

WARHAMMER™

THE OLD WORLD



FANTASY BATTLES IN THE WORLD OF LEGEND
RULEBOOK



WARHAMMER

THE OLD WORLD

Prepare yourself to enter a world of battle and death, of violence and madness. Chaos infects this world like a malignant disease from which there can be no recovery. Logic, reason and sanity have no place here. Even the land and the air are suffused with raw magic – ancient trees come alive, men devolve into monsters and mysterious citadels rise from the earth at dusk, only to fade away by dawn. In this blasted realm, you will see wonders and horrors alike that you shall carry to the grave.

From the north, tribe upon tribe of barbarians and iron-clad immortals come, bringing death and destruction in honour of their dark gods. Under the heat of the southern sun, skeletal legions and armies of living statues rise from the desert sands to war eternally with their neighbours and reclaim their lost lands from hosts of plate-armoured knights. Across the Old World, bestial and nameless things pour out from the endless forests to besiege, burn and topple fortress-cities. Orc warlords lead vast mobs of raucous warriors, slime-skinned trolls and ramshackle war engines to endless wars, from mountain peak to distant coast. In the earth below, Goblin hosts clash with unyielding shieldwalls of grim Dwarf tunnel-guards who fight daily for the survival of their cavernous dominions. From the far-off lands of the Elves, great fleets of elegant ships sail to war, the skies above alight with the fire of legions of duelling Dragons.

Yet amidst all of the fire, flame and fury, it is a world of mighty heroes, of bold deeds and of great courage. These few champions stand against the encroaching darkness, rallying their warriors with acts of valour and the hope of victory. The deafening roar of battle rises above them all, the sound of a thousand times a thousand brave soldiers crashing body, blade and shield against the endless hordes of enemies.

The fate of the world, be it damnation or salvation, hangs in the balance.

This is a world of eternal war and fleeting glory.

This is Warhammer: the Old World, the game of fantasy battles in a world of legends.

CONTENTS

Warhammer: The Old World

Introduction.....	4
What You Need	6

The World Of Legend

In the Beginning.....	10
War Unending.....	20
Times of Legend	22
War & Conquest.....	31
The Rise of Men	33
The Coming of Sigmar	40
The Land of Chivalry	47
Southern Kingdoms.....	50
The Enchanted Wood.....	57
Lords of Ulthuan.....	61
The Ancestor Gods	65
A Green Menace.....	69
Tomb Kings of Khemri.....	73
The Lost & the Damned	77
The Beasts of the Forest.....	80
The Wolves of the Sea.....	82
Land of Ice & Snow	84
Ruled by Dragons.....	86

The Rules

Overview of the Game	91
General Principles	92
Measurement.....	92
Dice.....	93
Templates	95
Model Profiles.....	96
Characteristics Profile	96
Split Profiles.....	97
Characteristics of Zero.....	97
Characteristic Tests	97
Other Model Information	98
Forming Units.....	100
Formation Types.....	100
Close Order Formation.....	100
Removing Casualties	102
Single Wound Models	102
Multiple Wound Models.....	102
Removing Casualties from Units.....	102
Model & Unit Facing.....	103
Line of Sight.....	103
Troop Types at a Glance	104
Categories of Troop Type	104
Troop Type Table.....	105
Unit Strength.....	105

Magic	106
Wizards.....	106
Casting Spells	108
Dispel.....	110
Spell Resolution.....	111
Core Rules	114
The Turn Sequence.....	115
The Strategy Phase.....	116
The Movement Phase.....	118
The 1" Rule.....	118
Movement in Detail.....	123
Basic Movement.....	123
Manoeuvres.....	124
The Charge Move	126
Unusual Situations (Charging)	128
Accidental Contact	131
Flee!	132
Give Ground.....	134
Fall Back in Good Order.....	134
Oddball Stuff (Movement).....	134
Terrain & Movement.....	135
The Shooting Phase	136
Oddball Stuff (Shooting).....	143
The Combat Phase.....	144
1. Choose & Fight Combat.....	145
2. Calculate Combat Result	151
3. Break Test.....	154
4. Follow Up & Pursuit.....	156
Oddball Stuff (Combat)	158
Terrain & Combat.....	159
The Psychology of War	160
Panic Tests	160

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Advanced Rules	164	Battlefield Terrain	268	Campaign Battles	300
Special Rules.....	165	How Much Terrain?	268	Campaign Trees.....	300
Unusual Formations.....	182	Placing Terrain.....	268	League Campaigns.....	301
Open Order Formation.....	182	Categories of Terrain.....	269		
Skirmish Formation.....	184	Special Features.....	272	Narrative Battles	302
Troop Types in Detail.....	188			Open Play.....	303
Infantry.....	190	Warhammer Armies	276	The Games Master.....	304
Cavalry.....	192	Points Values & Size of Game.....	276	Forging a Narrative.....	305
Chariots.....	194	The Muster List.....	276	Linked Battles.....	307
Monsters.....	196	Army Lists.....	277		
War Machines.....	197	Percentages.....	278	Realms of Magic	316
Command Groups.....	198	Number of Units.....	278		
Champions.....	199	Mercenaries.....	279	The Lore of Magic	319
Standard Bearers.....	200	Allied Contingents.....	280	Battle Magic.....	320
Musicians.....	201	Regimental Units		Daemonology.....	322
Characters.....	202	& Detachments.....	282	Dark Magic.....	324
The General.....	203			Elementalism.....	326
The Battle Standard.....	203	Warhammer Battles	284	High Magic.....	328
Characters & Troop Type.....	204	Setting up your Battlefield.....	285	Illusion.....	330
Mounted Characters.....	204	Deployment.....	285	Necromancy.....	332
Characters & Formations.....	205	First Turn.....	286	Waaagh! Magic.....	334
Lone Characters.....	206	Game Length.....	286		
Characters & Units.....	207	Victory Points.....	286	Magic Items	336
Challenges.....	210	Pitched Battle Scenarios.....	287	Using Magic Items.....	336
Weapons of War.....	212	The Plain of L'Anguille.....	288	Magic Weapons.....	338
Combat Weapons.....	213	The Doom of		Magic Armour.....	340
Missile Weapons.....	216	Odo Todmeyer III.....	290	Talismans.....	341
Armour.....	220	The Battle of Pine Crag.....	292	Magic Standards.....	341
Unusual Armour.....	221	The Drakwald Forest Incident.....	294	Enchanted Items.....	342
Additional Equipment.....	221	The Battle of Gisoreux Gap.....	296	Arcane Items.....	343
War Machines.....	222	The Lonely Tower.....	298		
Bolt Throwers.....	223			Quick Reference	344
Stone Throwers.....	224			Index	350
Cannon.....	226				
Organ Guns.....	228				
Mortars.....	228				
Fire Throwers.....	229				



INTRODUCTION

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



The Old World is a land torn asunder by strife and conflict. From the fertile farmlands of civilised nations to the arid wastelands of the untracked wilderness, armies march to the beat of drums and the blaring of horns, beneath a canopy of resplendent banners and gleaming standards.

All across the Old World, the nations of Men, Dwarfs and Elves defend their borders against the hordes of armoured warriors and marauders that flow from the north, worshippers of the Dark Gods that seek only to topple civilisation. From within, they are beset by tribes of Orcs and Goblins

that endlessly raid and make war for war's sake, and by the corrupted beasts of the deep, dark forests, the children of Chaos.

Across the oceans of the world, the High Elves of Ulthuan fight a bitter centuries-long war against their twisted kin, the Dark Elves. To the south lie the sandy realms of the undying Tomb Kings who guard the riches of their necropolis cities from plundering raiders and threaten the lands of the living with their eternal might.



The Warhammer Hobby

Warhammer: the Old World is a game unlike any other because it is so much more than a game. It is an engaging and engrossing pastime – a hobby with a host of different aspects. There are armies of Citadel miniatures to collect and paint, fantastical battlefields to create, a rich history to explore and endless gaming challenges. It is a hands-on hobby, limited only by the bounds of your imagination. If all this sounds like a lot of work – it is! But glory won lightly is no glory at all.

How This Book Works

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

The Warhammer World

The Warhammer world is a strange, magical realm full of battle and strife. This section provides histories, tales of the major epochs and a glimpse at the many realms and nations of the world during the era in which the action is set.

The Rules

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

Miniatures Showcase

This glorious section shows off a fantastic assortment of Citadel miniatures from the Warhammer range. There are examples from many armies displaying lavishly painted models from the talented members of the world-famous 'Eavy Metal team. Looking through this section should inspire anyone!

Warhammer Battles

The final section is all about putting the rules, background and the models together. In addition to tips about setting up and playing your own games, you'll find a range of exciting scenarios to play, along with advice on running your own campaigns and recreating awe-inspiring Legendary Battles.



WHAT YOU NEED

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

Armies Of Citadel Miniatures (1)

Both you and your opponent will need an army to lead into battle. Warhammer: the Old World has many armies to choose from and each force is different and characterful in its own right, but best of all, each army can be built in countless combinations. Players can choose their favourite models, exploit a favourite game tactic or collect as their whims dictate. No two armies need be alike.

Rulebook (2)

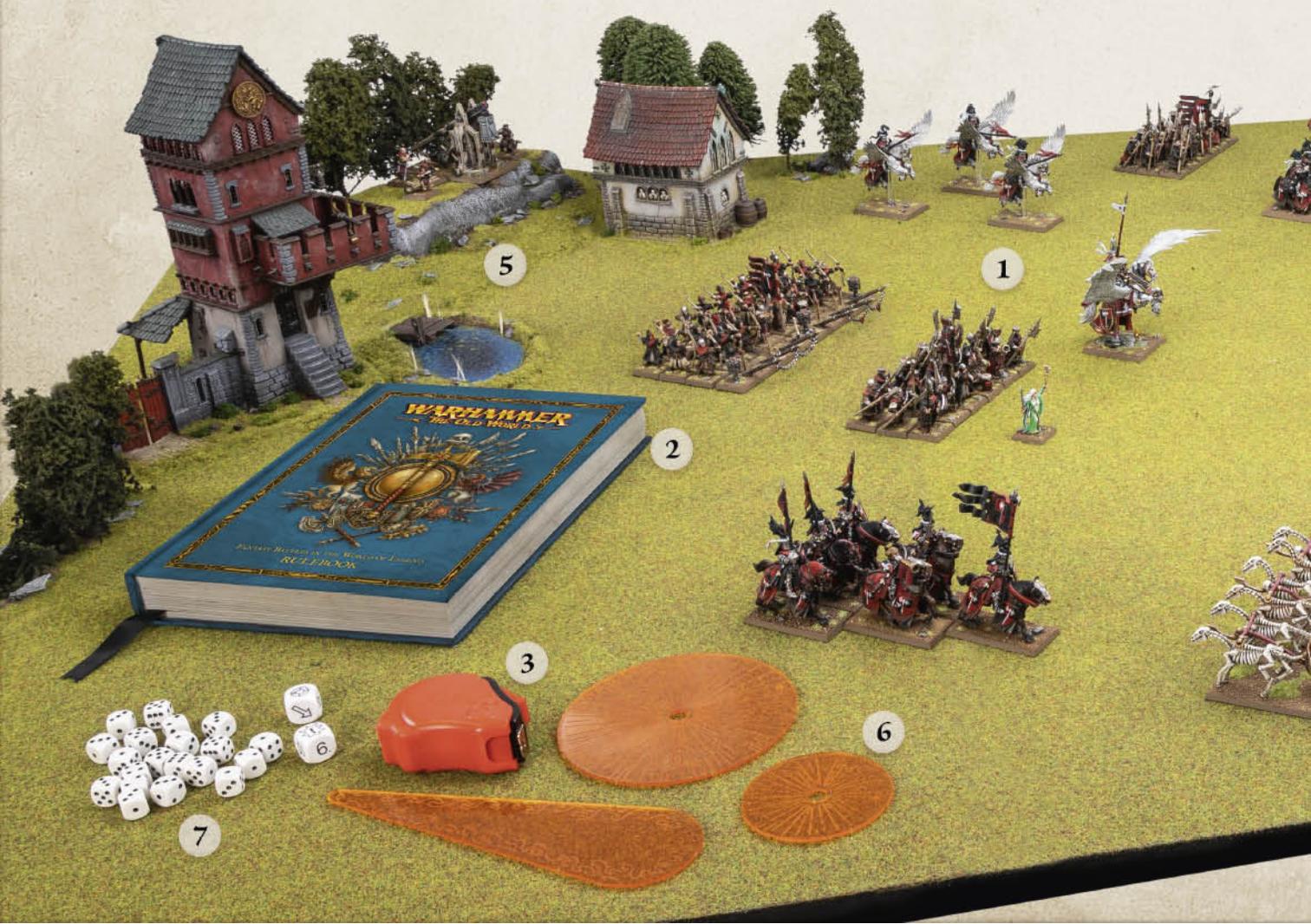
When first learning how to play, you will find yourself consulting this very Rulebook often. But fear not, after a few games the bulk of the rules will become second nature and you will soon find that you only need to look up an occasional reference or find a clarification for an unusual situation.

Tape Measure (3)

The bounce of a cannonball, the flight of a Griffon, the charge of a regiment of Knights or the range of a Wizard's fireball are all measured in inches. A tape measure or ruler marked in inches is therefore a necessity.

A Battlefield (4)

Any flat surface can become the battlefield for armies to fight over. A dedicated playing space is ideal, but a kitchen table, flat workbench, large desk or even the floor will do. To this, you might wish to add a number of terrain features, making your tabletop better resemble a field of battle in a fantasy realm.



Terrain (5)

For games of Warhammer: the Old World, you will need only a few choice pieces of terrain, such as forests, rivers, or the heaped skull-totems of a barbaric race. Warhammer armies, consisting of tightly regimented formations, prefer to do battle across open fields where possible. However, a wise and cunning general will use terrain to their benefit – protecting a vulnerable flank with dense forests, advancing skirmishers through rough ground, and so on.

Templates (6)

Some weapons, such as stone throwers, affect a large area and can destroy many models at once. By placing a template, players can determine how many models are hit (see [page 95](#)).

Dice (7)

Warhammer: the Old World uses six-sided dice to work out effects such as combat and shooting. A few differently coloured dice are handy to work out specific rolls for heroes. You will also need an Artillery dice and a Scatter dice to work out certain spell and war machine effects (see [page 95](#)).

Pen & Paper

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





THE WORLD OF LEGEND

The world of Warhammer is a battle-scarred and dangerous place. Around every corner, down every darksome alley and behind the bole of every twisted tree lurks deadly threats and evil things. For the unwary, the opportunities to encounter a sudden and gruesome end are plentiful.

Across the Old World, mighty kings and powerful warlords raise glorious armies and grim hordes without number. These rival hosts march to unceasing war, feet stomping

to thunderously beating drums, heads held high beneath glittering pennants and ragged banners. Bold heroes stride forth to battle the evil creatures that lurk in the wilds and drive back the forces of chaos and destruction.

The pages that follow explore the rich stories and dramatic rivalries that lie behind the many conflicts enacted upon the battlefield, setting the scene for your own battles and offering a taste of each of the races and factions you may encounter.





IN THE BEGINNING

The world has not always been ruled by the races that battle over it today. It was once a cold and desolate place, a home to great beasts of forgotten legend. For unknown millennia, these creatures vied for supremacy and for millennia more, this might have continued. Alas, when an enigmatic race of starfarers rode down from the heavens aboard flaming chariots, the world was set upon a new path...



The Time Of Dragons

The history of the world began long before Men forged their empires upon the land, before Dwarfs carved their cavernous domains beneath the mountains, even before Elves first plied the ocean waves. An epoch ago, as it turned slowly under a cold and distant sun, the world was populated by gigantic beasts; cold-blooded gargants stalked the mountain peaks, great blind behemoths tunnelled beneath the earth, segmented leviathans swam beneath the waves, and more besides.

Far from unthinking, many of these elder creatures held their own domains and ambitions, and for long aeons, the ground shook as titanic monsters warred. Of all these strange breeds, it was the intelligent and articulate, vicious and ruthless race of Dragons that ruled supreme over the primal world. They soared between the mountain peaks bringing war to the gargants, made their colossal lairs within the underground realms of behemoths, and hunted above the ocean waves, preying upon the leviathans as they preyed upon one another.

