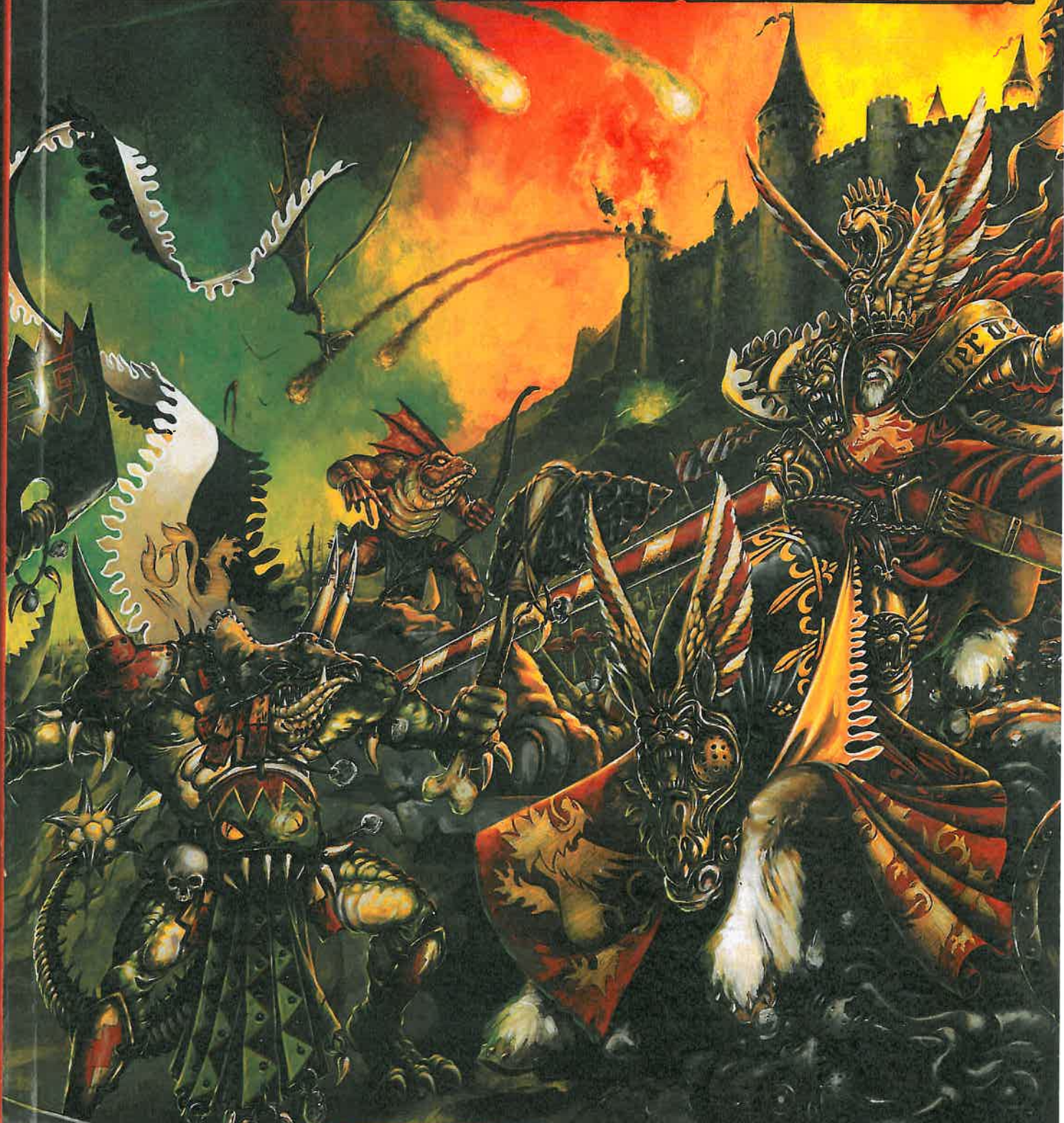


WARHAMMER



BATTLE BOOK

GAMES
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The Battle Book contains further information about the Warhammer hobby including ideas for scenarios, scenery, fighting campaigns and choosing, painting and modelling your own armies.

Most importantly this book includes the Warhammer Bestiary, which provides a gaming guide to all the fighting races of the Warhammer World.



WARHAMMER

BATTLE BOOK

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INTRODUCTION



he fantasy genre has never enjoyed such general popularity as it does today. So fantastic are the themes of contemporary books, TV and films that fantasy has become an inseparable part of our everyday lives.

Fantasy is about heroes and monsters, fabulous deeds and fearsome battles, where adventures take place on worlds quite unlike our own. These are realms inhabited by strange and often hostile races as well as

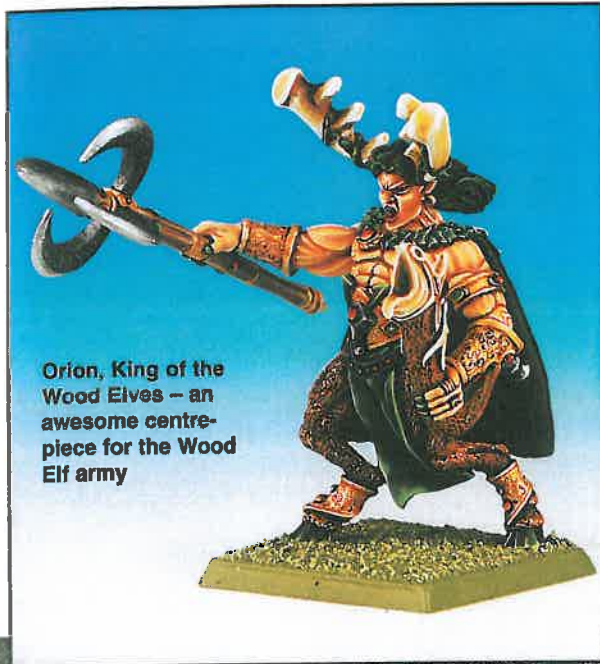
daemons, spirits and gods. In short, fantasy is about imagination and not just the imagination of writers and film producers, but of everyone who has ever read a fantasy novel or watched a fantasy film. To this list it is only fair to add the person who takes the process a step further by bringing all this to life in miniature – the fantasy gamer!

Perhaps you have already seen a Warhammer game in action either at a friend's house or in a Games Workshop store. If so then you'll already understand some of the

basic rules and procedures which govern play, but even if you're a complete beginner you'll have no difficulty understanding Warhammer. Warhammer is the game that enables you to create full-blooded fantasy battles on a tabletop. Armies are represented by painted scale models each about 30mm high, or in the case of huge Ogres, fearsome Dragons and other monsters suitably larger!



The battlefield itself can be a tabletop, the floor, or any area large enough to accommodate the combatants. Like all battlefields there are hills to fight over, woods where troops can lie concealed, rivers which must be crossed,



Orion, King of the Wood Elves – an awesome centre-piece for the Wood Elf army

and other scenic features which are all represented in an appropriate manner. As in reality the contours of the land and the positions of woods and buildings form an important part in the strategy of each side. Formations of troops try to manoeuvre round obstacles or take refuge amongst cover as archers and spearmen, monsters and heroes strive for mastery of the battlefield.

Readers will have gathered by now that Warhammer is quite different from other games in that players must be prepared to expend time and skill painting models, preparing scenery and setting up their gaming area. Participants will have to contribute effort and imagination in playing the game too! In this sense Warhammer is far more demanding than the majority of games which are simply played and put away, forgotten until a rainy day or a quiet evening.

In fact Warhammer is more than just a game, it's a whole hobby which embraces the many and varied aspects of fantasy modelling, painting and gaming. Models must be purchased and assembled, carefully painted and arrayed into regiments for battle. Creating a magnificent spectacle of models and scenery isn't easy, but once you've taken part in a well prepared game with carefully painted models you'll be hooked. Modelling skills can be learned and painting abilities can be gradually improved, whilst each game will reveal something new about how to handle an army in battle.



Above: Michael and Alan Perry can boast a huge collection of models and scenery, accumulated over many years of gaming. Alan Perry's wargames room has been converted out of a double garage.

THE WARHAMMER ARMY



To play Warhammer you must first purchase an army, paint it, and organise it into regiments ready for battle. This may well sound rather daunting to the newcomer, but don't worry, it is not necessary to do everything at once. Although you might eventually amass an army of many hundreds of models only a few are needed to begin with. In fact, the Warhammer box contains the core of two opposing armies in the form of Lizardmen warriors and Bretonnian Knights.

We suggest that newcomers to Warhammer start by painting up these two forces and playing their first battles with them. Afterwards players might decide to collect more Lizardmen or Bretonnians, or may prefer to begin a collection of another of the many Warhammer races described in the Battle Book.

Incidentally, when you meet other players you'll soon discover that collecting Warhammer armies is a surprisingly sociable activity. Not only are gamers more than happy to offer advice on which models to add to your army and how to paint them, but players often swap models amongst themselves.

Because there are so many armies it is usual for friends to get together and decide to collect different forces – one might choose Lizardmen, another Dwarfs and a third High Elves, for example. In this way a group of players will always have a variety of opponents to play against. A really good way of building an army quickly is to swap over the different models in the Warhammer set with another player, so that one person has all the Bretonnians and the other all the Lizardmen.



A regiment of ten Saurus warriors



A regiment of five Bretonnian Knights Errant

The start of another army – author's High Elves ready to fight!



WHICH ARMY?

We've included the core of two armies in the Warhammer box – Lizardmen & Bretonnians – but there are many other different races you can choose from. The Bestiary section in the Battle Book takes a look at all the races of the Warhammer World.



Above: The shambling armies of the Undead can frighten their opponents so much that they turn tail and run. An Undead army is held together and controlled by the fearsome will of the Necromancer or Liche who created it.



High Elves are a proud and ancient race. They are disciplined fighters, skilled with sword, spear and bow. High Elf Mages are also powerful wizards.

Left: Orcs and Goblins are strong and savage, yet lack the discipline of more civilised races of the Old World.

THE WARHAMMER ARMIES SERIES

The book you have in your hand describes the different armies and creatures of the Warhammer World. Most players choose to collect forces for one army, representing a race that appeals to them for whatever reason, so that they can concentrate their collecting and painting efforts. The army chosen will always be a personal affair, with different players opting for different armies. Some prefer the noble clean-cut image of the High Elves with their massed ranks of well drilled troops, while others feel more at home leading screaming hordes of barbaric green-skinned Orcs and malicious Goblins.



Whichever race you choose it will prove advantageous to purchase the Warhammer Armies book that describes it in complete detail. Each book provides the essential army list which defines how many of each type of regiment an army can include. At the time of writing there are nine different Warhammer Armies books available: High Elves, Empire, Orcs & Goblins, Dwarfs, Skaven, Chaos, Undead, Wood Elves and Dark Elves. Also, two new books are in preparation for Bretonnians and Lizardmen and these may well be available by the time you read this.

THE MODEL RANGES

Citadel Miniatures manufactures a vast and constantly expanding range of models in metal and plastic. The range provides for all the troop types, monsters, characters and machineries covered by the Warhammer Armies books. In addition, new models are being made all the time and the best way to see the whole range is to go along to a Games Workshop store or a retailer who carries a good stock. Information about new models is covered in White Dwarf magazine every month along with articles about Warhammer, photographic reports of battles, ideas for the game and useful painting and modelling features.

Although it is wise to stick to collecting one army at a time, there are so many different models in each army that painting becomes a varied and pleasurable task. All armies contain different types of infantry, from bowmen and spearmen, to elite guards and raving berserkers or, in some cases, shambling Skeletons and Zombies! Most armies also include mounted troops such as Knights on warhorses, Goblins riding fierce wolves and Orcs on ferocious boars.





In addition to these basic warriors there are models to represent generals, wizards and other heroic individuals. These are often powerful gaming pieces and well worth spending the time involved in painting them. Armies can also include fantastic monsters such as Dragons and Griffons, often ridden into battle by mighty heroes or sorcerers. Finally, armies can include machineries of different kinds, from stone throwing engines and fire-throwing machines to vast war altars, chariots and cannons.

WARHAMMER MAGIC

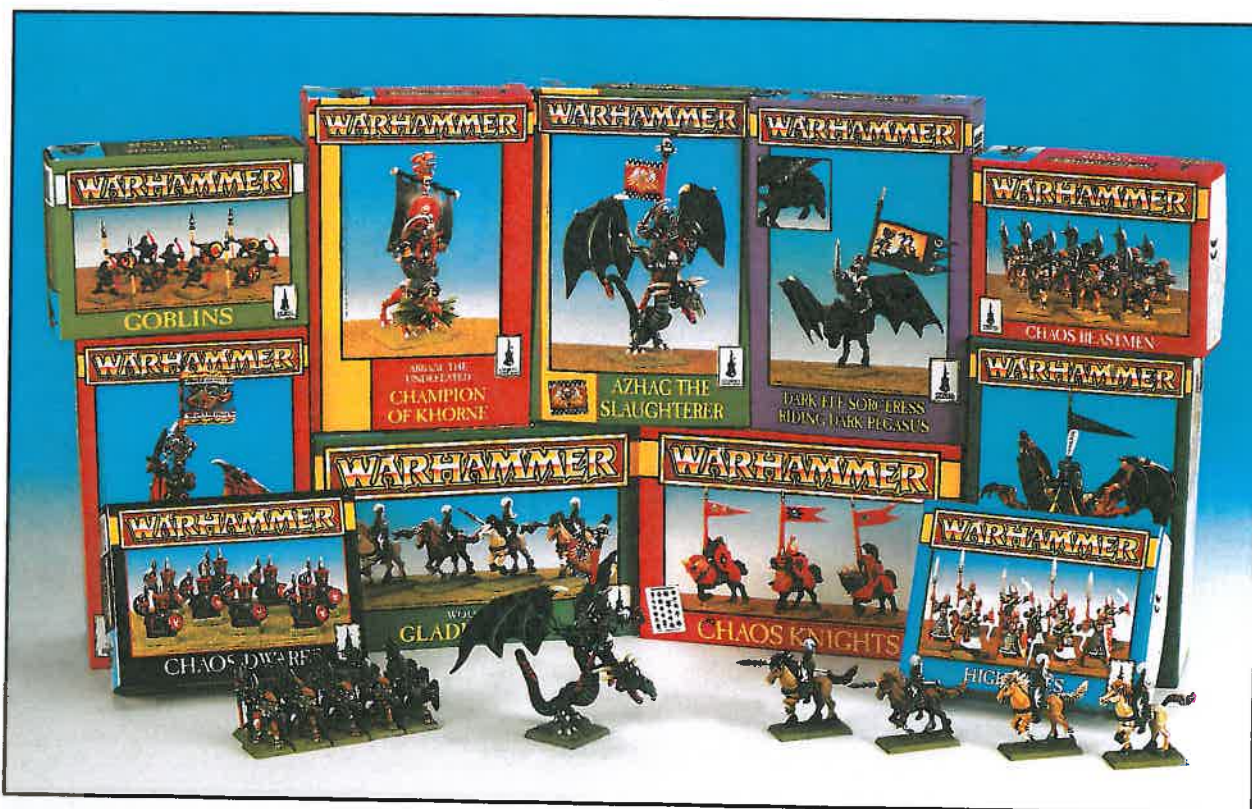
Although the Warhammer game includes all the rules you need to play a battle it does not include the full rules for casting spells. Nor does it include rules for all the magic weapons and devices available to the different armies. The reason for this is simply that there are so many spells and magic item cards that it would be impossible to fit them all into the Warhammer box! We have included a selection of magic devices in the game itself, but the full magic rules are available separately in the Warhammer Magic supplement.

If you want to include magic in your Warhammer games then you will need access to a copy of Warhammer Magic. Whilst dedicated players will inevitably want their own copy, it is quite common for a group of players to share one between them. However, wherever possible, it is recommended that players get themselves a copy of Warhammer Magic as soon as they can.

CAMPAIGN PACKS

You'll be pleased to learn that a range of campaign packs is in preparation at the time of writing and you may well find some are already available. These packs describe a campaign or specific series of battles which make ideal projects for groups of two or more players who already have substantial armies. Many of the individual heroes and other specific characters described in the campaign are available as Citadel miniatures.

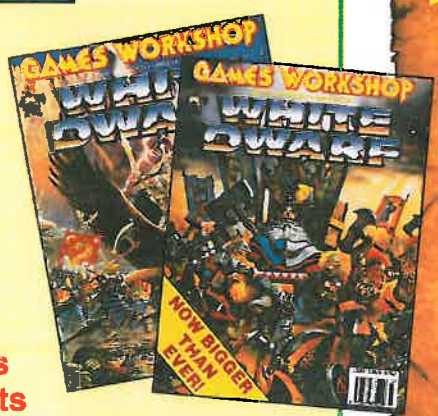
Each campaign pack describes a series of engagements between two opponents, High Elves against Dwarfs, for example. So long as a group of gamers has access to the two armies involved they can use the pack fully, however, the packs can also be used with other armies as an interesting alternative.



WHITE DWARF®



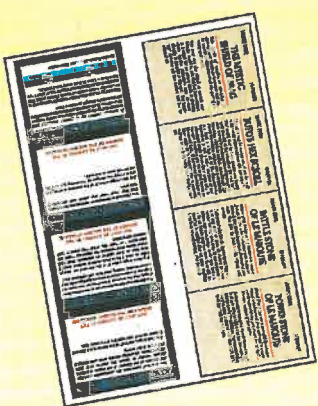
White Dwarf magazine is Games Workshop's monthly gaming supplement. Whatever your favourite Games Workshop games are, you'll find lots to interest you, and there's always news about all the latest games and Citadel miniatures. Every issue is packed with beautifully painted miniatures, new rules, numerous features about Warhammer such as battle reports, rules queries, scenarios, tactical discussions and much more besides.



White Dwarf features articles about all Games Workshop's games, including Warhammer.

'Eavy Metal pages show dozens of Citadel miniatures, including the latest releases – these make useful painting references for your army.

Each issue of White Dwarf contains a game report. The progress of the battle is described in detail, and maps and photos show the glorious success of the victor and the failure of the loser.



White Dwarf includes card templates, buildings, cards, playsheets and other useful bits of kit.

A TABLETOP BATTLEFIELD



A game of Warhammer can comfortably sprawl over any large flat area such as a tabletop or even the floor. While a reasonably smooth floor will serve perfectly well, most gamers like to raise their troops off the ground so that they do not have to scramble about on their hands and knees during a game. Some people are lucky enough to have access to a large kitchen table, table-tennis table or something similar, but for the rest of us it is necessary to construct a gaming table or board on which to fight battles.



The dining room table covered with a cloth, ready for a game.

A GAMING BOARD

The simplest kind of gaming board is a sheet of fibre-board or chipboard painted with green emulsion to represent natural vegetation. A single sheet 8' x 4' may be obtained from any DIY superstore at a quite reasonable price. Many people find such a large sheet difficult to manage or store, and either cut their boards in two or buy two separate boards that can be placed side by side. If space is at a premium an area of about 6 x 4' will prove big enough for a medium-sized battle.

Boards can be put on the floor or placed over a smaller table to raise them to a comfortable height. A layer of newspaper or thick cloth may be necessary to protect the table from scratches. A convenient and relatively cheap way of supporting a gaming board is to use two paste-tables placed side by side. This has the added advantage that the paste-tables can be easily folded away and stored after use.

A more substantial board can be made from plywood supported round its edge by a wooden frame. This requires a bit more effort to construct and the weight will be considerable. However, the finished board will be more rigid, as unsupported fibre-board or chipboard tends to sag. Another and far easier way of obtaining a perfectly rigid board is to buy a couple of ordinary interior doors from a DIY store or builders merchant.

GAMING BOARDS

To make a simple gaming board, you will need a sheet of fibre board or chip board that measures about 6x4'. Alternatively, two 3x4' boards will cover the same area and will be easier to store when they're not in use. Just paint the boards green, and they're ready to use.



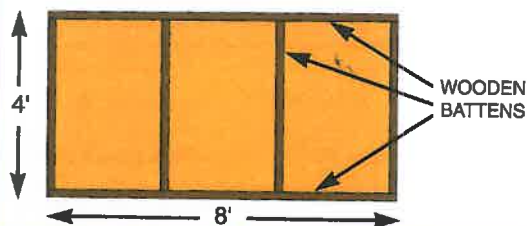
Above: Getting a gaming board ready for play. We support them on table tennis tables. This board measures a massive 12x6'!

If you're feeling really ambitious, you can make your own purpose built gaming table. Such a table might measure 6x4', 8x4', or be even bigger. You will need to strengthen the board by screwing wooden battens underneath the outside edges. A couple of battens across the middle will help make it more stable. When the supporting framework is finished, the table can be painted green. When in use, the table can be supported on a couple of smaller tables, or any suitable pieces of spare furniture.

Right: The underside of an 8x4' wargames table, showing the supporting struts.



Construction Plan for an 8x4' Wargames Table



This close-up shows how the table has been painted green, and the top surface covered with several layers of flock.

TERRAIN

A gaming board is flat, devoid of any natural features or signs of habitation. While this is ideal for deploying and moving the armies it makes for a rather dull battle. It is far more inspiring to peer over an expanse of rolling hills and brooding woods, beyond which might be seen the outlines of a hamlet and the barest glimpse of the advancing enemy. Part of the enjoyment of gaming is watching armies move over the terrain you have created, occupying buildings and defending bridges, taking up firing positions on high ground, and carefully skirting areas of dangerous bog or marsh.

Gamers find many ingenious ways of representing terrain and creating marvellously intricate scenes. At its most extreme this involves modelling whole city-scapes with town walls and buildings, towers and carefully constructed defences. Rivers can be made to flow beneath bridges and through culverts, hills can rise into

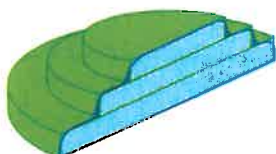
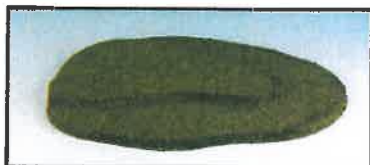
sheer cliffs on top of which perch crumbling ruins. However, whilst such displays make fascinating projects it is possible to set up an attractive tabletop much more simply.

Most gamers make at least some of their own scenery but it is perfectly possible to buy most of the common terrain features such as trees and hedges. Trees are quite difficult to make, so it is not only convenient to buy them ready made but it also saves a great deal of effort. Hedges can be made simply from lichen, as used by railway modellers, or from strips of foam or sponge. A strip of sponge rough cut to shape, painted green and glued to a card base makes a perfectly satisfactory hedge. If you paint PVA glue onto the hedge and sprinkle on green coloured flock (fine sawdust) you can create a very convincing piece of terrain.



Making your own terrain is easy and fun, and all you'll need to start off with are a few basic tools and materials such as paints, paint brushes, glue, scissors, a craft knife, cardboard and some green flock.

Hills can be made by gluing layers of thick cardboard together, then painting them green. If you want to make them look more realistic, you can glue flock onto them. Flock is green-coloured sawdust, and can be bought from Games Workshop stores and other hobby shops.



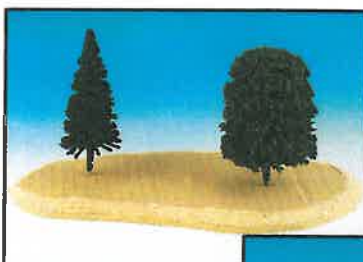
Cross-section of a stepped hill

Hills can be 'stepped', like the one shown on the left, or have smooth sloping sides. Sloping hills look more realistic, but it's easier to place units of models on stepped hills.

Trees are an essential part of any Warhammer battlefield. Games Workshop sell a variety of ready made trees, or you could even try making your own from sticks or bits of wire. The smallest size of trees are ideal for bushes.



Left: The wire trunks of ready-made trees are easy to stick into a thick cardboard base.



To make a wood, simply stick some trees into a thick piece of corrugated card, cut into an irregular oval shape. Paint the base with green paint and you'll have a section of



wood that you can use in your Warhammer battles. To make the wood look more realistic you can glue flock and small stones onto the base.



Fences can be made by gluing together twigs or thin strips of balsa wood, and attaching them to a card base painted green and covered with flock.

PAINTING

A Warhammer battle is not just a game and those who play do not do so merely to win. A battle is also a stirring spectacle. The movement of the armies and unfolding of events amidst the carefully rendered scene is every bit as important as which side wins or loses. This brings us to one of the most important principles of gaming and one which is almost never said because experienced players will immediately take it for granted, which is that models need to be painted before they are ready to join your armies.

Of course, if you have just obtained your copy of Warhammer you will be keen to get on and learn the game, and there is nothing wrong with assembling the models straight from the box and fighting a few skirmishes in order to learn the rules. In fact we recommend that you do just that.

Putting the final touches to a unit of newly painted troops is one of the greatest pleasures of collecting an army. Indeed, some people derive so much satisfaction

from painting and modelling that they game rarely if at all, proudly displaying their forces in glass cases or on shelves where they can be admired in all their glory. Certainly, a nicely painted Dragon or other suitably large piece does make an impressive display, but the main reason for painting is to prepare armies for the even greater spectacle of battle.

It would take many pages to describe all there is to know about painting or modelling even if the author were competent to do so! Here we have only space to describe the basic processes.

Undoubtedly, the best way of improving your painting skills is to practise, but if you want to learn more we suggest you take a look at the various painting guides produced by Games Workshop. This range has been prepared by our own painters and modellers and includes discussions of various special painting techniques, assembly of large and difficult models, how to go about converting your troops, and how to make scenic features for your games.

WHAT YOU WILL NEED

To paint your miniatures, we recommend you use Citadel Colour paints. These water-soluble paints have been specially formulated for painting metal and plastic miniatures, and come in a wide range of colours. As well as a selection of paints, you will need the following items.

Brushes. A number of different size brushes will be useful.

Polystyrene cement (for plastic models)

Superglue

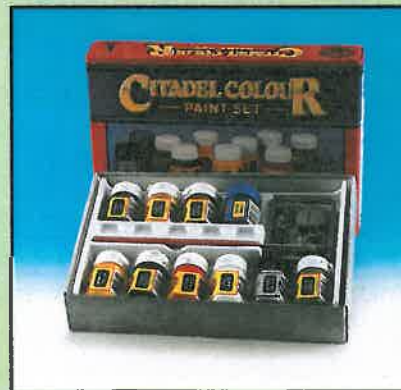
A modelling knife or craft knife

Water container (old mug or a plastic cup)

A palette for mixing paint (old plate or ceramic tile)

Tissues

Spray can of Matt White undercoat



The Citadel Colour paint set provides a good basic selection of paints to help you get started, as well as a brush and two models to practise on.



Matt white spray is used for undercoating models prior to painting.

Use superglue for gluing metal models together, and polystyrene cement for plastic models.



Small brushes are essential for detail work, while medium and large brushes are used for covering larger areas of flat colour.



SETTING UP A PAINTING TABLE

Before starting to paint anything a minimum of basic equipment is required including paint and brushes. There is also the matter of finding somewhere to paint, ideally a table or desk where projects can be left in place from one day to the next. There is nothing more frustrating than having to constantly pack away and set up the work area.

A desk or table by a window is ideal, and if you want to paint during the evening a desk lamp is essential – preferably with a colour corrected 'daylight' bulb which shows the true colours of the paints. Sufficient space is required for paints, brushes and modelling materials as well as for the models themselves.

It is a good idea to put down a good thick layer of newspaper to protect the tabletop beneath the work area. Remember, you will be cutting onto the surface as well as painting, so a layer of thick card or board might be necessary too. Many people find a sheet of hardboard makes an ideal surface with the added advantage that the whole lot can be picked up and moved if required.

You don't need much paint and modelling equipment to get started. Many people find that they already have household items or tools which are useful. To begin with you'll need a selection of paints, brushes, a modelling knife, and glue. Obviously the colours you will need will partly depend on the army you are going to paint!

To this list it would be sensible to add at least one more brush, a detail brush for painting fine detail and small areas. Painting models is very hard on brushes so they gradually wear out. Once a brush is too worn for regular work it can still be used for painting bases, scenery, applying glue, and other jobs where a fine point is not necessary.

In addition it is useful to have at least one good file and a pair of clippers for cleaning mould lines from miniatures and removing plastic models from their sprues. Although you can do without either of these tools for a while, it's definitely worth investing in both as soon as you can.



These models were fastened onto an upturned box lid with double-sided sticky tape before being undercoated with white spray paint.

PREPARATION

Having decided upon your army the first step is to paint a regiment of basic warriors or 'core' troops. These are typically infantry units which make up the bulk of an army, such as the Lizardmen and Bretonnian archers in the Warhammer box. A good way of starting any army is to obtain sufficient boxes of plastic Citadel Miniatures to make up a regiment of about 20 infantry of the same type. Not only are the plastic models cheaper than their metal equivalents, enabling you to bulk up your army quickly, but they are also ideal types with which to start an army.

Start by carefully removing the plastic models from their surrounding sprues using a modelling knife or clippers. Trim off any extraneous moulding marks using a knife. In the case of metal models a small file may be useful for cleaning moulding lines from around the casting.

If the model consists of several pieces glue these in place using polystyrene cement for plastic to plastic joints, otherwise superglue. Shields are best omitted until they are painted as the backs are difficult to paint once in place.

Models generally have a separate plastic base. Clean off any moulding marks from the base and glue the model in place using polystyrene cement for plastic models or superglue for metal.

Generally speaking the model will fit upon its base quite snugly, but you may find small gaps between the model's 'slot' and the hole in the base. For a professional finish fill in this slot using plasticine. Push in the plasticine from underneath to roughly fill any hole – it will get covered up later so a rough fill is all that is needed.

UNDERCOAT

The models are now ready for their first coat of paint which is the undercoat. Take all 20 models and paint them completely white. Although you can do this with a brush and white paint, the best method is to use a spray can of White Undercoat. This provides the ideal surface to take paint and is very quick. Place the models in a

cardboard box or something similar to contain the spray and do the actual spraying out of doors. A light coating over the entire model is all that is required and to achieve this it is often best to apply a couple of very light coats from different directions.

The undercoat must be thoroughly dry before you begin to paint. Begin by lining up all 20 models on your painting table. Now paint one colour at a time, completing each colour on every model before going on to the next colour. For example, you might start with all the flesh, then go on to the main tunic colour which might be red, and so on. You'll find that by the time you've finished the last model of your 20 the first will be dry and ready for its next coat of paint.

PAINTING



To complete the model the bases can be textured and painted to represent ground. There are several good ways of doing this, the simplest method being to paint the base green and leave it at that! A more pleasing effect can be obtained by covering the base with flock – a kind of green dyed sawdust. An even better method, although more time consuming, is to cover the base with fine sand which is then painted. This process is described in more detail on page 16.

ADDING SHADE

Shading is the process of painting darker colours into creases and other recesses to represent shadows. This creates a sense of depth on the model and helps to distinguish adjoining areas from one another.

It is a good idea to paint human style troops from the 'inside out' starting with the flesh, then the next layer of clothing, then the next layer which might be armour for example, and so on, finishing off with weapons and details. This way any mistakes you make early on are simply painted over later.

Once all the areas on the model have been painted you can add shading or highlighting. Although it is not strictly necessary to shade or highlight models it does enhance the appearance of the finished regiment and is worth attempting.

SHADING WITH WASHES

Citadel Colour Shading Wash is designed for shading the range of Citadel Colour paint. These are semi-transparent dark tints rather like ink. When the wash is painted over the dry base colour the darker coloured wash runs into all the creases and folds to produce instant shading. This effect can be accentuated by quickly wiping away any wash from raised areas, or by

STEP-BY-STEP PAINTING GUIDE

This step-by-step guide is arranged in easy-to-follow stages. Bear in mind that it's far easier and much quicker to paint several models at once, painting each stage on all the models before moving onto the next stage. Some people prefer to paint an entire unit this way and others prefer to paint only five or six models at a time. Just have a go and find the way that works best for you.



1 Paint Model's Hands and Face with a Base Coat of Bronzed Flesh.

Wait until the white undercoat is dry before you start painting. Adding a little water to the paint makes it easier to apply and prevents filling in the detail on the model.



4

Paint the Hood and Leggings Grey.

Mix a medium shade of grey by adding small amounts of black paint to white paint until you get the right shade. Don't worry about any minor slips, as you won't notice odd mistakes when the whole unit has been painted.



5

Paint the Bow and Arrows Brown.

Carefully paint the bow and arrows in a medium shade of brown such as Snakebite Leather or Bestial Brown.

brushing out the darker wash using a moist brush. With a little practice a very pleasing effect can be achieved.

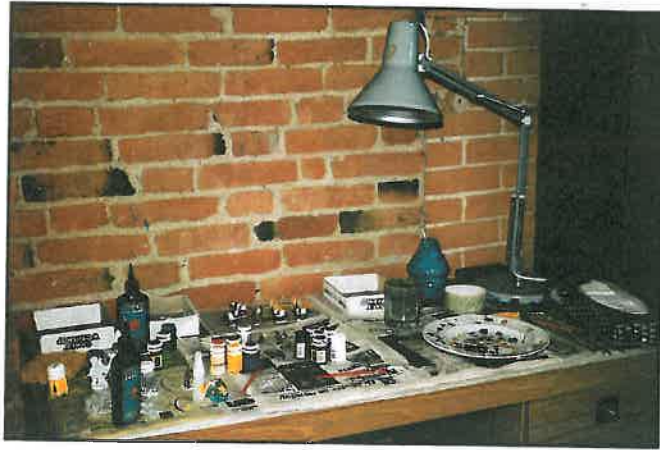
It is also possible to shade in the manner described above using paint instead of a wash, so long as a little water is added to the mix. The paint must be free enough to run into cracks and crevices. All the Citadel Colour paints and washes can be intermixed to produce any colour.

DEEP SHADING

The shading method described above produces relatively light shadows, and for most purposes this is all that is necessary to add a sense of depth to the subject. However, you can go over deep folds in cloaks or clothing using a darker shade to represent deeper shadow. For example, in the case of a red cloak the tip of a detail brush can be employed to paint dark red or dark brown into the deepest creases.

SHADING ROUND EDGES

Experienced painters will often pay extra attention to edges where hands meet weapons, where cuffs meet hands, or any area butts against another. If the result is highly visible it is worth the few seconds it takes to paint a dark coloured or even black line around the join to define the edge. This technique is sometimes called 'lining in' or 'black lining'.



The author's painting table – birthplace of many a battle!

HIGHLIGHTS

Highlights are raised areas where the light catches and brightens a colour. Highlights are painted using a lighter shade of the underlying colour or, if the colour is very pale, with white.

Mix up a highlight colour using the original base colour to which a little white is added. Apply this to the highpoints of raised detail. For example, on a heavily folded cloak paint a thin line along the raised part of the crease.



Shade the Flesh.

Paint a watered down layer of Flesh Wash onto the flesh areas. This is a quick way of shading as the wash runs into all the cracks and crevices, giving the model's hands and face more definition.

Remember to wash your brush thoroughly when you change colours.



Paint the Tunic.

Carefully paint the model's tunic red, trying not to let the paint run on to other areas of the model. If you made any splashes of Bronzed Flesh you can paint over them with the red paint.



Paint the Boots, Helmet and Detail Areas Black.

This is perhaps the most difficult stage as you have to be very careful not to get black on any of the other colours. If you do make a mistake in an obvious place, wait for the paint to dry then overpaint it with the original colour.



Paint the Details Silver.

Details such as the arrow tips, the helmet, the belt buckle etc are painted silver. The base coat of black paint will accentuate the detail. As a final touch, you can pick out the arrow flights in white.

See the next page for how to finish the model's base.

BASES

A regiment stands or falls upon the appearance of its bases; troops based neatly in a uniform colour will look pleasing on the tabletop no matter how simply they are painted. Conversely, if bases are poorly finished the army will look shabby even if the models themselves are painted to a prize winning standard.

The simplest way to finish a base is to paint it overall in one colour. Goblin Green is the colour used for the armies shown in this book as it shows off the other colours well and is ideal for photographs. Obviously you can choose whatever colour you want to represent grass, bare ground, sand or whatever. So long as the bases are all the same colour the unit will look like a coherent and purposeful group on the tabletop.

One of the most common methods of finishing bases is to use sand. The base top is painted over first with PVA glue then the base is dipped in sand. When the base is

dry, it is painted green and drybrushed in a lighter shade. Alternatively, you can apply some kind of texture to the base to represent grass or broken ground. A popular choice is to first paint the base and then glue flock onto the top surface using PVA glue. This is quick to do and has the advantage that it will cover over any small gaps in the base slot. Larger gaps must be filled beforehand with plasticene or something similar.

More ambitious painters may attempt to texture the bases using either a pre-prepared filler such as Tettrion, or a mixture of PVA glue and sand. These finishes must then be painted and, because the surface is irregular, highlights can be easily added to the surface by gently brushing over with a lighter colour. For those prepared to lavish attention on their miniature warriors small stones can be added to represent rocks, whilst bristles from a brush or broom can be glued on for tufts of grass.

BASING TROOPS WITH SAND

1 If there are any gaps in the slottabase, fill them with plasticene. Paint the top surface of the base with PVA glue. Be careful not to get glue onto the model.



2 While the glue is still wet, dip the base into the sand, lift it out, and gently shake off any excess. It's helpful to put some sand in a shallow box lid.



3 When the sand is completely dry, paint the base with Goblin Green paint, taking care not to get any paint on the model.



4 To finish off the base, mix equal quantities of Goblin Green and yellow paint. Wipe the brush on a tissue so it's nearly dry, then stroke it gently over the base, so the light green highlights the textured base.



BASING TROOPS WITH FLOCK

1 If you need to, fill in any gaps in the base with plasticene. Paint the base in Goblin Green and set aside to dry.



2 Paint PVA glue on the top surface of the base. Try to be careful not to get any glue on the edge of the base or the model's feet.



3 Before the glue dries, dip the base into green flock, lift it out, then shake off any excess. Use a paintbrush to remove any stray pieces of flock from the model.





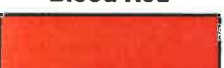
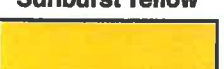


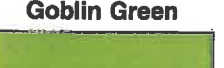


4 When the glue is dry, the model is ready to join its regiment!



SHADING AND HIGHLIGHTING CHART

This chart provides a handy reference for shading and highlighting. The base colours are those from the Citadel Colour Paint Set. Options are suggested for the shades and highlights based upon the wash shading and highlighting methods described above. As all the colours can be intermixed it is certainly worth experimenting to find the colour which works best.



COLOUR	SHADE	HIGHLIGHT
Chaos Black 		Mix Chaos Black + Skull White or use Elf Grey
Skull White 	Mix Chaos Black + Skull White or use Elf Grey	
Blood Red 	Mix Red Wash + Chestnut Wash or use Crimson Gore	Mix Blood Red + Sunburst Yellow or use Blazing Orange
Sunburst Yellow 	Mix Yellow Wash + Chestnut Wash or use Leprous Brown or use Snakebite Leather	Mix Sunburst Yellow + Skull White
Enchanted Blue 	Blue Wash or Regal Blue	Mix Enchanted Blue + Skull White
Snakebite Leather 	Chestnut Wash or Vermin Fur	Mix Snakebite Leather + Skull White or use Vomit Brown
Goblin Green 	Green Wash or Dark Angels Green	Mix Goblin Green + Sunburst Yellow or mix Goblin Green + Skull White
Bronzed Flesh 	Flesh Wash	Mix Bronzed Flesh + Skull White or mix Snakebite Leather + Skull White
Mithril Silver 	Mix Mithril Silver + Black or use Armour Wash or use Boltgun Metal	

MODELLING

Every gamer is also a modeller, if only because even the simplest models must be glued to their bases. Indeed, many models have several components which must be carefully fastened in place before painting. In addition, some large metal models are supplied as a number of separate pieces which require some prior experience to assemble in a satisfactory manner.

Beyond the simple need to prepare models for gaming, there is something very satisfying about customising or converting a model to create a personal piece for your army. Although such extravagance is by no means necessary to enjoy Warhammer, it is a challenge which many gamers relish. It is not the role of this book to discuss modelling techniques in any detail, but you'll see some of the fabulous and unique models made by Warhammer enthusiasts as you look through this book.

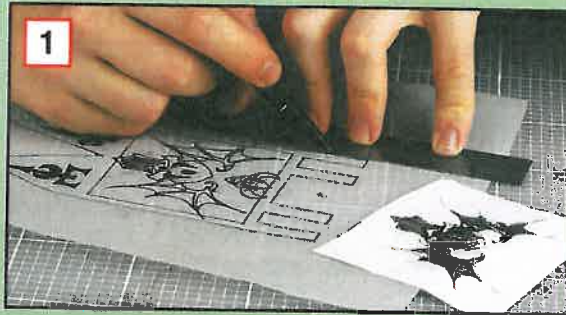
More about modelling techniques can be found in our range of guides as well as in White Dwarf magazine.

TOOLS AND MATERIALS

For more involved modelling work, such as swapping heads and arms, and assembling multi-part kits, the tools shown here will prove invaluable. Tools like these can be bought from Games Workshop stores, model shops and hardware stores. A good quality craft knife is particularly important, and it's best to get one with a retractable blade. Pliers are useful for carefully bending metal casting into other shapes and clippers are great for cutting jobs that are too big for the knife. Files and sandpaper are perfect for removing mould lines on both metal and plastic models. Polystyrene cement is the glue to use for plastic models, but superglue is needed for metal components. A pin vice is a small hand drill useful for all manner of modelling projects, especially pinning joins on multi-part metal models.



MAKING YOUR OWN BANNER



1 Make a simple line drawing of the design.

Although you can buy colour banners to stick onto your standard bearers, some gamers like to create their own banner designs to give their units a personal touch. In this example, we've photocopied a piece of Dark Elf artwork and traced its outline. Next we added a banner shape and some extra detail. When the banner was complete, the design was photocopied down to the correct size ready for painting. The advantage of using photocopies is that the designs are easier to draw large, and the quality of the lines improves when you reduce an image. If you haven't got access to a photocopier, just draw the design at the size you intend to use it.



2 Turn around the banner leaving a border all round of about 2.5cm.



3 Tape the design to a piece of card so it stays flat when you paint it. When it's dry, carefully cut out the design and stick it to your model.

ASSEMBLING A MULTI-PART KIT



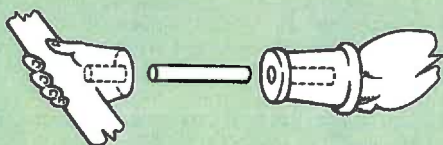
Made to the highest levels of craftsmanship, each metal Citadel miniature is a collector's piece that rewards careful modelling and painting. Each multi-part casting is unique and requires skill and thought to assemble well. The photographs on this page show how we assembled Orion, the Wood Elf king, prior to painting.



Before joining any of the model together, each part must first be cleaned carefully, removing any mould lines and clipping away any unwanted tabs, like the ones joining Orion's legs. Needle files, like the one in the inset, are ideal for this sort of work.



The pieces are glued together using superglue and held together in place until dry.



Pinning a join. Small joins that carry a lot of weight can be strengthened with a small wire pin. Drill small holes into each side of the join, deep enough to take a short piece of wire. The wire needs to be around 6mm long to provide adequate support so each hole needs to be at least 3mm deep. Try out the join before you glue everything together in case you need to drill slightly deeper holes.



The model has now been stuck together, and attached to its base. It is now ready to be undercoated.

CONVERTING MODELS

Many people like to 'convert' models – changing a model by swapping and/or adding parts from other models. The simplest example of this is changing a model's weapon, or giving it a new head. Needless to say, Chaos armies offer the most scope for conversion!

Right: This Chaos Champion of Nurgle has had a tail added to it.

Far right: The Wood Elf rider's legs were bent into a different position, and his sword was swapped for a spear.



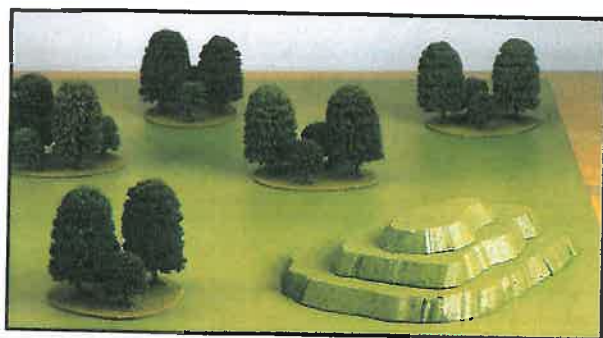
WHAT YOU NEED TO PLAY

To play Warhammer you will need two forces and at least one player on each side. The number of models required does not have to be especially great and the models provided in the Warhammer box will be more than sufficient to fight a battle. As your collection grows you can play larger games and vary the troops involved, but a very satisfying game can be had with a few dozen miniatures on each side.

You will also need somewhere to fight. Most gamers play in their own homes or at a friend's house, although some enterprising players organise clubs and hire rooms where they can meet. Ideally, try and find a large table situated where you can fight the battle undisturbed, away from the distractions of TVs, small children, inquisitive family pets and baffled relatives. If circumstances are against you, fight on the floor and be prepared to complete the game in a single session.



Two 1,500 point armies laid out ready for play on a 4' square gaming board.



Left: You don't need scenery to play Warhammer, but it improves the appearance of the games and makes them more interesting. The woods were made by sticking ready-made trees onto cardboard bases.

The time taken to fight a battle depends on how many models are used and how familiar the players are with the rules. Experienced gamers can rattle through a large game in a single evening whilst a truly massive conflict might rage over an entire weekend. A game involving three or four units of troops on each side will generally take no more than a few hours to complete.



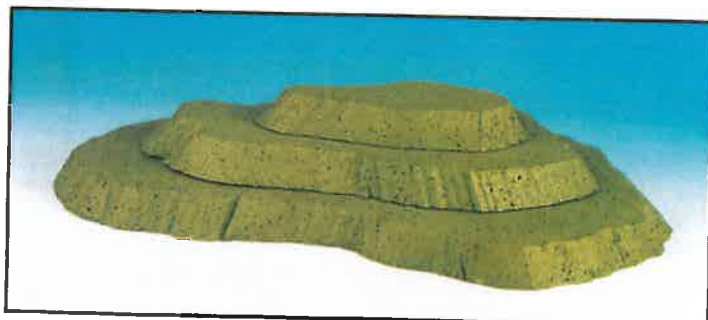
Above: Mark Saunders and Andy Banks, who both worked on Warhammer, get together for a game in the evening after work.

Strictly speaking you don't need any scenery to play Warhammer at all, but every battlefield looks better if it includes at least some scenic features such as hills, woods and buildings. Creating a miniature landscape to fight over can be a thoroughly entertaining business in its own right, and many players soon learn how to make convincing terrain such as hills and vales, woods, scrubland buildings, walls, hedgerows and so on.

Whilst almost all players will quickly acquire a few items to embellish their games, it is a simple matter to improvise hills from piles of books if no other choice is available. Similarly, a row of pebbles becomes a wall, whilst a few twigs held upright with plasticene will be a burned and blasted woodland.

We have included card buildings in the Warhammer game, so even if you have no other scenery your battlefields need not be entirely barren.

For the new player there is one more thing that must be brought to the battlefield – and that is patience. Warhammer is not a simple game. Indeed, its very depth and thoroughness is what makes it so fascinating. The game rules themselves are explained in a straightforward manner, and it is a good idea to learn how to command regiments of warriors before filling your armies with the monsters, war machines and powerful characters.



This hill was made from three layers of shaped polystyrene, painted green, and fixed together with cocktail sticks.

EQUIPMENT

Almost all the equipment needed to play is included in the Warhammer box and the rest is readily available. Inside the Warhammer box you'll find ordinary six sided dice (referred to as D6s where D stands for dice and 6 for the number of sides). You'll also find the unique dice needed to use certain special weapons: the Artillery dice marked 2, 4, 6, 8, 10 and MISFIRE, and the Scatter dice which has arrows on four sides and two sides marked HIT.

The rulebook and Battle Book provide all the information you need to play whilst the card playsheet summarises all the important rules and forms a useful reference. Most experienced players will consult the rulebook only occasionally to resolve points of detail finding the playsheet sufficient during the game.

Some war machines utilise special templates and these are included in the Warhammer box. For example, the large teardrop-shaped flame template is used to determine the effects of fiery Dragon's breath, whilst the round template with a hole in the middle is used when firing rocks from a stone thrower. The giant humanoid silhouette is the infamous Fallen Giant template described in the rules for Giants.

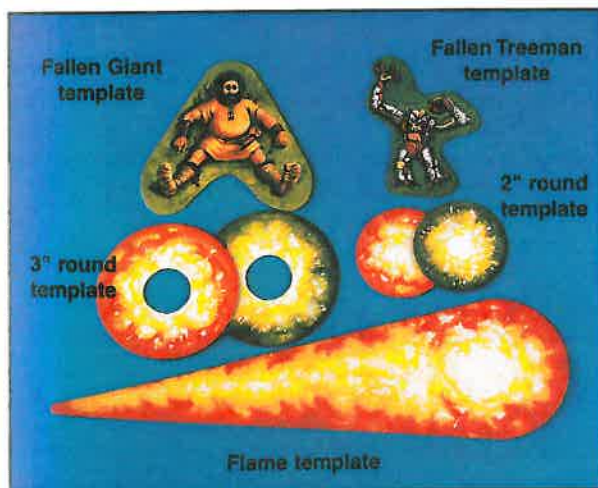
The Warhammer box also includes roster sheets and file cards. Strictly speaking these are not required to play the game but they are extremely useful none-the-less. We recommend



Checking the distance from the Dwarfs to their target



The Flamer template is used to work out which models are affected by the dragon's corrosive breath



In addition you will find it useful to have extra dice – the more D6s you have the better! It is also worth obtaining a selection of other types of dice such as D4 (four sided), D8 (eight sided), D10 (10 sided) and D12 (12 sided). These dice are occasionally used for determining damage from powerful monsters or for randomising between varying numbers of options. All these dice are available from Games Workshop. If you don't have these dice don't worry as it is perfectly easy to improvise, using a D6 to represent a D4 by re-rolling scores of 5 or 6 for example.

You'll also need some scrap paper and pens or pencils for making notes and recording casualties, and, of course, plenty of tea and biccies to keep you going through the thick of the action.

that players make copies of the roster sheets and file cards as they find necessary. The roster sheets and file cards are a convenient way of noting down and recording troop details. Suggestions on how to use them are given elsewhere. If you run out of roster sheets, there is a blank roster printed on the next page, which you can photocopy if you wish.

You will also need at least one measuring tape marked in feet and inches and a number of rulers will prove useful too. All distances in the Warhammer game are measured in Imperial units. Players perverse enough to want to use metric distances are referred to Appendix 2 in the rulebook.



The Games Workshop design team – Andy Chambers, Jarvis Johnson, Rick Priestley and Nigel Stillman.

