creatures under 10'. Subject to **stupidity.** Can **regenerate** wounds in the same way as Trolls.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	8	0	5	6	8	1	4	10	5	10	10

Basic Points. 324



JAGUAR

The Jaguar is one of the Lustrian big-cats; others include animals such as the Cougar. They are very similar and the same profile can be used for both, and for similarly sized big-cats from the South Lands and Cathay. The Lustrian Jaguar is a large animal, larger than any living big-cat from our own world. They cannot be ridden, but if captured when young and carefully hand-reared they can be kept as pets, guards or animals of war. The Amazons are particularly skilled at this, and the Jaguar has become the companion animal to the Amazonian High Priestesses.

Physique. Jaguars are large feline creatures, a orange/brown or sand coloured fur marked in black or dark brown spots or broken spots. All black, or melanic, animals sometimes appear, and are highly valued by the Amazons. They are under 10' - usually about 6' long.

World Distribution. Jaguars live in the jungles of Lustria. Cougars live in the New World. Lions come from the Southlands and parts of Araby. Leopards and Panthers live in the Southlands and parts of western Cathay, whilst Tigers are exclusive to Cathay the Steppe Lands and the east.

Alignment. Neutral.

Base Size. 25 x 50mm.

Special Rules. Bite and **Claw** attack. Tame animals must have a handler within 6", and will then test reaction on the handler's characteristics. If there is no handler within 6" they will move towards and attack the nearest models of either side.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	4	0	4	3	1	3	2	3	4	4	4

Basic Points. 7½.



MANTICORE

This is another Creature of Chaos, a strange mixture of beast and human. The Manticore is unusually intelligent for creatures of this kind. They speak the Dark Tongue of Chaos Creatures.

Physique. Although Manticore vary in appearance and attributes most have powerful lion bodies, broad wings and a vaguely human head. Many have tails that bear venomous spikes. They are large monsters, well over 10' long.

World Distribution. Manticores prowl the Incursions of Chaos, often in company with other Chaotic beasts from who knows where. They appear in small numbers in the North, but very few actually live within the Known World itself. They are winged, and individuals may travel to anywhere within the Known World.

Alignment. Chaos.

Base Size. As appropriate.

Special Rules. Manticores fly as **swoopers.** Movement given is for ground movement. They have 1 **bite,** 2 **claw** and 1 **tail** attack. The tail attack is **venomous.** Manticore cause **fear** in living creatures under 10' tall.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	6	4	6	6	7	4	4	8	6	8	8

Basic Points Value. 324.



PACK WOLF

The Pack Wolf is a smaller relative of the Known World Wolf, being the same size as the animals we have in our own world. They live in ever decreasing numbers in the Old World and Araby. In the New World they are more common.

Physique. Lupine. Grey or brown fur. About 4' long.

World Distribution. Rare throughout the Old World and Araby. Common in the New World.

Alignment. Neutral.

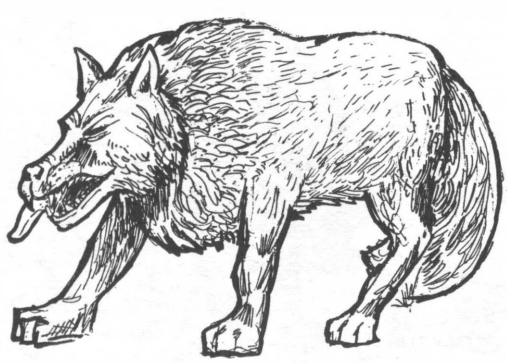
Base Size. 25mm x 50mm.

Special Rules. Bite attack.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	3	0	2	2	1	3	1	3	3	4	4

Basic Points. 1.



SWARMS

Swarms of various creatures occur throughout the Known World, although what triggers them is not known. Swarms of insects can do great damage in lands such as Araby, where the loss of vegetation can mean starvation for thousands. In the Old World Swarms of frogs, toads or rats occasionally rampage through villages or towns causing great consternation. The appearance of a Swarm is often blamed upon the work of wizards.

Physique. A Swarm consists of 1000 members of its creature type, or 100,000 insects. The creatures making up the Swarm are in no way unusual for their type.

World Distribution. Swarms occur everywhere, although the creatures comprising them vary.

Alignment. Neutral.

Base Size. A Swarm is represented by a circular base 50mm in radius.

Special Rules. Use a temporary adhesive to fasten 10 models of one creature onto the circular base. Swarms are always of one creature type, not mixed. Each model represents not one but 1000 creatures or 10,000 insects. However, the Swarm is judged to have 1 Wound for each model, and 1 Attack for each model. As the Swarm takes casualties it will diminish in numbers, and its remaining Wounds and Attacks will drop. Swarms are immune to all psychology and can never be routed. Swarms can move through troops, obstacles, houses etc without penalty even if they are in combat. Aquatic or flying swarms can move over water.

Swarms can be created by Elementalists, they will then enter play under his direct control. Should the Elementalist be slain, the Swarm can be moved randomly on a clock-face chart using a D20. A score of 13-20 indicates that the swarm dissipates and is removed from play. Swarms attack all creatures they come into contact with.

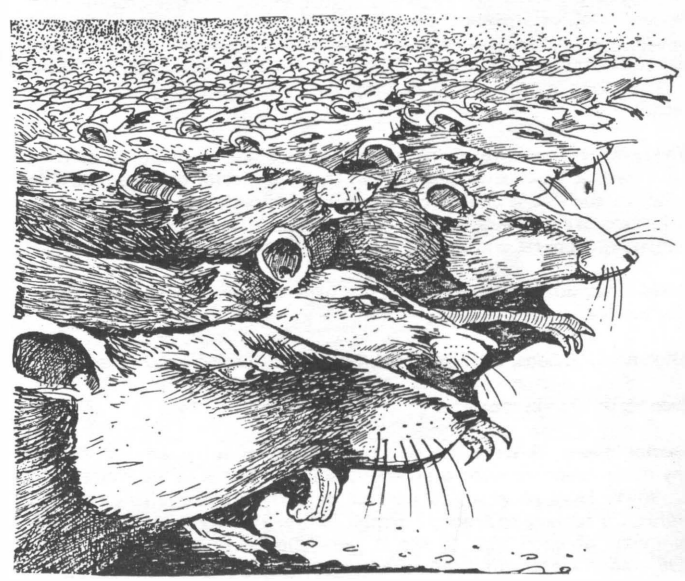
Swarms are subject to **stupidity.** As they have an Int. of only 2 this means they will usually do something stupid - or nothing at all. Each Swarm is considered as a single creature, and will not fight amongst itself. All Swarms are considered to be **flammable.** Attacks are **stomps.**

Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	0	1	1	10	1	10	10	2	10	10

Snakes, Spiders, Scorpions, Rats and **Lizards** are venomous. **Beetles** can fly (hoverers). **Bats** can **only** fly (hoverers). **Frogs** and **Toads** are aquatic, and can move over water or land. Wounds caused by **Ants** have no armour save - they penetrate all armour. **Ticks** do not cause Wounds, but reduce the victim's Strength level in the same way (no armour save).

Basic Points. Swarms are usually magically summoned and cost no points. PV on profiles works out at 342.



WARHORSES

Warhorses are horses trained to fight in combat. Unlike other horses they have an attack of their own and can even fight independently of their owner/rider.

Physique. As horses.

World Distribution. As horses.

Alignment. Neutral.

