

WARMASTER

TRIAL ARMIES

COMPENDIUM 2009



**RECOMMENDED FOR USE
IN THE WARMASTER PLAYERS COMMUNITY**

**WARMASTER
PLAYTEST TEAM**

WARMMASTER TRIAL ARMIES

COMPENDIUM 2009

dedicated to the Memory of Steve Hambrook (1970-2003)

Editor's Notes:

Over the last two years we have set up a playtesting community to look into potential areas of change in the Warmaster rule set and created a web-based platform for collecting and sharing gaming information.

Since that moment we have had a lot of global communication (members of the Warmaster Playtest Team come from a variety of countries and backgrounds) and created a more or less structured approach for going over the various areas. The first result you should have already seen, as we produced a set of errata for the LRB (Living Rule Book, the online version of the rules on the GW site).

The proposed second step of the project was to extract the rules and have a document that *only* showed the rules and rules interaction. This step was meant to be a platform to launch into "Stage 3", where we would actual start testing some real changes to the rules. However this has been put "on hold" for a bit. So we figured that, with the structure already created, we could produce something else in the meantime that would be of use to the community at large and could actually be put to use to "dry run" some of the community feedback mechanisms.

And thus we started on the project which resulted in the document you now have before you, a set of alternative (fan) armies, some of which are experimental enough to be given a spin by all Warmaster players out there.

Have fun!

(and be sure to send us your feedback on warmasterplaytest@gmail.com)

Lex van Rooy

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Elite Units

You may find units in the Army Selectors indicated as an **elite** unit. These units are included to bring some of the Warhammer world background and fluff into Warmaster. For all elite units the same inclusion rule for army composition is in effect:

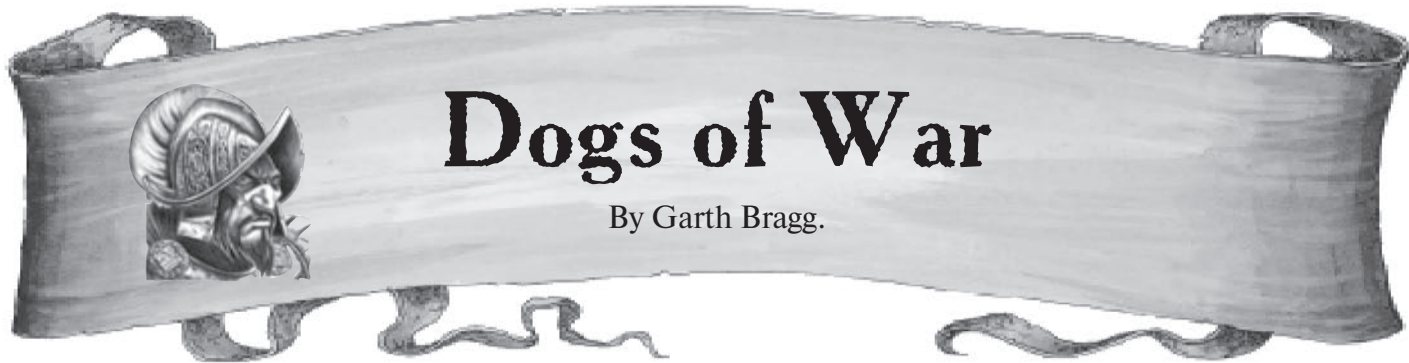
- you can only ever take 1 unit per 1000 pts after the first 1000 pts.

So no elites when playing up to 1000 points, 1 elite unit at 2000 pts, 2 at 3000 pts and so on.



Chapter I

TOURNAMENT ARMIES



ANY TIME, ANY PLACE, ANYWHERE...

Unlike other Warmaster armies, the Dogs of War do not come from a particular place, nor do they comprise a particular race, although men do feature very strongly amongst their number. They are bands of warriors who live by fighting - fighting for pay, fighting for adventure and, most importantly of all, fighting for the chance to win fabulous wealth. Some are merely bandits, pirates and cut-throats of the most untrustworthy kind, but others are gallant Princes and buccaneers who lead bold warriors to adventure and conquest in far away lands.

As already explained, not all mercenaries are human, although many are. Amongst the Dogs of War, freebooters from the frozen wastes of Norsca rub shoulders with Corsairs from Araby and mysterious warrior monks from the east. Mercenaries commonly form into itinerant bands under the leadership of a charismatic or especially brutal leader. The most famous of these bands are, more often than not, known by the name of their leader, such as Hagar Whitefang's



Were-Marauders, Khalag's Sure Shots, and the renowned Golgfag's Ogres. An entire army of Dogs of War is made up of many of these bands under the overall leadership of a roguish mercenary general.

ROCKIN' ALL OVER THE WORLD

Mercenary armies of Dogs of War fight all over the world. They are drawn to places where fortunes can be won by ruthless adventurers. The treasure-houses of the Lizardmen in Lustria are a major prize and have attracted many a would-be conqueror, such as the crazed Piazza Pizzaro and the near-legendary Sven Hasselfriesian. Further east the mysterious Dragon Isles and the shadowy lands of Cathay have tempted soldiers of fortune such as Count Egmund Baernhof and the infamous Thorson Grint.

South to the Southlands and the legendary treasures of Karak Zorn, eastwards to Cathay, and west to the treasure-houses of Lustria, the world is truly awash with rag-tag armies of sellswords who nurture wishful dreams of empire!

Although Dogs of War ply their bloody trade to every point of the compass, the most notorious breeding-ground of mercenaries is the land of Tilea in the Old World. From all the kingdoms of the Old World and many lands beyond, sellswords come to Tilea where they can be assured of ready and profitable employment. The reasons for this are quite obvious. Tilea is an anarchic and largely ungovernable country, where self-serving individuals rule precariously over proudly independent cities. The real power lies with wealthy Merchant Princes who plot and scheme against the tax-gathering authorities and each other with almost equal enthusiasm. Indeed, such is the tradition in Tilea that all armies of any size are mercenary armies - paid for and deployed by a wealthy Prince, a devious merchant or some ambitious tyrant.

Tilea is also a melting-pot to which all kinds of mercenaries come with the notion of joining whatever overseas adventure is flavour of the month. Such ventures are sometimes funded by wealthy merchants keen to open up new trade routes east and south, but often the whole thing is down to some crazed adventurer with a theory that the world is round, cubed, the shape of a very tall floppy hat, or some other such nonsense. No matter what the motivation, bold armies of Dogs of War depart every few weeks from the ports of Tilea and sail off into the sunset. On the whole they are never heard of again, but just occasionally a ship sails back stuffed to the gunnels with treasure, bearing a few jewel-encrusted survivors back to a new life of ease and luxury.

The following pages show just a few of the many Regiments of Renown and other mercenaries which commonly make up the Dogs of War army.

MAP OF TILEA



Tilea is the home of the mercenary, where Dogs of War go to find employment and where would-be Lords and rulers go to find them. It is split into many squabbling republics and principalities which ensures that there is always work for a warrior willing to fight for gold. No mercenary worth his sword will ever get bored in Tilea!

Every year, expeditions large and small set off for the fabled lands of Lustria and Cathay, seeking new trade routes or simply off to plunder. This makes Tilea a magnet for every scoundrel with a lust for gold and an eye for adventure. It is the heroes' starting point in countless tales of daring exploits, brave rescues, and impossible deeds - and some stories are true!

Dogs of War Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Pikemen	Infantry	3	3	6+	—	3	60	2/—	*1
Crossbowmen	Infantry	3/1	3	0	—	3	55	2/—	—
Handgunners	Infantry	3/1	3	0	—	3	65	-2	*2
Swordsmen	Infantry	3	3	6+	—	3	45	-4	—
Ogres	Infantry	4	4	5+	—	3	105	-1	*3
Dwarfs	Infantry	3	4	4+	—	3	110	-2	—
Marauders	Infantry	3	3	5+	—	3	60	-2	—
Light Cavalry	Cavalry	3/1	3	6+	—	3	80	-4	*4
Knights	Cavalry	3	3	4+	—	3	110	-2	—
Gallopers Guns	Artillery	1/2+bounce	2	0	—	2	85	-1	*5
Tuska	Monster	6/1	4	5+	—	1	120	-1	*6
Birdmen	Infantry	2/1	3	6+	—	3	85	-1	*7
General	General	+2	—	—	9	1	125	1	—
Hero	Hero	+1	—	—	8	1	80	-2	—
Paymaster	Hero	+1	—	—	8	1	80	-1	*8
Wizard	Wizard	+0	—	—	7	1	45	-1	*9
Griffon	Monstrous Mount	+2	—	—	—	—	+80	-1	*10
Pay Wagon	Chariot Mount	+1	—	—	—	—	+20	-1	*8

Special Rules

1. Pikemen. The pike is the traditional weapon of the mercenaries of Tilea. Twice as long as a spear and even longer than a cavalryman's lance this is truly fearsome although rather unwieldy weapon. Due to this Pikemen never benefit from defended or fortified status when in dense terrain or on fortress walls etc. They still may be in defended position on higher ground or behind low obstacle as usual. Pikemen should be based as cavalry - i.e. the models are orientated towards the narrow edge of the base. Pikemen stands may only give or receive support by other infantry or Pikemen stands that are facing the same direction and touch their flank with the whole of their own flank. Any support behind or in front of Pikemen stand is not allowed. In all other respects they count as infantry (movement/pursuit etc.).

2. Handgunners. Handguns are rare but powerful weapons. A handgun shot can pierce armour far easier than an arrow or a crossbow bolt. Therefore, count enemy Armour values as one worse (-1) than normal.

3. Ogres. Ogres flock to Dogs of War armies for the chance of a good fight and as much as they can eat. These creatures are notoriously fond of fresh human meat, although they will eat practically anything that was once alive (or still is). To represent this an Ogre unit must use its Initiative to charge an enemy unit of humans (humans... Men not Dwarfs, Elves etc.) if it is within 20cm at the start of the Command phase and the Ogres can reach it. This happens automatically.

4. Light Cavalry. Dogs of War armies make great use of expert light cavalry from all around the world. Empire Pistoliers, Arabian Desert Riders, Hobgoblin Wolf Riders and Kislev Horse Archers are particularly adept at outmanoeuvring an enemy and harrying his flanks. Light cavalry are equipped with light bows or pistols and have a range of 15cm. However, as their weapons are so handy, they can shoot behind or to the side without turning stands to face their target. Just measure the range from any edge, front side or rear. They can therefore shoot at enemy charging them from any direction.

5. Gallopers Guns. These are lighter artillery than Dwarf or Empire cannons; due to this they are shorter ranged, but can make up for their lighter shot by producing a higher volume of fire.

Gallopers Guns move 20cm. All the normal rules for artillery applies as well as cannon's rules for shooting (bounce through,

Pikemen Support
Enemy cavalry unit charges 2 units of Pikemen. Only left stand of Pikemen unit A may give support just as 1st stand of Crossbowmen unit. The 2nd Crossbowmen stand may not support because it is not in full flanking contact with Pikemen B stand.

no saves and reduction of cover values). Because they are light guns they have a range of only 40cm. They still may shoot at the charging enemy by firing 'grapeshot' as normal.

6. Tuska. These grey, elephantine or rhino-like monsters are indigenous to the hot jungles of the Southlands. Often Dogs of War generals manage to acquire trained beasts such as these from Arabian traders to use as shock troops in their armies. A driver known as a mahout sits astride the creature's neck and guides it into combat whilst bow-armed soldiers are housed in a small howdah upon its vast back. The creature itself is fearsome in combat, trampling soldiers and horses alike under foot and goring other creatures with its huge ivory tusks.

A Tuska causes terror in its enemies. Because they are unruly creatures and difficult to control they may only ever be brigaded with other Tuskas. If you give an order to a Tuska and fail then you must make a test to see what it does. Ignore potential blunders as these are taken into consideration with the new table. Roll a dice and consult the 'Giant Goes Wild Chart' from the Orc army list and apply the results to the Tuska (with result no. 3 you can assume that the Tuska throws the rock with its trunk!). Where Tuskas are brigaded together, roll separately.

7. Birdmen. Only half-mad nutters like Tileans would try to fly! The Birdmen wear insane contraptions of light wood covered in canvas that are shaped like wings and allow them to glide on the air currents. These 'wings' allow the Birdmen



to fly and still use their crossbows as normal. Because they are awkward flyers, they can be pursued by any type of enemy troops. Birdmen are based facing the long edge of the base in the same way as other infantry.

8. Paymaster, Pay Wagon. There may only ever be one Paymaster in the army. Only the Paymaster may use the Wagon. If the Pay Wagon is used the Paymaster may bribe the units around him to fight harder. He may add +1 to all of his Command checks for a single turn only.

9. Wizard. The Wizard uses the Empire spells.

10. Griffon. Generals, Wizards and Heroes may ride Griffons. The Griffon combines the appearance of a lion and an eagle. These creatures are hatched from stolen eggs and hand reared to serve as mounts for favoured individuals. The Griffon can fly, increasing the rider's movement to 100cm and it adds +2 Attacks to those of the rider. A unit which includes a Griffon causes terror in its enemies.



Ogre Kingdoms

Army list by Alex Parenti,
Alexey Belianin and Lex van Rooy
with a help of Mick Marriott.

Far to the east of the Old World lie the savage Ogre Kingdoms. Among the frozen and desolate mountains of this realm live the Ogres – ugly, violent monsters who kill and eat anything they can catch.

An Ogre Kingdoms army is a massive, blunt instrument that smashes into enemy lines with the force of a ton of bricks. It is a hard-hitting army that will normally be vastly outnumbered on the battlefield. Nevertheless, with the right combination of Ogre units led by a fearsome Tyrant an opponent's lines can be ripped asunder by a devastating bull charge even before a single iron-bound club is swung. A single Ogre has enough brute strength to destroy a farmstead or village. Thus, the ramshackle armies that march west from the Ogre homelands are powerful enough to destroy empires.

Bull Ogres – Bull Ogres make up the majority of any Ogre Kingdom, an unwashed mass of muscle and fat that can flatten landscapes and settlements alike when they gather in sufficient numbers.

Leadbelchers – Few in number, these filthy and unhinged Ogres are equally obsessed with destruction and noise and arm themselves with great portable black powder weapons called Leadbelcher cannons. Leadbelchers are easy enough to spot by the fact they have severe burns, eye patches, metal plates hammered into their faces and scorch marks all across one side of their body: the legacy of point blank detonations. These deadly adversaries can often be seen supporting their Tyrant in battle.

Ironguts – The Ironguts are the Ogres of a tribe that have the highest status and the best weapons. Although markedly superior to their fellows, Ironguts are afforded great respect, as they are usually

hand picked by the Tyrant himself. A unit of Ironguts usually comprise of the Tyrant's family and drinking buddies.

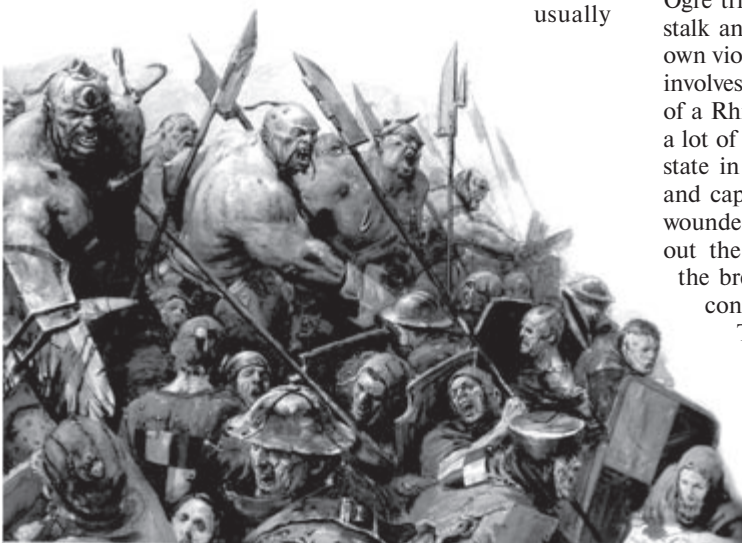
Yhetees – The Yhetee packs inhabit the highest slopes of the Mountains of Mourn, eking out a sub-trial existence at the peaks of the mountains. These hairy, ferocious beasts are almost invisible in the snow, due to their pale pelts. A Yhetee attack is usually preceded by an avalanche. Some scholars suspect that the Yhetees are a remote offshoot of the Ogre species dating back to the first great migration. Yhetee have developed long fused claws that make them extremely formidable in combat.

Gnoblar – Gnoblar stand little taller than a man's waist, and are relatives of the common Goblins that plague the Old World. These highly unpleasant creatures are possessed of a malicious but limited cunning that entirely fails to make up for their lack of physical strength. Almost every Ogre has a Gnoblar to call his own and he often echoes his master's characteristics. The larger members of this race forsake the baggage train and band together to form loose but numerous units and take to the battlefield in hope of stealing some choice shiny things before the Corpse-Harvest.

Gnoblar fighters arm themselves with an assortment of broken bottles, swords, spear tips, false legs, pointy sticks and rusted daggers - basically anything they can get their grubby, grasping hands upon. Every now and then, their sheer numbers enable them to pull down their foes in a tide of snapping maws, stabbing blades and pure malice. When things do not go quite so well and they start to die in their droves, well, they're only Gnoblar.

Rhinox Riders - There is a rite of OGREHOOD practised in the Ogre tribes of the Mountains of Mourn. Aspiring Bulls will stalk and hunt an adolescent Rhinox whilst it performs its own violent rite of passage – a brutal contest of strength that involves high-speed collisions and a lot of blood. The victor of a Rhinox leadership challenge is exhausted and have lost a lot of blood as a result of its ordeal. This is about the only state in which a lone Ogre could expect to find a Rhinox and capture it alive. The Ogre aspirant sprints towards the wounded Rhinox and vaults on to his back. Those that ride out the bucking, bellowing frenzy that invariably follows the breaking of the beast's will as it slows and eventually concedes that to continue would be to bleed to death.

Those Ogres that fall off during this violent rodeo are gored and subsequently eaten by their quarry. Ogre Rhinox riders return to their tribe with their prize, but not for long. There is a fortune to be made as a mercenary for a young Ogre with his own Rhinox, and every spring a few new Bulls from the upper slopes will join together and sell their services as the heaviest shock cavalry known to the world.



Gorgers – Gorgers are stinking, pale and degenerate Ogre-kin that have been mutated by their exposure to warpstone in the labyrinths they inhabit. When an infant Ogre is born without a paunch it is cast into a maw-like pit as a sacrifice to their god. Those that survive, eke out an existence surviving on rats and leeches and their weaker brethren. So if a Gorger ever emerges from its cave, it is a twisted abomination of muscle and teeth far larger than a bull. When Ogres go to war they open up these caves to release these fearsome monsters upon the world.

Slave Giant – Unlike the Giants that accompany the other races of the world into battle, the Slave Giants of the Ogre Kingdoms live a life of forced servitude. It is seen as a great symbol of status for a Tyrant to own a Slave Giant, indeed the only thing that can get a Tyrant moving faster than a good fight or a good meal is the news of an unclaimed Giant's presence in his Kingdom. A Slave Giant is typically clad in heavy chains and goaded into battle with pikestaves by its enslavers.

Characters – The Ogre Kingdoms are a harsh environment in which to exist. To survive in an Ogre Tribe is achievement enough, so those that rise to rule the tribes are truly fearsome creatures indeed.

Characters may ride Bull Rhinox into battle as an indication of their status as the toughest of the tough. Tyrants are the dominant males of each Ogre tribe. Tyrants accrue all the best war gear and will generally be armed with at least one 'favourite' weapon. Woes betide anyone foolish enough to attempt to touch this item. A Bruiser is second only to the Tyrant in terms of pure size and strength. It is the Bruisers who generally keep order and discipline in the tribe when the Tyrant's eye is elsewhere.

Butchers are the Ogre equivalent of a tribal shaman, although their role is more one of holy-man than magic-user. They have a direct link with the Great Maw and are able to channel a small portion of the Deity's insatiable thirst for gluttony and violence into the practice of gut magic.

Ogre Kingdoms Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Bull Ogres	Infantry	4	4	5+	–	3	110	2/–	*1
Leadbelchers	Infantry	3/D3	4	6+	–	3	110	–/2	*2
Ironguts	Infantry	4	4	4+	–	3	145	–/2	–
Yhetees	Infantry	5	3	5+	–	3	130	–/2	*3
Gnoblars	Infantry	2/1	3	0	–	3	30	–/4	*4
Rhinox Riders	Cavalry	5	4	5+	–	3	250	–/1	*5
Gorgers	Monster	4	4	5+	–	3	145	–/1	*6
Slave Giant	Monster	8	8	5+	–	1	150	–/1	*7
Tyrant	General	+2	–	–	9	–	125	1	–
Bruiser	Hero	+1	–	–	8	–	80	–/1	–
Butcher	Wizard	+1	–	–	8	–	90	–/1	–
Bull Rhinox	Monstrous Mount	+2	–	–	–	–	+65	–/1	*8

Special Rules

1. Bull Ogres. If an Ogre unit can use its initiative to charge an enemy unit of humans at the start of the Command phase then it must do so. This happens automatically and their commander can do nothing about it. 'Humans' encompasses all 'men' including Chaos Warriors and Marauders, but not Dwarfs, Elves etc.

2. Leadbelchers. Leadbelchers cannons have a range of 15cm. Roll D3 for every stand separately to determine how many shots they get to shoot. When shooting, any '1' automatically hits the Leadbelchers themselves. They are not driven back by those hits but roll a D6 for every wound. On a '6' they are confused. Units hit by Leadbelchers get a -1 penalty for their armour rolls. When shooting at charging units every Leadbelcher stand has only D3-1 shots. Any '1' on initial D3 roll automatically causes 1 hit on the Leadbelchers unit. Hits taken while shooting at chargers do not require roll for confusion but count as having been struck in the first round of combat.

3. Yhetees. When trying to issue an order to a unit of Yhetees or to a brigade that contains a unit of Yhetees,

there is always a -1 Command penalty due their beastly and unruly nature. Yhetees always ignore distance modifiers when receiving orders. If a character joined Yhetees unit it can not be brigaded with Gnoblars.

4. Gnoblars. Unit is allowed to shoot as if it had bows but its range is reduced to 15cm. Also, Gnoblars can only be brigaded with other Gnoblars and Yhetees. Characters cannot join Gnoblar units.

5. Rhinox Riders. Units of Rhinox Riders are unaffected by terror. Rhinox Riders receive +1 Attack when charging against an enemy in open in the same way as chariots and monsters, must use its initiative to charge an enemy if possible and never use their initiative to evade. If victorious in combat they must pursue or advance where possible. Due to its mass and clumsiness the unit of Rhinox Rider can not be driven back (and therefore can't be routed by drive back - that is highly unlikely), but must roll for confusion as normal (roll a dice for every hit inflicted - if any dice is '6' then unit becomes confused). Rhinox Riders never makes way.

6. Gorgers. Rather than usual monsters the Gorgers are based along the long base edge as infantry stands. Gorgers must use its initiative to charge an enemy if possible and never use their initiative to evade. Gorgers must always pursue, but can not advance. They are unaffected by enemies that cause terror in combat and do not suffer the usual -1 Attack modifier.

7. Slave Giant. Giants must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish so. If you attempt to give an order to a Giant and fail then you must take a test to see what he does. Ignore potential blunders – these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing its effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).

A Giant causes terror in its enemies.

8. Bull Rhinox. Tyrant or Bruisers only may ride the Bull Rhinox. A unit that is joined with a character mounted on this huge beast causes terror in enemies.



Giant Goes Wild Chart

D6 Oh no! What's he doing now!

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, out-house or whatever comes to hand and throws it at the closest unit – friend or foe – that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

Ogre Spells

TOOTH CRACKER

3+ to cast Range 20cm

The Butcher grinds his way through a lump of earth encrusted bedrock taken from the peak of a mountain, imbuing himself and his fellows with supernatural resilience. This often costs the Butcher more than a couple of teeth.

Target friendly unit can't be driven back or confused until your next turn.