Yet despite their pre-eminence, the Dragons were ill-prepared for the arrival of beings from beyond the boundaries of their own meagre reality. The age of Dragons was not to last...

The Coming Of The Old Ones

Mysterious in origin, and near-omnipotent in nature, the race known only as the Old Ones had plied the depths of the cosmos in magnificent silvered ships since time itself began.

They had looked upon the world from above, and found it to be good. By their reckoning, this world might play an important role in destiny, a place where great powers would vie for supremacy. They saw in the world the seed of something unknown and, as yet, unknowable, ripe with the promise of new realms and realities that might, in some distant future, erupt from the fires of destruction and chaos that would come to ravage this reality.

For how long the Old Ones watched and studied their prize from afar, laying plans that would irrevocably change the very stuff of reality, none can even guess. Perhaps mere moments passed between their discovery of the world and the commencement of their great works. Perhaps they hung unseen in the heavens for aeons, watching the great beasts far below make endless war on one another. Whatever the case, when the Old Ones stepped into the world, it was as if the gods themselves had set foot upon the soil; their mere presence proving a catalyst to changes that would spell the doom of the creatures that walked the world before them.



Re-forging The World

At the poles of the world, great gates were constructed through which the servants of the Old Ones rode from realms unknown upon zephyrs of magical power. They brought with them great machines of arcane science, world-building engines with which they would reform the lands and seas into more pleasing geometries.

The first of these servants were the Slann, corpulent and toad-like, yet possessing profound knowledge of matters both philosophical and scientific. The Slann were the chief engineers of the Old Ones' plan, and it was they who interpreted the Old Ones' will and committed their instructions onto sacred plaques, crystallised from pure thought. At the bidding of their masters, the Slann manipulated the world-engines and steered the planet's path toward the warming light of its distant sun. In the turmoil of this great undertaking, mountains were shattered and rebuilt, landmasses were moved upon their foundations in accordance with ancient prophecies and patterns, and oceans were drained and created anew.

The Slann in turn were served by multitudinous legions of Lizardmen, spawned in their millions to serve as labourers and warriors. Vast armies of Lizardmen marched across the swiftly evolving face of the world. They felled forests, shaped rock and raised vast temple-cities towards the heavens, majestic monuments in which the Slann would reside. And they battled those monstrous denizens of the prehistoric world that had survived the coming of the Old Ones, driving the gargantuan beasts into desperate flight, to cower in the deepest and darkest corners of the world lest they face utter annihilation.

The Young Races

As the Lizardmen laboured, the Old Ones turned their attention to populating the paradise they were creating, bringing many new races into being. Some believe they hoped to determine which traits were the most important for a successful and long lived civilisation. Others suspect the young races were created only to protect their paradise realm from some unknown threat.

First among the young races were the Elves. Blessed with dexterity, intelligence and grace, they easily learned the skills of civilisation and showed tremendous aptitude for controlling the constant flow of magic that entered the world through the polar gates. The Elves were soon joined by the Dwarfs, beings in many ways their opposite. Dwarfs were doughty and stalwart folk, resistant to magic but skilled workers of metal and stone.

Surging in great numbers from the barren wastelands of the world came Orcs and Goblins; crude creatures more interested in fighting one another and hunting prey than in the ways of civilisation. They had come to the world aboard the mighty vehicles of the Old Ones, stowed away in secret, and they had prospered greatly upon the warm and lush world.

Later came the race of Men; adaptable and prolific, so vital and ingenious they would easily adjust to almost any environment. Lastly, were perhaps the most unfinished of all the Old Ones' creations: the somewhat vulgar races of the Halflings and the Ogres, radically different in size and strength, but remarkably resistant to the baleful lure of the magical world.



The Cataclysm

Unbeknownst to the Old Ones, toiling upon their great works, disaster loomed.

To drive their world-building engines and facilitate their interstellar travels, the Old Ones relied upon sorcerous power drawn from an alternate dimension, one that lay beyond the physical reality they themselves occupied. In ages long past, the Old Ones had learnt of this ætheric otherworld and tapped into its limitless reserves of raw magic. Over long millennia of study, they had reasoned that by opening gateways into the roiling heart of the æther they might travel almost instantaneously through the interstellar deeps. In this assumption they were correct and, in time, they constructed a great network of gateways and tunnels through the magical realm, linking together the many worlds of their vast cosmic empire.

What the Old Ones had failed to comprehend was the power of the beings that inhabited this reality. Vast and predatory creatures dwelled within the æther, creatures that simultaneously resented the intrusion of the Old Ones into their domain and hungered for the warmth and vitality of the Old Ones' alien realm.

Creatures of pure energy and emotion, the denizens of the æther were drawn towards the vibrant energy of the young world, and they gathered close about the gateways of the Old Ones. They peered through the metaphorical veil that separated the dimensions, whispering promises and lies to the creatures that dwelt there. Carried upon the Winds of Magic

that flowed endlessly through the gateways, these whispers reached the ears of both those beasts that survived from the bygone era and the young races alike. Where they were heard, these whispers seduced and corrupted the minds of many, luring them into the worship of ruinous powers that crept into their dreams masquerading as beneficent gods.

Upon every mortal soul corrupted, the creatures of the æther fed hungrily and grew in power. As grew their power, so grew their hunger, and they pressed ever more forcefully against the barriers that separated them from the sustenance they craved. Under the unrelenting pressure of these entities' attention, the portals above the poles of the world, each larger than a mountain, began to bend and break, eventually collapsing in an epoch-shattering implosion. In an instant, the gates were replaced by a boiling sea of chaos where the physical world and the otherworld overlapped, a yawning chasm in the stuff of reality revealing the Realm of Chaos that lay beyond.

In that moment the Old Ones disappeared from the world, their tenuous connection to this realm severed with absolute finality. Whether they were slain by the psychic trauma of the event, or merely banished into a distant shadow realm, none can say. In the suddenness of their departure the Old Ones left a great void which the forces of Chaos rushed to fill, and all that remained in their wake were the ghostly echoes of their former greatness, vague memories of what they had been.



The Coming Of Chaos

Where once the polar gates had stood, an impossible wound in the fabric of reality now gaped, spewing raw chaos into the world, which coalesced upon contact with reality into the unnatural black rock known as warpstone. So great was this eruption that a new moon was formed in the heavens above the young world – Morrslieb, the Chaos moon. With the birth of this evil satellite, the world was rocked in its orbit and the landmasses shook upon their foundations while the ever growing tear in reality threatened to consume everything, and the worst had barely yet begun...

From the tortured heavens, pulsing comets fell upon the trembling earth, contrails of unlight flaring in their wake as they plummeted towards the vibrant green lands below. They crashed into the world, felling endless tracts of forest and burying themselves inside massive craters of scorched earth. With each impact, the land was infected further by the raw stuff of chaos. Its insidious taint worked outward into the fertile soil, suckled upon by the roots of ancient trees and seeped into the air breathed by the nomads and the beasts that populated the lands.

As chaos permeated all, the forests stirred, writhing with malign energies. Weird calls echoed from the trees as the woods thrashed with rampant growth. Strange and terrible processes were enacted in that dank, boiling cauldron of fecundity. The primitives of the region and the beasts of the forest were somehow mated, their terrible offspring born and mated again, generation after generation coming into being, indiscriminately reproducing and eventually dying in an uncontrolled and rapid procession.

From the great roiling Storm of Magic that surged in the heavens above, riding upon the unleashed Winds of Magic that blew a hurricane gale about the doomed world, came a coruscating army of a billion fiends. These daemonic creatures of the magical realm, servants of the ruinous powers that dwelt within the æther, given life by the nightmares of mortals, were set loose upon a plane of existence on which they should never have trod.

As the disaster unfolded, the oldest and wisest of the Slann Mage-priests acted. Through a monumental outpouring of arcane might, they halted the tearing of the material realm. Wrestling with forces greater than anything they had encountered before, the Slann stabilised the globe, slowing its erratic flight through the angry heavens and setting it back upon its correct orbit around its distant sun.

So great was the effort that many of the oldest Slann expired even as they battled to halt the cataclysm. Hundreds more died in the days that followed, their vitality consumed by their efforts to hold back the daemonic invaders. Those that remained possessed only a fragment of the wisdom of their elders – they did not know the deepest secrets of the Old Ones, they were not masters of the æther and they could not traverse the interstellar deeps. Of the Geomantic Web, the arcane construction of their forebears, they understood only rudimentary details, and they had not the knowledge of their masters' great plans. By events beyond their reckoning, they had inherited a duty beyond their means – the preservation of the world and the completion of the Old Ones' great plan.

Chaos had come to the world, and its defenders had been utterly overwhelmed.



The War Against Chaos

With the Great Cataclysm, a terrible war began. Faced with annihilation, the remaining Slann rallied, mustering armies of Lizardmen of such size their like has not been seen in the world since.

These armies marched forth to meet the Daemon legions in battles that spanned continents, lasted centuries and claimed untold lives. Even as the Lizardmen met the daemonic tide with primordial ferocity, the Slann harnessed the rampant magical energies to fuel spells of unprecedented destruction. They gulped in the magic-infused air and belched forth firestorms, unleashed tidal waves and split the earth asunder to lay waste to the invaders.

But daemonic reinforcements continued to flow into the world and the balance began to shift. The Slann felt their powers weaken as the raw and chaotic magic that flooded the world grew ever harder to control. While the unconstrained Winds of Magic wore heavily upon the Slann, sapping their strength, they invigorated the daemonic legions, for they were born of the unnatural stuff and could readily shape it for their own use. As the magical supremacy shifted, so too did the war.

Yet the war was not fought by the servants of the Old Ones alone. Across the seas, the young races, the Elves of Ulthuan and the Dwarfs of the Old World, had not been idle. In the centuries that followed the Great Cataclysm, these races had grown strong through hardship, and their armies stood firm in the defence of their lands.

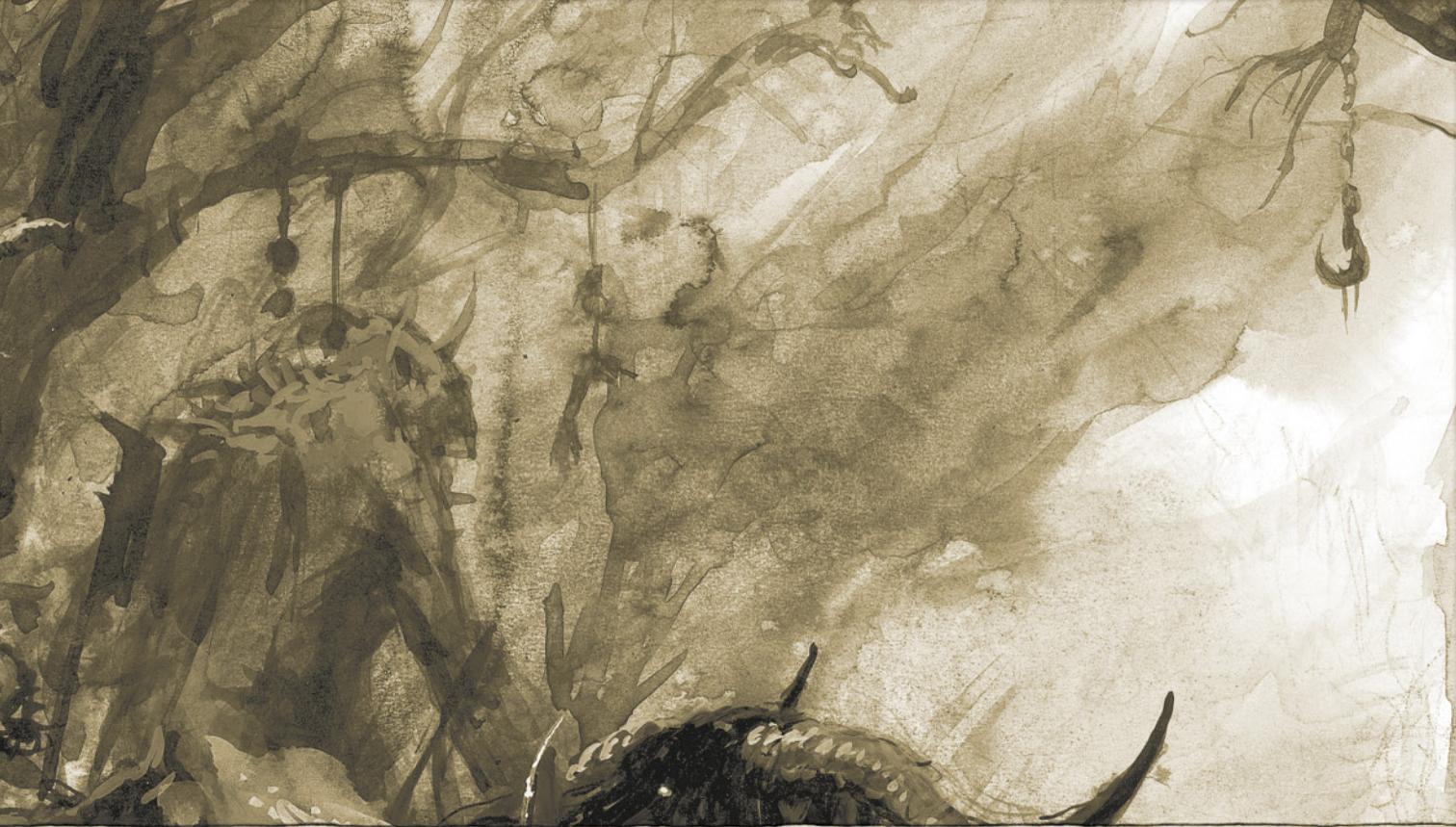
The Children Of Grungni

In the Worlds Edge Mountains, Grungni, the first Dwarf and Ancestor God of his race, had long ago warned his people that a time of great peril might come. In his wisdom, he had commanded them to take refuge deep beneath the mountains where they had sheltered as the Great Cataclysm unfolded.

When the tempest had finally passed, the Dwarfs had emerged once more from their vast underground realm and found the world above a very different place. The sky was dark and the land barren. Mutated beasts and unnatural monstrosities prowled the mountain peaks and besieging armies gathered hungrily outside mighty Dwarf-built gates.

Yet the hordes of Chaos quickly found that the Dwarfs were far from defenceless, and eager to reclaim the lands they had once worked. In their long years beneath the mountains, Grungni had taught his people to inscribe magical runes onto their weapons and armour – allowing them to stand against the creatures of Chaos that assaulted them, and Valaya, wife of Grungni, had used her protections to ward off the dark magic of their enemies – dampening their dread powers.

But it was Grimnir, the blazing warrior-god of the Dwarfs, who would lead his people to war. With their rage-filled and wrathful champion at their fore, mighty Dwarf throngs spilled forth from their strongholds. These mighty hosts marched across the continent-spanning mountain ranges of the Old World, slaying Daemons and routing armies of mutant savages. Where Grimnir led, his warriors followed, and the hordes of Chaos trembled.



The Chosen Of Asur

Far from the Worlds Edge Mountains, the salvation of the Elves and their island nation of Ulthuan came in the form of Aenarion, a wanderer who had long travelled the world, witnessing first-hand the growing might of Chaos and returning to Ulthuan in its time of need. Finding his once fair homeland war-torn and ruined, Aenarion turned to Asuryan, the Creator God, for aid. Over many long days, he burned countless offerings in the sacred flame of Asuryan's shrine, but if the god heard, he gave no sign.

Finally, in desperation, Aenarion cast himself bodily into the sacred fire, offering his own life if Asuryan would save his people. By some miracle, Aenarion emerged from the flame unscathed and transformed. The spirit of Asuryan had entered him, filling him with a radiance that all could see. Aenarion had become the vessel of a transcendent power, and when he spoke, Elves hastened to obey.