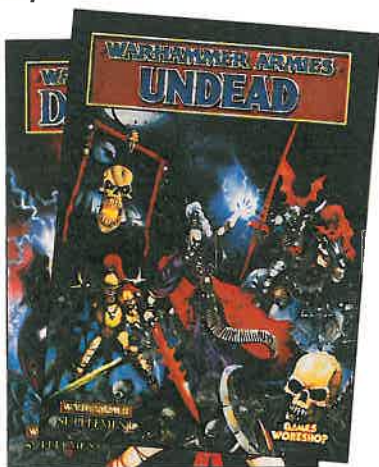
STARTING A GAME

Battles are fought between two opposing forces. For purposes of explanation the game rules assume that each force is represented by one player, but there is no reason why several players shouldn't play on the same side, perhaps with one acting as overall commander while the others are allotted portions of the army to control.

Before the battle begins players must select their forces. There are various ways of doing this. Players new to Warhammer will probably want to use their entire army against their opponent's army, in which case players can either field everything they have or agree to use two armies of roughly equal size.

It is clearly useful to have a means of choosing evenly matched armies. By allotting a strict points value to each kind of warrior, hero and monster, and by choosing armies to a fixed points total, it is possible to ensure armies are as equally matched as possible. The Warhammer Armies series of books provides army lists for just this purpose. Each list defines how many of what kind of troops each army can include. In addition, points values are given for the different troops, characters, and war machines.

Most Warhammer gamers play to these army lists, and organise their armies around a convenient points total, usually 1,000, 2,000 or 3,000 points.



When arranging a game it is necessary to decide what kind of battle you want to fight. The Warhammer rulebook provides rules for movement, shooting and combat, which can be used to enact many kinds of conflict from casual encounters and skirmishes to full-blooded battles. Below you will find options for ten different battle scenarios. Either pick a scenario to play or randomly select a scenario by rolling a dice.

BATTLE SCENARIOS

In the Warhammer World armies clash in all kinds of circumstances and not always by design. Raiding forces find themselves intercepted and forced to give battle against vastly superior numbers, a cunning general might attack before the enemy is ready, or two armies might simply march up to each other and fight it out over a battlefield acceptable to both.

The following battle scenarios give different sorts of games of which the most straightforward is the Pitched Battle. If you have never played before then this is a good place to start. The scenarios are intended to be used in conjunction with the Warhammer Armies books as they utilise the points values of the troops from the army lists in the books as the basis for working out the opposing forces. The battle scenarios are:

1. Pitched Battle
2. Secret Dispositions
3. Meeting Engagement
4. Surprise Attack
5. Flank Attack
6. Ambush
7. Last Stand
8. Break Through
9. Treasure Hunt
10. Tournament Battle



SCENARIO 1 - PITCHED BATTLE

In a Pitched Battle armies deploy one unit at a time and the opposing generals can decide how to react to their enemy's dispositions as they go along. This is the quickest way to set up a game.

SCENERY

Players set up the scenery in any mutually agreeable manner.

ARMIES

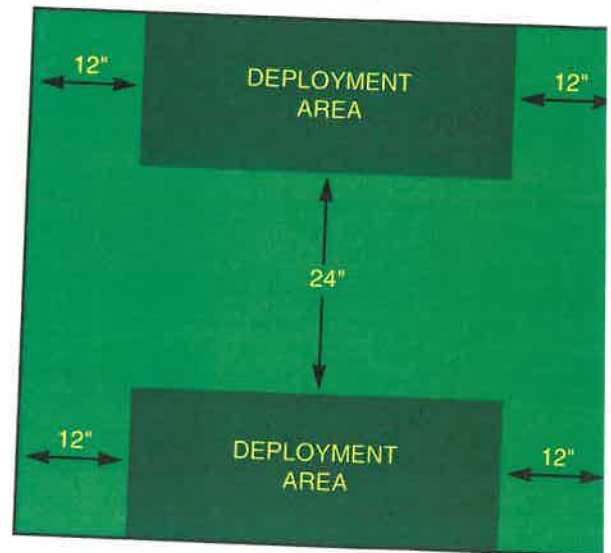
Armies are chosen from the Warhammer Armies army lists to an equal points value agreed before the game.

DEPLOYMENT

Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges as shown on the example tabletop map. Players take it in turns to choose and deploy one unit at a time starting with the side which has the most units. Champions are automatically deployed as part of their unit. All other characters are all deployed last as a single choice. All large monsters are deployed at once as a single choice, and all war machines including chariots are deployed at once as a single choice. Although deployed all at the same time, large monsters and war machines can be placed in different locations either as individual models or as loose units of several models as defined in the game rules.

SPECIAL DEPLOYMENT RULES

Units which are allowed to deploy closer to the enemy or after normal deployment due to a special movement rule can do so. For example, Wood Elf Scouts are allowed to deploy beyond the usual permitted zones because they are assumed to scout out these areas some time before the battle, as described in the Warhammer Armies Wood Elf book.



TURNS

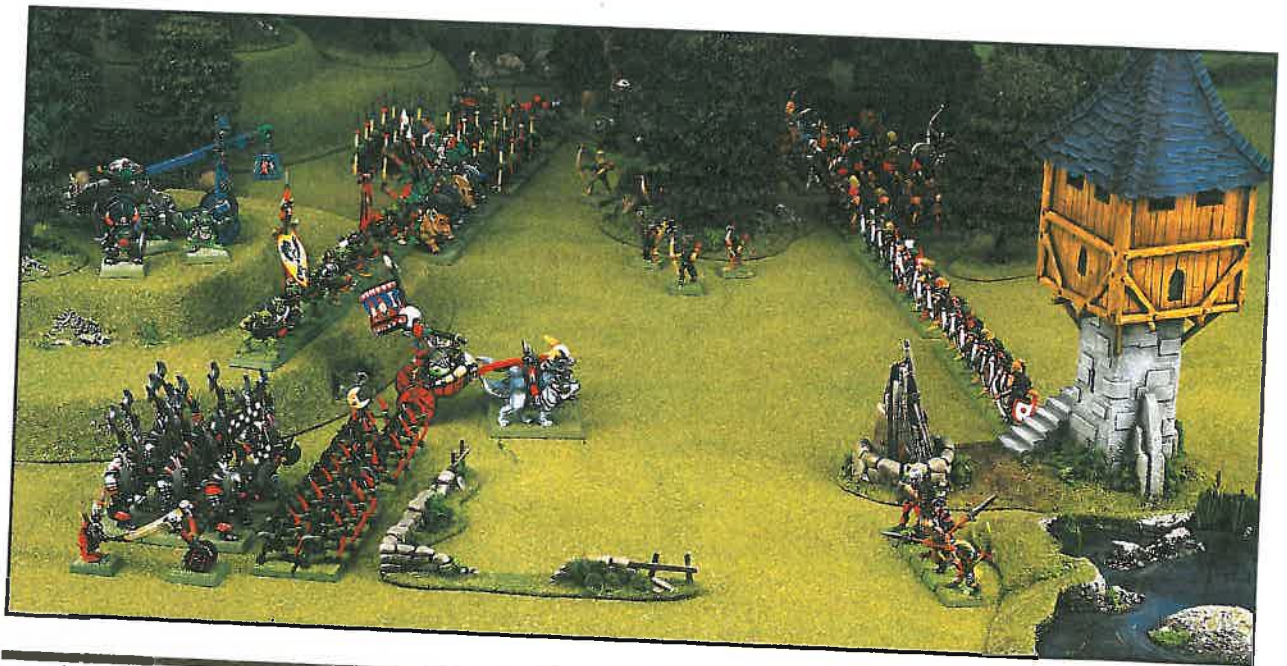
The players elect to play for an agreed fixed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST

Both players roll a dice. The first player to complete his deployment adds +1 to his dice roll. The highest scoring player chooses whether to go first or second.

VICTORY

Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. The standard victory points schedule explains how these are worked out.



SCENARIO 2 - SECRET DISPOSITIONS

This is essentially the same as a Pitched Battle but with the added element of both sides deploying secretly according to a cunning plan worked out by their commanders beforehand. The emphasis of this game is on making a good battleplan and executing it efficiently.

SCENERY

Players set up the scenery in any mutually agreeable manner.

ARMIES

Armies are chosen from the Warhammer Armies army lists to an equal points value agreed before the game.

DEPLOYMENT

Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges as shown on the Pitched Battle map, opposite. Armies can be deployed using either the Map Option or the Screen Option described below. These methods are intended to represent the careful plans made by the commander in secret before the battle.

1) MAP OPTION

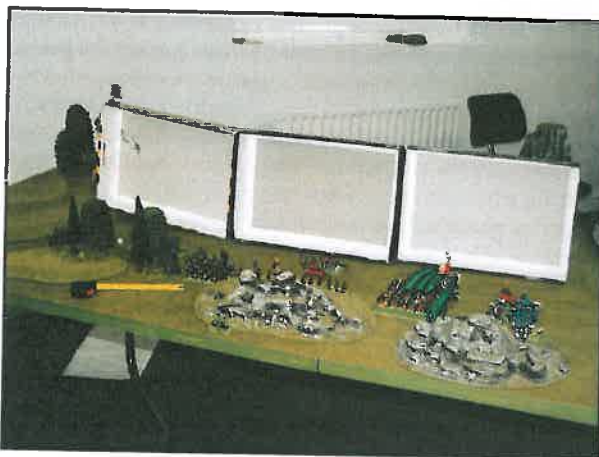
In order to keep deployment secret, each player makes a rough map of the tabletop and indicates where his units will deploy. Once players have completed their maps both armies are deployed at the same time in the positions indicated on the players' maps.

2) SCREEN OPTION

In order to keep deployment secret a screen is erected down the centre of the table. Both players deploy their armies out of sight of the enemy behind the screen. Once deployment is complete the screen is removed to reveal the two armies. Large box lids are ideal for this purpose.

SPECIAL DEPLOYMENT RULES

Units which are allowed to deploy closer to the enemy or after normal deployment due to a special movement rule can do so. For example, Wood Elf Scouts are allowed to deploy beyond the usual permitted zones because they are assumed to scout out these areas some time before the battle.



Making a screen from game box lids.

TURNS

The players elect to play for an agreed fixed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST

Both players roll a dice. The highest scoring player chooses whether to go first or second.

VICTORY

Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. The standard victory points schedule explains how these are worked out.



SCENARIO 3 - MEETING ENGAGEMENT

In a Meeting Engagement rival armies meet while they are still in a column of march. The armies begin to deploy into battle lines and fight immediately. Troops already weary from their long march must attempt to deploy into the best positions as rapidly as possible. This game combines the need to make a good battleplan with placing units one at a time.

SCENERY

In a Meeting Engagement the players set up the scenery in any mutually agreeable manner.

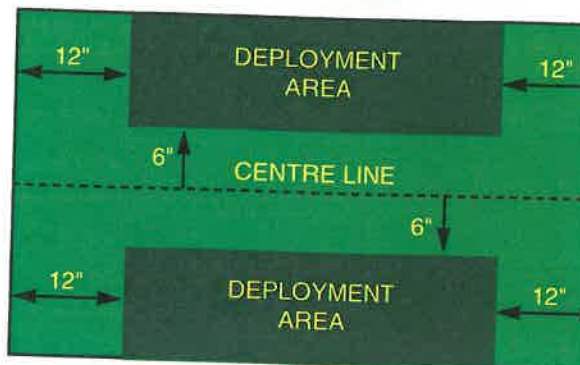
ARMIES

Armies are chosen from the Warhammer Armies army lists to an equal points value agreed before the game.

DEPLOYMENT

Before the game begins both players make a list of all the units in their army. Each player's list represents his marching order, with the units at the top of the list at the front of the column and units at the bottom of the list at the back. Champions are included as part of their units. Character models other than Champions are always listed together as one entry and must be placed last in the column of march (ie, at the bottom of the list). All war machines including chariots are listed together as one entry, and all large monsters are also listed together as one entry. Neither war machines and chariots, nor large monsters can be placed first in the column of march (ie, at the top of the list).

Once players have completed their marching order the player with the most entries places the first unit from his list, then his opponent places the first unit from his list. The players continue to alternate placing units from their list until they reach the last entry which will always be the characters. Units can be placed on the player's own half of the table no closer than 6" to the centre line



and no closer than 12" to either side edge. In addition a unit cannot be placed within 18" of an enemy unit that has already been placed. This is important because enables the player to grab areas of the tabletop which he can use to his advantage in the battle.

When it comes to placing characters, large monsters and war machines, all the models from each category are placed at once. Note that this doesn't mean you have to put all the characters in the same place! Models can still be positioned in different locations either as individual units or units of several models grouped together as described in the rules.

SPECIAL DEPLOYMENT RULES

In a Meeting Engagement troops which would normally deploy in a special manner, such as Wood Elf Scouts cannot do so as they have no time before the battle to scout out the battlefield. Because the armies are deploying as quickly as they can from a column of march all units are placed as described above. Also, units capable of skirmishing cannot be deployed in a skirmishing formation as this would enable small units to grab disproportionately large areas of tabletop. Such units are deployed into standard formations and can break into skirmish formation when they move.

TURNS

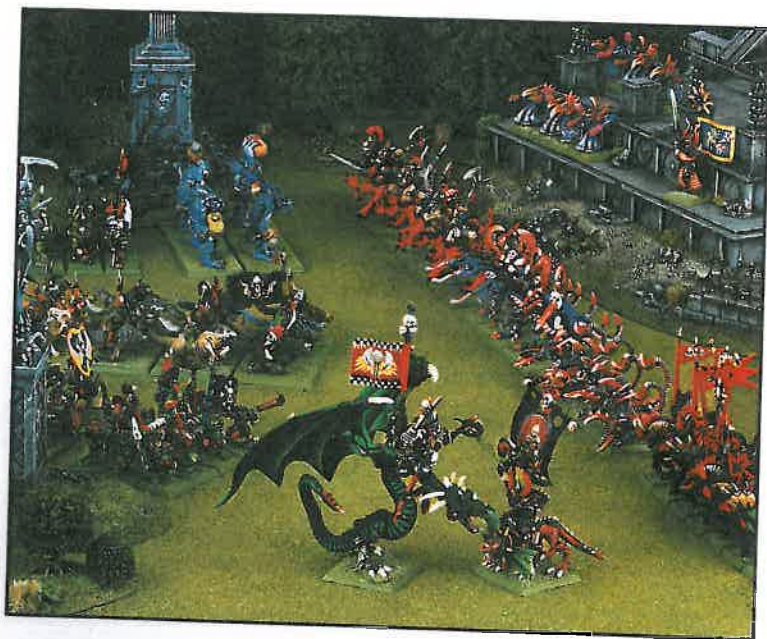
The players elect to play for an agreed fixed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST

The player who completes his deployment first takes the first turn.

VICTORY

Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. The standard victory points schedule explains how these are worked out.



SCENARIO 4 - SURPRISE ATTACK

A Surprise Attack is a variant of the straightforward Pitched Battle. It differs in that the commander who deploys first is allowed to move troops onto the battlefield, enabling him to occupy tactically advantageous ground and set up a devastating surprise attack in the first turn.

SCENERY

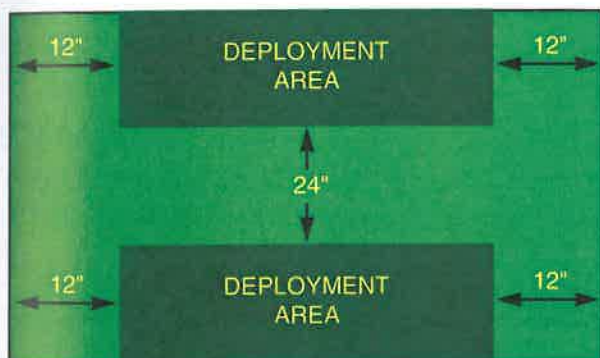
In a Surprise Attack the players set up the scenery in any mutually agreeable manner.

ARMIES

Armies are chosen from the Warhammer Armies army lists to an equal points value agreed before the game.

DEPLOYMENT

Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges as shown below on the example tabletop map. Each side chooses and deploys a single unit at a time, as described for a Pitched Battle, but starting with the player who rolls the highest score on a D6.



The first side to completely deploy gains the advantage of surprise and is allowed to advance onto the battlefield while the enemy is still positioning troops. When it is his turn to place troops the player who has completed his deployment can move a unit he has already deployed a further 4" onto the battlefield. The unit moves 4" regardless of its own Movement characteristic. The advancing army moves one unit at a time, and can move the same unit several times if the opportunity presents itself. No advancing units may be moved within 8" of enemy troops.

SPECIAL DEPLOYMENT RULES

Units which are allowed to deploy closer to the enemy due to a special movement rule cannot do so. These units do not have time to scout out the territory before the battle.

TURNS

The players elect to play for an agreed fixed number of turns or, alternatively, roll a D6 to dice how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST

The player who completes his deployment first takes the first turn.

VICTORY

Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. The standard victory points schedule explains how these are worked out.



SCENARIO 5 - FLANK ATTACK

In a Flank Attack one side's troops come from two different directions – some fighting from the front while others attack from one side. This represent two separate armies rapidly converging upon an enemy force from different directions.

SCENERY

In a Flank Attack battle the players set up the scenery in a mutually agreeable manner. However, no scenery may be placed within 12" of the short sides of the table edge except that a river may run off the edge.

ARMIES

Armies are chosen from the Warhammer Armies army lists to an equal points value agreed before the game.

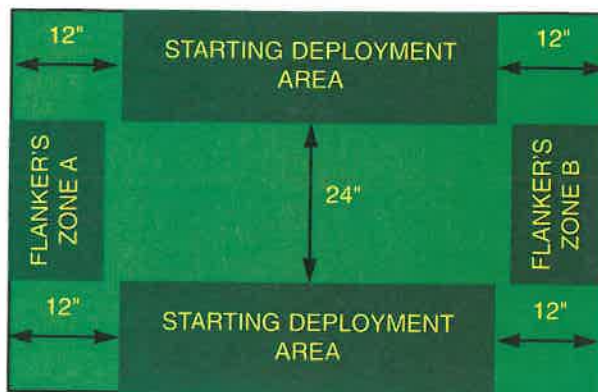
DEPLOYMENT

The flanking player divides his army into two separate forces: a frontal force and a flanking force. Each force must contain at least a third of the army's total points, for example if the army is 3,000 points each force must contain at least 1,000 points. The flanking player deploys only his frontal force onto the table at the start of the game.

Armies are deployed no closer than 24" and no closer than 12" to the side edges. Armies are deployed one unit at a time as described for a Pitched Battle.

SPECIAL DEPLOYMENT RULES

Units which are allowed to deploy closer to the enemy or after normal deployment due to a special movement rule may do so. For example, Wood Elf Scouts are allowed to deploy beyond the usual permitted zones because they are assumed to scout out these areas some time before the battle. However, any units used by the flanking player as flankers cannot deploy other than as



described below. The flanking force is marching rapidly to meet up with the rest of the army and has no time to send out scouts.

FLANKERS

Flanking units are placed on the battlefield in the movement phase of the player's turn 3. The player can place as many units as he can along one side edge (either zone A or zone B), but no closer than 12" to either player's table edge. Unit formations must not be so deeply arrayed that they intrude more than the depths of two ranks of cavalry onto the table (ie, no more than 100mm or roughly 4").

If there is not room to deploy the entire flanking force in one turn, then further units may be brought onto the same flank in the movement phases of subsequent turns once there is room for them to deploy. Units deploying onto the battlefield at the start of the movement phase may take a normal turn but may not charge as they will have missed the opportunity to declare charges.

TURNS

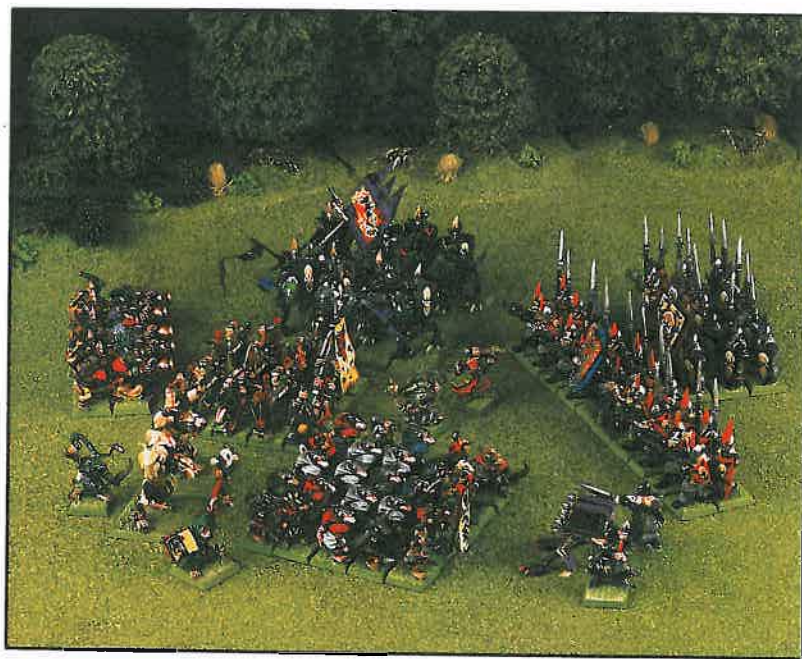
The players elect to play for an agreed fixed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST

Both players roll a dice. The highest scoring player chooses to go first or second.

VICTORY

Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. The standard victory points schedule explains how these are worked out.



SCENARIO 6 - AMBUSH

In an Ambush one army is arrayed in column while his enemy attacks unexpectedly from prepared positions.

SCENERY

In an Ambush the players set up the scenery in a mutually agreeable manner leaving a clear path 12" wide extending right across the edge of the defender's side of the table. This is the path taken by the ambushed army.

ARMIES

Armies are chosen from the Warhammer Armies army lists to a points value agreed before the game. The ambushed side is allowed half as many points again as the ambusher - for example ambusher 2,000 points, ambushed 3,000 points.

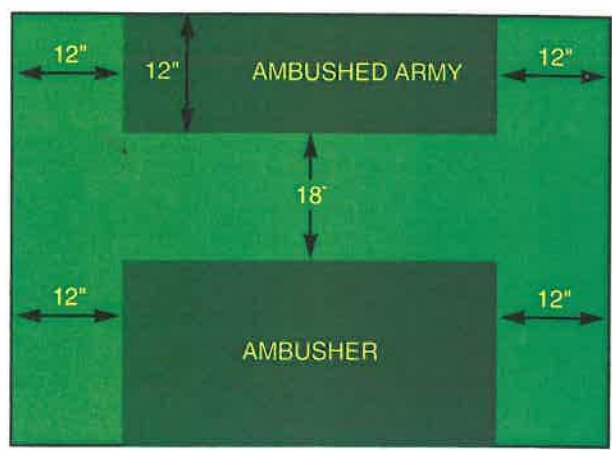
DEPLOYMENT

The ambushed army is deployed along the clear path along the edge of the table no further than 12" from the edge and no closer than 12" to the side edges as shown below on the example tabletop map.

The ambushed player deploys his entire army first. Units of troops must be formed into columns no more than 3 models wide, facing in the direction of travel (either to the left or right - roll a dice to determine this). Individual models, war machines, etc. are also deployed facing the direction of travel. Once the ambushed player has finished deploying the ambusher is deployed no closer than 18" to the defender's set-up area and no closer than 12" to the side edges.

SPECIAL DEPLOYMENT RULES

In an Ambush troops which would normally deploy in a special manner, such as Wood Elf Scouts, cannot do so.



Effectively the whole ambushing army is setting up in an advantageous position, whilst the enemy has been caught napping.

TURNS

The players elect to play for an agreed fixed number of turns or, alternatively, roll a D6 to dice how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST

The ambusher takes the first turn.

WAR MACHINES

If the ambushed army includes war machines then the player cannot use them at all in his first turn. This includes chariots as well as cannons, stone throwers and such like. In his second turn they can only be used on the D6 roll of a 4+, and in his third turn they are used normally.

VICTORY

Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. The standard victory points schedule is used except that no account is taken of possession of table quarters - control of the battlefield being secondary to the main objectives of destruction and survival.



SCENARIO 7 - LAST STAND

In a Last Stand one player is occupying a village, farm, hill or similar chosen position of some kind which he must defend against overwhelming odds.

SCENERY

In a Last Stand the players set up the scenery in a mutually agreeable manner, except that only the defending player sets up scenery inside his own deployment area, and no scenery at all is placed in a band extending 6" beyond the defender's deployment area.

ARMIES

Armies are chosen from the Warhammer Armies army lists to a points value agreed before the game. The attacker is allowed twice as many points as the defender – for example attacker 3,000 points, defender 1,500 points.

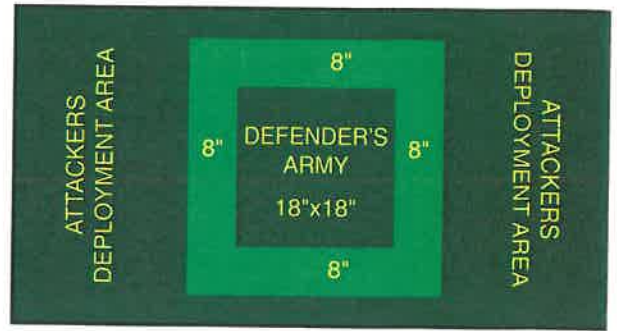
DEPLOYMENT

The defender sets up his entire army within an 18" x 18" square centred upon the middle of the table. This is the defender's set-up area as described above and all defenders are deployed within it at the start of the game except as noted below. If your forces are very large it may be necessary to extend the size or shape of this area.

Once the defender is deployed, the attacker deploys his army anywhere on the table but not within 8" of the defender's set-up area.

SPECIAL DEPLOYMENT RULES

In a Last Stand attacking troops that would normally deploy in a special manner, such as Wood Elf Scouts, cannot do so. Defending troops who could normally deploy outside their deployment area can do so in accordance with the usual rules that apply to them.



SPECIAL RULES

All models in the defending army increase their Leadership score by +1 up to a maximum of 10. This represents their dogged determination to fight to the end.

TURNS

The players elect to play for an agreed fixed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

WHO GOES FIRST

The defender takes the first turn.

VICTORY

Unless one player concedes the winner is the player who has accumulated the most victory points at the end of the game. The defender has 5 automatic victory points so long as he has at least 1 unit of troops still fighting at the end of the game. Otherwise the standard victory points schedule explains how these are worked out.



SCENARIO 8 - BREAK THROUGH

In a Break Through one army attempts to break through the opposing lines whilst the enemy tries to stop them, either to prevent them reaching a vital objective or to contain and destroy them. The defending army sets up as the enemy approach and braces itself for the attack.

SCENERY

Players set up the scenery in any mutually agreeable manner.

ARMIES

Armies are chosen from the Warhammer Armies army lists to an equal points value agreed before the game.

DEPLOYMENT

Armies are deployed no closer than 24" to each other and no closer than 12" to the side in the same way as a Pitched Battle. The side that is attempting to stop the break out deploys its entire army first. The side attempting the break out can then deploy its entire army.

SPECIAL DEPLOYMENT RULES

In the case of the army attempting to contain the break through, units which are allowed to deploy closer to the enemy or after normal deployment due to a special movement rule can do so. For example, Wood Elf Scouts are allowed to deploy beyond the usual permitted zones because they are assumed to scout out these areas some time before the battle. The side attempting the break through may not deploy closer to the enemy, as it has just arrived to discover the enemy blocking its route.

TURNS

The players elect to play for an agreed fixed number of turns or, alternatively, roll a D6 to decide how many turns to play. A score of 1-3 = 5 turns, 4-6 = 6 turns. Note that this is longer than most scenarios in order to



give sufficient time for the army attempting the break through to reach the opposing table edge. If your table is very wide (more than 4') it may be necessary to allow longer.

The game continues until each side has taken the number of turns indicated, or until one player concedes, or until the player attempting the break through has successfully moved 3 units of at least 5 models each off the opposing table edge (units of flying models do not count).

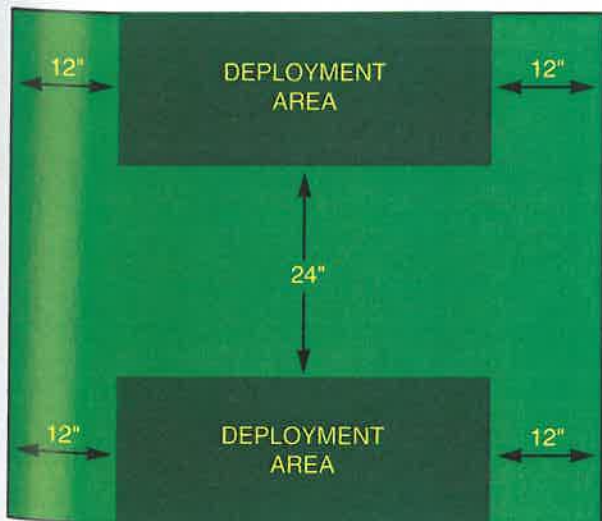
WHO GOES FIRST

Both players roll a dice. The highest scoring player chooses whether to go first or second.

VICTORY

The game automatically ends and the player attempting the break through wins if he gets 3 units of at least 5 models off the opposing player's table edge. A unit which reaches the opposing table edge and which is not engaged in combat is automatically removed - it has successfully broken through. Otherwise, unless one player concedes beforehand, the winner is the player who has accumulated the most victory points at the end of the game.

The standard victory points schedule explains how these are worked out, but note that no victory points are awarded for possessing table quarters in a Break Through game. In addition, the player attempting the break through receives additional victory points for each unit of 5 troops or more he moves off the opposing player's table edge before the end of the game (other than flying troops). Each unit of 5 troops or more which breaks through in this way earns its own value in victory points as if it had been destroyed/broken. For example, a unit which cost 170 points is worth 1 VP; a unit costing 425 is worth 4, and so on.



SCENARIO 9 - TREASURE HUNT



This is an unusual scenario which takes place in a wild, inhospitable place such as the Badlands, the Northern Wastes, Troll Country, Dark Lands and so on. Both armies are heading for a newly discovered ruin or some such place containing a treasure hoard. In order to reach the goal before its rival each side must press forward as fast as possible, force marching its troops in order to reach the objective first. However, the faster the troops march the more will fall by the wayside, and the fewer will be available to fight off the enemy when they eventually catch up with you. In the game the side which travels fastest starts off with the treasure it has plundered, whilst the enemy must attempt to wrest it from them.

ARMIES

Armies are chosen from the Warhammer Armies army lists to a points value agreed before the game.

RACE TO THE TREASURE

To determine which side reaches the treasure first both players declare how fast they will attempt to march by nominating a number of between 2 (slowest) and 11 (fastest). The player who nominates the fastest speed automatically reaches the treasure first and captures it. If both players reach the treasure at the same time roll a dice to decide who gets there first. The difference in the armies' speeds determines how the forces set up, so make a note of each army's speed before working out stragglers.

STRAGGLERS

The faster you march the more troops will fall by the wayside, die of exhaustion, desert, get lost, or fall prey to wild animals and bandits. Each player makes a list of his troops unit by unit. Roll 2D6 for each unit. If the score is greater than the army's march speed the unit has arrived safely. If the score is equal or less than the army's march speed the entire unit has gone missing and may not take part in the battle.

Roll for each character model separately, except for champions which remain part of their unit and either arrive or go missing with their regiment. Roll for war machines and large monsters separately or as units of the same type – as you wish. There is no need to roll for the army's general because he is made of sterner stuff than the rest of the army and will always arrive no matter how fast the army marches.

DEPLOYMENT

Once both armies have removed stragglers the two forces are ready to deploy. Of course, it is unlikely that the two armies are now exactly the same size. Each probably have lost some units or characters, possibly important units or war machines. Because of the random way troops are removed from the army a Treasure Hunt won't necessarily be even and players may find themselves handicapped by the loss of important units. Whilst occasionally very frustrating indeed this is what makes the battle such an interesting game to fight.

The battle itself is fought either as a Meeting Engagement, a Pitched Battle, or an Ambush, depending on the difference between the two army's marching speeds.

Difference	Type of Battle
0-1	The two armies arrive almost at the same time - the armies deploy as for a Meeting Engagement starting with the army which has the treasure. The side which does not have the treasure takes the first turn.
2-3	The faster army arrives early enough to capture the treasure and take up a fighting position. The armies deploy as for a Pitched Battle starting with the side which has the treasure. The side which does not have the treasure takes the first turn.
4+	The faster army is convinced it has shaken off its rival and has begun to march home with the treasure. Meanwhile the enemy lies in wait! The armies deploy as for an Ambush. The player with the treasure deploys his entire army in column and then his opponent deploys his army to ambush it. The side which does not have the treasure takes the first turn.

SCENERY

The scenery can be set up in any mutually agreeable manner. In the case of a Meeting Engagement the battlefield is also assumed to be the treasure site. Therefore, if you are using the Scenery Generator to lay out the terrain the player who has the treasure can place a ruined village, ruined temple, or ruined palace as his first item of scenery (assuming the players have a suitable piece of scenery).



SPECIAL DEPLOYMENT RULES

Apply the appropriate special deployment rules for the scenario played.

TURNS

The players elect to play for an agreed fixed number of turns or, alternatively, roll a D6 to dice how many turns to play. A score of 1-2 = 4 turns, 3-4 = 5 turns, 5-6 = 6 turns. The game continues until each side has taken the number of turns indicated, or until one player concedes.

SPECIAL TREASURE RULES

The treasure is assumed to be carried by or on behalf of the general of the army that reaches it first. The treasure can be represented by a counter if you wish, or if you have a suitable model wagon or pack mule so much the better. Whatever you use, the model or counter always moves with the general and does not fight or take part in the battle. Whilst he retains possession of the treasure the general may charge at only his normal move rate and may not march or fly at all. The same penalty applies to a unit he is with. In effect his movement is capped at his normal rate, although he will pursue and flee as normal.

If the general flees or is slain the treasure remains where it is and can be picked up by the first character or regiment to reach it. The bearer will then suffer the movement restrictions described above. If the bearer is slain/destroyed in hand-to-hand combat, or if the bearer flees from hand-to-hand fighting, the treasure is automatically picked up by the closest unit or character that has won the combat. Otherwise, the treasure cannot be passed from one unit or character to another but must be carried (jealously) by its bearer.

The treasure itself is partially immune to the effects of magic. Neither the treasure nor its bearer can be moved or frozen in place by magic. A magic item or spell which would make it impossible to capture, reach or move the treasure simply will not work. This is a broad principle intended to stop a player simply using magic to make it impossible for the enemy to take the treasure.

VICTORY

Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. Victory Points are awarded as normal except that no account is made for occupied table quarters. Instead, the side which is in possession of the treasure at the end of the game earns double points – multiply its entire Victory Points score by 2.

SCENARIO 10 - TOURNAMENT BATTLE

The Tournament Battle is a variation on the Meeting Engagement but uses the special tournament set limits as described in the following section. This scenario is ideal for playing strangers, as it reduces the player's choice of the wilder elements in his army, so generals can concentrate on the game rather than worrying about what kind of army they will be facing. It is also ideal for competitive play in tournaments, inter-club competitions, club-organised league games, knock-outs and all forms of competitive situations where players are not necessarily close friends with a common gaming style.

SCENERY

In a Tournament Battle each player takes a hill and either a wood or a group of two buildings and places them within his own table half. Terrain is placed alternately and players roll a dice to determine who places first.

ARMIES

Armies are chosen from the Warhammer Armies army lists to 2,000 points as defined by the standard tournament limits (see the next section). Each player must provide a written roster list for his army which his opponent is entitled to see after the game (in formal competitions tournament organisers may wish to check your roster beforehand).

TOURNAMENT LIMITS

No special characters.

No unriden large monsters.

No allies.

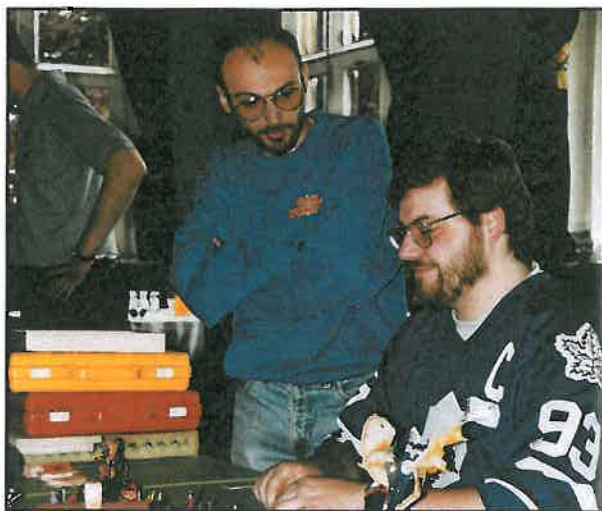
No more than 1 war machine to be chosen for each regiment of troops included in the army.

Wizards are limited to a maximum magic level of 3; no magic items can improve on this.

Magic items with a points value of more than 50 cannot be included.



Gordon Davidson (GW Staff Champion) and David Cain (Warhammer Champion) as they prepare for battle.



Dave Cross wisely ignores Rick's tactical advice during the Warhammer tournament.

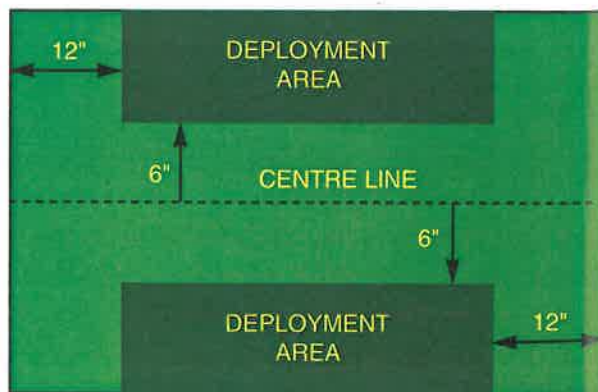
DEPLOYMENT

This is conducted in the same way as a Meeting Engagement and players must prepare their order of march before the game. Both players make a list of all the units in their army in the order of their column of march. Character models other than Champions are always listed together as one entry and must be placed last in the column of march (at the bottom of the list).

All war machines including chariots are listed together as one entry, and all large monsters are listed together as one entry. Neither war machines and chariots, nor large monsters can be placed first in the column of march (at the top of the list).

Once players have completed their marching order the player with the most entries places the first unit from his list, then his opponent places the first unit from his list. The players continue to alternate placing units from their list until they reach the last entry which will always be the characters.

Units can be placed on the player's own half of the table no closer than 6" to the centre line and no closer than 12" to either side edge. In addition, a unit cannot be placed within 18" of an enemy unit that has already been placed. This is important because it enables the player to grab areas of the tabletop which he will use to his advantage in the battle.



When it comes to placing characters, large monsters, and war machines, all the models from each category are placed at once. Note that this doesn't mean you have to put all the characters in the same place! Models can still be positioned in different locations either as individual units or units of several models grouped together as described in the rules.

SPECIAL DEPLOYMENT RULES

As for a Meeting Engagement troops which would normally deploy in a special manner, such as Wood Elf Scouts, cannot do so as they have no time before the battle to scout out the battlefield. Because the armies are deploying as quickly as they can from a column of march all units are placed as described above. Also, units capable of skirmishing cannot be deployed in a skirmishing formation as this would enable small units to grab disproportionately large areas of tabletop. Such units are deployed into standard formations and can break into skirmish formations when they move.

TURNS

The game lasts no longer than two and a half hours or four turns per side, whichever is soonest. If playing in a competition where victory points are used to work out an overall position, players cannot concede before completion of the game. However, if the game is a one-off a player may accept his opponent's surrender at any time (victor's choice).

WHO GOES FIRST

The player who completes his deployment first takes the first turn.

VICTORY

Unless one player concedes beforehand the winner is the player who has accumulated the most victory points at the end of the game. The standard victory points schedule explains how these are worked out.

SESSION

If a tournament consists of several battles played within a limited time then players must use the same army for each game. This encourages players to field a force capable of facing a broad range of opponents. This restriction would normally apply to inter-club

games fought over a single session, but not to club-based leagues or knock-outs where games are played over longer periods and where players may wish to hone or change their armies from time to time.



Warhammer generals gathered together for a day-long tournament. Each player fought four battles against four different opponents to establish an overall winner.

SET LIMITS

The battle scenarios described above provide players with a useful selection of standard games, including interesting variations in the form of the Ambush, Last Stand, Break Through and Treasure Hunt. Players can also invent their own scenarios, or use any of those described either in White Dwarf or the Warhammer Campaign supplements.

New scenarios often set additional limits on the troops which can be chosen from the army lists – for example if the battle is taking place high amidst a barren mountain pass then it might be judged impossible for cavalry to reach the battlefield so no cavalry are permitted. Players who are using the battle scenarios can also agree to set limits either to represent unusual circumstances, such as a battle over a barren mountain pass, or simply because they prefer it that way. The Tournament Battle is an example of a game with its own special limits.

When players arrange to play a battle scenario then as well as agreeing the points values of the armies they can also decide to set limits upon army choice. The Warhammer Armies army lists already limit the availability of some troop types, characters and war machines, but these limits are very broad and have been designed to allow as great a choice as possible. A far

more exciting game can sometimes be had by deliberately reducing the choices which are normally available. The suggestions below include all the commonly played limits and they can be used either singly or combined together.

You will notice that most of the limits specifically ban players from options which are normally open to them. Not all players will want to do this, as some will prefer to use the army lists alone as the arbiter of what they can include in their armies. It is recommended that players experiment within their gaming group using different types of set limits, and decide for themselves how and when to apply them. By changing the set limits players will discover that games can be varied considerably.

In particular, it is suggested that players use special characters only by mutual agreement, as many of these unique individuals have powers which affect the game in a substantial way. Where the same special characters are used as a matter of routine they cease to be in any way 'special' and games can become rather predictable as both sides focus on their powerful characters rather than the troops which make up the bulk of the armies.

Some further limits governing the use of the magic spells are discussed in Warhammer Magic.

SET LIMITS

None – the armies are chosen from the Warhammer Armies army lists.

Agree to disallow or limit special characters in number or points value.

No magic is permitted at all – the ebb and flow of magical power leaves the area devoid of magic.

Wizards not allowed or reduced to a maximum of one per side.

Wizards restricted to magic level 1, 2 or 3 – there are no powerful wizards available for the battle.

No characters can carry more than a single magic item.

Individual magic items restricted to an agreed maximum points value.

Percentage of points available for characters reduced to an agreed value or zero.

An agreed maximum number of characters allowed per side.

Percentage of points available for war machines reduced to an agreed value or zero.

No large monsters allowed or limited to an agreed number – none or few are available for the battle.

No unriden large monsters allowed or limited to an agreed number.

No flying creatures allowed or limited to an agreed number – due to bad weather.

No cavalry allowed because the terrain is too rough.

Only troops with a move of 6"+ allowed – the armies represent fast moving foragers.

No heavy troops (save of 3+ or better) as the armies represent lightly armed advance forces.

All missile fire including magic missiles reduced to half range due to high winds.

All shooting is worked out at an additional -1 to hit due to darkness.

No gunpowder weapons allowed due to damp weather.

Each side nominates one unit of troops as 'grizzled veterans or guards' and adds +1 Leadership.

For example: two players might agree to fight a 3,000 point a side pitched battle, limiting wizards to a maximum of one level 2 per side, with no individual magic items over 50 points allowed.

TOURNAMENT LIMITS



These are, of course, only the standard or base tournament limits, and individual tournament or competition organisers might want to change details either by loosening some restrictions or imposing more. This is up to the tournament organisers to decide for themselves, but it is suggested that these limits are used as a 'standard' and any variances noted in respect to the standard version. For example, 'all standard tournament rules apply except 1) special characters up to 200 points are allowed but must include all their specified magic items at full points cost, no additional magic items or substitutes allowed, and 2) no more than three war machines can be included regardless of points available or the number of regiments in the army.'

In 1995 Warhammer author Jervis Johnson bravely took it upon himself to organise an international Warhammer tournament in Nottingham. Over one hundred players from all over the world came to stay for two days of competitive gaming. A good time was had by all, and considering that none of the players had met before, the whole weekend went remarkably smoothly.

The competition was won by Scottish player David Cain who gleaned the most points overall to become our first Warhammer Champion. All the games were played with pre-arranged limits which Jervis set beforehand to accommodate the time available for the games and the fact that the players would be meeting for the first time.

After the first Warhammer tournament Jervis modified his set limits slightly and these are the limits which we've used for the Tournament Battle scenario described earlier. The limits are intended to make it easier for players who have never met before to play by reducing the availability of some of the 'wilder' machines and monsters, and by placing a lid on the more destructive magic and powerful characters.

This obliges players to choose representative armies and puts an appropriate emphasis on generalship and games play. In addition the games have been designed to play fast – an important consideration when you have to complete six games over two days! Note that we played over 6' x 4' tables and found the size of the armies appropriate for this area.

The Tournament Game is a good standard to adopt when playing against a new opponent, for inter-club competitions, for tournaments, for club competitions, and for any competitive games especially where players might not necessarily be part of the same regular gaming group. It is especially useful when playing someone for the first time, as it is helpful for both players to be able to predict what sort of army they will be facing. Players don't necessarily have to play in a competition to play a tournament game, some players will prefer this style of play for most of their games.



TOURNAMENT LIMITS

Armies to be chosen to a maximum of 2,000 points.

No special characters.

No unriden large monsters.

No allies.

No more than one war machine to be chosen for each regiment of troops included in the army.

Wizards are limited to a maximum magic level of 3, no magic items can improve on this.

Magic items with a points value of more than 50 cannot be included.

All games to end within 2 1/2 hours or after the completion of 4 turns within 2 1/2 hours.

All games played over the same session must be with the same army.

SCENERY



There is no hard and fast rule about how you set up the battlefield. The scenery can be laid out in any way the players find agreeable. One popular method which works well for Pitched Battles or Meeting Engagements is for one player to lay the scenery out while the other player chooses which side he will fight from. This ensures that the scenery is laid out in as even-handed manner as possible. A further advantage is that it is possible for the host to set the game up in advance so that it is ready to play once his opponent arrives.

Many players find it convenient to use a terrain generator system to set up the battlefield. You might wish to make use of the Terrain Generator Table, opposite, or you might prefer to devise something similar using your own scenery as a basis. If you decide to use the version printed here don't worry if you generate items of terrain you don't have, just re-roll until you get a result you can use. Rules for various types of terrain are given in full in the rulebook.

You can make use of the Terrain Generator Table in any way you please. You might decide how much scenery you want and then roll randomly to determine what it is, after which each player chooses and places one item alternately until the table is complete. Another method is for a player to choose a piece of scenery, then both players roll a dice and the highest scorer positions it, after which the player who lost the dice roll chooses another item and so on. All these are perfectly good methods and there is no reason players shouldn't experiment until they find a method they like.

PLACING SCENERY

The designer's own favoured method is to firstly decide which table edges the armies will start from. Then each player rolls a D6 and the highest scorer starts to place scenery first. To generate a piece of scenery roll 2D6 and

consult the Terrain Generator Table. The player can either place that piece of scenery or 'pass' and place no scenery at all if he prefers. Unless he passes the player places the scenery somewhere on his own side of the table. Scenery is not placed on the other player's side of the table unless it is a plain hill, in which case it can be placed straddling the dividing line.

Each player continues to lay down scenery one item at a time. Once there is one river or stream on the tabletop any further river/stream results are re-rolled as it would obviously be inconvenient to have a battlefield criss-crossed with rivers! One type of scenery can be placed over another where appropriate, say wooded hills or hillsides with walls.

Once each player has placed at least one piece, either player may declare he is satisfied with the scenery as it is instead of placing a further piece. The other player then has the option of generating and placing one more piece if he wishes. The battlefield is then complete!

If both players are in agreement scenery can now be moved around or removed if it is felt a better battle will result. For example, you might allow your opponent to remove a wood from his side of the table if he lets you reposition a hill.

Remember the objective of setting up terrain is to provide an interesting and entertaining battle, not to impede movement to the extent where armies are unable to get to grips. If neither player is satisfied with the terrain once it has been generated then start again! We have not defined the size of hills or woods, as we assume players are going to use scenery they have made themselves. Obviously it would be silly for a wood to extend over the whole table! As a general rule no terrain feature may be bigger than 12" across, whilst a wood or hill of about 8" diameter would be more typical.

Rivers can be particularly problematic if one side is determined to play a wholly static, defensive game. Dwarfs often favour this kind of approach because they

are slow and tend to favour long range shooting weapons like crossbows. This makes for a rather dull game, so a river is never placed over more than half the length of the table unless both players agree. Should the river extend over more than half the table length then the opposing player can place a bridge or ford as described on the table. Even with this restriction in mind, deep rivers do not make for entertaining fast moving games and players might prefer to avoid using them altogether in favour of either shallow rivers or a lake.



TERRAIN GENERATOR TABLE – Roll 2D6

**2 A Deep River or Lake**

Choose either a deep river or a lake. A river must be placed so that it flows onto the battlefield from one side and out from either the same or another side. It cannot spring from nowhere and it cannot simply end. A river may not extend over more than half the length of the table unless your opponent agrees that it may do so.

A deep river cannot be crossed anywhere along its length except at a ford or bridge. A river must always include at least one bridge or ford somewhere along its length. If it extends over more than half the length of the table it must include two crossing places, one of which is chosen and positioned by the opposing player.

A lake is impossible to cross.

3 A Shallow River or Stream

Choose either a shallow river (which can be crossed at a quarter normal speed) or a stream (which may be crossed at half speed). The river or stream must enter and leave at a table edge. Rivers cannot extend over more than half of the table length without your opponent's consent, but this does not apply to streams.

If you place a river it must have at least one bridge or ford. If the river extends over more than half the table length it must include two crossing places one of which is chosen and positioned by the opposing player.

A stream may have a single crossing place along its length if you wish.

4 Difficult Ground

Choose an area of difficult terrain such as a marsh, area of scrub, soft sand, boulder strewn ground, debris, shallow pit or area of loose rocks. Troops move across difficult ground at half their normal speed.

5 A Steep Hill

A steep hill is difficult to move over (troops move at half speed as described in the game rules), and may have cliffs on one or more sides. Cliffs are impossible to move over and act as a barrier to movement.

6 A Wood

Woods slow troops down (by half their normal speed) and they also act as a barrier to sight, preventing shooting.

7 Hill or Wood

Choose either a hill or a wood.

8 A Hill

Hills do not slow down troops but they provide excellent vantage points where you can position archers and stone throwers. Hills are also useful defence points in hand-to-hand combat as it is easier to win a combat if you are uphill of your opponent.

9 Walls/Hedges or Fencing

Up to 12" of continuous walls, hedges, fences, ditches or other linear obstacles. Obstacles can be crossed but troops are slowed down when they do so (losing half of their movement distance that turn). Walls and hedges are useful defensive positions as troops may be placed behind them where they will be protected from enemy attack.

10 A House or Tower

A single house or tower which may have up to 6" of adjoining walls or hedges.

11 A Village

A village is represented by several buildings (2-4 is enough). The village may have up to 12" of adjoining walls or hedges.