BONE CRUNCHER

5+ to cast Range 20cm

Shovelling dry bones into his mouth, the Butcher painfully crunches his way through femurs, ribs and skulls. As he points at his foes and spits his bloody curse, the enemy find their own bones breaking within their bodies.

Counts as three shooting attacks with no armour save. The spell causes drive back as for normal shooting. Also, drive back rolls of 5-6 from Bone Cruncher cause confusion. The Wizard must be able to see the target and can't cast the spell into a combat.

BULL GORGER

4+ to cast Range N/A

The Butcher greedily devours the heart of a Bull Rhinox, no doubt enjoying the feast of healthy blood and muscle whilst he imbues himself and his charges with the strength of a charging Rhinox.

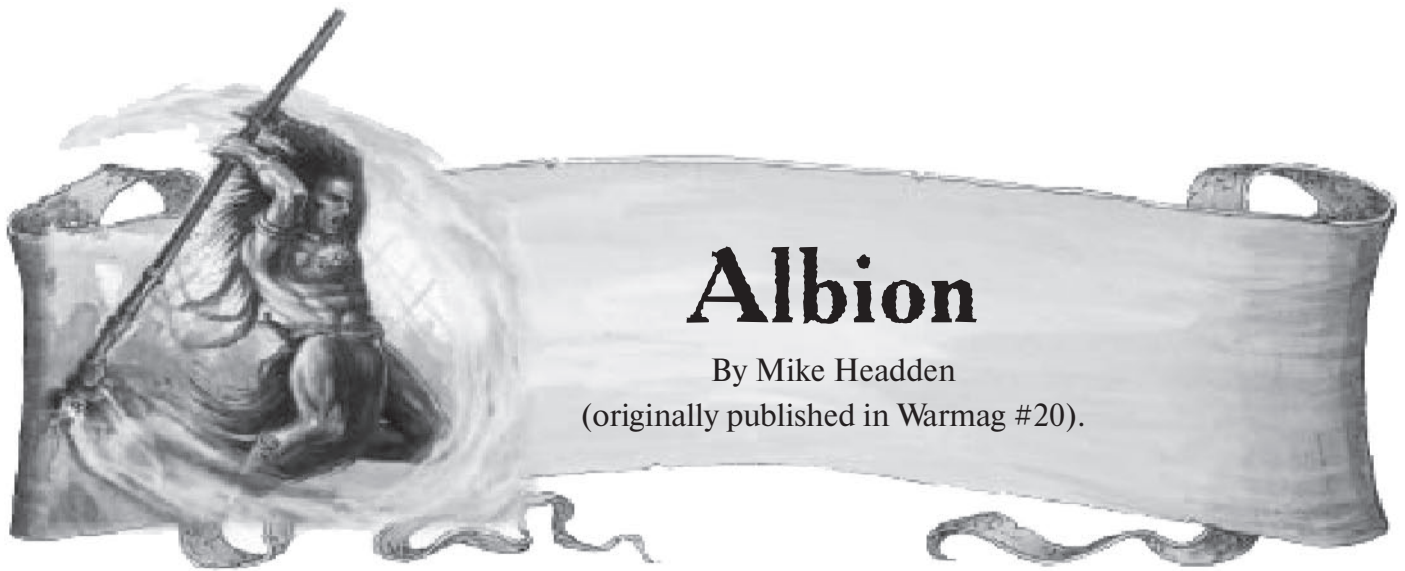
The spell adds +1 Attack for each stand in a unit the Butcher has joined, including his own stand. The spell lasts for the duration of the following Combat phase.

TROLL GUTS

5+ to cast Range 20cm

The Ogre Butcher forces down the toxic guts of a Stone Troll, great quantities of acid and bile ravaging his much abused gut as he transfers the supernatural abilities of the troll onto himself and his companions.

This spell can be cast on friendly unit in combat. Each stand in affected unit gain +1 Hit during the following Combat phase.



Albion

By Mike Headden

(originally published in Warmag #20).

Eons ago, the Isle of Albion was the site of a sprawling techno-arcane complex created by an unspeakably ancient spacefaring race called the Slann. Their carefully aligned stone circles and thousands of miles of impressively taut lay-lines once served to harness the mysterious psychomagical power of the warp. This power was used to control the gigantic interspatial portals through which Slann craft traversed the galaxy. At some time there was an unfortunate accident; the portals became unstable, opening a rift into the void and creating the zone of contamination and temporal instability that is now known as the Chaos Wastes. In order to stop their damaged portals running out of control and engulfing the entire world, the Slann destroyed or disabled their control complex on Albion. A vast quantity of dangerous psycho-active energy was released as a result.

This catastrophe turned the isle of Albion into a warped land that was ever afterwards shrouded by chilling mists and ceaseless drizzle. The explosive release of warp energy had the effect of distorting local time and space in surprising ways. As a result, the island proved almost impossible to

find afterwards and many Old Worlders came to doubt its very existence. Isolated from the world and from reality, the island's inhabitants degenerated physically and culturally, coming to live an ape-like existence alongside the other malformed monsters of their devastated land. Despite this, they still retain some vestigial memory of a time of greatness when their ancestors helped build the stone circles and other wonders that once formed the nerve centre of the Slanns' techno-arcane warp mechanism.

The mist wreathed isle of Albion has seen as much bloodshed and warfare as the rest of the known world. Albion is seen as a damp, bog-ridden backwater and reports of recent incursions have concentrated on the clashes between the supposedly more advanced invaders. However, a closer examination of the campaigns in Albion show that its native armies are every bit as lethal as those of any of the more so called 'civilised' nations.

The core of any Albion army comprises nobles in chariots and warbands of warriors on foot, screened by youths armed with slings and javelins led by the local chieftain.

Poorer nobles and richer warriors are mounted on hardy native ponies and form the cavalry used to both scout and to support the noble chariot warriors.

Albion is famed for the great wolfhounds the natives breed. They are exported widely, but most especially to Bretonnia and the Empire where their size, strength and ferocity are much prized by noble huntsmen. In times of war these wolfhounds are gathered into huge slaving packs and are used to supplement the cavalry, screening attacks and harassing vulnerable enemy flanks.

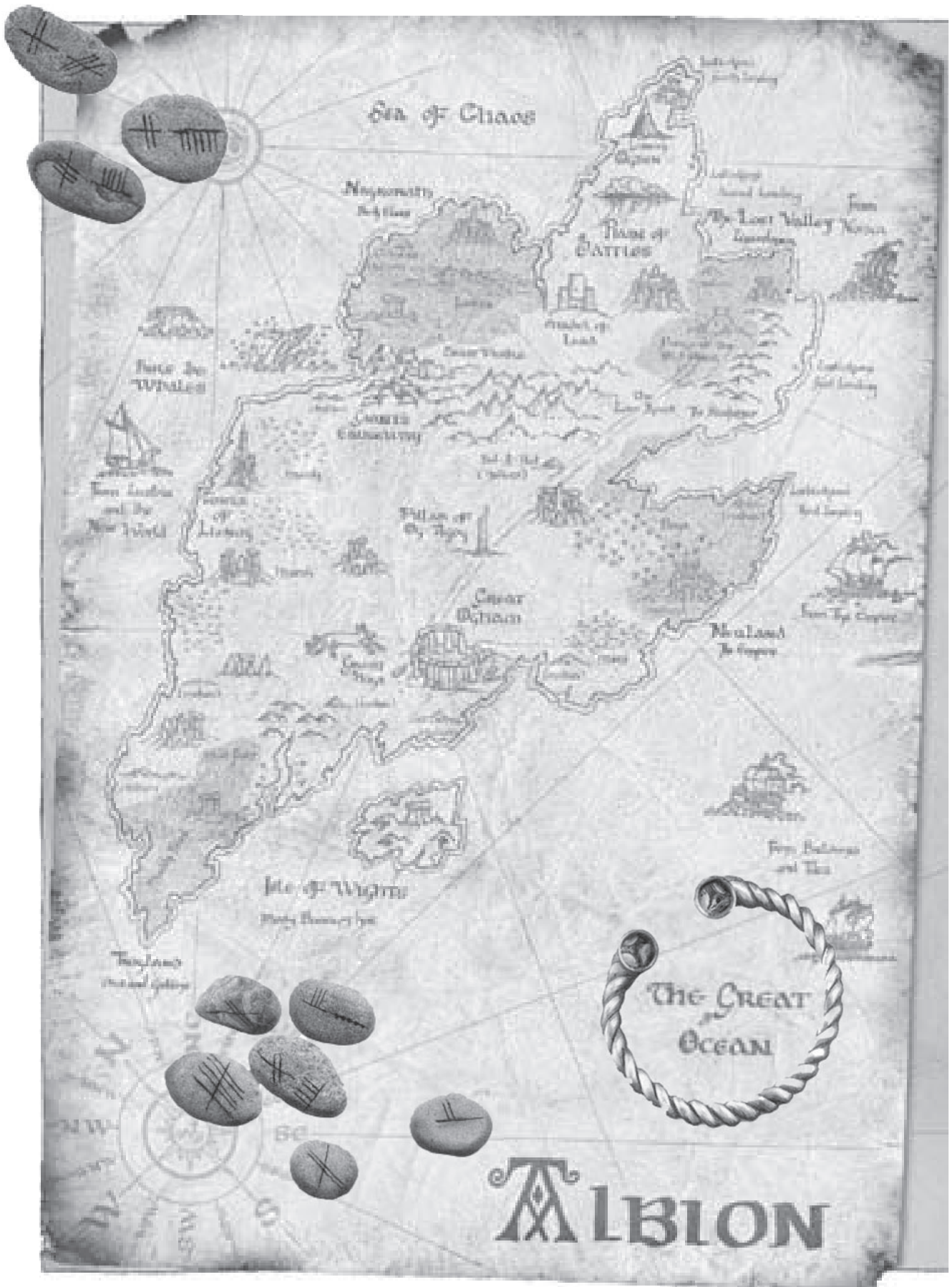
In time of war some Chieftains can also call on the giant eagles whose eyries dot the highest peaks of the land.

Few of Albion's chieftains will pass up the chance to recruit some of their island's largest inhabitants – the famed giants of Albion. Just like those giants that accompany Orc armies, these massive warriors make up for in brawn what they lack in brains!

Not quite so strong, but then again not quite so dim, are the bands of ogres which flock to join the armies of Albion – for a share of the loot and the chance to turn a former enemy into a quick snack!

In addition to the warrior chieftains who lead the armies, there are heroic warriors who help to marshal the army and the enigmatic druids who are not only the army's wizards but also its law makers, judges and soothsayers...





Albion Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Warriors	Infantry	3	3	5+	—	3	60	2/—	—
Slings	Infantry	2/1	3	0	—	3	40	1/6	—
Ogres	Infantry	4	4	5+	—	3	105	—/2	*1
Wolfhounds	Cavalry	3	3	0	—	3	30	—/6	—
Cavalry	Cavalry	3	3	5+	—	3	90	—/4	—
Chariots	Chariot	3	3	5+	—	3	95	1/4	—
Giant	Monster	8	8	5+	—	1	150	—/1	*2
Giant Eagles	Monster	2	3	6+	—	3	70	—/1	*3
General	General	+2	—	—	9	1	125	1	—
Hero	Hero	+1	—	—	8	1	80	—/2	—
Druid	Wizard	0	—	—	7	1	45	—/1	—
Giant Eagle	Monstrous Mount	+2	—	—	—	1	+20	—/1	*4
Chariot	Chariot Mount	+1	—	—	—	1	+10	—/1	—
Fenbeast	Monster	6	4	5+	—	1	—	—/1	*5

Special Rules

1. Ogres. Ogres are notoriously fond of fresh human meat, although they will eat practically anything that was once alive (or still is). They can't abide the taste of greenskin and won't touch a Goblin or an Orc unless they are seriously peckish. To represent this, an Ogre unit must charge a unit of humans (literally humans... Men, not Dwarfs, Elves, etc) if it is within 20cm at the start of the Command phase and the Ogres can reach it. This happens automatically and their commander can do nothing about it!

2. Giant. Giants are maddeningly dim witted creatures with a fondness for strong beer and the raw flesh of Men, Elves and even Dwarfs. Because of their turgid mental processes and weakness for drink, they must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish. If you attempt to give an order to a Giant and fail then you must make a test to see what he does. Ignore potential blunders, these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately. A Giant causes terror in its enemies.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Giant is badly hurt, all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).

3. Giant Eagles. Giant Eagles can fly up to 100cm.

4. Giant Eagle Mount. Giant Eagles can be ridden by Druid only. An Eagle can fly increasing its rider's move from 60 to 100cm, and it adds +2 Attacks to those of its rider.

5. Fenbeast. Fenbeast is an individual troop unit, but it can not be fielded like other units in the standard way. Fenbeast can appear on the battlefield only by Druid's spell Summon Fenbeast. It cannot be brigaded with other troop units, not even other Fenbeasts. Fenbeasts never use their initiative to move in the Command phase. Because they are completely

dominated by the will of the Druid who summoned them, the Druid counts as having a Command value of +1 when commanding the Fenbeast – that is 8 rather than 7. They can move through bogs as though they were open terrain. Unlike the wild Bog Beasts from the 'Dark Shadows' campaign, Fenbeast will make way for friendly troops. Fenbeasts are terrifying creatures and cause terror.

Giant Goes Wild Chart

D6 Oh no! What's he doing now!

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, out-house or whatever comes to hand and throws it at the closest unit – friend or foe – that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

Albion Spells

DOWNPOUR

5+ to cast Range 30cm

The Druid brings down a localised shower of fine, freezing rain upon his foes.

Until the start of the Druid player's next turn all enemy units within 30cms of the casting Druid suffer -1 to their command.

STORM OF HAIL

5+ to cast Range 30cm

The Druid harnesses the power of the weather to attack his enemies with enormous hailstones.

The Druid targets a single enemy unit within range and that he can see. This has the effect of three shooting attacks except that it ignores any armour save the target may have. The target unit may be driven back in the same way as for shooting.

MISTS OF ALBION

5+ to cast Range 30cm

The Druid breathes out some of the mystical mist that surrounds his enigmatic homeland and envelops his compatriots, making them hard to target by enemy troops.

This spell affects a friendly unit within range of the Druid and lasts until the start of the Druid player's next turn. Attacks

against the target unit suffer -1 to hit (as if it were defended). This affects attacks from shooting, magic and in the first round of Combat phase. A unit in the open still counts as 'in the open' for the purposes of charging. A unit that is fortified cannot be affected by the Mists of Albion.

SUMMON FENBEAST

6+ to cast Range 30cm

The Druid performs one of the most arcane rituals known to his order, using his power over the elements to bind together the horrific creature known as the Fenbeast.

The Druid summons forth a Fenbeast. Once summoned, the Fenbeast is under the control of the summoning player.

Since it is summoned in the Shooting phase it cannot be given orders until the following turn. It may be summoned into contact with an enemy unit only if that unit is already in combat. It may be removed from play if destroyed (like any other unit) or if the loss of a Druid character reduces the number of Druids to less than the number of Fenbeasts – the owning player chooses a Fenbeast and removes it from play. Summoning Fenbeast unit does not influence army withdrawal calculation in any way and does not have a points value. Fenbeasts may only be given orders by Druids. Fenbeasts may not be brigaded with other troops, not even other Fenbeasts. An army cannot have more summoned Fenbeasts in play than it has Druids.

Designers Notes

Having used Albion campaign's background for a successful little Warmaster campaign, it occurred to me that the native inhabitants of Albion would hardly stand around doing nothing while all these invading armies rampaged across their land. This got me thinking about what these native armies would look like and how effective they might be in Warmaster.

I wanted a primitive, tribal people that had at least tenuous links with the historical ancient Britons. So, as a starting point, I took the historical armies of the ancient Britons, the people who fought Julius Caesar and later the main Roman invasion.

Their armies consisted of tribal groupings of infantry, light cavalry and nobles mounted in light chariots.

Warbands were often screened/supported by youths armed with javelins or slings, so I decided to add these too. Slings were noted for having a shorter range but more powerful shot than bows in ancient times.

However, it seemed overly harsh to give them 15cm range. Since the rules indicate that missile troops move out from the main body, shoot and retire to their parent unit again I've assumed the slingers just needed to run a little farther forward than archers do.

Though probably not actually used in war, Britain was famous in Roman times for its export of wolfhounds and since similar units are already included in the Chaos and Vampire Counts armies it seemed reasonable to include them.

Looking back over older Games Workshop material turned up the Giants of Albion Regiment of Renown, that seemed an

ideal way to give the army some punch. The Giants would be identical to the standard ones in the Orc army.

Given that Ogres seem to exist all over the known world it seemed only fair there would be tribes of Ogres on Albion. Armies of Albion are supposed to be savage and tribal so Ogres seemed to fit right in with the theme. Coming from Scotland myself I just had to include a giant version of the Golden Eagle and that finished off the list of actual units.

For characters, I decided on a standard General supported by Heroes. Finally, no army from Albion would be complete without the inclusion of the Druids.

Since Albion seems to be as fixated with the weather as real life Britain is, the Druid's spells just had to be weather related in terms of description though I wanted to keep as close to existing spell definitions as possible. The Fenbeasts, as described in Albion campaign, seemed too erratic to be used as a unit but I couldn't leave them out altogether and so included a spell to summon them.

The army is clearly inspired by the original Chaos army but lacks the rock-hard Chaos Warriors and Knights and the devastating Dragon Ogres. However the Slingers give it missile power, the Giant provides some muscle and the Eagles, being based like cavalry, are more like Carrion than Harpies.

During playtesting, the army is more like a tougher Undead list than a weaker Chaos one. The end result may look similar to some of the existing armies but it is different enough to pose new challenges and offer new opportunities.

Goblin Army

By Tom Merrigan with invaluable assistance from Rick Priestley
(originally published in Warmag #12).

Goblins are small, green, vicious, mean-spirited and generally unpleasant creatures. Clues as to their character may be discerned in their tiny pointed teeth, beady glinting eyes, scrawny grasping hands and general demeanour of a whipped dog.

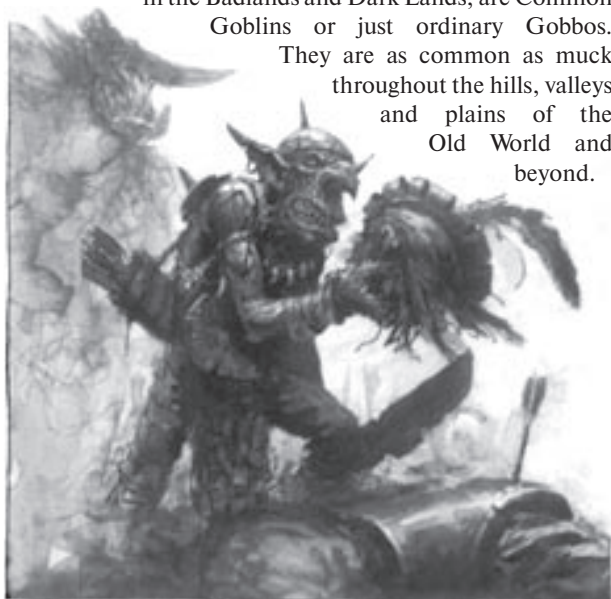
To give them their due, Goblins are prolific. There are lots of them and no matter how many die or run away, there are always plenty left. Their preferred method of fighting is to shoot their enemy in the back from a good distance. They are half-way decent shots but in other respects are poor and often unwilling fighters. However, they are dangerous in large numbers and quite capable of overwhelming far better troops by sheer weight of numbers.

Like all greenskins, Goblins are quarrelsome and fractious. They fight amongst themselves both on and off the battlefield. They feel little sense of loyalty to their own kind let alone anyone else, and will cheerfully maim, kill and even eat their comrades if they can get away with it.

Goblins are generally recognised as belonging to two main breeds, namely Common Goblins and Night Goblins. These types are not physically different to each other, although all kinds of Goblin are liable to extreme variations in size, so it is quite usual for a mob of Goblins to include some individuals as much as twice the size of others. In this respect, where a big Snotling becomes a Goblin and vice versa is debatable, though from an Orc's point of view it hardly matters as they're all there to be bossed about.

The majority of Goblins living in open areas, most notably in the Badlands and Dark Lands, are Common Goblins or just ordinary Gobbos.

They are as common as muck throughout the hills, valleys and plains of the Old World and beyond.



We quite cheerfully refer to all the different kinds of Goblins as Goblins, but where this might prove confusing we call ordinary Common Goblins just that... Common Goblins. And ain't they just!

Common Goblins ride Giant Wolves much as humans ride horses. Not only are these large and dangerous creatures ridden by individual Goblins, but chariots and carts may be pulled by several Giant Wolves harnessed together. Giant Wolves are vicious creatures with slavering fangs and sharp claws, quite often more dangerous than their Goblin riders. They are faster than horses too.

Goblin Wolf Riders commonly raid and pillage ahead of advancing Goblin hordes, scouring the countryside for signs of enemy troop movements. On the battlefield they harry the flanks of enemy units and chase down those who've fled braver greenskins.

Night Goblins are adapted to life underground where they subsist on fungi, cave squigs, beetles and bits of each other. They live under the mountains throughout the Old World and Southlands in tunnels and caverns that are cool and dark. Night Goblins have a strong aversion to daylight and when forced above ground wear black or very dark enveloping robes to protect themselves from the sun's rays.

COMMON GOBLIN RULES

All Goblin units (not Trolls, Giants or Pump Wagons) are affected by the following special rules:

1. Fear Elves: All Goblins dislike Elves of any kind because they 'stink funny' and because their haughty manner unnerves the greenskins. A unit of Goblins always has to be issued an order if it wants to charge a unit of Elves. It may never use its Initiative to move into combat.

2. Animosity: When Goblins get together, without the authority of their bigger Orc cousins, they start to pick fights, bicker, and misbehave in all sorts of appalling ways. Sometimes fighting amongst themselves is more appealing than fighting the enemy! Even at the best of times squabbling in the ranks can send a Goblin horde into disarray. One moment a unit is striding purposefully towards the enemy, and the next it is brought to a halt!

If you make a blunder when issuing a unit or brigade containing a unit of Goblins an order, roll on the following table instead of the normal Blunder chart. The roll applies to the Goblin unit that has failed to receive its orders and to all Goblin units in the case of a brigade. Non-Goblin units are never affected. If a unit that doesn't contain Goblins blunders, resolve effects in the usual way.

ANIMOSITY TABLE

D6 Blunder

1 Get 'em! A fight breaks out amongst the Goblins, which soon turns into a minor riot as they begin to turn on themselves. The unit suffers D3 attacks worked out in the usual way. The unit is thrown into disorder and its actions are limited exactly in the same way as for confused unit. The effect lasts until the beginning of its next turn or until the unit is engaged in combat. In combat they will turn their anger on the enemy and fight with +1 Attack per stand until the end of the following Combat phase.

2-5 Squabble. An internal squabble amongst the ranks soon grows with fists and curses flying. This throws the unit into disorder and prevents all moving and shooting this turn. The unit can do nothing more until the beginning of the Combat phase and counts as being confused if engaged in combat.

D6 Blunder

6 We'll show 'em! Determined to show that they are the best, the unit dashes towards the enemy. The unit must move at its maximum full pace towards the nearest unit and will charge the unit if possible to do so. If a whole brigade goes 'we'll show 'em' then move each unit one at a time as the movement of one may affect the ability of subsequent units to charge because it blocks line of sight or access to base edges. If the unit doesn't get into combat and has missile weapons then it will shoot at the nearest enemy unit in the Shooting phase if it is able to do so. Once units have moved, they halt as for a normal failed order.