With the great mage Caledor Dragontamer at his side, Aenarion oversaw the training of Elven warriors and the raising of Ulthuan's armies. For a century or more, Aenarion, now crowned Phoenix King by his people, rode to war against the daemonic legions, mounted upon the great dragon Indraugnir. Behind him rode the princes of Ulthuan, each mounted atop a great wyrm, and behind each of these marched the serried ranks of Ulthuan's gleaming host. Led by their king, the Elven armies won many glorious victories, driving the foul hordes of Chaos back from the borders of Ulthuan.

The Celestial Dragon

In the distant east, the lands that would one day come to be known as Grand Cathay found salvation in the form of a being more ancient and powerful than any mere god or Daemon.

Since before the coming of the Old Ones, the Celestial Dragon had ruled the east, an apex predator before which all others had bowed. When the Old Ones had first stepped upon the world, changing the shape of the lands and seas, the Celestial Dragon had chosen caution and avoided confrontation. Where others of his kind had fought the Old Ones, he had learned their ways. As the world grew warm and became saturated with magic, he studied their arcane sciences, becoming a hidden master of their arts.

When the Ruinous Powers began to whisper their promises into his slumbering mind, the wise and thoughtful Celestial Dragon pondered their words, and saw in them only the threat of coming destruction and despair. He looked at the humans now populating his lands, simple but respectful creatures, and knew that his honour required him to protect them and lead them through the trials ahead.

So it was that the Celestial Dragon defended his lands against the rampaging daemonic legions. Together with his mate, the Moon Dragon, and their nine draconic children, he did battle with the daemonic legions, driving them from his lands. And for his efforts, the young races of Cathay learned to shun gods and Daemons and to bow down before Dragons.

The Fall Of Itza

Despite many victories by the armies of order, the daemonic legions continued to assail the world and, as the war ground on and decades turned into centuries, wave upon wave of Daemons, each more numerous than the last, sought to topple the servants of the Old Ones. The armies of the Slann were forced ever back, relinquishing their tropical paradise realm to the ravages of Chaos and retreating into the shelter of their temple-cities. Here, they fought a furious defence against the besieging enemy, protected by magical wards so potent that no Daemon should ever breach them.

Yet breach them the Daemons did. Slowly at first, the daemonic attacks weakened the defences of the temple-cities, but as the years wore on and the ferocity of the assaults increased, the damage caused to the defences grew whilst the strength of the Slann waned. The first temple-city to fall was Xahutec, its wards collapsing in a kaleidoscopic explosion. Once the first temple-city fell, others quickly followed until eventually, the daemonic legions massed at the walls of Itza.

The First City and lynchpin of the Slann's arcane defences, Itza was under the protection of Lord Kroak, the first Slann to have gazed upon the world and the mightiest of mages. A great dome of energy surrounded Itza, crackling with Kroak's power, turning Daemons to dust as they railed against it. Yet after years of strain, even Lord Kroak could sustain such mystic walls no longer and with a final surge, the Slann exploded the barrier outwards, flattening the jungle for many leagues around. A hundred thousand Daemons were banished in an instant, but the hundreds of thousands that remained swarmed into Itza.

Of all that long war, no battle was fiercer than the one fought in the streets of Itza. Only an epic stand by Lord Kroak's armies prevented the Daemons from overrunning the Great Pyramid. For many days and nights, Lizardmen warriors stood firm on the lofty Bridge of Stars whilst Lord Kroak gathered its power. As the last of the defenders was cut down, the Slann incanted spells that were the preserve of gods and fire rained from the heavens, banishing Daemons by the million. Time stood still as the fabric of the universe strained against the unleashed power. Yet eventually, Lord Kroak faltered and a host of Greater Daemons, the mightiest servants of the Ruinous Powers, descended from all points of the compass upon the Slann's corporeal form, tearing it apart in a moment of primal fury.

So powerful was Lord Kroak that its spirit refused to succumb to the death of its mortal vessel. Set free of its flesh, Kroak's will became a roiling storm of tremendous power that descended upon the city with fury, scouring the invaders with a divine light that was like unto a second sun. The First City was saved, and the transcendent Slann immediately began devising spells that would banish the hordes of Chaos from the world forever.



Relic Priests

In the wake of the defence of Itza, Lord Kroak's loyal Skink attendants lamented the death of their almighty master, whose body was scattered far and wide. Diligently, the Skinks collected every last scrap of that ravaged body and, with great reverence, the remains were swathed in resin-soaked wrappings. Thus was created the first of many Relic Priests. The Lizardmen have found the spirits of departed Slann so powerful that they often linger near their former bodies and in times of need, a Relic Priest is brought forth from hidden crypts to enact once more the Great Plan of the Old Ones.



The Wrath Of Grimnir

Far from Lustria, the armies of the Dwarfs appeared undefeatable with Grimnir at their head. Where the Ancestor God led, whole armies of Daemons were vanquished, and before his wrath mutants and degenerate beasts fled.

Yet for every victory won, the price was great and the grief felt for every fallen Dwarf warrior weighed heavily upon Grimnir's heart, filling him with anger and guilt. Long did Grimnir brood, blaming himself for the terrible losses suffered by his people and questioning his worthiness as their protector. So melancholic became the ancestor that he refused to hear the wise counsel of his kin, Grungni and Valaya, and his mood grew ever darker.

In the depths of his brooding, Grimnir formed a plan to end the woes of his people and defeat the hordes of Chaos without further loss of Dwarf lives. The Dwarfs had heard tell from their distant ally, Caledor Dragontamer, of the Old Ones' polar gates, of their collapse and of the roaring portal into the Realm of Chaos that now stood in their place. Grimnir swore an oath that he would travel beyond this portal and challenge the gods of Chaos, the commanders of the daemonic legions invading his realm and slaying his people, in their own hellish domain and, should he stand victorious, close and seal the broken portal from the other side so that no more Daemons might enter the world.

Upon hearing Grimnir's plan, his kin were horrified. They saw in his quest only death, and told him as much. But Grimnir would not be swayed from his path, declaring that to atone for his failings and to avenge the many Dwarfs laid low fighting in his name, he was honour-bound to seek a mighty doom.

In preparation for his lonely journey north, Grimnir took rough shears and cut his long beard short and drew his bright red hair into fearsome spikes with animal fat. Next, he stripped his body of his armour and had powerful runes of protection and vengeance tattooed upon his skin. Finally, he gave one of his great, rune-inscribed axes to Morgrim, his firstborn son who, despite Grimnir's protestations, followed his father, insisting that someone must accompany him on his journey into the north and record the success or failure of his quest. Reluctantly, Grimnir agreed and the pair left their hold, singing a mournful dirge.

So it was that Grimnir left his people to do battle with the gods of Chaos, passing from history and into legend.

"Put your trust in stone and iron – stone and iron have always been true friends of the Dwarfs."

Old Dwarf Saying



The Great Undertaking

In Ulthuan, the peace won by Aenarion's armies was to prove both fragile and short-lived. When Daemons overran the province of Avelorn, Astarielle, Everqueen of Ulthuan and wife to Aenarion, was slain. Worse, of the royal couple's children no trace could be found, and it was believed they had been stolen away by the hordes of Chaos.

So great was Aenarion's anguish at this loss that his mind became fractured. In his madness and grief, the Phoenix King mounted Indraugnir and rode for the Blighted Isle. There he stood before the Altar of Khaine, the god of war and death, and drew the *Widowmaker*, a weapon of terrible power that had waited, embedded in the black stone since the beginning of time. As old as the world itself, the *Widowmaker* was the ultimate weapon, death itself made manifest, a splinter of the fell weapon wielded by the death-god Khaine, capable of slaying mortals and gods alike.

Upon Aenarion's return, those Elves most embittered by the war flocked to his side, and the brooding Phoenix King set up court in the dismal land of Nagarythe. For a time, wielding the *Widowmaker*, Aenarion was all but undefeatable, an avatar of death that slew enemies by the thousand as he led his grim warriors against the daemonic armies. Yet, despite Aenarion's victories, daemonic hosts continued to assemble on the borders of Ulthuan, and it became obvious to all but the Phoenix King that the war was lost and Ulthuan doomed.

It was Caledor Dragontamer, wisest and most ancient of sorcerers, who would devise a plan of salvation for his people. Fully aware of Aenarion's incipient madness, and fearing that his king would blindly lead the armies of Ulthuan into destruction, Caledor and his fellow mages devised a plan to create a cosmic vortex which they hoped would drain magic from the world, and with it the Daemons who rode upon its fury. It was a desperate plan, with little hope of success and great potential for catastrophe, but many thought it preferable to slowly descending into the madness of the Phoenix King whilst Ulthuan, and perhaps even the world, faced certain destruction before the gathering hordes of Chaos.

At Caledor's instruction, a vast pattern of waystones was erected around Ulthuan, their careful placement augmenting the power of a network of far older stones, each a node of power within the Geomantic Web, created long ago by the servants of the Old Ones. With the waystones complete, Caledor and his mages gathered upon the Isle of the Dead to undertake a great ritual to awaken their power. Yet even as the ritual progressed, a daemonic host of unprecedented size descended upon Ulthuan, where it was met by the wrath of Aenarion.

"We sons of Grungni may have drunk deep from the bitter waters of misfortune, but we yet survive. Whilst a single Dwarf draws breath, we will fight the evils that assail us, and we will never, ever give up."

Hengst Stonebelly, Dwarf Longbeard

"Life is a spark of light in the midst of endless darkness. We cling to love and hate, joy and pain, belief and fear, for they make us feel alive. Some of us will forge glorious legends and burn like fiery stars in the darkness, casting the brief hope of life to this world.

But in the end, we must give up everything we have, and descend back to the endless, dreamless darkness, to forever be forgotten."

Belannaer the Wise



A New Age

Whether it was the arcane mastery of Lord Kroak, the heroism of Grimmir, or Caledor's great ritual that turned the tide of the long war, none could say. In truth, either thanks to the intervention of some unknown cosmic power or due to a humble but serendipitous twist of fate, these great acts of defiance in the face of Chaos converged, and the Storm of Magic that had raged for more than a thousand years subsided.

In the immediate aftermath of Caledor's great ritual, as the tumult of battle died and the surviving Elves gulped deep breaths of the suddenly still, cool air, Aenarion, visibly wounded almost unto death, mounted Indraguir once more, proclaiming that he would return the *Widowmaker* to the dread altar from which he drew it. None spoke out, too shaken were they by the battle they had fought and the ritual they had witnessed. Of Caledor and his mages, there was no sign. Where they had stood raged a vortex of arcane power, burning with all the colours of magic. In the days that followed, seers and scholars would begin the task of trying to understand the ritual and the vortex, but they never truly would.

Of Aenarion, nothing more was seen. In time, the Elves were left little choice but to acknowledge that the first Phoenix King was lost to them and a successor was selected – Bel Shanaar, the Explorer, who would travel the world founding many Elven colonies and striking alliances with other races.

Thousands of miles away in the Worlds Edge Mountains, Dwarf throngs marched once more, hunting the mutant beasts and Chaos worshipping savages that lingered in their lands. They too would explore the world, pushing north and east to found more holds and, in time, they would renew their acquaintance with the Elves as they built settlements along the coasts of the Old World.

In Lustria, the surviving Slann began the impossible task of setting the world to rights. They knew not what had happened or what the future held, and for all their wisdom could envisage no other path than to set about ensuring the Old Ones' great plans were enacted. Yet with the passing of the oldest of their kind, those that had conversed with the Old Ones directly, the young Slann that remained would never truly comprehend the subtleties of their lost masters' plans, and whatever the dream of the Old Ones had been, it would never be realised.

And yet, perhaps this was what the Old Ones had dreamed of; perhaps this was what they had foreseen all along – the coming of Chaos, their demise, and the birthing of a world in which mighty powers would battle, where great legends would unfold and great acts of heroism would play out. A world which would live long in the memories of gods and mortals but which, in the fullness of time, would transcend beyond the humble reality it occupied and through the fire of its death reveal new planes of existence...



Rune Magic

Dwarfs are not magical creatures and unlike other races of the world, they have not developed spellcasters or shamans. In fact, Dwarfs have an innate resistance to magic – both its effects and the overt corruptions it is known to cause in weaker races. Dwarf legends claim their sturdy origins from rock itself leaves the stuff of chaos little to find purchase upon. And while they have no truck with Wizardry, Dwarfs have no equal when it comes to forging magic items. They alone have mastered the art of binding the Winds of Magic through runecraft.





WAR UNENDING

The world was once an ice-clad jewel in the heavens, nurtured by beings older than time. To look upon this world was to witness the hopes of forgotten gods made manifest. Above lush jungles, winged lizards soared. White-crested mountains grazed the heavens, sapphire blue oceans caressed the lands under endless turquoise skies. For a while, the world knew harmony.

Then came Chaos.

The Great Cataclysm shook the firmament with such force its echoes still pervade, and always will. All semblance of tranquillity was blasted away in an instant. A screaming gale of raw magic enveloped the lands and the beasts that dwelt within, remaking them into forms disturbing and unclean.

Today, the ordered kingdoms of the world face constant adversity, their bustling fortress-cities ever besieged by barbaric and murderous enemies eager to desecrate and destroy these monuments to civilisation.

Under storm-wracked skies surging legions clash. Battle lines slam together with the force of tidal waves. Roaring behemoths lumber out of their lairs, and evil warlocks summon searing conflagrations of raw magic that turn whole battalions to ash. The muted roar of warfare resounds from the uncaring peaks.

The gods of strife shall feast upon this day, and every day hence, until the end of time.





ULFBERENAR MOUNTAINS

TROLL COUNTRY

TUNGRANICHYE

THE GOROMADNY

SEA OF CLAWS

LAURELORN FOREST

FOREST OF SHADOWS

THE TAIGA

WESTERLAND

MIDDENLAND

THE DOBRYRION

MOUNTAINS

DRAKWALD FOREST

MIDDLE MOUNTAINS

THE GREAT FOREST

MONTFORT

REIKWALD FOREST

TALABECLAND

OSTERMARK

NE

PARRAVON

REIKLAND

STIRLAND

SYLVANIA

MASSIF ORCAL

QUENELLES

ATHEL LOREN

AVERLAND

WISSENLAND

MOOTLAND

BLACK WATER

NE

REIKWALD FOREST

SUDENLAND

BLACK MOUNTAINS

FOREST OF GLOOM

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REIKWALD FOREST

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FOREST OF GLOOM

WORLD EDGE MOUNTAINS

THE BADLANDS

THE BORDER PRINCES

THE BLACK GULE

NE

REIKWALD FOREST

WISSENLAND

BLACK MOUNTAINS

FOREST OF GLOOM

NE

REIKWALD FOREST

WISSENLAND

BLACK MOUNTAINS

FOREST OF GLOOM

TIMES OF LEGEND

The history of the Warhammer world stretches over millennia and is littered with the detritus of a hundred thousand battles. The bones of the dead lie scattered in shallow graves, each holding a tale of suffering and woe. Yet for all the forgotten stories of fallen warriors, some events, those that shaped the world most profoundly, are well remembered.

-15000

The Time of Creation begins with the arrival of the Old Ones. The Time of Dragons comes to an end.

-15000 to -5600

The servants of the Old Ones, the Slann, settle in Lustria and undertake many great works. The landmasses are shifted, creating new continents and oceans. The Geomantic Web is constructed, allowing magic to flow around the world, stabilising the new lands and fuelling great and arcane machineries. The world itself is moved through the void, bringing it closer to its distant sun, warming its surface and making it more habitable for new races, enabling the Old Ones to raise them from barbarism and learn the ways of civilisation.

-5700

Having mastered magic, the Celestial Dragon learns to take human form and rises to rule over the primitive tribes of the east. He takes the Moon Dragon as his mate, and together they have nine Dragon children.

-5600

The Great Cataclysm. For reasons unknown, the polar gates collapse. In a moment, the Old Ones are ripped from the world. Perished or banished, they will never return. Through the broken gates pours a torrent of magic so great that the Geomantic Web shatters. As the magical machinery of the Old Ones crumbles, pure chaos is unleashed into reality where it coalesces into warpstone, great chunks of which rain from the skies even as the Chaos moon, Morrslieb, forms in the heavens above. Where these land, the world becomes warped and mutated. As the first and greatest Storm of Magic ravages the young world, daemonic legions manifest, heralding the arrival of their dark masters. Many of the oldest and most powerful Slann are overwhelmed by the Storm of Magic and struck down.