12 Very Difficult Ground

Choose a feature that is very difficult to cross such as a steep sided quarry, swamp or sheer cliffs, a thick wood or patch of dense briars. Very difficult terrain may be crossed at a quarter of normal move rate as described in the rulebook.



VICTORY



For the battle scenarios roll a dice to determine how many turns will be played. As you will notice, this gives a battle anywhere between four and six turns. The number of turns affects the way the game plays, and for this reason we suggest players always fix the number of turns before the game begins. If you simply play until one side has no troops left then the big, dangerous monsters will become disproportionately effective, and all efforts to delay or restrain them will be wasted.

Unless one player concedes beforehand, determine which side has won at the end of the game. Sometimes this will be obvious, with one side decimated or running from the table, but often the result will be in doubt even in the final turn. The usual method of deciding which side has won is to calculate the victory points for each side.

The victory points schedule listed below is used for most games, including the battle scenarios described above. However, individual scenarios can introduce new victory points, or 'sudden death' objectives where the game ends as soon as a specific objective is met. In the Break Through scenario, for example, the player attempting the break through automatically wins and the game ends if he gets three units off the opposing table edge.



Once the battle is over both sides calculate their victory points to decide who has won. Refer to the chart below and add up the points gained by each side. The side which has the most victory points has won. The difference in victory points is a good indicator of how decisive the victory has been. In a 3,000 point battle a difference of 5 points or less points is a marginal win, a victory of 20 or more points is a resounding thrashing for your enemy! If both sides score the same points the result is a draw.

VICTORY CHART

Each enemy unit either destroyed, fleeing or having fled from the table.

1 victory point for each full 100 points the unit cost.
(minimum = 1)

Eg, if the unit originally cost 325 points it is worth 3 victory points. A unit costing less than 100 points is worth 1 victory point. Champions are included in the cost of their regiment. Other characters are accounted separately for victory points even if they join with units during a battle. Chariots, war machines and large monsters are accounted individually even where fighting as loosely grouped units.

Each full table quarter wholly occupied by your own side.

1 victory point.

Divide the table into four equal quarters through its middle. If a quarter is occupied by at least one of your units of troops and no enemy then you can claim 1 extra victory point per quarter. Note that a character model, chariots, monsters or war machines cannot occupy a quarter – only units of troops may do so.

Enemy general slain, fleeing, or having fled the table.

1 victory point in addition for any points already earned for the general as a destroyed, fleeing or fled unit.

Each unit standard captured and held at the end of the game.

1 victory point.

Army Battle Standard captured and held at the end of the game.

2 victory points.

PLAYING A GAME

This seems as good a moment as any to talk about the spirit of the game and general conduct of play. A fantasy battle isn't like a game of chess or a card game, both of which have absolute rules and fixed parameters. The very process of playing Warhammer involves a certain amount of give-and-take and necessitates a degree of mutual cooperation if the game is to work at all.

It always helps to smooth things along if players are prepared to adopt a generous attitude when it comes to interpreting rules or moving troops in awkward circumstances. After all, if you are generous to your opponent he will be generous to you, and the game will proceed at a lively pace to the benefit of both sides.

A common convention, and one which we recommend to all players, is to roll dice to resolve any difficulties during the game rather than getting bogged down over a procedural dispute or rules point. If a situation arises that you cannot solve by quick reference to the rulebook, then either reach a compromise on the spot or, where this isn't possible, roll a D6 to decide which player's interpretation applies.

After the game, once the heat of battle has abated, you can discuss the decision in a more objective way, and decide what to do if the same situation arises again. This convention keeps the game moving and avoids pointless argument during play.

Groups of gamers will inevitably play in slightly different styles, perhaps interpreting the rules differently or adopting their own conventions, often without realising they are doing so. Some players will want to stick to the rules quite strictly, others will be happy to improvise as they go along. Both extremes and all shades inbetween are perfectly acceptable ways of playing the game, and both are equally rewarding in different ways.

When playing an opponent for the first time don't take it for granted that he will play exactly the way you are used to. Be prepared to make concessions in the interests of a good game. After all, if you make a friend then you've got yourself another regular opponent and you can look forward to many more games in the future.



COLLECTING AN ARMY

WHICH ARMY?

Deciding which army to collect is the first big decision the new Warhammer player must make. Only the most strong willed individuals settle upon their ideal army straight away and thereafter restrict their collection solely to creatures of that type. Most players will buy and paint a few models from several armies before finally deciding how to expand their collection into a sizeable force.



It is a good idea to talk to an experienced player about your intended army. Most gamers are only too pleased to talk about their armies, to recommend which troops to buy, and to explain how to use them in battle. It may be possible to sit in on a game or even borrow someone else's army if you are lucky.

When choosing an army one of the most important considerations is the number of models required – both from the point of view of cost and also the effort needed to paint them. An army which consists entirely of Goblins will be a very large army indeed, whilst an army of Chaos Warriors and Daemons will be relatively small.

When considering your first army the time it takes to get a playable force together is important because you'll probably want to begin gaming as quickly as possible. Later on, when it comes to expanding your collection, time is less important because you already have a force that can fight whilst reinforcements are under way.

It is a self-evident fact that different armies appeal to different players. Inevitably, an army is chosen as much because of the way it looks as the way it plays, but gamers will enjoy more success with armies that suit their tactical preferences.

Methodical planners appreciate reliable, steadfast troops like High Elves and Dwarfs. Orcs and Goblins on the other hand fight in huge unruly mobs: they are unreliable and prone to squabbling amongst themselves, but they are also deadly when thrown straight forward in a mass. Human troops enjoy the best of both worlds, not as solid as Dwarfs or even Elves, but generally more reliable than screaming hordes of Orcs or the shambling Undead.

The Bestiary section provides a guide to all the armies of the Warhammer World. It is not a definitive guide, for that would take many hundreds of pages, but describes the important characteristics and salient features for each army.

Once you've decided to put together an army the first thing to do is obtain the Warhammer Armies book that describes it in detail. This provides you with the all important army list as well as any special rules for your troops. So equipped, it is possible to plan out your purchases in the most sensible and effective way.

MUSTERING YOUR FORCES

A good start for any army is to assemble a couple of units of core troops. Core troops are standard, solid, troop types such as Orc warriors, High Elf spearmen, Dwarf warriors, Empire halberdiers and so on. Some core troop types are available as inexpensive plastic models as well as metal ones, so the outlay required is less than an equivalent unit of exotic troops available only as metal models. Plastic models are inevitably less varied in appearance than their metal equivalents, which have the advantage of being produced individually from flexible rubber moulds, but the two can be mixed together to produce a unit which is more varied overall.

Aim to have at least 1,000 points complete as soon as possible. Two core units of, say 20 High Elf bowmen and 20 High Elf spearmen will provide about 500 points including a standard bearer and/or musician, whilst two champions to lead the units will add almost 100 points more. In addition you'll definitely need a General to command the army, so it is a good idea to add him as soon as you can. For example, a High Elf Lord riding an

Right: A High Elf Lord riding an Elf steed, a suitable model for the General of a High Elf army. The basic cost of the General model is 160 points, but the Elf steed costs an extra 3 points, for a total of 163 points.

Far right: Teclis, the High Elf Mage Lord, is a very powerful special character. He costs 575 points, which includes three magic items – the Sword of Teclis, the Moonstaff of Lileath and the War Crown of Saphery.



For a cost of about 500 points, 20 High Elf bowmen and 20 High Elf spearmen will form a solid core for a 1,000 point High Elf army.

Elf steed weighs in at just over 160 points and also enables you to paint something new and different. It is also worth including a wizard early on and this will add between 59 and 328 points depending on how powerful he is. In a small army a Mage (59 points) or Champion Mage (121 points) is the most practical option – he can always be promoted later on!

At the end of this section you'll find a suggested 1,000 Bretonnian army and a suggested 1,000 point Lizardmen army which uses the contents of the Warhammer box as a basis.

Once the army has acquired its core troops and essential characters you can start to add some of the more interesting troop types such as a unit of cavalry, or more powerful infantry. In the case of the High Elves a unit of 5 Silver Helm Knights would bulk out the force by a further 205 points and more like 300 if a standard bearer and a champion were included. Another option is to add a few war machines, and for High Elves this means repeater bolt throwers which will add yet more points to the army's value. As you can see an army can grow quite quickly once the bulk of the core troops has been assembled.

Most players like to experiment with a few varied units of troops before settling upon an ideal army, so it is quite common for a Dwarf player, for example, to have a few odd units of Elves, Humans or Orcs. Although too small to be used on their own, these forces can be used



as allies or pooled with other players' armies to produce bigger forces. Players are sometimes prepared to swap or even sell off odd painted units, and this can be a very useful way of acquiring an army quickly. Using models painted by someone else is never quite as satisfying as doing the job yourself, but will provide a useful stop gap until your own troops are ready to enter the fray.

ORGANISING YOUR ARMY

When arriving at a friend's house for a game of Warhammer you'll probably find he has the table set out and has already chosen his army. Ideally, visitors will also have worked out their own army, deciding which models will form the 2,000 points, 3,000 points, or whatever total has been set for the game. There is nothing more frustrating than for a player to turn up and then proceed to choose his army before the game can begin. Not only does the host player have to wait while his opponent gets ready but precious time is wasted which could otherwise be spent gaming.

While no-one enjoys accountancy, not even accountants as far as can be told, it is well worth getting your army's points value properly organised using file cards or something similar. Although this requires some effort you only have to do it once, after which choosing an army to any points total is a doddle. The method described here is one way of organising your army and gamers are welcome to adopt this or use any means they find convenient.



A unit of Lizardmen charges at the enemy. This is where move trays can come in handy!

Each unit of troops, character or war machine is recorded on a file card. A few Warhammer file cards are included in the game. These are exactly the same size as a standard file card which can just as easily be used instead. All pertinent details are recorded on the file card, including the troops' profile, the points value per model, and the total points value of the unit. If the unit has a standard, musician and champion this is noted and the profile for the champion is given separately.

Once a card has been prepared for every unit in your army the whole stack can be placed together in a card index holder or simply kept with your army. When you add a new unit it is a matter of moments to add a new file card.

When it comes to choosing your army a quick look at the card will reveal the total cost of the unit, the extra cost of champions, and so on. You may be permitted options which are not necessarily bound to the appearance of models, such as whether to field a unit of Elf bowmen as

UNIT: HIGH ELF SHADOW WARRIORS	10	POINTS: 150								
ARMOUR/WEAPONS: BOW, LT. ARMOUR, SHIELD	13	260								
CHAMPION: ---										
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
SHADOW WARS.	5	4	4	3	3	1	6	1	8	5+
CHAMPION	5	5	5	4	3	1	7	2	8	5+
NOTES:	* EXTRA TO INCLUDE CHAMP. IN 20 +53									
	EXTRA TO INCLUDE STD./MOS. +13 EACH									
	EXTRA TO UPGRADE TO LONGBOWS +1 EACH									
NB: SKIRMISH										

UNIT: HIGH ELF SPEARMEN	20	POINTS: 304								
ARMOUR/WEAPONS: SPEAR, SHIELD, MOUNTAIN	12	424								
CHAMPION: ---										
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
SPEARMEN	5	4	4	3	3	1	6	1	8	5+
CHAMPION	5	5	5	4	3	1	7	2	8	5+
NOTES:	EXTRA TO GLOB. CHAMP. SWORD OF NIGHT +20 (+15)									

longbowmen

costing an extra +1 point per model. In cases such as this the option can be noted on the file card as a useful reminder.

The file cards can be used during the game to check characteristic values if you like, but it is better to copy the details over onto a single sheet of paper or roster sheet. This is because the file card has details for the entire unit, but you might want to field the unit without its champion, standard bearer or musician, or you might want to reduce the size of the unit to meet your permitted points total. On the other hand you might wish to give the champion a magic weapon or provide the unit with a magic standard, in which case the points will be higher.

Copy over the unit's profile and any other details you need onto the roster sheet, including the points values of any magic items added to the unit. If you habitually use the same magic items these can be noted as options on the file card to save you time. Copy over all the units required to form the army and add up the total to make sure you are within the agreed points limit.

If you have gone over the permitted total (and you'll probably find you have) then removing the odd model from your larger units, or sacrificing a musician or standard in favour of an ordinary trooper, will usually bring you back within your limit. You now have a complete list of the army which will serve as a useful crib sheet during the game. If you are particularly successful with an army you can use it over and over again, so the roster sheet is well worth keeping until the next game.

The roster sheet can also be used to make notes and summarise special rules which apply to your army. It is also useful to summarise the broad effects of magic items on the roster sheet itself, as this saves referring to the magic cards constantly during a game. In addition you can note down wounds suffered by characters on the roster sheet in pencil so that the sheet can still be used again if you want.

WARHAMMER ROSTER SHEET

BRETONNIAN ARMY

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
BRETONNIAN GENERAL Warhorse Sword, lance, heavy armour, shield and barded warhorse	4 8	6 3	6 0	4 3	4 3	3 1	6 3	4 1	9 5	2+ -	Grail Virtue and Virtue of Purity (immune to psychology and magical save of 5+)	100 13 30
BATTLE STANDARD BEARER Warhorse Sword, lance, heavy armour, shield and barded warhorse	4 8	4 3	4 0	4 3	3 3	1 1	4 3	2 1	7 5	2+ -	Grail Virtue (immune to psychology)	80 13 15
1 HERO Warhorse Sword, lance, heavy armour, shield and barded warhorse	4 8	5 3	5 0	4 3	4 3	2 1	5 3	3 1	8 5	2+ -	Grail Virtue (immune to psychology)	65 15 13
6 KNIGHTS OF THE REALM Warhorse Sword, lance, heavy armour, shield and barded warhorse Including standard	4 8	4 3	3 0	4 3	3 3	1 1	3 3	1 1	7 5	2+ -	Knight Virtue (ignore panic caused by fleeing troops who are not Knights)	234
5 KNIGHTS OF THE REALM Warhorse Sword, lance, heavy armour, shield and barded warhorse Including standard	4 8	4 3	3 0	4 3	3 3	1 1	3 3	1 1	7 5	2+ -	Knight Virtue (ignore panic caused by fleeing troops who are not Knights)	195
12 BOWMEN Sword and longbows Including standard & musician	4	3	3	3	3	1	3	1	7	-		112
12 BOWMEN Sword and longbows Including standard & musician	4	3	3	3	3	1	3	1	7	-		112

UNIT: 5 Bretonnian Knights of the Realm including standard bearer **POINTS: 195**

ARMOUR/WEAPONS: Heavy armour, shield, riding barded warhorse, @ 39 Pts.
Armed with lance and sword @ Pts.

CHAMPION: No

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Knight	4	4	3	4	3	1	3	1	7	2+
Warhorse	8	3	0	3	3	1	3	1	5	-

NOTES: Lance armed, +2S when charge.
 Knightly Virtue: Knights ignore panic caused by troops who are not Knights.
 Note: Standard is free

TOTAL 997

WARHAMMER ROSTER SHEET

LIZARDMEN ARMY LIST

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
GENERAL SLANN MAGE-PRIEST & PALANQUIN	4	3	2	4	4	3	2	3	8	6+		115
9 SAURUS Including standard & musician	4	3	0	4	4	1	1	2	8	4+		165
1 SAURUS CHAMPION Hand weapon, shield	4	4	0	5	4	1	2	3	8	4+		33
9 SAURUS Including standard & musician	4	3	0	4	4	1	1	2	8	4+		165
1 SAURUS HERO Hand weapon, shield	4	5	0	5	5	2	3	4	9	4+		83
15 SKINKS Including standard & musician	6	2	3	3	2	1	4	1	6	6+	may skirmish	85
1 SKINK CHAMPION Hand weapon, short bow	6	3	4	4	2	1	5	2	6	6+		23
14 SKINKS Hand weapon, short bows	6	2	3	3	2	1	4	1	6	6+		70
1 KROXIGOR Double-handed weapon	6	3	0	5	4	3	1	3	9	4+		80
5 COLD ONE RIDERS Including standard & musician	6	2	3	3	2	1	4	1	6	3+		147
1 SKINK CHAMPION	6	3	4	4	2	1	5	1	6	3+		33
COLD ONE Hand weapon, shield & spears	8	3	0	4	4	1	1	2	3	-		

UNIT: 10 Saurus Warriors including Champion, Musician & Standard bearer **POINTS: 198**

ARMOUR/WEAPONS: Hand weapon and shields @ 15 Pts.

CHAMPION: Armed as above @ 33 Pts.

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
SAURUS	4	3	0	4	4	1	1	2	8	4+
CHAMPION	4	4	0	5	4	2	3	3	8	4+

NOTES: Saurus have 'scaly skin' (counts as heavy armour) and saves cannot be reduced to less than 6 by enemy's Strength (S) modifiers.

All Leadership (Ld) tests are taken on 3D6 discarding highest score.

Note: Standard/Musician double cost.

TOTAL 999

MAKING MOVE TRAYS

Whether to use move trays or not is entirely up to you. Some players find them too cumbersome, others use them all the time, and to an extent it depends upon your army. Move trays are most useful if your army includes big infantry units as they do away with the need to move each model individually.

A move tray is nothing more than a sheet of stiff green card or board cut to such a size that an infantry or cavalry unit will stand upon it when arrayed in its usual fighting formation. For example, imagine a unit of Goblins 40 strong arrayed 4 ranks deep. The formation measures 10 x 4 models and as the bases are 20mm square the entire unit will fit upon a base 200 x 80mm.

If the models are blu-tacked onto the move tray or secured with double sided tape then they won't fall off but can still be removed as casualties occur. The tray is used during the battle until the unit wishes to break its formation or sustains so many casualties that it is more convenient to abandon the move tray. The tray can also be used to store the unit simply by placing the entire tray into a box or drawer.

Whilst a single move tray per unit may be convenient for smaller units, it is often a better idea to split a large unit onto several trays. For example, the unit of 40 Goblins occupies a huge tray 200 x 80mm. It could just as easily be fastened to four trays each 100 x 40mm containing 10 models in two ranks of five. This is just as easy to move and has the advantage that the formation can be changed without necessarily having to remove all the models from their tray.



STORAGE AND TRANSPORT

As your collection grows you will soon discover a need to store it somewhere out of harm's way. Children, pets and confused relatives can have a devastating effect upon your collection if they manage to get their hands, paws or teeth on it. A high shelf will serve to keep the army together, but will not protect the models from dust. This isn't necessarily a problem, as models can be dusted with a soft brush (a make-up brush is ideal) but it is still preferable to put the army in a box or drawer.

Several sturdy lidded boxes probably provide the best and most convenient way of storing your models. They have the added advantage that they can be moved about, stored in a cupboard or on a shelf, and can be stacked on top of each other. Games Workshop mail order boxes are ideal as they are very robust and come in various sizes including taller versions which can take lance-armed cavalry and large monsters. Each unit can be blu-tacked down onto its move tray and the whole tray placed inside its box. This enables you to easily remove the unit from storage when required.

Some players keep their armies in transportable tool chests, the kind used by electricians and such like. Old fashioned steel boxes are very heavy, especially when filled to the brim with a metal army. You will also find the internal trays of the steel cases are not very tall and this restricts the type of models you can put inside. A better bet is to obtain a modern style plastic tool box which is not only lighter but also somewhat larger and has more room for taller models.

Foam-lined tool cases are also available, and Games Workshop sells its own plastic carrying case which is a similar design. The disadvantage of these foam-filled cases is that the models are held individually, gripped safely within the surrounding foam casing. This means it is necessary to pick each model out one at a time which is rather impractical for a large army. None-the-less these cases are the safest way of transporting models, and most players use them for their special models, generals, and more delicate conversions.

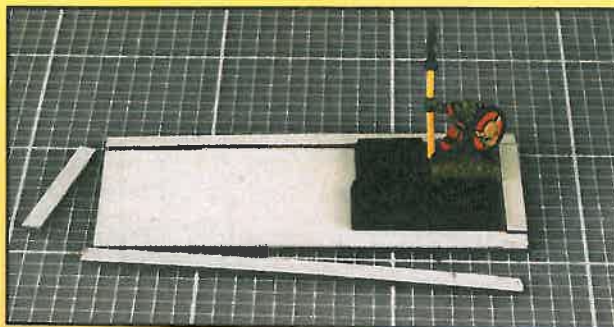
MAKING A MOVE TRAY

Movement trays are a useful way to keep regiments of troops together on the battlefield. Instead of moving a whole unit of models individually, just push the movement tray along the tabletop.

The simplest and quickest way to make a movement tray is to cut out a rectangle of thick card the same size as the total base area of your unit, and paint it Goblin Green.

If you cut out a rectangle that is slightly bigger than the base area of your unit, you can add a thin card lip round it to keep the models in place when you move them.

As a finishing touch, the edges of the tray can be flocked.



Above: Making a move tray with a lip. The tray has been designed for a unit of 10 Goblins, arranged in 2 ranks of 5. If you leave out the rearmost lip, this makes it easier to slide out casualties.

WARHAMMER



BESTIARY

THE WARHAMMER WORLD

Few races know the Warhammer World as well as the adventurous and entrepreneurial High Kindred of Elves. Their tall masted ships ply the northern oceans between the Old World to the east and the shores of Lustria to the west. To the north the Elven seamen keep a watchful eye upon Naggaroth, the Land of Chill, which the estranged Dark Elves have made their own. To the south lie the Southlands and the Fortress of Dawn, a safe haven for many an Elven seafarer bound for distant Cathay.



THE OLD WORLD

Though the proud Elves have for many ages explored the world and learned much about its strange peoples they do not reveal their secrets to lesser races. To Men these places are little more than names upon a mostly empty map. The lands they know and inhabit comprise what they call the Old World. These lands are home to Men, Dwarfs, Elves and the diminutive race of Halflings, as well as numerous evil creatures which infest the mountains and forests.

The largest and most important of the realms of Man are the Empire and Bretonnia. The Empire lies at the centre of the Old World bounded by tall mountains and dark forests. It is the most populous by far of the Human nations and probably the most powerful too. To the south of the Empire is the Kingdom of Bretonnia whose main strength of arms lies in its gallant knights whose tradition of chivalric virtue is held in high regard throughout the Old World.

The other Human lands are less powerful and not so strongly unified as either the Empire or Bretonnia. North of the Empire is the cold unwelcoming land of Kislev, ruled over by its fierce warrior Tzarina. Further north still is the rock land of Norsca inhabited by violent and blood-thirsty savages whose raids are a constant irritation to the Tzarina and Emperor alike. South of Bretonnia are the hot arid lands of Estalia and Tilea. Neither is united under one crown instead they are divided into countless petty kingdoms and warring city states. Between Tilea and Bretonnia is the tin upland region known as the Vaults, a stronghold of bandits and brigands who sometimes hire their services as mercenaries in the Emperor's armies.



The major land mass of the Warhammer World as mapped in outline by the High Elves of Ulthuan during their voyages of exploration. The Human realms of the Old World lie to the east, whilst to the west is Naggaroth, home of the Dark Elves, evil kin to the Elves of Ulthuan.



Beyond the immediate confines of the Old World is Araby to the south and, to the east, the bleak forbidding Dark Lands. The Arabians are incorrigible pirates and raiders, whose dark-sailed dows sometimes appear in the trading ports of Tilea and Estalia. The land south of Araby is known only as the Southlands. Few Old Worlders have ever glimpsed its jungle-covered coasts or the tall white mountains of its interior. The Dark Lands east of the Empire are barren and inhospitable, where Orcs, Goblins and other monsters battle against each other constantly.

SOUTH OF THE BADLANDS

To the immediate south of the Empire is the small brigand-infested land of the Border Princes. This is a dangerous region where renegades, dissenters and other refugees from the settled lands face constant predation from Orcs, Goblins and each other. Further south still are the Badlands, dominated by fierce tribes of Orcs, and beyond that lies the fabled Land of the Dead, the source of much unrest in the world.

Between the Empire and the Dark Lands is a towering mountain range whose peaks are so tall and so black that for years beyond remembering Men held the view that this must be the very edge of the world. In consequence these are called the Worlds Edge Mountains and, in truth, they form the natural eastern boundary of the Old World. These ancient peaks have been tunnelled, mined and inhabited for many centuries by the Dwarfs, a strong-minded and equally strong-armed folk whose endless wars against the Goblins of the mountains are well known even amongst Men.

THE EDGE OF THE WORLD

Listed above are the lands and races known to scholars of humanity, to the sages of the Dwarfs, and to the wise amongst Elvenkind. To this font of common knowledge the Elves could certainly add far more if they did not guard their secrets so jealously. Doubtless too there are many learned men who could make a shrewd guess as to the further nature of the world and its perils. Perhaps they would speak of the subterranean race of Skaven and their gnawing and scheming beneath the world. Maybe they would hint darkly at the threat from the Land of the Dead and the ancient realm of its master Nagash. Then there are the deeper and more sinister secrets of Chaos and the hidden power of the north.



The Old World and surrounding lands. This map shows the realms of man of which the greatest are the Empire and Bretonnia. Eastward are the Dark Lands, the abode of Orcs and Goblins where lie the secret fortresses of the Chaos Dwarfs. Southwards is the ancient Land of the Dead from which come many dark horrors.







BRETONNIA

Brettonnia lies between the Grey Mountains and the Great Ocean in the lands which comprise part of the former domain of the Elves. Once the Elves built ports and tall towers, palaces and pinnacles, to serve their colonies in Old World. For a while they prospered, their cities grew, and the inhabitants became wealthy as a result of trade with the Dwarfs and primitive Human tribes.

When the Elves and Dwarfs went to war the land was devastated by the opposing armies. Eventually, after many long years of fighting, the Elves sailed back into the west and abandoned the Old World altogether. The Dwarfs too gave up on the land beyond the mountains, and so the whole area was deserted and forgotten.

GILLES LE BRETON

With the disappearance of Elves and Dwarfs the land was quickly overrun by Orcs, Goblins and the rough Human tribes who were almost as brutal in those far off days. For many hundreds of years the area remained divided between rival warlords, both greenskinned and Human, until the time of Gilles of the tribe of Bretonni. In his day the realm was united, and as one nation the Bretonnians succeeded in defeating and driving out the Orcs and Goblins. It is from this time that the Bretonnians date the creation of their kingdom, some 977 years after the time of Sigmar and the founding of the Empire.

THE LAND OF VIRTUE

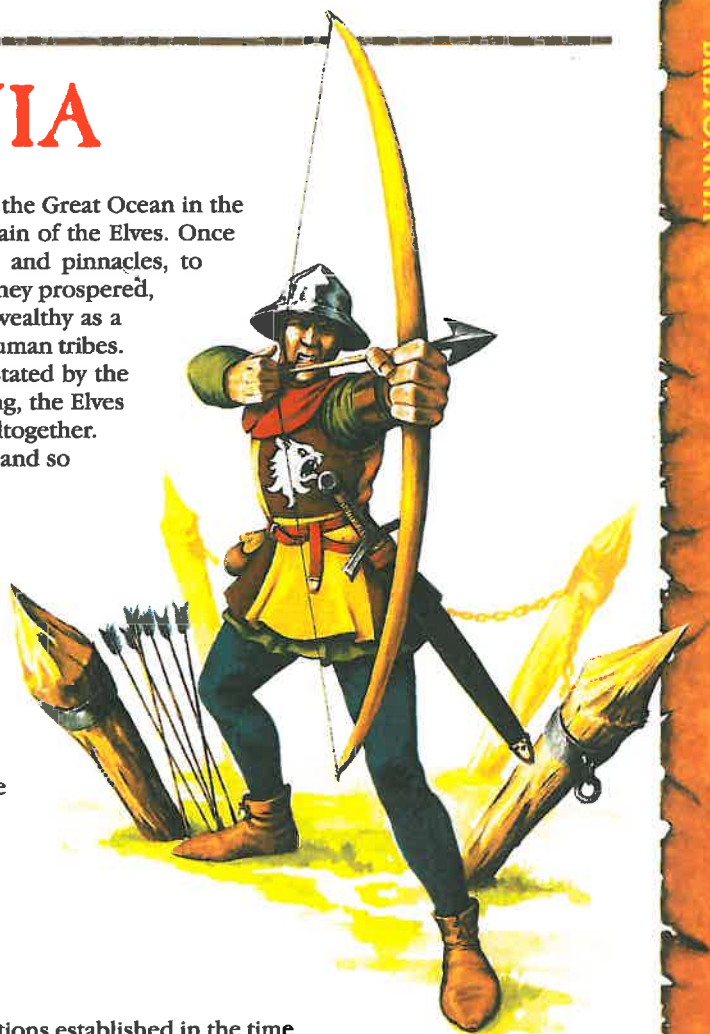
To this day the Knights of Bretonnia follow the chivalric traditions established in the time of Gilles le Breton. Gilles' vision of the Lady of the Lake on the eve of battle foretold of his holy purpose and ultimate destiny as king of Bretonnia. Since then the warriors of Bretonnia have pledged themselves to the service of the Lady of the Lake, and sought to uphold the knightly virtues in her name. By feat of arms a Knight may rise in esteem and become, by degrees, one of those marked by the goddess for her special honour. That reward is to drink, as Gilles le Breton once drank, from the Lady's Grail, as only those who are pure in heart and deed can do.

THE KNIGHTS OF BRETONNIA

Bretonnia has grown into a powerful nation under the guidance of its king, the Lady of the Lake, and the code of honour under which its nobility conducts itself in peace and war. There are no other men whose martial prowess can equal the Knights of Bretonnia, dedicated as they are, body and soul, to the pursuit of excellence. Indeed, it is often said that the Knights of Bretonnia could conquer the world were it not for their vows which bind them to protect their own domain and shield the poor and innocent from unwarranted hostility.

THE CRUSADES

Though a Knight's code of honour binds him to the protection of his land and people, there are still times when he finds himself bound for war in foreign lands. When the Sultan Jaffar of Araby invaded the lands of Estalia the king of Bretonnia, at that time Louis the Righteous, raised a mighty army pledged to free Estalia from his evil grasp. During the Crusades which followed not only was Estalia freed but the Bretonnian king took the war to Araby itself and destroyed the empire of Jaffray. Filled with crusading zeal the Knights tore down the decadent palaces of the Sultan, burned many evil tomes from his library, and flung down the dark idols from their unholy temples.



THE LAST HOPE

Today the king of Bretonnia and his Knights form a bulwark against the growing evils of Chaos and the power of the Orcs, Goblins, Skaven and other monstrous creatures than threaten mankind's survival. The Bretonnians are protected by their honour and by their strength of arms, and whilst they endure the lands of men remain safe from peril. If the Knights of Bretonnia were ever to fail in their sacred duties, then the Human race would surely be doomed.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Human	4	3	3	3	3	1	3	1	7
Champion	4	4	4	4	3	1	4	2	7
Hero	4	5	5	4	4	2	5	3	8
Lord	4	6	6	4	4	3	6	4	9
Wizard	4	3	3	3	4	1	4	1	7
Wizard Champion	4	3	3	4	4	2	4	1	7
Master Wizard	4	3	3	4	4	3	5	2	7
Wizard Lord	4	3	3	4	4	4	6	3	8



KNIGHTS OF THE REALM

As Knights continue to fight for chivalry and honour they progress from young Knights Errant to Knights of the Realm serving in the entourage of a great Lord of Bretonnia. Knights are better fighters than ordinary humans, as you would expect, and are blessed with the steely nerves and unshakable determination which men call the Knightly Virtue.

SPECIAL RULES

KNIGHTLY VIRTUE

Knights of the Realm will never panic if troops who are not Knights flee or are destroyed. The sight of ordinary folk fleeing merely angers the Knights and drives them to avenge their brothers in the name of the Lady and Bretonnia.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Knights of the Realm	4	4	3	4	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

BRETONNIAN HERALDRY

Bretonnian Knights go into battle magnificent in full armour resplendent with heraldry. The Knight's shield displays his personal heraldry and its colours are used on the warhorse barding, lance pennant, Knight's surcoat and helm. Each Knight has his own unique arrangement of heraldic colours, devices, emblems and crests. The more splendid the Knight's heraldry, the greater his status, achievements and therefore also his prowess in battle.



Shields carried by Questing Knights feature the fleur de lys.

KINGDOM OF BRETONNIA

LAND OF CHIVALRY

The **FOREST OF ARDEN** is a sprawling oak forest which shelters many vile creatures, huge monsters and savage beasts. Questing Knights sometimes take an oath to hunt down and slay these creatures or perish in the attempt.

COURONNE is the capital of Bretonnia, where its King is crowned and where the greatest Knights in the realm gather to attend him. It is a great castle, built upon an ancient Elf ruin, and it stands upon a high hill overlooking the lands to the east.

AXE BITE PASS is the main route between the Empire and Bretonnia and the road most often taken by invading armies from the north. The Bretonnians hold many castles south of the pass and at its entrance is the Castle de Montfort, the most strongly defended fortress in Bretonnia.



GISOUREUX is a city much fought over by warring armies. The Empire, Undead, Orcs and Skaven have all attacked its triple walls and tall towers, but none have overthrown its valiant Knights.

The port of **BORDELEAUX**, like Brionne, is built upon Elven ruins. The port's large fleet of warships is protected by a great circuit of high walls, dominated by the keep of the Duc de Bordeleaux.

PARRAVON is surrounded by chasms and can be approached only by a narrow bridge built by the Elves of ancient times. Over the years it has been attacked from the Empire and by Orcs from the forests, but has always proved too strong a fortress for any enemy, man or greenskin.

QUENELLES lies close to the realm of the Elves of Loren and from its towers can be seen many chapels to the Lady of the Lake.

The sheer cliffs of the **MASSIF ORCAL** rise above the wild Forest of Chalons and mark the beginning of a rocky highland occupied by Orcs and other monsters.



▲ Knights Errant are young Knights who must accomplish brave deeds to prove themselves worthy of advancement in the orders of chivalry.



▲ The Fay Enchantress is the prophetess of the Lady of the Lake, who in legend took away the mortally wounded Gilles le Breton to the Isle de Lys where his wounds might be mended away from the world of time. In battle she bestows her magical favours on Knights she judges worthy of the honour, and she brews powerful magic in her Chalice of Potions.

▲ Knights form the backbone of Bretonnian armies. The most numerous are the Knights of the Realm.



▲ Hugo le Petit of Ber...



▲ The renowned Bertrand the Brigand of Bergerac.



▲ Gui le Gros, companion t Bertrand the Brigand.

◀ Regiments of Bretonnian inf wear bright liveries in colours chosen by their Knightly master

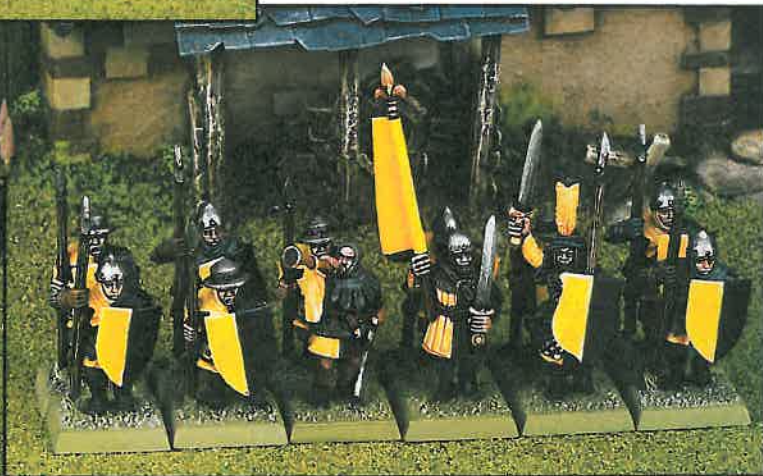


▲ The longbow is a favoured weapon of the Bretonnian foot. No Knight may carry a bow or missile weapon as it is against their code of honour to fight with such weapons.



▲ Louen Leoncoeur, King of Bretonnia, riding a fearsome Hippogriff to battle. Louen is the proud protector of his domains against the incursions of foreign invaders and marauding monsters.

▼ The renowned Bowmen of Bergerac. ▼



▲ Men-at-arms with spears or bows accompany their masters to battle and provide the army's doughty soldiery.

◀ Knights charge against their enemies in the famous 'lance' formation designed to pierce and shatter their foes and smash through their ranks.



In order to win the favour of the Lady of the Lake Knights will kneel and pray before battle, silently vowing to uphold honour and right. If they are pure their prayers will be answered with a suitable sign of grace. The Lady's favour is said to be worth ten thousand Knights, for her protection will confound the enemy's machines of destruction and other ignoble weapons of dishonour such as cannons and guns.



THE EMPIRE

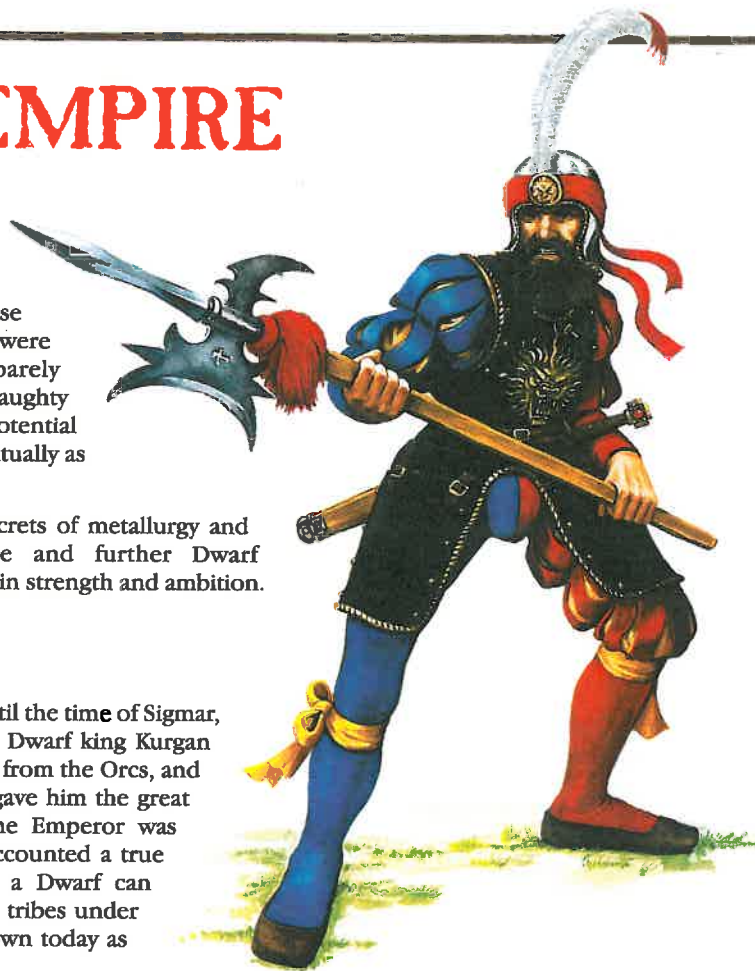


When the High Elves left their great towers in the Old World the land was abandoned to the Orcs, Goblins and savage Human tribes. In those distant times the fathers of Men were nothing but skin-clad savages, barely distinguishable from Orcs in the eyes of the haughty Elves. It was the Dwarfs who recognised the potential of humanity, first as trading partners, but eventually as allies against the Orcs that infested the land.

The Dwarfs taught the Human tribes the secrets of metallurgy and swordmaking, and as a result of trade and further Dwarf encouragement primitive Men began to grow in strength and ambition.

SIGMAR

The many Human tribes remained divided until the time of Sigmar, the founder of the Empire and friend of the Dwarf king Kurgan Ironbeard. It was Sigmar who rescued Kurgan from the Orcs, and in honour of this valiant act the Dwarf king gave him the great warhammer Skull Splitter. For ever after the Emperor was known as Sigmar Heldenhammer and was accounted a true friend of the Dwarfs, the greatest honour a Dwarf can bestow. Sigmar united all the warring human tribes under his rule and established the realm that is known today as the Empire.



TURBULENT TIMES

Sigmar's day was over two thousand years ago and since that time the Empire has survived many long and arduous wars. It has suffered Orc and Goblin invasions, the devastations of the Vampire Counts, and the dreaded incursions of Chaos armies. It has also endured periods of rebellion and anarchy within its own borders.

In all that time there have been many weak and disastrous Emperors, such as Boris Goldgather, and also many great conquerors, such as Magnus the Pious. Despite times of changing fortune, even during its long periods of disunity and division, the Empire has always maintained its sense of identity as one land and one people, under the spiritual if not actual leadership of Sigmar, who is now accorded the status of patron god of his ancient realm.

REALM OF MAN

Today the Empire is the largest and most powerful of all the lands of Men. It stretches from the Grey Mountains and the borders of Bretonnia in the south to the Forest of Shadows and the land of Kislev in the north. Eastwards it is bounded by the Sea of Claws and the wilderness known as the Wasteland. Westwards the borderlands lie upon the foothills of the Worlds Edge Mountains.

Within the Empire's boundaries lie dark forests, mighty rivers and tall forbidding mountains. For the most part these are wild and untamed, the refuge of evil creatures and brigands of all kinds. The real strength of the Empire lies in its sprawling cities and the lesser towns and farms that lie under their protection.

The Empire is a great commercial as well as a military power, whose cities prosper in a new age of enlightenment and growth. In the busy markets rich merchants jostle with scholars, and dour warriors rub shoulders with skilled artisans. In the deep harbours of Altdorf ocean-going ships unload cargoes from all over the world. Altdorf is also the home of the Colleges of Magic, the foremost schools of sorcery in the Old World, and of the Imperial Zoo, which maintains a stable of many monstrous creatures from all over the world.



THE EMPEROR'S ARMIES

The Emperor's armies come from the widespread lands of the Empire. As well as sturdy infantry and heavily armoured knights, the Emperor can call upon the marvellous inventions of the Engineers. These are men taught in the traditions of the Dwarf smiths by Dwarf refugees driven from their mountains and now settled in the Empire under the Emperor's protection. Huge cannons are forged in the city of Nuln, whilst ambitious inventors work away at engines powered by steam or alcohol and devices driven by clockwork.

THE AGE OF MANKIND

Mankind has grown and prospered greatly since the decline of both Dwarfs and Elves. From humble beginnings Men have raised mighty nations to equal the civilisations of the older races. The greatest of these nations is the Empire, a land which stands upon a dawn of a new age of exploration and discovery. However, the growth and even survival of the Empire is by no means

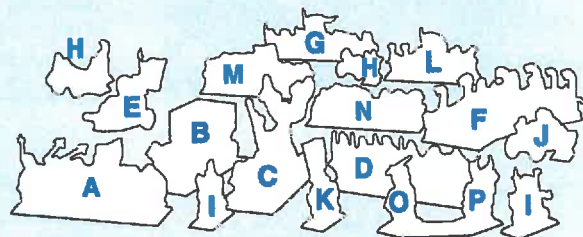
certain, for there are many perils that threaten its future, not least of which is the growing shadow of Chaos in the north. Such perils must be faced and overcome if mankind is to flourish. But the greatest danger lies within, for even inside the Empire there are those who seek the aid of the Dark Gods of Chaos, who trade the freedom of man for a brief taste of power. Indeed, the witch hunters of the Emperor are kept almost as busy as the soldiers of its armies.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Human	4	3	3	3	3	1	3	1	7
Champion	4	4	4	4	3	1	4	2	7
Hero	4	5	5	4	4	2	5	3	8
Lord	4	6	6	4	4	3	6	4	9
Wizard	4	3	3	3	4	1	4	1	7
Wizard Champion	4	3	3	4	4	2	4	1	7
Master Wizard	4	3	3	4	4	3	5	2	7
Wizard Lord	4	3	3	4	4	4	6	3	8



EMPIRE ARMY

- | | |
|---------------------------|------------------------|
| A - White Wolf Knights | I - Wizard |
| B - War Wagon | J - Helblaster |
| C - Grand Theogonist | K - Ludwig Schwarzhelm |
| D - Knights Panther | L - Crossbowmen |
| E - Steam Tank | M - Halberdiers |
| F - Kislev Winged Lancers | N - Reiksguard Knights |
| G - Spearmen | O - Elector Count |
| H - Imperial Cannon | P - Reiksguard Captain |



THE EMPIRE LAND OF SIGMAR

ALTDORF is the greatest city in the Empire, the seat of the Emperor, home of the Colleges of Magic, and the most populous of all human settlements in the Old World.

MIDDENHEIM sits atop a sheer-sided pinnacle of rock that rises out of the surrounding forest. It is known as the City of the White Wolf and is the spiritual home of the god Ulric.

TALABHEIM lies in the centre of the Great Forest. It is built within a huge crater, the remnant of some prehistoric meteor strike, whose rim has created a natural rocky wall of considerable height.



The **BLACK MOUNTAINS** are the least hospitable of all the Empire's borders. The weather is unpredictable and the mountains exceptionally high.

THE FOREST OF SHADOWS makes up most of the principality of Ostland and is rife with Beastmen and Chaos warbands.

The river **REIK** is actually the longest single river in the Old World and by far the most prosperous. It is a constantly busy waterway carrying more shipping than the rest of the rivers put together.

NULN contains one of the great marvels of the Empire - a wooden bridge that can be raised and lowered to allow shipping down the River Reik.

THE MOOT is the homeland of the Halflings. Though small, they are no cowards and are ever vigilant against encroaching enemies.

THE REIKWALD FOREST is a favourite haunt of the Empire's outcasts and bandits.

In the time of Sigmar the Emperor's armies helped the Dwarfs drive back a massive Orc invasion culminating in the destruction of the Orc army at the Battle of Black Fire Pass. As a token of gratitude King Kurgan Ironbeard set the Runesmith Alaric the Mad to work upon twelve rune swords, one for each of the chieftains who commanded Sigmar's armies. Each blade was forged from a single nugget of gromril, worked under the light of the full moon, fired by the breath of the Dragon Snarkul the Red, and tempered in the blood of daemons. These weapons are the Runefangs of the Empire, treasured heirlooms of the Elector Counts.



▲ The Emperor Karl Franz is as heroic a leader as any of his forebears. Where possible he commands his armies in person, riding atop his Griffon Deathclaw.

▼ Grand Theogonist Volkmar rides to battle on the War Altar of Sigmar. He carries with him the favour of the patron god of the Empire.



▲ The Knights of the White Wolf are warriors of Middenheim, the City of the White Wolf, and just one of the Knightly Orders of the Empire.



▲ Halfings from the lands of the Moot are not the world's greatest soldiers but they are competent bowmen and good at working their way quickly through woods.

▼ Fine cannons are made in the workshops of Nuln, the foremost armoury in the Empire.



▼ The core of the Empire's armies consists of solid infantry blocks, halberdiers, spearmen and swordsmen, supported by missile troops such as archers, crossbowmen or hand-gunners.



▲ Inventor and founder of the Imperial Engineering School, Leonardo Miragliano created twelve steam tanks before his death. The secrets of their construction died with him.





▲ Multiple-barrelled cannons are called Helblasters and the method of their manufacture remains a closely guarded secret.



▲ The Empire is the greatest patron of magic in the Old World. Its wizards originally learned their skills from the High Elves during the Great War against Chaos.



▲ The Knights Panther are one of the oldest of the Knightly Orders, its panther skin cloaks derive from skins taken during the wars against Araby.

▶ Imperial Great Swords wield mighty double-handed weapons. A single blow from one of these great blades can cut a foe in half.



▲ The Reiksguard Knights are the bodyguards and personal troops of the Emperor. It is a great honour for a young noble to serve in its ranks, and many of the greatest men in the Empire fought in the Reiksguard in their youth.

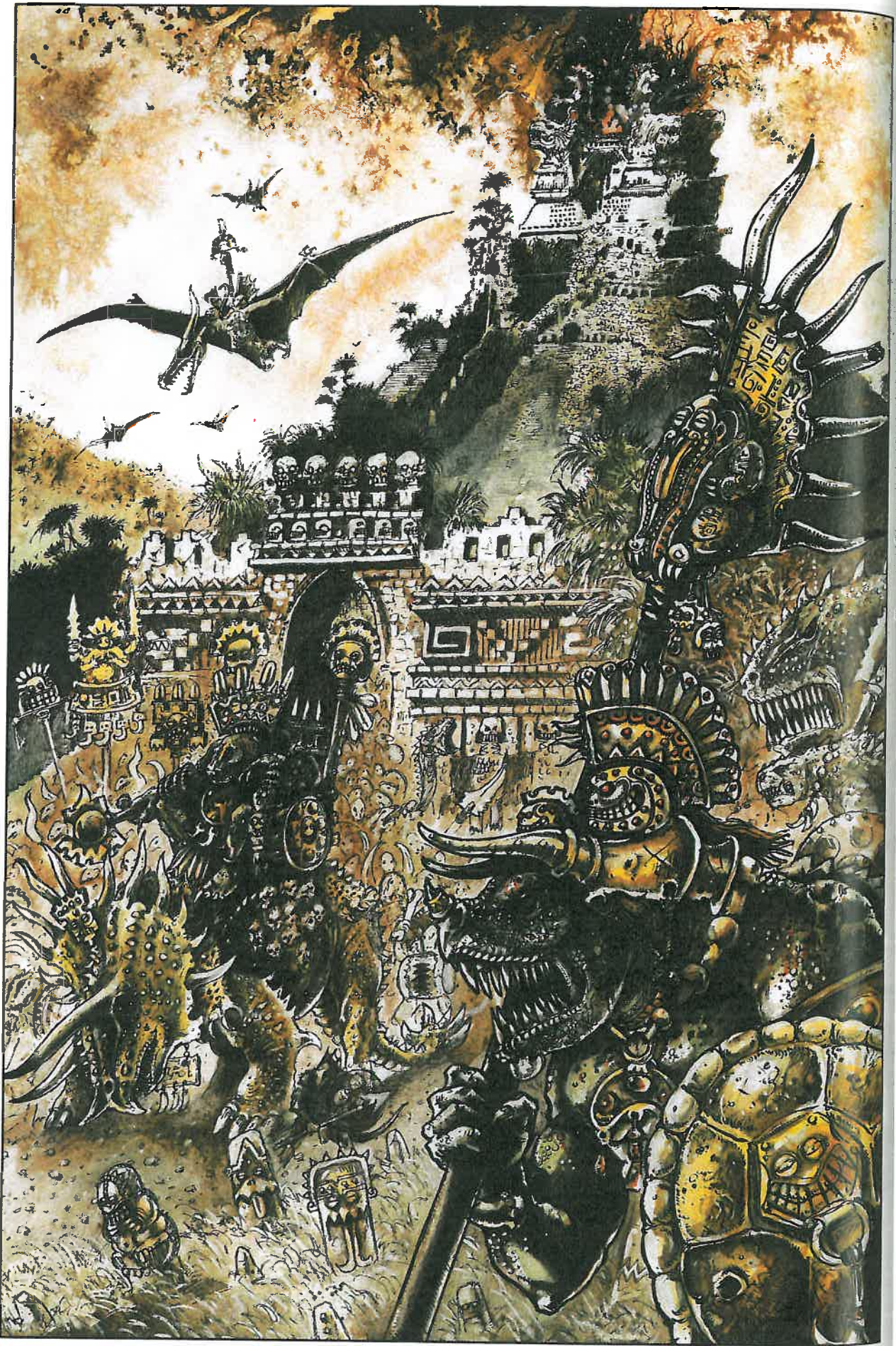


▲ The War Wagon is a towering device developed from armoured wagons favoured by settlers on the broad plains of the Border Princes. In battle it acts as a mobile fortress.