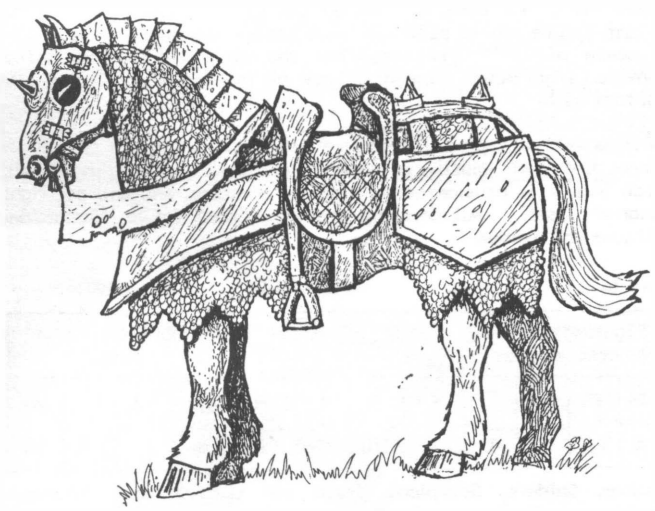
Base Size. 25 x 50mm.

Special Rules. Stomp Attack. Warhorses must start the battle with riders. Warhorses whose riders are slain whilst riding them are removed from play in the same way as normal horses. A character can dismount anytime to allow the Warhorse to fight individually.

Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	3	1	3	1	3	3	3	3

Basic Points. 2. Remember to add the +5 modifier if the horse is to be used as a mount.



WERES

The Old Worlders still live in fear of Werewolves, the shape-changers that haunted the forests of old, and perhaps still linger their today. Weres are basically Men capable of changing into the form of another creature, usually a Wolf. In Norsca, Weres are not hunted and persecuted, as in the South, but are often encouraged to join the Berserkers in battle. In human form a Were is no different from a standard human, and may not even be aware of his true nature.

Physique. Human Weres can change into any one shape other than their own. This is usually a Wolf in the Old World, or a comparable creature such as a Jackel or Tiger in the South Lands and Cathay. In Norsca Were-Bears are reputed to live side by side with their human neighbours, and there is little friction between them.

World Distribution. Weres exist all over the world wherever there are humans.

Alignment. Chaos, Evil, Neutral, Good or Law. Most are Neutral.

Base Size. As appropriate.

Special Rules. A Were has two forms; that of a human and that of any other creature with a strength and toughness of no more than 4. Weres have no absolute control over their shape-changing. All Weres are subject to **frenzy.** Whilst in frenzy they must role at the beginning of each turn to see if they change to beast form. Roll 2D6 - each Were will need to score **more** than his WP to change. The Were must remain in beast form whilst frenzied. If he should no longer be frenzied roll 2D6 at the beginning of the turn, a score of **less than or equal to** the Weres WP means he will change back again.

As beasts the Were is subject to all the rules that effect that creature, including psychology. Alignment changes too, but the Were is too frenzied to actually change sides.

Basic Profile. As standard human and whatever animal the were changes into.

Basic Points. Human PV (5) + Animal PV (Wolf 2¾).



WOLVES

The Wolves of the Known World are much larger, more intelligent and far more fearsome than the Wolves of our own. They are huge creatures, almost as big as a horse and fully capable of slaying even an experienced warrior. They can be ridden by other evil creatures under 10' tall, such as Orcs or Goblins.

Physique. Huge furry lupine beasts. Fur is usually grey or brown, although white furred albinos are common in the North. Under 10' - usually about 6' long.

World Distribution. Wolves are creatures of the north. They are common all along the Incursions of Chaos, in Norsca and along the northern borders of the Steppe Lands. They are less common in the Old World and Cathay, where they have been almost exterminated. Goblins will often shelter them in their own lairs.

Alignment. Evil.

Base Size. 25 x 50mm.

Special Rules. **Bite** attack. Wolves whose riders are slain are removed from play in the same way as horses.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	4	0	3	3	1	3	1	3	4	4	4

Basic Points. 2¾. Remember to add the +5 modifier if the Wolf is to be used as a mount.



WYVERN

The Wyvern is a solitory carnivore, a creature of the mountains and forests. They are fierce and very dangerous, but, thankfully, rare. A Wyvern can be mounted and ridden if it is caught whilst young and broken in by someone who has knowledge of such things. This knoweldge is possessed only by the Shamans of the Orcs tribes of the Mountains of Mourn, and they are not keen to pass it on. Wyvern are Creatures of Chaos, and sometimes appear out of the North from the Incursions of Chaos. Few live permanently in the Known World, however, except for the colonies in the Mountains of Mourn.

Physique. Wyverns vary to some extent, as is common with Creatures of Chaos. They resemble Dragons, but lack forelegs and are slightly smaller. Wyvern average about 20' in length, so they are large creatures; large enough to ride.

World Distribution. Incursions of Chaos and small colonies in the Mountains of Mourn.

Alignment. Chaotic.

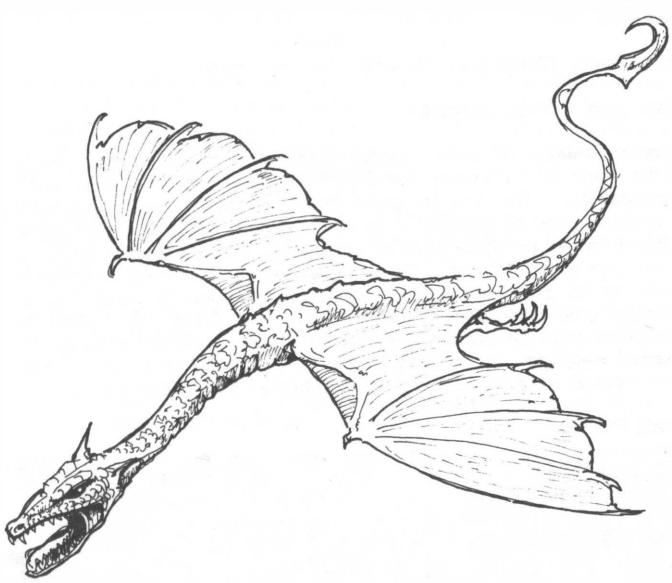
Base Size. As appropriate.

Special Rules. Wyvern cause **fear** in living creatures under 10'. They may be ridden by Orc champions, heroes or wizards. If a Wyvern's rider is killed it will attack the nearest troops of either side. Wyvern fly as **swoopers.** Movement allowance given is for ground movement. **Stomp** attacks.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	5	6	3	1	3	4	4	4	4

Basic Points. 75. +5 if used as a riding beast, with any modifer as appropriate.



DEMONS

Demons are creatures which do not belong in the Known World. They live in, or as part of, the private existences of their patron Gods or Goddesses. They can only enter the Known World by means of magic. Sometimes that magic takes the form of a summonation from a demonologist, at other times the magic comes directly from the God or a Great Demon on the 'other side'.

Demons are not regarded as 'living creatures'; although they are alive in a sense, and can be banished from their physical bodies whilst in the Known World. They are immune to all psychological reactions unless caused by a higher ranking Demon or a Deity. They cannot be routed.

Demons are one of three types, in descending order: **Greater Demons, Lesser Demons,** and **Demonic Servants. Deities,** of course, out rank all of these.

BALROG

A Balrog is a type of Greater Demon. It is distinguished by its preoccupation with fire, and fire based magic.

Physique. Balrogs are winged, humanoids, often covered in flames. Fire spurts from their nostrils and mouths, and their eyes glow like coals. They are large, always over 10' tall and often much bigger.

Alignment. Evil.

Base Size. As appropriate.

Special Rules. Balrogs can fly as **swoopers.** Movement rates given are for ground movement. Balrogs cause **fear** and **terror** in all living creatures. They are immune to psychological effects (unless caused by Gods) and cannot be routed (except by Gods). They are immune to normal weapons, and cannot be effected by fire or fire based magic. Balrogs carry a **flaming whip** which can be used to strike 'a hand-to-hand combat blow against any target within 6". Any hit from a Balrog also causes D6 fire damage points. Balrogs are magical creatures, equivalent to at least level 1 wizards (but can be higher). They attack in combat with **flame whip** (front only), 6 **claws,** 2 **stomps** and 1 **tail-lash:** total 10 attacks. All attacks from a Balrog count as magical - as if they were magical weapons.