-5589

The remaining Slann and their Lizardmen armies desperately rally to face the threat. Daemonic incursions throughout the Geomantic Web cause reality to twist and tear to accommodate the encroaching Realm of Chaos. The temple-cities of the Slann are besieged by hosts of shrieking Daemons. Despite their best efforts, many cities in Lustria and the Southlands are overrun. Yet more Slann and inconceivable numbers of Lizardmen are slain by the servants of Chaos, but their armies stand resolute, defending the works of their lost masters.

-5000 to -4500

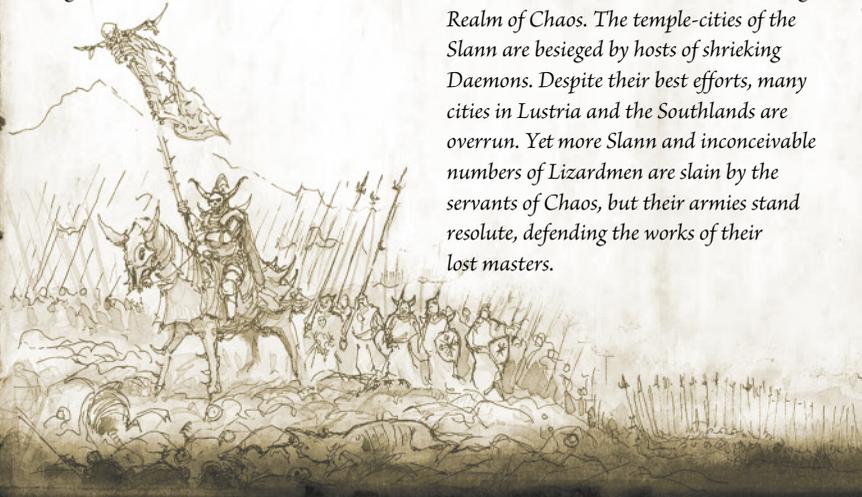
In the company of their Ancestor Gods the Dwarfs begin their slow colonisation of the Worlds Edge Mountains, pressing north as far as the borders of the Realm of Chaos, south as far as the coast of the Sour Sea, and west along the Pale Sisters. As their realm expands, they delve ever deeper for treasures and precious minerals to feed their forges and fuel their industries. Grinnir meets and befriends Caledor Dragontamer.

-4500

The War against Chaos. In Ulthuan, Aenarion is recognised as the leader of his people when he passes unscathed through the sacred flame that burns beneath the Shrine of Asuryan. In the Worlds Edge Mountains, as many a mountain fastness is besieged by hordes of Daemons, mutated beasts and primitive Men, the Ancestor God Grinnir takes up his axe and heads north, journeying through lands warped by Chaos and beyond the shattered polar gate, into the Realm of Chaos itself.

-4499

Aenarion allies with Caledor Dragontamer, mightiest of all Elven mages. Mounted upon the great dragon Indraugnir and wearing the crown of the Phoenix King, Aenarion leads an army of Elf Dragonriders against the hosts of Daemons that besiege their lands, driving them into the seas. With the forces of Chaos seemingly defeated, a fragile peace descends over Ulthuan and Aenarion marries Astarielle, making her his Everqueen.



-4470

Aenarion's peace is proven short-lived when the forces of Chaos attack Avelorn. The Everqueen is slain within her sacred groves and her infant children, Yvraine and Morelion, are believed stolen away by the Ruinous Powers. Wracked with rage and grief, Aenarion makes haste to the Blighted Isle where he draws the Sword of Khaine. Armed with this most terrible of weapons, the first Phoenix King becomes a grim avatar of bloody-handed death.

-4460

At his court in Nagarythe, Aenarion takes Morathi as his bride and she soon bears him a son. Caledor Dragontamer concludes that to end the ceaseless incursions of the daemonic legions, the wild Winds of Magic that lash Ulthuan must be stilled. Work begins to repair and expand the ancient network of standing stones which has stood upon Ulthuan since the dawn of time.

-4450

In Lustria, the four centuries-long siege of Itza is finally broken by the eldritch might of Lord Kroak. To save its temple-city from daemonic hordes, the oldest living Slann sacrifices its life, though death is to prove little hindrance to so powerful a creature and its immortal spirit begins one last invocation to banish the daemonic legions from the world and avert the doom of the remaining temple-cities.

-4420

On the Isle of the Dead, Caledor Dragontamer unleashes a vortex that will syphon the raging Winds of Magic back into the Realm of Chaos, settling the Storms of Magic that have raged for centuries. Struck down in battle, Aenarion is wounded almost unto death. His last act is to return the accursed Sword of Khaine to the Blighted Isle. In the east, the Celestial Dragon and his nine children drive the daemonic hosts from their lands. In Lustria, the shade of Lord Kroak completes an invocation begun decades ago. Far to the north, beyond the borders of reality, the wrath of Grimmir is unleashed.

-4419

The Age of Recovery. With Aenarion lost, a new Phoenix King is chosen. Malerion, Aenarion's youthful son, is passed over and the honour is given to Bel Shanaar. The coronation marks the end of the war against Chaos and the start of the great period of rebuilding and discovery.

-4300

The Dwarfs of the Worlds Edge Mountains venture east, journeying across barren uplands which they name 'Zorn Uzkul' (the Great Skull Land). West of the Mountains of Mourn, they settle upon the mineral-rich Plain of Zharr.

-4164

Elves make landfall upon the western coast of the Old World, quickly establishing settlements around promising harbours.

-4119

Elven settlers and Dwarf prospectors meet and renew the friendship formed between Grimmir and Caledor Dragontamer. Trade between the races is brisk and an alliance is formed to drive the remnants of Chaos back into the primordial forests. As Elven colonies prosper, wealth begins to flow back to Ulthuan, and the Dwarfs begin to found many new strongholds.

-4000 to -3500

As the Dwarfs of Zorn Uzkul delve far beneath the surface, contact with the Dwarfs of the Worlds Edge Mountains becomes infrequent. The western Dwarfs believe the easterners to have perished in distant lands. The eastern Dwarfs, believing themselves forsaken by their peers and their gods alike, gradually turn to the worship of Hashut, Father of Darkness.

-3000

As the power of Cathay grows in the east, the Celestial Dragon takes the mantle of Emperor and names his lands the empire of Grand Cathay. Seeking the protection of the Dragon from the horrors of the north, or the monsters of the Mountains of Mourn, thousands of human tribes settle in the growing nation.

-2751

Bel Shanaar is assassinated at the Shrine of Asuryan and, revealing his treachery, Malerion proclaims himself Phoenix King. The would-be usurper steps into the sacred flames of Asuryan to prove his worth but is found wanting and emerges horrifically burned. Civil war erupts across Ulthuan.



-2750

The Celestial Dragon Emperor uses his Astromancers to crash a warpstone meteorite into the lands of the Ogres, killing two-thirds of them and carving out the Great Maw. The impact and resultant dust storms also create the Warpstone Desert, forming a barrier with the west along the edge of the Mountains of Mourn.

-2723

The Sundering. At the height of the civil war upon Ulthuan, Malerion attempts to harness the power trapped within the Great Vortex and bring forth the Realm of Chaos once more. His catastrophic failure unleashes energies that devastate the land, causing much of Ulthuan to be engulfed by the ocean waves. Malerion and his treacherous armies flee to Naggaroth.

-2700

The Dwarfs of Zorn Uzkul, the Dawi Zharr, raise the mighty ziggurat of Mingol Zharr-Naggrund in the Plain of Zharr.

-2600

The Dawi Zharr march into the Dark Lands and the Mountains of Mourn, conquering and enslaving many Orc and Goblin tribes to work their ever growing network of mines beneath the Dark Lands and Mountains of Mourn.

-2500

Settra unifies the disparate necropolis cities of Nehekhara, making it the first and greatest true human empire.

-2200

The armies of Ulthuan take the Blighted Isle from the forces of Malerion but the victory celebrations are short-lived. The Elven fleet is beset by storms as it returns home and many ships are sunk. The flagship of the Phoenix King is wrecked upon the coast of Naggaroth and Caledor the Conqueror is lost beneath the waves.

-2198

With the coronation of Caledor II, an uneasy peace settles over Ulthuan. The survivors of the civil war begin rebuilding their ruined lands, whilst Malerion, the Dread-King, consolidates his power in Naggaroth.

-2016

Karond Kar is founded in Naggaroth.

-2005

The Great Betrayal. Dwarf traders are ambushed and murdered, Dwarf settlements are plundered and honest Dwarf craftsmen cheated of their gold. The Dwarfs believe the Elves are to blame. Their attackers are in fact raiders sent by Malerion to sow dissent between the two races. Many Elves are slain by Dwarf travellers believing themselves under attack. The Elves retaliate in kind. Soon both sides begin to muster their armies.

-2000

Nagash is born to King Khetep of Khemri.

-1997

Hoping to avert war, the Dwarf High King, Gotrek Starbreaker, sends an ambassador to Ulthuan. Dwarf demands are met with arrogance and the ambassador is shaved of his beard and sent home. The resulting war, known variously as the War of the Beard and the War of Vengeance, will rage for several centuries. Elf colonies in the Old World bear the brunt of the hostilities and many Elven settlements built inland are sacked and razed, forcing their inhabitants back to their coastal strongholds. The port of Tor Alessi is besieged many times. Dwarfs chop down entire virgin forests to fuel their war effort and spite the Elves.

-1974

Snorri Halfhand, son of Gotrek Starbreaker, is slain by King Caledor II after challenging the Elf to single combat.

-1968

An Elven ship, carrying mages from the court of the Dread-King, is driven off-course by storms and forced to dock in Khemri. Nagash studies their magic. Morgrim, cousin of Snorri Halfhand, kills the Elf Lord Imladrik at the Battle of Oeragor.

-1959

Nagash slays the Priest King of Khemri and seizes power.





-1950 to -1750

Nagash distils an elixir from human blood that prolongs his fading youth, which he then shares with certain depraved nobles chosen to rule under him. Over the following centuries, these nobles come to see themselves as gods and the city's population as cattle. As their span of life extends beyond that of ordinary mortals they shun the light and seek out cool, dark places to hide in from the burning day. Nagash orders the construction of the Black Pyramid, one of the largest structures ever built by Man.

-1800

In Cathay, work begins on the Great Bastion. This impenetrable fortress wall a quarter of a mile high will span league upon league along the border of Cathay, presenting an insurmountable barrier against the incursions of the Hobgoblin-Khans and growing numbers of barbarous humans that make up the Marauder tribes.

-1750 to -1600

The many Priest Kings of Nehekhara form a great confederation against Nagash. After more than a century of warfare, Nagash's power is broken and he is forced to flee north. The nobles of Lahmia secretly steal away Nagash's books and seek to emulate his Dark Magic.

-1600

Nagash's wanderings take him to Cripple Peak. Here, Nagash discovers warpstone and begins to experiment, using the raw stuff of chaos to fuel his already potent magics.

-1560

Caledor II is killed by Gotrek Starbreaker at the Battle of Three Towers and the Phoenix Crown is lost. Victorious, the Dwarfs return to the mountains and refuse to fight any more. The War of Vengeance is over.

-1501

Caledor's heir, Caradryel, recalls Ulthuan's armies from the Old World, leaving the colonies unguarded. Caradryel tells the colonists that if they wish to enjoy the protection of Ulthuan, they should return there. Many reluctantly abandon the Old World but others decide to stay. The coastal cities decline and, in time, are abandoned.

-1500

The Time of Woes. Across the world terrible earthquakes and volcanic eruptions strike. In Cathay, sections of the Great Bastion collapse and hordes of marauding tribes raid deep into the nation. In the Worlds Edge Mountains, the Dwarf empire faces disaster, communication between many holds is lost and anarchy reigns. In the chaos Karak Ungor falls to a Goblin invasion, the foul creatures bursting into the hold through great rents caused by the seismic activity. Beneath Cripple Peak, Nagash uses his legions of undead to mine ever more warpstone from the trembling earth. Many of the Elf colonists remaining in the Old World venture into Athel Loren in search of shelter as their settlements fall to ruin.

-1499

Karak Varn on the banks of the Black Water, flooded barely a year before when earthquakes split the rock from which it was carved, is overrun by Skaven, loathsome ratmen that tunnel from beneath the earth. It is the second Dwarf hold to fall, but many more will follow in the years ahead.

-1498

Orc Warlord Argor Foespike ousts the Dwarfs of the Dragonback Mountains and establishes the Orc lair known as Mount Bloodhorn.

-1457

The gold mines at Gunbad, the largest and richest mines in the Worlds Edge Mountains, fall to the Night Goblins after many years of sporadic fighting.

-1387 to -1367

The Silver Road Wars are fought between Dwarfs and Goblins. At their height, only one in five Dwarf caravan survives the journey through the Goblin-infested Deadrock Gap.

-1362

After many years and many hard-fought battles, the Dwarfs abandon the last of their mines and smaller settlements in the eastern reaches of the Worlds Edge Mountains.



-1350

Cripple Peak is attacked and besieged from beneath by Skaven hungry for warpstone, but Nagash has grown powerful in his exile and the attack falters, becoming a bitter siege. Eventually a settlement is reached between Nagash and his enemies, and many valuable resources captured by the Skaven are traded with the Necromancer in return for warpstone mined below Cripple Peak.

-1250

Thunder Mountain erupts, driving Orcs, Goblins and Trolls northwards, towards Karaz-a-Karak. A period of bitter fighting known as the Troll Wars follows.

-1245

King Morgrim Blackbeard leads his forces southwards to reclaim the mountains around Mad Dog Pass. Another Dwarf army heads east and briefly recaptures Mount Gunbad. Many other fallen Dwarf holds are attacked and besieged by the vengeful Dwarfs. Over the next 300 years, the Dwarfs continue to re-establish their hold over and under the mountains. The Underway is partially cleared in places, and some minor holds are retaken. The tombs of many ancestors are refurbished. The Time of Woes has ended.

-1200

The nobles of Lahmia become corrupted by their study of Nagash's works, devolving into foul revenants that feed hungrily upon the blood of the living. Rumours of this reach the other great cities of Nehekhara. Lahmia is invaded and the followers of Nagash are defeated by a coalition of Priest Kings led by Alcadizaar the Conqueror.

-1185

Kadrin Redmane, the Dwarf Runesmith, leads an expedition into the ruins of Karak Varn where he discovers a rich vein of gromril and petitions the High King to allow him to resettle the old stronghold. Miners flock to Karak Varn and gromril begins to flood into the High King's coffers.

-1163

Nagash brings war to Nehekhara but is defeated by the formidable might of Alcadizaar. In his rage, Nagash unleashes terrible plagues and curses upon the land, striking down millions, but leaving Alcadizaar healthy and unharmed, alone in a land of the dead and the dying. Nagash's legions march into Nehekhara all but unopposed, and Alcadizaar is brought in chains to Cripple Peak.

-1151

The Great Ritual. Nagash undertakes a great ritual that will awaken the land of Nehekhara into undeath. Nagash's treacherous allies free King Alcadizaar who, wielding a weapon of terrible power crafted by the Skaven, cuts down Nagash and flees with the Great Necromancer's crown, a potent artefact imbued with a portion of its owner's essence. So great is the power unleashed by the Great Ritual that the awakened legions of the Tomb Kings remain animated.

-1147

The body of Alcadizaar, and with it Nagash's crown, is discovered by Kadon. Possessed by the shade of Nagash, the shaman founds the city of Mourkain.

-1136

Kadrin Redmane is ambushed and killed. His last act is to throw his rune hammer far out into the Black Water to prevent it falling into the hands of the enemy. Following Kadrin's death, the Dwarfs' hold on Karak Varn becomes increasingly tenuous.

-1125

The Winter of Woe. In Athel Loren, Ariel and Orion become King and Queen in the Woods.

-1095

The Battle of Loren. Morghur, the Lord of Skulls, and his Beastmen herd attack Athel Loren.

-1000

The lands surrounding Athel Loren are settled by people of the warlike Bretonni tribe. They learn of the Elves in the forest, and fear venturing too far into the forest itself.