Goblin Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Goblins	Infantry	2/1	3	0	—	3	30	4/—	*1
Squig Herd	Infantry	3	3	0	—	3	30	—/—	—
Trolls	Infantry	5	3	5+	—	3	110	—/4	*2
Wolf Riders	Cavalry	2/1	3	6+	—	3	60	2/—	*3
Wolf Chariots	Chariot	3	3	6+	—	3	80	—/4	—
Pump Wagon	Chariot	D6	3	5+	—	1	50	—/2	*4
Giant	Monster	8	8	5+	—	1	150	—/1	*5
Doom Diver	Artillery	1/3	3	0	—	2	80	—/1	*6
Spear Chukka	Artillery	1/1 per stand	2	0	—	2	65	—/2	*7
Goblin Warboss	General	+1	—	—	8	1	80	1	—
Goblin Hero	Hero	+1	—	—	7	1	45	—/4	—
Goblin Shaman	Wizard	+0	—	—	6	1	30	—/2	*8
Wolf Chariot	Chariot Mount	+1	—	—	—	1	+10	—/1	*9
Wyvern	Monstrous Mount	+2	—	—	—	1	+80	—/1	*10

Special Rules

1. Goblins fight in a close mob or huddle in which the smallest and weediest are pushed to the outside. A unit of Goblins includes some armed with bows, some armed with clubs, a few with spears and most with whatever comes to hand. To represent this, the Goblin unit is allowed to shoot as if it had bows but its range is reduced to 15cm.

2. Trolls are especially stupid creatures that find it difficult to walk or spit straight, let alone think. Consequently, when trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty.

By way of compensation, Trolls have a remarkable ability. They can regenerate their bodies and repair the most

horrendous injuries. To represent this, in each round of combat after whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

3. Wolf Riders' bows have only a short range compared to other shooting weapons, so their fire is restricted to 15cm. However, because their weapons are so handy they can shoot behind or to the side without turning stands to face their target. Just measure the range from any stand edge. They can therefore shoot at enemy charging them from any direction.

4. The Pump Wagon is built by Snotlings that scavenge and steal all manner of raw materials from workshops and rubbish dumps. Anything that looks vaguely useful and momentarily unguarded is immediately seized for their project. Once they have accumulated a high enough junk heap, Snotlings set upon it with ropes and hammers. From the squirming mass of hammering, squeaking and bickering emerges the Pump Wagon!

A Pump Wagon doesn't move in Command phase by initiative or by successful orders. Instead of this it can always move once up to 10xD6cm. This move is automatic, requiring no Command roll, and happens at any time during the Command phase. This movement can be made in any direction and will give the Pump Wagon a movement of between 10cm and 60cm each turn. A Pump Wagon does not have to move if the player wishes.

In the turn it charges or for pursuits and advances, a Pump Wagon receives D6 attacks. This is in addition too any additional attacks it receives for charging enemy in the open and for being a chariot. When charged or retreating as a result of combat, its attacks are halved to D3.

The Pump Wagon is crewed by Snotlings who feed on magic mushrooms making them mad and crazy, with no care for their own lives. A Pump Wagon moves forward (and backwards, as well as to the side) at a relentless rate and cannot be driven back by shooting. Nor can it be confused in any way.

The Pump Wagon forms a unit of its own and cannot be brigaded with other units; not even another Pump Wagon, and a character model cannot join it. The enemy does not gain Victory points for a destroyed Pump Wagon and a Pump Wagon does not count towards the Goblin army's break value.

5. Giants are maddeningly dim-witted creatures with a fondness for strong beer and the raw flesh of men, Elves and even Dwarves. Because of their turgid mental processes and weakness for drink they must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish. If you attempt to give an order to a Giant and fail, then you must make a test to see what he does. Ignore potential blunders; these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately. A Giant causes terror in its enemies.

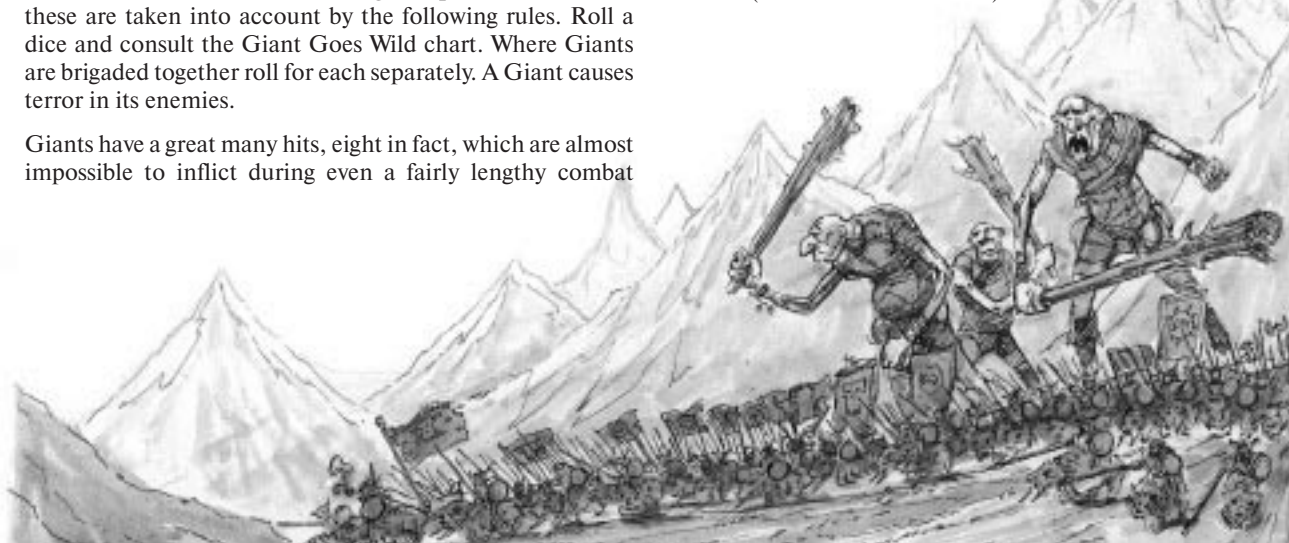
Giants have a great many hits, eight in fact, which are almost impossible to inflict during even a fairly lengthy combat

Giant Goes Wild Chart

D6 Oh no! What's he doing now!

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, out-house or whatever comes to hand and throws it at the closest unit – friend or foe – that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).



6. The Doom Diver Catapult is a torsion-powered device much like a Spear Chukka, but instead of firing spears it is designed to fire Goblins. These Goblins are equipped with crude, folding wings which enable them to stay aloft for a short time before plunging back down to earth. When they do land it is usually with a loud splat that causes confusion more than anything else in the enemy ranks.

The Doom Diver has a range of 60cm and a unit hit by a Doom Diver is allowed to make its normal armour save. An enemy is more likely to become confused as a result of being driven back by hits from a Doom Diver. When rolling for drive backs, any roll of 4, 5, or 6 means that the unit becomes confused.

Doom Divers shoot at such a high trajectory that they cannot shoot at charging enemies.

7. Spear Chukka. A Spear Chukka is a device fashioned to hurl large missiles upon the enemy. It is essentially a big crossbow made of wood. The missiles it fires are as long as spears and can skewer a whole line of troops.

When you shoot with a Spear Chukka it will automatically skewer the target stand and hit any stands directly behind (touching each other) which lie within the missile's line of flight. The shot from Spear Chukka can skewer up to maximum three stands in total. Each stand takes one attack,

and all attacks against the same unit are rolled together. For example, a unit arranged in a column three stands deep will suffer three attacks when shot at from the front.

Targets always ignore their armour when shot at by a Spear Chukka. No armour roll is made, the Spear Chukka's heavy dart can pierce even the thickest armour.

Spear Chukkas can shoot at charging enemy and can do so at any point as the enemy charge, including when the charger has reached its final position. A Spear Chukka has a range of 40cm.

8. Goblin Shaman can cast spells chosen from the Goblin spells list.

9. Wolf Chariot. A General, Hero or Wizard can ride a Wolf Chariot. The character riding a chariot adds +1 to his Attacks.

10. Wyvern. Generals and Wizards may ride Wyverns. The Wyvern is a large scaly monster, similar to a dragon except smaller with no forelimbs. Goblins capture these creatures when very young and bludgeon them daily until they are tame enough to ride. A Wyvern can fly, increasing its rider's movement from 60cm to 100cm, and it adds +2 Attacks to those of its rider. A unit that includes a Wyvern rider causes terror in its enemies.

Goblin Spells

MORK SAVE UZ!

5+ to cast Range 30cm

The Shaman summons the power of Mork to protect the greenskins from the enemy.

This spell can be cast on any friendly unit within 30cm of the Shaman. The unit gains a 5+ save worked out in the usual manner until the beginning of their next turn. If the unit already has a saving roll then it can choose which one to make, but may not take both.

GERROFF!!!

5+ to cast Range 60cm

The voice of Gork booms out across the battlefield, forcing back his foes with a rancid gale force bellow.

This can be cast on any enemy unit within 60cm, whether the Shaman can see it or not. It cannot be cast on a unit engaged in combat or cast successfully on a unit more than once per turn.

The enemy unit is driven back by the blast of the bellow 5xD6cm towards its own table edge. This is treated in the same way as a driveback from shooting except the direction is established by determining the shortest route to the table edge. A unit cannot be routed by a drive back from Gerroff!!! spell. If the unit leaves the table edge it must roll as described in the main rules.

BRAIN BUSTA

5+ to cast Range 30cm

A fearsome bolt of pure Waaagh! energy issues from the Shaman's outstretched hand and strikes an enemy unit.

The Shaman must be able to see his target to use this spell and it cannot be directed at a unit engaged in combat.

Brain Busta is treated like three ordinary shooting attacks except that armour saves have no effect (all targets count as having no armour). A unit can be driven back by Brain Busta as with ordinary shooting.

WAAAGH!

4+ to cast Range 30cm

The Shaman summons the power of the mighty Waaagh!, invigorating the greenskins.

This spell can be cast on any friendly unit of Goblins engaged in combat and within range, whether the Shaman can see the unit or not. Every stand in the unit, including character stands, adds +1 to its Attacks value during the following Combat phase. A unit can only have one Waaagh! cast successfully on it at a time.



Witch Hunter Army

By Andy Judson (originally published in Warmag #13).

In my opinion, Witch Hunters are some of the most characterful and interesting aspects of the Empire. While it's true to say they invariably fight for the greater good of humanity, their methods are often brutal and arguably little better than those of their enemies. A Witch Hunter knows that evil doesn't play by the rules however, and that to beat it, he must be just as underhand. If a few innocents get killed in the process, then it's regrettable but better than allowing a heretic or warlock to escape punishment.

Often, Witch Hunters prefer to work alone or in small groups, such as during the scouring of Mordheim years ago. Occasionally though there will be need to gather together under one banner to drive out some great, dark army. Probably the two most famous times were during the last Great Chaos Incursion, when a Witch Hunter army was lead by Magnus the Pious; and during the Wars of the Vampire Counts, when the whole Empire united to defend itself against the armies of Vlad and Mannfred Von Carstein. At times like these, Witch Hunters stir up support from the mobs, and priests take up the hammer, leading their congregation to defend the lands. Flagellants seem drawn to these gatherings like

flies, preaching damnation and hellfire almost as loudly as the Witch Hunters themselves.

Of course, it does not take a desperate situation such as a Chaos incursion to cause this. Quite often, a Witch Hunter will find need to gather a force to eradicate a tribe of beastmen in a surrounding forest, or cast out a Necrarch from a dark tower in the mountains. If the local noble has not the time, or more likely the inclination, it calls to a Witch Hunter to deal with it. He may have some aid in the form of the town watch or soldiers of the merchants guild, or even a detachment of one of the Knightly Orders, but often this is not the case.

A Witch Hunter's army is a rag-tag sight. The black garbed Zealots of the Witch Hunters' guild stand shoulder-to-shoulder with peasants and hastily gathered watchmen. Packs of Warhounds, equally trained to seek out the scent of the Undead or a heretic, follow baying and howling. Occasionally a regiment of Knights marches ahead, their bright armour contrasts to the rags of the army's bulk. Priests continue their sermons on the battlefield, encouraging their followers to acts of insane bravery, while frothing Flagellants whip themselves for the sins they may have committed.

Witch Hunter Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Zealots	Infantry	3	3	0	-	3	35	3/-	*1
Halberdiers	Infantry	3	3	6+	-	3	45	-/4	-
Crossbowmen	Infantry	3/1	3	0	-	3	55	-/2	-
Handgunners	Infantry	3/1	3	0	-	3	65	-/4	*2
Flagellants	Infantry	5	3	0	-	3	70	-/4	*3
Warhounds	Infantry	3	3	0	-	+1	20	-/-	*4
Knights	Cavalry	3	3	4+	-	3	110	-/1	-
Pistoliers	Cavalry	3/1	3	5+	-	3	95	-/1	*5
Cannon	Artillery	1/2+bounce	2	0	-	2	85	-/1	*6
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Warrior Priest	Wizard	+0	-	-	7	1	45	-/1	-

Special Rules

GENERAL NOTE:

Some unit's abilities and magic items from Witch Hunter army will affect 'Chaos and/or Undead'. 'Chaos' means Chaos army, Daemons army and Beastmen army. 'Undead' means Undead Tomb Kings army and Vampire Counts army (including units of Ghouls!).

1. Zealots. Zealots form the main part of a Witch Hunter army, and are drawn from mobs whipped up by priest's sermons. These troops gain +1 Attack in the first round of combat against Undead or Chaos (regardless of who charged) and will always use their initiative to charge these enemies if possible. If victorious in combat with Undead or Chaos like enemies they must pursue or advance where possible.

2. Handgunners. Count enemy armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an armour value of 6+ can't save against a handgun.

3. Flagellants. So keen are they to meet their maker that a unit of Flagellants will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If a unit of Flagellants is victorious in combat and is able to pursue the enemy or advance in accordance with the rules, then it must do so where possible. Flagellants are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.

4. Warhounds. These monstrous hounds are bred by Witch Hunters for seeking out heretics. They are treated like Skirmishers from Empire army list but they have 30cm movement distance and no armour obviously. Because of their speed, they are able to keep up with cavalry units and may be attached to cavalry in the same way as to infantry. Warhounds may join the following units: Zealots, Handgunners, Pistoliers and Flagellants. If they join cavalry unit (i.e. Pistoliers), they are still considered as an infantry

stand, but in this particular case they can pursue enemy cavalry together with the main unit.

5. Pistoliers. Pistoliers have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Pistoliers can shoot at enemy charging them from any direction.

6. Cannons. See Warmaster Rulebook, Artillery section.

Warrior Priest Spells

SANCTUARY

5+ to cast Range N/A

The Warrior Priest consecrates the ground before the troops, warding off evil.

The Wizard must be with the unit to affect it. The unit counts as being defended, even if in the open. If the unit is already defended, it counts as fortified. Note that this also affects Cavalry units, even though they are not normally able to receive this bonus. The effect lasts until the unit moves or Priest leaves it or he casts another spell.

DOCTRINE OF SIGMAR

5+ to cast Range 30cm

Through the rousing speech of Sigmar's chosen, troops are directed across the field of battle.

This spell can be cast on any friendly unit within 30cm. If successful, the unit may be moved as if it had received an order in the Command phase.

HOLY FERVOUR

5+ to cast Range N/A

Enraged by their blasphemous enemies the troops rush forward thirsty for blood.

The Wizard must be with the unit to affect it. If successfully cast on a friendly unit, each stand including character stands gains +1 Attack during the following Combat phase.

DIVINE CURSE

4+ to cast Range 30cm

Speaking the words of Magnus the Pious himself, the Warrior Priest smites his foes.

One unit within range has its movement halved for its next Command phase. The unit also treats all enemy units as terrifying, even if otherwise immune to terror, and stops causing terror itself. The spell lasts until the end of your opponent's next turn.

Witch Hunter Special Items

Witch Hunters are loath to use anything of a magical nature, preferring to use faith and steel as their weapons. However, there are a number of religious items - books, amulets and the like, which they may use instead.

Holy Items: Witch Hunters characters may not use any magic items from Warmaster Rulebook. Instead of this they may take the following Holy Items, one of each per army.

Other Items: May be taken by characters or units, one of each per army.

THE BOOK OF HOSCHENFELS

Cost 50 pts

If a character reads extracts from this book to the unit he has joined, it is filled with righteous fervour. When used, each stand of this unit and character himself gains +1 Attack during the following Combat phase. This item may only be used once against Chaos or Undead.

MIRROR OF THE DAMNED

Cost 40 pts

Enemy attacks against the unit that the character has joined that roll a 1 to hit inflict a hit against themselves, with no armour save. This item may be used once per battle and will only affect one unit in the combat during the following Combat phase. Hits inflicted in this way count to the combat result as normal. The Mirror will not affect Undead.

SYMBOL OF SIGMAR

Cost 30 pts

If the character bearing the Symbol of Sigmar joins a unit in combat with an enemy unit that includes an enemy character of Undead or Chaotic origin, he may decide to force the enemy character out of the combat. If the Symbol of Sigmar is used, place the enemy character 1cm from the unit he was with. The enemy character is no longer in the combat, although any spells he cast upon the unit remain in play. This item may only be used once per battle, and will only affect one enemy character, chosen by the bearer.

HAMMER OF JUSTICE

Cost 10 pts

A character or unit bearing the Hammer of Justice may re-roll one unsuccessful attack dice in each round of combat.

BANNER OF FAITH

Cost 30 pts

The unit may ignore the first shooting hit taken each turn, including magical attacks. The effects last until the unit loses a stand (units only).

STANDARD OF THE RIGHTEOUS

Cost 20 pts

The unit may choose to re-roll all of their shooting or close combat attacks once per game. This includes attacks that hit, and bonuses from items or spells (units only).

CONVERSION NOTES

A Witch Hunter army is very easy to make as all of the models are available from present army ranges, notably the Empire army, Zealots can be made from a mix of Empire Skirmishers and Bretonnian Peasants and Warhounds from Goblin Wolf Chariots. The most distinguishing factor of the army will be the paint scheme, in a word - dark!

High Elf Tournament Army

Changes by Gerald Denk.

This version of the official High Elf Army list is highly recommended to use in tournaments of all levels by Warmaster Playtest Team as more fair and balanced.

High Elf Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Spearmen	Infantry	3	3	5+	—	3	60	2/—	—
Archers	Infantry	3/1	3	6+	—	3	75	1/—	*1
Silver Helms	Cavalry	3	3	4+	—	3	110	—/—	—
Reavers	Cavalry	3/1	3	6+	—	3	90	—/3	—
Chariots	Chariot	3	3	5+	—	3	95	—/3	—
Giant Eagles	Monster	2	3	6+	—	3	70	—/1	*2
Dragon Rider	Monster	6/3	6	4+	—	1	300	—/1	*3
Elven Bolt Thrower	Artillery	1/3	2	0	—	2	55	—/1	*4
General	General	+2	—	—	10	1	180	1	—
Hero	Hero	+1	—	—	8	1	80	—/1	—
Wizard	Wizard	+0	—	—	8	1	90	—/1	*5
Giant Eagle	Monstrous Mount	+2	—	—	—	—	+20	—/1	*6
Dragon	Monstrous Mount	+3	—	—	—	—	+100	—/1	*3
Chariot	Chariot Mount	+1	—	—	—	—	+10	—/1	*7

Special Rules

1. Archers. High Elf archers add +1 to their dice roll when making shooting attacks. They will therefore score a hit against targets in the open on a 3 or more, against targets that are defended on a 4 or more, and against fortified targets on a 5 or more.

2. Giant Eagles. Eagles can fly.

3. Dragons. Dragons can fly. Dragon Rider units and any other units that include a Dragon riding character cause terror in their enemies.

Because Dragon Riders have a great many hits (6) which are difficult to inflict even during a lengthy combat engagement, we must consider the possibility of hurting the Dragon and reducing its effectiveness in subsequent turns. Therefore, if a Dragon Rider has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Dragon has been badly hurt all accumulated hits are discounted and its maximum hits value and Attacks are halved for the rest of the battle (to 3 Hits and 3/2 Attacks).

Generals, Wizards and Heroes can ride Dragons. A Dragon can fly increasing its rider's move from 60 to 100cm. An extra +3 Attacks are added to those of its rider. A Dragon can breath fire if the character has joined a unit that isn't engaged in combat. A Dragon ridden by a character can't breath fire if it is not part of a unit.

Dragon Fire

Dragons can make a fiery breath. This applies both to a unit of Dragon Riders and to Dragons ridden by characters that have joined a unit of troops. Dragon fire works as follows. The fiery breath has a range of 20cm. Breath can be directed against one target as for normal shooting and has 3 Attacks that are worked out in the usual way at 4+ to hit.

4. Elven Bolt Thrower. The Elven Bolt Thrower has a range of 40cm and 3 shooting Attacks that are worked out in the usual way at 4+ to hit and also can shoot at a charging enemy in the same way as a missile-armed infantry or cavalry unit. Unlike many artillery pieces, the Elven Bolt Thrower does not automatically pierce its target's armour. Enemies take their Armour rolls as normal.

5. Wizard. High Elf Mages are especially powerful wizards and to represent this can re-roll a failed spell on any dice result except a 1. If a spell is failed because a 1 is rolled then no re-roll is permitted.

6. Giant Eagle Mount. Generals, Wizards and Heroes can ride a Giant Eagle. An Eagle can fly increasing its rider's move from 60 to 100cm. An extra +2 Attacks are added to those of its rider.

7. Chariot Mount. Generals, Wizards and Heroes can ride Chariots. An extra +1 Attack is added to those of its rider.

High Elf Spells

HEAVEN'S FIRE

4+ to cast **Range 30cm**

The mage imbues the Elven archers with an unearthly swiftness enabling them to rain death upon the enemy.

This spell can be cast upon a friendly unit of unengaged missile-armed infantry or cavalry within range. It cannot be cast on artillery. The Mage does not need to be able to see the friendly unit nor their intended target.

When the Heaven's Fire spell is cast on a unit, it can shoot twice that turn instead of once. If it has already shot that turn it can therefore shoot again immediately. If it has yet to shoot it can shoot twice. When a unit shoots twice due to Heaven's Fire the second shot is always at a -1 penalty and will therefore hit on a 5+ (as High Elf Archers normally get a +1 therefore they hit on 4+ against targets in the open).

LIGHT OF BATTLE

5+ to cast **Range 30cm**

A radiant light shines forth upon the Mage's companions filling them with magical vigour.

This spell affects every friendly unit within range. The spell lasts for the duration of the following Combat phase.

Every unit and every character that has joined a unit gains a bonus +1 attack. These attacks can be allocated to any stand in the unit and can be allocated to a different stand in each combat round.

HAIL OF DESTRUCTION

5+ to cast **Range 30cm**

A hail of fiery arrows flies from the Mage's outstretched fingertips and strikes an enemy unit.

This spell can be cast on an enemy unit. The Mage must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Hail of Destruction is treated like three ordinary shooting attacks (4+ to hit) except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Hail of Destruction as with ordinary shooting.

STORM OF STONE

6+ to cast **Range 30cm**

The ground erupts around the Mage, and a hail of stones, rocks and dirt hurls itself upon his foes.

This spell affects every enemy unit within range.

Every enemy unit within range takes D3 Attacks worked out in the normal way. Roll separately to determine the number of attacks on each enemy unit. Unengaged units are not driven back by the Storm of Stone (the assault comes from the ground beneath their feet). Engaged units carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.



Designers Notes

High Elf Army is the Uber-Army in Warmaster. While some might say "It should be - they are Elves, aren't they?" there are some reasons why they are particularly tough:

1) Combination of Cmd 10 with lots of cavalry. High Elves have a good chance of getting anywhere anytime on the table with a decent attacking force. At the moment there are two other armies with Cmd 10 general but both have big disadvantages coming with that. Dwarfs have no cavalry and Dark Elves have more limited cavalry choice and commanding them is a "risky business".

2) Their magic is strong and they get a re-roll chance. This issue is tempered with the correction that there is no re-roll at a 1.

3) +1 at shooting is a mighty instrument. It essentially erases the advantages of being in defended area for the opponent and generally improves basic chance to hit from 50% to 67%. I find that ability especially dangerous with Reavers. With them you have a unit which you can bring to the place you want and concentrate your shooting with a +1 bonus. One could discuss the Bolt Throwers, but Reavers with +1 are definitely too strong.