Balrogs can breathe fire in the same way as Dragons - causing 2D6 strength 10 hits at a range of 12". They cannot breathe fire in combat.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	10	10	7	7	15	10	10	10	10	10	10

Basic Points Value. 1210. This is a lot of points. But then the Balrog is a powerful monster. Balrog heroes can be created in the normal way. Remember a Balrog always has magical powers in the same way as do wizards, although none of the characteristic modifiers will apply. However, as the points multiplier for this would work out as utterly ridiculous, the Balrog costs **no** extra points as a wizard. He must add on points for spells at 50 points each. Balrogs do not have to have spells if they do not wish, but in that case are always level 1 wizards with 10 CPs.



DEMONIC SERVANTS

Demonic Servants are the lowest type of Demon. They are usually demonic forms of animals, such as the Demonic Steed (or Nightmare) described below. They are used as messengers, riding beasts and for other similar tasks.

These entities vary a great deal from pantheon to pantheon, so it is impossible to generalise about their forms or motivations. Most are under 10' tall. Not all are evil or malicious. Each of the Gods has his own types of Servants, many have more than one type.

Physique. Variable. Often animal, either a horse or wolf. Usually under 10'.

Alignment. Chaos, Evil, Neutral, Good or Lawful.

Base Size. As appropriate.

Special Rules. The GM can create Demonic Servants to his own liking, and utilise them in his own games, inventing whatever special rules seem appropriate. The profile given below is for a **Demonic Steed**, as in the level 1 Demonic Spell - Summon Steed. It is a black warhorse, with flaming eyes and firey breath. They have an ordinary non-magical **stomp** Attack. A character riding the steed can dismount anytime to allow it to fight individually. A steed whose rider is killed will vanish. Causes **fear** in all living creatures. They are immune to psychological effects (unless caused by Lesser Demons, Greater Demons or Gods) and cannot be routed (except by Lesser Demons, Greater Demons or Gods). Subject to **instability** - see Battle Magic.

Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	3	1	3	1	3	3	3	3

Basic Points. 7 including 5 points for the capability to be ridden.



GREATER DEMON

Greater Demons are most powerful kind of Demons of all. In their own planes of existence they are second only to the Gods themselves, and have authority over all the other Demons. In some human societies Demons are even worshipped as if they were Gods.

It is impossible to generalise about the natures of such a varied group of entities. Most are large, over 10', but not all are evil or malicious. Each of the Gods has his own types of Demons.

Physique. Variable. Often humanoid. Sometimes winged. Usually large.

Alignment. Chaos, Evil, Neutral, Good or Lawful.

Base Size. As appropriate.

Special Rules. Obviously GMs are free to tailor make their own Demons and invent whatever special rules seem appropriate. The profile given below is for an average Greater Demon - if there is such a thing. It can be thought of as 12-15' tall, humanoid with wings (i.e. an 'arch-angel or 'beelzebub' type of creature). Causes **fear** in all living creatures and **terror** in living creatures under 10' tall. Flys as **swooper.** Movement allowance given is for foot movement. They are immune to psychological effects (unless caused by Gods) and cannot be routed (except by Gods). They are immune to normal weapons. All attacks from a Greater Demon count as magical - as if they were magical weapons. Subject to **instability** - see Battle Magic.

Greater Demons, including Balrogs, can act as leaders over units of Lesser Demons or living troops of their own alignment.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	10	10	7	7	10	10	10	10	10	10	10

Basic Points Value. 970. Greater Demons are sometimes wizards. They can be given magical powers on the same basis as a Balrog.



LESSER DEMON

Lesser Demons are the most common of the Demonic types. They are the rank-and-file members of their own societies; used as soldiers, workers, messengers and whatever else takes their master's whim.

It is impossible to generalise about the natures of such a varied group of entities. Most are under 10', but not all are evil or malicious. Each of the Gods has his own types of Demons, of which the type known as **Gargoyles** are typical.

Physique. Variable. Often humanoid. Sometimes winged. Usually under 10'.

Alignment. Chaos, Evil, Neutral, Good or Lawful.

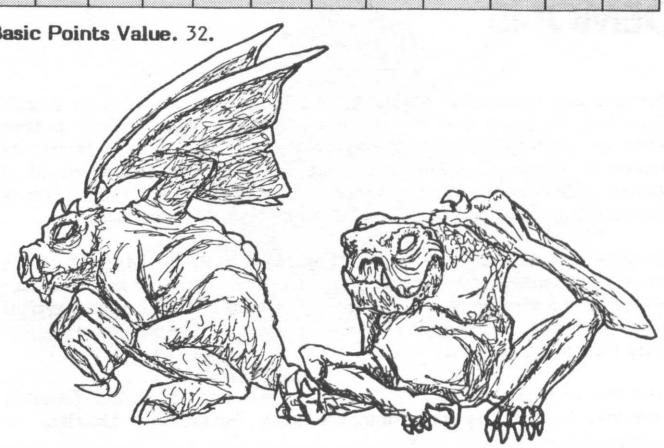
Base Size. As appropriate.

Special Rules. As with Greater Demons GMs are free to tailor make their own Demons and invent whatever special rules seem appropriate. The profile given below is for an average Lesser Demon. It can be thought of as about 9' tall, humanoid with wings (i.e. an 'angel' or 'devil' type of creature). Causes **fear** in all living creatures under 10' tall. Flys as **swooper.** Movement allowance given is for foot movement. They are immune to psychological effects (unless caused by Greater Demons or Gods) and cannot be routed (except by Greater Demons or Gods). They **are effected by normal weapons.** Attacks from a Lesser Demon count as normal, non-magical attacks. Subject to **instability** - see Battle Magic.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	6	2	10	10	10	10

Basic Points Value. 32.



ELEMENTALS

Elementals are manifestations of natural forces inherent in the four elements of Earth, Water, Air and Fire. They can take on many different shapes, often depending on the circumstances of their manifestation. As most Elementals are brought into existence by an Elementalist wizard, they usually respond by mimicking humanoid form.

Each of the four element types has special powers unique to itself. However all Elementals share many common features, with the same rules applying to each.

ELEMENTALS - (GENERAL RULES)

Elementals are temporary, physical manifestations of the four natural forces of Air, Earth, Fire and Water. Elementals have no real sense of personal identity or individual intelligence. Their memories are those of the planet as a whole. Sometimes an Elemental will appear to be very wise, whilst at others they can seem very stupid. In reality, they lack human type intelligence; they never question anything, they do not make judgements of any kind and they have no self-motivation. They will obey the commands of their summoner, and are destroyed if he is slain.

World Distribution. Elementals are the world and everything in it.

Alignment. None.

Base Size. As appropriate.

Special Rules.

An Elemental is not of a fixed size. Elementals of a certain size may split into smaller Elementals at the beginning of their turn. They do not have to re-unite. Split Elementals do not operate as a unit, but are treated as individuals.

A 'standard' Elemental is size '10' and has the profile given below. As you will see, all of its characteristics are 10. This Elemental may split up into two size 5 Elementals, ten size 1 Elementals, a 4 and two 3's or whatever the player wishes. The characteristics are always equivalent to the creature's size.

As an Elemental takes **Wounds** all of its characteristics will be reduced to the same level. So, a '4' Elemental taking 1 wound will become a '3' Elemental.

Elementals cannot be harmed by normal weapons. Their own attacks are **stomps.** Attacks from an Elemental are magical; counting the same way as a hit from a magical weapon.

Elementals are not living creatures. They are immune to all psychology and cannot be routed.

Elementals cause **fear** in all living creatures. Elementals of size 10 cause **terror** in all living creatures.