-813

The Battle of Anguish. In Athel Loren, Morghur the Corruptor is slain following a great battle in what forever after will be known as the Glade of Woe.

-700

Elven seafarers report human shepherds grazing their flocks amid the tumbled ruins of former Elf cities.

-666

Wars of the Green Moon. Morrslieb hangs large in the northern sky for more than a month. Mortal and daemonic servants of Chaos battle ferociously within the Chaos Wastes for control of the magic storms.

-513

The fall of Karak Eight Peaks. For more than a century, the greatest Dwarf hold resists invasion, but its doom descends suddenly when its wells are poisoned and its tunnels filled with deadly gases. King Lunn orders the tombs of the kings of old be rune-sealed, and the hold is abandoned. The King vows his home will be reclaimed one day.

-469

Orcs destroy the Dwarf hold of Karak Azgal but abandon it when they find no treasure. The Orcs then capture Karak Drazh, renaming it the Black Crag. Now all the mountains between Mad Dog Pass and Karak Eight Peaks are in Orc and Goblin hands.

-370

Orc Warboss Ugrok Beard Burner leads a Waaagh! to the Dwarf capital of Karaz-a-Karak. The Dwarf High King Logan Proudbeard is captured and humiliated, but the Orcs are driven back and defeated at the Battle of Black Water. The newly invented Dwarf cannon plays a large part in the Orc defeat (and the messy beheading of Warboss Ugrok).

-250

The Dwarfs intensify their trading with the growing tribes of Men that dwell west of the Worlds Edge Mountains, in the lands that are to become the Empire. Several expeditions are launched into the Forest of Loren, never to be seen again.

-200

The Cult of Chi'an Chi (as Tzeentch is known in the East) becomes popular amongst the aristocracy of the city of Beichai in Cathay. Mourkain is sacked by Waaagh! Craktoof.

-150

The first Black Orcs are seen fighting in the vanguard of the armies of the Dawi Zharr. Within 50 years they revolt and war breaks out within Zharr-Naggrund. Many Black Orcs escape to the Worlds Edge Mountains and Mountains of Mourn.

-50

Artur, king of the Teutogens, discovers the Fauschlag Rock (later known as Ulricsberg), and enlists the aid of the Dwarfs to build a fortress that will be known as Middenheim.

-40

Nagash is reborn. He assumes the Tomb Kings will obey his orders, but they do not and he is forced to retreat to Cripple Peak. Nagash finds his fortress overrun by his enemies, and drives them all out in a single night.

-30

Sigmar is born to the chief of the Unberogen tribe.

-15

King Kurgan Ironbeard of Karaz-a-Karak is rescued from Orcs by Sigmar, Prince of the Unberogen tribe. From this meeting a great alliance between the races of Dwarfs and Men is forged. In gratitude for his rescue the Dwarf King gifts to Sigmar the rune hammer Ghal Maraz, or Skull Splitter, an ancient heirloom of the King's clan.

-8

Upon the death of his father, Sigmar becomes chief of the Unberogen tribe.

-1

At the Battle of Black Fire Pass, a massive Orc army is annihilated by the armies of Sigmar and Kurgan Ironbeard. The Orc and Goblin hordes are driven from the lands.



Year 0

A twin-tailed comet appears in the heavens.

1

Sigmar is crowned Emperor by the High Priest of Ulric. Many Dwarfs settle within the Empire, where they help the humans build their first cities. Dwarf masons, carpenters and smiths are much in demand, and Dwarf workmanship is admired everywhere.

1 to 15

In search of his lost crown, Nagash travels north where he raises a huge Undead army and attacks the fledgling Empire. At the Battle of the River Reik, Nagash is felled by Sigmar and his army almost completely destroyed.

50

After a half century of prosperity, Sigmar relinquishes his throne and vanishes into the east. The system of Elector Counts is established whereby the provincial leaders elect one of their number to be Emperor.

73

The spreading cult of Sigmar receives its first Grand Theogonist, Johann Helsturm. Sigmar becomes the patron god of the Empire he founded.

501

Marienburg is absorbed by the Empire during the reign of Emperor Sigismund II.

577

The Bretonni tribes face a great incursion of Orcs and Goblins that descends from the Grey and Apuccini Mountains. Orc Warlords demand tribute from the Bretonni tribes, but are rejected. For the next 400 years the Bretonni fight the Orc hordes.

698

Representatives of the Phoenix King arrive in Cathay. They return laden with silk, jade and spices. Trade between east and west begins to flourish.

977

Gilles le Breton begins to unite the Bretonnians into a single nation. He fights twelve battles and is victorious in every one, conquering all the lands west of the Grey Mountains and creating the land of Bretonnia.

1017

Norse raiders establish a stronghold on the island of Sartosa.

1111

Unleashed by the Skaven, the Black Plague sweeps through the Old World and many settlements are abandoned due to falling populations. In Sylvania, the Necromancer Frederick van Hal raises a huge Undead army from the bodies of the plague's victims and a long war begins against armies of Skaven invaders.

1115

The death of Emperor Boris Goldgather from the Black Plague. His reign is memorable only for the high levels of corruption and taxation it brought.

1124

Van Hal is assassinated and his Undead horde wiped out. The Skaven, weakened by war, are defeated and driven back underground by Count Mandred Skaven Slayer. Count Mandred is elected Emperor.

1142

King Guillaume defeats the Orcs at the Battle of Amandur and drives them from Bretonnia once more.

1152

Emperor Mandred Skaven Slayer is assassinated. The Elector Counts cannot agree upon a successor and the Empire divides into self-governing provinces.

1175

Settra leads a large raiding force against Bretonnia. He is met at Savage Point by a Bretonnian fleet led by Admiral Henri Lamorte. Settra's fleet is heavily defeated, but he escapes, vowing revenge.

1360

Grand Duchess Ottilia of Talabecland declares herself Empress and war erupts between Talabecland and Stirland.





1494

Khan-Queen Miska, daughter of Radii Bokha, leads the Gospodars through the High Pass, driving back the Ungol tribes.

1524

Under Khan-Queen Shoika, work begins on building the great Gospodar capital, Kislev. Shoika, daughter of Miska, takes the title of Tzarina.

1547

The Count of Middenheim proclaims himself Emperor. There are now three Emperors, none of which commands much loyalty amongst the other provinces. In time, hostilities wane between factions and each Emperor effectively rules an independent state.

1681

The Night of the Restless Dead. Nagash returns to life once again, 1,666 years after he was slain by Sigmar. For one night throughout the known world, the dead stir and walk the land, sowing terror and confusion amongst the living. Many Vampires come out of hiding and wage war to increase their domains. Countless villages and towns are overrun and destroyed before the night of terror ends.

1707

Waaagh! Ironclaw erupts into the Empire through Black Fire Pass. Much of the southern corner of the Empire is sacked and burned. Count Eldred of Solland is slain and the Runefang of Solland taken. At the Battle of Grunberg, the Orc Warboss is badly wounded and his Waaagh! loses impetus. The Orc army breaks up, leaving the eastern half of the Empire in ruins.

1757

Sartosa becomes the lair of pirates.

1797

In Sylvania, the Vampire Vlad von Carstein marries Countess Isabella von Drak. Over the following two centuries, the remaining aristocratic families of the province are infected with the curse of Vampirism.

1850

Far beneath the surface of the world, the Skaven Under-Empire erupts into a vicious and protracted civil war. For several centuries, the loathsome ratmen seem to vanish into myth, leading many scholars to doubt their existence at all.

1979

Magritta of Marienburg is elected Emperor by those Elector Counts not claiming the crown for themselves. The Grand Theogonist of Sigmar refuses to acknowledge the appointment and the Imperial system is effectively ended.

2001

The Phoenix King, Finubar the Seafarer, lands at the Bretonnian port of L'Anguille. He travels extensively across the Old World, opening relations with the Empire, Bretonnia and even the Dwarfs.

2010

The Wars of the Vampire Counts begin with the devastation of Ostermark by the armies of Vlad von Carstein. For more than a century, the armies of Vlad and his descendants torment the fractured Empire.

2145

Determined to end the threat of the Vampire Counts once and for all, the various factions of the Empire unite and scour the dark forests of Sylvania. Manfred, the final Count von Carstein, is brought to battle at Hel Fenn, where he is defeated and his Undead army is destroyed.

2201

Louen Orc-Slayer, the King of Bretonnia, declares his intention to rid the land of Orcs. Over the next century, Bretonnian territory is gradually cleared of Orcs by the King's knights.

2205

Battle of Black Falls. Dwarf and Goblin armies meet on the shores of Black Water. The Goblin Warboss, Gorkil Eye Gouger, is mortally wounded by High King Alrik, but pulls his adversary to his doom over the falls.

2250

In the north, incursions and raids by Chaos warbands grow in both numbers and frequency. In every nation, hidden cults begin to reveal themselves. All across the world, enemies gather at the borders of nations.





WAR & CONQUEST

In the aftermath of the war against Chaos, the young races ventured forth into the world once more, reclaiming lost lands and rediscovering lost colonies. In this era of bold exploration, powerful alliances would be formed. Yet the corruption of Chaos was not banished from the world, and jealousy would soon give way to corruption. At the height of their powers, the Elves and Dwarfs would descend into bitter conflict and war would once more ravage the Old World.



Elves & Dwarfs

Under the rule of Bel Shanaar, a great age of exploration and expansion began for the Elves of Ulthuan and many new colonies were planted across the face of the world. In the Old World, the Dwarfs were similarly engaged in conquest and growth, pushing their domains east into the Great Skull Land and west into the lands of the primitive human tribes.

On the coast of the lands that would one day come to be known as Bretonnia, the Elves and Dwarfs met again. Quickly, the friendship formed long ago between Caledor Dragontamer and Grinnir was re-established and both races mourned to hear of the loss of such great leaders, whilst celebrating the tales of their heroism and their roles in ending the war against Chaos. Bel Shanaar personally visited the new colonies and even ventured to Karaz-a-Karak in the Worlds Edge Mountains to swear the Oath of Friendship with the Dwarf kings. Malerion, the son of Aenarion, became his ambassador there and a trusted friend of the Dwarfs.

As the Elves and Dwarfs spread and multiplied across the face of the world, wealth flowed into their growing empires. The Elven cities and Dwarf holds were rebuilt following the long war, growing in size and splendour and becoming places of beauty and wonder once again.

The Seeds Of Treachery

Unbeknownst to the Elves, Chaos had returned to Ulthuan in an insidious new guise, spreading through a web of secret cults of luxury and pleasure. At the centre of this web was Malerion, who had long harboured a deep jealousy of Bel Shanaar and believed the Phoenix Crown was his birthright. Returning to Ulthuan on the pretence of revealing this creeping evil, Malerion plotted the downfall of Bel Shanaar, planning his assassination before accusing the Phoenix King of being a cultist himself. With Bel Shanaar's death, the son of Aenarion believed all he needed to do to claim the throne was to step into the sacred fires of Asuryan and prove his worthiness. Yet the treasonous Elf proved unworthy and he was cast from the flames, horribly burned and scarred.

With Malerion's betrayal, the Elven realms were plunged into a bitter civil war. The wounded traitor fled north with his followers to Nagarythe. In his wake, frantic consultations were held between the now leaderless princes of Ulthuan. It was decided that the third Phoenix King would be Imrik, the grandson of Caledor Dragontamer, who upon his succession, took the name Caledor and would become known as Caledor the Conqueror.

Scarcely had Caledor been affirmed when the armies of Nagarythe swept down from their grim realm, bearing the banner of their Dread-King before them. Thus did a civil war engulf Ulthuan and its colonies.



The Sundering

The bitter war between the Phoenix Court and the followers of Malerion was to rage for several centuries. As the conflict ground on, the Dread-King brooded upon his many defeats, growing mad with jealousy as yet another imposter wore the Phoenix Crown whilst he lived as an outcast, and he plotted an unthinkable revenge.

Evil pacts were struck in Nagarythe and from the brooding skies, the laughter of dark gods could be heard. At the culmination of a moonlit ritual, the Dread-King attempted to unbind the cosmic vortex and unleash the Realm of Chaos upon Ulthuan. Yet the power that had been invoked by Caledor Dragontamer and his mages was too great for the likes of Malerion to unravel. Briefly, the vortex flared with the radiance of a thousand suns before growing momentarily dark.

At this moment, a terrible wave of malefic energy was unleashed across Ulthuan, causing a great tidal wave that engulfed Nagarythe, devastating the land and toppling cities. As much of northern Ulthuan disappeared under the torrent, the earth quaked, causing the jagged cliffs to crumble and great tracts of the coastline to fall into the raging seas.

As the land of Nagarythe sank, renegade Wizards in the court of the Dread-King harnessed great sections of the splintering land. Aboard these great 'Black Arks', Malerion and his followers fled northwards even as the vortex flickered once more into life. Yet the damage was done; a ferocious Storm of Magic had been unleashed, however briefly, bringing with it untold destruction to Ulthuan.

"We have vanquished the daemonic hosts and driven back the roiling clouds of Chaos that plagued the lands. Let the world rejoice, for we have won its sanctity, and the air bears not the foul tang of the Daemon. But at what cost to us, the valorous and the brave of Ulthuan? What sacrifices have been made upon this, the altar of hope?"

The Lament of Bel Shanaar

The War Of The Beard

In the Old World, news of the Elven civil war had reached the ears of the Dwarfs, though they failed to comprehend the severity of the news. To the Dwarfs, treachery and kinslaying were alien concepts and no Dwarf would ever break an oath to a king. Consequently, the Dwarf Kings had opted to stay out of the conflict and refused to take sides.

Yet when warriors of Ulthuan began to raid Dwarf caravans, the Dwarfs were dragged into the conflict. Enraged at such aggression, High King Gotrek Starbreaker sent his ambassador to the court of the Phoenix King, now Caledor II, the son of Caledor the Conqueror, to demand explanation and recompense. But the brash young Phoenix King quickly grew frustrated and ordered Gotrek's ambassador shaved and thrown from his court.

This terrible insult could not be ignored and the Dwarfs were roused to anger. At the High King's command, mighty throngs gathered and marched against the Elven colonies of the Old World. In the centuries that followed, many Elven cities were besieged, all falling to the might of the Dwarfs. Conquered cities were razed and their inhabitants driven into the sea. With each victory, the High King solemnly struck a single entry from the Great Book of Grudges, the huge tome in which all wrongs done to the Dwarf race were recorded.

Yet there remained more grudges to settle and it was not until Caledor II was slain by Gotrek Starbreaker, and the Phoenix Crown claimed as a trophy, that the Dwarfs considered the matter settled.

THE RISE OF MEN

Whilst the Elves and Dwarfs were forging alliances in the Old World, the primitive and barbaric race of Man was building its first cities in the hot and arid lands of the south. From the nomadic desert tribes of Nehekhara, the first true human civilisation was forming.



Nehekhara

The ancient kingdom of Nehekhara was at its most powerful when other human tribes were still primitive and savage. Over long centuries Nehekhara, known to its people as the Great Land, had risen out of the desert to become a powerful civilisation with a sophisticated religion and an advanced system of government. Small settlements had grown into great cities, vast roads were constructed and fleets of ships built to connect each city to its neighbours.

Mighty kings ruled the people and raised disciplined armies to fight in their name. Greatest of these cities was Khemri, the City of Kings, and by tradition, whoever ruled there was considered first amongst equals. The other cities were each governed by their own king, though all showed loyalty and paid tribute to Khemri. Together, these kings subdued the tribes in the surrounding lands, drove back the Orc hordes and ruled from the western deserts to the eastern Sea of Dread.