▲ The Winged Lancers of Kislev come from a far northern realm whose leader, the Tzarina Katarin, provides the Emperor with troops in return for his own support against Chaos.

There is nothing a Knight possesses that he values above his honour – neither sword nor helm, nor shield nor armour. Honour is his most potent weapon and his most powerful protection, and without honour he is weak and naked before his enemies.



John Blanche

LIZARDMEN



any thousands of years ago, before the Time of Chaos, before the fathers of the Elves and Dwarfs knew of speech or song, the world was visited by a race of travellers. Elven legends dimly recall them as the Old Ones. They came from beyond the stars by means of an inter-dimensional gateway which they created above the north pole of the world. Their silver craft brought the Old Ones to the Warhammer World where they discovered the ancestors of the Elves and Dwarfs, and secretly nurtured them, teaching them the arts of civilisation, though to what end remains a mystery.

THE MASTERY OF THE OLD ONES

The Old Ones built fabulous cities and temples away from the areas inhabited by the growing races of the Warhammer World. They raised their cities in the lands known today as Lustria, on the western continent, in the warm equatorial regions which best suited their alien metabolism. They were the masters of the world in those days, and perhaps the masters of the universe too. Their technical skills were unthinkable advanced, their command of sorcery unparalleled. Indeed, such was their knowledge that to them magic and science were as one, blended into a single galaxy-spanning arcane technology. Their polar gateway was a device crafted from this technology, a portal between the very dimensions.



THE FALL OF THE OLD ONES

It is impossible to say what terrible disaster overtook the Old Ones and destroyed the ordered world which they had created. Their gateway, the source of all their arcane power, collapsed onto the northern pole creating a region of seething energy, a wasteland saturated in magical power, an open door into the dimension of daemons and gods. This disaster initiated the Time of Chaos and unleashed new and horrifying gods into the world. It made the Realm of Chaos where dwell to this day the daemons of men and other things too mind-destroying to consider.

The Old Ones and their deeds were forgotten. Their children, the Dwarfs and Elves who they had placed on the ladder of civilisation, survived the Time of Chaos and began to develop in their own fashion. Man, the Old Ones' newest and most vulnerable protege, was left to learn by contact with the older races, remembering nothing of their ancient contacts. In Lustria the cities and temples of the Old Ones gradually fell into ruin.

THE SURVIVORS

Although the Old Ones were gone the lands of Lustria were not completely emptied of intelligent life. For the Old Ones did not come to the Warhammer World entirely alone. They brought with them their slaves and servants, creatures whose minds or bodies the Old Ones found useful. Of these creatures the most intelligent were the Slann. The Slann were the

organisers and builders, the scientist-sorcerers whose endeavours built the cities of Lustria and moulded the Warhammer World into a shape commanded by their masters. It was the Slann Mage Lords who built the polar gateways and whose spells maintained its integrity. It was the Slann who moved the whole world closer to the sun to warm it, and who changed the shape of the lands to create hydro-atmospheric stability.

The Slann were second only in understanding to the Old Ones themselves.



THE SLANN

From the beginning the Slann were few in number and since those days their number has dwindled. Their knowledge, the inheritance of the Old Ones, has gradually been forgotten leaving a memory of greatness and much superstition. Still, even today, the Slann are the greatest wizards of the Warhammer World. Though they do not possess the power of their ancestors, they are more potent than the greatest of the Elven Mages.

The Old Ones relied upon the intelligence and sorcerous abilities of the Slann, but they never rated the creatures as warriors. Their bloated toad-like bodies left them sluggish and vulnerable, and lacking in aggression if not in cold-blooded malice. For their warriors the Old Ones chose another race, though whether they brought these soldiers to the Warhammer World or whether they found them and adapted them is not clear.

Perhaps the Saurus, as these reptiles are called, were the first race cultivated by the Old Ones, an ancient race that never quite developed to a stage satisfactory to the Old Ones, and which was eventually superceded in their attentions by the Elves. Saurus are brutish creatures with slow minds that register little emotion except a simple single-minded savagery. They can use straightforward weapons but are unable to master more complex devices. In terms of protecting the cities and temples of Lustria however, they were just what the Old Ones needed.

SKINKS

The need for a more physically adaptable as well as mentally agile workforce led the Old Ones to create a smaller race of Lizardmen called Skinks. These were weaker than Sauruses, but capable of far more tasks. They formed the mass workforce of the Old Ones as they do the Slann today, and they are capable of operating more complex weapons. Although physically weak compared to the massive Sauruses, they are competent archers and riders.

In addition to the Slann, Saurus and Skinks the Old Ones created or adapted many other creatures of reptilian origin which they put to use either as workers, beasts of burden or as warriors. The creatures called

Cold Ones were made as riding beasts to carry Skinks. The gigantic Kroxigors were made as towering construction slaves, capable of carrying and placing massive boulders. Creatures of the air were made that could ride the wind and carry their masters all over the world, and the Old Ones also fashioned huge monsters that were used to carry heavy burdens over long distances.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
SAURUS	4	3	0	4	4	1	1	2	8
CHAMPION	4	4	0	5	4	1	2	3	8
HERO	4	5	0	5	5	2	3	4	9
SKINK	6	2	3	3	2	1	4	1	6
CHAMPION	6	3	4	4	2	1	5	2	6
HERO	6	4	5	4	3	2	6	3	7

SPECIAL RULES

Saving Throws

Sauruses have scaly skin which protects them like heavy armour, giving them an armour saving throw of 5+. Furthermore, their skin is so hard and knobbly that Strength modifiers can never reduce their save to below 6. Even against a Strength 10 attack they have a save of 6. Only if the attack ignores armour saves altogether, such as a cannon hit, do they get no save.

Skinks also have scaly skin but theirs is slightly less thick and counts as light armour rather than heavy. Skinks therefore have an armour save of 6 from their skin, and like Sauruses this cannot be reduced to less than 6 by Strength modifiers.

Psychology

Sauruses and Skinks roll all Break tests, psychology tests and any other Leadership-based tests on three dice and discard the highest result. So, a roll of 3, 4 and 6 would count as 7, for example.

Lords

Note that neither Sauruses nor Skinks have Lord characters – the role of mighty leaders is taken by their Slann masters.

It is the custom for exceptionally potent and revered Mage Lords to be mummified when they die. They are then kept in secret crypts within the depths of the pyramid temples and brought out to take part in rituals and processions, and occasionally for battle. Such relic priests are rare and sacred. They are venerated above all else by the Lizardmen and their secret places are well hidden and closely guarded, for magic still lingers within the dried husk of the dead Mage Lord.

The mummified remains of the dead Mage Lord, wrapped in the finest feather cloaks and sheathed in gold, are a powerful talisman. In battle the mummified Slann is carried on a palanquin like his living counterpart. His inlaid eyes stare out of his golden death mask giving the impression of eternal wakefulness.

LUSTRIA EMPIRE OF THE LIZARDMEN



The Norse adventurer Losteriksson, son of Lost Erik, was the first Old Worlder to land on the coast of Lustria... and survive to tell the tale! After trekking inland in search of treasure, Losteriksson and his men left Lustria rich men, only to return and settle down where they first landed, naming the settlement **SKEGGI**, after Losteriksson's daughter, the first human to be born in the new land.

ITZA is the oldest of the Lizardman cities and the first to have been founded by the enigmatic Old Ones. The Slann of the first spawning, as well as Skinks, Saurus and Kroxigor, were all created by the Old Ones so that they could participate in the building of Itza, each race being responsible for a separate aspect of the city's construction.

QUETZA is a ruined Lizardman city which became infested by the Skaven Clan Pestilens. From here, plagues spread virulently through the jungle, devastating many other cities, until the Skaven were forced to migrate by the appearance of the serpent god Sotek.

CHAQUA was the Lizardman city where the rise of the mighty serpent god Sotek was first prophesied. A great migration of Skinks spread the cult among the other cities.

Many centuries ago, before the discovery of Lustria by the Norse, a trading vessel from the Old World was caught in the fierce currents off the coast of Araby and swept into the swirling waters around Ulthuan. The wrecked ship was washed up months later on the eastern shore of Lustria. Though most of the crew had drowned or starved, a few still moved – not quite dead, but not entirely living either! For one of the passengers had been a Vampire, who emerged from the rotting hulk to found a new realm of Undead in the New World.

Lustria is a hot and steamy tropical wilderness of swamps, jungles and mountains. Only the Lizardmen and their reptilian kindred can endure the stifling heat and humidity for long. Other races soon sicken and die or go mad. The Lizardmen once dominated the entire world, but now live only in tropical zones such as Lustria and the Southlands.



▲ Saurus are brutal and straightforward warriors, unconcerned with danger and for the most part unaware of any concept of peril or pain.



▲ Skinks move swiftly through the jungles of Lustria, taking advantage of the vegetation and waterways to move silently and unseen.



▲ Because Lizardmen are such dangerous hand-to-hand fighters they often rush forwards quickly to engage the enemy.

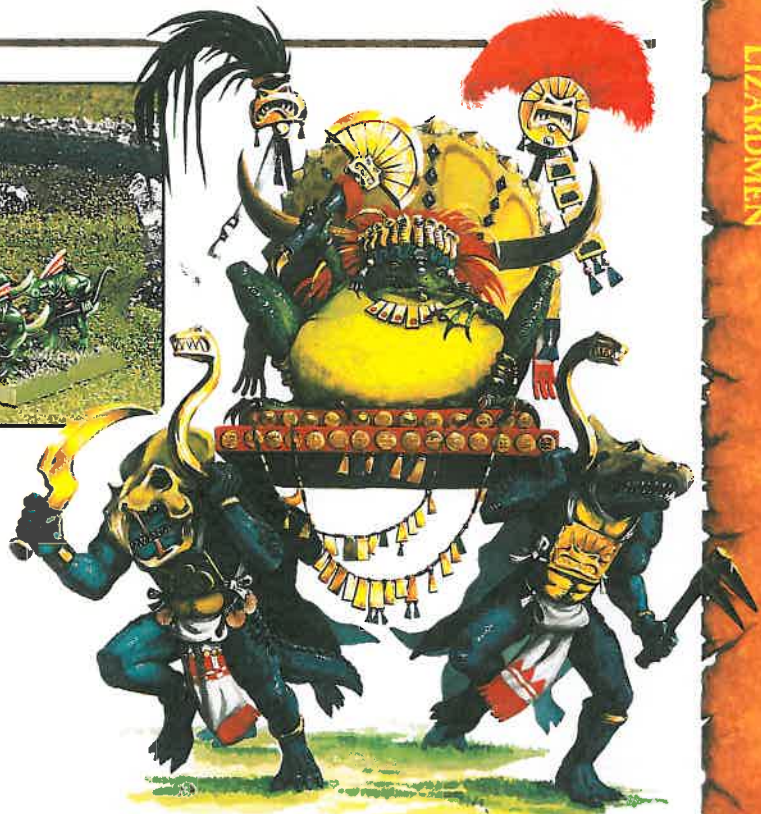
◀ Skinks are poor hand-to-hand fighters but numerous and cheap! Like all Lizardmen they are slow to break and run even if defeated in combat.





▲ Skink bowmen often carry poisoned arrows whose merest touch spells death to their enemies.

Croxigor are large ptiles, strong but sluggish and not too light.



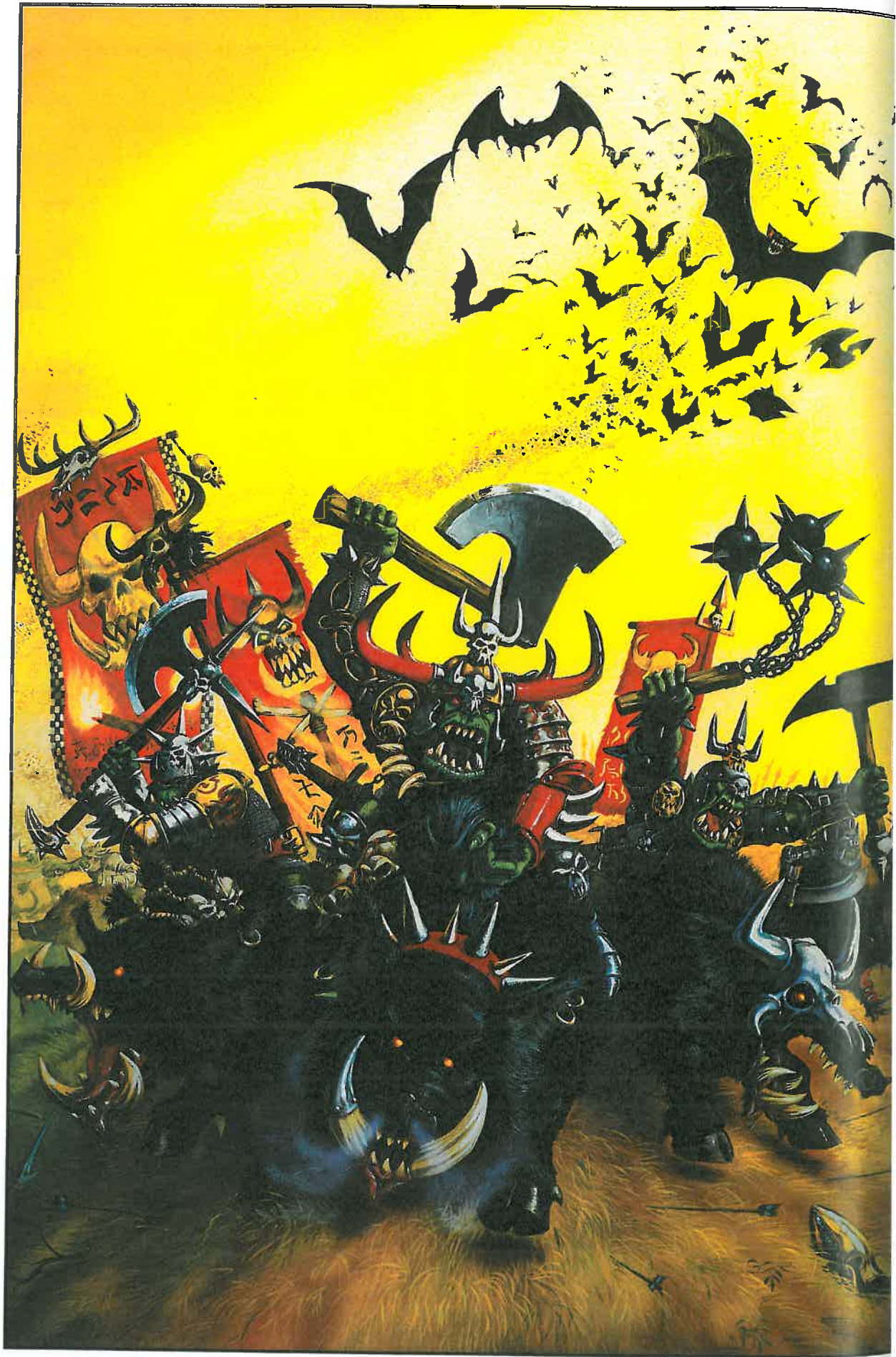
▲ Slann are bloated toad-like creatures whose physical bodies are not adapted well to fighting or even moving about very much! However, they are the most potent sorcerers in the world and masters of the Lizardmen of Lustria



▲ Saurus warrior champions wear exotic armour and carry ancient weapons.



The pyramid temples of Lustria are high enough to be seen above the jungle canopy. From the top of a pyramid a Slann Mage Priest can ▲ see the surrounding pyramids, and can transmit his thoughts to his brothers across the whole empire of Lustria and beyond.



ORCS & GOBLINS

Orcs are ferocious raiders and relentless warriors whose constant attacks threaten to engulf the lands of the Old World and plunge the entire continent into a dark age of endless and unremitting warfare. Orcs wage war with a single mindedness that makes them extremely dangerous, but fortunately for their enemies much of their energy is expended fighting each other. Goblins, although smarter than Orcs, are nowhere near as warlike and prefer to avoid a fight unless their enemy is severely outnumbered, badly wounded or looking the other way (preferably all three). Goblins are cunning rather than strong, and rely a great deal on their Orc cousins when it comes to the serious business of fighting.

GREENSKINS

Orcs and Goblins, or greenskins as they are often called, are remarkable creatures in many ways. They have a tough and waxy green skin, which becomes scabby, gnarled and even tougher over time. Their blood varies in colour from red to purple or black and is unusually thick, pungent and sticky. They do not seem to feel pain to anything like the extent that other creatures do, and it takes a serious wound to stop an Orc from fighting.

TRIBES AND WARBOSSSES

All Orcs and Goblins live in warrior tribes or warbands. Some are huge with thousands of individuals, while others number little more than a few hundred warriors. Tribes are led by a powerful chieftain called a Warboss or, if he is very powerful, a Warlord. The more successful a Warboss is the more Orcs or Goblins will flock to join his tribe. As the tribe gets bigger the Warboss leads it to fight bigger battles, so he either becomes more famous still and his tribe gets even bigger or he is finally killed and his tribe breaks apart.

It is common to find Goblins under the sway of Orcs. In many cases these subservient Goblins are more than happy with their lot, because it gives them a chance to complete any plundering, thieving and despoiling that the Orcs forget to do. Every Goblin knows that Orcs are good fighters, certainly better than Goblins, so it is a good life being in an Orc tribe even if their masters treat them harshly and eat the odd straggler.

ORCDOM

Orc and Goblin tribes live all over the Old World in areas which are sparsely inhabited or where humans cannot survive at all. They also live on the boundaries of the Old World in the lands to the south and east, and it is in these areas where they are most prolific. If there can be said to be an Orc homeland it is probably the area between the southern Worlds Edge Mountains and the Black Mountains known as the Badlands, and the foothills of the Worlds Edge Mountains between Blood River and Black Fire Pass. These areas are infested with Orc tribes, and the adjoining lands of the human Border Princes are little better, although fortified human settlements maintain the presence of men on the very edge of civilisation. There are also many Orcs and Goblins inside the Old World, especially in the high mountain passes and deep forests which are virtually impenetrable to humans.

GREENSKIN RACES

Orcs and Goblins live all over the world and some have adapted their way of life to suit. For example, the Goblins who live in the underground ruins of the old Dwarf Empire are called Night Goblins and wear dark cloaks to protect them from the light of day. Forest Goblins live in the forests of the Empire where they harness and ride giant spiders. Other Goblins live in the plains and ride fierce wolves. Orcs too have adapted to different ways of life. Savage Orcs are barbarous cousins to the Orc race, spurning armour and ironwork altogether and taking to battle daubed in bright paint. Black Orcs are the largest and most powerful of their kind and are often found as leaders amongst other Orc tribes.

The only good stunty is a dead stunty, and the only thing better 'n' a dead stunty is a dyin' stunty who tells yer where to find 'is mates.

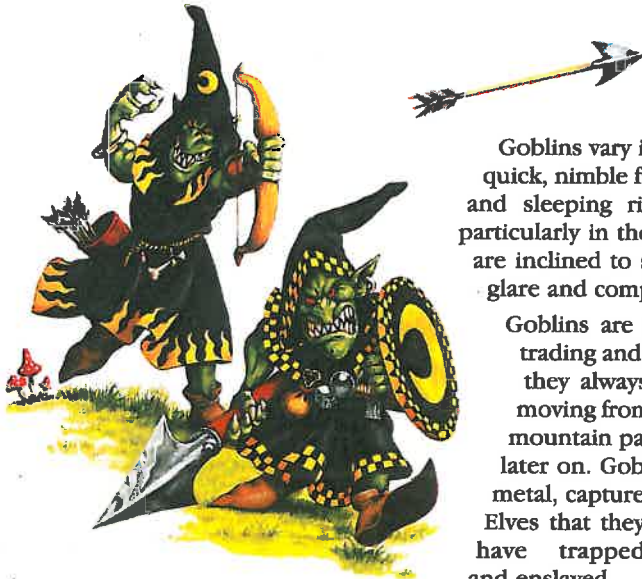
Morglum Necksnapper





Orcs, but even Boss Orcs fight amongst themselves to decide which of them is the overall leader. This means there are innumerable layers in the Orc pecking order, from Boss to Big Boss, Warboss and Warlord.

A Warlord is an Orc who has established total supremacy over his rivals (having either killed and eaten them or driven them away) and now leads all the tribes in glorious conquest over puny races such as men. An Orc's life is therefore spent in constant battle either with his fellow Orcs or against some worthy opponent. This is regarded as a Good Thing by Orcs, who are universally content with their lot, being ultimately happy to meet their end in battle so long as they get a chance of a good fight.



Outriders mounted on huge slaving wolves patrol the area to the tribe's front, probing for enemies and scouting out small settlements that can be raided and pillaged.

Some Goblins become very wealthy by trading in this way. Goblins like to show off their wealth. A really successful Goblin trader wears countless rings, ornamental daggers, swords, and the biggest helmet he can uncomfortably balance on his head. Others spend their ill-gotten gains on fast chariots which they race against each other, trying to outdo their rivals by having the fastest or flashiest machine.

ORCS

While some Orcs are no taller than a man most are substantially larger and the biggest Orcs stand well over seven feet tall. They are also very broad with big deep chests, massive shoulders and long, powerfully muscled arms. Orcs have large heads with huge jaws but tiny foreheads behind which lurks the thick bone of the Orc's skull and not very much else.

Despite their apparent lack of intelligence Orcs are not stupid, they are simply limited in the way they think and act. Whilst not the deepest thinkers in the world, neither are they doubtful or divided. When an Orc wants to do something he simply does it, where a human might waste hours weighing the pros and cons.

Single-mindedness is one of the Orcs' greatest strengths, especially as they enjoy fighting more than anything else. When they're not actually at war, Orcs spend all their time fighting each other to establish rights of leadership. Orc leaders are known as Boss

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Orc	4	3	3	3	4	1	2	1	7
Boss Orc	4	4	4	4	4	1	3	2	7
Big Boss	4	5	5	4	5	2	4	3	8
War Boss	4	6	6	4	5	3	5	4	9
Shaman	4	3	3	3	5	1	3	1	7
Shaman Champion	4	3	3	4	5	2	3	1	7
Master Shaman	4	3	3	4	5	3	4	2	7
Shaman Lord	4	3	3	4	5	4	5	3	8

GOBLINS

Goblins vary in size but are typically smaller than Orcs or Men. They have quick, nimble fingers and a tenacious grip ideal for strangling small animals and sleeping rivals. Goblins have small shifty eyes and keen eyesight particularly in the dark. They are extremely noisy and garrulous where Orcs are inclined to speak slowly and infrequently (considering the determined glare and comparison of fangs to be the best way of making your point).

Goblins are more intelligent than Orcs and love nothing better than trading and bartering with their slow-witted relatives – basically because they always come off better. Many Goblin tribes are partly nomadic, moving from plain to forest, or along the river valleys and in between the mountain passes where they buy, sell or steal things that they can re-sell later on. Goblin tribes are often accompanied by huge caravans of scrap metal, captured monsters in crude wooden cages, or even men, Dwarfs or Elves that they have trapped and enslaved.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Goblin	4	2	3	3	3	1	2	1	5
Boss Goblin	4	3	4	4	3	1	3	2	5
Big Boss	4	4	5	4	4	2	4	3	6
War Boss	4	5	6	4	4	3	5	4	7
Shaman	4	2	3	3	4	1	3	1	5
Shaman Champion	4	2	3	4	4	2	3	1	5
Master Shaman	4	2	3	4	4	3	4	2	5
Shaman Lord	4	2	3	4	4	4	5	3	6

SPECIAL RULES

PANIC

Orcs expect Goblins to run away and it doesn't really surprise them when this happens. The sight of Goblins running in flight does not upset the Orcs, it simply reminds them that they are best! When a Goblin unit breaks or flees past during the turn, there is no need for Orcs to test for panic. There is no way that Orcs are going to panic just because some weedy Goblins run off. Laugh yes. Panic no.

FEAR

Goblins strongly dislike fighting Elves, partly because of the dire reputation of these formidable troops, but also because the natural aura of Elves incites unreasoning fear in Goblins. A Goblin unit *fears* any unit of Elves which it does not outnumber by at least two to one. The unit is affected by fear as described in the Psychology section of the Warhammer rules.

ANIMOSITY

Orc and Goblin infantry and cavalry units, with the exception of Black Orcs and units led by them, are prone to constant squabbling and in-fighting – this is known as *animosity*. At the start of the Orc & Goblin player's turn he must test for each infantry unit and for each cavalry unit that is not already engaged in hand-to-hand fighting to see whether it is affected by animosity. Roll a dice for each unit one after the other. Any unit scoring a 1 is affected; units scoring 2 or more have passed and are not affected. Roll a further D6 for each affected unit and consult the chart below.

1 - GET 'EM

If the unit is armed with bows or other missile weapons it shoots at the nearest rival unit. A rival unit is another Orc or Goblin unit of the kind which has to take Animosity tests – ie an infantry or cavalry unit not engaged in combat and not Black Orcs. The unit may do nothing else that turn. If no suitable target is available the greenskins will squabble instead.

If the unit is not armed with missile weapons it will charge the nearest rival unit if able to do so. If unable to charge because the closest enemy is too far away or out of sight, then it will squabble instead. If a successful charge is made move the rival units together and immediately work out a round of hand-to-hand fighting. Once casualties are removed the rivals are separated, heads are knocked together, and both units spend the rest of the turn dusting themselves down. The units may do nothing else that turn. In the following turn they may move and fight freely once more (assuming they pass their next Animosity test that is!).

2-5 - SQUABBLE

A squabble in the ranks turns into a minor riot throwing the unit into temporary disorder. The unit may do nothing this turn whilst the Boss sorts them out.

6 - WE'LL SHOW 'EM

Determined to show that they are best the unit surges forward towards the enemy cheering, waving weapons, and jeering at their rivals. The unit moves forward a full normal move towards the nearest enemy it can see.

If the unit runs into an enemy unit it has charged it. This movement is extra, and does not prevent the unit moving and shooting as normal. If the extra move brings the unit into charge reach it can declare a charge and attack in the movement phase.



"Ere now! Wot do you think you're doin'?" bellowed the big Black Orc Boss. Furtive Goblin faces turned round and flinched instinctively. "Nufflank Boss, just 'avin a bit of grub is all," whimpered the bravest of the greenskins. "Don't give me that. Yer up to sumflank..." The towering Orc looked round suspiciously. "Where's Ratgash? You 'aven't... 'et im?" There was a shocked silence.

"Et Ratgash," the Goblin sounded hurt. "Et Ratgash. That's disgustin' Boss. E's one of us lads." "Besides," squeaked another greenskin, "E's all grease and gristle 'im. Give us all innagestion e' would." "Then who is this then?" The Black Orc pointed a damning claw towards the meal. "And none of yer lies or I'll give yer sumflank a whole lot worse than innagestion."

"Er... Gitter, Boss. One of Maggot's lot. But 'e was dead when we found 'im." The Goblin paused a moment. "Corse 'e claimed 'e was just sleepin'... but that lot is all liars ain't they." The Goblins nodded reassuringly on this point. No Goblin really trusted another, and with good reason. "Carry on then," pronounced the Black Orc. "And you'll save me a leg if you know what's good for you."

One of the most infamous Orcs of all time was Warlord Gorfang Rotgut. His most notorious deed occurred during the attack on Karak Azul when he broke into the Dwarf king's own throne room, capturing many of King Kazador's kinsfolk and driving them away to slavery. The king's son, Kazrik, was not taken but shaved, his head tattooed with a crude Orc glyph representing Gorfang, and then firmly nailed to Kazador's own throne.



▲ Trolls are large and hideous with a warty, slimy hide. They are stupid creatures but if led by a more intelligent Orc or Goblin are very dangerous indeed.

◀ Goblins ride Giant Wolves, one of the fastest of all mounts. Wolf riders can quickly surround an enemy, pouring arrows into his rear, chasing off artillery crews, or pitching into the fighting from the back whilst the Orcs attack to the front.



▲ Goblin Warlord Skarsnik and his pet Squig, the ferocious Gobbler.

▼ Savage Orcs have not learned how to use the point or simply can't see the point. They do not wear armour but cover themselves with tattoos believing that the Orcs Gork and Mork will protect them from harm.



▲ Night Goblins live in the caves and tunnels of the Worlds Edge Mountains and in the ruined holds of the old Dwarf Empire. They are accustomed to the darkness of the subterranean world and wear long dark coloured robes to protect them from daylight.



◀ The Wyvern is a large and especially ferocious monster that is a favourite mount of Orc Warbosses. Its deadly venomous sting strikes with uncanny speed and makes the Wyvern an exceptionally dangerous foe.





▲ Black Orcs are the biggest and strongest of all Orcs and consequently they often rise to become leaders amongst ordinary Orc and Goblin tribes.



◀ Snotlings are the smallest of the greenskinned races. They are not very bright but can be taught to fetch and carry things much like a dog or a small child. They will latch onto a unit of Orcs on the battlefield, following them round and pitching in beside them when they attack.

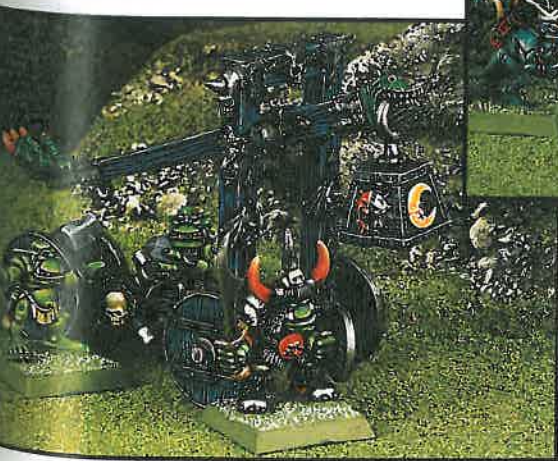


▲ Forest Goblins live in the spider-haunted forests of the Empire. They daub themselves in colourful paint and wear feathers and skins from wild forest creatures. As well as worshipping spiders, the Forest Goblins also ride the creatures into battle where their ability to climb into and drop from trees can be very disconcerting for the foe.



▲ The biggest Orc Boys are known as Big 'Uns! The bigger and more impressive an Orc is the more respect he gets from his fellows.

▼ Orcs are not technically minded at the best of times but they appreciate the crude virtues of engines such as the stone thrower – or rock lobba as the Orcs call them.



▲ Gigantic Boars are the only creatures big and thick-headed enough to make good mounts for Orcs. They are stubborn, ill-tempered and smelly brutes quite capable of goring or biting anyone and everyone who gets in their way.





Geoff Taylor

HIGH ELVES

The Elven kingdoms of Ulthuan lie in a circular island continent surrounding an inner sea. The island is formed from a high and uninhabitable mountain chain, bounded on both inner and outer coasts by narrow wooded plains. Only at one point is the circle broken, at the mighty sea gates of Lothern, the greatest city in the world. Here the mountains are cleft as by a gigantic axe stroke, and here the Elves long ago embattled the towering cliffs to build the most formidable fortress in the world. None may enter through that gate without the leave of the Lord of Lothern, and to this day no man has passed into the secret realm within, or at least none have returned to report their passage.

THE NOBLE RACE

Elves are tall, bear themselves nobly, and are proud and handsome in appearance. They have a slim, elegant build but are, none-the-less, deceptively strong and agile. Elves are pale skinned and for the most part have dark or grey hair, fine features and penetrating eyes all of which combine to give the impression of intelligence and wisdom. They are the most long-lived of all the mortal races and they were the first to raise cities in the Warhammer World.

THE GLORY OF ULTHUAN

The Elves have a continuous history of cultural and creative endeavour which extends over many thousands of years. Their cities are glittering monuments to their enduring intellect and impeccable taste. In the city of Lothern impossibly tall and needle thin towers soar into the sky, joined by bridges like arcs of glass, feats of architectural accomplishment beyond anything imagined by Men or Dwarfs. In Lothern's sweeping amphitheatres the greatest bards in the world sing of ancient days, whilst the finest musicians in Ulthuan pluck at elegant lyres or play upon tiny bells of silver and gold. The Elves have a right to be arrogant when dealing with other races, whose settlements would not serve the beasts of Ulthuan, and whose songs and music are a crude cacophony of noise in comparison to that of the Elves.

The Phoenix King is the Lord of all Ulthuan and of all High Elves. He is elected by the Princes of Ulthuan from amongst their number and crowned at the Shrine of Asuryan which stands alone upon an island in the Sea of Dreams. As part of his enthronement he bathes in the flame of the god and, if Asuryan favours him, he absorbs the life-giving energies of the fire. Only one Elf has ever failed the test of the god: Malekith son of Aenarion, who was rejected by the fire, his body burned and ruined, and who was thenceforth damned by the god for ever more.



THE ELVES AT WAR

Though the Elves are the oldest, most refined, and most subtle of all races they are also amongst the greatest warriors. They are masters of the arms they bear, especially of the bow and lance, weapons which have carried them to victory on battlefields throughout the world. Their weaponry is finely made and beautifully crafted, and often adorned with rare and valuable gems from as far afield as the Dwarf mines of the Worlds Edge Mountains and the distant realms of Cathay. An Elf army arrayed for battle is an awesome sight made all the more impressive by the undoubted fighting skills that lie behind the glittering ranks and colourful robes.

MASTERS OF SORCERY

The High Elves claim to have learned their magic in the dark past, from the ancient race of Old Ones which has since disappeared from the world. Over the centuries the High Elves have perfected their sorcery so that it has become one of their greatest accomplishments. The High Elf mages are mighty spellcasters whose fiery blasts and awesome energies have won them many battles. In years past the Elves taught their magic to men, although the Elves far surpass the wizards of the Old World in their skill and knowledge.

THE AGE OF EXPLORATION

The Elves are the greatest sailors and explorers in the whole world. Their ships sail from Cathay in the east to Lustria in the west, from the Southlands to the Old World and beyond into the cold land of Norsca. In ages past they established colonies in the west and east.

In the Old World they discovered the Dwarfs, and the fathers of Men, and built cities along the coasts for their ships to harbour in. The swift ships of the Elves were busy indeed, carrying Dwarf gold and precious stones back to Ulthuan, returning with rare woods, silk and exotic wares from the far west.

WAR AGAINST THE DWARFS

While the Dwarfs burrowed and mined beneath the mountains, the Elves raised tall towers amongst the forests, and both races prospered. Given the very different natures of the two races it was perhaps inevitable that this state of harmony did not endure for long. When war came it lasted for many centuries and became the cause of much bitterness.

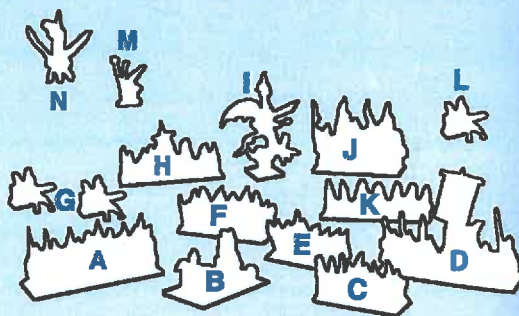
Even today the Dwarfs hold a deep and irredeemable grudge against the Elves for their part in the war. The Elves themselves gave up the struggle long ago, and turned to other things. They abandoned their colonies in the Old World and sailed back to Ulthuan where their own realms were endangered by civil war. A few remained behind in the forests of Loren where their descendants became the kindred of Wood Elves who live there to this day.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
High Elf	5	4	4	3	3	1	6	1	8
Champion	5	5	5	4	3	1	7	2	8
Hero	5	6	6	4	4	2	8	3	9
Lord	5	7	7	4	4	3	9	4	10
Mage	5	4	4	3	4	1	7	1	8
Mage Champion	5	4	4	4	4	2	7	1	8
Master Mage	5	4	4	4	4	3	8	2	8
Mage Lord	5	4	4	4	4	4	9	3	9



HIGH ELF ARMY

- | | |
|----------------------------|---------------------------|
| A - Reaver Knights | H - Archers |
| B - Tiranoc Chariot | I - Prince, Imrik |
| C - Shadow Warriors | J - Dragon Princes |
| D - Silver Helms | K - Archers |
| E - Sword Masters | L - Bolt Thrower |
| F - Spearmen | M - High Elf Mage |
| G - Bolt Throwers | N - Pegasus Rider |



THE KINGDOMS OF ULTHUAN

THE REALM OF THE HIGH ELVES

CHRACE and **COTHIQUE** are the two northernmost kingdoms of Ulthuan. They exist in a state of almost perpetual war with the Dark Elves whose ships harry their coasts and often penetrate far inland to raid.

YVRESSE is the land of mist. The mainland is a wild coastline fringed by deep coniferous forest. It is the wildest, bleakest and least densely populated area of Ulthuan.

TIRANOC is the westernmost realm of Ulthuan. Once it was amongst the most fertile of all the Elf kingdoms until it was laid waste during the Time of the Sundering. Since then its people have rebuilt their kingdom and their armies, though the glories of old are lost forever.

CALEDOR is a land of mountains, granite fortresses and Dragons. Once the mountains were topped with fire. Molten rocks poured over the valleys and Dragons soared upon the thermal currents that rose from the flame. Today the mountains are cool and the Dragons have become sluggish. Though the Princes of Caledor still ride Dragons they are few and weak compared to the days of old.

LOTHERN, the seat of the Phoenix King, is the greatest city in the known world. It is built around a huge lagoon, separated from the outer ocean by three great sea gates. Islands on the lagoon house ship-yards and warehouses, and larger islands still bear palaces, temples and colossal statues of which the largest are the giant statues of the Phoenix King and the Everqueen.



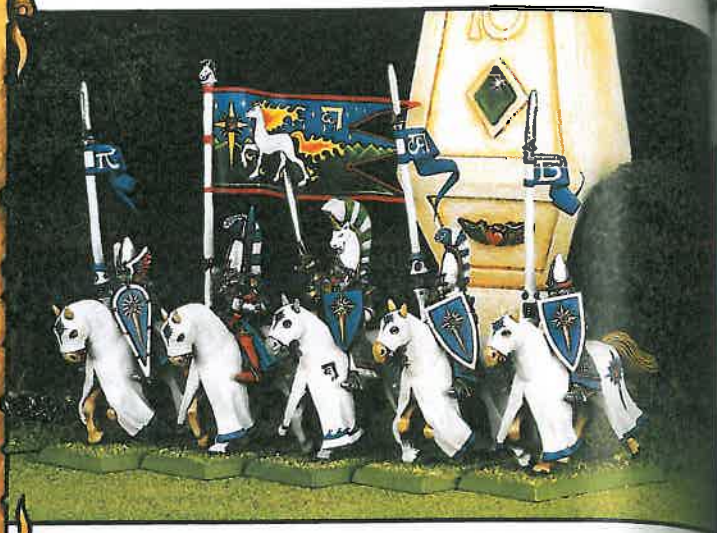
ELLYRION is famed for the quality of its horses and the skill of their riders, who are said to be the best in the world.

THE ISLE OF THE DEAD lies at the very centre of Ulthuan and forms the nexus of the great spells which draw magical energy into the land, and provide the mages with the source of their power. The Isle of the Dead is so suffused with sorcerous power that it exists outside time and the physical environment.

SAPHERY is a land of wizardry and magic and the seat of its sorcerous power is the Tower of Hoeth, the shrine of the god of wisdom. This is the largest repository of magical knowledge in the world, compiled down the millennia by Elf mages.

AVELORN was the first Elven kingdom and its people are unusual amongst the High Elves in preferring to live amongst the woods and mountains rather than in towering cities. Their ruler is the Everqueen, the co-ruler of all Ulthuan alongside the Phoenix King and one of the most powerful of all her race.

War between the Elves and Dwarfs broke out in the reign of Caledor II. Caledor was one of the greatest warriors of all the Phoenix Kings but a poor diplomat with little love or understanding of the Dwarfs. Caledor paid for his poor judgement with his life, he was cut down by Dwarf king Gotrek at the siege of Tor Alessi, and the Phoenix Crown itself was snatched from his head and carried in triumph to the halls of Karaz-a-Karak. There it remains to this day, a source of festering resentment and recrimination between the two peoples.



▲ High Elves of noble birth learn to ride with exceptional skill, and are taught to bear the arms of the Silver Helms. They are armoured in shining silver and armed with white lances with diamond-hard tips which glitter like stars. They form the core of the Elven cavalry.



▲ The High Elf repeating bolt thrower was developed as a maritime weapon, though it is equally effective in land battles. The weapon shoots a hail of deadly bolts, which are easily capable of decimating an enemy formation or clearing the decks of a raiding ship.

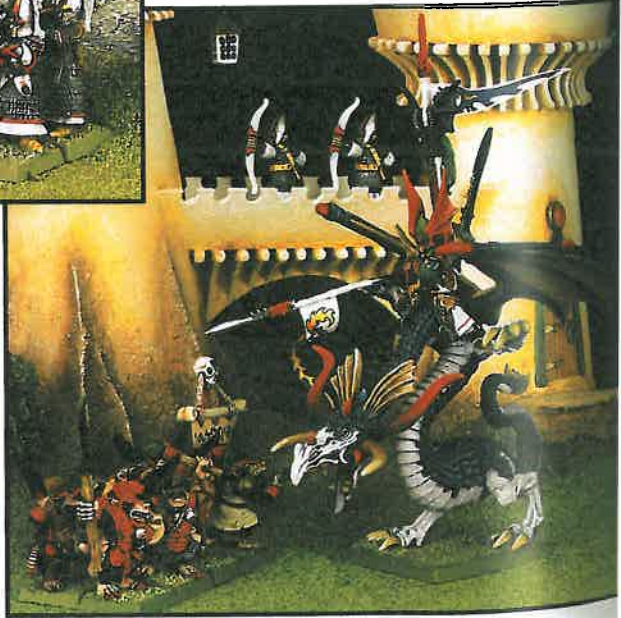


▲ Spearmen form the backbone of the armies of the High Elves. They are dependable troops who are trained to stand fast against an enemy attack and to press the fighting forward where need be.



The Sword Masters are ▲ guardians of the Tower of Hoeth in the land of Saphery. They dedicate their lives to the arts of war and are capable of super-human feats of arms. They carry the Elven great sword, tremendously heavy, double-edged and razor sharp, which they wield as easily as others might an ordinary blade.

Caledor is the land of ► Dragons, from where in ancient times whole armies of Dragons flew north to face the invading armies of Dark Elves.



Elf warriors are masters of sword, spear and bow and it is these weapons such as these that make up the bulk of the armies of the High Elves. They are stern fighters, highly trained and disciplined, and are the equal of any race in the Warhammer World.



▲ Reaver Knights come from Ellyrion and the surrounding lands where young nobles are born to the saddle. These headstrong sons seek out the raiders that harry the western coasts. Many carry bows as well as tall spears.



▲ Calador is the land of Dragons and its princes ride to war upon Elven steeds whose intricate armour resembles the scales and bony plates of a Dragon. They are the most heavily armoured of all Elf Knights.

▶ Teclis, brother of Tyrion, is the greatest of High Elf Mages. During the Great War against Chaos he travelled to the Old World to fight the power of Chaos.

◀ Shadow Warriors come from the Shadowlands, the realm devastated by Dark Elves in past wars.



▼ The charioteers of Tiranoc are famed for their skill and daring.



▲ The Phoenix Guards protect the Shrine of Asuryan and take a vow of silence as part of their rigorous duties. Uncanny quiet reigns as they fight, no war cries or screams tear the air as they wield their ornate halberds with deadly skill.





DARK ELVES

The Dark Elves were driven from the Elven homeland of Ulthuan many centuries ago and now live in the northern regions of Naggaroth, the bleak Land of Chill. Dark Elves, or *Druchii* as they are called in the Elf tongue, are close kin of the High Elves and in appearance they are pale but otherwise almost identical.

MASTERS OF DARK SORCERY

The High Elves are the greatest wizards in the whole world, and the Dark Elves are also a race touched by magic power. Whereas the High Elves take great care to protect themselves from dangerous magical energies, especially daemons, the Dark Elves long ago embraced the Dark Gods of Chaos. The natural magic powers of Elves and the unnatural vitality of Chaos are mated together in the Dark Elves, so that they have become the ultimate masters of dark sorcery.



BLACK TOWERS OF NAGGAROTH

The Dark Elves live in six heavily fortified cities, their innumerable black towers rising like pinnacles of ice from the cold, hard rock of Naggaroth. The surrounding landscape is bleak and unwelcoming: bare rock and poisoned blackwater streams, with dark forbidding pine forests to the south. Of their six cities the largest is Naggarond, the Tower of Cold, where the greatest and most evil of all the Dark Elves, Malekith the Witch King of Naggarond, holds court. Few mortals have ever seen this sinister sorcerer, and his body is said to have changed beyond recognition over the untold centuries of his unnaturally long life. His original Elf form has been corrupted and altered by the magic of Chaos for which it forms a mortal vessel.

The Witch King is master of the cities of Naggaroth: Ghroind the North Tower, Clar Karond the Tower of Doom, Hag Graef the Dark Crag, Har Ganeth the City of Executioners, and Karond Kar, the Tower of Despair. All these cities are dark and evil places, steeped in death and agony. Their black dungeons are crammed with captive daemons and unfortunate mortals whose wailings fill the air and whose moans seep through the thick walls of the high towers, saturating the place with pain and despair. At the tips of these towers, soaked with evil and doom, the sorcerers of Naggaroth cast their malign magic over the world and consort with the darkest daemons of Chaos.

NEMESIS OF THE ELVES

The greatest enemies of the Dark Elves are the High Elves of Ulthuan. Dark Elf armies set off from the harbour of Har Ganeth in their huge daemon-infested ships, sailing west over the Sea of Grudges to the Old World and south through the Straits of Rhinasha towards Ulthuan. When they reach their objectives the Dark Elves rampage and destroy as much as they can, often burning and looting whole cities before retiring with their plunder back to Naggaroth. Many of their raids are undertaken for captives: Men, Elves, or other creatures, that they take back to their sorcerous towers.

Few have ever escaped from slavery at the hands of the Dark Elves, and fewer still speak of their captivity. Such tales as are known tell of the haunted dungeons of the Witch Kings, of living sacrifices to the Chaos Gods, and of souls burned up to fuel the sorcery of Naggaroth.

ARMIES OF THE WITCH KING

Dark Elf armies are mobile and well armed. Many carry the deadly repeater crossbow which shoots a hail of small barbed arrows. Others ride captive beasts, including gigantic scaled reptiles called Cold Ones. These creatures are hunted down and captured in the caves and tunnels beneath Hag Graef where many strange ferocious creatures live. Dark Elf women are just as deadly as their menfolk, and are equally adept warriors, fighting alongside their men in battle. The wildest of all are the Witch Elves – a warrior sisterhood devoted to the Chaos God Khorne who they call Khaine Lord of Murder. They are the most cruel of all the Dark Elves and the most bloodthirsty. After a battle they choose victims to sacrifice to Khaine and bathe in cauldrons of blood, renewing their dark pact with the Lord of Murder.



Witch Elves eat only the flesh of sacrifices and drink blood to which they add strong poisonous herbs, which cause nightmarish hallucinations and send them into frenzied dancing and obscene revelries.

NIGHT OF THE HAG QUEEN

Witch Elves live in the temples of Khaine under the glowering eyes of their Hag Queens. The Hag Queens are extremely ancient, and once a year they take part in the riotous celebrations of Death Night when the Witch Elves prowl the streets and steal away any Dark Elves they find, sometimes breaking into houses to take petrified inhabitants away for sacrifice. On Death Night the Hag Queens bathe in blood to restore themselves, at which time they are the most enchanting and voluptuous of all Elves, their strangely cadaverous beauty more powerful and captivating than any magic.

Over the year the Hag Queens revert into the haggard crones they really are, until Death Night comes round once more and Dark Elves hide in their homes, listening to the revelry and evil laughter of the midnight celebrations of the Witch Elves. The Witch Elves also steal away some male children to raise in the temples of Khaine to be assassins, and these are probably the most deadly and evil Dark Elves of all, the masters of subtle and murderous magics.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dark Elf	5	4	4	3	3	1	6	1	8
Champion	5	5	5	4	3	1	7	2	8
Hero	5	6	6	4	4	2	8	3	9
Lord	5	7	7	4	4	3	9	4	10
Sorcerer	5	4	4	3	4	1	7	1	8
Champion Sorcerer	5	4	4	4	4	2	7	1	8
Master Sorcerer	5	4	4	4	4	3	8	2	8
Sorcerer Lord	5	4	4	4	4	4	9	3	9

SPECIAL RULE

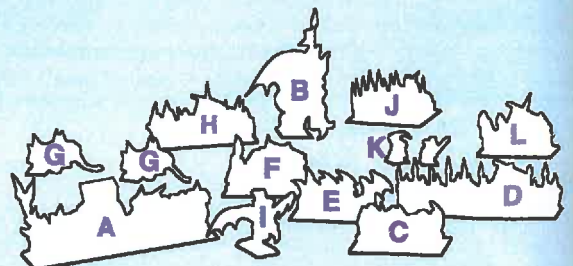
HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will fight them to the death rather than run away. Such hatred is the result of centuries of bitterness and resentment, for the Dark Elves were expelled from the ancient realm of Ulthuan many years ago, and driven into the cold northlands where they live today. When fighting High Elves, Dark Elves are affected by the rules for *hatred* as described in the Warhammer rulebook.



DARK ELF ARMY

- | | |
|----------------------------|-----------------------------------|
| A - Cold One Knights | H - Dark Elf Warriors |
| B - Beastlord Rakarth | I - Sorceress riding Dark Pegasus |
| C - Witch Elves | J - Spearmen |
| D - City Guard | K - Assassins |
| E - Harpies | L - Executioners |
| F - Black Guard | |
| G - Repeater Bolt Throwers | |



NAGGAROTH THE LAND OF CHILL



To the far north of Naggaroth lie the stark and lonely **WATCH TOWERS**. From them, the Witch King watches the growing forces of Chaos, ever mindful that one day they will grow bold enough to threaten his domain.

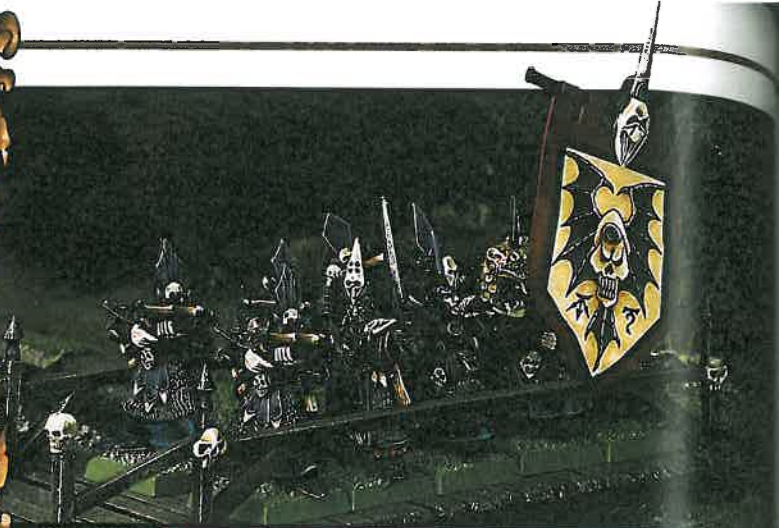
HAR GANETH is known to the Dark Elves as the City of Executioners, but to all others it is simply the Cursed Place. Here the High Elves suffered their greatest defeat at the hands of their twisted kin, and were sacrificed to Khaine by the thousands.