All Elementals are subject to **instability** as described in **Battle Magic.**

Elementals of differing types can come into conflict against each other. In such a case total up the size value of each type. The type with the highest total value in base to base contact wins, the other Elementals are destroyed. The winning Elemental suffers no damage.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
10	10	10	10	10	10	10	10	10	10	10	10

Basic Points Value. 1133 - although they are generally summoned.

AIR ELEMENTALS

Air Elementals are often invisible or take the form of a swirling cloudy figure.

Air Elementals move only through the medium of air. This they do at their normal rate, not by flying. They may move over and attack anything in contact with the air. They suffer no movement penalties, other than those described.

Air Elementals may not move through a barrier of any of the other elements, but may move around or over them as appropriate. They may not move underground or through water.

An Air Elemental of size 5 or greater can cast one **Wind Blast** spell per turn. Elementals always cast their spells successfully, they do not have CPs, drawing their energy directly from the world source.



AIR ELEMENTAL

EARTH ELEMENTALS

Earth Elementals are generally rocky or stoney in appearance.

Special Rules.

Earth elementals may move through solid objects at will, including through, or under the ground, stone walls etc. They suffer no movement penalties other than those described below.

An Earth Elemental will not cross a barrier of one of the other elements, although it may go under or around such a barrier. They may not move through the air, but must retain contact with the ground at all times. They can move through or onto buildings, so long as those building are themselves attached to the ground. An Earth Elemental detached from the ground is destroyed.

An Earth Elemental of size 5 or greater can cast one **Assault of Stone** spell per turn. Elementals always cast their spells successfully, they do not have CPs, drawing their energy directly from the world source.



EARTH ELEMENTAL



FIRE ELEMENTAL

FIRE ELEMENTALS

Fire Elementals are firey and bright.

Special Rules

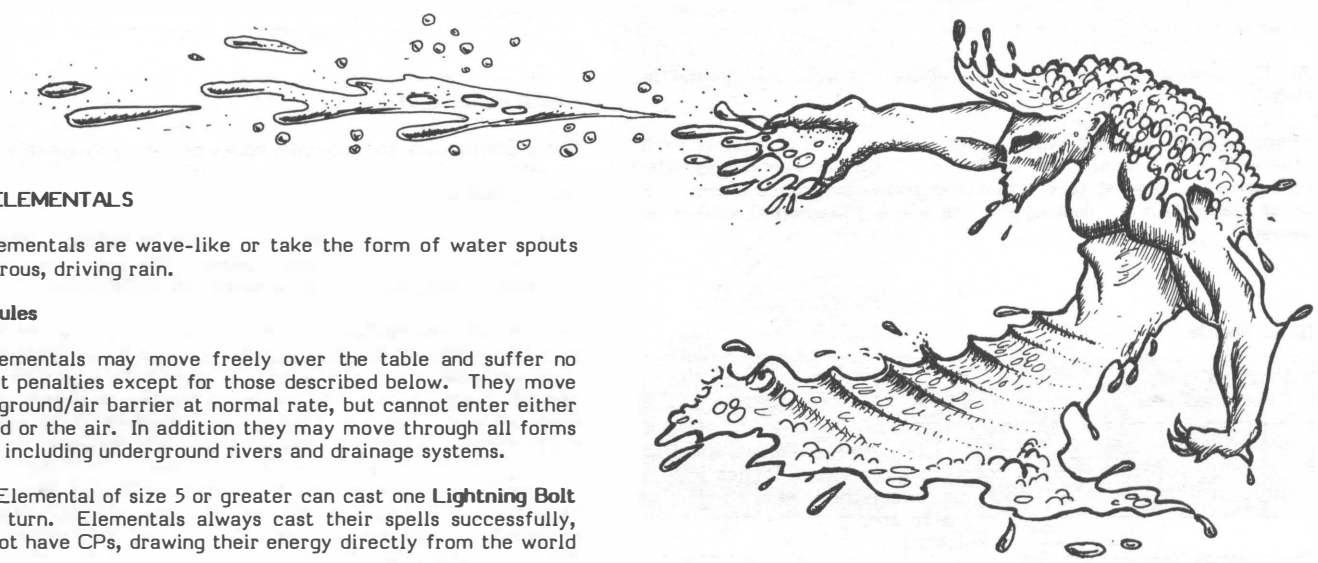
Fire Elementals may move freely over the table and suffer no movement penalties except for those described below. They move over the ground/air barrier at normal rate, but they cannot enter either the ground or the air.

A Fire Elemental may not cross a barrier of any of the other elements. They may not move through solid objects, but can 'seep' through non-airtight buildings at normal rates. Fire elementals isolated over water are destroyed. Rain will also destroy a Fire Elemental.

Fire Elementals cause **fire damage points** equivalent to D6 points per 'hit'.

A Fire Elemental of size 5 or greater can cast one **Fire Ball** spell per turn. Elementals always cast their spells successfully, they do not have CPs, drawing their energy directly from the world source.

WATER ELEMENTAL



WATER ELEMENTALS

Water Elementals are wave-like or take the form of water spouts or thunderous, driving rain.

Special Rules

Water Elementals may move freely over the table and suffer no movement penalties except for those described below. They move over the ground/air barrier at normal rate, but cannot enter either the ground or the air. In addition they may move through all forms of water, including underground rivers and drainage systems.

A Water Elemental of size 5 or greater can cast one **Lightning Bolt** spell per turn. Elementals always cast their spells successfully, they do not have CPs, drawing their energy directly from the world source.

ARMY LISTS

Every gamer has his own favourite combinations of winning troop types, some prefer the hectic dash of cavalry, others the resolute march of infantry. The following army lists have been designed to help players and GMs who want to save time preparing for their games by having 'standard' forces. Each of the armies described below offers a choice between a number of standard unit types - typical of the Known World armies.

Units of troops have been worked out on the basis of standard Regimental sizes of 10 cavalry or missile troops and 20 infantry. Large creatures are usually organised into 5's. These sizes include musicians, standard bearers and leaders where we have felt it most cost/effective or appropriate. We have assumed that where a unit has a champion he is also the unit's leader

Players can mutually agree to use these lists, or the GM can insist that they do. On the whole, they have been designed only to save you time and effort; so don't feel in any way restrained by them.

Abbreviations

L	Lance
S	Spear
2HW	Two-handed weapon
H	Free Hand Weapon
+H	Additional Hand Weapon
P	Pike
N	Net
B&C	Ball and Chain
I	Improvised
SB	Short Bow
B	Normal Bow
LB	Long Bow
XB	Cross Bow
RXB	Repeating Cross Bow
BP	Blow Pipe
Sl	Sling
TW	Throwing Weapons
Sh	Shield
Cm	Chainmail/ metal breastplate or equivalent
Pl	Full Plate Armour or equivalent
Bd	Barding for horse etc.
s	Standard included
m	musical instrument included
l	standard leader (basic characteristics)
l/c	leader/champion (champion characteristics)

USING THE LISTS

Players can choose **Battalions** of upto 1000 points from any list. This can be of any of the unit types or heroes described, including the same unit type more than once. Any agreed number of Battalions can be used to make up an army - the usual number is three. Three Battalions can be chosen from the same list, or any other list of a compatable alignment if the player wishes. Any Battalion may include **one** standard type wizard (not given in the lists themselves).

OLD WORLD IMPERIALISTS

One of the largest of the Old World states is The Empire, a confederation of Ducal states united by a common dialect, specific cultural traits and a single Imperial feudal lord. It lies in the central-north area of the Old World, between the land of the Grand Duchy to the north and Brettonians to the south. Their armies compose of fine fully armoured knights supported by men-at-arms and even a few peasants.

Profiles. Profiles are as standard Men of the West. **Knights** (*) have +1 WS giving them a WS of 4 and a basic PV of 5½.