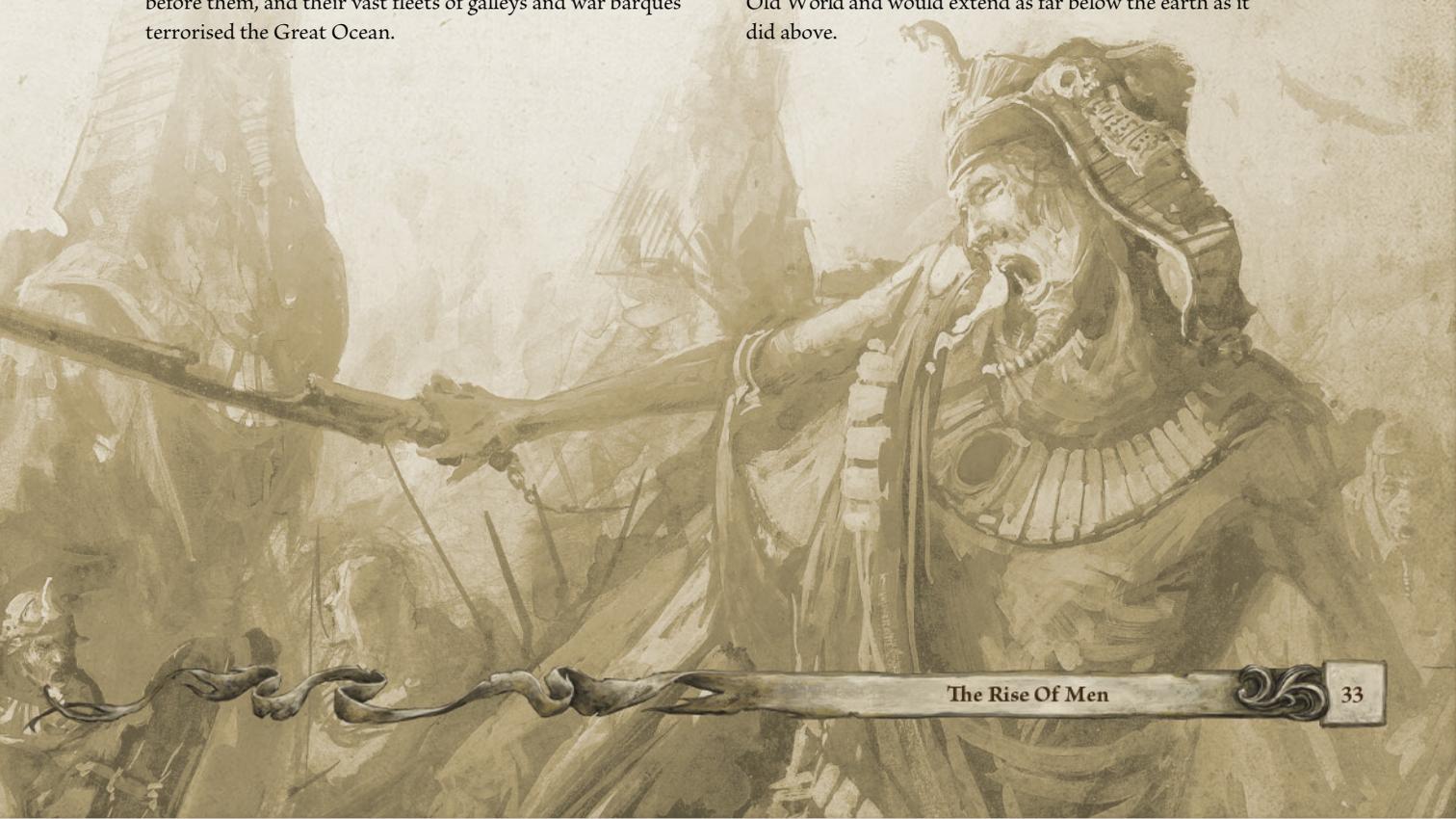
At the height of Nehekhara's power, it had expanded and conquered lands as far north as what would come to be known as the Empire, south into the primordial jungles of the Southlands and even east into the foreboding Dark Lands. The kings' armies marched across the world subjugating all before them, and their vast fleets of galleys and war barques terrorised the Great Ocean.

Tylos

The cursed city of Tylos was founded between the Irrana Mountains and the Tilean Sea by savage tribes of primitive Men. These nomadic tribes had come to the rich and fertile lands in pursuit of the great herds of migratory beasts they hunted and, eventually, to trade their meagre wares atop a broad hill. In time, this meeting place became home to farmers, shepherds and craftsmen then, as the tribes intermarried and their numbers grew, great stockade walls were erected to defend the settlers.

Soon after, a wandering clan of Dwarf prospectors and miners also found the area. Immediately, they recognised the richness that lay within the mountains and the earth, and the two races formed an alliance. With the arrival of the Dwarfs, the city grew rapidly – wooden stockades were replaced with mighty walls of dressed stone, log-built longhouses were pulled down and, in their place, tall towers of granite climbed to the sky.

The prosperity of the lands, and the alliance between Men and Dwarfs, allowed the city to reach great heights of architecture and culture within a single human generation. The crowning jewel of the city would be a great bell tower, which would stand unrivalled as the highest structure ever erected in the Old World and would extend as far below the earth as it did above.





Strife In The Great Land

Though Nehekara prospered and its cities grew in wealth, its many kings thirsted for greater power. To this end, the kings began raising their armies and marching to war against one another to prove their might and worthiness to wear the Crown of Nehekara. For a time, this symbol of rulership over all of the Great Land passed from king to conquering king. Dozens of monarchs rose and fell during this time, their names quickly becoming lost to history.

As the cities warred, the Great Land became vulnerable to attacks from invading enemies. Hordes of Orcs and savage tribes of Men descended upon Nehekara from the north, slaughtering, plundering, looting and laying waste to all before them. These invasions and the constant internecine warfare, combined with years of drought during which the Great Vitae River ran dry, took a heavy toll upon Nehekara. Pestilence and famine came to the Great Land, as the meagre crops, those that had escaped being burned by rampaging enemies, withered in the fields for lack of hands to harvest them.

No single city's army, exhausted as they were from disease, starvation and unremitting war, could hope to hold back the tide of invaders alone. Yet, the arrogant and distrustful kings refused to put aside their differences and form a lasting alliance, bend their knee to another, or halt in their pursuit of domination over their rivals. The first great civilisation of Man stood on the brink of destruction. If the Nehekharans could not be unified, they would all perish.

Settra – The King Of Kings

When Settra came to the throne of Khemri, he was a vain and egotistical man who demanded the adoration of his subjects, but he was no fool. He listened to the counsel of his priests and knew that only a king who commanded the respect of the gods would earn the full adulation of the people. To this end, Settra humbled himself before the ancient gods of Nehekara.

In a great ritual, Settra beseeched the gods to restore Khemri to its former glory and grant him the strength to conquer his rivals. The next day, the Great Vitae River flooded for the first time in several decades. This was seen as a sign by both the priesthood and the population that Settra was indeed chosen by the gods. Settra became the first Priest King of Khemri, a ruler who commanded not only the unswerving loyalty of his people and his legions, but who also wielded the power of the gods.

Settra was also a ruthless warlord, his keen mind matched only by his courage and martial skill. One by one, he brought the cities of Nehekara to heel, always leading his armies from the front. With every victory, more warriors flocked to his banner. Before long, vast legions marched at Settra's command and the kings of Nehekara bowed before him, swearing oaths of fealty and acknowledging Khemri as the pre-eminent city of the land once more. With his rivals subjugated and the Great Land united against invaders, the King of Kings had restored Nehekara to greatness.



The Mortuary Cult

In his arrogance, Settra became obsessed with his own mortality and under his rule, the priesthood of Nehekharu became similarly obsessed. From this compulsion was born the Mortuary Cult and Nehekharu's greatest, and most powerful, priests were tasked by their Great King with unlocking the secrets of immortality and the afterlife.

In their research, the priests learned much and used their powers to extend Settra's life far beyond its natural span. Yet the priests could not halt the inevitable, merely postpone it, and they continued to search in vain for a way to accomplish their appointed task. With the passing of the years, they learned to preserve a corpse from decay through the elaborate art of mummification. They began harnessing the Winds of Magic, devising a lore of magical incantations and rituals with which they hoped to bridge the gap between life and death. They believed that with careful preparation and the proper invocations, the dead could one day return to life in immortality.

Though he raged at the priests' failings, Settra commanded that a vast burial tomb be constructed for his body to rest within until the Mortuary Cult finished their work and he could be reborn into the eternal life he so craved. And so, when the King of Kings finally succumbed to his mortality, powerful incantations were intoned over his corpse and he was embalmed with great ritual. Preserved against decay, the body of Settra was entombed within a mighty sarcophagus in the heart of a majestic pyramid of shining white stone.

The Rise Of Nagash

With the passing of Settra, the Mortuary Cult continued to grow in size and influence, whilst increasing its knowledge and power. As the Cult grew, so too did the necropolises of the rulers of Nehekharu. Great tomb-cities sprang up around the cities of the living, growing in size and grandeur with each generation.

Into this powerful priesthood came Nagash, son of King Khetep of Khemri. Filled with pride and greed, Nagash coveted both the rank of High Priest and the throne of Khemri which, by right of birth, passed to his brother, Thutep. As he rose in power, Nagash gathered about himself a cabal of acolytes and, one dark night, Nagash and his followers murdered Thutep's guards and entombed the king alive within the pyramid of his father. The next morning, blood still staining his hands and surrounded by his acolytes, Nagash took his place upon the empty throne.

For the people of Nehekharu, the rule of Nagash was a dark time. The Usurper cared not at all for the wellbeing of his subjects, desiring only to increase his sorcerous powers and attain his own immortality. Nagash experimented with many dark magics, extending his life and the lives of those closest to him through the use of foul elixirs. He studied death and began to corrupt the rites of the Mortuary Cult for darker purposes. Evil creatures and undead revenants stalked the streets of Khemri by night, preying upon the living, and the Winds of Magic blew powerfully around the fear-shrouded city.



The Doom Of Tylos

In the land of Tilea, the elders of Tylos had commissioned their Dwarf allies to aid in the building of a mighty bell tower which would climb from foundations far below the earth to stand higher than the tallest tower. The work had taken many years and many masons had dedicated their lives to a tower they would never see reach its full height.

But as the tower neared completion, the Dwarfs could not raise the mighty brass bell up to the distant belfry. The elders of Tylos lamented and prayed for a solution. These prayers seemed answered when a hooded stranger came to Tylos, offering to raise the bell and complete the tower. All this stranger asked in return was that he be allowed to inscribe a dedication to his god upon the bell. The elders agreed and, at the stranger's request, returned to their homes that he might work unseen.

The following morning, the bell tower stood complete, though of the stranger, there was no sign. As the people of Tylos looked on in amazement, not realising anything was amiss, the bell began to toll far above. When the bell tolled a thirteenth time, the skies darkened and a rain of warpstone began to fall, corrupting the city and poisoning the earth for miles around, turning rich farmlands into foetid swamps. The terrified people of Tylos ran to the doors of the Dwarf mines, but found them barred. Locked within their mines, the Dwarfs were overrun by an endless tide of loathsome vermin.

Tylos was no more and within its bleak, twisted ruins, evil creatures would lurk.

The Fall Of Nagash

In Khemri, Nagash had commanded that a vast black pyramid be built in his honour. Once complete, the structure would dwarf even the tomb of Settra and the sorcerous powers of Nagash would be amplified beyond imagining, the Winds of Magic harnessed to his every whim by the pyramid's arcane geometries.

Yet the tithe demanded for the pyramid's construction would prove Nagash's undoing. Across Nehekharu, impoverished Priest Kings rebelled against their cruel overlord and the horrors rampant within his accursed court. United in defiance, the Priest Kings plotted to overthrow the tyrant. In response, Nagash used his infernal powers to raise a legion of skeletons from the necropolis. This was both the first glimpse of Nagash's true power and the first time the dead walked the world at the will of another. The horror proved too much for many.

City after city fell before Nagash's might, their dead swelling the ranks of his undead legions and their defeated kings bowing before the Great Necromancer. Yet Nagash underestimated the resolve of his enemies and a mighty coalition was formed between seven kings that refused to bend the knee. Beside the seven kings' armies marched cohorts of animated constructs empowered by the magic of the Mortuary Cult, great stone colossi driven by the souls of mighty heroes. With such potent allies the Army of the Seven Kings vanquished the undead legions of Nagash, and his most trusted acolytes were slain.

Yet of the Great Necromancer himself, there was no sign. Nagash had escaped his enemies.



Cripple Peak

Fleeing from his enemies, Nagash wandered in the desert. Thirst parched his throat and hunger gnawed his gut, yet the Great Necromancer trudged on, haunted by dark visions. Some claim that Nagash died as he wandered, the force of his will alone returning his spirit to his desiccated corpse.

In time, Nagash came to the banks of the Sour Sea, beneath the shadow of Cripple Peak. Millennia before, a huge chunk of warpstone had struck the mountain, splitting it wide. Long years of wind and rain had caused the warpstone to leach into the land, mutating it and turning it into a wasteland where no natural thing flourished. When Nagash drank the bitter water of the Sour Sea, he was invigorated. Realising a source of great power lay close, Nagash determined to discover it.

For long years, Nagash lived as a hermit on the banks of the Sour Sea, experimenting with warpstone to increase his power. By night, he visited the charnel pits of the degenerate human tribes of the region, perfecting his obscene spells and raising the corpses of the dead to do his bidding. He came to be worshipped as a god by the tribes. The wretched souls worked tirelessly alongside the reanimated husks of their kin, mining warpstone from beneath the mountain to fuel their master's hunger and building a great fortress.

Cripple Peak became the centre of a swarming empire where living and dead alike served their master tirelessly, their flesh and bones the fuel that drove Nagash's obsession.

The Vengeance Of Nagash

In the city of Lahmia, allies of Nagash secretly studied his dark arts from stolen tomes and, under his subtle influence, created an elixir which blessed them with long lives, great strength and vitality, but cursed them with a terrible thirst for the blood of the living and an aversion to the light of the sun.

Over time, these allies grew in power and influence. Dark rumours spread that unclean things stalked the streets of Lahmia and the dead walked among the living. Enraged by these rumours, the Priest Kings of Nehekhara were drawn into a long and bloody war against Lahmia. Though the armies of the Priest Kings suffered greatly, the Vampires were defeated and Lahmia razed to the ground.

With the fall of Lahmia, those Vampires not slain fled north, drawn by instinct towards the sanctuary of Cripple Peak. Arriving at the carrion-court of the Great Necromancer, they were welcomed and given command of vast armies of the undead, raised by Nagash in anticipation of this moment and ready to march against the weakened armies of Nehekhara at his bidding.

But Nagash had underestimated his enemy. The war against Lahmia had not weakened Nehekhara. Instead, the Great Land had grown powerful under the rule of the mighty Alcadizaar the Conqueror. Under his inspired leadership, the armies of Nehekhara faced the legions of Nagash boldly, and battle after battle was won. Defeated, the Vampires fled across the desert to Cripple Peak, bringing their master the news of their failure.

The Land Of The Dead

Enraged, Nagash chose to end all life in Nehekharu so that he might rule free from petty and rebellious mortals. To this end, he polluted the Great Vitae River with terrible contagions, poisoning the land. Within weeks, those that had succumbed to plague outnumbered the living and the streets were choked with corpses as fully nine-tenths of the population perished. Whilst his people died, Alcadizaar sat upon his throne, powerless, as undead armies marched all but unopposed into Khemri.

With Nehekharu reduced to a land of corpses, Nagash began the next phase of his plan. In a days-long ritual, he consumed vast quantities of warpstone and the souls of whole tribes of his followers, sacrificed upon his black altar. Bloating with power, he began the incantation of his greatest spell: the Great Awakening, a spell that would raise every corpse the world over and bind them to his will.

Even as Nagash completed his ritual, Alcadizaar, captured and kept alive as a trophy within the deepest dungeon below Cripple Peak, was mysteriously freed by hunched and heavily cloaked creatures. A powerful blade, made of purest warpstone, was pushed into his hands and he was guided stumbling towards Nagash's throne room. Through sheer force of will, Alcadizaar summoned the strength to swing his baleful sword and cut the hated Necromancer down. Nagash roared as the terrible blade ended his unnatural life, and the energies of his accursed spell spiralled out of his control, sweeping across Nehekharu and stirring the vast legions of dead into a shadowy unlife.