While (2) is already taken care of and (1) will be a more difficult issue to be discussed in coming times then (3) is a relatively easy to solve problem and already had a big consensus in former discussions.



Daemon Tournament Army

By Stephan Hess & Rick Priestley, changes by Claus Lampl.

This version of the official Daemon Army list is highly recommended to use in tournaments of all levels by Warmaster Playtest Team as more fair and balanced.

Daemon Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Daemon Hordes	Infantry	4	3	5+	—	3	75	3/—	—
Daemon Swarm	Infantry	2	4	0	—	3	45	—/4	*1
Daemon Cavalry	Cavalry	4	3	5+	—	3	110	—/3	—
Daemon Hounds	Cavalry	3	3	5+	—	3	90	—/2	—
Daemon Chariots	Chariot	3	3	5+	—	3	95	—/3	—
Daemon Beasts	Monster	5	4	5+	—	3	220	—/1	—
Daemon Flyers	Monster	2	3	5+	—	3	80	—/1	*2
Greater Daemon	Monster	8	6	4+	—	1	300	—/1	*3
Daemon Overlord	General	+2	—	—	9	1	125	1	*4
Daemon Lord Hero	Hero	+1	—	—	8	1	80	—/1	—
Daemon Sorcerer	Wizard	+1	—	—	8	1	90	—/1	—
Daemonic Wings	Special Bonus	—	—	—	—	—	+10	—/1	*5
Favour of the Gods	Special Bonus	+1	—	—	—	—	+50	—/1	*6

Special Rules

ARMY RULES

Ignore Terror. All units ignore the -1 Attack penalty in combat for fighting terrifying troops — you cannot frighten them at all.

Daemonic Instability. At the start of the player's own Command phase, before making any initiatives moves, all Daemon units that have taken at least 1 casualty (i.e. lost at least 1 stand out of 3) must make a 'Daemonic Instability' test. Roll a D6. If the unit has lost 2 stands (i.e. has only 1 stand remaining from 3) deduct 1 from the roll.

0-1 The unit is destroyed — the daemons fade away and are absorbed back into the Realm of Chaos from which they came. If a character is with the unit it is destroyed too.

2-3 The unit becomes confused — if not already confused the stand becomes confused as it is torn between this world and the next.

4-5 No effect — unless the unit is confused in which case it ceases to be confused as it is favoured with the invigorating power of Chaos.

6 The unit feels the power of the gods. As a result it attacks the closest enemy within initiative range. If there is no enemy in initiative range the unit ignores command penalties for the lost stand till its next turn.

SPECIAL RULES

1. Daemon Swarms. These cannot be driven back by shooting and do not roll for drive backs. A Daemon Swarm cannot be given a magic item.

2. Daemon Flyers. These can fly. Daemon flyers are an exception to the normal conventions for basing monsters in that they face the long edge of the stand in the same way as infantry rather than the short edge as most other monsters.

3. Greater Daemons. Greater Daemons can fly regardless of whether the actual model has wings — aerial propulsion is deemed feasible by sheer effort of will.

Greater Daemons cause terror in their enemies. A Greater Daemon that has accumulated 3-5 hits at the end of the Shooting or Combat phase is deemed to have been badly hurt. Once a Greater Daemon is badly hurt accumulated hits are discounted and its Hits and Attacks values are halved for the rest of the battle (to 3 Hits and 4 Attacks).

4. Daemon Overlord. The Daemon Overlord is the army's General and has the option of having the powers of a Wizard for additional 25 points. If given magical powers the Daemon Overlord can be given a magic item restricted to either a General or a Wizard. Note that the Daemon Overlord is still a General and his command range extends over the whole battlefield as for other Generals.

5. Daemonic Wings. Some of the creatures of the deep vaults of hell may have wings, some of them fly on hovering discs and some even have the ability of disappearing and reappearing wherever they want on the battlefield. Daemon characters may be given the ability of flying.

6. Favour of the Gods. Demon Overlord, Lords or Sorcerers can be given the Favour of the Gods. The character gains then +1 extra Attack and causes terror in its enemies as described in the Warmaster rulebook.

Daemonic Spells

SUMMON DAEMONS

4+ to cast Range 60cm

With a sulphurous blast of elemental power fresh Daemons emerge from the warp to reinforce their beleaguered kindred.

This spell can be cast on any friendly Daemon unit of three stands that has lost one or two stands as casualties. It does not matter whether the Wizard can see the unit or not.

The unit regains one stand. The regained stand is placed in formation with the rest of the unit. If the unit is already in combat the additional stand can be placed so that it touches the enemy and will count as charging if the unit charged. If it is impossible to position the stand in formation with its unit then the spell cannot be cast and will not work.

DAEMONIC RAGE

5+ to cast Range 30cm

A keening cry of pure power rises upon daemonic lips as magical energy surges through their eldritch bodies.

This spell affects every friendly unit within range.

The spell lasts during the following Combat phase.

Every unit gains a bonus +1 attack. This attack can be allocated to any stand in the unit and can be allocated to a different stand in each combat round.

SORCEROUS BLAST

5+ to cast Range 30cm

With a single gesture a bolt of black lightning leaps from fingertip to the foe, searing the enemy with a blast of dark power.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Sorcerous Blast is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Sorcerous Blast as with ordinary shooting.

FRENZY OF CHAOS

6+ to cast Range 30cm

Rumbling thunderous power surges through the daemonic ranks driving all into a frenzied thirst for blood.

This spell can be cast upon a friendly unit which is engaged in combat and that is within range. The Sorcerer does not have to be able to see the target to cast the spell.

The effect lasts until the end of the following Combat phase.

The unit can re-roll any failed attacks in combat: take any dice that fail to score hits and roll them again. Note that you cannot re-roll a dice that has already been re-rolled either because of a spell, magic item or any other reason.

Designers Notes

I have been playing Daemon Army over the last 3 years and have to admit that the original rules made this army much to strong. (The competitive games I lost can be counted at one hand.) As a result we were trying to adjust unit skills and magic abilities as described in here.

Daemon Swarms: Don't leave home without them. They catch all the firepower of your opponents and are also a good way to increase your breakpoint. They can't be driven back by shooting and have 4 Hits what makes them a very good tactical unit for defensive and offensive playing style (initial armour save of 6+ made them too tough for their point value).

Daemonic Hordes and Cavalry: The backbone of this army. The 4 attacks and the 5+ save make them a hard hitting units, especially when attacking and combined with offensive spells of the Sorcerer.

Daemonic Chariots: Standard abilities as every Chariot unit in the game with the exception of being immune to terror. As hard hitting as the Cavalry in the first round of close combat but for less points. The only disadvantage I know is that you can't buy these units as they are not existing. Being a freak like me, you can build your own units or go the easy way and use Chaos Chariots.

Daemon Flyers: I love them... My opponents hate them, what else to say. As every flying unit it is unpredictable to say where they can attack. Letting them home back and giving them a first order make them the "first strike" unit of my choice as this means that from 50cm till almost 80cm range no one can tell where they will get by the second order. Placing them at the edges of the battlefields allows them to endanger all opponents units, especially the vulnerable edges of cavalry.

Although they are placed at the long side of the stand their 5+ save makes them a heavy armoured flying unit.

Daemonic Instability: On the paper this rule looks worse than it is. I can tell you that none of my games was lost by loosing units due to instability tests. When you play this army, learn to live with it. Initially at a dice roll of 6+ the unit got back the lost stand but we changed it as it would mean to have an additional wizard on the field.

Daemon Sorcerer: We had to reduce their usage. With old rules you were allowed to field 2 per 1.000 points and upgrading an Overlord also to a Sorcerer was giving the possibility to field five Sorcerers in a game of 2.000 points. This was making a usage of their spells much to devastating. They are still worth their points and 2 of them can also do a good job.

Daemonic Wings: Until now all Characters have had the ability of flying. This brings the problem that, they have not been able to enter woods or similar terrain at all. Now I have just reduced that to an option 1 per 1000 pts. - so a player can "scratch-build" a terrifying, flying dragon-like monster once per 1000 pts. like in other armies but not more. At the same time the cost of Characters is reduced (for not flying anymore).

General tactics: Field as much Sorcerers as you can. Give your army a good long distance punch by using the cavalry units of your choice. Never leave home without Daemon Swarms and Daemon Flyers. They are worth their money... ehm points. Concentrate your units and try wherever possible to be the attacker as well as try to attack with as many units as possible to demonstrate the devastating attacking power. Don't fear loosing stands and instability as it also means to get lost stands back by using your Sorcerers. The Daemon army is the only army having this ability and you soon will learn to love it. This is definitely an offensive army.

Bretonnian Army

By Stephan Hess & Rick Priestley, additions by Gerald Denk.

This version of the official Bretonnian Army list is recommended to use in tournaments of all levels by Warmaster Playtest Team.

Bretonnian Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Bowmen	Infantry	3/1	3	0	—	3	55	—/—	—
Men-at-arms	Infantry	3	3	6+	—	3	45	1/—	—
Peasants	Infantry	3	3	0	—	3	30	—/4	*1
Squires	Cavalry	3/1	3	6+	—	3	90	1/4	—
Knights	Cavalry	3	3	4+	—	3	110	1/—	*2
Grail Knights	Cavalry	3	3	4+	—	3	120	—/1	*2*3
Pegasus Knights	Monster	2	3	5+	—	3	80	—/1	*2*4
Trebuchet	Artillery	1/4	4	0	—	1	100	—/1	*5
General	General	+2	—	—	9	1	125	1	—
Hero	Hero	+1	—	—	8	1	80	—/2	—
Enchantress	Wizard	+0	—	—	7	1	45	—/1	—
Unicorn	Special Mount	+1	—	—	—	—	+15	—/1	*6
Pegasus	Monstrous Mount	+1	—	—	—	—	+15	—/1	*7
Hippogriff	Monstrous Mount	+2	—	—	—	—	+80	—/1	*8
Grail Reliquae	Special Bonus	—	—	—	—	—	+30	—/1	*9

Special Rules

ARMY RULES

The Bretonnian army is essentially an army of Knights and it is the Knights' contribution to the battle that counts - never mind the pot-washers and clod-breakers. To represent this, the Bretonnian army calculates when it must withdraw from the battle in a different way to other armies. Instead of counting all of its units at the start of the game, count only the number of units of Knights, Grail Knights and Pegasus Knights. Once the army has lost a half or more of its units of Knights/Grail Knights/Pegasus Knights it must withdraw.

SPECIAL RULES

1. Peasants. A unit of Peasants suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the Peasant unit is part of a brigade that includes at least one non-Peasant unit. Peasants cannot use initiative to charge - though they can use initiative to evade as usual. When they charge they receive no bonus attack modifier for doing so.

2. Knights. A Knight unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. Knights are unaffected by enemy that cause terror in combat and they don't suffer the usual -1 Attack modifier.

3. Grail Knights. If the unit of Grail Knights is charging against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters.

4. Pegasus Knights. Pegasus Knights can fly.

5. Trebuchet. The Bretonnian Trebuchet is one of the mightiest and most excellent stone throwers that are built in the Old World. At first it was designed to help the noble knights with the sometimes coming up and messy sieges that had to be done but later was adjusted to be used in field battles too.

As the Trebuchet is such a gigantic machine it is put on a 6x4cm base the short edge being the front. After the Trebuchet is placed it cannot be moved anymore.

If a Trebuchet is driven back more than 10cm by shooting it is destroyed (drive backs of less than 10cm are simply ignored). If it is forced to retreat from combat it is also destroyed like any other artillery. A Trebuchet is not affected by Gerroff spell.

The Trebuchet has a shooting range of 80cm. Fortified units count as defended and defended targets count as in the open. No armour roll is made when shot at by a Trebuchet.

The Trebuchet may not shoot at charging enemies.

The Trebuchet can shoot at targets that it can see as for all other artillery, and it can shoot over the heads of friends and obstacles on lower ground just as can other artillery.

Shooting Blind: If there is no target in sight a Trebuchet may instead shoot at the nearest enemy unit in range it cannot see. When Shooting Blind it always hits on 6+ no matter if the target is in the open, defended or even fortified.

6. Unicorn. Only an Enchantress can ride a Unicorn. The Unicorn adds +1 to the Enchantress's Attacks. Once per battle the Unicorn's magical power adds +1 to the dice roll when casting a spell. The player must announce that he is using the Unicorn's magic before rolling to see if the spell works.

7. Pegasus. The Pegasus can be ridden by a General, Hero or Enchantress and adds +1 Attack to the rider as well as allowing the character to fly.

8. Hippogriff. Only a General can ride a Hippogriff. The Hippogriff can fly. A unit joined by the General on Hippogriff causes terror.

9. Grail Reliquae. This sacred item can be given to one unit of Peasants only in a whole army. This unit and all Peasants units touching it become Grail Pilgrims (for as long as they keep contact). Grail Pilgrims are immune to terror, don't get the -1 Command and get +1 Attack (they still keep the restriction that they get no +1 Attacks for charging in the open), they have to attack by initiative and cannot be driven back or confused. Before taking any specific action with a Peasant unit check if they are still touching the unit carrying the Grail Reliquae. If they do so they count as Grail Pilgrims - if not they are simple Peasants.

Bretonnian Spells

SHIELD OF COMBAT

4+ to cast Range N/A

The enemy's blows are magically deflected by unseen forces and cause no harm.

An Enchantress can cast this spell upon a unit that she has joined. The spell lasts until the end of the opposing player's following turn.

The unit can re-roll any failed armour rolls during the Combat phase. This does not include hits suffered from enemy missile fire during a charge, as these are deemed to be shooting hits and are encompassed by the Aerial Shield spell.

Note that only a single re-roll is permitted regardless of what other factors apply. It is never permitted to re-roll a re-roll in any circumstances.

EERIE MIST

4+ to cast Range 30cm

An eerie mist rises about the enemy unit stifling the sights and sounds of battle.

This spell can be cast on any enemy unit within range regardless of whether the Enchantress can see it or not. The spell lasts until the end of the opposing player's following turn.

The unit cannot use its initiative. Any order given to the unit, or to any brigade of which it is a part, suffers a -1 Command penalty.

AERIAL SHIELD

5+ to cast Range 30cm

The enemy's missiles sparkle in the sunlight and vanish magically in mid-air causing no harm to their target.

This spell can be cast on a friendly unit whether the Enchantress can see it or not.

The spell lasts until the beginning of the next Bretonnian Shooting phase.

All enemies that shoot at the enchanted unit get -1 on shooting rolls. But keep in mind that regardless of all other circumstances the shooting may never get worse than 6+. So even if the enchanted unit is fortified all enemies still hit on 6+.

LADY'S FAVOUR

5+ to cast Range 30cm

A vision of The Lady appears to lead the Bretonnians into the midst of battle or away from danger.

The spell can be cast on any unengaged friendly unit within range regardless of whether the Enchantress can see it or not. The spell affects only a single unit, never a brigade.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.

Designers Notes

As the Bretonnian army always had a very restricted variety of troops we tried to find some ways to expand their tactical abilities and add new flavour to them without changing the "personality" of this army.

Aerial Shield spell: In his former version this spell could only be used to help protect units with armour in the front line. But as the units with the best armour – the Knights – usually wait at the back ranks for the really heroic fights to come, this spell was not very useful. We changed it so it also helps units without any armour.

Pegasus Knights: As the flanks of Knights are quite vulnerable against enemy flyers it was a logical option to create a Bretonnian flying unit to protect the air. Pegasus Knights may also be used to endanger enemy artillery or stranded cavalry.

But they should be used carefully as they count towards the Bretonnian break point which is usually a bit low.

Trebuchet: It is a difficult choice to take a Trebuchet as it forces the mobile Bretonnians to stay behind if don't want to risk losing such an expensive machine too easily.

Hippogriff: Louen Leoncoeur is known to ride this formidable but terrifying creature, so we restricted it to being a general's mount. We know that Warmaster generals are not known to ride on big expensive mounts too often but that only adds to the thought that the Hippogriff is a very rare creature.

Grail Reliquae: A very special equipment the Bretonnians have. The power of belief makes some decent fighters even out of the simplest farm laborers.

Chapter II

EXPERIMENTAL ARMIES

Wood Elf Army

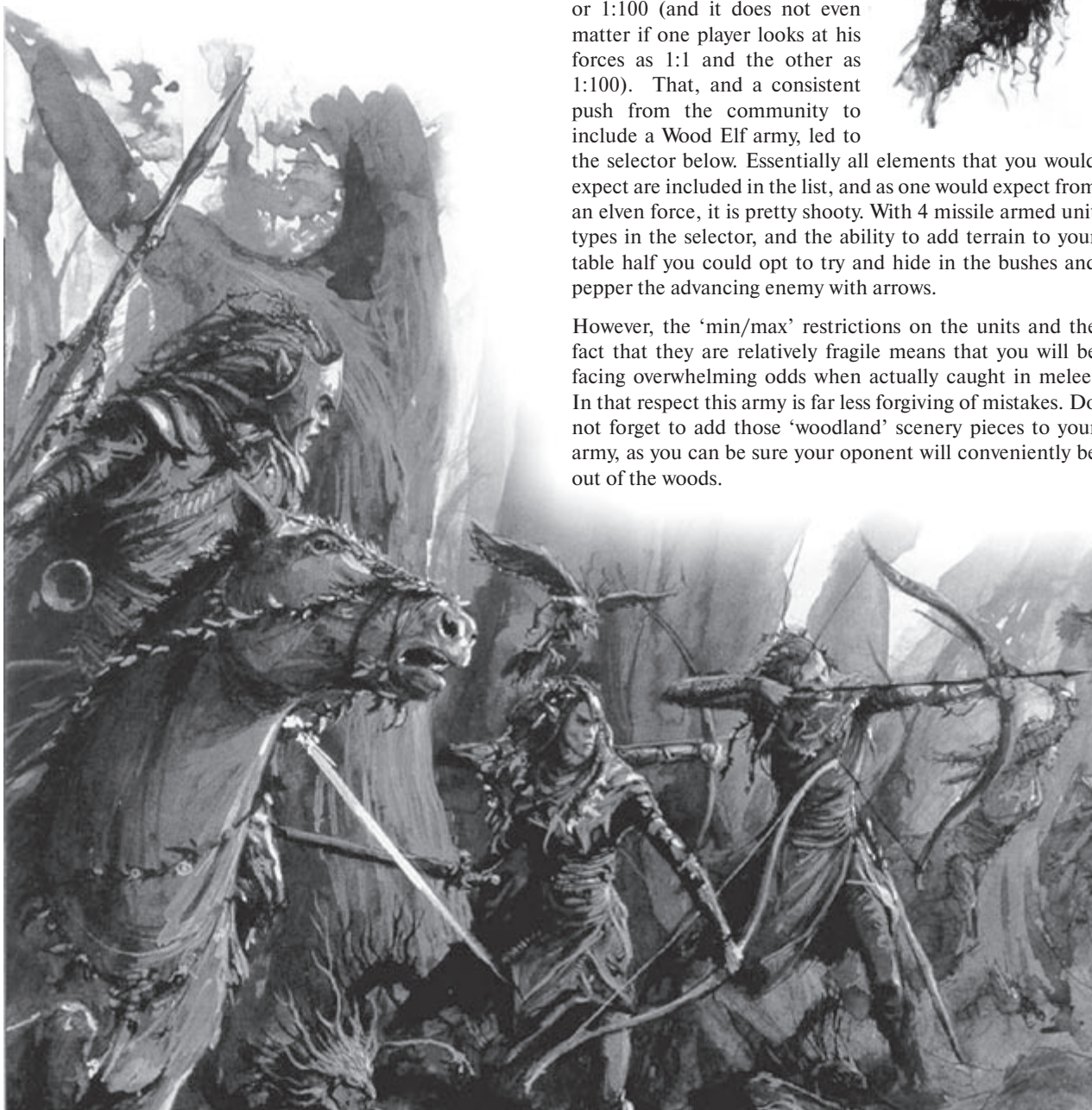
By Warmaster Playtest Team.

Based on a lists by Rob Atkins & M. B. Hildreth.

Although there was a Wood Elf army published earlier in Warmaster magazine, it always was considered to be one of the Warhammer Fantasy Battles equivalents that would not be reproduced officially for Warmaster. Mostly this was because the Wood Elf population in the Warhammer world is wide-spread and has few cities. When it comes to warfare, they are less likely to raise large armies in defense.

Instead Wood Elf forces would wage guerrilla warfare on those that would dare to enter their territory. However, the "scale" of representation of Warmaster does lend itself as much for a 1:1 ratio, as it would for a 1:10 or 1:100 (and it does not even matter if one player looks at his forces as 1:1 and the other as 1:100). That, and a consistent push from the community to include a Wood Elf army, led to the selector below. Essentially all elements that you would expect are included in the list, and as one would expect from an elven force, it is pretty shooty. With 4 missile armed unit types in the selector, and the ability to add terrain to your table half you could opt to try and hide in the bushes and pepper the advancing enemy with arrows.

However, the 'min/max' restrictions on the units and the fact that they are relatively fragile means that you will be facing overwhelming odds when actually caught in melee. In that respect this army is far less forgiving of mistakes. Do not forget to add those 'woodland' scenery pieces to your army, as you can be sure your oponent will conveniently be out of the woods.



Wood Elf Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Glade Guard	Infantry	3/1	3	0	—	3	75	3/—	*1, 2
Eternal Guard	Infantry	3	3	5+	—	3	60	2/—	*1
Wardancers	Infantry	5	3	6+	—	3	115	—/1	*1, 3
Waywatchers	Infantry	3/2	3	0	—	2	60	—/1	*1, 2, 4
Dryads	Infantry	4	4	5+	—	3	100	—/3	*1, 5
Glade Riders	Cavalry	3/1	3	6+	—	3	100	—/3	*2
Wild Riders	Cavalry	3	3	5+	—	3	100	—/2	*6
Warhawk Riders	Monster	2/1	3	6+	—	3	85	—/1	*7
General	General	+2	—	—	10	1	180	1	—
Noble	Hero	+1	—	—	8	1	80	—/1	—
Treeman	Hero	+3	—	—	7	1	140	elite	*8
Spell Weaver	Wizard	+0	—	—	8	1	90	—/1	—
Giant Stag	Special Mount	+1	—	—	—	—	+10	—	*9
Unicorn	Special Mount	+1	—	—	—	—	+15	—	*10
Warhawk	Monstrous Mount	+1	—	—	—	—	+15	—	*11
Forest Dragon	Monstrous Mount	+3	—	—	—	—	+100	—/1	*12

Special Rules

ARMY RULES

Before deployment of armies the Wood Elf player may increase the woodland scenery placed on his half of a table by placing additional pieces of wooded terrain. The total number of woods on his half of a table including already placed woods must not exceed 2 per every 1000 points of his army cost. If the number of already placed woods exceeds this value, the Wood Elf player may not place additional woods (when counting this number please disregard small wooded terrain pieces which could be covered fully by a rectangle 10x15cm). The size of any single **additional** wood piece may vary from 10x20cm up to 15x20cm. Each wood piece must be placed 12cm from any other dense terrain piece (including other woods) - this exactly means the woods can not be joined together as well as with other pieces of dense terrain.

SPECIAL RULES

1. Woodland Folk. Due to living amongst the forests of Loren their entire lives, all Wood Elf infantry does not suffer the usual -1 Command penalty when within woodland.

2. Glade Guard/Waywatchers/Glade Riders. Wood Elves are just as famed for their bow skills as their High Elf cousins, and as such these elven units add +1 to their dice roll when making shooting attacks. Therefore these units score a hit against targets in the open on a 3+, against defended targets on a 4+, and against fortified targets on a 5+.

3. Wardancers. Wardancers are immune to terror. Also they can strike a deadly blows - then any '6's of their rolls to hit in close combat ignore armour.

4. Waywatchers. Famous for their bow skills even by a Wood Elf standards, Waywatchers shoot the enemy with terrifying accuracy. Any '6's rolled to hit when shooting ignore armour.