Troops Type	Number in unit	Equipment	Includes	Points
*Mounted Knights	10	Horse H L Pl Sh Bd	l/c s m	257
*Foot Knights	20	H Pl Sh	l/c s m	189½
Men at Arms	10	Horse H S Cm Sh B	l/c	142
Men at Arms	20	H 2HW Cm	l/c m	142
Men at Arms	10	H Cm XB	l/c	82
Men at Arms	10	H Cm LB	l/c	77
Peasants	20	I	l m	100
Major Hero	1	Horse H L Pl Sh Bd		169½
Major Hero	1	H 2HW Pl Sh		111
Minor Hero	1	Horse H L Pl Sh Bd		74
Minor Hero	1	H 2HW Pl Sh		48



OLD WORLD SOUTHERN CITY STATES

The south of the Old World is rather more advanced than the Empire, and includes bombards amongst its armies. This assortment of (often interwarring) states lies upon the eastern peninsula of the Old Worlds south coast.

Profiles. Profiles are as standard Men of the West. **Knights** (*) have +1 WS giving them a WS of 4 and a basic PV of 5½.

Troops Type	Number in unit	Equipment	Includes	Points
*Mounted Knights	10	Horse H L Pl Sh Bd	l/c s m	257
*Foot Knights	20	H Pl Sh	l/c s m	189½
Men at Arms	10	Horse H Cm Sh XB	l/c	147
Men at Arms	20	H Sh Cm	l/c m	132
Men at Arms	20	H Sh	l/c	112
Men at Arms	10	H Cm XB	l/c	82
Men at Arms	10	H B	l/c	62
City Militia	20	H S Sh	l m	120
Bombard +5 crew	1	H	l	175
Major Hero	1	Horse H L Pl Sh Bd		169½
Major Hero	1	H 2HW Pl Sh		111
Minor Hero	1	Horse H L Pl Sh Bd		74
Minor Hero	1	H 2HW Pl Sh		48



Troops Type	Number in unit	Equipment	Includes	Points
*Samurai	10	Horse H L Pl B Bd	l/c	393
*Samurai	10	H Pl LB	l/c	246
*Samurai	20	H 2HW Pl	l/c m	235½
Warriors	20	H S Cm	l/c m	132
Warriors	20	H 2HW Cm	l/c m	142
Warriors	10	H B Cm	l/c	72
**Vimto Monks	1	Pl (eqivalent)		79½
Sam. Minor Hero		H 2HW Pl		95
Sam. Major Hero		H 2HW Pl		175
Vimto Minor Hero		Pl (equivalent)		161
Vimto Major Hero		Pl (equivalent)		248



IMPERIAL CATHAN

Imperial Cathay in the largest and oldest of the Oriental nations. Cathan armies are exceptionally powerful; but then they have to be, the Cathan fight not only against rampaging Hobgoblins, Steppe Nomads and Jungle primitives, but also the might of the island race of Nippon. Nippon armies are of the same composition.

Special troops types include the **Samurai** (*) and **Vimto Monks** (**). Samurai have a profile of WS+2, BS+2, W+1, I+3, Cl+1 and WP+1, this gives them a basic PV of 18. Vimto Monks have a profile of M+1, WS+5, BS+5, S+1, T+1 W+1, I+7, A+2, Ld+3, Int+3, Cl+3 and WP+3, this gives them a basic PV of 79½ including their natural 'plate armour' equivalent saving throw.

Samurai and Vimto Heroes are incredibly powerful. They have the usual hero characteristic modifiers. As both of these types are somewhat complex, we have worked out the full profiles and points, and include them below.

Fighting Characteristics								Personal Characteristics			
Samurai Basic Points 18											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	3	3	2	6	1	7	7	8	8
Samurai Minor Hero Basic Points 75											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	8	2	8	8	9	9
Samurai Major Hero Basic Points 140											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	8	8	4	4	4	9	3	9	9	10	10
Vimto Monks Basic Points 79½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	8	8	4	4	2	10	3	10	10	10	10
Vimto Monk Minor Hero Basic Points 161											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	10	10	4	4	3	10	4	10	10	10	10
Vimto Monk Major Hero Basic Points 248											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	10	10	4	4	4	10	5	10	10	10	10

GOBLIN RAIDERS

This army list represents a fairly typical Goblin raiding force based in the Worlds Edge Mountains. The various units have been given Goblin leaders, but these can be replaced by other Goblinoid leader types, such as Orcs, if you wish. Just add on the difference in Points Values (e.g. Goblin leader champions cost 4¼ points, Orc leader champions cost 7¼ points i.e. +3). Weapon types and armour for Goblins are unlikely to be constant on the models within a unit. It is suggested that a fair mixture of types are grouped together into a single unit, but count them as if they were all one of the specific units given below.

Troops Type	Number in unit	Equipment	Includes	Points
Goblins	20	H	l/c s m	58½
Goblins	20	H Cm	l/c s m	71¼
Goblins	20	H S Sh	l/c s m	71¾
Goblins	10	H B	l/c	30
Goblins	5	B&C	l/c	28¼
Half-Orcs	20	H Sh	l/c m	117
Hobgoblins	20	H Sh Cm	l/c m	132
Hobgoblins	10	H B	l/c	72
Lssr Goblins	20	H S Sh B	l/c	41¼
Lssr Goblins	20	H N	l/c	31¾
Lssr Goblins	20	H	l/c	21¾
Goblin Wolf Riders	10	Wolf H Cm Sh B	l/c	105¾
Goblin Chariot	1	2 Wolves		
2 riders/2 Wolves		2 Goblins H Cm	l/c	27
Gob. Minor Hero	1	H Cm Sh		27
Gob. Major Hero	1	H Cm Sh		87
Hob. Minor Hero	1	H Cm Sh		42
Hob. Major Hero	1	H Cm Sh		97½



CHAOS BAND

This list represents the raiding bands of Chaos creatures that harrass the north of the Old World periodically. Because Warriors of Chaos are so costly in points, we have reduced their unit size by half.

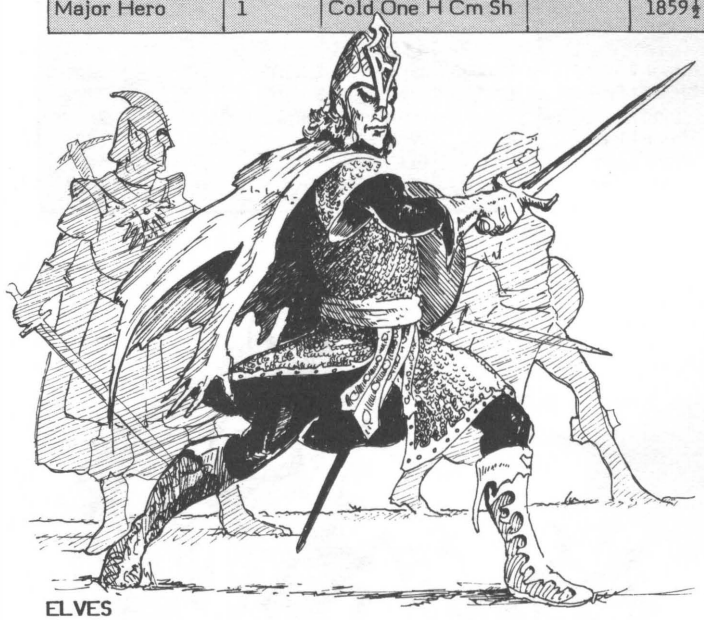
Troops Type	Number in unit	Equipment	Includes	Points
Chaos Warriors	10	H 2HW Pl	l/c	533½
Chaos Warriors	10	H Pl Sh	l/c	515½
Chaos Warriors	10	H Pl LB	l/c	555
Chaos Warriors	5	Warhorse H Pl Sh Bd	l/c	456
Beastmen	20	H Sh	l/c	218½
Beastmen	20	H Cm Sh	l/c	230
Beastman Minor Hero	1	H Cm Sh		79½
Beastmen Major Hero	1	H Cm Sh		143
Chaos Warrior Minor Hero	1	Pl 2HW		160½
Chaos Warrior Major Hero	1	Pl 2HW		270