Mourkain & Strygos

With the death of Nagash, Alcadizaar fled Cripple Peak, taking with him the Great Necromancer's crown. With his sanity shredded by the horrors he had witnessed, the once mighty king wandered lost through foreign lands until, dying of hunger and thirst, he fell into the icy waters of the Blighted River.

Sometime later, the frozen corpse, still clutching the crown of Nagash, was found by a shaman named Kadon. Pulling the crown from the dead king's frozen grip and placing it upon his head, Kadon's mind filled with visions and arcane knowledge. Returning to his tribe, Kadon brought great prophesies. He had the unknown king entombed beneath a mound, upon which was built a temple and around which Kadon's people built their dwellings. Kadon named this place Mourkain, and as it grew from the infertile soil of the Badlands, other settlements emerged around it: slowly at first, but more quickly as the magic of Kadon provided tireless labour in the form of armies of the undead, and the realm of Strygos was born.

Drawn by the presence of Nagash's crown, darker things came to Mourkain. Among these was the Vampire Ushoran, who slew Kadon and usurped his throne. Under the rule of Ushoran, Strygos prospered until the coming of a great Orc Waaagh! saw Mourkain sacked and the mighty Ushoran slain by the potent magic of a powerful Orc Shaman. With the destruction of Mourkain, the crown of Nagash was lost and the many tomes of magical lore transcribed by Kadon were scattered far and wide, carried by those fleeing the destruction.







THE COMING OF SIGMAR

Far to the north of Nehekara, a mighty warrior and bold leader would unite the warring tribes of Men against their common enemies. Under his rule, the Orc and Goblin tribes were driven from the lands and in his name, an Empire was founded that would endure until the world's end.



The Heldenhammer

West of the Worlds Edge Mountains, dense forests stretched for league upon league, eventually giving way to salt-laden marshland where they met the distant coast. Here, lived many tribes of barbarous humans, each struggling tirelessly for survival against the seemingly endless number of Beastmen, Goblins and Orcs that plagued the lands, eternally hungering for plunder and battle.

As their civilisation developed, these human tribes had begun to trade with the Dwarfs, learning from them the secrets of metalwork and trading their harvests for the finest Dwarf-made weapons and armour. Yet it was not until a chance meeting that a true alliance was formed.

Travelling through the lands of the Unberogen tribe with his bodyguards, the Dwarf High King, Kurgan Ironbeard was attacked by raiding Orcs. The Dwarfs fought valiantly but, greatly outnumbered, fell one by one until only the king remained. By chance, warriors of the Unberogen tribe led by their chieftain's son, Sigmar, came upon the massacre and rushed to the High King's rescue. Sigmar led the charge, snatching the High King's fallen warhammer from the ground and swinging it mightily, slaying a dozen Orcs with each blow. So grateful was Kurgan, and so impressed by Sigmar's bravery, that he gifted the young prince his mighty runic warhammer, Ghal Maraz.

Birth Of An Empire

Through this meeting, mighty bonds of friendship were forged between the bold and brash young Sigmar and the gruff, taciturn Kurgan Ironbeard. From this friendship was formed a powerful alliance between the Dwarfs and the Unberogens. Yet the threat posed by the endless tribes of Orcs and Goblins from the east would continue to grow, endangering the realms of Men and Dwarfs alike. When Sigmar succeeded his father as the chieftain of the Unberogen, he determined to unite the warring tribes of Men under his banner and to drive their enemies from the lands.

Through diplomacy and war, Sigmar forged a mighty coalition of tribes. Together with his Dwarf allies, this coalition fought many wars against their mutual enemies, driving them from their lands. Yet for all their victories, the Orc hordes continued to come and one last epic battle remained.

In Black Fire Pass, Sigmar and his tribal allies stood alongside Kurgan Ironbeard and a host of Dwarfs, facing a near-endless horde of Orcs and Goblins. Despite vicious fighting and their horrendous losses, the army of Men and Dwarfs prevailed. The power of the Orcs in the west was broken and their primary route from the Badlands into the lands of Men was closed.

With this great victory, Sigmar had unified his realm and was hailed Emperor by his loyal chieftains.



Sigmar's Heirs

For fifty years, Sigmar ruled his Empire and under his rule, his people prospered greatly. Mighty cities grew from tribal strongholds, Dwarf engineers teaching their human allies the craft of stoneworking and masonry, building great walls, roads and temples.

At the age of eighty, still hale and healthy, Sigmar decided to relinquish his throne and travel east, into the Worlds Edge Mountains. What he planned, none know. Some say he wished to visit his old friend Kurgan Ironbeard one last time, others claim he had grown weary of peace and wished to test his mettle against the denizens of the Dark Lands.

Whatever the truth, Sigmar passed the rule of his fledgling Empire to the chieftains of the tribes of which it consisted. To avoid infighting, these wise rulers chose to elect one of their number to stand as Emperor in Sigmar's stead, swearing oaths of loyalty and duty to their chosen leader as Sigmar looked on, his heart swelling with pride. In recognition of this act, Sigmar gifted Ghal Maraz to his successor and departed into the east.

From this first election was formed a system that would endure for millennia, that of the Electoral College. In this manner, the descendants of the tribal chieftains would come to be known by the title of Elector Count and would meet to elect one of their number to reign as Emperor when the need arose. Sigmar himself came to be worshipped as a god by his loyal subjects and a great church spread across the lands to honour his name.



An Empire At War

Under Sigmar's rule, the territories of the tribal chieftains had each formed a self-governing province within his Empire. These provinces continued to grow in power and influence, but they enjoyed little respite from anarchy and war. Rampaging Orc and Goblin warbands continued to sweep down from the mountains, their numbers increasing in the years after Sigmar's departure into the east, and in their wake, the battlefields would be stained red with the blood of Men. Beastmen rampaged through the dark forests of the Empire, destroying whole settlements and glutting themselves on the flesh of the slaughtered. Norscan longboats sailed from the frozen north to raid along the Empire's coast, burning and pillaging. Marauding tribes of barbarians came from the Troll Country, to slaughter and sacrifice in the name of their dark gods.

Alongside these familiar enemies of old came new threats. Loathsome ratmen erupted from beneath the sewers of ever-growing cities, overrunning the streets, spreading plague and wreaking havoc, before vanishing once more into their tunnels. Shambling corpses under the command of wicked Necromancers rose from their graves to wreak destruction upon the living, their inexorable march overwhelming entire armies.

These, and other horrors, assailed the Empire each and every year in increasing numbers. But through the seemingly unbreakable alliances formed between the Imperial provinces and with the inspired leadership of the Elector Counts, the armies of the Empire grew in strength with each passing season, standing eternally ready to face their enemies with courage and ingenuity. Through its many trials the Empire stood united. For a time, at least...



An Empire Divided

For a thousand years, the Empire prospered and, with the passing of each Emperor, the Elector Counts dutifully selected the best candidate to succeed to the throne. But with the untimely death of Boris Goldgather (often called 'Boris the Incompetent' by prince and peasant alike), the Empire faced its greatest test. Boris had been an unpopular ruler, his reign marked by corruption and the suffering of his people. When Boris died of a terrible pestilence that swept through the lands, the Elector Counts could not agree on a successor and for several years, the throne sat empty.

During this time, the Empire faced invasion from within, as armies of mutant ratmen erupted from beneath its greatest cities. Had it not been for Graf Mandred von Zelt of Middenheim, the Empire might have been overrun by the combination of plague and the verminous legions. Mandred led the armies of Middenheim against the verminous invaders and united his rival nobles to his cause. In a few short years, the loathsome ratmen had been driven from the Empire. In recognition of his popularity, the Elector Counts agreed unanimously to Mandred's ascension to the Imperial throne.

But upon Mandred's death, personal rivalries, conflicting ambitions and petty jealousy divided the Elector Counts once more and they proved unable to elect a successor. Blood was shed when these squabbles turned violent, and the counts returned to their lands with anger in their hearts. Otilia, the Elector Countess of Talabecland, proclaimed herself Empress and declared war upon her main rival, the Elector Count of Stirland.

The Age Of Three Emperors

The decades that followed saw a succession of Emperors, as one pretender after another launched a bloody coup to claim the throne. There was even an era when there were two Emperors at the same time; one the elected Emperor, the other the Elector Count of Talabecland who claimed a hereditary position as Emperor following the self-appointed reign of Otilia. In effect, Talabecland had seceded from the Empire and was joined at various times by other provinces that were dissatisfied with the current elected Emperor.

To make matters worse, in 1547, Count Siegfried of Middenland decided to declare himself Emperor as well. This audacious proclamation marked the beginning of the Age of Three Emperors, with each claimant soliciting allies and supporters amongst the others.

The provinces of the Empire had now become more or less ungovernable, and for the next four centuries the Elector Counts fought rivals within their own lands as well as the numerous enemies that assailed them from without. As the power of the Elector Counts declined, the Empire's cities looked more to their own affairs, and those that were not destroyed by war became prosperous under the leadership of Burgomeisters, leaders elected from the mercantile classes and other wealthy citizens. Many of the larger cities began to construct fortifications and recruit their own standing armies, in effect becoming independent military, economic and political states separate from their surrounding provinces. With Sigmar's people divided into squabbling fiefdoms, enemies gathered in ever greater numbers at their borders, eagerly testing the Empire's waning defences.



The Anarchy

In its weakened state, the Empire became easy prey to its enemies. Rampaging armies of destruction fell upon several provinces which, finding themselves unable to rely upon support from the forces of their neighbours, suffered greatly. The worst such example came in 1705, when the Orc Warboss Gorbad Ironclaw led a truly massive horde of Orcs and Goblins through Black Fire Pass. Waaagh! Gorbad ravaged the southern corner of the Empire to such an extent that the province of Solland, once rich and prosperous, was utterly destroyed. With its armies routed and its rulers slain, Solland was left a burnt and blackened wasteland by the rampaging Orc hordes. Following the eventual defeat of the savage invaders, much of Solland was subsumed by neighbouring Wissenland.

By the year 1979, many of the Elector Counts had realised the need for a strong Emperor to reunify the warring nation. Through much diplomacy, a majority of those Elector Counts who found themselves outliers in the contest for the throne came together and elected Magritta of Marienburg as Empress.

Unfortunately, this act was to prove wildly unpopular with those Electors not consulted, not least of whom was the head of the Cult of Sigmar, the Grand Theogonist, who was granted a seat in the Electoral College in recognition of their rank and who refused outright to acknowledge the vote. Rather than unite the Empire, the appointment of Magritta led to ever greater hostilities and, within a few short years, the Electoral system had completely collapsed. The Empire was, for all intents and purposes, no more.

The Vampire Wars

As the Age of Three Emperors had dragged on, a new threat had grown within the dark and forested province of Sylvania. Through a combination of deception, sorcery and bloody murder, a Vampire named Vlad von Carstein had wrested control of the region from its previous ruler, Otto von Drak.

Under Vlad's iron grip, Sylvania had grown strong and the taint of vampirism had spread. For over two hundred years, hiding his undying nature behind a string of different names, Vlad ruled over Sylvania. The Elector Counts looked on with indifference at these changes, too caught up in their own petty power struggles to care about such a backward corner of the Empire. In 2010, as the Empire slid into anarchy, Vlad launched his bid to become the immortal Vampire Emperor.

Marching at the head of a host of Undead, Vlad invaded Stirland and Ostermark before turning his attention to the heart of the Empire and marching towards the Reikland. For several decades, vicious wars raged until, eventually, Vlad himself was laid low by the Grand Theogonist Wilhelm III.

With Vlad's passing, his undead legions collapsed and crumbled to dust, but the threat posed by his infernal bloodline was far from ended and other Vampires rose to power in Sylvania who would continue to pursue Vlad's insane ambitions. The Vampire Wars raged on until the year 2145 when Mannfred von Carstein, the most vicious and cunning of Vlad's descendants, was defeated at the Battle of Hel Fenn by the armies of several Elector Counts, briefly united against a common enemy.

The Empire Today

It has been over two thousand years since Sigmar united the tribes of the central Old World into a mighty nation. For a thousand of those years, the Empire grew and prospered, becoming wealthy through trade and innovation. Other nations benefitted greatly from their alliances with the Empire and its various provinces, and the kingdoms of Estalia, Bretonnia and the city states of Tilea all grew wealthy off trade with Sigmar's people.

Yet strife and ruin, internal struggle and invasion from without have all taken their toll upon the once great Empire. Divided by politics and riven by the greed and short-sightedness of its rulers, the Empire has become little more than a collection of warring city states and loosely formed provinces under rule by pretenders who war with their neighbours bitterly, hoping to topple their rivals and claim the crown of the Empire for their own, certain that only victory over their rivals will restore the fractured nation.

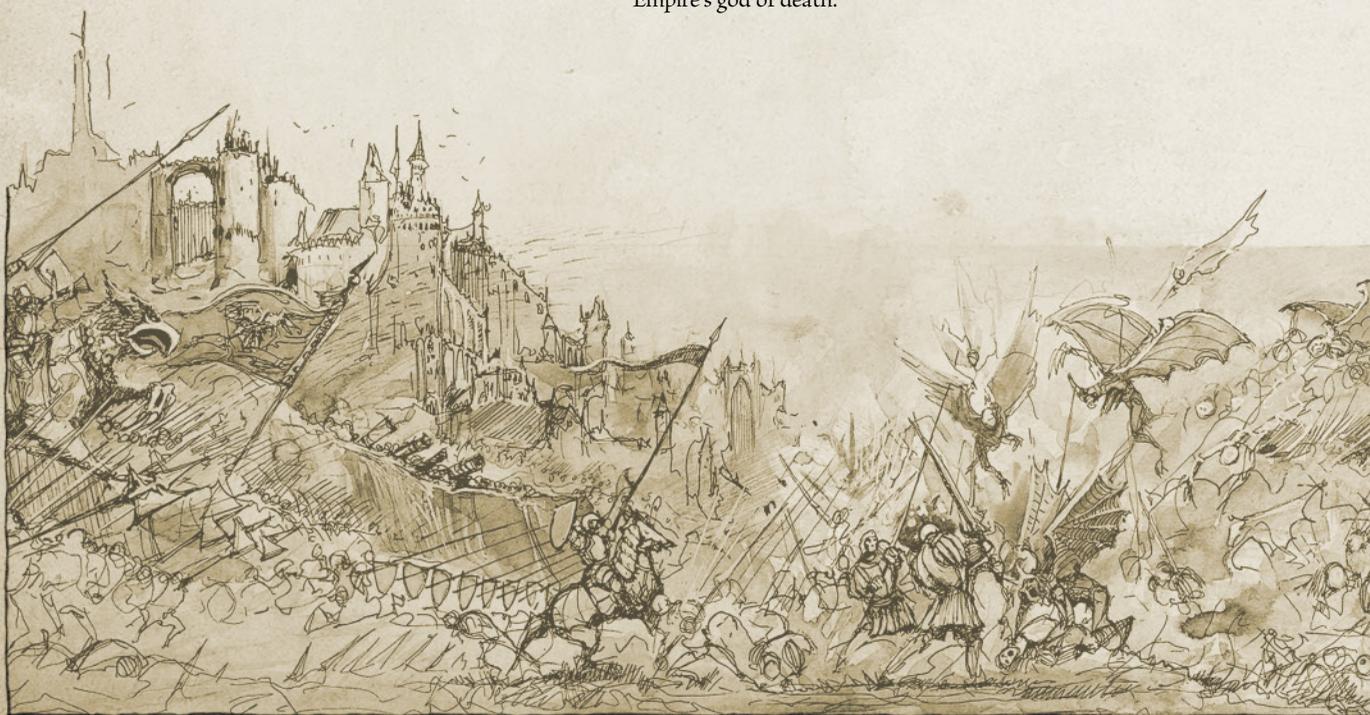
Yet this endless cycle of war only further weakens the lands that were once the Empire, every battle of the unending civil war costing the lives of brave soldiers. All the while, Beastmen, Orcs, Goblins and darker things – creatures that find civilisation anathema to their existence gather beyond the borders, hidden in the mountains and forests. Overshadowing all these threats looms the corruption of Chaos and the desires of the Dark Gods – their armies always gnawing at the edges of the Old World or attacking it from within. Against these threats, Mankind must stand united, or be swept from the world.