5. Dryads. Dryads are flammable. The flesh of these creatures is dry and woody, they are especially susceptible to fire-based attacks, and as such any attack of this kind (such as Flame

Cannon shot, Dragon fire or the Ball of Flame spell) inflicts double hits (before rolls for armour save).

6. Wild Riders. Wild Riders unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. Wild Riders are unaffected by enemy that cause terror in combat, so they don't suffer the usual -1 Attack modifier. In addition, if the unit is charging against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters.

7. Warhawk Riders. Warhawk riders can fly. They have a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

8. Treeman. Treeman causes terror just as the unit he has joined. The Treeman may neither take any magic items nor be mounted on any mounts. Treeman may add +1 to his command value when issuing orders to Dryads units (but not to brigades that include units other than Dryads). Not being a real wizard the Treeman still may cast Tree Singing spell once per magic phase, but being a hero the Treeman has a command range of 60cm as usual.

9. Giant Stag. General, Nobles and Spell Weavers may ride a Giant Stag. The Stag adds +1 Attack to those of its rider.

10. Unicorn. This mount can be ridden by Spell Weaver only. The Unicorn adds +1 Attack to those of its rider. Once per battle the Unicorn's magical power adds +1 to the dice when casting a spell. The player must announce that the Unicorn's magic before rolling to see if the spell works.

11. Warhawk. General, Nobles and Spell Weavers may ride a Warhawk. The Warhawk can fly, increasing its rider's move from 60cm to 100cm, and it adds +1 Attack to those of its rider.

12. Forest Dragon. Forest Dragons have lived in the remote and inaccessible Chasm Glades within the forest of Loren for centuries and have evolved into a separate sub-species of Dragon. Unlike other Dragons, they are herbivores, using their rows of saw-like teeth to rip up branches, logs and any other vegetation they feel like eating. However, they are similar to other Dragons in that they are intelligent and also immensely powerful creatures, capable of uprooting trees and tossing them about in a scarily casual manner when enraged. An exceptional Wood Elf Lord or Mage may succeed in winning the trust of one of these immense creatures,

and in doing so will have secured himself a fearsome mount to ride into battle!

Generals, Nobles and Spell Weavers may ride Forest Dragons. A Forest Dragon can fly, increasing its rider's move to 100cm, and adds +3 Attacks to those of its rider. Any unit joined by a character riding a Forest Dragon cause terror in their enemies and so long as the Dragon is attached to a unit, it can use its Corrosive Breath attack. This is a shooting attack with a range of 20cm, which can be directed against one target as normal. The breath has 3 Attacks, which are worked out in the usual way.

Wood Elf Spells

TREE SINGING

4+ to cast Range 30cm

This spell moves one wooded terrain piece along with unengaged friendly units inside up to D6 cm in any direction leaving in place all enemy stands that initially were in this wood. Every single wood may only be affected by this spell once per phase. This movement is ended when coming in touch with other terrain piece or enemy units and/or characters. If friendly units within this terrain come into contact with enemy then this counts as a Wood Elf charge.

TWILIGHT HOST

5+ to cast Range 30cm

A weird enchantment forms around the target unit and engulfs it. Unit causes terror until Wood Elf next magic phase.

Designers Notes

When designing an armylist that has pretty harsh restrictions (fluff-wise) you need to take into consideration more than just the units in the armylist and their abilities. To make this a valid and playable list we needed to take into consideration the fact that this army would almost always be fighting in, or very near their own homelands. To represent this they have gotten a rule that allows you to place (additional) woodland terrain pieces on the table. The combination of this rule and the abilities of the units, and the Wood Elf specific magic talents will give a tactical challenge for both Wood Elf players and their opponents.

Considering Magic obviously the focus is on integrating it with the nature aspect of the force. Effectively this was done adding two spells that temporarily turn terrain pieces into units. "Tree Singing" spell allows a "forest unit" to make a small move into any direction. Although it could be used as a delivery mechanism putting your troops into combat there are some far more ingenious (defensive) tricks to be played with it that I will let you figure out.

"Fury of the Forest" turns any forest terrain into a potential deathtrap for enemy units entering it, and into a "machine gun bristling" pillbox for those that stray to near.

Oh, note that the movement effect of "Call of the Hunt" spell only works to put your troops actually into combat, with the nearest and visible enemy, and for nothing else.

CALL OF THE HUNT

5+ to cast Range 30cm

Unit may make a full pace move into contact with the nearest visible enemy unit in the same way as when charging. Enemy may not shoot at chargers.

FURY OF THE FOREST

6+ to cast Range 30cm

The spell makes three shooting attacks on all enemy units within 10cm of chosen wooded terrain piece. Units get no armour save if within wooded terrain.

Unengaged units are not driven back by this spell (the assault comes from the ground beneath their feet). Engaged units carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.



Beastmen Army

By Warmaster Playtest Team.

Based on lists by Erik Fokke and Mick Marriott AKA Azrael71.

With “mortal” Chaos and Daemon legions already available for Warmaster there was essentially just one part of the unholy trinity missing, the “Beast” list.



Although the mortal army already has some beastly entries (Chaos Hounds, Harpies, Dragon Ogres & Spawn) there were plenty of voices clamouring in true Chaos style for more gore... Or is that Gors. The way some players already proxied the non-beast troops in the mortal army definitely works, but does no justice to the way a “true” Beastmen army should be a *hordish* army. For the list included we had input of several sides, and truth be told, it is still a house divided, but rather than discuss this endlessly in the smaller group of the Playtest Team, we put it in this publication for you all to play (around) with, and the expectation that with community feedback this list can eventually be a “community approved” addition to Warmaster.

Designers Notes

Although we have a pretty solid base to work with looking at unit-types and abilities to create the stats-selector for Beastmen there was definitely enough room to bicker about to create an army with a different feel from the two other Chaos armies. Some of the ideas tossed about included Ungors not being a unit-type, but allowed tagging up to 3 stands of Ungors to other infantry units (a bit like Empire Skirmishers) to make bigger units and give the army a more Hordish (or rather *Herdish*) feel. In the end this idea was dropped due to various reasons of playability, and instead the Beastmen army got a special Ambush deployment rule, which is strengthened by a rule similar to the Wood Elf rules allowing the Beastmen to more or less “dictate” the terrain that the battle is fought over.

The interesting option in the character part of the selector is the Doombull. For those of you with the Battle of the Five Armies box and rules it will be a familiar sight to have a “leadership challenged hero” that adds a considerable combat bonus to a unit, and I am sure we will see similar characters appearing in more armies - for example the Dwarf Younger Holds army has a Slayer character that also follows this design principle.

Some notes on the Ambush rule that in a way defines this army. You will need to make a diagram that denotes exactly which troops appear where on the table, make sure you have the materials with you to do this, don't expect an opponent or event organizer to provide them! That diagram should indicate a **point** on the table edge that will be where you place the centre of the first stand placed on the table, not a “zone” where you can place your units to optimize their effect when deployed, and yes, you **will** need to indicate which unit that stand come from.

And remember that you need a valid command roll to move them on table, but then can be moved (into combat) on subsequent orders in that same turn, contrary to the Younger Holds Miners for example, that are commanded in place but only can be moved in their next turn.



Beastmen Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Beastherd	Infantry	3	3	6+	—	3	50	2/—	*1
Herdkin	Infantry	3/1	3	0	—	3	60	2/—	*1
Bestigors	Infantry	4	3	5+	—	3	75	—/2	—
Minotaurs	Infantry	5	4	6+	—	3	120	—/1	*2
Centigors	Infantry	3/1	3	6+	—	3	80	—/2	*3
Chaos Hounds	Cavalry	3	3	0	—	3	30	—/6	*1
Tuskgor Chariots	Chariot	3	3	5+	—	3	95	—/4	—
Dragon Ogres	Monster	6	4	5+	—	3	250	—/1	—
Chaos Spawn	Monster	3/3	4	3+	—	1	110	—/2	*4
Dragon Ogre Shaggoth	Monster	8	8	5+	—	1	175	elite	*5
Beastlord	General	+2	—	—	9	—	125	1	—
Doombull	Hero	+3	—	—	6	—	85	—/1	*6
Wargor	Hero	+1	—	—	8	—	80	—/1	—
Bray Shaman	Wizard	+0	—	—	8	—	80	—/1	—
Tuskgor Chariot	Chariot Mount	+1	—	—	—	—	10	—/—	*7

Special Rules

ARMY RULES

Before deployment of armies the Beastmen player may increase the woodland scenery placed on his half of a table by placing additional pieces of wooded terrain. The total number of woods on his half of a table including already placed woods must not exceed 2 per every 1000 points of his army cost. If the number of already placed woods exceeds this value, the Beastmen player may not place additional woods (when counting this number please disregard small wooded terrain pieces which could be covered fully by a rectangle 10x15cm). The size of any single **additional** wood piece may vary from 10x20cm up to 15x20cm. Each wood piece must be placed 12cm from any other dense terrain piece (including other woods) - this exactly means the woods can not be joined together as well as with other pieces of dense terrain.

SPECIAL RULES

1. Beastherd. Beastherd units may *ambush*. This means the half of a total number of Beastherd units (rounded down) may count as ambushers rather than be deployed at the start of the game. Ambushers may be divided in standard brigades (up to 4 units). In a 2nd turn's Command phase (or in subsequent turns) Beastman player may order any brigade of ambushers to enter the table edges at nominated points that he has to mark on a map before deployment (or to note by some different way) indicating the correspondence of every brigade and every point of ambush. The order for appearing the ambushers is a standard order from any Beastman character. All necessary modifiers (distance, enemy within 20cm etc.) apply.



Ambush rule may also apply to Chaos Hounds and Herdkin – they may be placed in ambush as long as their total number doesn't exceed the number of Beastherd units in the same brigade (2 Beastherds plus 2 Chaos Hounds or 2 Beastherds plus 1 Chaos Hound plus 1 Herdkin and so on).

2. Minotaurs. Minotaurs are subject for *Bloodlust* – they always use initiative to charge if possible and cannot be given orders instead. Minotaurs never use initiative to evade and must pursue or advance where possible. Also they are immune to terror.

3. Centigors. Centigors count as infantry, they are based along the long edge, but can not provide or receive support. Centigors are able to pursue any type of enemy troops (the same as Dwarf Rangers). They can shoot in any direction all around (360 degree arc of sight) in range up to 15cm.

4. Chaos Spawn. Spawn cannot be given orders in the Command phase unless they are part of a brigade that includes at least one unit other than Spawn. Spawn can act on their initiative as normal.

Spawn can be included as a bonus to the size of the brigade up to a maximum of one Spawn per non-Spawn unit. For example, 4 Bestigor units plus 4 Spawns counts as a brigade of 4 units - the 4 Spawns do not count towards the size of the brigade. Where several Spawns are brigaded with fewer non-Spawn units, then only the additional Spawn count towards the size of the brigade. For example, 2 Bestigor units and 4 Spawns count as 4 units - 2 Spawns are included for 'free'. Note the Spawn can not *ambush*.

Spawn cause terror in its enemies.

Spawn have a shooting range of 15cm and can shoot to the side or behind as well as to the front. Just measure the range from any stand edge, front, side or rear. They can therefore shoot at any enemy charging them from any direction.

5. Dragon Ogre Shaggoth. Dragon Ogre Shaggoth must always be given a separate order. It cannot be brigaded with other troops even with other Shaggoths. Dragon Ogre

Shaggoth has a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Shaggoths have so many hits we must consider the possibility of hurting the Dragon Ogre Shaggoth and reducing its effectiveness in subsequent turns. Therefore, if a Shaggoth has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Shaggoth is badly hurt then all accumulated hits are discounted and its maximum Hits value and Attacks

are halved for the rest of the battle (to 4 Hits and 4 Attacks). A Dragon Ogre Shaggoth causes terror in its enemies.

6. Doombull. Beastherd, Herdkin and Bestigors joined by a Doombull will become subject to *Bloodlust* in the same way as Minotaurs and can only receive orders from the Doombull as long as it is part of the unit.

7. Tuskgor Chariot. Beastlord or Wargors can ride a Tuskgor Chariot. A character riding a chariot adds +1 to his Attacks.

Beastmen Spells

SCREAMING ARROWS

4+ to cast Range 30cm

The pulsating energies of Chaos radiate from the Shaman and envelop a cloud of arrows launched from the Beastmen's archers. Falling around the enemy they are surrounded by ill-omened hallucinations and terrifying phantoms, arousing terror amongst the enemy.

This spell can be cast on single unengaged unit of Herdkin, Centigor or Chaos Spawn. The Shaman must be able to see his target to use this spell. When spell is successfully cast then unit's shooting makes enemy confused on 4+.

HUNTING FOR GORE!

5+ to cast Range 30cm

The Shaman's magic power arouses in the herd an uncontrollable desire to tear asunder any enemy and feast on their bloody remains. Rows of wild warriors charge headlong into their foes.

The spell can be cast on unengaged friendly unit of infantry or cavalry within range regardless of whether the Shaman can see it or not. The spell affects only a single unit, never a brigade. The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it - they remain where they are.

CHAOS BOLT

5+ to cast Range 30cm

The dark power of Chaos pulses through the Shaman. A foul incantation flows from his mouth which calls down a mighty lightning bolt from the heavens above that strikes the enemy.

This spell can be cast on an enemy unit. The Shaman must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat. The Chaos Bolt is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Chaos Bolt as with ordinary shooting.

POWER OF HERD

6+ to cast Range 30cm

The Beastman Herd rise on the Shaman's command. Enboldened by his fervour they charge at the enemy with unbridled fury.

This spell can be cast on all Beastherd, Herdkin and Centigors units engaged in close combat and within range regardless of whether the Shaman can see them or not. When the spell is successfully cast, each affected unit receives additional +1 Attack per stand (including character stands) for the duration of its first following combat engagement. Additional Attack bonus does not apply when these units advance into next enemies.





Kislev Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Winged Lancers	Cavalry	3	3	5+	—	3	100	—/4	*1
Horse Archers	Cavalry	3/1	3	6+	—	3	75	2/—	*2
Cossacks	Cavalry	3/1	3	5+	—	3	95	—/2	*2
Bowmen	Infantry	3/1	3	0	—	3	55	—/—	—
Red Guard	Infantry	3/1	3	5+	—	3	90	—/1	*3
Axemen	Infantry	3	3	6+	—	3	45	2/—	—
Bears	Infantry	5	4	0	—	3	110	—/1	*4
War Wagon	Artillery	4/4	5	4+/-	—	2	140	—/1	*5
General	General	+2	—	—	9	1	125	1	—
Hero	Hero	+1	—	—	8	1	80	—/2	—
Shaman	Wizard	+0	—	—	7	1	45	—/1	—
Bear	Special Mount	+1	—	—	—	—	+10	—/1	*6
Yozhin	Special Mount	+1(+3)	—	—	—	—	+65	—/1	*7
Tzarina	Special Bonus	+0	—	—	—	—	+25	—/1	*8

Special Rules

1. Winged Lancers. If a unit of Winged Lancers is charging against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters.

2. Horse Archers, Cossacks. Kislevite Horsemen have only a short range (15cm). They can shoot behind or to the side without turning stands to face their target. Just measure the range from any stand edge, front, side or rear.

3. Red Guard. In addition to traditional Kislevite long axes Red Guard is armed with handguns. Count enemy armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an armour value of 6+ can't save against a handgun.

4. Bears. Bears cannot be brigaded with other units only with other units of Bears.

Bears are defined as infantry for rules purposes as this gives them the appropriate mobility for such creatures, but they add +1 Attack when they charge an enemy in the open in the same way as monsters and chariots.

A Bear unit that scores more hits than it suffers in the first round of a combat will automatically strike one more Attack per stand before the combat result is worked out. Resolve these Attacks as normal and then calculate results.

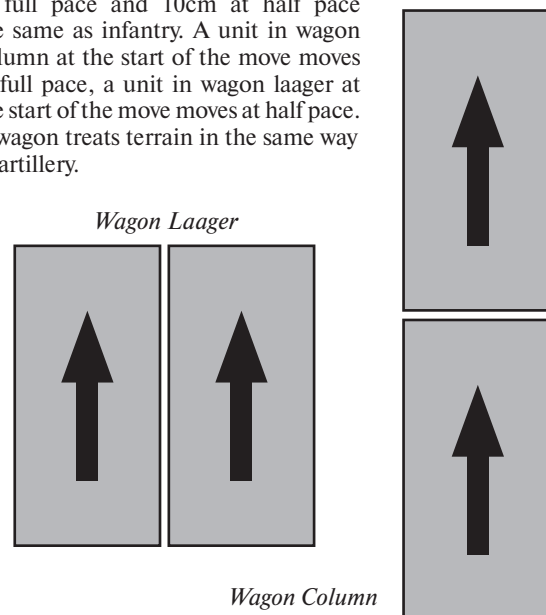
Bears must pursue retreating enemy where possible and must advance if they are able to do so.

Note that these rules apply only to Bear units - not to characters riding a Bear or Shaman that have transformed in Monster Bear.

5. War Wagon. The War Wagon unit consists of two separate stands: the wagon stand with the wagon on it and the team

stand with horses on it. The unit must always be in one of two formations: a wagon column with the horse team in front of the wagon, and a wagon laager with the horse team placed beside the wagon edge to edge.

When a War Wagon moves it must always finish its move in a wagon column. In other respects the wagon unit moves like any other unit of two stands. The wagon cannot charge an enemy. Its movement rate is 20cm at full pace and 10cm at half pace the same as infantry. A unit in wagon column at the start of the move moves at full pace, a unit in wagon laager at the start of the move moves at half pace. A wagon treats terrain in the same way as artillery.



A War Wagon in wagon column formation can be given an order to form a laager. A War Wagon can also form a laager using initiative - i.e. if visible enemy are within 20cm at the start of the move. This is an exception to the normal rules for initiative, which allow units to charge or evade as described in the rulebook. Note that a wagon cannot move and form laager by means of a single order - a separate order is required to form a wagon laager. When a wagon forms laager, either stand can be pivoted to face any direction, the other stand is then placed in formation alongside it.

Although the War Wagon has two stands, only the wagon stand can shoot and fight. The team stand has '0' Attacks both for shooting and combat. Otherwise the horse stand is treated as an ordinary stand. Either stand can be removed as a casualty if sufficient hits are inflicted to remove a stand from the unit. The War Wagon has an Armour rating of 4+ so long as the wagon stand is present. If the wagon stand is removed as a casualty the remaining team stand has no Armour (no save).

The wagon stand can shoot all around and can draw a line of sight from any exposed edge and even over the top of the horse team stand. The wagon has a range of 30cm. The target's armour value counts one worse than usual, for example 4+ counts as 5+, and 6+ becomes 0. The wagon is permitted to shoot over the heads of friendly troops on lower ground in the same way as other artillery (see page 67 of the rulebook). Note that the wagon's Attacks are a combination of crewmen and light guns - shots do not 'bounce' as described under the rules for Cannons in the Warmaster rulebook.

A laagered wagon counts as a defended unit. A wagon column counts as in the open.

A laagered wagon unit counts all its edges as front edges - it has no sides or rear and no combat penalties are applied on account of fighting to the side or rear.



A laagered wagon cannot be driven back or routed by shooting. However - it is still deemed necessary to roll drive backs (remember it is defended) to determine if War Wagon becomes confused on a roll of a 6. The same applies to Gerroff!!! spell. Roll the dice as normal. If the wagon would normally have left the table then roll 1 D6. If a 6 is rolled it is confused.

If a wagon column is engaged in combat then it cannot pursue if it wins the combat round, and it is destroyed if forced to retreat. Note this is the standard rule for artillery.

If a laagered War Wagon is engaged in combat then it will neither pursue nor retreat regardless of the combat result. The War Wagon is not destroyed in the same way as artillery if it loses a combat round. It always holds its ground regardless of



the result and continues to count as defended in subsequent rounds. An enemy unit that wins a round of combat against the wagon can continue to fight by 'pursuing' in the normal way, but no pursuit bonuses are gained for doing so.

Any Kislev infantry unit positioned so that the side edge of at least one stand touches any edge of the wagon stand (not the team stand) of a laagered War Wagon unit counts the whole unit as defended for purposes of shooting and combat (i.e. the infantry unit must line up so that the wagon stand and any infantry stand from the unit would be in a mutually supporting position were they both infantry). This assumes some intermingling of infantry in the wagon laager which is otherwise impossible to represent, but can be readily imagined. This advantage applies only in the first round of combat when charged, in exactly the same way as defended units on high ground or amongst woods or other dense terrain. Note that these associated infantry do not retain defended status in subsequent rounds as does the War Wagon itself, even where they remain in touch with the wagon stand.

Note that as described above, either the wagon or the team stand can be removed as a casualty - it is up to the player to decide which to remove. If the horses are removed the War Wagon cannot move. If the wagon is removed the horses can move but obviously cannot attack - this gives the player the opportunity to retreat the 'horses' out of harms way thus avoiding losing the unit. The unit is not destroyed until both stands have been removed as normal.

6. Bear Mount. Generals, Heroes and Shamans can ride a Bear mount. The Bear adds +1 Attack to that of its rider.

7. Yozhin. This creature lives in swamps near the Praag since the great incursion of Chaos. Yozhin strongly hates any kind of Chaos, being (possibly) chaos-twisted creature itself. Only powerful Shamans may summon Yozhin and make it to fight on their side.



A single Shaman in the army can be assisted by Yozhin. There is no restriction of going into any water/boggy/swamp terrain for him. A unit that has been joined by a Yozhin riding Shaman causes terror in its enemies. Yozhin adds +1 Attack to Shaman's attacks value or +3 Attacks against Chaos, Beastmen and Deamon armies.

8. Tzarina. The General may be a Tzarina of the royal blood - perhaps Tzarina Katrina herself. The Tzarina rides a horse-drawn sled - note this is not a chariot! The Tzarina can cast spells like a Wizard and can carry a magic item restricted to a Wizard if desired. Once during the battle the Tzarina can add +1 to the dice when attempting to cast a spell. The player must announce that the Tzarina's special spell casting bonus is being used before rolling for the spell.

Kislevite Spells

MONSTER BEAR!

5+ to cast Range N/A

The wizard transforms himself into a gigantic ferocious supernatural bear and hurls himself into the enemy's ranks.

The wizard can cast this spell on himself if he has joined a unit that is engaged in combat. The spell lasts for the duration of the following Combat phase.

The unit causes terror and the wizard gains a further +2 Attack bonus that he adds to the unit in the regular way. Note that if the Tzarina uses this spell she adds +4 Attacks: +2 as General and +2 from Monster Bear.

ICY BLAST

5+ to cast Range 30cm

An icy blast shoots from the wizard's outstretched arm and strikes his foes.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat. The Icy Blast is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by an Icy Blast as with ordinary shooting.

CHILL

4+ to cast Range 30cm

A fierce chill envelops the unit, freezing its warriors and hindering its ability to fight.

This spell can be cast upon an enemy unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell. The spell lasts for the duration of the following Combat phase. Every stand in the unit, including characters that have joined the unit, deducts -1 from its Attacks value.

FREEZE

6+ to cast Range 60cm

An ill wind turns the enemy so brittle that wood, flesh and even iron shatters and falls to the ground in splinters.

This spell can be cast at an enemy unit within range regardless of whether the wizard can see it or not. The spell cannot be directed at a unit engaged in combat.

Roll a D6. If the score exceeds the number of hits that the target troop type has then one stand is destroyed. If not then the target is unscathed. If a stand is destroyed it is removed as a casualty. A unit cannot be driven back by Freeze.



Chaos Dwarf Army

By Gert Hansen and Brian Hansen under edition
of Warmaster Playtest Team.
Original background information by Rick Priestley.

Many thousands of years ago the Dwarf race moved northwards from its ancestral home somewhere in the Southlands. They moved along the high ridge of mountains known as the Worlds Edge Mountains, following the trail of mineral ores and precious gems.

The Dwarfs spread amongst the mountains, driven onwards by their lust for the secrets of rock and metal. Over a period of many hundreds of years they dug shafts and excavated cavernous underground cities, they sank mines deep into the mountain roots, and constructed tunnels which carried them further north.