DARK ELF INVASION

The Dark Elves are engaged in continous warfare against the Elves of the New World. In addition they launch raids across to the Old World during the times when the Incursions of Chaos are active, and the sea-ways cannot be effectively guarded by the Sea Elves. Dark Elf females are every bit as cruel and murderous as their menfolk, and so Dark Elf soldiery is as likely to be female as male. The Witch Elves are, of course, made up entirely of females.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Cm Sh	l/c m	187
Warriors	20	H Cm Sh B	l/c m	207
Warriors	10	H Cm Sh RXB	l/c	109½
Witch Elves	20	H Cm Sh	l/c m	187
Cold One Riders	5	Cold One Cm Sh RXB	l/c	718¼
Minor Hero	1	H Cm Sh		73½
Major Hero	1	H Cm Sh		143½
Minor Hero	1	Cold One H Cm Sh		1001½
Major Hero	1	Cold One H Cm Sh		1859½



ELVES

This list is representitive of Sea and High Elves of the Elven Kingdoms. It would be typical of a defence force sent to the New World to counter a Dark Elf invasion.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Cm Sh	l/c s m	239½
Warriors	20	H Cm S	l/c s m	239½
Archers	10	H EB	l/c	107
Archers	10	H Cm EB	l/c	117
Minor Hero	1	H Cm Sh		63½
Major Hero	1	H Cm Sh		143½



ORCS

Orcs are the best organised and most enthusiastically led of all the goblinoids. This list typifies the forces that threaten the Old World from the depths of the Worlds Edge Mountains and Dark Lands. Orcs usually fight alongside their Goblin brethren, and the two lists can be intermixed if you wish. As with Goblins, units are likely to include a mixture of types, but they can be treated as conforming to one of the standard troop types below.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Cm Sh	l/c m	137
Warriors	20	H Sh	l/c m	117
Warriors	20	H Cm 2HW	l/c m	147
Warriors	10	H Cm B	l/c	74½
Warriors	10	H B	l/c	64½
Warriors	10	H XB	l/c	74½
Warriors	10	H Cm XB	l/c	84½
Wolf Riders	10	Wolf H Cm Sh	l/c	147
Bolt Thrower	1	Bolt Thrower 3 Crew H	1	65¾
Stone Thrower	1	Stone Thrower 4 Crew H	1	121
Minor Hero	1	Wyvern H S Cm		364
Major Hero	1	Wyvern H S Cm		820½
Minor Hero	1	Wolf H Cm Sh		75
Major Hero	1	Wolf H Cm Sh		170¼
Minor hero	1	H Cm Sh		44
Major Hero	1	H Cm Sh		100½



NORSE DWARFS

The Norse Dwarfs suffered greatly from the invasions of Chaos creatures into Norsca. They were instrumental in throwing back the advancing tide of Chaos, but at great loss. Their armies include some interesting types, including the Berserkers (*) who are subject to **frenzy** and the Shield Maidens. The Shield Maidens are female warriors of considerable courage.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Cm Sh	l/c	182
Warriors	20	H 2HW Cm Sh	l/c	202
Warriors	20	H S Sh	l/c	172
Shield Maidens	20	H Cm Sh	l/c	182
Bowmen	10	H Cm B	l/c	97
Bowmen	10	H Cm XB	l/c	107
Peasants	20	I	l	150
*Berserkers	20	2HW	l/c	172
Minor Hero	1	H 2HW Cm Sh		80½
Major Hero	1	H 2HW Cm Sh		167



DWARVEN WARRIORS OF CARAZ-A-CARAK

The Dwarvish Kingdom of Caraz-Adul is one of the oldest and largest of the Old Dwarf Kingdoms of the Old World that still exists. The name means 'Land of the Tallest Peak', because it lies within a valley amongst the tallest peaks of the Worlds Edge Mountain range. Caraz-a-Carak is the main underground city-fortress of the area, it means 'Enduring Peak'. The rugged Dwarfs of this place are famous warriors who fight continuously against the Goblins of the mountains and the creatures of the Dark Lands.

Old World Dwarvish armies can include any of the Norse Dwarf troops types as well as those given below, except for the special Berserker and Shield Maiden types. They may also include allied Gnomes, although these are now very rare and should never represent more than 10% of the total points available.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Pl Sh	l/c s m	239½
Warriors	20	H 2HW Pl	l/c s m	252
Bowmen	10	H Pl XB	l/c	112
Gnomes	20	H Cm	l/c m	122
Bolt Thrower	1	Bolt Thrower 3 Crew H	1	72½
Stone Thrower	1	Stone Thrower 4 Crew H	1	130
Bombard	1	Bombard 5 Crew	1	185
Minor Hero	1	H 2HW Pl Sh		84
Major Hero	1	H 2HW Pl Sh		174



AMAZONIAN WAR PARTY

The Amazons are a fierce race. They value their independance very highly, and have little regard for other sentient creatures, especially the Slann. A typical Amazon war party is represented by this list. It does not include any High Age weapons, but these can be included or generated at the GM's discretion. The Amazon force contains the Koka-Kalim, or Kalim (*), zealots who have special characteristics. They have +1 WS, +1 BS, +2 Init. -1 Ld and -1 Cl, giving them a asic PV of 5¾. Berserkers are subject to **frenzy** (**). Amazon forces can include units of friendly auxiliary Pygmies, brought along as allies.

Troops Type	Number in unit	Equipment	Includes	Points
Noble	20	H S Cm Sh	l/c m	142
Bodyguard	20	H Cm B	l/c m	142
Bodyguard	20	H S Cm Sh TW	l/c m	142
Tribeswoman	20	H B	l/c m	122
*Kalim	20	H TW	l/c m	127
*Kalim	20	H TW BP	l/c m	137
**Berserkers	20	H +H	l/c m	112
Pygmies	20	H	l/c	62
Pygmies	20	H BP	l/c	66½
Minor Hero	1	H TW		38
Major Hero	1	H TW		88½

SLANN EMPIRE

The remnants of the Slann civilisation still continue to fight against the invading Norse and Old Worlders. The centre of the Slann Empire is still untouched by Man, and from his capital the Slann Emperor commands a huge body of warriors and tribal braves. Slann troops are supported by the growing body of castrated, lobotomised human slave warriors - with normal human characteristics except Int. 2 and subject to stupidity (basic points 3¾). Slave troops are always led by a Slann officer leader/champion.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H S Cm Sh	l/c m	182
Warriors	20	H S Cm	l/c m	172
Warriors	20	H Cm Sh	l/c m	172
Warriors	20	Cm BP	l/c m	172
Braves	20	H	l/c m	142
Braves	20	H BP	l/c m	152
Slaves	20	H Sh	l/c	81¼
Slaves	20	S	l/c	81¼
Cold One Rider	5	Cold One H S Cm Sh	l/c	707
Minor Hero	1	H 2HW Cm		48
Major Hero	1	H 2HW Cm		105
Minor Hero	1	Cold One H Cm Sh		574
Major Hero	1	Cold One H Cm Sh		1298½



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COMBAT

PROCEDURE

1. Order of attack
2. Throw to hit
3. Throw to wound
4. Saving Throw
5. Combat Results

TO HIT

Defender's Weapon Skill

Attacker's Weapon Skill	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	7	7	8	8	9	9
2	4	5	5	6	6	7	7	8	8	9
3	4	4	5	5	6	6	7	7	8	8
4	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7
6	2	3	3	4	4	5	5	6	6	7
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

Dice Modifiers:-

+2	Frenzied
+1	Charging
+1	Uphill
+1	Following Up
-1	Confused
-1	Crossing a Defended Obstacle
-1	Using more than one weapon at once
-1	If you are using a weapon wrong handed
-1	Fear combat opponent
-1	Terrified
-2	Unarmed

SAVING THROW

D6 Saving Throws for missile or combat casualties.