NAGGAROND is the most evil of all cities. Its black stone walls rise a hundred feet and set within are four gateways with doors of iron. Severed heads adorn its battlements and the dark banners of the Witch King hang from its tall towers. Within the fires of sacrifice burn day and night to the honour of Khaine God of Murder. The knives of the Hag Queens rise and fall to the mad wailing of the Witch Elves the beautiful but deadly Brides of Khaine who feast upon the quivering flesh of their victims.

NAGGAROTH means the **LAND OF CHILL**, an apt name indeed, for Naggaroth is harsh wilderness of frozen tundra, barren mountains and cold dark pine forests. To the north the bleak forbidding landscape is flat and windswept, broken only by outcrops of bare rock and poisoned black-water streams. Further south the thin soil supports gloomy pine forests where slaves labour to cut timber, driven to work in the freezing cold where they must toil until they drop dead of exhaustion.

In the bitter north lies **GHROND** the North Tower from whose tall battlements Dark Elf sorcerers watch over the shadowy borders of the Realm of Chaos. Swirling shapes in the dark mists are said to foretell of things to come, of auspicious moments when the Witch King's armies may meet with success, or portents of doom and destruction. Based on these observations the Witch King plots his strategies and launches his armies upon the world.

The ancient brides of Khaine are called Hag Queens. They are greatest of their kind, the mistresses of the Witch Elves and guardians of their god's blood-drenched temples. It is they who wield the crooked knives of slaughter and light the flames of Khaine's dark altars. It is the oldest and most powerful Hag Queen who plucks the beating heart of each sacrifice and tosses it to the young Witch Elves who tear apart the raw meat and gulp it down hungrily.



▲ The repeating crossbow is a weapon used only by the Dark Elves. Its range and power are comparable to a bow, but with the added advantage that it can be fired rapidly, spitting a hail of deadly arrows over the foe.



▲ Dark Elf Assassins are master swordsmen and their weapons are tipped with Black Venom. In battle they conceal themselves amongst the other Dark Elves, revealing themselves only to pounce upon their chosen targets – often an enemy leader or wizard they have been sent to destroy.

◀ Cold Ones are ancient green skinned reptiles that live in the dark caves and tunnels underneath Hag Graef. Though stupid they are immensely powerful and can be broken into saddle and ridden to war.



▲ In battle the Dark Elves employ the dreaded repeater bolt thrower to rake enemy units or bring down large creatures.



▲ Dark Elf warriors are disciplined and determined fighters, as heartless in battle as they are in all their dealings with other races and with each other. Their battle skills are matched only by their kin, the High Elves.



▲ Witch Elves are the Brides of Khaine the Lord of Murder, and are the most cruel and savage of all Dark Elves. They fight with frenzied determination and are the most awesome warriors in the whole Dark Elf army.

◀ The Beastlord Rakarth rides the Black Dragon Bracchus into battle. Dragons are the most powerful of all monsters, and the most intelligent too.



▲ The Black Guard of Naggaroth stand watch over Naggarond, the Tower of Cold, the home of Malekith the Witch King, the master of the Dark Elves and the most evil of all.

▲ Harpies haunt the mountains around Karond Kar, the City of Despair. They fight for their Dark Elf masters in return for the flesh and blood of the freshly slain. Carried upon leathery wings, they move swiftly over the battlefield in search of their foes.



▲ Dark Elf Sorcerers are the undisputed masters of Dark Magic, the magic of evil and hatred, of bitterness and universal destruction. As such they stand against the Mages of Ulthuan, the Lords of noble High Magic.





DWARFS

The Dwarfs live deep beneath the mountains in the mines and halls carved by their own hands from solid rock. In ages past the Dwarfs prospered and their settlements grew into flourishing underground cities. The most important of these were built in the Worlds Edge Mountains, the long chain of mountains that runs from the north of the Old World far into the South Lands.

In ancient times this Dwarf Empire was connected by underground roadways as broad as three fully-laden wagons. Dwarf ballads tell of the wealth of those days, of gold and silver dug from the mountains, of fabulous jewels won from the rock, and of the precious stones, marble, onyx and jade, that adorned the glittering halls of the Dwarf kings.

DECLINE AND FALL

Sadly those days are long gone, though they are recalled fondly by the Dwarf bards in the stone halls of the strongholds that still remain. The sagas reveal little about the fall of the Dwarf Empire, but clearly their cities succumbed one by one to the Goblins from above and Skaven from below. Today only a fraction of the Dwarfs' old underground empire remains. The Dwarfs are few and their wealth is much reduced compared to former times. Still, they remain a proud and defiant people, as grim as the mountains and as hard as the rock itself!

AGE, WEALTH AND SKILL

Dwarfs are immensely strong and resilient, broad in the shoulder, wide in the girth, with broad hands and feet. They are stubborn, with a practical turn of mind. Dwarfs are said to respect three things above all else: age, wealth and skill.

Unless slain in battle, Dwarfs live to a very great age. A Dwarf's age can be deduced by the length of his beard. The oldest and wisest Dwarfs have silver beards many yards long. These are worn wrapped round the Dwarf's belly and trail behind him if they are really long. Respect for age extends to all aspects of Dwarf culture, where ancient workmanship is held up as an example of achievement, and where weapons may be reforged time and time again.

The second thing that Dwarfs respect is wealth. Hoarding wealth is a great passion amongst them, and no Dwarf feels secure unless he has a substantial hoard he can pass on to his descendants. The hoards of some Dwarf Lords are of immense proportions and antiquity. Rumours of this wealth have driven ambitious armies to the gates of the Dwarf strongholds, where most of their bones still lie. But not all attacks have failed and some Dwarf strongholds have fallen to Orcs, Goblins or Skaven. The precious Dwarf hoards have been lost or scattered across the world.

The third cornerstone of Dwarf values is their superb craftsmanship. Dwarfs take pride in their work, whether it is making a tunnel, or carving some tiny gem. They are good at making small, intricate things, and all they do is accomplished in a painstaking and thoughtful manner. Dwarfs hate to see rough work, and everything they make is always built to last. Curiously enough, in the Dwarf language the word for shoddy or bodged work is *umgt* which literally means 'man made'.

Dwarfs always keep their word. They have a very rigid sense of pride and honour. If a Dwarf makes a promise he will remember it and keep it, and he will also honour a promise made by his ancestors no matter how long ago it was given. To break faith is the worst possible kind of dishonour to a Dwarf. A broken bond will be bitterly remembered, leading to determined acts of vengeance and vendettas which may last for centuries. Great breaches of faith against the Dwarfs of a particular stronghold are recorded for posterity in a Book of Grudges, a huge tome carefully maintained by the stronghold's Dwarf Lord and constantly updated.



Dwarfs are inordinately fond of good, honest ale which they brew and drink in vast quantities. They consider mannish brews to be watery and tasteless whilst it would be impolitic to even mention what they think of the more rarified Elven wines.

After the length of his beard the mark of a Dwarf is the amount he can drink and Dwarf warriors believe their prowess in battle is improved immeasurably by the quantities of ale they guzzle beforehand.

THE DWARF REALMS

There are many surviving Dwarf strongholds throughout the Worlds Edge Mountains, although in past times there were many more and they were substantially larger. Those that remain are beleaguered fortresses, beset by Orcs, Goblins, Skaven and other evil things. Such holds include Karak Kadrin, or Slayer Keep, which overlooks the famous Peak Pass much travelled by merchants from the Empire and Kislev and one of the main paths between the east and the Old World. Zhufbar to the south stands by the cold Lake Varn and has had a long and bloody history, being overrun by Goblins and subsequently recaptured with help from Sigmar, the first Emperor.

The largest and most important Dwarf stronghold is Karaz-a-Karak, whose name means Everpeak. This mighty and populous city is the ancient capital of the entire Dwarf realm and the stronghold of the High King of the Dwarfs. This city lies at the spiritual heartland of the Dwarf race. It is where the Great Book of Grudges and Book of Remembering are kept, and where the temples of the Dwarf gods Grungni, Grimnir and Valaya are situated. All Dwarf strongholds have long and noble histories, and it would be impossible to describe them all here. Each is an independent kingdom, but all hold ultimate fealty to the High King of Karaz-a-Karak.

Years ago, before the Empire or other human realms even existed, the Dwarfs and Elves divided up the Old World.

Their peaceful relationship could hardly last long – being so different in character the Dwarfs and the Elves were bound to come to blows eventually. The consequence was a long and destructive war, which has soured relations between the races ever since.

After the war had ground on for several centuries the Elves abandoned the Old World, and the Dwarfs retreated back to their mountains. Such was the toll on Dwarf lives that their empire was rendered vulnerable to the invaders who poured in from the south and east, destroying most of the Dwarf Empire.

The Dwarfs have never forgotten this, and call the Elves oathbreakers, blaming them for starting the war in the first place. It would be fruitless to try and find out now, after so much time, what exactly led to the war between the two races. That fact, if it exists at all, is doubtless recorded in bold letters of dried blood in the Great Book of Grudges in Karaz-a-Karak.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	4	3	3	4	1	2	1	9
Champion	3	5	4	4	4	1	3	2	9
Hero	3	6	4	4	5	2	4	3	10
Lord	3	7	6	4	5	3	5	4	10
Runesmith	3	6	4	4	5	2	3	2	9
Master Runesmith	3	7	5	4	6	3	4	3	10
Rune Lord	3	8	6	5	6	4	5	4	10

SPECIAL RULES

HATE ORCS AND GOBLINS

Ages ago the Dwarf realms were brought low by rampaging armies of greenskins. The Dwarfs have never forgiven their old enemies and *bate* all Orcs, including Black and Savage Orcs, and all Goblins regardless of type including Hobgoblins. See the Warhammer rulebook for rules pertaining to hatred. This enmity is rooted deep in the past and has grown over the years into an abiding racial feud.

ELF GRUDGE

Dwarfs bear grudges for a long time – possibly forever. As a race they have never forgiven the Elves for their part in the ancient wars which ultimately led to the destruction of the old Dwarf Empire. Although Dwarf and Elf armies will fight on the same side if they have to, no Elf character can join a Dwarf unit, and similarly no Dwarf character can join an Elf unit. If your army is led by a Dwarf general then Elven units cannot test on his Leadership value, and vice versa if the army is led by an Elf general.

The same applies to the Army Standard. If it is carried by an Elf then it confers no bonuses or re-rolls to Dwarfs, if carried by a Dwarf no bonuses or re-rolls are permitted to the Elves.

Furthermore, Dwarfs distrust Elves so much that even when fighting on the same side they dislike fighting next to them, believing them to be untrustworthy and unlikely to stand their ground. Dwarfs therefore suffer a -1 Leadership penalty if there are Elves within 6". This represents their mistrust and the inevitable discord in the ranks. Note that this only applies to Dwarfs, not Elves, who are far more willing to put aside old and dusty quarrels.

ARMOUR

Dwarfs are sturdy folk who can bear the weight of armour more easily than other, more fragile races. A Dwarf therefore has a move value of 3". Regardless of any armour he wears, no encumbrance penalties apply.

PURSUIT AND FLEE

Dwarfs are not particularly fast, even in the frantic running combat of close pursuit. To represent this they flee and pursue 1" less than other troops, ie 2D6-1" rather than 2D6".

THE WORLDS EDGE MOUNTAINS

STRONGHOLDS OF THE DWARFS

ZHUFBAR stands in a deep chasm down which cascades a massive waterfall. Here the ingenious Dwarfs have constructed thousands of water wheels to power drop-hammers, ore crushers and washing pans. This is the greatest industrial centre and mine in the Dwarf realms and also home of the Engineers Guild.

KARAZ-A-KARAK is the ancient capital of the Dwarf Empire and the seat of the High King. It is the oldest, largest and most heavily fortified of all the Dwarf strongholds and by far the most important.

In ancient times **KARAK VARN** was hewn from the cliffs overlooking Black Water and its mines extended deep under the mountains. Today it is called Crag Mere, a ruin which attracts prospectors and treasure hunters from all over the world.

KARAK UNGOR was the first of the Dwarfs' main strongholds to fall to the greenskins. Today it lies in the hands of the Red Eye tribe of Night Goblins who call it Red Eye Mountain.

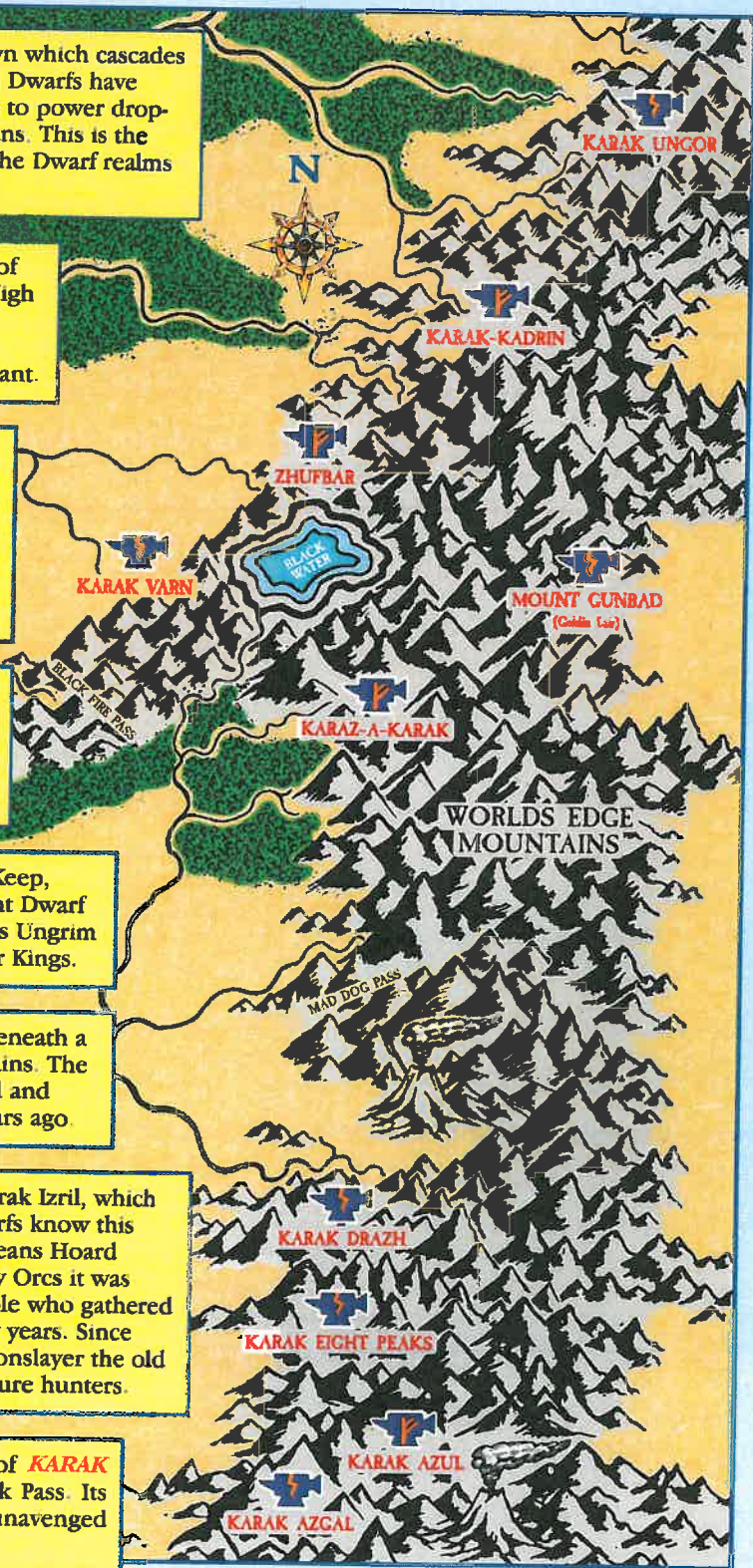
KARAK KADRIN, also known as Slayer Keep, stands south of the Peak Pass, the ancient Dwarf road between east and west. Its master is Ungrim Ironfist, the latest in a long line of Slayer Kings.

KARAK EIGHT PEAKS lies within and beneath a great valley surrounded by eight mountains. The hold is now a ruin, having been attacked and destroyed by Orcs many hundreds of years ago.

In its heyday, Dragon Crag was called Karak Izril, which means City of Jewels, but today the Dwarfs know this ancient ruin as **KARAK AZGAL**, which means Hoard Peak. Following the hold's destruction by Orcs it was occupied by the dragon Graug the Terrible who gathered a great treasure and sat upon it for many years. Since Graug's death at the hands of Skalf Dragonslayer the old hold has become a prime target for treasure hunters.

Black Crag was once the stronghold of **KARAK DRAZH** at the western entrance to Black Pass. Its loss is one of the most important unavenged wrongs in the Great Book of Grudges.

KARAK AZUL is known as Iron Peak and is one of the last holds of the south to remain in Dwarf hands. Its people are mighty warriors and its smiths forge some of the best weapons in all the Dwarf realms.



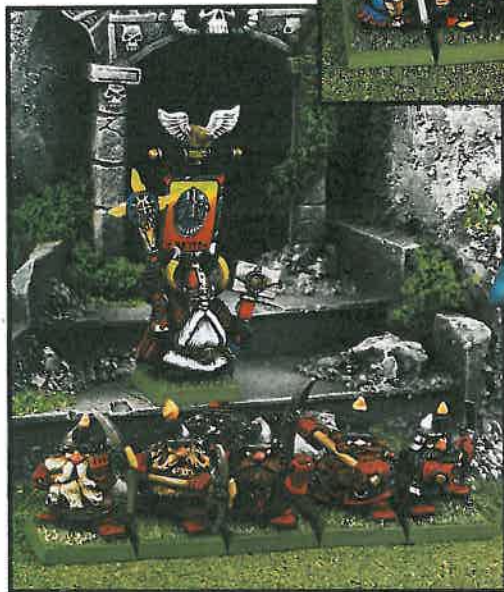
Dwarfs are renowned for their love of gold, gems and all things valuable... but mostly gold. There is something about gold which touches the Dwarf soul and stirs his primal instincts. Often an otherwise sober Dwarf will disappear into the mountains with pick and shovel in search of the 'big strike'. This sudden desire is known as gold fever and it is something that can overcome even the most strong minded Dwarf. Dwarfs have been seen to visibly swoon and go weak at the knees in the presence of large quantities of gold. There are tales of Dwarfs going completely crazy and even slaying their own friends and companions when confronted by a particularly impressive treasure hoard, such is the maddening power that gold has over them.



▲ Should a Dwarf suffer some terrible humiliation he might be driven by shame to live in the wilderness as a Slayer. There he will adopt the orange hair spiked with hog fat that is the mark of a Slayer before striding out to seek death in combat against some dangerous monster, the larger and more vicious the better!



▲ Dwarfs are stout warriors in every sense.



▲ Dwarf miners spend most of their time underground where they face constant danger from Goblins and Skaven, not to mention cave-ins and gas explosions.



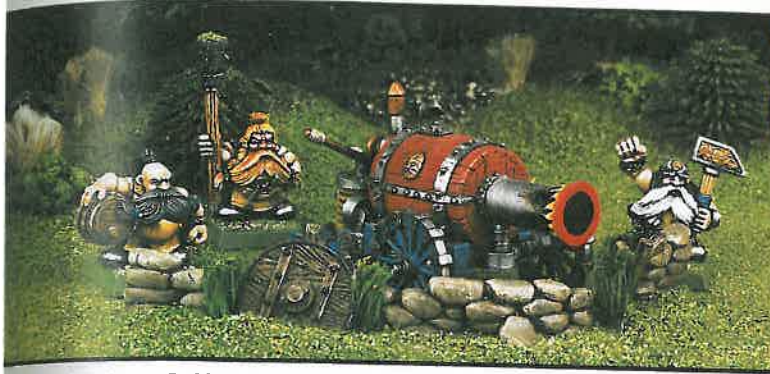
◀ The bodyguard of Dwarf kings are called Hammerers. Dwarfs are proud folk and the appearance of the king's guards is vitally important to him, as it reflects his own wealth and status.



▲ Dwarfs are extraordinarily good at making things, and love nothing more than inventing clever ways of utilising steam propulsion, combustible oil and gunpowder to create formidable war machines

▼ When Thorgrim king of Karaz-a-Karak goes to war he is carried aloft by four sturdy bearers, brave warriors sworn to protect their king.





The Dwarf Engineers Guild is one of the most secretive of all Dwarf institutions. Over the centuries its members have honed their skills of precision engineering. Their inventions are practical or functional, and many are highly destructive. One of the most potent of their inventions is the Flame cannon, designed to project flaming oil and molten tar over the enemy.



Many Dwarfs in the Engineers Guild regard powered flight as the ultimate challenge to their skills. These clanking, whirling and clattering machines are surprisingly efficient and the secret of their manufacture is closely guarded.

Grimgar Ironfist, the Karak Kadrin, the Iron of Slayers, the far and wide, the Slayer King, his oaths bind his dependants to the venerable oath of Grimgar.



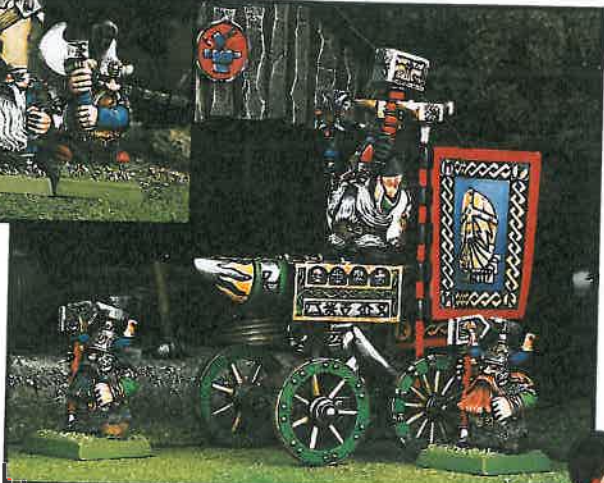
Dwarfs claim to have invented firearms and still make the finest examples.



Engineer Guildmaster Burlok Damminson.



The Rangers are a renowned band. Their homes destroyed by the enemy, they are sworn to spend their lives avenging the loss of their kin.



Dwarfs have a natural distrust of spellcasting and most other magic but amongst them there are some whose powers are the equal of any human or Elven wizard. These famous individuals are called Runesmiths and their skill lies not in spells but in making magical weapons and armour. This they do by carefully engraving secret magic runes, a painstaking art that only the Dwarfs have truly mastered.



There's nothing more sure in the world as the power of gold than the treachery of elves.
Old Dwarf Saying

A Dwarf can bear a grudge for years whilst a Dwarf family can do so for generations or practically forever. Any injustice or slight, no matter how petty, will be remembered and any wrong done to the family, whether real or imagined, will one day be avenged. In everyday life such things may go unsaid, but the truth is that there is no Dwarf hold which does not bear at least some minor grievance against its rivals, whose Lord's ancestors were not wronged in some way by another Lord's forebears. Dwarfs have remarkable memories for such things and their powers of recall are never faded by time or beer, indeed beer seems to improve their memory in this respect! The most enduring grudges are against other races, most notably against Orcs, Goblins and Skaven.



Geoff Taylor

CHAOS

Who can say when or how the power of Chaos first rose like a shadow over the world? Even the Mages of the High Elves, wise as they are, remain uncertain of the events that spawned the greatest threat to mortal races. Speculation on the matter fills shelf upon shelf in the great Tower of Hoeth in the kingdom of Saphery in Ulthuan.

According to Elf legend there was a time before magic, when even the fathers of the Elves knew nothing of language or civilisation, roaming the forests of Avelorn like wild beasts. Then the Old Ones came and taught the Elves the secrets of speech and song. They came from the stars in silver craft, through an interdimensional gateway above the northern pole. Through this gateway the Old Ones travelled from star to star.

It was the Old Ones who brought magic into the world, drawing it down through their gateway and fashioning it into spells and arcane devices. The Elves were quick to learn the arts of civilisation including the manipulation of magic itself. At first their power was weak compared to the Old Ones who, it is said, could summon forth daemons and the very gods themselves to do their bidding.



CHAOS

THE TIME OF CHAOS

Sudden and unexpected catastrophe destroyed the Old Ones. Their gateway was to prove their downfall, perhaps because its mechanisms failed or maybe because it was breached by some enemy. It collapsed upon the northern pole and engulfed the world in shadow. Dimensions once distinct were thrown together in an unholy conjunction of magic and matter. Creatures trapped within were warped and distorted and the lands were twisted into new and insane forms. It is said that time itself was destroyed. The Elves refer to this earth shattering event as the Time of Chaos.

The Realm of Chaos is the name that mortals give to the polar region of shadow. To mortals it is the abode of gods and daemons. To those who are most knowledgeable it is the source of all magical power, for raw magic leaks into the world through the ruined gateway flooding the land with its transmuting energy. Slowly the magical energy changes the creatures of the Warhammer World, twisting their minds and bodies, and creating mutants of extraordinary power.

GODS AND DAEMONS

The Realm of Chaos is inhabited by creatures formed from magical energy rather than physical matter. These gods and daemons require a magically saturated environment in which to live, and for this reason are imprisoned within the boundaries of the Realm of Chaos. They can be brought into the world by means of a spell which creates a short-lived magical field for them to inhabit. At times the Realm of Chaos itself expands like a great tidal wave, enabling daemons to move south.

There are daemons of many kinds both great and small. It is said that daemons take form from dreams, and in this way mortal nightmares have created both daemons and gods. If all gods exist in Chaos, only four are accorded the title of Chaos Gods: Khorne, Nurgle, Slaanesh and Tzeentch.

These four are brothers and rivals; each wishes to make the world his own, yet none is strong enough to accomplish this alone. Their goal is to build up magical energy so that they can dispatch their daemons into the world to conquer and possess it. Several times the north has erupted into darkness, armies of daemons have descended upon the land. Long and terrible battles have been fought to drive back the creatures of shadow and break their power. So far the world has survived – but whether it can continue to endure is doubtful, for the forces of Chaos grow stronger every day.

Despair! The age of mortals is ending. Time drains away and the stars fade from the skies one by one. The bitter spawn of night crawls from the darkness to possess the world for eternity to come.

Fools! Take refuge in faith or flee into the depths of madness, for no other hiding place remains.

The Realm of Chaos is begun.

Egrimm Van Horstmann

MORTAL ARMIES OF CHAOS

The magic that seeps from the Realm of Chaos affects all living things in the Warhammer World. In the northlands, where the Realm of Chaos lies closest and its influence is strongest, many-headed beasts or more horrible mutants roam the land: multi-limbed monstrosities, horned and cloven-hoofed half-men, many-eyed beasts, and things that breathe fire and rank gases. The unfettered transmuting power of magic causes change – though what form such change might take is always uncertain.

Further south the effect is less, partly because magic is weaker and partly because men hunt down and destroy mutants. Mutant children born in the Empire are exposed at birth or left in the woods to die. None marked by Chaos are permitted to live alongside true men. In Ulthuan the power of the Elven Mages drains away the corrupting power of Chaos by means of a great vortex centred upon the Isle of the Dead.

Despite these precautions there are many who are touched by Chaos in hidden ways, especially amongst the race of Men who seem strangely vulnerable compared to other races. There are those amongst mankind who have been given potent gifts by the random mutating effects of Chaos. Outwardly they are normal, but within their bodies they harbour a secret power. Some have ordinary human abilities magnified to an incredible degree, possessing extraordinary intelligence, ambition, strength of mind or charismatic powers of leadership. Others have hidden powers of perception, strength, or resilience. A few have abilities even stranger, and can breathe flame or are able to mesmerise or kill with a gaze. Men of such power must conceal themselves or be driven out by the witch hunters and priests.

CHAOS CHAMPIONS

There are men who make a binding pact with the Chaos Gods and in doing so open up a channel of energy between their own minds and the power that resides in the Realm of Chaos. By this means these Champions of Chaos hope to develop their own powers further, to become great leaders, warriors or sorcerers. Some willingly join the conquering armies of Chaos and hope to one day sit amongst the gods and rule a world of shadow and sorcery. There are many now who see the triumph of Chaos as inevitable. Amongst the cities of the Empire hidden cultists recruit new followers. In the wastes Champions gather mutants to their cause.

Out in the Northern Wastes and deep in the heart of the Empire's forests the followers of Chaos prepare for war. They test their strength against the monstrous creatures of those regions, against the Orcs and Goblins, and against each other. Hundreds of small warbands wander the northlands, plundering outlying human settlements and occasionally raiding the territories of Kislev, Norsca and the Empire. As their power grows stronger Champions gather more followers, and lesser Champions join them, and in this way a dark army grows within the heart of the Old World.

Unlike the daemon hordes of the gods, the mortal armies of Chaos are not bound within the Realm of

Chaos. Their power is real and physical, and the greater that power becomes so the magic energies of the Realm of Chaos are fed by it. Chaos Champions and their gods are inextricably intertwined, as one grows in power so the other grows, the decline of one impoverishes the other. By means of bloodletting and destruction, by conquest and the accumulation of mortal power, the armies of Chaos feed the gods with magical energy and the shadow of the Realm of Chaos creeps slowly southwards over the lands of men. Only by material defeat can the magical energy of Chaos be dispersed and the Realm of Chaos driven back once more.

SPECIAL RULES

BEASTMAN INFIGHTING

Chaos Beastmen are quarrelsome and prone to infighting even in the midst of battle. A Beastman unit that wishes to move normally or make a march move in the movement phase must first take and pass a Leadership test on 2D6 (taken in the same way as a test for fear). If this is failed the unit may not move that turn whilst the leaders restore discipline. The unit is not otherwise affected. Note that no test is required if the unit intends to charge, flee, pursue, or if it is affected by magically induced movement, or for any other unusual movement – only for ordinary moves and march moves.

DAEMON SAVING THROW

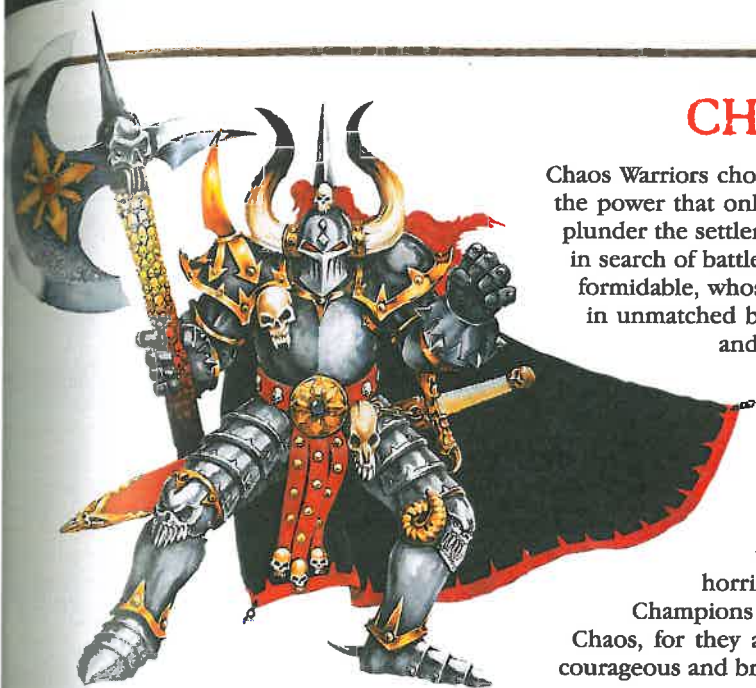
Daemons have a saving throw which represents their daemonic nature. This is exactly the same as a normal armour save and is reduced if an attack is especially strong, just like a normal armour save. Although individual daemons might differ, the save is usually 4+ on a D6. Because they are made of magic, wounds inflicted by magic weapons in hand-to-hand combat cannot be saved in this way. Note that this only applies to wounds inflicted by magic weapons in hand-to-hand combat, not to wounds inflicted by spells, magic shooting or other magic.

The Gods of Chaos are mighty beyond human comprehension. They grow fat and bloated with the adulation of worship. No rite is more to their taste than the rite of battle. A God's Champions are his chosen warriors upon earth, whose deeds and conquests glorify and feed him. The greater the deeds of the Champion the greater grows the God.

CHAOS WARRIORS

Chaos Warriors choose a life of bloodshed and battle in return for the power that only Chaos can offer. Warbands of Chaos Warriors plunder the settlements of the Empire and wander the northlands in search of battle. They are dour warriors whose battle skills are formidable, whose strength is extraordinary, and whose courage is unmatched by common men. They are led by the strongest and most ambitious of all their kind, those known as Champions of Chaos.

Champions are the greatest of all Chaos Warriors whose deeds of bloodshed have drawn magical energies to their minds and bodies. Such is the transmuting power of magic that many Chaos Champions have unimaginable abilities and may even develop horrifying physical changes. Chaos Warriors and Champions are the most potent of all the mortal troops of Chaos, for they are numerous as well as powerful, courageous and brutally strong.



DAEMONS

There are many types of daemons chronicled in the books of daemonology in the library of the Tower of Hoeth in Ulthuan and in the libraries of the Colleges of Magic in the Empire. Daemons differ in size and power, and in their individual abilities and qualities, but all have common traits that mark them for what they are. They are creatures formed of magic, hard to destroy with mortal weapons, but vulnerable to sorcerous weaponry.

Though not material the bodies of daemons are hard and strong, often as hard as rock, and magical ichor flows through their veins like blood. They cannot be killed as such but they can be destroyed, the magical bond that keeps them intact can be cut and pierced like mortal flesh. The greatest of their kind are monsters of towering proportions and awesome power.



BEASTMEN

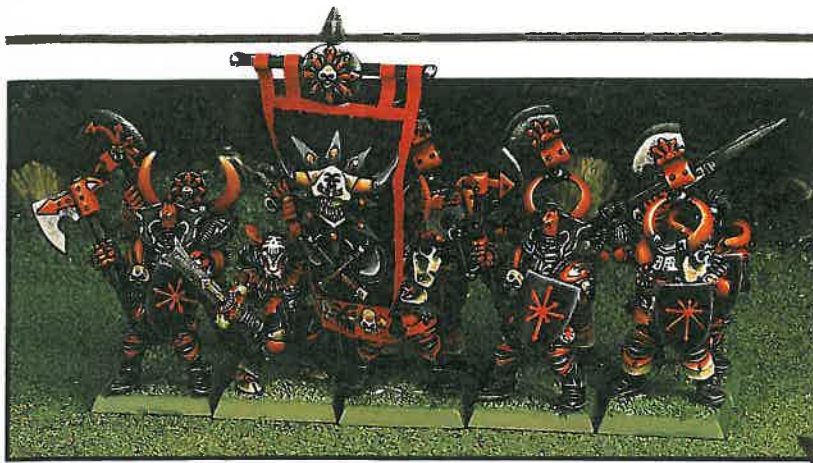
Over millennia the transmuting powers of magic have wrought many changes upon the Warhammer World, not least of which is the gradual evolution of the race of Beastmen. Whether these are creatures which have evolved human-like qualities or men who have devolved into beasts is impossible to say, for Beastmen combine human and bestial forms in one brutish body. Beastmen inhabit the dense woods of the Empire and other wild places, where their bands live in fierce

competition with Orcs and Goblins. Their numbers are increased by mutant humans who flee into the forests to join them, and by Chaos Warriors who recruit them into their own warbands. They are wild and ugly creatures, savage and undisciplined, yet tough and aggressive fighters.

Of all the creatures of Chaos they are the most numerous and make up the greater part of the Chaos armies.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Warrior	4	6	6	4	4	1	6	2	9
Chaos Champion	4	7	7	5	4	1	7	3	9
Chaos Hero	4	8	8	5	5	2	8	4	10
Chaos Lord	4	9	9	5	5	3	9	5	10
Bloodletter	4	5	5	4	3	1	6	2	10
Daemonette	4	6	5	4	3	1	6	3	10
Plaguebearer	9	3	5	5	4	2	4	2	10
Beastman	4	4	3	3	4	2	3	1	7
Beastman Champ.	4	5	4	4	4	2	4	2	7
Beastman Hero	4	6	5	4	5	3	5	3	8
Beastman Lord	4	7	6	4	5	4	6	4	9



▲ Chaos Warriors are devoted to Chaos and to battle. They are dangerous fighters who wear heavily ornamented armour which often bears the eight pointed star of Chaos.



▲ Chaos Spawn! Constant exposure to Chaos causes spontaneous mutations which can turn the most powerful warrior into a mindless and destructive monster.



◀ Dragon Ogres are amongst the most powerful troops available to the Chaos General.



▲ Plaguebearer daemons are created from all the poor mortals who have succumbed to Nurgle's Rot. They have putrid green skin and their infested bodies are alive with flies and maggots.



▲ Horrors of Tzeentch are wild daemons of shimmering light and magic. They whirl across the battlefield, braying like insane beasts.

▼ The greatest of Chaos Sorcerers are the Sorcerers of Tzeentch, the Master of Magic.



▲ The Daemonettes of Slaanesh are fast agile fighters with lithe sensual bodies – a mockery of mortal beauty. Their claw hands can slice through flesh and pierce armour.

▼ The Fiends of Slaanesh are amongst the most bizarre of all daemons. They exude a strong sweet odour that causes mortals to swoon into dreams of sensual pleasure.



▼ The Bloodletters of Khorne are warrior daemons of Khorne, God of Battles, whose screams of rage echo throughout the multiverse.



▲ Lord of Chaos. The greatest warriors of Chaos rise to command vast armies. They are the Lords of Chaos to whom their warriors bow in obedience.

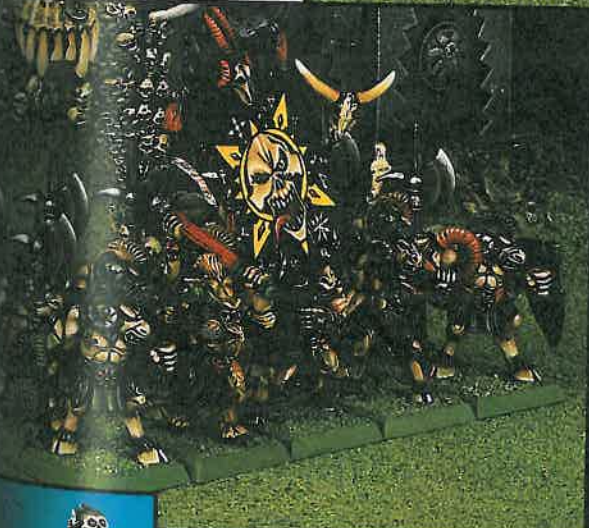


▲ Many foul and monstrous creatures are mutations of Chaos. Dragons are very resistant to mutation, but even these proud beasts are not entirely immune to corruption. Few monsters can equal the power of a Chaos Dragon.



▲ Flesh Hounds are the daemonic hunting hounds of Khorne the Blood God, and pursue their quarry with relentless ferocity.

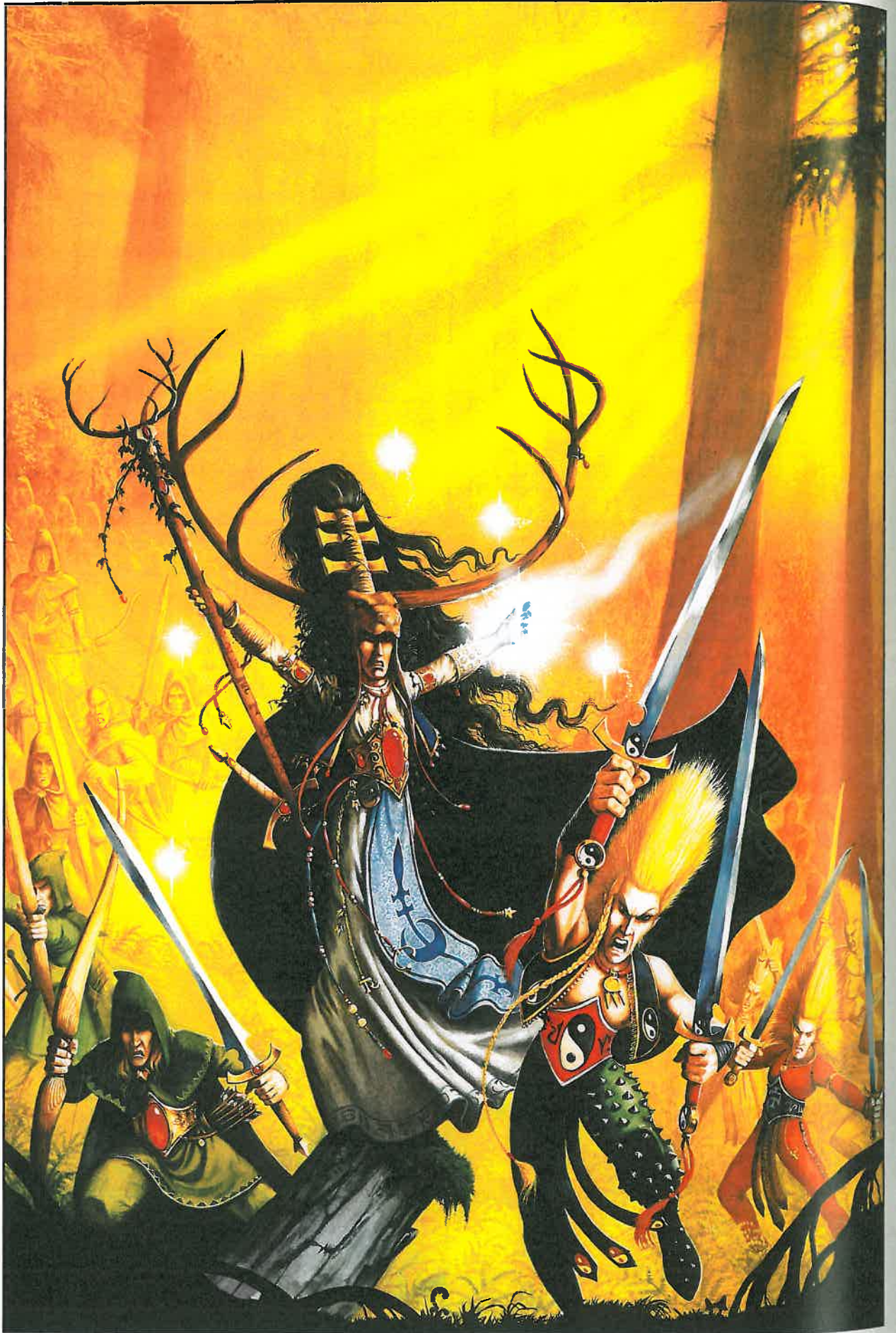
▼ Chaos Knights ride massive Chaos Steeds and carry tall lances. These mounted Chaos Warriors form the most potent unit in many Chaos armies.



▲ Beastmen are ill-disciplined and prone to infighting, but they are also brutal and savage fighters. Their ferocious temperament makes them difficult to kill.

◀ Beastmen practise a debased form of magic and their Shamans enjoy the favour of the Chaos Gods.





WOOD ELVES

The Wood Elf realm of Athel Loren in the heart of the Loren Forest is all that remains of the once numerous Elven colonies of the Old World. Thousands of years ago when the Elves and Dwarfs fought their long and bitter war, most of these colonies were destroyed. Many proud Elf cities fell into ruin, including the great port of Tor Alessi where the Bretonnian city of L'Anguille now stands.

THE PARTING

The Elves left the Old World to face new troubles at home, in the land of Ulthuan where civil war was brewing between the High Elves and the Dark Elves. However, not all the Elven colonists abandoned the colonies, a few refused to do so, and retreated instead into the vast forests of Loren.

THE PEOPLE OF THE WOOD

Wood Elves are physically identical to their cousins the High Elves. They are tall, graceful in all their movements, and extremely agile. The bow is their principle weapon, although they are not afraid of hand-to-hand fighting as they are very skilled warriors. They prefer not to wear much armour, so they can move as quickly as possible through the dense woods. Over the centuries they have grown into a distinct and independent people. They have relinquished all former ties with Ulthuan and its Phoenix Kings, and have chosen to tread their own path of wisdom and natural lore.



THE WOODLAND REALM

Today the Wood Elves shun contact with other races and show no mercy to those who invade their woodland realm or who cause malicious damage to its ancient trees. The Elves have grown to love the trees and the woodlands, and have learned to live alongside the spirits of nature and the magical principles of the land. They have distorted the space around their realm by means of strange enchantments, so that it is almost impossible to enter Athel Loren without the leave of the Wood Elves themselves. Any who wander unwelcome into the greenwoods soon meet with an untimely end, and few that enter with malicious intent ever leave alive.

THE ELVEN GODS

As they took to their new lives the Elves built shrines to the ancient Elf gods Kurnous and Isha, the wild hunter and the earth mother. The mages discovered places in the forest where magic was strongest, and there they set stones to fix the magic and contain it safely. As the Elves made new shrines and uncovered new sources of magic the forest itself seemed to respond, as if the primaeval spirits were being called forth from trees and stones.

THE KING AND QUEEN IN THE WOOD

From the oldest tree in the forest, the Oak of Ages, came forth the King and Queen in the Wood to rule over the Elves. In the outside world stories began to circulate of the magical realm of the King and Queen in the Wood, gods made flesh to rule over the land of Athel Loren. Few dared to enter the woods, whilst in far away lands the very name of Loren was enough to conjure images of sorcerous deception and mysterious power.

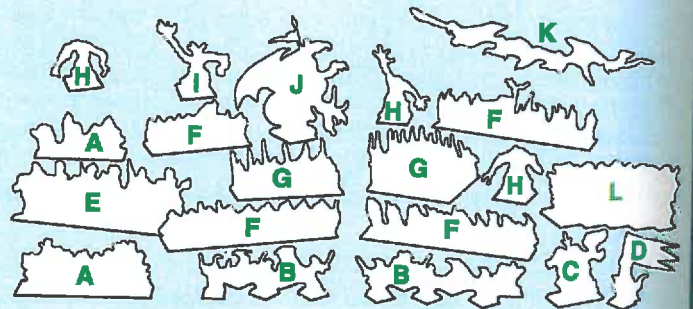
Though the Wood Elves are generally distrustful of other races the King and Queen of the Wood and the King of Bretonnia swore eternal friendship many centuries ago.

The people of Bretonnia who live near to the forest have learned to respect its spirits, and leave harvest gifts of bread and ripe fruit by the edge of the woods for the 'fayrie folk', as they call the Elves.



WOOD ELF ARMY

- A** - Dryads
- B** - Wardancers
- C** - Wood Elf Mage
- D** - Army Standard
- E** - Glade Riders with Army General
- F** - Archers
- G** - Glade Guards
- H** - Treeman
- I** - Durthu the Treeman
- J** - Forest Dragon
- K** - Great Eagles
- L** - Glade Riders



SPECIAL RULES

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wood Elf	5	4	4	3	3	1	6	1	8
Champion	5	5	5	4	3	1	7	2	8
Hero	5	6	6	4	4	2	8	3	9
Lord	5	7	7	4	4	3	9	4	10
Wood Elf Mage	5	4	4	3	4	1	7	1	8
Mage Champion	5	4	4	4	4	2	7	1	8
Master Mage	5	4	4	4	4	3	8	2	8
Mage Lord	5	4	4	4	4	4	9	3	9

WOODS

Wood Elves are born in the woodlands and have the ability to move quickly through wooded territory. Wood Elves therefore suffer no move penalty when moving through woods.

ARCHERY

The Wood Elves make bows of extraordinary power and use them with a skill that even the Elves of Ulthuan cannot match. To represent this all Wood Elves armed with longbows can shoot 6" further than ordinarily, and so have a range of 36" rather than 30".

FOREST OF LOREN

REALM OF THE WOOD ELVES

THE GLADE OF WOE is a fell, dark place where the Wood Elves lead the unwary to their doom. It is also the place where Wood Elf mages gather for their secret councils.

THE WILD HEATH forms the western border of the forest realm. Stone cairns engraved with warning signs indicate the actual border.

The wood from the trees of the **YEW GROVES** is much valued by the Wood Elves, who use it to fashion their bows and magical staves.

Every year when winter arrives and life begins to leave the forest the semi divine king and queen who preside over the realm appear to die. They are then entombed within the **OAK OF AGES**, incarcerated inside the tree until the arrival of spring when they re-emerge fully regenerated.

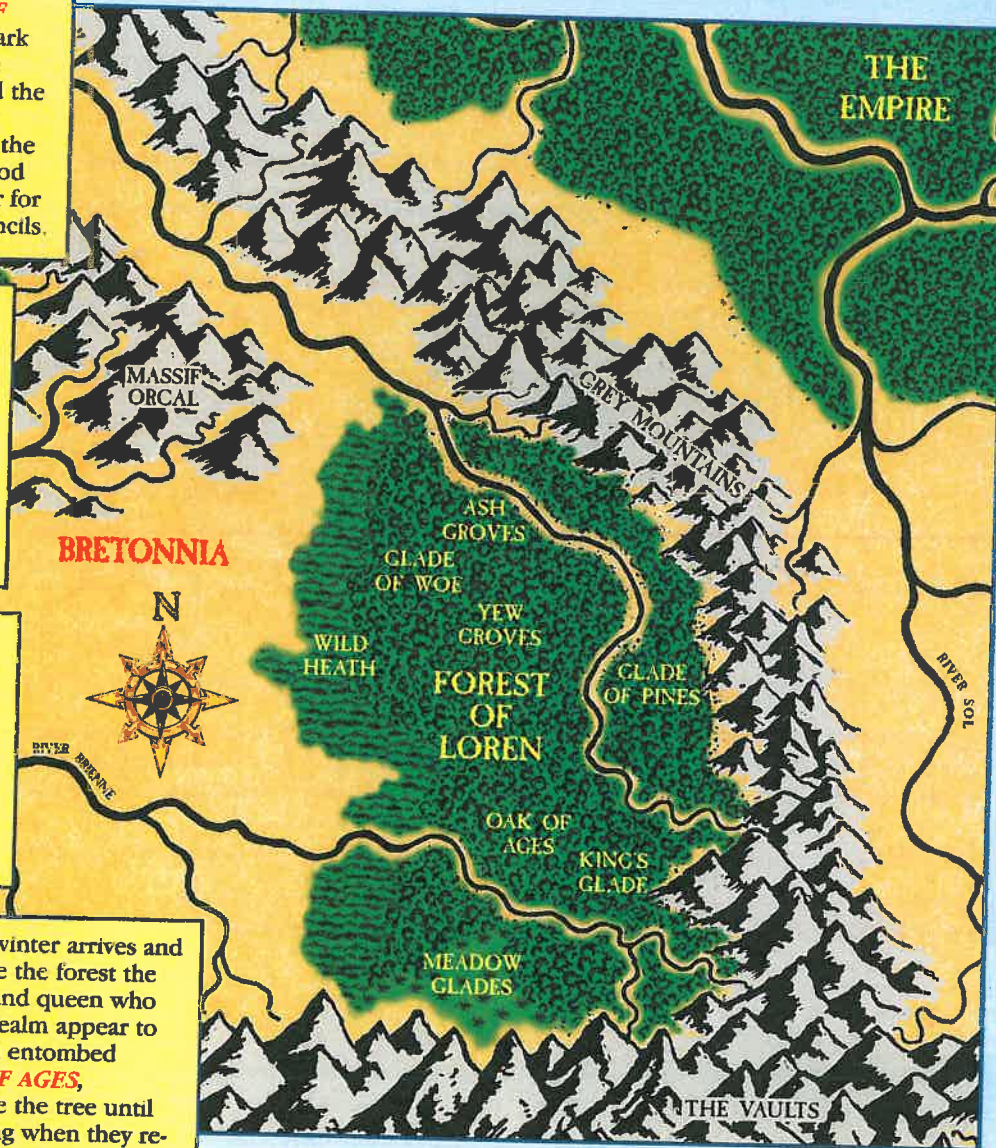
It was the **FOREST OF LOREN** which most attracted the Elves as a place to live and hide in. The reason for this was that the forest had remained almost untouched since the beginning of the world. Orcs and Goblins had not yet found their way into the wood and foul monsters were seldom if ever encountered. The Wood Elves settled within the wood and appeased the woodland spirits, who recognised the Elves as friends and allies who would help protect the forest against invaders such as Dwarfs, and Orcs and Goblins.