Eventually, some time in the dim and distant past, the Dwarfs reached the upland region at the far north of the Worlds Edge Mountains which they called Zorn Uzkul or the Great Skull Land. Here they found a vast and inhospitable plateau where the air was thin and cold and the rocks barren. Many turned back south to swell the growing numbers of Dwarfs in the Worlds Edge Mountains, others turned west into the cold lands of Norsca, but some of the most adventurous turned east and then south along the bleak Mountains of Mourn.

At first these widespread Dwarf kindreds maintained contact with each other, but the eastern Dwarfs strayed far and when the Time of Chaos came the northern regions were cut off forever. The Dwarfs of the west believed their eastern kin dead, destroyed by the tides of Chaos that came from the north, but they were mistaken. Chaos did not kill the hardy Dwarfs, instead it worked a dreadful change upon them.

The Chaos Dwarf Empire is sited amidst the Mountains of Mourn and the adjoining eastern part of the Dark Lands. It is a stark and cheerless place, where nature has rent the ground and burst the mountains apart. It is a land rich in the materials that Dwarfs especially covet.

THE CHAOS DWARF EMPIRE

It is impossible to say for certain how or when the Dwarf kindred of the east became the Chaos Dwarfs. Probably it was a slow process of warping and twisting, for Dwarfs are stubborn by nature and more resistant to magic than other creatures. Nonetheless they were changed.

Their Dwarf instincts became perverted into a mockery of traditional values. The huge and monstrous Tower of Zharr-Naggrund, the City of Fire and Desolation, arose on the plain of Zharrduk. This monstrous city is fashioned from black obsidian and stained with the red glow of a thousand diabolic furnaces. Where Dwarfs shun magic the Chaos Dwarfs embraced it and became mighty sorcerers, the creators of arcane machineries and horrific engines

The refuse of thousands of years of labour fills the Plain of Zharrduk where industry tears at the earth, pock-marking the surface with ugly scars of endeavour. Beneath the flickering flames of countless forges untold thousands of slaves, creatures of many races captured in war or traded from the Orcs of the west, work at the enterprises of the Chaos Dwarfs.

Chaos Dwarf Sorcerers. The Chaos Dwarf Sorcerer rule over the Tower of Zharr-Naggrund as the lords and masters of the Chaos Dwarfs and high priests of Hashut. Their lore is deep and ancient, the study of machines and magic combined to produce arcane engines of power and destruction. They are few in number, probably no more than a few hundred amongst the whole Chaos Dwarf race.

In the Temple of Hashut the Chaos Dwarf Sorcerers meet in a great conclave of evil to make their plans of domination. There is no leader nor formal heirarchy amongst them, but the strongest voice belongs to the oldest and most powerful, for Chaos Dwarfs respect age and knowledge just as much as other Dwarfs. Each Chaos Dwarf Sorcerer controls part of the city, with its workshops and forges, slaves and warriors, as part of his personal dominion.

Chaos Dwarf Warriors. There are relatively few Chaos Dwarfs. The vast numbers of slaves who toil in the Tower of Zharr-Naggrund and in the Plain of Zharrduk outnumber them many times over. All the Chaos Dwarfs belong to one of the Chaos Dwarf Sorcerers, they are his subjects and also his kinsmen, bonded by ties of blood-loyalty which all Chaos Dwarfs deem unbreakable. Bands of Chaos Dwarfs scour the Dark Lands searching for captives to bring back to Zharr-Naggrund to work in the mines and forges, or to sacrifice at the Temple of Hashut.

All wars of conquest are fought with the aim of taking slaves; the Chaos Dwarfs are not interested in expanding their territories further, for the Mountains of Mourn and the Plain of Zharrduk contain all the wealth that they require. Sometimes whole armies of Chaos Dwarfs march against the Orc and Goblin tribes, subduing one tribe after another before returning to the Tower of Zharr-Naggrund laden with slaves.



The Chaos Dwarfs also raid to the north, attacking the fierce horse-riding human tribes of the northern highlands, but these are distant conquests for them and the horse tribes often flee rather than fight. The furthest west the Chaos Dwarf armies have reached to date is the verdant valleys of Farside: the province of Kislev which lies in the eastern foothills of the Worlds Edge Mountains. Smaller bands of Chaos Dwarfs have penetrated as far as the lands around Death Pass, where they have encountered the many tribes of Goblins that live in the western part of the Dark Lands.

Black Orcs. Many years ago the Chaos Dwarf Sorcerers tried to breed their own Orc race, a race of slaves that could work in the most hostile parts of their realm. They already had thousands of Orc and Goblin slaves, but the Chaos Dwarfs found them unruly and inefficient because they would often fight amongst themselves. Using evil magic and careful selection, the Chaos Dwarfs created a new type of Orc: stronger than an ordinary Orc but more loyal and not given to squabbling. This was how the race of Black Orcs came into being.

The experiment worked at first, but the Chaos Dwarfs soon realised that although their creations were much tougher, they were far too independent-minded to make good slaves.

Consequently, The Chaos Dwarfs destroyed many Black Orcs, but they left some tribes free to roam the mountains so that they could recruit them as troops into their armies.

Hobgoblins. During the height of the largest and most savage Black Orc rebellion the Chaos Dwarfs were almost overcome. Vastly outnumbered by their former slaves they were driven upwards through the layers of their city, fighting for each level, ascending ever closer to the Temple of Hashut itself. At the final hour the city was saved by the treachery of the Hobgoblins, who, having rebelled along with the Black Orcs, switched their allegiance once more and turned the tide against the Orc rebels. In doing so the Hobgoblins earned the enmity of the other green-skinned races who deeply distrust them to this day.

The Hobgoblins enjoy the favour of the Chaos Dwarfs and care little what other greenskins think of them. Unlike the Chaos Dwarfs' other slaves, they are not made to work in the pits and workshops, but are used as warriors. They are a sneaky, evil-minded race, who remain as dishonest and cowardly in the service of the Chaos Dwarfs as they were when fighting for the Black Orcs.

Hobgoblins are distinctive in appearance. They look much like Goblins, but they are taller, though nowhere near as burly as Orcs. In fact their whole appearance is thin and sneaky, with narrow eyes and sneering mouths full of pointy teeth. They ride giant wolves and often carry bows to shoot the enemy from a distance. The Chaos Dwarfs utilize many Hobgoblins in their armies but don't really trust them. The Chaos Dwarfs know that the Hobgoblins are despised by other greenskins, and need the protection of the Chaos Dwarfs to survive.

Chaos Dwarf Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Chaos Dwarfs	Infantry	3	4	4+	—	3	110	2/4	—
Blunderbusses	Infantry	3/1	4	6+	—	3	90	-/2	*1
Hobgoblins	Infantry	3/1	3	0	—	3	50	-/-	*2
Black Orcs	Infantry	4	4	5+	—	3	110	-/1	—
Orc Slaves	Infantry	4	3	0	—	3	40	-/2	*3
Hobgoblin Wolf Riders	Cavalry	3/1	3	6+	—	3	80	-/-	*2
Bull Centaurs	Cavalry	4	4	5+	—	3	150	-/2	—
Earthshaker Cannon	Artillery	1/3	3	6+	—	1	90	-/1*	*4
Death Rocket	Artillery	1/1D6	2	6+	—	1	60	-/1*	*5
Bolt Thrower	Artillery	1/1 per stand	2	0	—	2	65	-/1	*6
General	General	+2	—	—	9	1	125	1	—
Hero	Hero	+1	—	—	8	1	80	-/1	—
Sorcerer	Wizard	+1	—	—	8	1	90	-/1	—
Great Taurus	Monstrous Mount	+2/2	—	—	—	—	+90	-/1	*7
Lammasu	Monstrous Mount	+1	—	—	—	—	+20	-/1	*8
Sorcerer Lord	Special	—	—	—	—	—	+25	-/1	*9

Special Rules

1. Blunderbusses. When a unit of Blunderbusses is in irregular formation it shoots as per standard rules, except the range is limited to 15cm. If in Column or Row formation it may alternatively use these following rules:

Extend a zone 15cm in front of the Blunderbuss unit. The zone is as wide as the unit's frontage. Each unit wholly or partially in that zone, both friendly and enemy, will take a number of shooting attacks equal to the number of Blunderbuss stands in column. Eg a unit of 3 stands in column will do 3 shots, while the same unit in a row will do 1 shot. While being charged Blunderbusses have the right to choose their special technique of shooting as long as chargers are in the

firing zone (wholly or partially) at any point of time during their charge move and assuming no Blunderbusses stand is already engaged in close combat. Otherwise, Blunderbusses unit stands-and-shoots in standard way.

2. Hobgoblins. Hobgoblins and Hobgoblin Wolf Riders carry an assortment of smaller ranged arms, so may only shoot up to 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Also this enables them to shoot at enemies charging them from any direction. Hobgoblins and Orcs have a strong hatred so units of Hobgoblins or Hobgoblin Wolf Riders may not brigade with units of Black Orcs or Orc Slaves.

3. Orc Slaves. Slaves are just that, captives forced to work and fight for their cruel masters' enjoyment. A unit of Slaves suffer an additional -1 Command penalty when given an order. This penalty is waived, however, if the Slaves are brigaded with Black Orcs, Chaos Dwarfs or Blunderbusses.

4. Earthshaker Cannon. The Earthshaker acts as a Stone Thrower excepting the drive back from the Earthshaker shot causes confusion on rolls of 4+ rather than the usual 6+. In addition the Earthshaker shot causes confusion in units in base contact with the victim unit on rolls of 6 on a D6 (roll for each unit). The total number of Earthshakers and Death Rockets in the army is limited in the way that only 1 piece of this kind is allowed per 1000 points.

5. Death Rocket. The Death Rocket acts similar to a Stone Thrower except it shoots D6 times per phase and hits inflicted on the target can be still saved by the armour with -1 modifier (as for handguns). The total number of Earthshakers and Death Rockets in the army is limited to 1 piece per 1000 points. If the roll for the number of shots comes up a 1, the Death Rocket has misfired and you must roll a D6 against the Death Rocket Misfire chart.

6. Bolt Thrower. The Hobgoblin Bolt Thrower functions as an Undead Bone Thrower.

7. Great Taurus. Any character may be mounted on a Great Taurus. This mighty beast is fearsome to face on the battlefield. The Great Taurus causes terror and is able to fly. A Great Taurus may make a shooting attack with a range of 20cms if it joins a unit.

8. Lammasu. The Lammasu is a magical creature trained to serve the Chaos Dwarfs. A Chaos Dwarf Sorcerer may be mounted on a Lammasu. A Lammasu is able to fly. In addition any hostile spell cast on a unit joined by the Lammasu may be dispelled on a roll of 4+ on a D6. (This

Death Rocket Misfire Chart	
D6	Result
1:	KABOOM! The Death Rocket explodes in spectacular fashion and is removed from play.
2:	Overload. The combination of too heavy rocket and too much gun powder to shoot it out causes spectacular effects both at the target and in the machine itself. The Death Rocket explodes and is removed from play and the target is suffering 2+1D6 attacks.
3:	Malfunction. The rocket only does one attack. Due to the malfunction only lighter version of rockets might be used till the end of the game and the shots cause D3 attacks instead of D6.
4:	Dud. The rocket only does one attack.
5:	Whoosh! The rocket overshoots and does D6 attacks on the first unit past the original target, regardless of range. If no target is behind the victim the rocket leaves the battlefield without causing any damage.
6:	Big badaboom! The rocket does 2D6 attacks instead of the normal 1D6.

acts like the Dwarf dispel except it only works when the Lammasu's unit is targeted).

9. Sorcerer Lord. The General may be true Sorcerer Lord, maybe even one of the living ancestors from Zharr-Naggrund. Sorcerer Lord can cast spells like a Wizard and can carry a magic item restricted to a Wizard if desired. Once during the battle Sorcerer Lord can add +1 to the dice when attempting to cast a spell. The player must announce that the Sorcerer's special spell casting bonus is being used before rolling for the spell.

Chaos Dwarf Spells

A Chaos Dwarf Wizard may cast any of the following spells:

FLAMING HAND

4+ to castRange touching

The wizard's hand glows like molten steel as he calls forth the strength of the forges of the earth.

This can only be cast if the Wizard has joined a unit in combat. The spell automatically makes three attacks on one enemy unit which is touching the unit the Wizard has joined. These are worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in combat.

VOLCANIC ERUPTION

6+ to castRange 30cm

The wizard calls forth a storm of magma from beneath the earth.

Each enemy unit within 30cm of the Wizard's stand takes D3 attacks worked out in the normal way. Roll separately for each enemy unit. A unit is not driven back by the Volcanic Eruption. Engaged units carry over any hits scored into the first round of combat and hits caused by the Volcanic Eruption count as having been struck in the combat itself.

WORD OF FEAR

4+ to castRange 30cm

The wizard speaks a blasphemous litany that instills fear in the hearts of his enemies.

This spell can only be cast on any friendly unit within range regardless of whether the Wizard can see it or not. The unit counts as causing terror for the duration of the Combat phase.

METEOR STORM

5+ to castRange 30cm

The wizard hurls flaming stones from his fingertips toward the enemy, battering everything in its path.

Draw an imaginary line 30cm long extending from the Wizard's stand in any direction you wish. Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath its path, including your own. Unengaged units can be driven back by the Meteor Storm as with ordinary shooting. Engaged units cannot be driven back, but carry over any hits that are scored into the first round of combat. Hits caused by the Meteor Storm count as having been struck in the combat itself.

Dwarf Younger Holds Army

By Lex van Rooy.

The Dwarf Younger Holds Army Selector

Troop	Type	Attack	Ranged	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Warriors	Infantry	3	—	4	4+	—	3	110	2/4	—
Handgunners	Infantry	3	1/30cm	4	6+	—	3	90	1/2	*1
Rangers	Infantry	3	1/30cm	4	5+	—	3	110	-/4	*2
Troll Slayers	Infantry	5	—	4	0	—	3	90	elite	*3
Militia	Infantry	2	1/0cm	4	6+	—	3	45	-/-	*S
Miners	Infantry	3	1/0cm	4	5+	—	3	110	-/2	*S*4
Cannon	Artillery	1	2+bounce/60cm	2	6+	—	2	90	-/1	*R
Flame Cannon	Artillery	1	2D6/30cm	2	6+	—	1	50	-/3	*R*5
Gyrocopter	Machine	1	3/30cm	3	5+	—	1	75	-/2	*R
General	General	+2	—	—	—	10	1	155	1	—
Hero	Hero	+1	—	—	—	8	1	80	-/1	—
Dragon Slayer	Hero	+2	—	—	—	6	1	80	-/1	*7
Runesmith	Hero	+1	—	—	—	8	1	90	-/1	*5
Anvil	Special	+1	—	—	—	—	—	+50	-/1	*5

Special Rules

R. Artillery and Machines. Full rules for Cannons, Flame Cannons and Gyrocopters are in the Artillery and Machines section of the rulebook, unless indicated differently.

The Younger Holds are considered to have different mix of artillery in their arsenals from their elder cousins, with much of their efforts going into exploration and carving out their new hold. To represent this you can only take up to 150 points of Artillery and Machines per 1000 points in the army, but in any combination of the 3 relevant units.

S. Throwing Weapons. Some units from Younger Holds are assumed to use short distance shooting and throwing weapons, explosives etc. As such they are able to shoot at chargers in a standard way. Additionally they may count +1 attack per unit



on the first round of combat when charging. Please note that the range of the throwing attacks is always 0cm and they can be executed only when in contact with the enemy.

1. Handgunners. A handgun shot can pierce armour far more easily than an arrow or a crossbow bolt. Therefore, count enemy Armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an Armour value of 6+ can't save against a handgun.

2. Rangers. Although they are infantry the exceptional mobility of Dwarf Rangers means that they can pursue any type of retreating enemy.

3. Troll Slayers. (What we considered is giving the Troll Slayers an extended move, representing their eagerness to get stuck in and giving the Dwarfs the equivalent of cavalry... Very suicidal ones at that.)

1. During the 'home back' part of the Movement phase, Troll Slayers must move 10cm towards the nearest enemy in sight. No formation changes may be made during this move, unless they come into contact with the enemy and in result count as charging. If there is no enemy in sight this additional move is not allowed.

2. Troll Slayers must charge on initiative if enemy is within 20cm and this is determined *after* their mandatory move. Troll Slayers may not evade.

In both of the above cases Troll Slayers may have line of sight on a unit, but be partly blocked by intervening friendly units.

Simply move directly ahead with *all* stands and roll D6 for each unit in front of them, confusing them on a roll of 5, 6 (must be very confusing to have all the maniacs push through your ranks to get to the foe).

Troll Slayers cannot be driven back by shooting and never roll for drive backs. Troll Slayers must pursue or advance if victorious in combat where they are permitted to do so.

Troll Slayers are unaffected by enemy that cause terror in combat and they don't suffer the -1 Attack modifier.

Troll Slayers positively enjoy fighting monsters - the bigger the better in fact! Slayers get +1 Attack per stand when fighting against a Monster or Troll unit.

Troll Slayer units earn victory points differently to other units as follows:

1) If a Troll Slayer unit has any stands remaining at the end of the battle then the full points value of the unit is awarded to the opposing side as victory points. It doesn't matter if the unit has 3, 2 or 1 stand remaining - if there are any stands left at all the enemy gets the full victory points.

2) If a Troll Slayer unit is destroyed then the half of its victory points are scored for the opponent.

Slayer units that have been destroyed do not count towards the Dwarf army's losses for purposes of calculating withdrawal.

4. Miners/Surveyors/Explorers. A unit of these never suffers command distance penalties. They may be deployed normally at the start of the game either in the deployment zone or anywhere on the table but at least 40cm away from any enemy unit. Alternatively they can also be kept in reserve and placed during the Dwarven Command phase on a successful order, with the same 40cm distance restriction. When placed from reserve the unit can not receive further orders that turn. As long as the unit stays on its deployment position it is considered to be defended.

5. Flame Cannons. See Warmaster Armies Dwarf army list.

6. Dragon Slayer. Dragon Slayer causes terror, so the unit which is joined by a Slayer character is considered to cause terror.

Dragon Slayers may not retreat up to 30cm when moved through by an enemy unit. Instead any Dragon Slayer character captured for any reason by an enemy unit will seek their doom and attempt to die honourably in battle. As such the Dragon Slayer executes a number of attacks equal to his Attack value +D3 on the capturing unit. The effect of this will be applied immediately, and does not carry over. Should these attacks effectively kill the capturing unit then the Dragon Slayer character stays alive and remains in the game.

7. Runesmith. Although they are not wizards and cannot therefore cast spells, Dwarf Runesmiths can combat the magic of their enemies. If an enemy Wizard who is within 50cm of the Runesmith casts a spell the Runesmith can attempt to 'anti-magic' it. Note that it does not matter what the spell is or where it is cast, the Runesmith can 'anti-magic' it so long as the caster is within 50cm. To determine if this works roll a D6 - on the score of 4, 5 or 6 the Runesmith has succeeded and the spell doesn't work, it is dispelled by the Runesmith's defiant efforts. If he fails then the Runesmith's efforts come to nothing and the spell works as normal. A Runesmith can attempt to anti-magic any number of spells in a turn, but only one attempt can be made to anti-magic any individual spell - even if the army includes more than one Runesmith and several are in range of the enemy Wizard.

8. Anvil. Alternative Rules. The army can only include a single Anvil and it is incorporated onto the stand of a Runesmith.

If a Runesmith stand includes the Anvil, he can strike the Anvil during the Shooting phase of his own turn. The Anvil's plangent rune-song fills the Dwarfs with even greater resolve!

Choose one from the following effects:

1) Anti-terror. On a successful roll all Dwarf units within 20cm of the Runesmith are unaffected by terror till the start of the next Dwarf player's turn.

2) Extended dispel range. The Runesmith has an effective dispel range of 80cm till the start of the next Dwarf player's turn.

3) Boosted dispel power. The Runesmith can opt to add +1 to one dispel roll. Mind you that the Anvil now is no longer restricted to the once-per-game bonus on dispel, but starts being "loaded" with that one, which is replaced with one of the above effects on a successful cast. Roll a D6. On the score of a 4, 5 or 6 the effect chosen above becomes active and replaces any current effect. On a roll of less than 4 Anvil has no effect.

Instead of striking the Anvil, the Dwarf player can opt to Ground the Anvil. This should be seen as a last resolve option but provides for an interesting end-game. When the Runesmith decides to Ground the Anvil he actually fuses the Anvil to the underground, sending currents of power through the neighbouring area. This is done in the Shooting phase, similar to Striking the Anvil. Grounding the Anvil is automatic and allows the Runesmith to select one of the Striking the Anvil conditions, without the need to roll for them, which will last till the end of the game. Grounding the Anvil also grants the Dwarven army a resolve bonus; for the rest of the game Dwarven troops ignore the Command modifier for being under strength. The downside on this is that it turns the Anvil into a 1 stand unit (normal Dwarf Warrior statistics) which is joined by the Runesmith and which he can not leave. This Anvil Stand cannot be moved by any means or effects in the game, but has gained "objective" status and its destruction is a game-end condition!

Anvil. Standard Rules. The army can only include a single Anvil and it is incorporated onto the stand of a Runesmith. If a Runesmith stand includes the Anvil, once per battle he can add +1 to his dice roll when he attempts to dispel enemy magic spells using the Dwarf anti-magic ability (see Runesmith). In addition the Runesmith can strike the Anvil during the Shooting phase of his own turn. The Anvil's plangent rune-song fills the Dwarfs with even greater resolve! Roll a D6. On the score of a 4, 5 or 6 all Dwarf units within 20cm of the Runesmith are unaffected by terror till the start of the next Dwarf player's turn. On a roll of less than 4 Anvil has no effect.



Norse Army

By Warmaster Playtest Team. Based on a list by David Simpson originally published in Yahoo Warmaster Group, 2005. Original background info by Andy Jones and Bill King.

The northern regions of the Old World suffer from extremes of climate and geography unlike anywhere else. The dense dark forests, high barren mountains, icy seas and long winter nights conspire to make life here both hard and short. This cruel land known as Norsca is a home to the Norsemen - a race of men that are as fierce, brutal and unforgiving as the landscape itself.

Because little grows upon the rocky soil of the North the Norsemen have traditionally turned to the sea for their livelihood. Their Kingships and Longships set out for the shores of Albion the coasts of the Old World and even further afield bringing warriors to pillage and extort what they require.

Occasionally they will trade with other races or hire themselves out as mercenaries in return for goods but most of the time they will simply fight to get what they want. It is said that the Norsemen love war-song and ale but most of all they love war.

Old Worlders tell horrifying tales of these berserk warriors from over the Sea of Claws looting and burning from their dragon headed vessels and ravaging the northern coasts of The Empire and Kislev.

The Norsemen are known as excellent sailors and fearless warriors given to great voyages and adventures; the most wayward of the Norse raiders have sailed as far as Ulthuan and The Southlands bringing home tales of strange lands, immeasurable wealth and wild creatures.

Bondsmen - Bondsmen normally make up the majority of warriors of a Norse army. They are fierce fighters, and show few qualms about laying down their lives in battle.

Huscarls - Huscarls are the household troops of the Norse lords. They are maintained and well equipped by their masters, and are fiercely loyal and frenzied fighters. When a Norse lord takes to the war, his Huscarls will go with him. They fight alongside him and share his fortune, be it good or bad. Huscarls are the defenders of their household banners, and will fight with grim determination to repulse anyone who attacks their lord, giving no thought to their own lives in their efforts to destroy their adversaries.

Berserkers - These lawless, near uncontrollable, warriors are considered maladjusted even by other Norse warriors. Before a fight, the Berserkers work themselves into a battle frenzy, ripping and biting at their own clothes and war-gear. In this state they are highly dangerous - not only to the enemy, but sometimes to their own side!

Ulfwerener - Ulfwerener means 'Wolf Warriors', and is the word used by the Norse race to describe those members of their society who are able to transform their shape into a wolf or a bear. Such individuals are quite common in northern Norsca, where whole families of these shape changers live in forest settlements.