	Type of Armour	Score required
	Shield only	
or	Chainmail armour only	6
or	A metal breastplate only	
	Shield **plus** chainmail armour	
or	Shield **plus** metal breastplate	5
or	Complete plate armour only	
	Plate armour **plus** shield	4

Dice Modifiers:-

+1	Cavalry	-4	Strength 7 hit
+1	Barded Cavalry	-5	Strength 8 hit
-1	Strength 4 hit	-6	Strength 9 hit
-2	Strength 5 hit	-7	Strength 10 hit
-3	Strength 6 hit		

TURN SEQUENCE

1. MOVEMENT
2. SHOOTING
3. COMBAT
4. RESERVES
5. MAGIC
6. RALLYING

TO WOUND CHART

Dice score needed to convert missile or combat hits into wound/kills.

Weapon Strength	Target's Toughness 1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

N on the chart equals **No Effect.**

SHOOTING

PROCEDURE

1. Declare target/ establish range
2. Throw to hit
3. Throw to wound
4. Saving Throw

MISSILE WEAPON CHART

Weapon	Short Range	Longe Range	Strength
Short Bow	0-8"	8-16"	3
Normal Bow	0-12"	12-24"	3
Long Bow	0-16"	16-32"	3
Elf Bow	0-16"	16-32"	4
Crossbow	0-16"	16-32"	4
Repeating Crossbow	0-16"	none	3
Sling	0-12"	12-18"	3
Javelin	0-4"	4-8"	3
Dart, Throwing Knife, Axe or Spear	0-2"	2-4"	3
Blow Pipe	0-6"	6-12"	1
Improvised Bottles, stones etc	0-1"	1-3"	1

TO HIT

1D6 per model firing. Score needed to score a hit equals:-

Bow Skill	1	2	3	4	5	6	7	8	9	10
Score	6	5	4	3	2	1	0	-1	-2	-3

Dice modifiers:-

+1	Firing at a large target.	-1	If the firer is wounded
-1	Firing at a small target	-1	The target is behind soft cover
-1	Firing from a moving mount	-1	Throwing improvised missiles
-1	Firing at long range	-2	The target is behind hard cover

BATTLE SHEET

This sheet can be used to keep a record of the characteristics and equipment of your units or characters. Photocopy or copy additional sheets for your personal use and keep a permanent record of your troops.

Troops	Fighting Characteristics								Personal Characteristics				Notes/Equipment/Psychology etc
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	

PSYCHOLOGY

1	Stupidity	Test on **Intelligence**
2	Frenzy	Test on **Cool**
3	Panic	Test on **Cool**
4	Terror	Test on **Cool**
5	Fear	Test on **Cool**
6	Hatred	Test on **Cool**

Advanced Psychology

Alcoholism D6 throw of 6. **Will Power.**
Instability D6 throw of 6.
Animosity D6 throw of 6. **Leadership.**

MOVEMENT

ARMOUR MOVE ALLOWANCE MODIFIERS

Armour Saving Throw	Penalty
6	None
5	½"
4	1"

DIFFICULT GROUND

Models crossing difficult ground move at half-pace.

Woods or dense foliage
Steep or treacherous slopes
Fords or shallow streams
Soft sands or thick dust
Brush, scrub or clinging vegetation
Stairs, steps and ladders
Building debris, wreckage, lose rocks or boulders
Marsh, bogs, thick mud or sewerage
Inside cluttered buildings or vehicles

CROSSING OBSTACLES

Crossing an obstacle loses the model **half** of its total move distance.

Hedges, fences and low walls
Doors and windows
Ditches and narrow crevasses
Getting on/off a vehicle/riding animal

OFFICIAL WARHAMMER AMENDMENTS

Although we are all very pleased with the new second edition Warhammer, one or two niggly errors managed to creep into the printed copy. The main problem was with sections of correction actually physically falling from the pages before the printing plates were prepared! Must remember to use stronger glue next time.

This manifested itself most alarmingly on the page reference numbers - the numbers simply fell off, so we have many references to page 'x'. Whilst this is irritating it in no way affects the playability of the rules themselves.

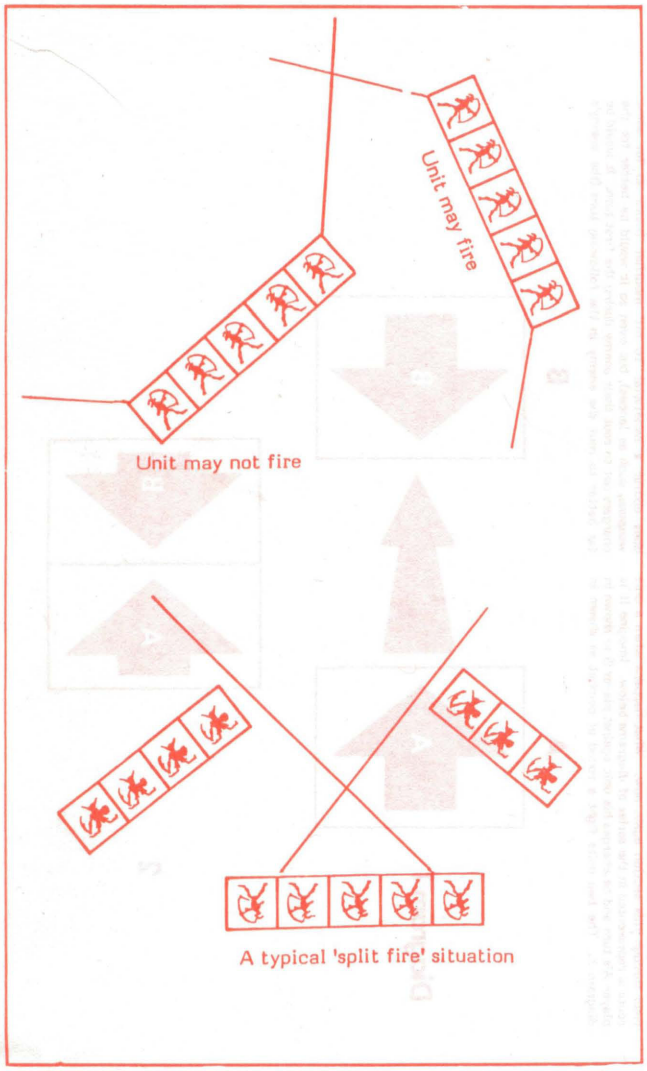
Some of the other corrections **do** effect the rules, and you will find it worth while to note them down and remember them

COMBAT VOLUME

p12 Final paragraph p x. should read p 38.

p15 Left hand column, final paragraph p xx. should read p 20.

p18 **Firing by Units.** The diagrams are not as clear as they might be, and although the diagrams are not essential to the rule, players might like to refer to the diagrams below.



A typical 'split fire' situation

p19 **Measuring Distances.** On the diagram at the bottom of the first column write **maximum range** next to the line as drawn. On the diagram on the top of the second column write **short range** next to the line as drawn.

p22 **Who Can Fight.** Note that the shading was missed off the diagram. All front rank models can fight except for the large model on the extreme left hand side.

p24 Left hand column, final paragraph p xx should read p 29.

p26 Left hand column, second paragraph page xx. should read page 27.

p28 Right hand column, third paragraph page xx should read page 31.

p34 Right hand column final paragraph. Delete **Animals which are used as mounts for champions and minor heroes cost +10 extra points. Animals which are to be used as mounts for other characters cost +20 extra points.**

Instead substitute:-

Arms and Arms modifiers apply to mounts in exactly the same way as to weapons and armour. Creatures with a basic PV of more than 10 will have to pay extra points for their mounts, this will invariably include some champions, and all heroes and wizards. The PV of the mount and any arms and armour can be added together, and a suitable modifier applied to the total.

p38 Final paragraph page xx. should read p 34.

p45 Note that the diagrams have actually been positioned wrongly. The diagram on the right hand side should occupy the position top left. The diagram top left should occupy the position bottom left. The diagram bottom left should occupy the position top right. In all cases **unit A** is at the top of the page, and **unit 1** is at the bottom of the page.

p51 Stone Thrower Profile. BS is given as 3, but note that the BS is not actually used to determine hits anyway.