The **GREY MOUNTAINS** are the large eastern mountain range that separates the Wood Elves from the Empire. If a brave and adventurous Wood Elf ventures through the old and gnarled **Pine Glades** into the rocky foothills he may be able to befriend and win the trust of the Great Eagles and Warhawks that live in the rugged mountain crags.

THE MEADOW GLADES are home to herds of mighty wild horses prized by the Kindred of Equos as steeds.

THE KING'S GLADE is a vast and awesome glade surrounded by ancient oak trees. This is where the King and Queen of the Wood Elves hold court and preside over their realm.

The **ASH GROVES** are found along the banks of the Upper Grismerie. Here the ash trees grow very thick and are almost impenetrable. The wood from these trees is used by the Glade Guards to fashion their spear shafts.



During the ancient wars between the Elves and Dwarfs the Dwarfs felled many of the trees of Loren to fuel their machines and build their engines of war, and, some would say, to spite the Elves. The Elves were shocked and angered by this cold-hearted destruction, perpetrated by a harsh race who loved only fire, metal and hard stone.

In those far-off days some Elves took it upon themselves to live in the woodlands and take every opportunity to ambush the Dwarfs. Over the years these guardians became permanent forest dwellers and earned the trust and friendship of Treemen and Dryads. From that day to this the Wood Elves have distrusted the Dwarfs and cursed them for their desecration of the forests.

▶ Waywatchers roam Athel Loren, living in the trees, watching for intruders and dealing with small bands by means of ambush and traps.



▲ War Eagles are noble birds, and highly intelligent friends and allies of the Elves.



▲ Dryads are tree spirits – magical creatures that can shape shift into humanoid form. Over the centuries Wood Elves and Dryads have learned to trust each other and will fight side by side in defence of the forest.

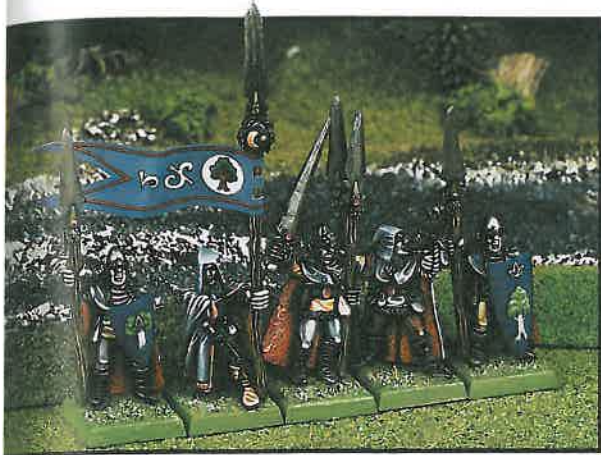
▲ The Chasm Glades of Loren are home to the rare Forest Dragons. Occasionally an Elf will discover and hatch out an egg of this creature, and raise it to become a fearsome mount.

▼ Wood Elves are masters of the bow, a weapon that they learn to use from early childhood. Many a foe has fallen to a white fletched arrow shot unseen from the forest canopy.



▲ Treemen are as ancient as the forest itself – so old in fact that they look like hoary old trees themselves. The Treemen have grown to trust the Wood Elves for both races love the forest and will fight to protect their verdant home.





Wood Elves are determined warriors, fleet footed in battle and skilled with bows, spears and all manner of weapons.



▲ Orion is the King in the Woods, the Lord of all the Wood Elves of Loren. Through the magic of the Oak of Ages he is able to change into Kurnous – Elf God of the Hunt. When he goes into battle in immortal form the whole forest trembles. The dogs of war crawl from their hiding places and gallop at Orion's heels. Ravens and crows fly up from their roosts on the Tree of Woe to glut themselves upon the bodies of the fallen.



Glade Riders are mounted upon mighty horses of extraordinary size and intelligence. These Elves ride with consummate skill, using neither bit nor bridle, relying upon the mutual understanding of rider and mount.

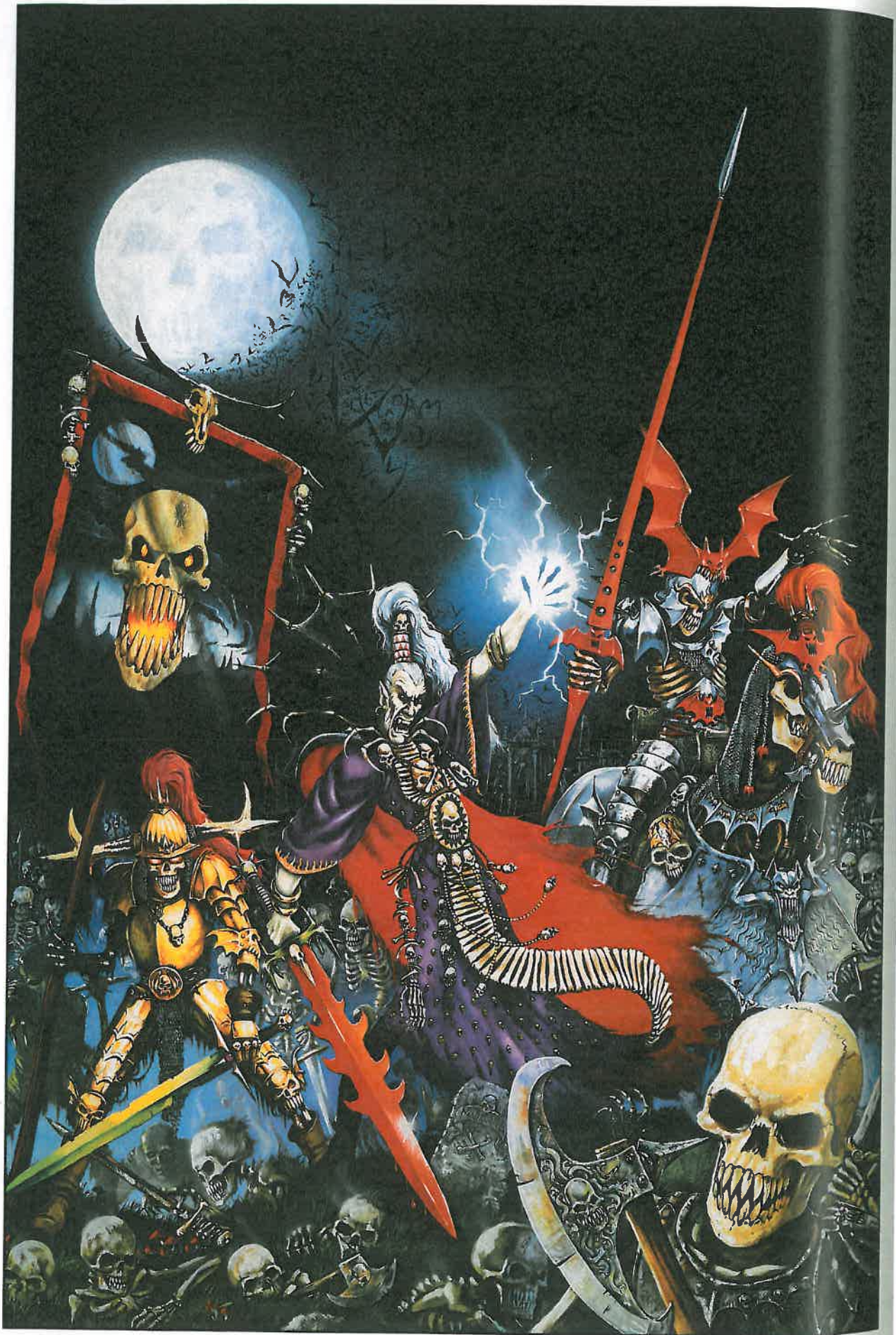
Warhawks are gigantic birds of prey that the Elves of the Greenwood in eastern Loren hunt above the forest, plunging down into battle to the extermination of their foes.



◀ Wardancers guard the Oak of Ages and dance the sacred rites of the forest spirits. They are the foremost warriors of all the Wood Elves and in battle they leap high above their enemies' heads, reigning blows with lightning speed, and darting beyond reach before their foe has drawn breath.

Wardancers are fantastically agile and swift, even for members of a race whose grace and speed are legendary. The frantic dances of the Elves are physically demanding beyond human endurance, often lasting for many days and nights. In battle the Wardancers use their amazing skills to the full, leaping over their enemy, darting away from deadly blows with lightning speed, and striking with their weapons before their foe has time to react.





THE UNDEAD

An Undead army is a horrific thing to behold – hordes of dead walking resolutely forward, bones rattling, dry flesh creaking, corroded wargear scraping and clanking. The smell of death hangs over the army like a cloud of contagion, the air is full of grave dust and the resinous smell of mummified flesh. Spirits prowl like shadows amongst the ranks: powerful Wraiths, insubstantial Ghosts, and Wights plucked from their stony tombs. The skies darken with the tattered wings of Carrion and the earth shakes under the tread of Skeleton Warriors, Zombies, Mummies and other repulsive Undead creatures.

RESTLESS LANDS

It is scarcely any wonder that the dead do not rest easily in their tombs. The Warhammer World is steeped in magic and everywhere there is magic there is the power to change and undermine nature. In places where sorcerous power is inexplicably strong there are many Undead creatures that roam at night or gather into the cold comfort of their tombs. In the Southlands such a place is the Land of the Dead, the ancient realm of Nehekara. In the Empire the province of Sylvania has an evil reputation and in ages past its Vampire Counts waged war against the rest of the Empire. Then there is the cursed city of Moussillon, the Zombie-haunted swamps of Skavenblight and the ancient tombs of the Grey Mountains. The Barrow Hills of the Border Princes is a land of dread that all living creatures avoid where possible.

LORDS OF DEATH

Throughout mankind's history there have been Necromancers, Vampires and Liches who have called to arms great armies of Undead. There is none more powerful than Nagash the Supreme Lord of the Undead who rests today within his sarcophagus in Nagashizzar, the deadly master of an evil empire that stretches into the Old World and beyond. It was Nagash whose great spell of awakening brought many foul creatures from their graves, including the dread Tomb Kings of Khemri. But there are others who have striven to overthrow the living world and make themselves its undisputed lord in death. Lichemaster Heinrich Kemmler led a horde of Skeletons, Zombies, Ghouls and Wraiths that poured down from the highlands of the Grey Mountains destroying all in their wake. Arkhan the Black rose from his tomb to crush the enemies of his master Nagash, and for many long years harried the Southlands in the Wars of Death.

In that dread desert, beneath the moons' pale gaze, the dead men walk. They haunt the dunes in that breathless, windless night. They brandish their weapons in mocking challenge to all life, and, sometimes, in ghastly dry voices, like the rustling of sere leaves, they whisper the one word they remember from life, the name of their ancient, dark master. They whisper the name *Nagash*.

By Abdul ben Rachid, translated from Arabic by Heinrich Kemmler



SKELETONS

Skeleton Warriors carry rusted swords and splintered spears, their wargear is rank with grave mould and tattered rags cling to their bones. They are bidden from where they lie beneath the battlefields of the world to fight once more for the masters of death.

ZOMBIES

Zombies are rotting corpses brought to life by foul sorceries. Their flesh hangs in strips from their bodies and their clothes are caked with blood and filth. They are animated by magical power and defeat destroys them, breaking the magic that animates them.

GHOULS

Ghouls are shambling and cowardly creatures, the descendants of cannibals driven mad by tainted flesh and the terrible knowledge of their own evil deeds. Ghouls live amongst the dead, feeding upon corpses, sometimes attacking the living for the warm flesh that they crave.

SPECIAL RULES

SKELETONS IN COMBAT

Skeletons cannot be broken in hand-to-hand combat and never take Break tests if defeated. Instead their defeat weakens their magic, and for each point by which they lose, one extra Skeleton is removed.

PURSUIT

If their enemies flee then Ghouls will not pursue, but stop to feed upon the corpses or explore their remains. They will do nothing until they stop feeding. They will automatically stop feeding if charged by an enemy. They will also stop feeding on the D6 roll of a 4 or more if there are enemy within 12" at the start of their turn. If no enemy are within 12" the Ghouls will continue to feed indefinitely.

GHOULS IN COMBAT

Ghouls are so cowardly that they will always flee if beaten in combat. No Break test is required as they are assumed to have failed.

FEAR

Undead cause *fear* in their enemies as described in the Warhammer rulebook.

ZOMBIES IN COMBAT

A unit of Zombies is utterly destroyed if it fails a Break test in hand-to-hand combat. The magical bonds that animate it are broken and the corpses fall lifelessly to the ground.

IMMUNE TO PSYCHOLOGY

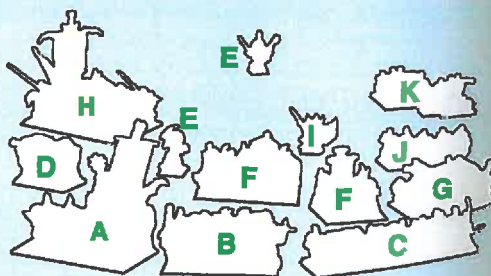
Undead are not affected by psychology of any kind and are therefore immune to fear, terror, panic and all other psychology described in the rulebook.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necromancer	4	4	4	4	3	1	3	2	8
Necro. Champion	4	5	5	4	3	2	4	3	9
Necro. Master	4	6	6	5	4	3	5	4	9
Skeletons	4	2	2	3	3	1	2	1	5
Zombies	4	2	0	3	3	1	1	1	5
Ghouls	4	2	0	3	4	1	3	2	5



UNDEAD ARMY

- | | |
|----------------------------------|------------------------|
| A - Liche King on Mighty Chariot | F - Skeletons |
| B - Mummies | G - Ghouls |
| C - Skeleton Archers | H - Skeleton Horsemen |
| D - Wraiths | I - Vampire Lord |
| E - Necromancer | J - Skeleton Crossbows |
| | K - Skull Catapults |



THE LAND OF THE DEAD



KHEMRI is the birthplace of Nagash and was the mightiest of the ancient Nehekharan cities. Nagash seized control of Khemri and set about conquering the rest of the land. Today the city teems with unquiet spirits and the restless dead, who wander mindless about its deserted streets, under the baleful shadow of the Black Pyramid of Nagash.

NAGASHIZZAR, known also as the Cursed Pit, is the home of Nagash, the Lord of Death. Carved out from the living rock of Cripple Peak, each of its four giant gates is guarded by the deadliest of war machines. Deep in the bowels of the city is the throneroom of Nagash, where the Supreme Necromancer plots his conquest of the world.

THE SOUR SEA is a foul bay of polluted water which runs into the Bitter Sea. Ages ago, a great chunk of warpstone plummeted into Cripple Peak, shattering the mountain. Since then, years of water and wind erosion has caused warpstone dust to seep into the waters, poisoning them forever.

THE DESOLATION OF NAGASH is a parched desert littered with the wind-polished bones of a forgotten army that fell in battle against Nagash centuries ago. On certain nights it is said the restless spirits of the slain rise up and re-enact their defeat, cursed by Nagash to remember their failure every time the full baleful glow of Mörslieb is seen in the sky. Such is the fate of those foolish enough to believe they can storm the gates of Nagashizzar.



▲ Undead Horsemen ride ghostly Skeleton Steeds which can carry them straight through physical obstacles in their path, such as walls, trees, and buildings.

◀ The powerful Necromancer Dieter Helsenicht, Doom Lord of Middenheim, is an awesome opponent in battle. Mounted on a huge Manticore he hurtles across the battlefields of the Old World unleashing his terrifying powers.



▶ Heinrich Kemmler the Lichemaster swore a terrible oath of vengeance, pledging his loyalty to the Dark Gods of Chaos in return for unbridled power. Tales of his foul deeds are whispered throughout the Old World.



▲ Vampires once ruled the lands of Sylvania in the Empire, and even to this day the region is said to be cursed by their memory.

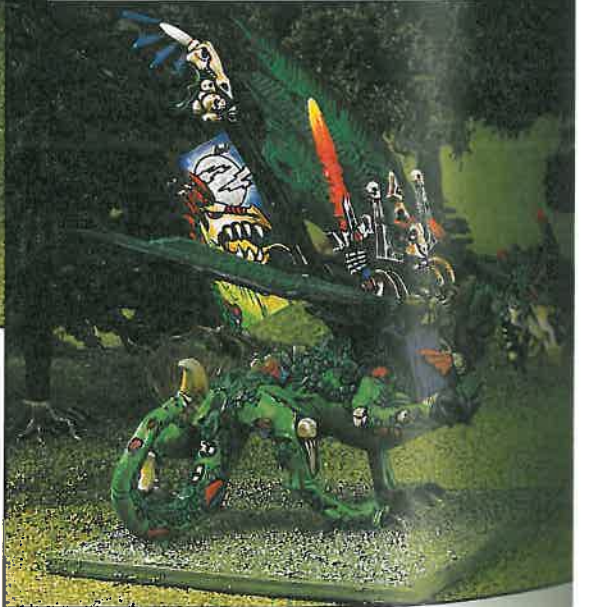


▲ Ghouls are the most horrible of all Undead, living creatures craving for flesh drives them to attack savagely with their filthy...



▲ Skeletons make up the bulk of most Undead armies. They are obedient to the will of their necromantic master, fighting until they are destroyed or victorious.

▶ A Zombie Dragon is a creature reborn from the graveyard of Dragons, the Plain of Bones that lies in the Dark Lands. Only the most powerful and thoroughly evil of magic can summon these creatures back from death to battle for their evil masters.





Carrion are birds of the dead, ghostly flying apparitions which ride evil spirits of destruction.



▲ Mummies are amongst the most powerful of all Undead, preserved beyond life by potent magic, and reeking of the natron and sulphur of the embalmer's parlour. They are slow and clumsy but almost impossible to stop. Their chief vulnerability is fire.



▼ Manfred and Isabella von Carstein, from the most feared Vampire family of Sylvania.



▲ Nagash, Supreme Lord of the Undead, was once a living priest in the land of Nehekhara. His evil sorceries spawned the monstrous creatures of the Undead and turned him into a gigantic daemon of death.

◀ Undead chariots are potent and destructive parts of the Undead army.



▲ Necromancer and Wight accompanied by Skeleton Warriors. The Wight leads forth minions from his tomb to do his bidding!



◀ Wraiths are all that is left of once powerful evil sorcerers. Their bodies have faded away as they tried to cheat death, leaving their greed, bitterness and anger to haunt the world of the living.



CHAOS DWARFS

Many years before the time of man, the ancestors of the Dwarfs moved along the spine of the Worlds Edge Mountains, driven northwards by their lust for the secrets of rock and metal. Many settled in the mines and caverns beneath the mountains, but others, the most ambitious, pushed further and further northwards until they reached the highland plateau they called the Great Skull Land or *Zorn Uzkul* in the tongue of the Dwarfs.

THE PARTING

Here there was a dividing of the clans. Some Dwarfs despaired of finding anything worthwhile in the cold and barren north and turned back to join the growing communities of the Worlds Edge Mountains. Others, the bravest and most boldhardy, turned to the east and then made their way southwards along the bleak mountains of Mourn, and were never heard of again. The northern lands were swallowed in the Time of Chaos and their kin believed them destroyed. But in this the Dwarfs of the west were mistaken. Dwarfs have great resistance to power of Chaos and so they were not destroyed but twisted and filled with evil energy. They became Chaos Dwarfs or, to use the term which they call themselves, *Dawi'zbarr*, which means Dwarfs of the Place of Fire.



THE TOWER OF FIRE AND DESOLATION

The Chaos Dwarfs discovered a land rich in mineral wealth and raised a mighty city to rule over it. This huge and monstrous place is Zharr Naggrund, the Tower of Fire and Desolation, fashioned from black obsidian and stained with the red glow of a thousand diabolic furnaces. Where Dwarfs shunned magic, the Chaos Dwarfs embraced it and became mighty sorcerers, the creators of arcane machinery and horrific engines of destruction. They raised their city in the shape of a mountain rising tier upon tier to its summit. At its top they built a temple to their evil bull-shaped god Hashut, the Father of Darkness.

THE PLUNDERING OF THE LAND

Around their dark city the Chaos Dwarfs sunk mines into the earth, delving deep into the rock and filth in search of the treasures that lay below. They built engines down in the depths, using steam power generated by the heat of the rocks themselves. They dug for coal and piled it high into black mounds. They drilled for oil and tar, and made open pits all over the land in which to store it. In the mountains they quarried for stone and built highways to connect their lands together so that the plundered riches of the earth might flow all the faster into their gargantuan city. Today the

Chaos Dwarfs rule a land of darkness, smoke and industry. Vast numbers of slaves toil in the Tower of Zharr-Naggrund and in the Plain of Zharrduk, outnumbering the Chaos Dwarfs themselves many thousands of times over. The Chaos Dwarfs belong to one of the Chaos Dwarf Sorcerers; they are his subjects and his kinsmen, bonded by ties of blood-loyalty which Chaos Dwarfs deem unbreakable. Each Sorcerer commands his own armies, but ultimately they owe their fealty to the oldest of their number, the ancient High Priest Astragoth, for Chaos Dwarfs revere age and wisdom as keenly as other Dwarfs.

CONQUEST

Chaos Dwarfs make war principally to take captives because they depend upon slaves to keep their city and industry going. Bands of Chaos Dwarfs will journey for hundreds of miles to raid Orc or Goblin strongholds in the Mountains of Mourn. When they conquer a tribe they take back as many slaves as possible, great long lines of them shackled together and driven before the masters of Zharr-Naggrund. Roving bands sometimes reach as far as the eastern slopes of the Worlds Edge Mountains.

At the pinnacle of their city is the Temple of Hashut the Father of Darkness. Within the temple its guardians perform bloodthirsty rites, throwing captives into cauldrons of boiling lead to the echoing laughter of the Chaos Dwarf Sorcerers. On top of the temple stands the hollow iron statue of Hashut, whose belly contains a blazing furnace so that the god glows bright red with fiery heat.

- from the Journal of
Marcus Irebor.

SPECIAL RULES

ARMOUR

Chaos Dwarfs are sturdy creatures who can bear the weight of armour more easily than fragile humans and other races. A Chaos Dwarf therefore has a move rate of 3" regardless of any armour he wears.

PURSUIT AND FLEE

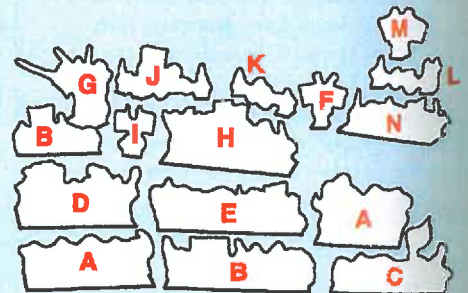
Chaos Dwarfs are not particularly fast, even in the frantic running combat of close pursuit. To represent this they flee and pursue 1" less than other troops, ie 2D6" -1 rather than 2D6".

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Dwarf	3	4	3	3	4	1	2	1	9
Champion	3	5	4	4	4	1	3	2	9
Hero	3	6	5	4	5	2	4	3	10
Lord	3	7	6	4	5	3	5	4	10
Sorcerer	3	4	3	3	5	1	3	1	9
Sorcerer Champion	3	4	3	4	5	2	3	1	9
Master Sorcerer	3	4	3	4	5	3	4	2	9
Sorcerer Lord	3	4	3	4	5	4	5	3	10



CHAOS DWARF ARMY

- | | |
|---|--|
| <p>A - Hobgoblin Wolf Riders
 B - Hobgoblins
 C - Sneaky Gits
 D - Black Orcs
 E - Chaos Dwarfs
 F - Chaos Dwarf Sorcerer
 G - Lammasu</p> | <p>H - Bull Centaurs
 I - Chaos Dwarf Hero
 J - Earthshaker Cannon
 K - Hobgoblin Bolt Thrower
 L - Death Rocket
 M - Chaos Dwarf Lord
 N - Blunderbusses</p> |
|---|--|



Zhatan the Black, Commander of the Tower of Zharr, orders that a thousand swords be made of good black iron, a thousand corselets of ruddy bronze, a thousand arrowheads of 5 shekels of steel and ten thousand of 2 shekels, and that this be delivered to the Fortress of Zharr when the moon is full.

Let it be known that Zhatan plunders to the west and returns within the month with slaves for the service of Hashut. So say I, Zhatan the Black, Commander of the Tower of Zharr, Glory to Zhatan, Glory to Ghorth the Cruel, All praise Hashut Father of Darkness.



▲ The Chaos Dwarfs have invented many weapons of war and devices of destruction. The development of gunpowder weapons includes blunderbusses.



▲ The Chaos Dwarfs are cunning artificers. Like all Dwarfs they are good at making things and their evil minds are capable of conceiving weapons of great destruction such as this rocket launcher.



▲ Chaos Dwarf Lord on Great Taurus fighting against a Dark Elf. The Chaos Dwarfs believe that the Great Taurus was created by the god Hashut from the corrupted and twisted bodies of Chaos Dwarfs.

▶ The Chaos Dwarfs employ many thousands of Hobgoblins as overseers and slave-masters as well as numerous, if unreliable and cowardly, soldiery.



▲ Hobgoblins are sneaky, distrustful creatures who rely upon the protection of the Chaos Dwarfs to prevent other greenskins attacking them. Although cowardly, they are bigger and meaner than ordinary Goblins.



▲ The Chaos Dwarf Sorcerers rule their people as the High Priests of Hashut. Their lore is deep and ancient, the study of machines and magic combined to produce arcane devices of power and destruction.



▼ Thousands of Goblins labour in the mines of the Plain of Zharrduk and in other places throughout the Chaos Dwarf Empire. They are poor and disinterested warriors, but can be effective when used in large numbers.

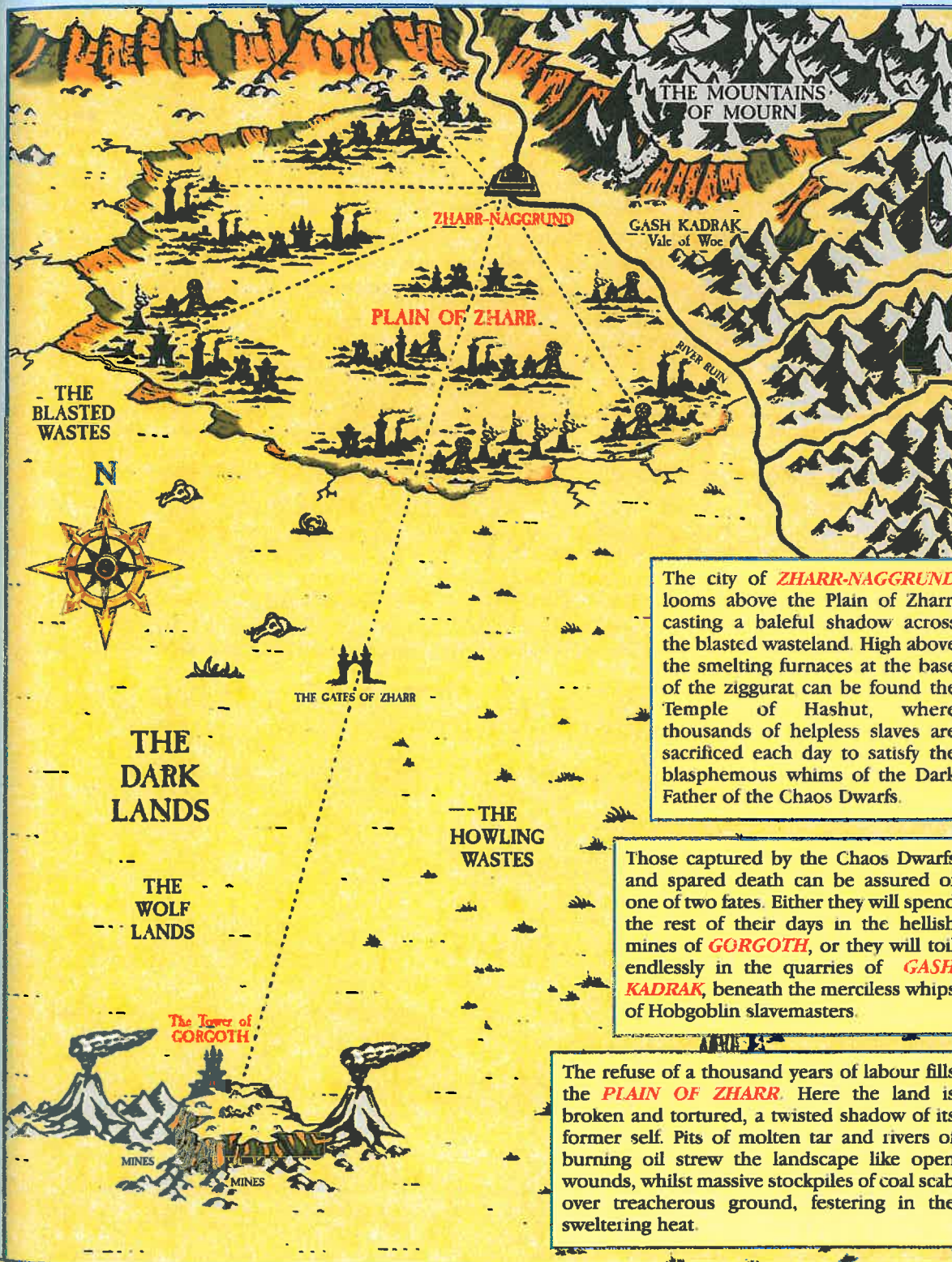
"Stick 'em wiv arthers. Stick 'em wiv knives, and spears. Stick 'em where it 'urts. But most of all, stick 'em when they's looking the other way."

*Gorduz Backstabber,
Hobgoblin Chieftain*



EMPIRE OF THE CHAOS DWARFS

HIGH PRIESTS OF HASHUT



The city of **ZHARR-NAGGRUND** looms above the Plain of Zharr, casting a baleful shadow across the blasted wasteland. High above the smelting furnaces at the base of the ziggurat can be found the Temple of Hashut, where thousands of helpless slaves are sacrificed each day to satisfy the blasphemous whims of the Dark Father of the Chaos Dwarfs.

Those captured by the Chaos Dwarfs and spared death can be assured of one of two fates. Either they will spend the rest of their days in the hellish mines of **GORGOTH**, or they will toil endlessly in the quarries of **GASH KADRAC**, beneath the merciless whips of Hobgoblin slavemasters.

The refuse of a thousand years of labour fills the **PLAIN OF ZHARR**. Here the land is broken and tortured, a twisted shadow of its former self. Pits of molten tar and rivers of burning oil strew the landscape like open wounds, whilst massive stockpiles of coal scab over treacherous ground, festering in the sweltering heat.

Amidst the ruin of the Dark Lands, the **TOWER OF GORGOTH** pierces the horizon like an obsidian dagger. Many years ago, the Chaos Dwarfs discovered rich metal deposits beneath the plateau and established Gorgoth as a mining colony. Today, Gorgoth is a slave labour camp, where those unfortunate enough to have survived Chaos Dwarf raids spend the rest of their days toiling away in its hellish furnaces.

Black Orcs were bred by the Chaos Dwarfs in an attempt to improve the breed and produce a race of slave warriors. Unfortunately the Black Orcs rebelled, nearly destroying the Chaos Dwarfs and Zharr-Naggrund.



Centaurs are half bull and half Dwarf, creatures blessed in the eyes of Hashut and the best fighters in the Chaos Dwarf army.



▶ Astragoth, High Priest of Hashut. This ancient Sorcerer is so old that his limbs have turned to stone and he relies upon a steam driven construction of pistons and metal to move his arms and legs.



Chaos Dwarf warriors are dour and determined, well armoured and armed with sturdy axes. Like the Black Orcs they are relatively slow, and for this reason they form a solid centre in battle surrounded by the more nimble Hobgoblins and Bull Centaurs.

Hobgoblins are sneaky, despicable and cowardly creatures despised by other Chaos Dwarf kin and distrusted even by the Chaos Dwarfs. The Chaos Dwarfs think nothing of sending their worthless lives to blunt the attack of the Black Orcs.



▲ The Lammasu is believed to be a creature created by Hashut from his servants the Chaos Dwarf Sorcerers.



The Earthshaker cannon is well named for its explosive shell is so powerful it shatters the earth to pieces and causes troops nearby to fall to the ground.





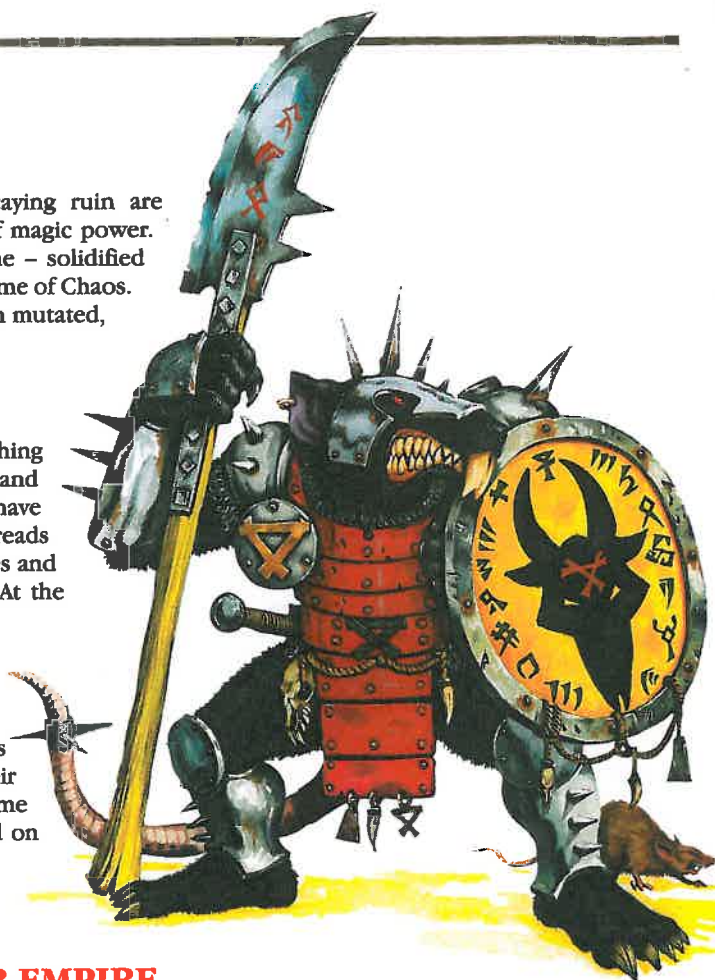
SKAVEN

In the distant past rats infesting some decaying ruin are thought to have fed upon a mighty source of magic power. This power was a substance called warpstone – solidified fragments of raw sorcery formed during the Time of Chaos. Under its unwholesome influence the scuttling vermin mutated, growing in size and intelligence into the vile Skaven.

SKAVENBLIGHT

The Skaven quickly spread across the world, establishing settlements in the sewers beneath unsuspecting cities and rading underground strongholds from below. They have created a vast and intricate web of tunnels that spreads across the world. An equally complex network of spies and agents informs the Skaven of their enemies' plans. At the centre of the web lies the capital of this under-empire, the vast, sprawling city of decay called Skavenblight. Its most secret and vile of places lies deep in the sacherous marshes of northern Tilea.

With their heightened intellect and humanoid bodies the Skaven have learned to use warpstone to fuel their erupt sorceries and to create weapons of awesome power. Warpstone is vital to the Skaven, they depend on it to feed and drive their civilisation – it forms a vital part of their foul ceremonies and the worship of their god, the Horned Rat.



THE UNDER-EMPIRE

The insidious spread of the Skaven continues tirelessly and unceasingly, gnawing at the roots of civilisation like a cancer. They seek to bring corruption and decay to the Old World, causing the downfall of all civilised races so they can feed on the ruins and dominate all living creatures. The Skaven under-empire spreads apace and the Horned Rat grows in power every day – though for the most part he sleeps, awaiting the call from his children that will awake him and bring him down to the world of mortals to feed upon their decaying flesh.

When the Horned One rouses the Skaven erupt into an intense period of warfare and strife, laying waste to towns and cities in an orgy of destruction. In these times not only do the Skaven wage war upon other races but among themselves as well: the slow, the weak and the foolish are set upon and torn apart. The Skaven race purges itself of its weaker members and makes slaves of the defeated.

SKAVEN CLANS

The Skaven are divided into clans of which the Warlord clans are by far the most populous. Each Warlord clan has a pecking order ranging from the lowliest weakling slaves to the most powerful warriors, and ultimately to the Skaven Warlord, who is the cruel and cunning master of the entire clan.

Life for all Skaven is marked by constant squabbles and fights for supremacy. These individual clashes are fought with tooth and claw or knives. There are few fatalities but nearly all Skaven are scarred from these fights, many having lost an ear or eye. Skaven crippled in fights can expect only to be summarily despatched by the victor.

Skaven have many slaves, many of them Skaven beaten in combat, but some are other races defeated in battle. Slaves occupy the most miserable position in Skaven society, often being used in dangerous experiments or as cannon fodder in battles. Their lives are brutish, painful but mercifully short.

All decent folk find the common rat repulsive. Harbinger of disease, it scavenges on our waste-heaps and frightens our children. How immeasurably worse then is the foul Skaven – standing on its hind legs in a foul parody of a human. Rats as tall as man, and blessed with the most vile intellect and cunning. They are the dark side of our soul, come to destroy us for our sins.

*Albrecht of Nuln.
Burned at the stake, 1C 1301,
for pernicious declamation.*

Die-Die Dwarf-men!" squeaked the Skaven as he aimed the strange weapon at the Dwarfs and pulled the trigger. A stream of green-black fire erupted from it and engulfed the Dwarfs; clinging to their bodies it ate through armour, burnt hair and dissolved flesh. With a snarl the Skaven strode over the mound of sticky bone and metal scraps and into the undefended fortress.



▲ Clanrats form the majority of the Skaven horde, a leaping mass of fur, claws and teeth that moves forward as one great body.



▲ The Plague Monks of Clan Pestilens are utterly dedicated to the spreading of corruption and decay in the name of the Horned Rat. They are the initiates of infection and disciples of disease, with numerous agents scattered across the cities of the Old World.



▲ The biggest and vilest Skaven are the blackfurred Stormvermin, who are particularly vicious fighters.



◀ Lord Skrolk, Plaguelord of Clan Pestilens, brandishing the Rod of Corruption whose touch turns his foes into a festering pile of rotting flesh.



◀ The most fanatical and deranged members of Clan Pestilens are given the honour of wielding a plague censer, carrying the foulest disease into the heart of the enemy ranks.

▼ Clan Skryre Doomwheels crush the foe under their massive wheels, or blast them apart with bolts of warp-lightning.

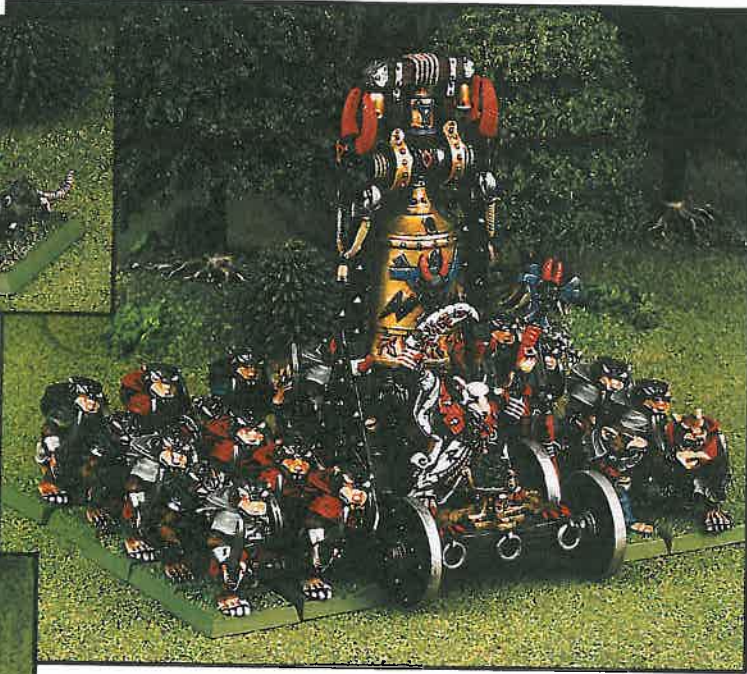


▲ Poisoned wind globes are one of the Clan Skryre's most infamous weapons, fragile crystal globes filled with lethal warpstone gas. In battle Globadiers lurk around near the flanks of Skaven regiments until they have an opportunity to hurl their deadly globes into the enemy's ranks.



hordes of scuttling and chittering rats pour from the drains and sewers to do the bidding of the Skaven Packmasters.

The black-clad Assassins of Clan Eshin are trained from a young age as quick, murderous fighters adept in the use of poisons, knives, throwing stars and all manner of exotic weapons. They often disguise themselves and lurk in the ranks of any Skaven until they have an opportunity to strike at their leaders or heroes in the confusion of combat.



▲ The Screaming Bell tolls the destruction of cities and armies. Its peals send the Skaven into paroxysms of excitement and elicit dread and horror from their foes.

▼ Warfire Throwers are one of the most powerful weapons in the Skaven armoury.



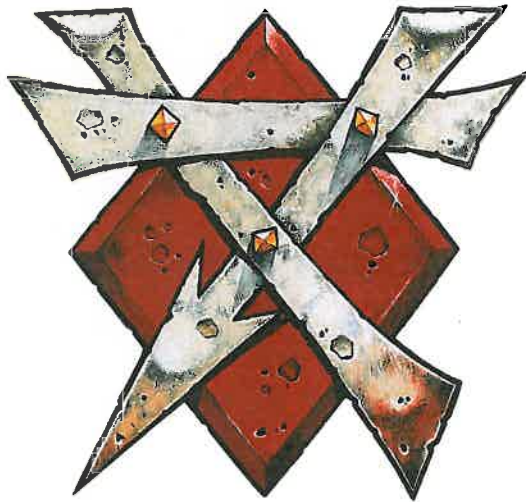
Lord Nightlord Snikch, Chief Assassin of Clan Eshin and prime agent of Lord Nightlord of Clan Eshin.



Rat-Ogres are the most feared of all Clan Moulder's mutant beasts. They are huge, Skaven-like creatures with the speed and strength of true Ogres but as fast and ferocious as Skaven. A Rat-Ogre's small brain is devoted solely to fighting so in battle units of Rat-Ogres are controlled by Clan Moulder Packmasters who direct them to unleash their devastating charges when the time is ripe.



▲ Ikit Claw, Chief Warlock of Clan Skryre and emissary of Lord Morskittar. Ikit Claw is one of the most powerful Skaven Sorcerers of all.



THE RULE OF THE STRONG

Within the greater clan structure the story is the same: weaker clans are dominated by stronger ones and any which become vulnerable are quickly enslaved by their peers. The four most powerful clans are Clan Moulder, Clan Eshin, Clan Skryre and Clan Pestilens. These Great Clans are the masters of the Skaven and the rulers of their under-empire, and have complete ascendancy over the struggling mass of the ordinary Warlord clans.

Each of the Great Clans has its own weird armaments and foul methods of waging war. Clan Moulder are powerful beastmasters, and use warpstone to mutate breeds of ferocious fighting beasts. Clan Eshin are feared as assassins and stealthy murderers, active within and under the cities of man. Wherever there is squalor the adepts of Clan Eshin can be found, poisoning human food and water supplies and stirring up the rat packs. Clan Skryre are known as the Warlock Engineers, masters of the insane blend of magic and science which has produced, amongst other things, the dreaded warpfire throwers and the equally devastating poisoned wind. The Clan Pestilens are also known as the Plague Monks. They are disciples of disease and dedicate themselves to spreading pestilence and plague with morbid energy.

THE THIRTEEN LORDS OF DECAY

All the Skaven clans are ruled over by the Thirteen Lords of Decay. These include the leaders of the greatest cities and fortresses of the Skaven as well as some who lead a reclusive life studying the ways of magic and death. There are twelve, rather than thirteen, Skaven Lords of Decay, the full number being completed by the Horned Rat himself.

The Council of Twelve meet together occasionally and at other times maintain contact via magical means. Between them they coordinate the activities of all the Skaven across the world and spread the word of their master the Horned Rat. It is said that any Skaven can challenge one of the Lords of Decay and gain a place on the Council of Twelve by defeating him, but it is also said that the current Lords of Decay have held their positions for over four hundred years.

SORCERY

The mysterious Skaven known as the Grey Seers are the servants of the Lords of Decay and carry their instructions to the clans. There are many Grey Seers and they occupy an elevated position amongst the Skaven, concerning themselves solely with the most important of matters. Grey Seers are sorcerers of great power, using warpstone to boost their magic powers, and may be found leading hordes of Skaven clans into battle.

On the battlefield Skaven rely on weight of numbers and potent magic to overcome their foes. Regiments of Clanrat warriors wearing dark, ragged clothing and scavenged armour swarm forward in a squeaking, chittering tide supported by the insanely dangerous warpstone weapons of Clan Skryre and the mutant beasts of Clan Moulder. The Clan Eshin ambush unwary foes and the frenzied Plague Monks squeak their devotion to the Horned Rat as they hurl themselves into the foe.

Individual Skaven warriors are vicious but cowardly creatures, preferring to strike their foes from behind or as they sleep, but in large packs or gangs they can be driven into a fanatical state which makes them oblivious to casualties and danger. In such a state they are virtually unstoppable. Skaven armies, when they appear openly, are always massive in size and often overwhelm their enemies by sheer weight of numbers.

SPECIAL RULES

LEADERSHIP

Individually cowardly, Skaven become increasingly confident in numbers. To represent this, Skaven regiments add their close combat rank bonus to their Leadership for all tests that use it. Skaven therefore receive +1 to their Leadership for each rank after the first up to a maximum bonus of +3 (see the Close Combat section of the rulebook for a complete definition).

If the Skaven are fleeing or skirmishing no rank bonus would normally apply so they receive no bonus. If their rank bonus is lost because they are charged in the flank or rear, then their Leadership bonus is lost too. The combat rank bonus and Leadership rank bonus are always the same.

Remember that the maximum possible Leadership score is 10, and no bonuses may take the score above this.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Skaven	5	3	3	3	3	1	4	1	5
Champion	5	4	4	4	3	1	5	2	5
Chieftain	5	5	5	4	4	2	6	3	6
Warlord	5	6	6	4	4	3	7	4	7
Warlock Engineer	5	3	3	3	4	1	5	1	5
Warlock Champion	5	3	3	4	4	2	5	1	6
Warlock Master	5	3	3	4	4	3	6	2	7
Grey Seer	5	6	6	4	4	4	7	4	7

MONSTERS

This section of the Battle book describes, in alphabetical order, some of the huge and horrible monsters of the Warhammer World as well as riding creatures and a few minor races which are deemed worthy of inclusion. All of these are deemed to be 'monsters', but some are considered to be 'large monsters', suitable for riding in battle. Many monsters are ferocious and wilful creatures that must be trained for years or bound by magic before they will submit to the will of their master.

CHIMERA

The Chimera is a huge and vicious monster, and one of the most fearsome that stalk the Old World. This ferocious creature has three bestial heads: one resembling a vast lion, another with horns like a ram, and the third reptilian and scaly like a Dragon. Its hulking body is powerful and quick and its claws are long and sharp. The Chimera also has a lashing tail which is barbed with venomous stings. It is a very dangerous creature indeed, and impossible to fully master, though many have tried, to their cost.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
CHIMERA	6	4	0	7	6	6	4	6	8

SPECIAL RULES

TERROR

Chimeras are extremely large and horrifying monsters and cause *terror* as described in the Warhammer rulebook. Remember that creatures which cause terror automatically cause *fear* too.

BREATHE FIRE

The Chimera's dragon head can breathe fire in the shooting phase. Use the teardrop-shaped flame template to work out hits. Place the template with the end lying over the target and the narrow part coming from the Chimera's mouth. Any model lying under the template area is hit on a D6 score of a 4 or more. Fire hits have a Strength of 4.

FLY

Chimeras have wings and can *fly* up to 24" as described in the rulebook.

BOUND MONSTER

The Chimera is a ferocious creature that must be bound by magic or years of training before it will fight. The Chimera is subject to the Bound Monster rule – see the Monsters section of the Warhammer rulebook.

COCKATRICE

The Cockatrice is a fearsome creature whose squat, strong body is covered with scales and feathers. Powerful leathery wings propel it through the sky, from where it swoops down upon its enemy and rends them apart with its sharp claws. The Cockatrice's head has a fierce beak and is covered with ugly red wattles, which make it look both bizarre and frightening. The Cockatrice can petrify its foes with its magical gaze, literally turning them to stone.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
COCKATRICE	4	3	0	4	4	2	4	3	6

SPECIAL RULES

FEAR

The Cockatrice causes *fear* as described in the Psychology section of the Warhammer rulebook.

PETRIFY

The gaze of the Cockatrice can *petrify* its opponents, turning them into stone and slaying them.

The Cockatrice may use its gaze in the shooting phase. This has a range of 8" and can be used against one model that the Cockatrice can see. The target can try and avoid being turned to stone by looking aside quickly. If a model can roll less than its Initiative value on a D6 then it looks away in time and is unaffected; otherwise it is turned to stone. On a roll of a 6 the target is always affected, even if its Initiative is 6 or more.

FLY

Cockatrices have wings and can *fly* up to 24" as described in the rulebook.