Ulfwerener are much feared throughout the Old World as fearsome fighters, whether in man or beast form. The black and terrible deeds of the Ulfwerener over the years have led to many of the horror stories about the Norse, and have given them a well-deserved reputation for ferocity in battle.

Norse Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Bondsmen	Infantry	3	3	5+	—	3	60	2/—	—
Huscarls	Infantry	4	3	4+	—	3	95	1/4	—
Huntsmen	Infantry	3/1	3	0	—	3	55	—	—
Berserkers	Infantry	5	3	0	—	3	70	-/1	*1
Ulfwerener	Infantry	4	4	6+	—	3	115	-/1	*2
Cavalry	Cavalry	3	3	5+	—	3	90	-/4	—
Storm Giant	Monster	8	8	5+	—	1	150	-/1	*3
War Mammoth	Monster	8	10	5+	—	1	200	-/1	*4
Jarl	General	+2	—	—	9	1	125	1	—
Hero	Hero	+1	—	—	8	1	80	-/1	—
Shaman	Wizard	+1	—	—	8	1	90	-/1	—
Were Kin	Special Mount	+1	—	—	—	1	60	-/1	*5
Horn of Resounding	Chariot Mount	+1	—	—	—	1	150	-/1	*6
Valkyries	Monster	3	3	5+	—	3	—	-/1	*6

Special Rules

1. Berserkers. The Norsemen are famously fond of their ale, so much so that they've been known to wage war to obtain a decent stock for the winter. However, some Norsemen whenever they have more than the slightest drop of Mead go into a berserk frenzy, where they feel no pain and fear nothing. A bit annoying in the Mead Hall, but very useful on the battlefield.

Such is the eagerness to get into combat that a unit of Berserkers will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat, they must pursue or advance where possible. Berserkers are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.

2. Ulfwerener. Unlike usual infantry troops, the Ulfwerener are based facing the short edge in the same way as cavalry. In addition they receive an additional +1 Attack modifier when they charge an enemy in the open in the same way as monsters and chariots and have an ability to pursue cavalry and chariots troop types. The Ulfwerener stands can never support or be supported at all. Because of their rather bestial nature, only characters with the Were Kin Character upgrade may join units of Ulfwerener and they cannot be brigaded with any units apart from other Ulfwerener. Ulfwerener units can not take any magic items.



3. Storm Giant. The Norse Storm Giant is a common Giant from Orc army list with standard Giant's blunder rules described in 'Giant Goes Wild' chart.

4. War Mammoth. The Norse War Mammoth is a huge creature used by the Norsemen on the battlefield, especially against fortified opponents where its ability to swipe troops off the ramparts with its trunk is most useful.

The Mammoth is a truly huge monster, so is based on a 6x4cm base, with the shorter edge being its front. It causes terror and may attack troops on ramparts with its trunk in the same manner as a Giant. Alternatively, it may elect to batter a wall section or gateway with its tusks in the same manner as a battering ram.

One last option available in a siege is that if a Norse War Mammoth is in base contact with a wall section, then one Norse infantry unit may assault that wall section via the Mammoth. Climbing up ladders and ropes at the rear of the Mammoth and using boarding ramps and the like to assault the fortress walls. This is not quite as effective as assaulting from a siege tower, so the enemy being assaulted only counts as defended rather than in the open, but is much better than counting it as fortified. If a unit assaults in this manner, then the War Mammoth may not attack with its trunk or batter

the walls; as such action would result in attacking your own troops or bringing a wall section down from under them, not a good idea, even for the Norse troops.

When reduced to five or less hits at the end of Combat or Shooting phase but not destroyed, thereafter halve the War Mammoth's Attacks and Hits characteristics (to 4 Attacks and 5 Hits).

5. Were Kin. The Were Kin special mount option may be taken by any character in Norse army. It is not actually a mount as such, more an upgrade. A unit that is joined by the character with the Were Kin upgrade causes terror in its enemies. No terrain restriction apply for Were Kin - just treat the character as having +1 extra Attack and causing terror.

6. Horn of Resounding. A single Shaman in a Norse army may be given the Horn of Resounding as a chariot mount upgrade. This not only gives some benefit in close combat but also allows the Shaman once per battle to summon the unit of Valkyries to aid the army in battle. The first precondition for summoning the Valkyries is that at least one stand of Norsemen must have been destroyed in a previous Combat phase. The second precondition is that there must be Norse units engaged in combat within 60cm of the Shaman. Once these preconditions are met then the Shaman may try to summon the Valkyries in the Norse Command phase instead of issuing a normal command.

Giant Goes Wild Chart

D6 Oh no! What's he doing now!

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, out-house or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

The way that this is done is that the Shaman takes a command check with a -2 modifier to his command value. If the roll is successful then the Valkyries are placed on the battlefield within 20cm of the Shaman, but not into combat. The Shaman may then attempt further orders on them; most likely this would be used to get the Valkyries into combat. The initial command roll is the only roll with the -2 modifier applied to the Shaman's command value. However, for every Norse unit that has been completely wiped out, there is a +1 positive modifier to the Shaman's command value for the purpose of summoning the Valkyries, to a maximum command value of 10. This means that the more Norsemen have already died, then the greater is the chance of the Valkyries' turning up.

In subsequent turns the Valkyries may only be ordered by the Shaman with the Horn of Resounding. They can still move by initiative, but may only Home Back towards the Shaman

with the Horn of Resounding. In addition, if the Shaman is killed, or rolls a blunder then the Valkyries disappear from the battlefield, their job being complete. Valkyries neither add to the army's break point, nor their loss through combat or through disappearing contributes to reaching the army break point for the purposes of withdrawal. Your opponent will not gain any victory points from destroying the Valkyries, or if they disappear because of a blunder by the summoning Shaman. However, killing the Shaman with the Horn of Resounding will grant the full victory points, as well as the immediate withdrawal of the Valkyries from the field of battle. So, look after that character!

Valkyries are flyers, thus all the rules for flyers apply. Due to their rather eerie spectral nature, not to mention the method in which they enter the battle they cause terror in combat.

Norse Spells

ASPECT OF WULFEN

4+ to cast Range 30cm

The Shaman turns the friendly unit into an illusive pack of monstrous creatures entailing the fear in a hearts of enemies.

This spell can only be cast on any friendly unit within range regardless of whether the Shaman can see it or not. The unit counts as causing terror for the duration of the Combat phase.

THUNDER OF FO'WOR

5+ to cast Range 30cm

A lightning shoots from the Shaman's outstretched arm burning all in its path.

Draw an imaginary line 30cm long from the Shaman's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, e.g. over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Thunder of Fo'Wor as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Thunder of Fo'Wor but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

EYE OF THE RAVEN

5+ to cast Range N/A

The Shaman sacrifices a sacred Raven over a mystical flame. Ingesting the ash that is quickly formed, giving him visions of the near future.

The Norse player may re-roll a single D6 at any time during the rest of his turn, through his opponents turn or in his following turn up to the end of his next Command phase when the effect of the spell ends if the re-roll has not already been used. The result of the re-roll cannot be changed in any way or re-rolled again, for example with an Orb of Majesty, Banner of Fortune or through other means. Likewise the re-roll from this spell cannot be used to re-roll any dice that another re-roll has already been used on. Nor can the re-

roll be used in the case of a blunder of a command roll, not even mystical foresight can help avert such mishaps, but it can mitigate the effects, so can be used to re-roll the dice roll on the blunder chart. For example if the Norse player rolled for a command needing a roll of a seven and rolled a five and a three, he could re-roll the dice that came up as a five, hopefully rolling a four or less making it a successful command.

Only one Eye of the Raven spell may be in effect per turn.

SPITE OF LOW'KEY

6+ to cast Range 30cm

The Shaman makes a weird enchantment calling the gods to curse the enemy with bad luck and failure.

All enemy characters within 30cm of the spell caster that roll a double have those orders count as blunders. This works on all results, from a double one, to a double five. As a result all doubles rolled not only blunder, but as with all normal blunders, it counts as a failed order. The only exception is the enemy general, as he cannot blunder. The spell lasts until the end of enemy Command phase.



Chapter III

FAN ARMIES

Cathay Army

By Oriental Design Team.

Cathay Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Crossbows	Infantry	2/1	3	0	–	3	35	2/–	–
Dagger Axes	Infantry	3	3	6+	–	3	45	2/–	–
Dishonoured	Infantry	5	3	0	–	3	70	–/2	*1
Tiger Guards	Infantry	4	3	4+	–	3	110	–/1	–
Firelances	Infantry	2/2	3	6+	–	+1	25	–/–	*2
Cavalry	Cavalry	3/1	3	5+	–	3	95	–/1	–
Chariots	Chariots	3/1	3	5+	–	3	110	–/2	–
Triple-Bows	Artillery	1/1	2	6+	–	2	65	–/1	*3
Rocket Launcher	Artillery	1/2	2	0	–	2	85	–/2	*4
General	General	+1	–	–	9	–	125	1	–
Hero	Hero	+1	–	–	8	–	80	–/2	–
Celestial Dragon	Wizard	+3	–	–	8	–	180	–/1	*5
Tiger	Mount	+2	–	–	–	–	+20	–/1	*6
Elephant	Monstrous Mount	+2	–	–	–	–	+70	–/1	*7
Chariot	Chariot Mount	+1	–	–	–	–	+10	–/1	–
Sage with chariot	Chariot Mount	+1	–	–	special	–	+30	–/1	*8

Special Rules

1. Dishonoured. Men who have stained the family honour and seek one last opportunity to redeem themselves and their family. Totally fearless, these men hurl themselves into battle seeking a glorious death to end the stain on their family's honour. They must use initiative to charge whenever able, can never use initiative to evade, must always pursue when possible, cannot be driven back, do not roll for drive back and do not suffer from terror.

2. Firelances. Special troops armed with a long spear with ingenious fireworks attached to its end, and trained to fight alongside the daggeraxes. They never fight alone, but one stand of firelances may be added to a unit of daggeraxes bringing its size to 4 stands. Firelance casualties do not count as casualties for the purpose of issuing orders. Firelance stands do not count as part of the units formation for determining whether the unit is in regular or irregular formation.

Firelances have 2 shooting attacks, shoot a range of 15cm, and can shoot from any edge. They have 2 shooting attacks versus charging enemies because of the terror and confusion caused by the great gouts of fire and shrapnel they issue.

3. Triple-Bows. Massive versions of the normal Cathay crossbow, having a range of 60cm, these artillery pieces fire a large bolt that can skewer the target stand and up to two stands

behind it, having one attack on each stand it hits. Triple-Bows can shoot at enemy charging them. Enemy armour counts one worse when fired at by these giant bows.

4. Rocket Launcher. Explosive fireworks devised by the sages of Cathay. They have a 60cm range, and hit targets that suffer a drive back are confused on a roll of 4, 5 or 6. Enemy armour counts one worse when fired at by these gunpowder weapons. They cannot shoot at chargers.

5. Celestial Dragon. Even dragons must obey the Cathay Emperor. Often they are sent to help command his armies. They can give orders, cast magic, fly, and cause terror.

6. Tiger. A hero may take a tiger as a mount.

7. Elephant Mount. A hero or the general may take an elephant as a mount – these beast, with swords mounted on their tusks and troops in turrets are treated as monsters and cause terror.

8. Sage with chariot. The general may have a great sage as an advisor, who rides along with him in his war chariot. The sage is thoroughly versed in the art of war and gives the general +2 to his command rating (for a maximum total of 10) once (and for only one dice roll) during the game. The player must state that he is using the great sage bonus before he rolls the dice.

Cathay Spells

GLORY OF CATHAY

4+ to cast **Range 30cm**

This spell can be cast upon a friendly unit of unengaged missile-armed infantry, cavalry or chariots within range. The Wizard does not need to be able to see the friendly unit nor their intended target.

When the spell is cast on a unit, it can shoot twice that turn instead of once. If it has already shot that turn it can therefore shoot again immediately. If it has yet to shoot it can shoot twice. When a unit shoots twice due to Glory of Cathay the second shot is always at a -1 penalty and will therefore hit on a 5+.

LION DOGS ATTACK

4+ to cast **Range 30cm**

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell takes affect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by this spell.

Designers Notes

The Cathay army is based on the 'native' dynasties of China - Chou, Qin, Han, Sung and Ming. The traditional chinese armies tended to rely heavily on infantry, especially missile troops, with only a small amount of mounted troops - although these used to be the elite troops and of a very high standard. I have made the strike mounted chariots, as this gives them a more chinese feel and makes them different from Empire knights they would otherwise be like. This does make them more powerful, but they are in very limited numbers.

During the Sung era, the chinese started to rely heavily on technological superiority to offset their enemies superior (in numbers at least) cavalry. Hence a large amount of artillery, including the fancy rockets, and the firelances. But china always had elite troops of foot who were equal to any, giving the Tiger Guards, named in honour of the elite troops of the early Chou. The Dishonoured are inspired by the convicts who were given a last chance by the Han to redeem their family's honor and erase their misdeeds. Such warriors were very fierce, and their loss was not worrying as they actively sought death before dishonor.

Chinese magic was never concerned with inflicting harm, but more with imposing tranquility and the 'natural way'. Hence none of the spells are actively offensive, but mainly concerned with helping their own soldiers and impeding the enemy.

The fact that chinese mythology places dragons under the emperor, and expects them to obey him, leads to the celestial dragon being a personality. They could, of course, use magic.

FEROCITY OF TIGERS

5+ to cast **Range 30cm**

This spell can be cast on a friendly unit engaged in combat. The spell can be cast regardless of whether the Wizard can see the target or not.

The spell lasts for the duration of the following Combat phase.

Every stand in the unit adds +1 to its Attacks value. Also unit becomes immune to terror.

TRANQUILITY OF HEAVEN

5+ to cast **Range 15cm**

All friendly units within 15cm of Wizard count as immune to terror for the following Combat phase.



Having another magician would give them more than other human armies, so all other personalities are heroes. There are several great paintings of chinese notables riding tigers, so a hero riding a tiger is a must. The great sage is, of course, Sun Tzu. He actually existed, and is most likely Sun Pin, who had his legs chopped off by a jealous rival. So he always traveled in a chariot and gave great tactical and strategic advice to a friend of his who was a general of Ch'i.





Nippon Army

By Oriental Design Team.

Nippon Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Samurai	Infantry	3/1	3	5+	—	3	85	1/—	*1,2
Ashigaru Spearmen	Infantry	3	3	6+	—	3	45	2/—	—
Ronin	Infantry	3	3	5+	—	3	65	—/—	*1
Warrior Monks	Infantry	3	3	5+	—	3	85	—/—	*1,3
Zealot Monks	Infantry	5	3	0	—	3	70	—/2	*4
Shrine	Infantry	3	3	as unit	—	+1	60	—/1	*5
Temple Imps	Infantry	2/1	3	6+	—	3	40	—/4	*6
Temple Oni	Infantry	4	3	5+	—	3	75	—/1	—
Tengu	Infantry	4	3	6+	—	3	70	—/1	*7
Samurai Cavalry	Cavalry	3/1	3	5+	—	3	110	—/4	*1,2
Temple Dogs	Monster	2	3	4+	—	3	90	—/3	—
Daimyo / Abbot	General	+2	—	—	9	—	125	1	—
Hatamoto	Hero	+1	—	—	8	—	80	—/2	—
Dragonne	Monstrous Mount	+2/2	—	—	—	—	90	—/1	*8
Retinue	Mount	—	—	—	—	—	25	—/1	*9

Special Rules

ARMY RULES

Nippon armies are based on feudal rule – Nippon overlords tend to be as arrogant as their Bretonnian counterparts towards the under classes. In a samurai heavy army samurai units disregard any non samurai losses. Monk armies are equally unperturbed by the loss of unholy or secular mercenaries. As a result of this the break point of a Nippon army is 50% rounded up of the total number of either

- The Samurai units or
- Monks and Temple units – (temple dogs, imps and oni)

whichever is the higher.

Armies with more Monks are deemed to be led by an Abbot – those with more Samurai are led by a Secular Lord or Daimyo. Ronin, Ashigaru, and Tengu do not count toward break points regardless of the army composition. If at the start of the game the number of Monks and Temple units is the same as the number of Samurai units – then the Nippon player nominates which one will be his BP units by specifying if an Abbot or Daimyo is the General of the army.

SPECIAL RULES

1. Expert Swordsmen. The unit gets +1 attack per stand for the initial combat round in any Combat phase – this applies to defence or attack – it is not a charge bonus. It does not apply to the initial attack after an advance move or any pursuit moves.

2. Honour bound. The troops do not like losing face thus: they cannot use initiative to evade; always take 1 less drive back dice from shooting; must pursue if winning the combat. However, they are not compelled to advance after winning a combat nor pursue if they were fortified.

3. Stoic. Warrior monks are partially monks with samurai armour under their robes and partially samurai with monk robes over their armour! The anonymity of the Orders' robes removes any honour bound effect. Monks are just as stoic as samurai so have -1 drive back dice, and due to their more arduous training they do not suffer the command penalty for proximity to enemy.

4. Zealots. Basically your Fanatics' Fanatic. Same rules as Flagellants – no drive back, immune to terror – must use initiative to charge enemy if possible. Additionally, if shot at these troops roll for a drive forward – they move 1D6cm per hit directly toward the nearest enemy unit that shot at it. If this movement brings them into contact then it counts as a charge in the same way as the advance into fresh enemy.

5. Shrine. The Shrine may be attached to any Monk unit as a Skirmish stand. Unit so equipped ignores terror, and can attempt to dispel any magic cast within or targeted within 60cm of the Shrine on a 4+, only one attempt per spell cast may be made – similar to a Runesmith. The Shrine is lost when the 'skirmishing' stand carrying it is removed.

6. Assorted weapons. Unit with such weapon may shoot in a range of 15cm from the front edge only.

7. Tengu. Tengu are wood daemons – half bird half man, also known as expert fighters. May see up to 4cm in woods and may make a magical move from wood to wood in a range up to 40cm by a successful order. This movement is treated as a sort of flight or teleport – Tengu unit disappears in one wood, appears in next, and may charge the enemy that was visible for any one Tengu stand in a start of this move as normal. All Tengu stands must be wholly or partially in a wood when starting and finishing this movement.

8. Dragonne. Being a cross (don't ask!) between a dragon and a lion the Dragonne causes terror. A weak flyer – max 60cm. Dragonnes have a deafening roar that can be used as a shooting attack of 20cm range when attached to a unit – no armour save is made for this attack.

9. Retinue. For every 1000pts a Daimyo or Hatamoto character can gain household retinue, this is treated as a special mount to limit its accumulation to one per character. Abbots may not have retinue. Retinue are skilled persons of non samurai status who are employed by samurai clans Character stands that own retinue can use the skills of the retinue. Only a single example of each type of retinue can be included in an army. The retinue options are:

- **Vim'to Monk** – Gives the character a +1CV (max 10) to his first command test each turn.
- **Ninja Warriors** – The character stand has hired ninjas and may displace an enemy character in the same way a unit does, i.e. when moved over. Additionally the stand has +1 attacks and +1 shooting to the stat line of the character

when in a unit. Character with Ninja Warriors can have runesmith magic items.

- **Sorcerer** knows 1 spell from the Nippon Spell List that he may cast once per Nippon magic phase as usual. Character cannot take a Sorcerer Retinue if a shrine is included in an army. Character's command range is unaffected. Character with Sorcerer retinue can have wizarding magic items.
- **Guards** +2 attacks.
- **Mystic** – A character with a mystic in his pay may roll 2D6 at the start of each initiative phase - The score is kept and the character may allocate that command to any brigade at any time in the Command phase as his first command. The mystic has seen the future and guides the commander! Mystics can have runesmith magic items.

It should be made clear by the models on the base what advisor, if any, is present. And of course you can't ride a Dragonne when you are assisted by the retinue. They are both classified as mounts.

Nippon Spells

KAMI

4+ to cast **Range 30cm**

The wizard can cast this spell upon any unit – LOS not required. The spell lasts until the start of the next Nippon turn. While the spell lasts the unit can re-roll any failed armour saves, one re-roll attempt per unsaved hit.

GAZE OF AMATERASU

5+ to cast **Range 30cm**

Target enemy unit in LOS is so dazzled that it becomes confused. Spell can be cast at a unit in combat.

MASTER OF THE VOID

5+ to cast **Range 30cm**

Targeted enemy character in LOS cannot cast any spells during its next Shooting phase and suffers a -1 to his command value for the next Command phase.

KAMIKAZE

5+ to cast **Range 50cm**

A celestial wind lifts and envelopes the enemy unit. Unengaged unit is driven back 5xD6cm towards its own table edge. It is confused on a 6. This move cannot be blocked by friends, enemies or terrain, the unit flies over the obstacles. If the move

distance does not clear an obstacle then the unit travels as far as it can, landing confused 1cm in front of the obstacle.

Divine Ancestry

All Clans claim ancestry from the Gods. Your Daimyo general may be one of those families and can take an ancestral ability. These were originally duties that were assigned to the first 28 clans by the ruling Yamato clan who are descendants from the Sun goddess. Once per game your general can use his divine ability. These are abilities and therefore cannot be dispelled. Abbot Generals do not claim divine ancestry.

MONONOBE (WAR GOD)

Cost **10 pts**

General gives a +1 attack per stand to any one unit within 30cm of the general for that turn (as per tomb king). Well, they are professional soldiers!

NAKAMOTO (PRIESTS)

Cost **25 pts**

General has one automatic dispel. Sheer willpower can sometimes overcome magical energies.

SOGA (TAX COLLECTORS)

Cost **35 pts**

A General can ignore any one failed command roll that he makes once per game and re-roll that command. This re-roll is done at the same command value and modifiers as the failed roll. Sometimes bribery can work wonders.

INBE (DIVINERS)

Cost **40 pts**

General can force an enemy command re-roll once per game. Was that an espionage attempt?

OTOMO (GUARDIANS)

Cost **50 pts**

A General can escape from a destroyed unit once per game to join another unit within 30cm movement on a D6 roll scoring 2 or more. Divine guardians cover his escape. General loses any retinue or mount whilst achieving this escape.



Slayer King's Army

By Lex van Rooy under edition of Warmaster Playtest Team.

The Slayer Army list was obviously inspired by the tales of the Slayer King rousing his forces and going to battle with an army largely composed of weird-haired, smartly tattooed nutters. Luckily such outings are rare, but it was fun to try and come up with an army-selector that could be used to depict just such an endeavour. Working from a load of sources for inspiration, including some of the old stories of Sven Hasslefrissian, and of course the Felix and Gotrek novels, and



bouncing of some weird and wonderful ideas of various other Warmaster Fanatics, we have managed to put the list together as included below. For all that it is worth, this should definitely be considered an experimental list and we would welcome all feedback on it to evolve it into an enjoyable list that eventually finds its way into the Fan-chapter, and onto your tables!

Designers Notes

When the call goes out to muster a Slayer Army there will always be a considerable amount of Wannabee Slayers joining in. These more-or-less normal Dwarfs don't want to be left out of the action and pretend to be freshly instated slayers, and these troops will swell the ranks of the Slayer King's army considerably. Although they are of course tough dwarven warriors, and nuts enough to pretend to be slayers, they are in effect not slayers at all, which is reflected in their stats. And obviously, those that will survive a campaign with the Slayer King's army probably end up being die-hard slayers in their good right!

Some stuff that did not find its way into the list as it currently stands where weird and wonderful contraptions like the Nitro-bikers. A somewhat 40K Squat inspired idea of giving the Slayers a bit of mechanized infantry. And neither will you find Giant Flying Contraptions or any form of armoured vehicles.