BATTLE BESTIARY

p14 **Dwarfs - World Distribution. ..remaining New World** should read **.. remaining Old World** of course. There are a few Dwarf adventurers in Lustra and the South Coast, but they are small in number compared to the relatively numerous Norse and Old Worlder humans.

Dwarfs - Special Rules. Insert:-

Dwarfs are a hardy people, well able to carry heavy loads without obvious signs of stress. Dwarfs **never** suffer any **Movement Allowance** reduction for shields and armour that they wear. So a Dwarf wearing full plate armour can still move at his full 3". See **Combat** p 15.

p28 **Troglodytes - Special Rules.** Note that the strange and unpleasant smell emitted by Troglodytes is known as **Nausea**, and the -1 'to hit' penalty imposed on foes is known as **-1 for Nausea.**

p43 **Swarms - Special Rules.** Note that a Swarm represents 100 creatures not **1000** as given.

p44 **Warhorses - Basic Points.** We have arbitarily decided that the points cost of the Warhorse works out as far too cheap compared with normal horses. The Basic Points is therefore increased to 5 + 5 if used as a mount, a total of 10 points.

p46 **Lesser Demon - Basic Points value** is 66 points **not** 32.

RICK PRIESTLEY —GOES— IN PURSUIT

Every now and then we drag out the unwilling goblins, orcs, chaotics, and wandering vacuum cleaner salesmen for a good bashing a la Warhammer. Now I enjoy a thorough stomp - preferably as the insane and sadistic leader of a bunch of tatty goblins or wolf riders. Sadly this never seems to happen....always, always, always I end up as the gamesmaster (I prefer the term 'omnipotent one' at such times). Being the GM (or OO in this case) is O.K., but I miss the opportunity to inflict carnage (especially on that great Chaos Lord Bryan Ansell who almost certainly deserves it). But, worst of all, worst than anything you can imagine, worst even than a dinner date with Tony Ackland, is the incessant whining and wingeing perpetrated by the opposing commanders as their favourite units vanish in a miasma of blood, are pureed out of combat or just run off and hide in trees. At such times despondant commanders make a desperate lunge for the rule books, tearing page after page in a pitiful attempt to find some loop-hole that will save their bacon. The smell of burnt gammon firmly in his nostrils, the by now shrieking commander invariably takes unquiet solace in pointing out what he perceives to be an unfair or discriminatory rule. Mostly this is just sour grapes, and what with all these sour grapes and gammon around we usually get hungry at this time and disappear off to the curry house via the pub. Thus esconsed my fellow players and I indulge in a running debate on whatever rule it was that caused the problem. It is truly amazing how eight beers and a curry can solve almost anything. Or was it a beer and eight curries? Anyhow, on the occasion I have in mind it certainly worked, and that is what this short and not very to the point article is about. You were beginning to wonder weren't you?

The rule in question concerns pursuit. This is described in the Warhammer (second edition) Combat book on page 27. If you have a copy of Warhammer, and if you're at all interested in this dead fascinating and thoroughly educational rules rap, then I suggest you read through this section again now. What happens when a unit routs is represented in the series of diagrams below. Imagine it is player A's turn and he charges his unit against player B as shown in diagram 1. The two units fight a round of combat as shown in diagram 2, player A suffers no casualties, player B suffers 4 casualties, is forced to take a rout test, fails this and is routed. The now routing unit B is instantly moved 4" away from unit A in accordance with the rules. Player A decides to pursue, and so unit A is also moved 4" and remains in contact behind unit B. The situation is now as in diagram 3. So far so good. That is the end of player A's turn with total victory achieved and the enemy firmly on the run. It is now player B's turn and unit B is moved at double rate away from the pursuers. As the two units are now out of contact there is no subsequent combat and the pursuit has been effectively ended. Unit B may attempt to rally at the end of the turn. Unit A becomes **confused** until the end of their own next turn. The situation is now as in diagram 4.

So unit A is now effectively stranded, without causing any additional damage on the routing unit. I think player A might at least fairly expect to be able to further pursue his enemy, causing more damage and mangling player B in a satisfying manner. The situation seems even more unfair if you consider what would have happened if unit B had routed unit A. What would have happened is as follows. In player A's turn unit A charges unit B as in diagram 1. A round of combat is fought and player B suffers no casualties, but player A suffers 4 casualties, fails the subsequent rout test and is routed. Unit A is moved 4" away from combat, and unit B is moved 4" in pursuit. It is now the end of player A's turn and the situation is shown in diagram 5. It is now player B's turn. Unit B cannot move because of the presence of unit A, so both units remain stationary and a round of combat is fought. During combat unit B causes sufficient casualties to wipe out unit A totally - unit A counting as routed on the combat table, and losing the protection of shields.

Seems unfair doesn't it? In many ways unit A would be better off not to enter combat but to wait until charged. Of course, charging does confer a beneficial 'to hit' modifier (more so for some weapons, such as lances), but even so it would be better for the chargers not to rout their enemy during the first turn. It would be far better to rout the enemy in the following turn (the enemy's turn) so that during pursuit it is the pursuers own turn, and the routers cannot get away.

So as they stand the rules do not allow for the situation where a body of fast, well armed and mobile troops (such as cavalry lancers) routs a slower, more clumsy enemy, and then pursues them utterly into the ground. Obviously this is not a good thing - anything that gets in the way of slaughter, death and carnage cannot be a good thing. So, when my wingeing commanders pointed out the need for a new rule on pursuit I had to agree. I had to agree because I'd already suffered being beaten around the head with a half eaten chapati, and someone was reaching purposefully for the Chicken Vindaloo.

The new rule allows for pursuers to continue moving as the routers move - during the router's own turn. Pursuers move at double rate, the same as chargers. To continue pursuit in this way the pursuers must be able to move at least as quickly as the routers. If they cannot do so then the rules apply as before.

As routers move away from pursuers during their turn the pursuers have the option of continuing the pursuit or not. If the player decides not to pursue then he must test against his leadership and if successful the pursuers are halted and become **confused** until the end of their next turn - as in **Pursuers** para. 4 and 5 on page 27. If the player fails to successfully halt a pursuit or if the player decides to pursue then the pursuers are instantly moved forward into contact and a round of combat is fought as normal. Once involved in a pursuit, troops move only during the router's turn until they are halted either by a successful leadership test as described, or by reason of the enemy being totally destroyed. Once routers are totally destroyed pursuers must halt instantly, becoming confused until the end of their next turn. Pursuers may be charged by fresh enemy during a pursuit - move the pursuers first and then the chargers. Pursuers charged in this way become **confused** and remain so for the duration of the combat, until they are routed or rout their enemy. If confused troops rout their enemy they must halt, and will remain confused until the end of their next turn.

The implications of this new rule are that it becomes more difficult to actually stop a unit pursuing, especially fast units with poor leadership - such as goblin wolf riders. This is good in a way, because it simulates their lack of discipline and love of needless slaughter! Routing also becomes more dangerous, especially for infantry and other slow troops. It is very easy for a unit to be wiped out during a rout. The new rule also introduces the possibilities of using reserve units to catch over enthusiastic pursuers. ■