BOUND MONSTER

The Cockatrice is a ferocious creature that must be bound by magic or years of training before it will fight. The Cockatrice is subject to the Bound Monster rule – see the Monsters section of the rulebook.

DRAGONS

Dragons are an incredibly ancient race whose forefathers lived many thousands of years before Elves or Men first set foot in the Old World. Today they are few in number compared to times of old, when the air was full of soaring Dragons and the deep cries of Cold Drakes as they tussled for supremacy of the primaeval skies. Those that remain are reclusive creatures which mostly spend their time asleep in dark holes deep beneath the mountains.

Dragons are a diverse species and apt to display enormous variation in colour and abilities. These differences do not depend on a Dragon's breeding, for the father of all Dragons was the fabled Kalgalanos the Black, and his spawn were red, golden, silver, white, blue and all colours under the sun. Different coloured Dragons have different metabolisms. Red or Fire Dragons breathe roaring flame, Green Dragons belch corrosive fumes, while Blue Dragons spit lightning bolts.

A Dragon's size is proportional to its age. They continue to grow throughout their life, and Dragons of any colour may reach huge proportions if they live for long enough. Few Dragons today can approach the size of Kalgalanos the Black, whose vast scaly body was bigger than a ship and whose smoke shrouded head was larger than a house. Because of this variation in size three profiles are included for Dragons, including the larger and more powerful but slightly slower Great and Emperor Dragons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
DRAGON	6	6	0	6	6	7	8	7	7
GREAT DRAGON	6	7	0	7	7	8	7	8	8
EMPEROR DRAGON	6	8	0	8	8	9	6	9	9

In the lands of the Old World, the greatest of all Dragon kin still live under their stony mounds. These are the kin of the Dragon known as Graug the Terrible, or Dwarf Slayer, who in former times destroyed the last Dwarven defenders of Karak Azgal and made his golden nest in the throne chamber of the Dwarf Lords. For a thousand years Graug gathered all the gold and jewels from Karak Azgal and made his bed amongst a fabulous treasure. Graug hunted far and wide to enrich his hoard still further, and raided the lands of Bretonnia, gorging himself on whole villages at a time and slaying armies sent against him.

Treasure hunters and heroes came from far and wide to try their luck against the Dragon, and soon his treasure chamber became cluttered with the bones of brave Bretonnian Knights and would be dragon slayers. Graug finally met his end at the hands of the renowned Dwarf Skalf Dragon Slayer, who re-opened the old gates of the fortress and became the new Lord of Karak Azgal.



DRAGON SPECIAL RULES

FLY

Dragons have wings and can *fly* up to 24" as described in the Warhammer rulebook.

SCALY SKIN

Dragons have extremely hard scales which act like armour, protecting them from attack. A Dragon therefore has an armour saving throw of 4 or more on a D6. However, because dragonscale is so extraordinarily hard, the Dragon's save is not modified by the usual saving throw modifier for Strength. Regardless of the Strength of the attack, a Dragon will always have the same save. Only if the attack discounts saves altogether is the save ignored.

TERROR

Dragons are huge and frightening monsters that cause *terror* as described in the Psychology section of the Warhammer rulebook. Remember that creatures which cause terror also cause *fear*.

DRAGON'S BREATH

Dragons breathe a deadly flame, gas or lightning discharge. The type of breath depends on the colour of the Dragon, although there are other colours, and even those described here can vary tremendously. For example, Fire Dragons can be red, orange, or brazen.

A Dragon has one of the following breath attacks. Except where noted otherwise, breath attacks are all worked out the same way. Take the teardrop-shaped flame template and place it with the broad end over your target and the narrow end at the Dragon's mouth. Any model lying under the template area is hit on a D6 score of a 4 or more.

Dragons breathe in the shooting phase. Dragons fighting hand-to-hand can continue to breathe in the shooting phase, but must direct their attacks against the units they are fighting. Models removed as a result of breath casualties in the shooting phase are not counted towards the combat result – the effects of the attack itself being considered destructive enough without making life any harder for the enemy.

WHITE DRAGONS breathe a freezing chill mist so cold that enemy are numbed and frozen. Any frozen model suffers 1 wound on the D6 roll of a 6 regardless of its Toughness with no saving throws for armour. Any unit which is hit by a freezing chill is automatically frozen to the spot. A frozen unit may fight if attacked but will require 6's to hit, otherwise it may not do anything else until it thaws out. Frozen units are automatically frozen for 1 turn and subsequently must test to see whether they thaw out at the beginning of the player's following turns. Units frozen by a Dragon require a D6 roll of 2+ to thaw out, those frozen by a Great Dragon require a 3+ and units frozen by an Emperor Dragon must roll a 4+.

BLACK DRAGONS breathe thick oily smoke which can overwhelm and choke an enemy. Each model hit by the oily smoke suffers a number of wounds equivalent to D6 minus the target's Toughness. No armour save is allowed for armour. Against a Man or Elf with a Toughness of 3, for example, dice rolls of 1, 2 or 3 cause no damage, a roll of 4 will inflict 1 wound, 5 inflicts 2 wounds and 6 causes 3 wounds. Foes with a Toughness of 3 who can sustain only 1 wound are therefore slain automatically on the roll of 4 or more. Black Great Dragons inflict 1 extra wound on top of any wound they would otherwise inflict, whilst Emperor Black Dragons inflict 2 extra wounds on top on any wound they would otherwise inflict. Black Dragons are extremely useful for disposing of enemy with relatively low Toughness but several wounds.

RED OR FIRE DRAGONS breathe flames. Each enemy hit suffers a Strength 4 hit from Dragons, a Strength 5 hit from Great Dragons, and a Strength 6 hit from Emperor Dragons. Damage and saving throws are worked out normally. In addition, the Dragon causes extra damage on targets which burn easily such as Treemen and Mummies.

GREEN DRAGONS belch corrosive green fumes. These acrid clouds dissolve skin and irritate eyes. Any model hit suffers a Strength 4 hit with no saving throw for armour. In addition a unit attacked by corrosive fumes may be forced to give ground before the choking clouds. The unit takes a Leadership test in the same way as for a fear or other psychology test (2D6 against its Leadership characteristic – see the Psychology section of the main rulebook for details).

If this test is passed the unit holds its ground. If the unit fails it is moved directly away from the attack by D6". This does not affect the unit's move next turn.

BLUE DRAGONS generate an electric charge which they spit out in the form of arcing forks of lightning. This is not worked out using the flame template but as follows. The lightning has an initial range of 12" – nominate a single enemy model within range as the target. The target is hit on the D6 roll of 4, 5 or 6. If the target is hit then the lightning bolt will leap to a model touching the original target on the roll of a 4, 5 or 6. If this target is hit the lightning bolt leaps to the next model on the roll of 4, 5 or 6 and so on.

The lightning bolts keeps leaping and striking a new target so long as you continue to roll 4 or more. A lightning bolt may leap more than 12" range in total as a result. As soon as you roll 3 or less the lightning bolt earths to the ground and there is no further effect. The Dragon can direct the bolt to some extent by choosing where the bolt leaps to in cases where there is a choice. Any model struck by lightning suffers a Strength 6 hit from a Dragon, a Strength 7 hit from a Great Dragon and a Strength 8 hit from an Emperor Dragon with damage and armour saving throws as normal.

GIANTS

Giants are exceptionally rare in the settled parts of the Old World, having long since been hunted down and destroyed by chivalrous Bretonnian Knights and crazed Dwarf Giant Slayers. In the northlands they are more common because the lands are wild and untamed, and the mountains are tall, craggy, and full of the sort of caves where Trolls, Giants and other creatures of their sort make their homes.

Giants are big but not especially bright and many are positively dim witted. Most live solitary lives, occasionally banding together with other Giants, Trolls, Ogres or Orcs to raid and pillage. Giants will join up with Orc armies for a share of the spoils and a chance to

take part in a big battle. They are notorious drunkards who will raid breweries and ale houses, making off with barrels of ale which they consume together with other Giants in loud drinking bouts. Giants regard anything smaller than themselves at potential food, including Men and other intelligent creatures. They will steal whole herds of cattle or sheep, and sometimes take their human custodians as well.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
GIANT	6	3	3	7	6	6	3	S	6

SPECIAL RULES

FEAR

Giants are large, verbose, rude and extremely threatening individuals and tend to be rather smelly into the bargain. They cause *fear* as described in the Psychology section of the Warhammer rulebook.

MOVE

Giants have long limbs which enable them to cross over normal sized obstacles such as walls and hedges without penalty.

FALL OVER

Giants are tall, ungainly and poorly balanced creatures with a tendency to topple over if something disturbs them. They are especially prone to fall over if they have been raiding the local brewery and imbibing the contents. When a Giant falls over this is bad news for anyone nearby, as a tumbling Giant can easily squash anything it falls on.

A Giant must test to see whether it falls over if any of the following situations apply:

- 1 When it is beaten in hand-to-hand fighting.
- 2 At the start of its movement if it is fleeing.
- 3 When it crosses an obstacle.
- 4 If the Giant wishes to Jump Up and Down (see below.)

To see whether the Giant falls over, roll a D6. If you score between 1 and 5 then the Giant sways slightly, but regains its balance. If you roll a 6 then the Giant falls over. Giants are often drunk and hence prone to stumbling and falling over.

To determine which direction the Giant falls in roll a Scatter dice – the arrow indicates which way the Giant falls. Place the Falling Giant template with its feet at the model's base and its head in the direction of fall. Any models lying under the template are automatically hit.



Any model caught by a falling Giant must roll equal to or less than its Toughness on a D6 otherwise it is squashed and slain regardless of its armour or wounds total. Heroic characters may avoid being squashed if they roll equal to or less than their Initiative level on a D6, so in effect they get two chances to save.

Once on the ground a Giant may get up in his following movement phase but may not otherwise move that turn. While on the ground a Giant may not attack, although he may defend himself after a fashion so the enemy must still roll to hit him. If forced to flee while on the ground the Giant is slain – the enemy swarm all over him and cut him to pieces.

GIANT SPECIAL ATTACKS

Giants do not attack in the same way as other creatures. Instead they have a choice of different attack modes. The player may choose any one of these special attacks when it is his turn to fight in hand-to-hand combat.

THUMP WITH CLUB

Most Giants carry a big axe or a club, often a bit of tree trunk or even a big bone. If they have no weapon, they simply use their enormous fists. The Giant brings down his club with a single mighty stroke. The target may be any model in base contact with the Giant, or any model adjacent to such a model – Giants have quite a long reach so they can choose their target.

The target may attempt to avoid the blow by rolling equal to or less than its Initiative value on a D6. If avoided there is no effect, otherwise the club causes D6 wounds with no armour saving throw allowed. On the roll of 6 the Giant inflicts 6 wounds and his blow is so powerful the club sticks in the ground and he must spend his following hand-to-hand combat phase pulling it free.

SWING WITH CLUB

The Giant swings his club across the enemy's ranks, knocking many targets to the floor. The Giant inflicts D6 S7 hits on the target unit, distributed among the models in the normal way. Work out damage and saves as normal.

STAMP

The Giant raises his huge boot and stamps on a single small enemy. Stamping only works on man-sized creatures, and certainly not on large creatures such as Ogres or Trolls. The enemy model must be touching the Giant's base and may attempt to avoid the descending boot by rolling equal to or less than its Initiative on a D6. If this roll is successful the target is unharmed, otherwise the victim takes D3 wounds (ie, half the score of a D6) with no armour saving throw. Although less effective than thumping the enemy with a club, stamping is less risky as there is no chance of the Giant getting carried away and losing his club.

YELL AND BAWL

The Giant yells and bellows at his enemy. This is not a pleasant experience, especially as Giants are rather smelly and deafeningly loud. The terrible noise inflicts no casualties but the Giant automatically wins the combat regardless of casualties and the enemy must take a Break test with an additional -2 modifier (ie, if Leadership is 7 you must test on 5).

JUMP UP AND DOWN

This is another attack which only works against victims which are more or less man-sized. The Giant jumps up and down vigorously on top of the enemy unit. Before he starts to bounce the Giant must test to see whether he falls over. If he falls over work out where he falls and calculate casualties as described already. Assuming he remains on his none too nimble feet the Giant bounds up and down over the unit cackling madly.

The unit sustains 2D6 Strength 7 hits. Work out damage and saves as normal. Giants enjoy jumping up and down so much that a Giant who starts jumping on his enemy may be so carried away by excitement that he won't stop. If a Giant

jumps up and down then at the start of his next hand-to-hand phase he must test against his Leadership to stop. If he rolls equal to or less than his Leadership (ie, 6 or less) then the Giant may stop jumping and can attack as the player wishes. Otherwise the Giant must jump up and down again, and must test to fall over beforehand.

PICK UP

The Giant stoops down and selects a model from the enemy unit. As with stamping the target must be approximately man-sized, so the Giant can pick it up with one hand. When the Giant picks up his victim the enemy model may make one attack. This is an extra attack and takes place out of the normal sequence to represent the victim trying to struggle free of the Giant's grasp. Work out the victim's attack as normal. If the victim successfully wounds the Giant it lets go, and the victim tumbles back into his unit. The Giant withdraws his hand and cries out with anger, but causes no damage this turn. Assuming the victim fails to inflict a wound on the Giant, roll a D6 to determine what the Giant does next.

1 Squash. This doesn't really bear thinking about too closely. Suffice to say the model becomes a casualty and is removed from the game.

2 Throw Back into Unit. The victim is thrown back into his unit like a living missile. This causes a Strength 5 hit on the thrown model and D6 Strength 3 hits on the remainder of the unit.

3 Hurl. The Giant chooses any enemy unit within 12" and hurls the unfortunate victim into it. This causes a Strength 5 hit on the thrown model and D6 Strength 3 hits on the remainder of the unit.

4 Eat. Giants are always hungry and will eat anything, including people. The Giant gobbles up the poor victim in the following hand-to-hand combat phase. The Giant does not attack in the next hand-to-hand phase as he is too busy eating. If the enemy is beaten this turn the Giant will not pursue as he is too preoccupied.

5 Stuff into Bag. The Giant stuffs the victim into his bag along with the assorted sheep, cows, and other plunder he's already collected. The model is effectively a casualty, but should the Giant be slain any captives are automatically freed.

6 Pick Another. The Giant stuffs the victim hurriedly into his bag or under his shirt (or down his trousers if you are really unlucky) and picks up another victim. Choose another victim and make another Pick Up attack. If the Giant rolls a succession of 6's it is possible to make several Pick Up-type attacks in the same turn, amassing a collection of trapped models in his pockets and bags. Trapped models are casualties, but should the Giant be slain any captives are released.

HEAD BUTT

This attack only works against large sized targets and not on creatures which are merely man-sized. The Giant head butts his enemy. This causes a single Strength 7 hit which is worked out as normal. If the victim is wounded but not slain, he is knocked out immediately and spends his entire next turn unconscious. While unconscious the target may do nothing and any hand-to-hand combat hits struck against it will automatically hit.

ELF STEED

The horses of the Elves are creatures of enormous girth and remarkable intelligence compared to the horses of men. It was the Elves who first introduced real horses to the Old World. All human breeds are descended from Elven stock, but their bloodline is mingled with that of rough wild ponies and so they are smaller and far inferior to the gracious and swift mounts of the Elves.

The best and most highly prized steeds are the sleek dappled horses of Ellyrion. None can match the nobility

of that breed which comes only from the land of Ellyrion and from nowhere else in the world. Light coloured, grey and dappled horses are favoured by the High Elves, browns and bays by the Wood Elves, and black by the Dark Elves, but all colours are found throughout all the Elven domains.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
ELVEN STEED	9	3	0	3	3	1	4	1	5



GIANT SCORPION

The dank underground passageways and caverns of the Worlds Edge Mountains conceal many huge and evil monsters. They breed in the darkness and grow huge and fat on a diet of unnameable crawling things that live deep below the earth.

Giant Scorpions are sometimes fought and captured by Night Goblins. Goblin Chieftains like to keep big, ferocious monsters as pets and as a means of clearing away unwanted servants and captives. They are also

highly valued by wizards throughout the Old World, and sometimes ridden to battle.

The Giant Scorpion has a shiny armoured shell and chitinous claws with saw edges and knife-like bristles. Its most deadly weapon is its venomous sting.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
SCORPION	5	3	0	5	4	4	1	2	7

SPECIAL RULES

PINCER ATTACK

The Giant Scorpion attacks with its 2 pincers. If both pincers hit, then they have grabbed hold of their target and the Giant Scorpion brings its tail down to sting its victim. Where both attacks hit, both hits are therefore resolved at double normal Strength, ie 10 instead of 5. If only 1 hit is scored this is resolved at the normal Strength of 5.

FEAR

Giant Scorpions are horrible and unnerving creatures which cause *fear* as described in the Psychology section of the Warhammer rulebook.

CHITINOUS ARMOUR

A Giant Scorpion's body is protected by thick horny plates of chitin. These act just like layers of armour and give the Giant Scorpion an armour saving throw of 4, 5 or 6 on a D6.

BOUND MONSTER

The Giant Scorpion is a ferocious creature that must be bound by magic or years of training before it will fight. The Giant Scorpion is subject to the Bound Monster rule – see the Monsters section of the Warhammer rulebook.

GIGANTIC SPIDERS

The spiders that crawl through the dark forests of the Old World are huge and bloated creatures, many so large that the Forest Goblins ride them as other races ride horses. The horrific spiders that haunt the pits of Naggaroth are no smaller and no less vicious, though dark in colour, red-eyed and malicious like the Dark Elves themselves. But even these monsters are not the largest of their kind. There are spiders of unbelievable antiquity and size, the mothers and fathers of untold lesser spiders, Gigantic Spiders that wait in the darkest corners of the dim forests and blackest tunnels.

These monsters are rare and only the foolhardy would attempt to seek them out. The Night Goblins worship them, and are sometimes eaten by them, and occasionally, just once or twice in every hundred years, a Night Goblin Shaman crazed with spider bites will successfully master a Gigantic Spider to ride into battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
GIGANTIC SPIDER	5	3	0	5	4	4	1	2	7

GORGON

The Gorgon is a horrifying snake-headed she-monster with long thin claws and small sharp teeth through which the creature hisses like a serpent. Like a Cockatrice the gaze of a Gorgon is magical and can turn a victim to stone. Gorgons sometimes carry weapons which they clutch awkwardly in their misshapen hands, and they dress in robes pulled from battle corpses.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
GORGON	4	2	3	3	3	3	5	1	9

SPECIAL RULES

PETRIFY

The gaze of the Gorgon can *petrify* its opponents, turning them into stone and slaying them. The Gorgon may use its gaze in the shooting phase. This has a range of 8" and can be used against one model that the Gorgon can see.

The target can try and avoid being turned to stone by looking aside quickly. To do this, the model must roll less than its Initiative value on a D6, or else be turned to stone. On a roll of a 6 the target is always affected, even if its Initiative is 6 or more.

FEAR

The Gorgon causes *fear* as described in the Psychology section of the Warhammer rulebook.

SPECIAL RULES

FEAR

Gigantic Spiders are horrifying creatures which cause *fear* as described in the Warhammer rulebook.

MOVE

Spiders have eight hairy legs which enable them to move easily over obstacles and rough terrain. To represent this spiders are not slowed down by crossing difficult ground or obstacles.

CHITINOUS ARMOUR

A Gigantic Spider's body is protected by thick horny plates of chitin which give the spider an armour saving throw of 4, 5 or 6 on a D6.

BOUND MONSTER

The Gigantic Spider is a ferocious creature and is subject to the Bound Monster rule - see the Monsters section of the Warhammer rulebook.

HORSES & WARHORSES

Horses are common cavalry mounts for men. Warhorses are fiery-tempered stallions big enough to carry a fully armoured knight, trained to kick and bite as their riders fight. A knight riding a warhorse is at a considerable advantage as his mount will attack the enemy with courage and determination. Any foe who falls beneath their flailing legs will be trampled and crushed.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
HORSE	8	0	0	3	3	1	3	0	5
WARHORSE	8	3	0	3	3	1	3	1	5



GREAT EAGLES

The ancient and proud race of Great Eagles has lived among the peaks of the Worlds Edge Mountains since the time before humanity. These wise and intelligent creatures live for many centuries. From the vantage point of their high eyries, the Eagles keep a close watch on the world, carefully observing the movement and behaviour of ground-dwelling creatures. They particularly revile evil creatures like Goblins who seek out their nests and destroy their young.

Of old their greatest friends amongst the races of the Old World were the High Elves, and in former times the Wind Lords of the Eagles would fly to the towers of the Elves to talk of movements amongst the Orc tribes and the progress of Chaos. Nowadays the High Elf towers are ruined and abandoned, but the Wind Lords still fly to the forests of Loren to commune with the Wood Elves. The races of Elves and Eagles are very close, and the Elven Lords often ride to battle upon the broad backs of their mighty allies. The Eagles are also friends of the Dwarfs, as both races have little liking for Goblins and the Dwarfs are always grateful for news of their enemy's activities.

Great Eagles are large creatures with long black claws and ferocious beaks which they use to tear their enemies apart. Their feathers are golden yellow and glisten in the sun, while their underside, tail and the tips of their wing feathers are white like clouds. Some Eagles have black

edges to their tail and wing feathers. This is a sign of great maturity and power, and only the mightiest Wind Lords are marked in this way.

One of the most famous of all the Great Eagles was Gwador the Black. This mighty Wind Lord had plumage of the deepest black that shone like polished jet. Gwador carried the Wood Elf Lord Thalador Doomstar into ill-fated battle against the Undead hordes of Manfred von Carstein, the Vampire Count of Sylvania. It was thanks to the bravery and power of the Eagle that Thalador survived. Though his army was overwhelmed by tides of Skeleton warriors and foul Zombies, the Eagle managed to escape the slaughter, bearing the badly wounded Elf back to the safety of Loren.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
GREAT EAGLE	2	7	0	5	4	3	5	2	8

SPECIAL RULES

FLY

Eagles can *fly* up to 24" as described in the Warhammer rulebook.



GRIFFONS



Griffons are wild and dangerous creatures that hunt from the tallest crags of the northern Worlds Edge Mountains. Brave adventurers seek out their high nests and steal chicks to raise in captivity. Only in this way can a Griffon ever be made tame enough to allow anyone to ride it, and even then they are temperamental and ferocious beasts.

The Emperor Karl Franz is famous for his extensive collection of creatures including the Griffon Deathclaw, who the Emperor has ridden into battle on many occasions. Taken from its nest as an egg and raised by the Emperor himself, Deathclaw formed an unusually close bond with his master and even learned to obey commands. Deathclaw used to fly free above Altdorf and return to his cage in the evening (much to the relief of the citizens).

During the battle of Blood Keep Deathclaw stood over the fallen Emperor, defying his enemies to come near and slaying several who tried. Although the Emperor was so badly wounded that it took many months for him to recover his strength, it was thanks to the uncanny loyalty of Deathclaw that he survived to fight another day.

Griffons have fierce heads with a hooked beak like that of a huge bird of prey. Their forequarters too are feathered, with scaly limbs bearing foreclaws which are bird-like and razor sharp. Behind its huge feathered wings the Griffon's body is furred and it has huge

clawed feet and a tail like that of a great hunting cat such as a lion or tiger. Some Griffons have great golden pelts like mountain lions, other have skins which are spotted or striped, or black as night.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
GRIFFON	6	5	0	6	5	5	7	4	8

SPECIAL RULES

FLY

The Griffon has great wings which enable it to *fly* up to 24" as described in the Warhammer rulebook.

TERROR

The Griffon causes *terror* as described in the Warhammer rulebook. Remember creatures that cause terror automatically cause *fear* as well.

BOUND MONSTER

The Griffon is a ferocious creature that must be bound by magic or years of training before it will fight. The Griffon is subject to the Bound Monster rule – see the Monsters section of the Warhammer rulebook.

HALFLINGS

Halflings are a small people that live in the region of the Empire known as The Moot or Mootland. They are subjects of the Emperor and their people provide regiments for the Imperial army in times of extreme need.

The Moot itself is a largely peaceful land, and Halflings are a peaceable people, preferring the quiet routine of farming to military adventure. Despite this Halflings are tougher than they look, which is just as well for the Moot is not immune from the ravages of marauding Orcs from the Worlds Edge Mountains to the east.

Halflings are remarkably courageous, and will often stand their ground and resolutely fight on while larger creatures turn and flee. They are rather small to make first class warriors, but they are excellent shots with a bow. It is therefore as archers that they tend to be recruited into the Imperial army, although they are capable of fighting with spear and sword when the need arises.

Halflings are also good woodsmen, and have an uncanny ability to pick their way quietly and swiftly through woods and forests. This gives them a real advantage over their foes despite their small size.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
HALFLING	4	2	4	2	2	1	5	1	8

SPECIAL RULES

WOODS

Halflings are natural woodsmen and can move swiftly and silently through wooded territory. Halflings therefore suffer no move penalty for moving through woods.

HARPIES

Harpies live amongst the high crags of the Mountains of Mourn far to the east of the Old World, but they roam wide in search of prey, sometimes swooping over the foothills of the Worlds Edge Mountains and into the lands of men. Their bodies are scaly and muscular, and their chief weapons are their claws and teeth. Some carry simple clubs or stones, and they attack like wild beasts, screeching and howling as they swoop down.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
HARPY	4	4	0	4	4	2	2	1	6

SPECIAL RULES

FLY

Harpies can *fly* up to 24" (see the rulebook).

HARPY UNITS

Harpy units cannot have champions, standards or musicians. They cannot be led by characters.



HIPPOGRIFFS

A Hippogriff is a large and extremely ferocious beast. Its head is feathered like a great bird of prey, and it can slash at enemies with its deadly beak.

The forequarters of a Hippogriff are furry, with legs and claws like a great cat such as a lion. Its rear quarters more resemble those of a horse, with hooves and a sweeping tail. The colour of Hippogriffs' fur and feathers can vary tremendously.

Hippogriffs inhabit the high mountain passes of the northern Old World but they are also the favoured mounts of Elven Mages who hunt them down in the mountains of Ulthuan. Only the most iron-willed of riders can hope to master a Hippogriff, for they are treacherous beasts, ever ready to tip their riders from their seats should they prove lax on the rein.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
HIPPOGRIFF	8	5	0	6	5	5	6	3	8

SPECIAL RULES

FLY

The Hippogriff has towering wings which enable it to fly up to 24" as described in the rulebook.

TERROR

The Hippogriff causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember, a creature that causes terror automatically causes *fear* as well.

BOUND MONSTER

The Hippogriff is a ferocious creature that must be bound by magic or years of training before it will fight. The Hippogriff is subject to the Bound Monster rule – see the Monsters section of the Warhammer rulebook.

HYDRAS

The Hydra is a many-headed monster with a scaly, reptilian body. Its serpentine heads belch out smoky flame, but they can also attack by biting enemies with their sharp teeth, and crushing them in the coils of their necks. Hydras' bodies are low and squat, heavily muscled and covered with thick scales which are as hard as iron.

Hydra scales are much sought after to make suits of armour. Few men are foolhardy enough to ride such a creature yet there are tales of Chaos Champions riding Hydras into battle and of Chaos Sorcerers who cast their dark spells from the back of a multi-headed beast.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
HYDRA	6	3	0	5	6	7	3	5	6

SPECIAL RULES

TERROR

The Hydra causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember that creatures which cause terror automatically cause *fear* as well.

BREATHE FIRE

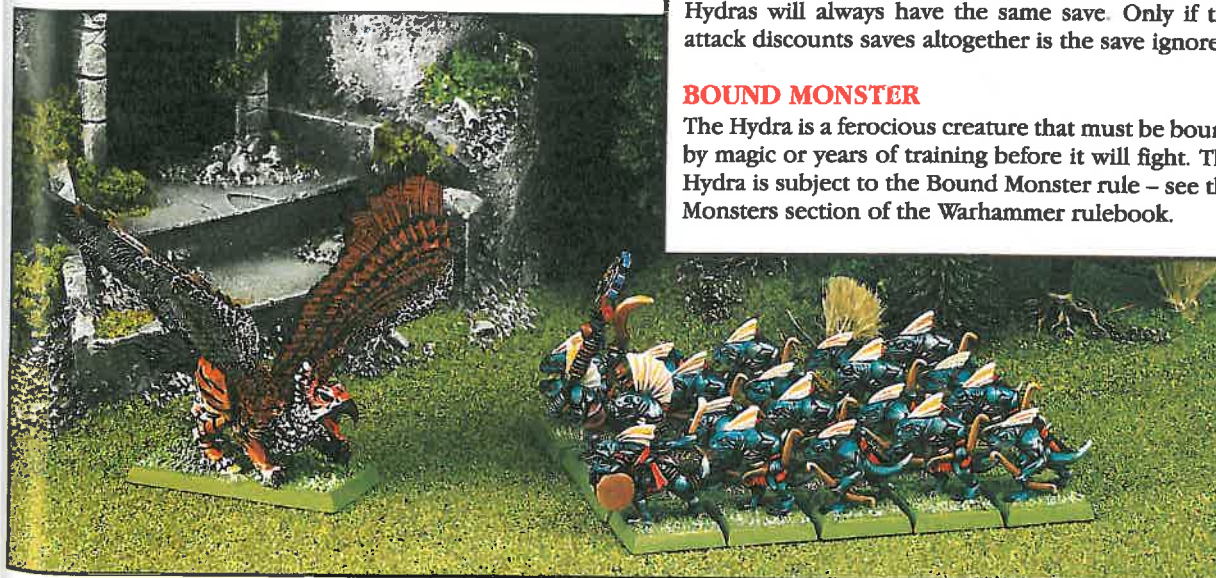
The Hydra's heads can breathe fire in the shooting phase, in the same way as a Dragon. Although there are many heads they all breathe together, producing a single sheet of flame. Use the teardrop-shaped flame template to work out hits. Place the template as you wish, with the end lying over the target and the narrow part coming from the front of the Hydra. Any model lying under the template area is hit on a D6 score of a 4 or more. Fire hits are Strength 4.

SCALY SKIN

Hydras have an exceptionally tough scaly skin. This acts like armour and gives the Hydra an armour saving throw of 5 or 6 on a D6. As with Dragons, this is not modified by the Strength of the attack, so Hydras will always have the same save. Only if the attack discounts saves altogether is the save ignored.

BOUND MONSTER

The Hydra is a ferocious creature that must be bound by magic or years of training before it will fight. The Hydra is subject to the Bound Monster rule – see the Monsters section of the Warhammer rulebook.



MANTICORES

The Manticore is a gigantic lion-like monster with large leathery wings and a tail that is spined or spiked. They are adept and devastating fighters, attacking with raking claws and their long sharp teeth. Indeed, they are amongst the most deadly of all large monsters. They will kill simply for the pleasure of it and will fearlessly attack foes many times their own size.

Needless to say, Manticores are exceptionally fierce and brutal creatures which are dangerous in captivity. Their strongly territorial nature means that they will attack

other monsters on sight. Because of their intolerant and violent nature Manticores are very difficult to control either by training or by means of magic. Only a very brave wizard would attempt to bind a Manticore with spells, and only the most foolhardy would attempt to ride such a creature.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
MANTICORE	6	6	0	7	7	5	4	4	8

MANTICORE SPECIAL RULES

TERROR

The Manticore causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember, a creature that causes terror automatically causes *fear* as well.

FLY

The Manticore can *fly* up to 24" as described in the Warhammer rulebook.

ENRAGED BOUND MONSTER

Manticores are insanely dangerous creatures that are very difficult to control effectively. If an army includes a Manticore, either as a mount for a character or as a Bound Monster, then no other Bound Monsters may be included in the army either as individual Bound Monsters or as mounts. The Manticore would simply attack them!

In addition, Manticores must take a special Enraged Bound Monster test instead of the normal Bound Monster test. So unruly are these beasts that this test must also be taken by a ridden Manticore, although in this case the rider's Leadership can be used instead of the Manticore's Leadership. If the test is failed consult the chart below.

1 DESERTS. The Manticore quits the battlefield, flying off from the fighting and roaring its defiance. It does not return. If it has a rider he is taken away, helpless to either stop or control the Manticore. Neither Manticore nor rider are killed, and no victory points are awarded to the enemy on account of their loss.

2-5 ATTACK MONSTER! The Manticore will attack the nearest enemy Bound Monster within 24", and will leave a combat engagement it is already fighting in order to do so. It will continue to fight the enemy Monster until one or other is dead, and will not break from combat against its rival. No further tests are required until the enemy is slain, thereafter they are taken at the start of the turn as normal. If there is no suitable enemy within 24" roll again: 1-3 the Manticore quits the battlefield as for 1 above, 4-6 the Manticore will do nothing that turn as for 6 below.

6 STRUGGLE. The Manticore bellows and roars as it attempts to break the magic that binds it or to wrest control from its rider. The Manticore and its rider can do nothing this turn. If engaged in combat they cannot fight. However, if beaten in combat the Manticore will not break as it is far too enraged.



OGRES

Ogres stand almost twice as tall as a man and are far more strongly built. They have massive well muscled frames, huge limbs, jutting jaws and thick bony foreheads. The clenched fist of an Ogre is larger than a man's head and his grip is vice-like and tenacious.

Ogres are not especially bright, but they are not stupid or evil by any means. Although slow of mind and not especially quick or agile in their movements, once Ogres decide to act they are as unstoppable as a vast boulder rolling down a mountain chasm.

Ogres are tough creatures who neither need nor desire the comforts of civilised living. They prefer to avoid cities and towns, and make their camps among the rocky mountains. Ogres do not especially like other races, and will sometimes hunt down stray Orcs, Trolls and even men who wander into the mountains. Because they are such good fighters, many races attempt to recruit Ogres into their armies, promising food or gold and whatever else the Ogres want in return for their services. Bands of Ogre mercenaries have often fought on behalf of the Empire as well as for Orc and Goblin Chieftains. Ogres are notoriously unbothered who they fight for.

One of the most famous Ogre chiefs was the immensely successful Golgfag. This ferocious and especially massive Ogre leader joined a marauding army of Orcs which was at that time engaged in a long struggle against the Dwarfs of the northern Worlds Edge Mountains. Golgfag's band proved to be excellent troops, if somewhat undisciplined and extremely rowdy, as you might expect of Ogres. One night, after a particularly long drinking bout, Golgfag and the Orc leader, Gnashrak, who had never liked each other much, fell to arguing. Soon Ogres and Orcs were at each other's throats and blood was flowing freely.

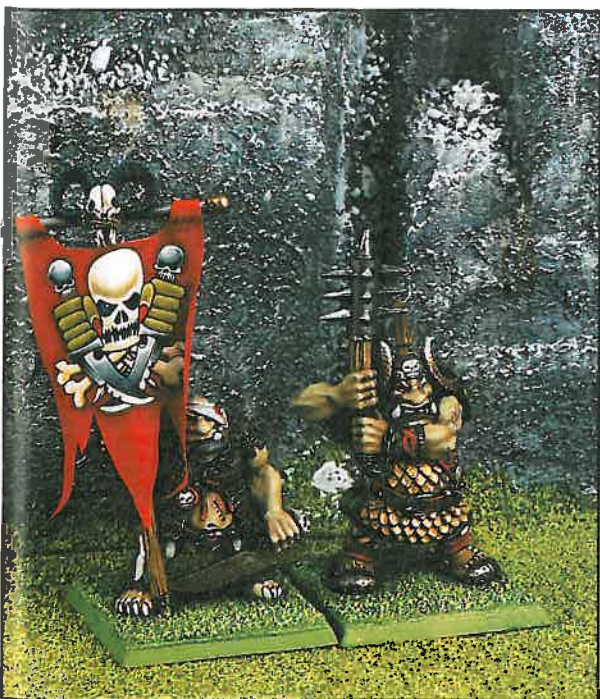
Heavily outnumbered, the Ogres fought their way out of the stockade where the army was encamped and took to



the hills. Golgfag soon found fresh employment with the Dwarfs, and was instrumental in the final battle of Broken Leg Gulley when the Orc army was trapped in a narrow defile and crushed. Having finished his argument with Gnashrak by beating the Orc Chieftain senseless, Golgfag presented the Orc in chains to the Dwarf leader Ungrim Ironfist to do with as he pleased.

Golgfag next headed south and further employment fighting for the Emperor. After years and several more employers, Golgfag and his companions returned to the north laden down with wagon loads of gold, weapons, food and beer.

One popular story about Golgfag concerns the time he was captured by the Dwarfs. He was imprisoned in the infamous Black Hole of Raven Keep along with several dozen Orcs and Goblins. Crammed into a tiny space, with no air and hardly enough room to move, the Dwarfs confidently expected the occupants to die. However, when the jailor opened the door the following morning he was aghast to find Golgfag chewing on the remains of the last Goblin. The cell was otherwise empty, although there was a good deal of blood and gore on the floor and the odd splintered bone. The Dwarf leader Ungrim Ironfist was so awed by this feat that he ordered the Ogre to be taken a long, long way away and released.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
OGRE	6	3	2	4	5	3	3	2	7

SPECIAL RULES

FEAR

Ogres are large and extremely threatening monsters, and cause *fear* as described in the Psychology rules of the Warhammer rulebook.

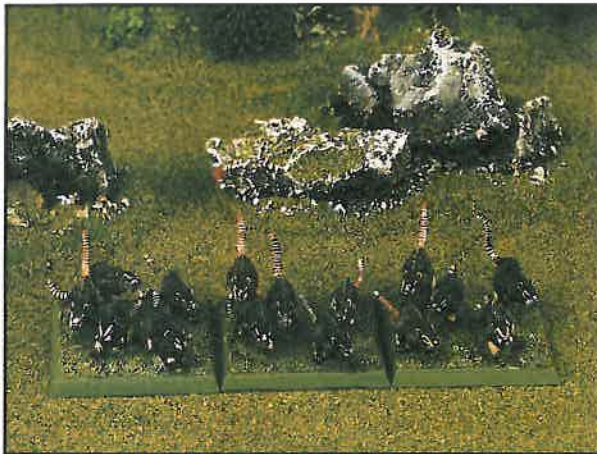
SWARMS

The Warhammer World teems with life of all kinds, large and small, and is occasionally visited by plagues of small but voracious creatures. Whether natural or magically induced, these swarms devastate whole provinces and destroy towns and villages.

Rats consume entire harvests and foul what food remains. Scorpions bite and sting man and beast alike, killing many and sending others into blind panic. Plagues of biting spiders swarm into houses and crawl over people as they sleep. Frogs emerge from ponds, clogging the highways and smothering the ground.

None of these swarming creatures are dangerous as individuals, but in plague proportions they are almost as dangerous as a large monster.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
INSECTS OR SPIDERS	4	3	0	3	2	5	1	5	10
SCORPIONS	4	3	0	4	2	5	1	5	10
SERPENTS	3	3	0	4	2	5	1	5	10
RATS	6	3	0	3	2	5	1	5	10
FROGS	4	3	0	3	2	5	1	5	10
LIZARDS	4	3	0	3	2	5	1	5	10
BATS	8	3	0	3	2	5	1	5	10



SPECIAL RULES

BASE

Swarms are represented by a number of models mounted onto a single 40 x 40mm base. The exact number of models is not important, but there should be enough to convincingly fill the base. In most cases 5 models is sufficient. A swarm always consists of one type of creature – a swarm of frogs, ants, rats etc.

COMBAT

A swarm moves and fights as a large monster with 5 wounds and 5 attacks. If your force includes several Swarms of the same type they must congregate and fight together, forming a mass rather like a unit of troops.

LEADERSHIP

Swarms are immune to all psychology effects and never take Break tests if defeated in hand-to-hand combat. They will automatically pass any Leadership-based test they are obliged to take. The Leadership value of 10 is therefore never used, but has been included for comparative purposes.

TYPES OF SWARM

Frogs, insects/spiders and bats have their own special rules:

Frogs can cross water, marshes, bogs or other wet ground without penalty.

Insects or Spiders are so small that they can crawl into armour and bite or sting their target. No armour saving throw is allowed if you are fighting insects or spiders.

Bats can fly, but because they are so small they may only fly up to 8" during their turn. Although they do not fly particularly fast, they can move over terrain which would slow down creatures moving over land, and they can move directly over a body of troops.

PEGASUS

The Pegasus is a mighty winged monster that looks much like a horse, but is cunning and intelligent beyond the measure of any ordinary steed. To be properly tamed they must be caught and reared as foals, taken from their nests high in the Grey Mountains whose snow-tipped peaks overlook the vast Forest of Loren. Once tamed they are loyal and valiant creatures who willingly obey their masters and respond to his slightest command. Their hides are white and glisten like snow, while their wings are broad with long elegant feathers. The greatest ability of the Pegasus is to carry its rider high into the air.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
PEGASUS	8	3	0	4	4	3	4	2	5

SPECIAL RULE

FLY

The Pegasus has broad wings which allow it to *fly* up to 24" as described in the Warhammer rulebook.

TREEMEN

The forests of the Old World are inhabited by many strange and ancient creatures, some as old as the forests themselves. When the High Elves raised their glittering towers deep in the heart of the forests they soon noticed that they were not alone in the woodlands. As intelligent and inquisitive as the Elves were, they never came face to face with the gigantic shadowy creatures they saw at the edges of the woods. It was only many centuries later, after the High Elves departed for Ulthuan, that the Treemen of Loren Forest befriended the Wood Elves.

The Treemen had been watching and studying the Elves for hundreds of years, deciding whether they were good creatures or ill, and whether they intended to harm their forest homes. It was as well for the Wood Elves that the Treemen eventually decided in their favour, as Treemen are powerful enemies, and completely intolerant of creatures who threaten their beloved forests.

Treemen have a great antipathy of fire because of the damage it can do to themselves and to trees – Treemen's skin is very dry and burns easily. Treemen have a

particular hatred of Orcs and Goblins, not just because they are evil creatures but because they chop down the biggest and oldest trees to make their war machines.

Treemen are extremely large creatures, two or three times the height of a man, with massive trunk-like legs and thick branching arms. When they stand still they can be easily mistaken for tall trees with their clawed feet spreading into the ground like roots. Even their flesh is tough and woody, and their gnarly skin has the texture of dry cracked bark.

The Elves maintain that Treemen can communicate with the trees, spreading information from tree to tree and root to root. The Elves also call Treemen Guardians of the Forest and take great care not to harm the old trees to which the Treemen seem particularly attached.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
TREEMAN	6	8	3	6	7	6	2	4	9

TREEMAN SPECIAL RULES

FEAR

Treemen are huge and frightening monsters. They cause *fear* as described in the Psychology section of the Warhammer rulebook.

WOODY SKIN

Treemen have skin which is like thick bark. This acts like armour and gives the Treeman an armour saving throw of 5 or 6 on a D6. As with Dragons, this is not modified by the Strength of the attack, so Treemen will always have the same save. Only if the attack discounts saves altogether is the save ignored.

FIRE

Treemen burn extremely easily because of their dry, woody skin. Any Treeman hit by a flaming weapon or a fiery magic spell will take double wounds, so for every wound scored the Treeman sustains 2 wounds.

HATE ORCS & GOBLINS

Treemen *bate* Orcs and Goblins because they burn the forests and cut down the oldest trees to make war machines. The rules for hatred apply as described in the Psychology section of the Warhammer rulebook.

MOVE

Treemen may move in woods without penalty. Woodlands do not count as difficult terrain to Treemen.

FELLED TREEMAN

When a Treeman is slain he may topple over onto any enemy or friends next to him. Roll a dice when the Treeman is killed. On a score of 6 the Treeman does not topple over, but just lurches on the spot, his root

feet too embedded in the ground for him to fall over. On any other score, the Treeman is felled with a mighty crash. Roll the Scatter dice to see in which direction the Treeman falls.

Place the Fallen Treeman template next to the Treeman in the direction he has toppled over. Any models under the template must roll equal to or under their Initiative on a D6 to get out of the way (a score of 1 always fails). Any models which manage to do this are moved slightly to one side of the template. Any models which fail to get out of the way are crushed by the massive trunk and removed as casualties. There is no armour save.

TREE WHACK

The Treeman can use his immense bulk and robust limbs to smash things that would resist any other weapons. Any Treeman in hand-to-hand combat with a war machine, wagon, chariot, howdah or similar device can choose to whack the structure itself instead of making his usual attacks. The Treeman forgoes his normal attacks and instead makes a single Strength 10 whack at the structure; a successful hit inflicts D6 wounds on the structure with absolutely no save possible! These wounds only apply to the structure, not to the crew, escorts or creatures pulling it.

ROOTED TO THE SPOT

Treemen are obstinate creatures who are not easily shifted by hordes of smaller enemies swarming around them. Treemen do *not* have to take a Break test if beaten in hand-to-hand combat *unless* they suffer at least 1 wound during the fighting. If a group of Treemen fights together as a unit a test is required if 1 or more wounds is suffered by the unit.

TROLLS

Trolls are large and hideous creatures, bestial and foul with long gangling limbs and cold damp hides. Their warty, slimy and sometimes scaly skins can be almost any colour depending on the sort of Troll. There are many different shapes and sizes of Troll – spines are not uncommon, while two-headed Trolls have sometimes been sighted travelling with Chaos warbands.

Trolls are not very intelligent, but they are extremely strong and powerful. If they can catch a man they are easily capable of crushing him between their great palms or tearing his body apart with their long fingers. Trolls are greatly feared because of their unthinking ferocity and indiscriminate appetite. Trolls can and will eat anything – flesh and bone, wood, rocks, bits of metal – nobody has yet discovered anything they cannot eat. The stomach of a Troll contains some of the most powerful acids known in the Old World, and its digestive juices are highly valued by alchemists and wizards.

The other unusual and perhaps best known characteristic of Trolls is that their flesh is able to regrow almost as quickly as it is damaged. If a Troll's clawed hand is severed a fresh one will grow from the stump. If a Troll is decapitated a new head forms on its shoulders, grinning madly and gnashing its sharp teeth. You have to cause a great deal of damage to a Troll to stop it regenerating, and even then it will often regenerate the following day. The only thing that Trolls cannot survive is fire. If they are burned they cannot regenerate, so fire is the greatest ally of the Troll fighter.

Trolls are wild creatures that live either alone or in small groups with others of their kind. They sometimes hang around Orc and Goblin encampments, scrounging food and picking off the odd stray Goblin. Trolls can sometimes be persuaded to join Orcs or Goblins as they march to battle, although it is doubtful if they really understand what is going on. A particularly brave and patient Orc Champion might even strike up a relationship with a group of Trolls by feeding them tit-bits and amusing them with simple tricks.

The Orc may try to lead his bizarre pets into battle, hoping that the loud noises and bright flashes won't confuse them. If the Orcs are lucky the Trolls will stumble into combat where they can tear and rend as much as they please. If unlucky, the

Trolls might be distracted by the sights and sounds of battle, and blunder about in a confused manner, attacking the first thing they stumble into, or they might even just sit down and go to sleep. Left to their own devices the chances are the Trolls will go wild or become soporific, but if led by a more intelligent creature they can often prove to be dangerous foes.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
TROLL	6	3	1	5	4	3	1	3	4

SPECIAL RULES

FEAR

Trolls are large and extremely repulsive monsters which cause *fear* as described in the Psychology section of the Warhammer rulebook.

STUPIDITY

Trolls are extremely stupid creatures that get confused very easily. Trolls are affected by the rules described for stupidity in the Psychology section of the Warhammer rulebook.

REGENERATE

Trolls can regenerate damage if they are not too badly hurt. Work this out as follows.

When Trolls are attacked calculate the number of wounds the unit suffers as normal. Once both sides involved in the combat have made all their attacks the Trolls may try to regenerate. Roll a D6 for each wound suffered during the combat. If you roll a 4 or more that wound has regenerated. Any regenerated wounds are reinstated, and models removed as casualties are replaced if enough wounds are recovered.

The results of combat are worked out after the Trolls have regenerated, and the number of wounds inflicted on them does not include any that are regenerated.

For example, three Trolls are fighting five Empire Knights. The Knights strike first and inflict 5 wounds, enough to kill one Troll and cause 2 further wounds. The remaining 2 Trolls inflict 3 wounds on the Knights. The Trolls now test to regenerate and successfully regenerate 3 wounds. The 3 wounds are reinstated, the slain Troll is replaced, and the 2 wounds suffered are noted down. In this example the Knights have scored only 2 wounds in the end while the Trolls have inflicted 3. Assuming no other combat bonuses apply the Trolls have won thanks to their regenerative abilities.

FIRE

Troll flesh cannot regenerate when it is burned. If a Troll sustains 1 or more wounds from flames then it cannot regenerate *any* wounds, not even those inflicted by ordinary weapons.

VOMIT

A Troll has a particularly unpleasant alternative method of attack which is to vomit the contents of its stomach over its enemy. As a Troll's digestive juices are extremely corrosive this is a horrible thing to happen. Should a Troll elect to vomit it may make no other attacks in hand-to-hand combat that turn. The heaving Troll automatically inflicts 1 Strength 5 hit on his enemy. The Troll's vomit is sticky and semi-liquid, so it penetrates through armour easily and even dissolves part of it away. No armour saving throw is therefore allowed against a Vomit attack.

UNICORNS

The Unicorn is a powerful creature with heavy hooves as hard as iron and snorting breath like plumes of steam. It is a difficult beast to master because it is more intelligent than most large monsters. Unicorns have a particular aversion to evil creatures and will not allow themselves to be ridden by them. A Unicorn may eventually be mastered by a Man or Elf, and Wood Elf Mages favour these strong and loyal creatures.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
UNICORN	9	5	0	4	4	3	4	2	9

SPECIAL RULES

HORN ATTACK

When a Unicorn charges it uses its horn like a lance to pierce its enemy. This confers the same +2 Strength bonus as a charging lance, so the Unicorn has a Strength of 6 when it charges into combat.

NATURAL DISPEL

A Unicorn radiates an aura of magic power that can nullify the effect of other magic.

If a spell is cast against the Unicorn rider, or a unit he is with, then it may be dispelled on the D6 roll of a 4, 5 or 6. A dispelled spell has no effect.

DAEMON AURA

A Unicorn's magic power extends to its attacks, shrouding it in magic. This disrupts the daemonic aura of a Chaos Daemon and cancels out its daemonic saving throw in the same way as a magic weapon.



WYVERN

Wyverns are similar in appearance to Dragons, though they are longer and more sinuous and do not have front limbs. Wyverns are scaly beasts, with thick plates of horn covering their bodies from head to foot. This makes them very difficult to slay, as their hide protects them from harm, much like armour.

Wyverns nest in dark caves high on the upper slopes of the Worlds Edge Mountains. Adventurous Night Goblins raid Wyvern nests to steal eggs, which they trade to other Goblins and which are subsequently sold amongst Orcs and Goblins. A hand-reared Wyvern is a great prize and is the favoured mount of Orc Shamans. They develop a strong bond of loyalty to their master, and some say they even grow to resemble him in character and appearance.

Wyverns have long sinuous necks, which dart forwards and back with lightning speed. Their mouths full of barbed teeth, while their constant screeching and roaring is extremely frightening.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
WYVERN	6	5	0	5	6	4	4	3	5

SPECIAL RULES

TERROR

Wyverns cause *terror* as described in the rulebook. Remember that a creature which causes terror automatically causes *fear* as well.