Slayer King's Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Wannabee / Young Slayers	Infantry	3	4	0	—	3	45	4/—	*1
Troll Slayers	Infantry	5	4	0	—	3	75	1/4	*1*2
Rangers	Infantry	3/1	4	5+	—	3	110	—/1	*3
Cannon	Artillery	1/2+bounce	2	6+	—	2	100	elite	
Goblin hewer	Artillery	1/2D6	2	6+	—	1	50	elite	*4
Slayercopter	Machine	1D6/1D6	3	5+	—	1	85	elite	*5
Slayer King	General	+2	—	—	10	1	155	1	—
Giant Slayer	Hero	+1	—	—	8	1	80	—/1	—
Dragon Slayer	Hero	+2	—	—	6	1	80	elite	*6
Daemon Slayer	Hero	+2	—	—	6	1	90	—/1	*7

Special Rules

1. Slayers. At the start of the Movement phase (i.e. before movement by initiative) Slayers must move 10cm towards the nearest enemy in sight, no formation changes may be made during this move.

2. Troll Slayers. Troll Slayers must charge on initiative *if* enemy is within 20 cm, this is determined *after* their mandatory move. Troll Slayers may not evade on initiative.

In both of the above cases Troll Slayers may have LoS on a unit, but be partly blocked by intervening friendly non-trollslayer

units. Simply move directly ahead with *all* Troll Slayers stands and roll D6 for the non-trollslayer unit(s) in front of them, confused on a roll of 5, 6 (must be very confusing to have all the maniacs push through your ranks to get to the fore).

Troll Slayers cannot be driven back by shooting and never roll for drive backs. Troll Slayers must pursue or advance if victorious in combat where they are permitted to do so.

Troll Slayers are unaffected by enemy that cause terror in combat - they don't suffer the -1 Attack modifier. Also

Troll Slayers positively enjoy fighting monsters - the bigger the better in fact! Troll Slayers add +1 Attack when fighting against a Monster or Troll stand.

If Troll Slayers win a combat by 3 or more they are so within the enemy ranks that they may even pursue flyers or cavalry.

Troll Slayer units that have been destroyed do not count towards the Dwarf army's losses for purposes of calculating withdrawal. If a Troll Slayer unit is destroyed then all its cost as victory points is scored for the opponent.

3. Rangers. Although they are infantry the exceptional mobility of Dwarf Rangers means that they can pursue any type of retreating enemy.

4. Goblin Hower. Goblin Hower is a steam-powered artillery device created by infamous Malakai Makaïsson who claimed himself as a best Engineer-Slayer ever lived (and this is true because he is the first and only Engineer-Slayer). Though he has every reason for that. This rapid-firing, axe-throwing extravaganza of destruction, the Goblin Hower with its Slayers crew is capable of scything through even the most numerous opposition with a hail of blades.

Goblin Hower is an equivalent of Dwarf Flame Cannon. Nevertheless we decided to place its rules here.

The Goblin Hower's shooting attacks are slightly unusual. Rather than having a fixed number of attacks it has 2D6 Attacks instead - roll 2 dice and add the scores together. But if the Goblin Hower rolls a double then it does not shoot as expected! Depending on the double rolled something has gone horribly wrong.

GOBLIN HEWER MISFIRE CHART

**Double
Rolled**

What's that gurgling noise?!

- 1 The Goblin Hower explodes and is destroyed. No attacks are caused.
- 2 The Goblin Hower's gears blow out, flying cogs and other debris add to the mayhem for a total of 4+2D6 attacks on the target before it explodes and destroys itself.
- 3 The Goblin Hower makes a worrying rattling noise before spewing out the next batch of axes, one of the loading mechanisms has broken down. Six attacks are inflicted this turn but the number of attacks caused by all further shooting is reduced from 2D6 to 1D6.
- 4 The Goblin Hower splutters as its power-source goes out. The crew scramble around to re-ignite it. The Goblin Hower does not shoot this turn but is otherwise unaffected.
- 5 The Goblin Hower mechanism works at top performance. Ten attacks are inflicted this turn - otherwise the Goblin Hower is unaffected.
- 6 The Goblin Hower lurches in its mountings while its crew grease the axles, making it spin at top speed, launching 12+D6 attacks on the target. The Goblin Hower is otherwise unaffected.

A Goblin Hower can shoot at charging enemy in the usual way.

5. Slayercopter. The Slayer King's army has limited access to artillery, not in a sense that it lacks the access to a normal dwarven armoury, but rather that they tend to think the slower pace of the artillery train will slow them down. Some of the more insane dwarven engineers have joined the Slayer Kings's court and developed the Slayercopter. With a decidedly more spiky bodywork it functions better when it ends up in combat, but the most important improvement seen so far is the naphtha-bomb delivery system.

The Slayercopter is an experimental modification of 'improved' gyrocopter. Unfortunately the construction is still raw and in addition with Slayer-pilot leads enough to unwanted results. When rolling to hit either in Shooting or Combat phase any rolled '1s' hits a Copter itself instead of enemy. If a Slayercopter is destroyed its pilot tries to make his end as glorious as possible. If destroyed by shooting the Slayercopter flies 1D6x5cm directly towards its nearest opponent (no matter if it could see it or not). At the moment the Slayercopter hits the unit it explodes and makes D6 attacks -1 save. If the Slayercopter flies short and ends its movement over a friendly unit it does the same. When destroyed in combat the Slayercopter also gets another D6 attacks on any one unit in base contact by Slayer player choice.

6. Dragon Slayer. Dragon Slayer causes terror, so the unit which is joined by a Slayer character is considered to cause terror.

Dragon Slayers may not retreat up to 30cm when moved through by an enemy unit. Instead any Dragon Slayer character captured for any reason by an enemy unit will seek their doom and attempt to die honourably in battle. As such the Dragon Slayer executes a number of attacks equal to his Attack value +D3 on the capturing unit. The effect of this will be applied immediately, and does not carry over. Should these attacks effectively kill the capturing unit then the Dragon Slayer character stays alive and remains in the game.



6. Daemon Slayer. Daemon Slayers are potent heroes carrying the Wards of Grimnir, that allow them to combat the magic of their enemies in the same way as Runesmiths do. If an enemy Wizard who is within 50cm of the Daemon Slayer casts a spell the Daemon Slayer can attempt to 'anti-magic' it. Note that it does not matter what the spell is or where it is cast, the Daemon Slayer can 'anti-magic' it so long as the caster is within 50cm. To determine if this works roll a D6 - on the score of 4, 5 or 6 the Daemon Slayer has succeeded and the spell doesn't work, it is dispelled by the Ward of Grimnir. If he fails then the Daemon Slayer's efforts come to nothing and the spell works as normal. A Daemon Slayer can attempt to anti-magic any number of spells in a turn, but only one attempt can be made to anti-magic any individual spell - even if the army includes more than one Daemon Slayer and several are in range of the enemy Wizard.

Dwarf Engineering Guild Army

By Matt Keefe and Ken South
(originally published in Fanatic Online #13).

The Dwarf Guild Expedition Force of Guildmaster 'Wundergun' Thorkesson Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Warriors	Infantry	3	4	4+	—	3	110	2/—	—
Handgunners	Infantry	3/1	4	6+	—	3	90	2/—	*1
Rangers	Infantry	3/1	4	5+	—	3	110	elite	*2
Cannons	Artillery	1/2+bounce	2	6+	—	2	90	—/2*	*3
Mortar	Artillery	1/3	3	6+	—	1	80	—/2*	*3
Flame Cannon	Artillery	1/2D6	2	6+	—	1	50	—/3*	*4
Organ Gun	Artillery	1/8-4-2	2	6+	—	1	55	—/3*	*4
Gyrocoper	Machine	1/3	3	5+	—	1	75	—/1	*5
Guildmaster	General	+2	—	—	9	1	125	1	—
Hero	Hero	+1	—	—	8	1	80	—/1	—
Runesmith	Hero	+1	—	—	8	1	90	—/1	—
Anvil	Special	+1	—	—	—	—	+50	—/1	*6
Airship	Chariot Mount	—	—	—	—	—	+0	—/1	*7

Special Rules

1. Handgunners. Handgunners follow the special rules presented in the Dwarf army list.

2. Rangers. Rangers follow the special rules presented in the Dwarf army list.

3. Cannon & Mortar. The full rules for cannons can be found in the Artillery & Machines section of the Warmaster rulebook. Mortars follow the same rules as Orc Rock Lobbers. As far as the maximum number of these units is concerned, the army may include up to 2 units of mortars or 2 units of cannons or a combination of cannons and mortars so long as the total never exceeds 2 units of cannon and mortars per 1,000 points.



4. Flame Cannon & Organ Gun. The full rules for Flame Cannons are presented in Dwarf army list in Warmaster Armies book. Organ Guns follow the same rules as Empire Helblasters. As far as the maximum number of these units is concerned, the army may include up to 3 units of Flame cannon or 3 units of Organ guns or a combination of Flame cannon and Organ gun so long as the total never exceeds 3 units of Flame cannon and Organ guns per 1,000 points.

5. Gyrocoper. The full rules for the Gyrocoper can be found in the Artillery & Machines section of the Warmaster rulebook

6. Anvil. The Anvil follows the special rules presented in the Dwarf army list.

7. Airship. The Dwarf Airship is used as an observation balloon. All artillery within 10cm of the balloon, or shooting a target within 10cm of the balloon, adds one to hit when shooting, so will normally hit on a 3 instead of a 4 and so on. The airship is treated the same as other flyers but has no Attacks and as such cannot be attacked. This represents the fact that the airship is flying at a high altitude. The airship is classed as a chariot mount and a hero or Runesmith must be placed in it (this means that if you field the airship, you lose a hero!). The use of the airship is more that it is a cracking model! You may field only one airship, no matter how large your army is...



Grimgor's 'Ardboyz

By Alexey Belianin AKA Bel.

Grimgor's 'Ardboyz Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Orc Warriors	Infantry	4	3	6+	—	3	60	3/—	—
Black Orcs	Infantry	4	4	5+	—	3	110	1/2	—
Trolls	Infantry	5	3	5+	—	3	110	—/1	*1
Boar Riders	Cavalry	4	3	5+	—	3	110	—/—	—
Giant	Monster	8	8	5+	—	1	150	—/1	*2
Rock Lobber	Artillery	1/3	3	0	—	1	75	—/1	*3
Orc General	General	+2	—	—	8	1	95	1	—
Orc Hero	Hero	+1	—	—	8	1	80	—/2	—
Orc Shaman	Wizard	+0	—	—	7	1	45	—/1	*4
Wyvern	Monstrous Mount	+2	—	—	—	—	+80	—/1	*5
Chariot	Chariot Mount	+1	—	—	—	—	+10	—/1	*6
Effigy of Gork	Special	—	—	—	—	1	100	—/1	*7
Grimgor Ironhide	Special Bonus	+1	—	—	8	1	+30	—/1	*8
Da Immortulz	Infantry	4	4	5+	—	3	110	—/1	*9

Special Rules

- Trolls.** The Trolls follow the rules in the Orcs army list.
- Giant.** The Giant follows the rules in the Orcs army list.
- Rock Lobber.** See the Artillery and Machines section of the rulebook.
- Orc Shaman.** Orc Shaman uses common Orc Spells.
- Wyvern.** The Wyvern follows the rules in the Orcs army list.
- Chariot.** A General, Wizard or Hero can ride a Chariot. A character in a chariot adds +1 to his Attacks.
- Effigy of Gork.** Effigy of Gork is a rough stone statue (or a sort of) that 'Ardboyz establish before the battle, believing that the power of Gork will help them in a time of fight.

The army can include a single Effigy of Gork. Effigy is a terrain-piece-alike marker that may be placed anywhere in 'Ardboyz' deployment zone before the battle and can not be moved further. Once per Command phase any **one** Orc character that is in range up to 50cm from the Effigy can issue his first order against an **unmodified** Command value of 10. So no any penalties or other bonuses apply when the Effigy's bonus is used. The Effigy's bonus only applies to the character's first order this turn, subsequent orders must be given normally. Should the character fail to issue his first order, by rolling an 11 or 12, then the Effigy of Gork ceases to work till the end of battle.

8. Grimgor. The General may be upgraded to a Grimgor himself. In this case the single unit of Da Immortulz is allowed when picking the army. Grimgor can not join other units than Da Immortulz. Grimgor can not take any magic items. Once per battle Grimgor may add +1 to his command value. You must declare the using of this ability before the roll is made.

9. Da Immortulz. Being Black Orcs, the unit of Da Immortulz doesn't count for determining the min/max number of Black

Orcs in your army. The unit of Da Immortulz can not take any magic items or magic banners. Grimgor can join and leave Da Immortulz as usual, but can't join other units. Other characters can't join Da Immortulz. When Grimgor joined with Da Immortulz, the unit may not be confused, also Grimgor and the unit may re-roll all missed attack in the first round of any combat.

Designers Notes

Because of 'Ardboyz Army has appeared in Old World as uncommonly disciplined Orc army, the main idea was to increase the controllability of 'Ardboyz by usual means i.e. not using the odious techniques alike increased General's command value and so on — the Orcs must remain the Orcs...

So, the Effigy of Gork is a sort of Crown of Command, the Grimgor is a standard Orc general with Sword of Might and old Von Carstein bloodline ability (to improve a bit his command value as soon as 'Quell animosity' rule doesn't fit Warmester system). The increased fighting abilities of Da Immortulz (when led by Grimgor) are counterbalanced with relative fragility of Grimgor himself (he cannot join other units at all, and you know how critical this can be).





Nomadic Orc Army

By Matt Keefe and Ken South
(originally published in Fanatic Online #13).

The Nomadic Orc Horde of the Smouldering Steppes Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Orc Boar Boyz	Cavalry	4	3	5+	—	3	110	—/*	*1
Savage Orc Boar Boyz	Cavalry	4	3	6+	—	3	110	—/1*	*2
Wolf Riders	Cavalry	2/1	3	6+	—	3	60	—/—	*3
Spider Riders	Cavalry	2/1	3	6+	—	3	80	—/—	*4
Wolf Chariots	Chariot	3	3	6+	—	3	80	—/3	—
Squig Hoppers	Infantry	5	3	5+	—	3	110	—/3	*5
Giant	Monster	8	8	5+	—	1	150	—/1	*6
Orc General	General	+2	—	—	8	1	95	1	—
Orc Hero	Hero	+1	—	—	8	1	80	—/2	—
Orc Shaman	Wizard	+0	—	—	7	1	45	—/1	—
Goblin Hero	Hero	+1	—	—	7	1	45	—/2	—
Wyvern	Monstrous Mount	+2	—	—	—	—	+80	—/1	*7

Special Rules

1. Orc Boar Boyz. You may field one Boar Boy unit for every two units of Wolf Riders/Spider Riders in the army. One of these units may be Savage Orc Boar Boyz (see below).

2. Savage Orc Boar Boyz. These receive +1 to their attack value (as per Power of the Waaagh) if they charge an enemy. This +1 lasts for the entire combat, whilst they are winning. They do not receive this bonus if they themselves are charged or if they lose a round of combat.

3. Wolf Riders. Wolf Riders follow the rules in the Orc army list. In addition, the Wolf Riders that ride in this army can, if defeated in combat, elect to break off and run for the hills (or at least out of harm's way!). Wolf Riders can only break off after the first round of combat has been fought!

To do this, roll 5D6 and add the scores together. This is the Wolf Riders' fall back move. You may then move the Wolf Riders straight back by this distance facing away from their attackers. If any 6s are rolled, the Wolf Riders are also confused. The attacking player counts as having destroyed his enemy, so is allowed to advance (up to 20cm if in the first round of combat, 10cm if in subsequent rounds).

If fighting with cavalry, you may also elect to pursue the Wolf Riders. To do this, roll 5D6 and add the scores together. If this distance is sufficient to bring them into contact with the Wolf Riders then units from both sides are moved and combat is fought. The Wolf Riders will suffer -1 Attack for being attacked in the rear.

4. Spider Riders. Spider Riders can move through wooded areas as though they were infantry. They also do not receive any penalty for being in wooded terrain when receiving orders. Spider Riders can shoot up to 15cm from any edge, no matter front, side or rear.

5. Squig Hoppers. Squig Hoppers, or a brigade containing Squig Hoppers, suffer a -1 penalty when receiving orders due to the rowdy and unpredictable nature of the Squigs. Squig Hoppers must charge any enemy target within 20cm during the initiative phase regardless of direction! Also Squig Hoppers become confused on a D6 roll of 5 or 6, rather than the normal 6.

6. Giant. The Giant follows the rules in the Orc army list.

7. Wyvern. The Wyvern follows the rules in the Orc army list.



Araby Tribal & Araby City-State Armies

By Oriental Design Team.

Araby Tribal Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Tribal Warriors	Infantry	3	3	6+	—	3	60	1/—	*1
Tribal Bowmen	Infantry	3/1	3	0	—	3	60	—/—	*1
Scorpion Warriors	Infantry	4/1	3	6+	—	3	95	—/1	*1, 2
Dervishers	Infantry	4	3	—	—	+1	30	—/4	*1, 3
Desert Raiders	Cavalry	3	3	6+	—	3	90	—/4	*1, 4
Tuareg Camels	Cavalry	3/1	3	6+	—	3	90	1/—	*1, 5
Ruhk	Monster	6/1	5	5+	—	1	170	—/1	*6
Sheik	General	+2	—	—	8	—	95	1	—
Hero	Hero	+1	—	—	8	—	80	—/2	—
Mullah	Hero	+0	—	—	7	—	60	—/1	*7
Flying Carpet	Special Mount	+0	—	—	—	—	+15	—/1	*8
Sand Lizard	Monstrous Mount	+1	—	—	—	—	+50	—/1	*9

Special Rules

ARMY RULES

The only magic items available are Dispel Scrolls (1 per Mullah) and Flying Carpets. All other magic is shunned by the people of the desert.

SPECIAL RULES

1. Tribal Warriors. Tribal troops ignore distance modifiers when commands are issued to them. This doesn't apply to brigades that include Tribal troops and other units. Tribal foot troops have an extra -1 command penalty when in dense terrain. Remember that characters cannot issue orders to units beyond their maximum command range.

2. Scorpion Warriors. Scorpion Warriors are trained bands of warriors who use all and every means of killing. Enemy must re-roll any passed armour saves from hits caused by Scorpion Warriors. They may not have a Dervish stand added to them as they make too much noise. Scorpion Warriors count as fortified in dense terrain even though they suffer the additional -1 command that all tribal units have when in dense terrain.

3. Dervishers. Dervishers can be added to any infantry or cavalry unit except Scorpion Warriors as a skirmishing infantry stand. Whilst they are with the unit their frenzy encourages the rest of the unit so that it does not suffer from drive backs. If taken as casualties the loss of a Dervish stand does not cause a -1 command penalty. The unit can only move at the speed of the slowest stand. A Dervish stand (but not the unit it is with) never gets Attack modifiers for enemy facing its side or rear or for fighting the terrifying enemy.

4. Light horses. They are so fast that if they win or draw a combat then they are able to fall back up to 4D6cm instead of 3D6. Light Horses that lost the first round of their combat may still fall back 2D6 (instead of retreating). This move is allowed unless it requires friends to make way for them - in that case they retreat as normal. After Light Horses fled, the pursuing

enemy may advance as normal unless he has other units to pursue in that combat engagement or had already advanced that turn. The advance is made as usual to the closest visible enemy which may in fact be the escaping horsemen.

5. Camels. Camels are based facing the long edge of the base in the same way as infantry.

6. Ruhk. A Ruhk is a huge monster big enough for a crew — it is based on 40x40mm stand and can shoot in a range up to 30cm. A Ruhk can fly and causes terror.

7. Mullah. Mullahs have a 4+ dispel ability as per Runesmiths. Only one Mullah may attempt to dispel each spell. Mullahs may not take any magic items other than dispel scrolls but each mullah can have 1 scroll.

8. Flying Carpets. Flying Carpets are special mounts and can fly. Carpets are covered with powerful glyphs that enhance a Mullahs dispel ability once per game by +1 if the carpet is the Mullah's mount.

9. Sand Lizards. Sand Lizard causes terror in its enemies.



Araby City States Army Selector

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Corsairs	Infantry	4	3	6+	—	3	65	-/3	—
Militia Bowmen	Infantry	3/1	3	0	—	3	55	1/-	—
City Spearmen	Infantry	3	3	6+	—	3	45	1/-	—
Tribal Warriors	Infantry	3	3	6+	—	3	70	-/2	*1
Mamluk Cavalry	Cavalry	3	3	5+	—	3	90	1/4	—
Desert Raiders	Cavalry	3	3	6+	—	3	100	-/2	*1, 2
Tuareg Camels	Cavalry	3/1	3	6+	—	3	100	-/2	*1, 3
Tar Lobbers	Artillery	1/3	2	0	—	1	90	-/1	*4
Caliph	General	+2	—	—	9	—	125	1	—
Sharif	Hero	+1	—	—	8	—	80	-/2	—
Sah'haar	Wizard	+0	—	—	7	—	45	-/1	—
Flying Carpet	Special Mount	+0	—	—	—	—	+10	-/1	*5
Djinn	Special Mount	+3/3	—	—	—	—	+110	-/1	*6
Sand Lizard	Monstrous Mount	+1	—	—	—	—	+50	-/1	*7

Special Rules

1. Tribal Warriors. Tribal troops ignore distance modifiers when commands are issued to them. This doesn't apply to brigades that include Tribal troops and other units. Tribal foot troops have an extra -1 command penalty when in dense terrain. Remember that characters cannot issue orders to units beyond their maximum command range.

2. Light horse. They are so fast that if they win or draw a combat then they are able to fall back up to 4D6cm instead of 3D6. Light Horses that lost the first round of their combat may still fall back 2D6 (instead of retreating). This move is allowed unless it requires friends to make way for them - in that case they retreat as normal. After Light Horses fled, the pursuing enemy may advance as normal unless he has other units to pursue in that combat engagement or had already advanced

that turn. The advance is made as usual to the closest visible enemy which may in fact be the escaping horsemen.

3. Camels. Camels are based facing the long edge of the base in the same way as infantry.

4. Tar Lobber. Tar Lobbers throw burning tar, boiling oil and scorching sand pots and follow all the rules of Undead Skull Chukka in Warmaster Rulebook.

5. Flying Carpet. Carpets are special mounts and can fly.

6. Djinn. Djinn can fly and causes terror. It can shoot up to 20cm if attached to a unit. Djinn allows his owner to add +1 to his roll when casting a spell once per game.

7. Sand Lizard. Sand Lizard causes terror.

Araby City-States Spells

EL JALLALALBADABIN'S MUSICAL MIRAGE

5+ to cast Range 30cm

The Wizard can place an illusory unit within 30cm of himself. This unit has all the effects of a real unit but cannot fight, shoot or move. The spell lasts until the start of the casting players next Shooting phase or passed through by whatever reason (except charging) or charged by the enemy. It can be shot at, charged and evaded from, it blocks LoS, units cannot be ordered to pass through. It acts as a real unit for initiative moves determination and command penalties. It does not suffer drivebacks or casualties from magic or shooting. If the enemy unit charges the mirage it stops on contact and removes the mirage's effects. The chargers automatically win the subsequent combat doing 0 hits, allowing for a possible advance.

JAFFAR KAPE'S SERIOUSLY SCORCHING SIROCCO

5+ to cast Range 30cm

The mage casts a dust-storm centred on his being - visibility within 30cm of the mage is reduced to 10cm. You can only see out of a sirocco if you are within 10cms of its edge. ALL commands starting within 30cm of the mage suffer a -1 commands penalty. The spell lasts until the start of the casting players next turn. Flyers may not take off, land or fly over a sirocco, which means no home back when inside a sirocco.

Being in a sirocco does not confer defensive status to a unit, it is still classed as being in the open.

DANCING SCIMITARS

5+ to cast Range 30cm

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, eg over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. This spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by this spell as with ordinary shooting (even including friends). Engaged units cannot be driven back by this spell but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

STING OF THE SCORPION

4+ to cast Range 15cm

This spell can be cast on any friendly unit within range regardless of whether the Wizard can see it or not. The unit gains the power of Scorpion. All successful armour save rolls for hits caused by the unit must be re-rolled.

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WARMASTER

TRIAL ARMIES SUPPLEMENT



WARMASTER
PLAYTEST TEAM

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