FLY

The Wyvern can *fly* up to 24" as described in the rulebook.

SCALY SKIN

The Wyvern has exceptionally scaly skin which acts like armour, giving it an armour saving throw of 5 or more on a D6.

BOUND MONSTER

The Wyvern is a ferocious creature that must be bound by magic or years of training before it will fight. The Wyvern is subject to the Bound Monster rule – see the Monsters section of the rulebook.

ENVENOMED TAIL

Before the Wyvern makes its normal attacks in hand-to-hand fighting it makes a special envenomed tail strike. Roll a single D6. Any enemy models in base contact with the Wyvern that have lower Initiative than the dice score are automatically hit by the Wyvern's sting. Models with Initiative equal to or higher than the D6 roll have successfully dodged the sting and are not affected. In the case of large monsters and riders, or crewed chariots, treat each rider, mount and crew separately.

Each model struck by the Wyvern's tail takes a Strength 5 hit.

BESTIARY SUMMARY

It would be impossible to list all the profiles and special rules for every creature and troop type for every Warhammer Army. To do so we would need a book many times as thick as this one. All the special rules, profiles, and other pertinent details are therefore covered by the Warhammer Armies series of books. However, in order to provide an overview of each army's abilities, and to enable players to field a variety of troops, we have compiled a list of profiles for as many different creatures and types of warrior as we have space for.

BESTMEN

	M	WS	BS	S	T	W	I	A	Ld
BEASTMAN	4	4	3	3	4	2	3	1	7
CHAMPION	4	5	4	4	4	2	4	2	7
HERO	4	6	5	4	5	3	5	3	8
LORD	4	7	6	4	5	4	6	4	9

	M	WS	BS	S	T	W	I	A	Ld
BEASTMAN SHAMAN	4	4	3	3	5	2	4	1	7
SHAMAN CHAMPION	4	4	3	4	5	3	4	1	7
MASTER SHAMAN	4	4	3	4	5	4	5	2	7
SHAMAN LORD	4	4	3	4	5	5	6	3	8

CENTAURS

	M	WS	BS	S	T	W	I	A	Ld
CENTAUR	8	3	4	4	3	2	3	2	7

CHAOS DWARFS

	M	WS	BS	S	T	W	I	A	Ld
CHAOS DWARF	3	4	3	3	4	1	2	1	9
CHAMPION	3	5	4	4	4	1	3	2	9
HERO	3	6	5	4	5	2	4	3	10
LORD	3	7	6	4	5	3	5	4	10

	M	WS	BS	S	T	W	I	A	Ld
SORCERER	3	4	3	3	5	1	3	1	9
SORCERER CHAMPION	3	4	3	4	5	2	3	1	9
MASTER SORCERER	3	4	3	4	5	3	4	2	9
SORCERER LORD	3	4	3	4	5	4	5	3	10

CHAOS HOUND

	M	WS	BS	S	T	W	I	A	Ld
CHAOS HOUND	6	4	0	4	4	1	4	2	6

CHAOS WARRIORS

	M	WS	BS	S	T	W	I	A	Ld
CHAOS WARRIOR	4	6	6	4	4	1	6	2	9
CHAOS CHAMPION	4	7	7	5	4	1	7	3	9
CHAOS HERO	4	8	8	5	5	2	8	4	10
CHAOS LORD	4	9	9	5	5	3	9	5	10

	M	WS	BS	S	T	W	I	A	Ld
CHAOS SORCERER	4	6	6	4	5	1	7	2	9
SORCERER CHAMPION	4	6	6	5	5	2	7	2	9
MASTER SORCERER	4	6	6	5	5	3	8	3	9
SORCERER LORD	4	6	6	5	5	4	9	4	10

	M	WS	BS	S	T	W	I	A	Ld
CHAOS STEED	8	4	0	4	4	1	4	1	5

CHIMERA

	M	WS	BS	S	T	W	I	A	Ld
CHIMERA	6	4	0	7	6	6	4	6	8

COCKATRICE

	M	WS	BS	S	T	W	I	A	Ld
COCKATRICE	4	3	0	4	4	2	4	3	6

DAEMONS

	M	WS	BS	S	T	W	I	A	Ld
DAEMONS OF KHORNE									
BLOODTHIRSTER	6	10	10	8	7	10	8	10	10
JUGGER	7	3	0	5	5	3	2	2	10
BLOODLETTER	4	5	5	4	3	1	6	2	10
FLESH HOUND	10	5	0	5	4	2	6	1	10

DAEMONS OF SLAANESH

KEEPER OF SECRETS	6	9	10	7	7	8	7	6	10
DAEMONETTE	4	6	5	4	3	1	6	3	10
FIEND OF SLAANESH	6	3	0	3	3	1	3	3	8
STEED OF SLAANESH	12	3	0	4	5	1	6	1	10

DAEMONS OF NURGLE

GREAT UNCLEAN ONE	4	7	7	7	8	10	4	7	10
BEAST	3	3	0	3	5	3	3	D6	6
PLAGUEBEARER	4	5	5	4	3	1	6	2	10
NURGLINGS	4	3	3	3	3	3	4	3	7

DAEMONS OF TZEENTCH

LORD OF CHANGE	8	9	10	7	7	7	10	6	10
DISC	12 (fly)	3	0	3	3	1	3	1	10
FLAMERS	9	3	5	5	4	2	4	2	10
PINK HORROR	4	5	5	4	3	1	6	2	10
BLUE HORROR	4	3	3	3	3	1	7	1	10

DARK ELVES

	M	WS	BS	S	T	W	I	A	Ld
DARK ELF	5	4	4	3	3	1	6	1	8
CHAMPION	5	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
LORD	5	7	7	4	4	3	9	4	10

	M	WS	BS	S	T	W	I	A	Ld
DARK ELF SORCERER	5	4	4	3	4	1	7	1	8
SORCERER CHAMPION	5	4	4	4	4	2	7	1	8
MASTER SORCERER	5	4	4	4	4	3	8	2	8
SORCERER LORD	5	4	4	4	4	4	9	3	9

	M	WS	BS	S	T	W	I	A	Ld
COLD ONE	8	3	0	4	4	1	1	2	3

DRAGONS

	M	WS	BS	S	T	W	I	A	Ld
DRAGON	6	6	0	6	6	7	8	7	7
GREAT DRAGON	6	7	0	7	7	8	7	8	8
EMPEROR DRAGON	6	8	0	8	8	9	6	9	9
FOREST DRAGON	6	6	0	6	6	7	8	7	7

DRAGON OGRE

	M	WS	BS	S	T	W	I	A	Ld
DRAGON OGRE	6	4	2	5	5	4	2	3	7

DRYAD

	M	WS	BS	S	T	W	I	A	Ld
DRYAD	5	4	3	4	4	2	4	2	8

DWARFS

	M	WS	BS	S	T	W	I	A	Ld
DWARF	3	4	3	3	4	1	2	1	9
CHAMPION	3	5	4	4	4	1	3	2	9
HERO	3	6	5	4	5	2	4	3	10
LORD	3	7	6	4	5	3	5	4	10

GHOST

	M	WS	BS	S	T	W	I	A	Ld
GHOST	4	2	0	3	3	3	3	1	5

GHOUL

	M	WS	BS	S	T	W	I	A	Ld
GHOUL	4	2	0	3	4	1	3	2	5

GIANTS

	M	WS	BS	S	T	W	I	A	Ld
GIANT	6	3	3	7	6	6	3	Special	6

GIANT RAT

	M	WS	BS	S	T	W	I	A	Ld
GIANT RAT	6	2	0	3	3	1	3	1	4

GIANT SCORPION

	M	WS	BS	S	T	W	I	A	Ld
GT SCORPION	5	3	0	5	4	4	1	2	7

GIANT WOLF

	M	WS	BS	S	T	W	I	A	Ld
GIANT WOLF	9	4	0	3	3	1	3	1	3

GOBLINS

	M	WS	BS	S	T	W	I	A	Ld
GOBLIN	4	2	3	3	3	1	2	1	5
BOSS GOBLIN	4	3	4	4	3	1	3	2	5
BIG BOSS	4	4	5	4	4	2	4	3	6
WARBOSS	4	5	6	4	4	3	5	4	7

	M	WS	BS	S	T	W	I	A	Ld
SHAMAN	4	2	3	3	4	1	3	1	5
SHAMAN CHAMPION	4	2	3	4	4	2	3	1	5
MASTER SHAMAN	4	2	3	4	4	3	4	2	5
SHAMAN LORD	4	2	3	4	4	4	5	3	6

GORGON

	M	WS	BS	S	T	W	I	A	Ld
GORGON	4	2	3	3	3	3	5	1	9

GREAT EAGLE

	M	WS	BS	S	T	W	I	A	Ld
GREAT EAGLE	2	7	0	5	4	3	5	2	8

GREAT TAURUS

	M	WS	BS	S	T	W	I	A	Ld
GREAT TAURUS	6	6	0	6	6	5	7	4	8

GRIFFON

	M	WS	BS	S	T	W	I	A	Ld
GRIFFON	6	5	0	6	5	5	7	4	8

HALFLING

	M	WS	BS	S	T	W	I	A	Ld
HALFLING	4	2	4	2	2	1	5	1	8
CHAMPION	4	3	5	3	2	1	6	2	8
HERO	4	4	6	3	3	2	7	3	9
LORD	4	5	7	3	3	3	8	4	10

HARPY

	M	WS	BS	S	T	W	I	A	Ld
HARPY	4	4	0	4	4	2	2	1	6

HIGH ELVES

	M	WS	BS	S	T	W	I	A	Ld
HIGH ELF	5	4	4	3	3	1	6	1	8
CHAMPION	5	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
LORD	5	7	7	4	4	3	9	4	10

	M	WS	BS	S	T	W	I	A	Ld
MAGE	5	4	4	3	4	1	7	1	8
MAGE CHAMPION	5	4	4	4	4	2	7	1	8
MASTER MAGE	5	4	4	4	4	3	8	2	8
MAGE LORD	5	4	4	4	4	4	9	3	9

	M	WS	BS	S	T	W	I	A	Ld
ELF STEED	9	3	0	3	3	1	4	1	5

HIPPOGRIFF

	M	WS	BS	S	T	W	I	A	Ld
HIPPOGRIFF	8	5	0	6	5	5	6	3	8

HOBGOBLINS

	M	WS	BS	S	T	W	I	A	Ld
HOBGOBLIN	4	3	3	3	3	1	2	1	6
CHAMPION	4	4	4	4	3	1	3	2	6
HERO	4	5	5	4	4	2	4	3	7
LORD	4	6	6	4	4	3	5	4	8

HORSES

	M	WS	BS	S	T	W	I	A	Ld
HORSE	8	0	0	3	3	1	3	0	5
WARHORSE	8	3	0	3	3	1	3	1	5

HYDRA

	M	WS	BS	S	T	W	I	A	Ld
HYDRA	6	3	0	5	6	7	3	5	6

LAMMASU

	M	WS	BS	S	T	W	I	A	Ld
LAMMASU	6	6	0	6	7	5	6	3	8

LICHE

	M	WS	BS	S	T	W	I	A	Ld
LICHE	4	7	7	5	4	4	6	5	10

LIZARDMEN

	M	WS	BS	S	T	W	I	A	Ld
SAURUS	4	3	0	4	4	1	1	2	8
CHAMPION	4	4	0	5	4	1	2	3	8
HERO	4	5	0	5	5	2	3	4	9

	M	WS	BS	S	T	W	I	A	Ld
SKINK	6	2	3	3	2	1	4	1	6
CHAMPION	6	3	4	4	2	1	5	2	6
HERO	6	4	5	4	3	2	6	3	7

MANTICORE

	M	WS	BS	S	T	W	I	A	Ld
MANTICORE	6	6	0	7	7	5	4	4	8

MEN

	M	WS	BS	S	T	W	I	A	Ld
MAN	4	3	3	3	3	1	3	1	7
CHAMPION	4	4	4	4	3	1	4	2	7
HERO	4	5	5	4	4	2	5	3	8
LORD	4	6	6	4	4	3	6	4	9

	M	WS	BS	S	T	W	I	A	Ld
WIZARD	4	3	3	3	4	1	4	1	7
WIZARD CHAMPION	4	3	3	4	4	2	4	1	7
MASTER WIZARD	4	3	3	4	4	3	5	2	7
WIZARD LORD	4	3	3	4	4	4	6	3	8

MINOTAURS

	M	WS	BS	S	T	W	I	A	Ld
MINOTAUR	6	4	3	4	4	3	3	2	9

MUMMY

	M	WS	BS	S	T	W	I	A	Ld
MUMMY	3	3	0	4	5	4	3	2	8

NECROMANCERS

	M	WS	BS	S	T	W	I	A	Ld
NECROMANCER	4	4	4	4	3	1	3	2	8
NECROMANCER CHAMPION	4	5	5	4	3	2	4	3	9
MASTER NECROMANCER	4	6	6	5	4	3	5	4	9
NECROMANCER LORD	4	7	7	5	4	4	6	5	10

OGRES

	M	WS	BS	S	T	W	I	A	Ld
OGRE	6	3	2	4	5	3	3	2	7
CHAMPION	6	4	3	5	5	3	4	3	7
CHIEFTAIN	6	5	4	5	6	4	5	4	8
WAR CHIEF	6	6	5	5	6	5	6	5	8



ORCS

	M	WS	BS	S	T	W	I	A	Ld
ORC	4	3	3	3	4	1	2	1	7
BOSS ORC	4	4	4	4	4	1	3	2	7
BIG BOSS	4	5	5	4	5	2	4	3	8
WARBOSS	4	6	6	4	5	3	5	4	9
	M	WS	BS	S	T	W	I	A	Ld
SHAMAN	4	3	3	3	5	1	3	1	7
SHAMAN CHAMPION	4	3	3	4	5	2	3	1	7
MASTER SHAMAN	4	3	3	4	5	3	4	2	7
SHAMAN LORD	4	3	3	4	5	4	5	3	8
	M	WS	BS	S	T	W	I	A	Ld
WARBOAR	7	4	0	3	4	1	3	1	3

PEGASUS

	M	WS	BS	S	T	W	I	A	Ld
PEGASUS	8	3	0	4	4	3	4	2	5

SKAVEN

	M	WS	BS	S	T	W	I	A	Ld
SKAVEN	5	3	3	3	3	1	4	1	5
CHAMPION	5	4	4	4	3	1	5	2	5
CHIEFTAIN	5	5	5	4	4	2	6	3	6
WARLORD	5	6	6	4	4	3	7	4	7
	M	WS	BS	S	T	W	I	A	Ld
WARLOCK ENGINEER	5	3	3	3	4	1	5	1	5
WARLOCK CHAMPION	5	3	3	4	4	2	5	1	6
WARLOCK MASTER	5	3	3	4	4	3	6	2	7
GREY SEER	5	6	6	4	4	4	7	4	7

SKELETONS

	M	WS	BS	S	T	W	I	A	Ld
SKELETON	4	2	2	3	3	1	2	1	5
	M	WS	BS	S	T	W	I	A	Ld
SKELETON STEED	8	2	0	3	3	1	2	1	5

SNOTLING

	M	WS	BS	S	T	W	I	A	Ld
SNOTLING	4	2	2	1	1	3	3	3	4

SPIDER - GIANT

	M	WS	BS	S	T	W	I	A	Ld
GIANT SPIDER	7	3	0	4	3	1	1	1	5

SPIDER - GIGANTIC

	M	WS	BS	S	T	W	I	A	Ld
GIGANTIC SPIDER	5	3	0	5	4	4	1	2	7

SWARMS

	M	WS	BS	S	T	W	I	A	Ld
INSECTS OR SPIDERS	4	3	0	3	2	5	1	5	10
SCORPIONS	4	3	0	4	2	5	1	5	10
SERPENTS	3	3	0	4	2	5	1	5	10
RATS	6	3	0	3	2	5	1	5	10
FROGS	4	3	0	3	2	5	1	5	10
LIZARDS	4	3	0	3	2	5	1	5	10
BATS	8 (fly)	3	0	3	2	5	1	5	10

TREEMAN

	M	WS	BS	S	T	W	I	A	Ld
TREEMAN	6	8	3	6	7	6	2	4	9

TROLLS

	M	WS	BS	S	T	W	I	A	Ld
TROLL	6	3	1	5	4	3	1	3	4

UNICORN

	M	WS	BS	S	T	W	I	A	Ld
UNICORN	9	5	0	4	4	3	4	2	9

VAMPIRES

	M	WS	BS	S	T	W	I	A	Ld
VAMPIRE COUNT	6	7	5	7	6	3	8	3	9
VAMPIRE LORD	6	8	6	7	6	4	9	4	10

WARHAWKS

	M	WS	BS	S	T	W	I	A	Ld
WARHAWK	2	4	-	3	3	1	5	1	7

WOOD ELVES

	M	WS	BS	S	T	W	I	A	Ld
WOOD ELF	5	4	4	3	3	1	6	1	8
CHAMPION	6	5	5	4	3	1	7	2	8
HERO	5	6	6	4	4	2	8	3	9
LORD	5	7	7	4	4	3	9	4	10

	M	WS	BS	S	T	W	I	A	Ld
WOOD ELF MAGE	5	4	4	3	4	1	7	1	8
MAGE CHAMPION	5	4	4	4	4	2	7	1	8
MASTER MAGE	5	4	4	4	4	3	8	2	8
MAGE LORD	5	4	4	4	4	4	9	3	9

WYVERN

	M	WS	BS	S	T	W	I	A	Ld
WYVERN	6	5	0	5	6	4	4	3	5

ZOMBIE

	M	WS	BS	S	T	W	I	A	Ld
ZOMBIE	4	2	0	3	3	1	1	1	5

CAMPAIGNS

Most veteran Warhammer players belong to a regular gaming group, either a formal club or an informal group of friends who routinely get together to fight battles. There are many advantages to forming an association with other players. For example, you can pool resources to buy scenery or pay for the hire of rooms. Players can swap troops amongst themselves, and newcomers can come along and learn the skills of generalship, painting and scenery making.

One of the most entertaining group activities is to organise a campaign or league. It would take a fairly substantial book to explore these in any detail, but it's worth taking a look at how such things can be arranged.

CAMPAIGNS

A campaign is a linked series of battles which aims to recreate a sequence of events from the Warhammer World such as a Goblin invasion of the Empire, or an Undead excursion into the Dwarf realms of the Worlds Edge Mountains.

A popular form of campaign is to fight a fixed number of battles against the same opponent – four being a good number. The battles represent different types of battle: first a scouting encounter, then a raid, the third game is an ambush, and finally we have a big set-piece battle.

SCOUTING

The first battle represents a clash between scouting forces, so no war machines are allowed to take part. Alternatively, each player's choice of troops is restricted in some other mutually agreeable way.

RAID

The second battle represents a raid, with the player who lost the previous game fighting to defend a village, bridge, or some other suitable territory.



AMBUSH

The third game is an ambush, in which the player who lost the previous game tries to even things up by ambushing a column of enemy reinforcements.

BIG BATTLE

The campaign culminates in a final battle. In this game each army receives a specific bonus or penalty which depends on whether it won or lost each of the previous games. The details can be agreed before the campaign begins. For example, you might allow each player an extra 250 points of troops for each game he has won. The player who wins the first game can place or move the scenery, as he has clearly out-scouted his foe. Similarly, the loser of the ambush might be denied heavy supplies by limiting his number of war machines to one.

This way of linking games together really changes the way battles are fought, as players have to consider the long term effects of their actions rather than just the result of the battle itself. Players who are interested in this style of campaigning will find the Warhammer Campaigns series of supplements very useful. These provide a number of battles together with special rules to represent the events depicted, as well as card buildings where appropriate.



A MULTI-PLAYER CAMPAIGN

Two players can fight a campaign of the kind described above, but one of the great advantages of belonging to a larger gaming group is that you can fight bigger campaigns! There are lots of different ways of going about this.

The rules provided here describe a Warhammer campaign system suitable for a group of four or more players and lasting anywhere from a few weeks to several months or years. The rules only scratch the surface of what can be done, but can be easily adapted to suit more or fewer players, smaller or larger armies, or a shorter or longer time scale.

CONQUER AND EXPLORE!

The campaign takes place on a newly discovered island or in some deserted and generally unexplored part of the Warhammer World. Each player must fight to gain control of the land and become the lord of a new realm.

To begin the campaign each player generates three random territories from the chart shown over the page. These represent a mix of settlements, terrain and resources which his army controls. Once the campaign is under way new players can join at any time simply by generating three random territories from the chart.

Each player makes a note of his territories on a sheet of paper or in a notebook that will serve as his campaign diary.



ARMIES

Players choose an army of 1,500 points for each battle and forces are chosen afresh every time the army fights, although each player must stick to the same army – Orcs, Empire, Bretonnians, Lizardmen, etc. You might wish to start with slightly smaller armies, say 1,000 points or 1,200, as this makes it easier to get the armies together. 1,500 points is a reasonable total for players who already have established armies.

Armies are chosen from the appropriate Warhammer Armies army list with the additional restrictions described below. The players may agree further restrictions amongst themselves for each battle as described under Set Limits (see page 36). For example, players might decide that for this particular battle there will be no flying creatures, no unriden monsters, or whatever the players prefer.

ARMY RESTRICTIONS

The types and quantity of troops that armies can field is restricted by the territory they control. As the army's commander expands his territories he also expands his army, attracts heroes and wizards to his cause, acquires riches, and wins new magic items.

To start off with each player is restricted in his choice as follows:

STRATEGIC FEATURES – Such as bridges, roads and passes – limit access by your armies. To represent this, armies are chosen to 1,500 points and larger armies can only be assembled by taking control of bridges, roads and passes.

WIZARDS – Each army may have one level 1 wizard and cannot include any other wizards unless the player's territory includes wizard's towers, sacred groves, shrines or temples.

OTHER CHARACTERS – Each army must be led by a General chosen from the Warhammer Armies army list. The General can be a wizard if the army list allows this. Otherwise the army may not include heroes, champions, or other non-wizard characters unless the player controls villages or towns.

MAGIC ITEMS – Each army can include one magic item worth up to 50 points. More magic items can be included if the player controls a source of income in the form of trade routes, mines, treasure or mysterious ruins.

WAR MACHINES – Each army can include up to one war machine or chariot and cannot include more unless the player controls forests to provide wood to build machines and fuel furnaces.

LARGE MONSTERS – Each army can include up to 1 large monster and cannot include more unless the player controls mountains where such beasts live. Trolls, Ogres and other monsters which normally fight as regiments don't count for this purpose – Giants, Manticores, Dragons, Giant Eagles and such like do.

ALLIES – You cannot choose allies as part of your army. However, you are allowed to ally with other players as described later.

TERRITORY CHART

Players must keep a record of their territory from the beginning of the campaign. A notebook or campaign diary is ideal, and can be used to keep a separate record of your troops' performance and anything else you may wish to remember (grudges for example... Dwarf players are especially keen on this sort of thing).

To generate a territory roll two ordinary D6's one after the other. The first dice roll represents 'tens' and the second 'units' to give you a score of between 11 and 66. This method of rolling two dice is referred to as a D66 roll.

Each player generates three initial territories from the Territory Chart (over the page).

TERRITORY CHART (Roll D66)

11-12 Wizard's Tower

For each Wizard's Tower you control your army may include an extra level 1 wizard.

13-14 Sacred Grove

For each Sacred Grove you control your army can include 1 level 2 wizard.

15 Shrine

For each Shrine you control your army can include 1 level 3 wizard and 1 magic item of up to 50 points. The magic item can be carried by any suitable character.

16 Temple

For each Temple you control your army can include 1 level 4 wizard and 1 magic item of up to 75 points. The magic item can be carried by any suitable character.

21-32 Village

For each Village under your control your army can include 1 unit Champion.

33-34 Town

If you have a Town under your control your army can include up to 3 characters chosen from the following: a unit Champion, Hero or Army Standard Bearer.

35-45 Trade Route

For each Trade Route under your control your army may include 1 magic item up to 50 points value.

46 Silver Mine

For each Silver Mine under your control your army may include up to 3 magic items of up to 75 points each.

51 Gold Mine

For each Gold Mine under your control your army may include up to 3 magic items of up to 100 points each.

52 Treasure Hoard

If you control a Treasure Hoard your army can include up to 5 magic items of any points value within the normal restrictions of your army list.

53 Road

If you control a Road you are able to move troops more quickly to meet your enemy. To represent this add $+D6 \times 10$ points to your army for each Road under your control. Roll when the Road is generated to fix its value – this is the value of that Road territory. If you stake a Road territory in a battle and win, then the value of the Road increases by a further $D6 \times 10$ points to represent your expanding control.

54 Bridge

If you control a Bridge you are able to move troops more quickly to meet your enemy. To represent this add $+2D6 \times 10$ points to your army for each bridge under your control. Roll when the bridge is generated to fix its value – this is the value of that Bridge territory.

55 Pass

If you control a Pass you are able to move troops through to reach the enemy. To represent this add $+3D6 \times 10$ points to your army for each Pass under your control. Roll when the Pass is generated to fix its value – this is the value of that Pass territory.

56 Mountains

If you control a Mountain your army can include a further D3 large monsters. Roll when the Mountain is generated to determine how many monsters it can support – this is the fixed value of the Mountain. In addition roll a D6. On the score of a 6 the Mountain contains a Gold Mine (see above).

61-63 Forest

If you control a Forest your army has sufficient supplies of wood to include a further D3 war machines. Roll when the forest is generated to determine how many machines it can support – this is the fixed value of the Forest territory.

64 Ruins

If you control an area of Ruins then before every game you can send searchers to find magic items amongst the debris. Generate an extra $D6 \times 10$ points and choose a magic item up to this value. The magic item can be given to any character in the normal way. The magic item is retained by your forces and its value is added to the total points of your army. However, if the character carrying the item is killed the item is lost and its value must then be deducted from your army.

65 Lost Valley

You control a secret valley sheltered from the weather and abundant with natural resources. Roll again twice on this chart – the valley has the territory value of both rolls combined. The Lost Valley is only a single territory even though it has the resources of two. A Lost Valley cannot include other Lost Valleys!

66 Spy

You have a well established network of spies and informers. Spies are not territory, so if you generate a Spy generate another territory immediately. See the special rules below.



SPIES

Spies represent agents and sympathisers in the enemy's ranks or amongst his subject peoples. If you have a spy network then you can use it to spy on your enemy's territory and conduct acts of sneaky espionage.

If you wish you can use a spy at the start of a game. Roll a dice:

- 1 Spy is caught and killed immediately and your spy network is uncovered – you lose your spy network.
- 2 Spy observes enemy character preparing for battle. Nominate any character in the enemy army other than the general. The enemy player must reveal all the model's details including any magic items or spells he has.
- 3 Spy observes enemy general preparing for battle. The player must reveal all the model's details including any magic item or spells he has.
- 4 Spy steals battle plans enabling you to steal a march on your enemy's movements. You can move each of your units 4" forward at the start of the battle and before either side takes a turn.
- 5 Spy poisons wells. At the start of his first turn the enemy rolls a D6 for each of his units. A unit which rolls a 1 is suffering from the effect of poisoned water and cannot move or shoot in the first turn. Otherwise it is unaffected.
- 6 Spy poisons General. At the start of each of his turns the opposing player rolls a D6. On the roll of a 1 the General is suffering the effects of the poison and must lose either 1 point of Toughness, 1 point of Strength, or 1 Wound (the player whose General has been poisoned may decide). A General reduced to 0 Strength or Toughness is assumed to fall into a coma and is removed.

Of course, you might be fighting an enemy who cannot be poisoned in the manner described, in which case assume the spy accomplishes something which has the same effect. For example, it's hard to imagine the Undead drinking water, but the spy might set fire to a few Skeletons or feed poisoned meat to the Ghouls. Similarly, no Dwarf worth his salt drinks water (obviously) but the dastardly spy might spike the beer barrels so the Dwarfs get the trots and miss a turn.



THE PLAYER'S REALM

It is entirely up to the players to set a limit on the number of territories an army can occupy, depending on how long you want the campaign to last for and how large you want the forces to grow.

We suggest that players are permitted to hold up to 12 territories. If a player wins more than 12 territories he must abandon some territories, though he can choose which to keep and which to give up.

CHOOSING CHARACTERS

Some armies have wizards which are also characters, such as Vampires in the Undead army. Where this is the case players are permitted to take the models either as wizards of the equivalent level or as characters.

An army's General can sometimes have magic powers, as with the Undead, in which case the model is considered to be the General and so can always be chosen.

Spell casting daemons can only have their magic powers if the player qualifies for a wizard of the appropriate level. If the player does not qualify in this way then the daemons can still be included in the army but may not cast spells.

SPECIAL CHARACTERS

In a campaign it is often a good idea to put special characters aside and let your own characters develop as the campaign progresses. The presence of Nagash Supreme Lord of the Undead in your campaign may seem a little strange and will certainly affect the progress of the army!

If players wish to include special characters then models can only be included if the player holds sufficient territory to qualify for the character and the magic items he carries. If a special character has a magic level he qualifies as a wizard, although in the case of the Undead, a special character with the ability to cast spells can qualify as a wizard, a character or possibly as the General.



FIGHTING BATTLES

Players are free to fight each other as they wish, representing skirmishes along their common borders, intrusions into their rivals' territory and outright invasions. The number of territories held by each player indicates the size and power of his realm. The more territories a player has the bigger and better his power base.

When battle is joined both players must stake one of their territories. Spies cannot be staked in this way. Each player nominates the territory to be staked before the game begins. After the game is over an additional territory is generated from the chart.

BATTLEFIELD

The territory staked can be used as the basis for working out the battlefield if players wish. For example, if one player stakes a Wizard's Tower and his enemy stakes a Forest, then the table might include a tower and could certainly be fairly heavily wooded.

If using the terrain generator charts to set up the table, allow each player to set up one item that represents his territory rather than rolling randomly. Imagine how the battle is a clash along the players' common border, through territories controlled by the players.

Normally each player uses his entire army, even though their points values may be different. If playing one of the battle scenarios which is not evenly matched to begin with (such as the Ambush) it is suggested that each player's army be reduced in proportion to the points values normally allowed. For example, in a Last Stand the proportions are 2:1, so the attacker uses all his army and the defender uses half his army. In the Ambush the proportions are 3:2, so the defender uses all his army and the attacker 2/3 of his army.

WINNING TERRITORY

The player who wins the game retains his original territory and selects either of the two remaining territories to add to his own. This will be his rival's territory or the new one. The loser takes the territory that is left.

If the winner takes his rival's territory the loser is assumed to have been forced back into the newly generated territory. If the winner takes the new territory then the battle has determined which side will possess this new land.

In the event of a draw both sides retain their territories and the player with the least territory gains a new one. If both players have the same amount of territory roll a dice to decide who gets the new territory.

UNDERDOGS

If a player has at least twice as much territory as his opponent then his enemy is an 'underdog'. The following rules help to protect underdogs and also encourage players to fight opponents more-or-less on their own level.

If a player is an underdog he can raid his enemy's land. A raid is fought exactly like any other game, except that both armies are limited to the same maximum points value set by the underdog. The points value must be at least 1,000 points and it can be as high as the underdog's entire army. In the case of an Ambush, Last Stand or other battle scenario where the points are not evenly balanced to begin with, then the forces are kept in proportion.

Because the underdog player is making a surprise raid into enemy territory, taking advantage of his small size to penetrate deeply into his enemy's lands, he can pick which territory his enemy must stake. Obviously, an underdog will choose the best targets to raid!

Furthermore, both armies are limited in choice as if the staked territories were the *only* territories either player had. This represents the fact that only local troops are available to fend off the raid, while the raiders are a nimble and mobile force.

ALLIES

Armies are not permitted to include allied contingents as the army lists normally allow. Instead, a player can ask another player to ally with him for a battle so long as he could normally recruit allies of that race. For example, High Elves can have Empire allies but not Undead.

The ally brings along 500 points chosen freely from his army list (as is normal for allies) but restricted by his own territory. These allied troops are directly under the command of the ally player who brings along and fights with his own models during the game. A player who includes an ally can therefore field an extra 500 points of troops, and this forms a considerable incentive to use allies. A player can solicit the aid of several allies if he wishes, but the total combined points value of all allied forces cannot exceed 500 points.

An ally does not have to put up any territory at all in order to fight. On the other hand he cannot win any new territory either. The idea behind allies is partly to allow players with small armies to participate, and partly to encourage players to conspire and politic against each other! A player who sweeps all before him will find it hard to recruit allies, whilst other players will be happy to ally against him.

MULTI-PLAYER BATTLES

Many players enjoy the company of other gamers and prefer to fight games with two or more players on the same side. If players wish to do this they can still use the campaign rules described above, with the following extra rules for multi-player games.

Two players can join forces to fight two other players, three can get together to take on three others, and so on. Each player brings and controls his own troops during the battle. One player from each side must be nominated as the overall commander (the Commander-in-Chief) and only that player's General model is considered to be the General during that game. Other players' Generals are reduced to the rank of subordinate commanders and treated as characters. Each player may include an army standard in his force, but the re-roll bonus applies only to that player's forces – not to those of his confederates.

Combined armies must consist of armies that can normally ally as indicated in the Warhammer Armies book for that army. So, a confederation of High Elves and Empire armies is allowed, High Elves and Undead is not.

When fighting battles with more than one player on a side each player must stake one territory. However, if any player has twice the territory of the enemy player with the most territory then he must stake two territories.

After the game generate a further territory for each pair of players. So, for a two-a-side game generate two more territories, for a three-a-side game generate three, and so on.

The winning side retains its own territories and captures the remaining territories except one territory for each of the losers. The victorious side divides the territories it has won between the players as evenly as possible. The losers retain their original territories if these have not been captured by the enemy, but otherwise must divide the remaining territories between themselves.



If players cannot agree exactly how to divide up their territories then the Commander-in-Chief of each side may allocate the territories. If there is an odd number of territories to be divided the C-in-C must allocate them as evenly as possible, but can decide which players will receive the extra territories.

RUNNING A CAMPAIGN

You don't need an umpire or controller to run a campaign as described, but most players would agree things go better if someone is nominated as overall umpire. The umpire can interpret the rules and improvise new ones, keep the players informed about forthcoming battles, invent special events, spread rumours, and generally keep the campaign going.

The most useful thing an umpire can do is publish a weekly campaign newsletter which summarises the battles fought over the previous week, mocks the defeated, and lists the players and the amount of territory they now control. The newsletter can also be used to announce local events and new discoveries.

For example, you might announce the discovery of a stone circle, ruined tower, shipwreck or some other interesting place. The umpire invents some suitable rules for the territory that make it well worth having. Players who want to investigate are invited to submit their names to the umpire who then draws the players into random pairs, pairing off winners until a single victor emerges. The ultimate winner receives the special territory as a bonus, and becomes the only player to possess this unique and valuable territory.

An umpire can also ensure that players don't deliberately avoid fighting enemies they fear will beat them, and he can impose penalties on players who fail to show up for battles. Perhaps he can remove territories to represent the enemy's unopposed rampaging and pillaging!

The umpire can also draw the campaign to a close once the players start to lose interest or one player gains ascendancy. A good way of doing this is to wait for two players to win a predetermined number of territories (12 is recommended) and then have them play a game to decide the campaign winner.

Finally, bear in mind the campaign is not supposed to be wholly fair or perfectly balanced... It isn't, nor is it supposed to be! The wayward political element of allies and random acquisitions of territory will inevitably favour one side or other. Undoubtedly the initial restrictions will penalise some armies more than others. Ultimately this doesn't matter too much, as a good campaign umpire will be able to even things out without displaying blatant favouritism!

ELITE TROOPS AND VETERAN CHARACTERS

The rules that follow allow armies which are victorious in one battle bonuses in future games. Units start out as run-of-the-mill warriors and gradually progress to become veterans or elites. This can be a very entertaining process for a regular group of players or a games club, and the idea is ideally suited to a campaign.

ELITE TROOPS

If a unit of troops ends the game in possession of an enemy standard then it has proven its mettle in the heat of battle – the unit has become 'elite'.

The elite regiment is given an appropriate title – 'Dwarf Bashers', 'Scourge of the Elves', 'Orc Bane', 'Man Crusher' and so on. It can be fun inventing a name for your new elites, especially a name that will always act as a reminder of your opponent's humiliation!

An elite unit is allowed to re-roll all of its 'to hit' dice rolls once per battle either for hand-to-hand combat or for shooting. The unit must re-roll all of its dice (not just the failures) and must abide by the second result.

For example, a unit of 6 elite Knights rolls 1, 1, 2, 2, 2, and 6 scoring only 1 hit – fairly miserable stuff from such a powerful unit. The player decides to use his elite bonus and re-rolls the dice scoring 2, 3, 4, 4, 5 and 6 which equals, for the sake of argument, 5 hits... much better! Of course, the player risks the possibility of rolling an even worse set of scores and so must use his bonus carefully.

Unless players agree otherwise before the game, elite bonuses can be used when playing an opponent from your own group or club regardless of whether the status was earned fighting a particular player or not. When playing someone who is not part of your regular gaming group you must decide whether to allow these bonuses or not.

LOSING ELITE STATUS

Once a unit becomes elite it keeps its status from game to game against all players in the group until it is broken as a result of defeat in hand-to-hand combat or until it is destroyed. It will then revert to normal status automatically. The demise of one of your old units of elites is always a sad occasion... although not for your opponent. Oh well... c'est la guerre.

BUILDING ELITE STATUS

An elite unit can capture more standards and become even more elite by gaining more bonuses. This will allow the unit more 'to hit' re-rolls per game. However, the maximum number of bonuses allowed is 3 – representing the very best elite troops. Make a note of the number of re-rolls the unit is allowed on your roster sheet and cross off re-rolls as they are used.

A re-roll cannot be taken on top of another re-roll – only one re-roll at a time is allowed, and the player must abide by the result.

CASUALTIES ON ELITE UNITS

Elite units will take casualties in games, but this doesn't affect their status so long as a unit isn't broken as a result of defeat in hand-to-hand combat or destroyed entirely for whatever reason.

An elite unit cannot be fielded at a larger size than when it gained its original elite status. For example, a unit of 20 Bretonnian archers becomes elite by capturing an enemy standard and 6 men survive the battle. In the next battle the player can field the entire unit of 20 archers as elites, alternatively he can field the same unit as fewer men, but he can never field more than 20. If he fields 10 and the unit gains further elite bonuses then this will apply to all 20 – the full regimental strength has been established at 20.



Heroes of the Empire. From left to right: The Elector Count of Ostland, Captain of the Reiksguard Knights, Supreme Patriarch of the Colleges of Magic, the Elector Count of Middenheim, the Elector Count of Hochland.

VETERAN CHARACTERS

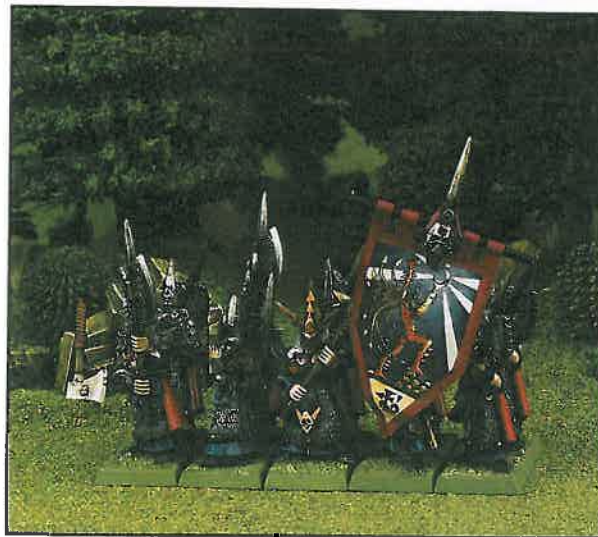
Just as an army has its battle-hardened elite regiments its characters can also gain renown in the eyes of their troops and develop heroic qualities. They become veteran characters, with bonuses as described below.

A character automatically gains a bonus each time he accomplishes a heroic feat. A heroic feat is one of the following.

- 1 The character is with a regiment of troops when it captures an enemy standard.
- 2 The character kills the enemy battle standard bearer in hand-to-hand combat.
- 3 The character slays an enemy character of at least equal status in a challenge (ie, Champion/Hero/Lord etc).

You must name your veteran character if he isn't named already, and you might like to give him a suitably heroic title to commemorate his feat of arms, 'Slayer of Guthruk', 'Throned the Hacker', and such like.

A character who goes on to achieve further feats of arms may add to his bonus as described below.



CHAMPIONS

Regimental Champions don't receive two lots of elite bonuses if their unit captures a standard, just one bonus is earned. Champions receive other veteran bonuses where appropriate.

LOSING VETERAN CHARACTERS

If a character is killed in a battle then he is not necessarily dead, but he is assumed to be too badly wounded to fight any more. The character must be retired from your army, buried with all due honour, or, if you prefer, heaped with riches by a grateful ruler and left to live out his remaining days in peace.

If a champion is slain we assume that another member of the regiment takes his place. For this reason champions of units retain the elite status of their regiment, but lose other veteran abilities.

SPECIAL CHARACTERS

Special character models represent heroic individuals from the Warhammer World, mighty Orc warlords such as Azhag the Slaughterer, emperors and kings, evil lords and famous sorcerers.

It is possible to allow special characters to gain veteran status as described already, but it is unreasonable to 'kill them off' permanently if they are slain in a battle. Whilst an ordinary character model can be renamed and fielded as a new hero or wizard, this isn't the case with special characters, which are often unique models.

Therefore, when a special character is slain in a battle he is assumed to be badly wounded but not killed or destroyed. The character loses all his veteran bonuses and must miss his next game against the same opponent to represent time spent recuperating.

Bear in mind this 'miss one game' penalty for special characters only applies against the same opponent, not against other players in the group. The loss of veteran bonuses, however, is a permanent loss, the character will have to start building up his bonuses from scratch.

Number of Feats	Bonus Gained
1	ELITE. The character becomes a fearsome fighter and can re-roll all of his hand-to-hand combat or shooting 'to hit' dice once per game in the same way as a unit of elite troops. For each extra feat the character can repeat this bonus once more per battle up to 3 times in the same way as elite troops.
2	LEADER. The character can add +1 to his Leadership for purposes of one test made during the game. The player must declare he is using this ability before rolling the dice.
3	ATTACK. The character can add +1 to his Attacks characteristic once during the game. The player must declare he is using this bonus before rolling the dice.
4	STRENGTH. The character can add +1 to his Strength characteristic once during the game. The player must declare he is using the bonus before rolling any dice.
5	TOUGHNESS. The character can add +1 to his Toughness characteristic once during the game. The player must declare he is using the bonus before the enemy rolls dice to establish wounds.

For example, a character who has accomplished 5 heroic feats can re-roll his hits 3 times per battle, he can add +1 to his Leadership once, he can add +1 to his Attacks once, +1 to his Strength once, and +1 to his Toughness once per battle.

GENERAL'S VICTORY BONUS

When a player wins a game roll a D6 and consult the chart below. The chart gives a bonus which applies the next time the army fights. This bonus applies for the next battle against any player from your gaming group.

D6	Result
1	<p>Beloved Commander</p> <p>Next time the army fights all units within 12" of the general may add a further +1 to their combat result. This special ability lasts until a combat within 12" of the general is lost, after which the troops' confidence is shaken and the bonus ceases to apply.</p>
2	<p>Leadership Bonus</p> <p>Next time the army fights you can re-roll any one failed Leadership-based test. This does not allow the unit to re-roll a failed re-roll from another source such as the army's Battle Standard, ie you can re-roll the failed test but not a failed re-roll.</p>
3	<p>Nutter/Mad Dog General</p> <p>Next time the army fights, the general can add +1 to his own 'to hit' rolls in hand-to-hand combat. This applies until the general takes a wound or is forced to flee, after which the bonus is lost.</p>
4	<p>Inspiring Standard</p> <p>Next time the army fights the Army Standard will permit Leadership re-rolls for Break tests over a larger area than normal. Add D6" to the normal 12" effect range. Roll this dice at the start of the game to find out what your range bonus is for the duration of the battle.</p>
5	<p>Famous General</p> <p>Your commander's skills are an inspiration to all. Once during the battle, one unit within 12" of the general will automatically pass a Leadership-based test it is required to take. The player must use this ability before rolling the test, no actual dice are rolled and the player is not allowed to use the ability retrospectively once he has failed a test.</p>
6	<p>Victorious Troops</p> <p>The army is fired by its victories and inspired to greater success. Once in the battle you may add +1 to any combat result. However, you must commit your bonus before fighting the combat, not afterwards. You cannot use the bonus to boost a combat result once you have fought.</p>

CHAOS ARMIES

The rules for Chaos Gifts in the Warhammer Armies Chaos supplement form a very good basis for the mutation of Chaos Champions. Any mutation gained during a battle can be kept from game to game, but a model who already has a mutation adds +1 to his Eye of God roll for each mutation he already has.

Players who wish to retain Chaos mutations in this way might like to model on the extra claws, fangs, spikes and the other deformities visited upon their Champions by the fickle Gods of Chaos.

ETERNAL LABOUR

A character taken by his Chaos God to perform some eternal labour must miss D6 games. He can then be returned to your army with one extra veteran bonus for each game missed. This represents the experience gained by your warrior while in the service of his god, slaying unthinkable creatures and performing heroic tasks at his master's bidding.

COSMIC DUEL

Models removed to undertake a cosmic duel are automatically returned to the army and can continue to fight in future games.

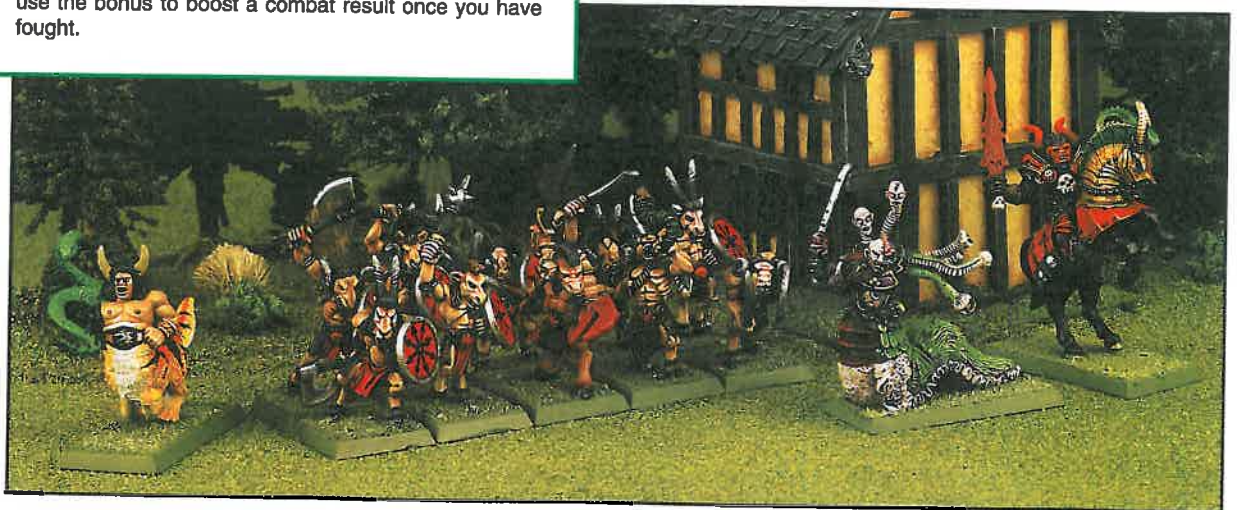
SPAWN

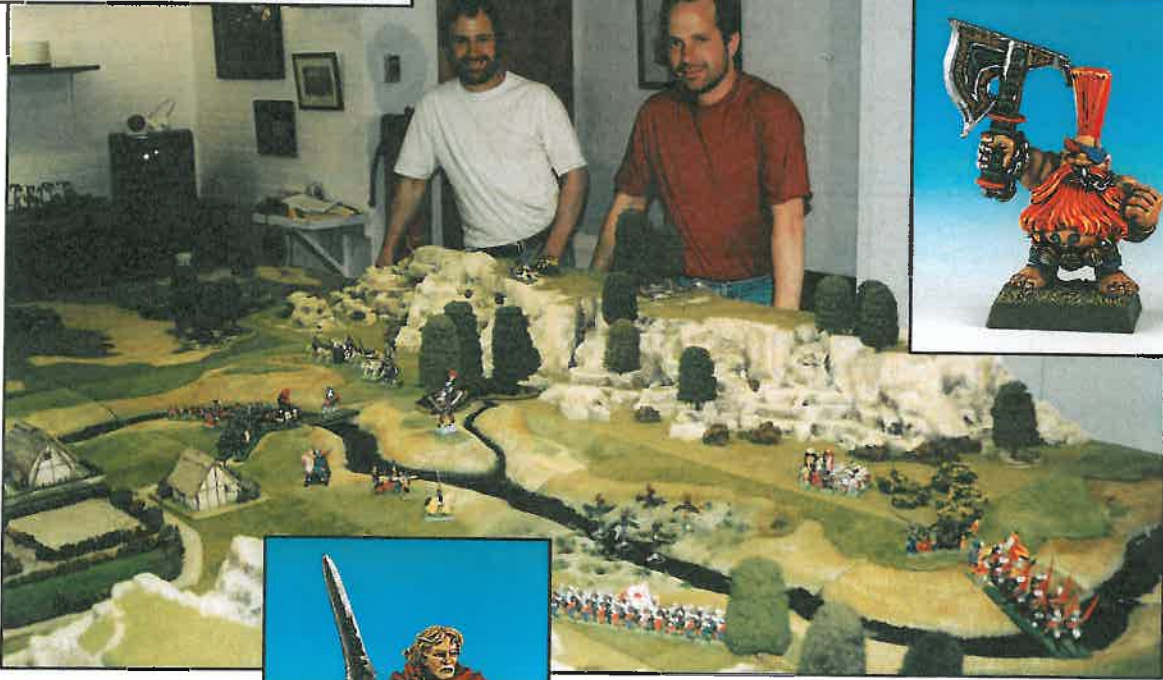
Any Spawn that survive a battle can be incorporated into your army. All the Spawn's Chaos Gifts are retained from game to game. The player must convert a model to represent the Spawn in order to field it.

Spawn cost no points and can be deployed with your army at the start of the game. Its first move is always 2D6" straight forward, after which the Spawn continues to move randomly as normal.

Spawn remain with your army until they are killed. If the Spawn started life as a character or elite trooper it retains any bonuses earned up to that point, but earns no new ones.

If the Spawn is killed then it cannot be used again, although the model can be used to represent a splendid new Spawn rather than employing a counter.





Model designer brothers Mike and Alan Perry prepare for battle in Alan's lavishly equipped games room. On this page are pictured miniatures created by the Perry twins and other talented members of the Citadel Miniatures design team.





Attacked from all sides and assaulted by foul magics, the valiant Dwarfs refuse to give way to the advancing Undead horde.