Faith & Gunpowder

The Empire is arguably the most technologically advanced nation in the world; its use of gunpowder, mechanical tools and advanced metallurgy second only to the Dwarfs. While the well-drilled state troops of the provincial armies might still fight with sword, spear and halberd, they are backed up by mighty cannon, rows of handgunners or pistol armed horsemen, not to mention the more esoteric weapons of war such as the dreaded Helblaster volley guns or the rumbling Steam Tanks.

The innovations of the Empire are principally focused on the industrious city of Nuln and its engineering schools, where new inventions for the Elector Counts' armies are routinely produced and sold from Marienburg to Talabheim.

Equally as important to the armies of the Empire as its cannon and handguns are the proud Knightly Orders. Expert warriors clad in heavy gothic plate armour and mounted upon powerful warhorses, they often exist outside the political structures of the Elector Counts and claimants to the Imperial throne. Fighting for honour, prestige or the articles of faith as laid down by their grand masters, these orders make powerful allies and deadly enemies to petty nobles with designs on rulership. Some Knightly Orders are populous, such as the Knights Panther, who have chapter houses in almost every major province. Others, like the Knights of the Ebon Tear, number only a few dozen warriors. Knightly Orders might be a secular fighting caste like the Scions of the Blade, devoted only to mastering the art of war, or dedicated to a god, like the grim Knights of Morr who count themselves the soldiers of the Empire's god of death.



Pretenders

Centuries of unrest have seen the Empire regress politically, resembling the scattered tribes once united by Sigmar – chieftains replaced by dukes, princes and barons, kingdoms and tribal lands replaced with provinces and city states. Presently, there are four great power blocs in the Empire, each ruled, at least in part, by a claimant to the Imperial throne.

Barony Of Westerland

Westerland, ruled by the Empress Elspeth Magritta VI, is the most prosperous region within the Empire, its great wealth derived from the port city of Marienburg. Unlike many Imperial cities, Marienburg has not yet become an independent city state, though its ruling Burgomeisters wield great power and influence over the young Empress Elspeth Magritta. The Cult of Manann is a powerful faction within the city and has its own influence upon the self-proclaimed Empress. For this reason Magritta is often known derisively by her rivals and detractors as the Sea Empress or the Empress of Coin, as a reference to her being a puppet of the mercantile guilds and the Sea Cult.

Grand County Of Osterlund

Count Sigismund Ulric rules Osterlund. Its forests and mountains cover the northernmost reaches of the Empire, where it meets the southern borders of Kislev and the Sea of Claws. Politically, it encompasses large portions of Ostland, Ostermark, Hochland and Middenland, though in truth it is a shadow of its former strength. Centuries ago the Count of Middenheim claimed rulership of the north, and was a claimant to the title of Emperor. This led to a line of so-called Wolf Emperors, who have continued to press their claim for control of the Empire. Despite these ambitions, the current Count is little more than the ruler of a city state, even though he claims dominion over the entirety of Osterlund and beyond.

Principality Of Reikland

Prince Wilhelm I rules Reikland, the ancient and powerful heartland of the Empire, born from Sigmar's own tribal lands. Within Reikland's borders, the Cult of Sigmar, governed by the Grand Theogonist, holds sway, and the forces of Chaos have the weakest grip upon the Old World here. This is in no small part due to institutions such as the Knights of the Fiery Heart and the Order of the Silver Hammer. Templars of both Orders travel the Empire alongside the armies of Reikland, rooting out worship of the Dark Powers. Such fanaticism puts Reikland especially at odds with the Duchy of Talabec, who they see, perhaps rightly, as a haven for pagan forces and elemental witchcraft.

Grand Duchy Of Talabec

The largest yet most disparate region of the Empire, the Grand Duchy of Talabec is ruled by Duke Ludwig XII, of the line of Ottilia. It ostensibly includes the provinces of Talabecland, Stirland, Averland, Wissenland and the Moot, though in practise many of these regions are self-governing and the cities of Talabheim and Nuln are both powerful city states in their own right who owe little allegiance to the nobility. For hundreds of years, the region has been claimed by the Ottilian Emperors, backed by the Cult of Taal and various other cults and rulers of the Empire eager to press their own claims to the Emperorship. After the collapse of the Electoral state system in 1979, the Duchy fractured further.





THE LAND OF CHIVALRY

Brettonnia is the land of chivalry. Its vast armies are without doubt among the greatest in the world and its warriors, be they noble or peasant, are possessed of an unshakable faith in the righteousness of their cause. If there could be but a single bastion in the world where the ideals of honour and goodness still exist, then surely it would be the kingdom of Bretonnia.



Gilles Le Breton

Long before the coming of Sigmar, humans settled the lands between the Grey Mountains and the Great Ocean, but it was not until the arrival of the warlike Bretonni tribe that a true nation was born. The Bretonni, with their own strange customs and notions, rejected Sigmar's offers of alliance, remaining divided for centuries into numerous petty fiefdoms. These battled constantly: for survival against rampaging Orcs from the mountains, Beastmen raiders from the forests and undead invaders from the sea. Fortunately, a young knight would rise and save his people from annihilation.

In the year 976 of the Imperial Calendar, Gilles le Breton, Duke of Bastonne, rode to the relief of a neighbouring fiefdom. Resting his army upon the banks of a lake, an ethereal woman appeared before him, rising from the waters. Sensing her goodness, Gilles knelt and asked her to bless his banner and his army. The fay woman bade Gilles drink from her Grail – a drinking vessel that granted those who drank from it immortality.

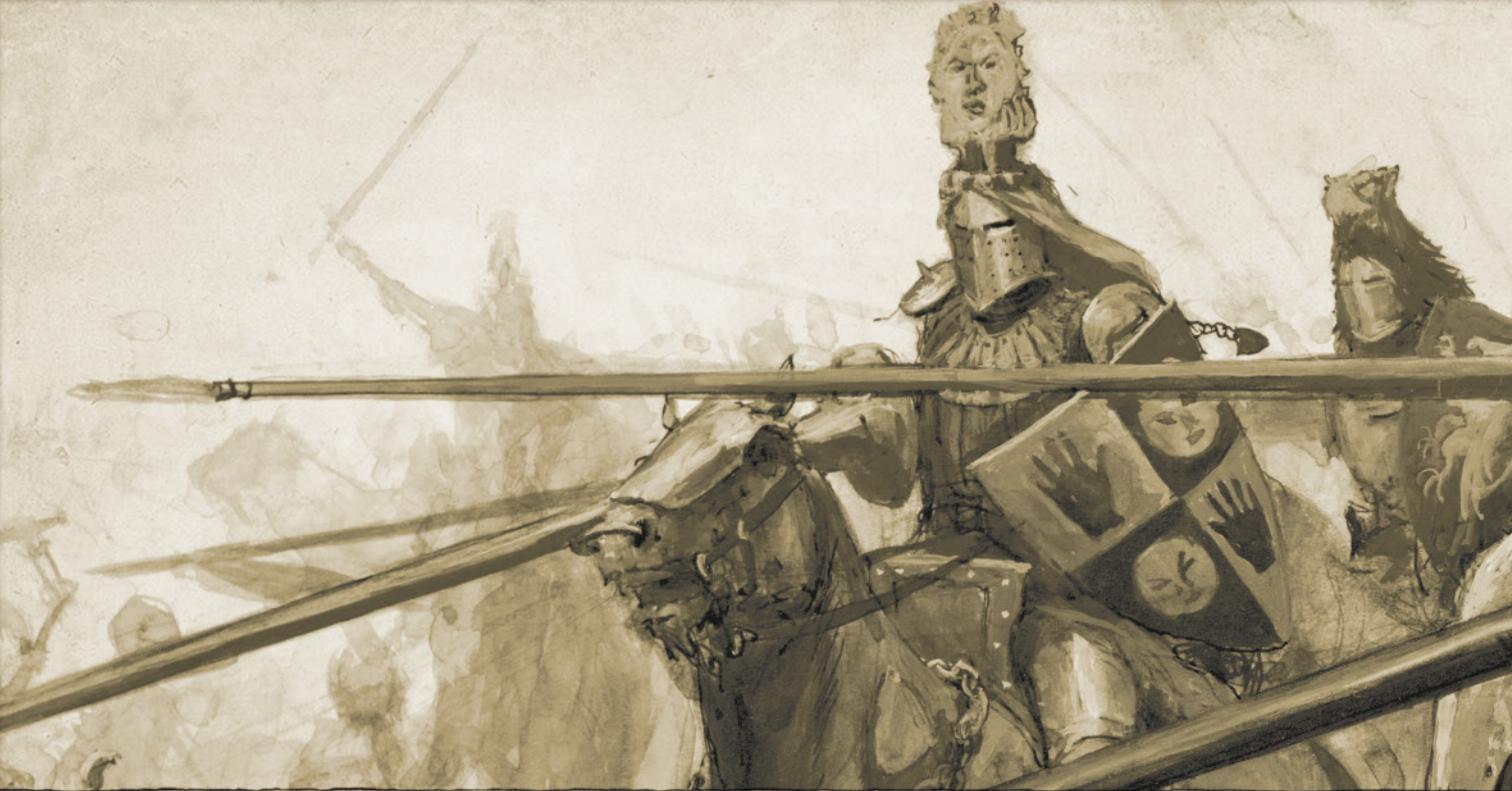
So blessed, Gilles and his followers became the first Knights of the Grail and, one by one, the Dukes of Bretonnia gathered to his banner. By the end of the century, Bretonnia had been liberated from its foes and the Dukes elevated Gilles to the rank of High King of the realm. Under his reign, Bretonnia prospered as never before.

The Lady Of The Lake

In the long years before the time of Gilles, the Bretonni tribes worshipped a host of different gods. Many of these were similar to those revered by the tribes to the east – such as Morr, the grim god of death, or the forest god Taal – albeit under different names. In the centuries since the time of Gilles these gods have been largely replaced by the worship of the Lady of the Lake. The Lady is the patron god of Bretonnia; her virtues are chivalry and honour. It is the eternal quest of all knights to seek her out, earn her blessing and drink from the Grail.

Though she has no priests or acolytes, her emissaries are the Fay Enchantress and the Grail Damsels that serve under her. Possessed of potent magical abilities, the Fay Enchantress is considered the living embodiment of the Lady and stands at the side of the king, guiding him in all things. Likewise, Grail Damsels guide the knights of Bretonnia on their quests, often accompanying them to war and lending their magical power to their armies in battle. Foreigners have been known to scoff at the notion of some magical aquatic woman protecting Bretonnian knights from harm, at least until they have seen with their own eyes the power of the Lady turn aside arrows before they could strike home.





The Might Of Bretonnia

The blessings of the Lady, and the longevity of Bretonnia's rulers, have been both a blessing and a curse for its people. Though they enjoy great stability and safety, the realm has become trapped in time, its Dukes and Kings eschewing the technological advances of neighbouring lands to remain true to the ideals of chivalry and knighthood. Yet despite the disadvantages of stagnant technology and rigid codes of chivalry, the armies of Bretonnia are still a force to be reckoned with. The blessings of the Lady of the Lake grants her knights protection against all manner of harm, while filling their hearts with determination and grace, making them among the most formidable warriors in the world.

It is just as well Bretonnia's armies are so strong, for the history of Bretonnia is one of constant war, against enemies from without – greedy aggressors who would violate the realm, intent on plunder and conquest, and against enemies from within – the debased children of the Dark Gods who slay and burn in the name of their evil patrons. But the most bitter of all wars are those where knight fights against knight, Duke against Duke.

Fostered by mistrust, vain pride, betrayal, lust and, above all, greed, this internecine strife has been the curse of Bretonnia more than any enemy. Only the rule of a strong monarch can stop the bickering amongst the Dukes, settle their quarrels and direct the energy of a united Bretonnia against its real enemies. When this happens, the nation's knightly armies ride out on noble crusades, whether within the borders of the realm or to far-off lands.

Knights Of The Realm

The might of Bretonnia's armies lies in its many ranks of knights. Organised by strict feudal hierarchy, these battle-tempered warriors ride to war upon the finest of chargers – intelligent, fiery and strong animals of heroic proportions – clad in baroque suits of armour overlaid with rich liveries emblazoned with their heraldic devices.

A knight's weapon of choice is the lance, with which much time is spent training in the joust. In battle, the knights of Bretonnia fight in wedge-shaped lance formations, their charges piercing deep into the ranks of the enemy like the weapon for which they are named pierces flesh, capable of breaking apart even the legendarily impenetrable battle lines of the Dwarfs.

Peasants Of Bretonnia

The bulk of a Bretonnian army is made up of innumerable feudal peasants. By the standards of other lands, these peasants live a squalid existence, yet they revere their rulers as protectors of the realm and paragons of bravery and honour. Thus, when their lord calls, they eagerly take up arms.

Peasant bowmen are the most numerous, the bow being a common hunting tool for the people of Bretonnia, and one many learn to use from a young age. Others, should they prove strong and capable enough, might find a place among their lord's men-at-arms, where they form solid blocks of infantry armed with heavy polearms. Serving their lord in such a way is an honour not soon forgotten by those that survive.



The Great Crusades

Throughout the centuries, vast hosts of knights have crossed the mountains that border fair Bretonnia, into the Empire, Estalia, T'ilea, the Border Princes and the Badlands. Others have embarked upon great galleons that have carried the warriors and their steeds into the faraway lands of Norsca, Araby, Albion and even the mysterious Land of the Dead. The purpose of such crusades is simple: to crush the enemies of Bretonnia before they can muster upon her border and threaten the humble existence of the peasant masses.

In the burning heat of the Nehekharan desert, gallant knights have done battle with the undying legions of the Tomb Kings, glorious formations of horsemen crashing through endless regiments of skeletal soldiers until the crusaders' bright liveries were entirely obscured by powdered bone and the dust of ages.

Entire Orc and Goblin tribes have been slaughtered by the crusading Bretonnians, without mercy, the crushing charges of galloping horse and heavy lance more than enough to slay the enemy elite before the rank and file is driven into the sea. Monumental Bretonnian fortresses have been built in these foreign lands in order to control remote provinces in the name of the King, but even the devout and ferocious knights of Bretonnia cannot be everywhere at once.

History has proved time and again the truth of the ancient Bretonnian adage "*The realm and the King are one*". Truly, the lands have withered and suffered under the rule of corrupt or weak rulers.

The Orc-Slayer

The current ruler of Bretonnia is Louen Orc-Slayer, so named for his crusade to rid his nation of Orc and Goblin tribes. Hailed as the greatest king since Gilles le Breton himself, Louen has ruled for almost 80 years, thanks to the longevity imparted to him by the Grail. An exceptional warrior and wise king, he rules from his court in the Dukedom of Bastonne to maintain the stability of his kingdom. In recent years the wars plaguing the Empire have spilled over into the eastern parts of Bretonnia, forcing Louen to see off brigand armies and ambitious Imperial nobles. Though the king sees the Empire's woes as very much an internal problem, he has entertained ambassadors from each of the major claimants to the Imperial throne, with some of his Dukes even going so far as to campaign in the Empire.

More often than not, Louen's attentions are focused on his western shores and the realms to the south. Though the neighbouring nation of Estalia enjoys largely good relations with Bretonnia – the two kingdoms periodically fighting border skirmishes – it is the Beastmen, Orcs and Undead who often raid from this direction and must be seen off by knightly armies. The king has even shown an interest in bringing stability to the Border Princes, so it might act as a buffer against the Badlands and hostile realms further south, though so far, Louen has been thwarted in his ambitions, beyond a handful of exiled knights laying claim to parts of this blighted region.

SOUTHERN KINGDOMS

Though the Empire, Bretonnia and Kislev stand pre-eminent among the realms of Man that lie to the west of the Worlds Edge Mountains, they are far from the only kingdoms in the Old World. To the south lie numerous, smaller countries, many as old if not older than the lands of Sigmar and the Bretonni, and all powerful in their own right.



The Border Princes

There are few human realms outside of the Northern Wastes as perilous as the Border Princes. Named for the countless exiled lords and ladies that claim corners of the region as their own, it has existed for hundreds of years on the frontier between the civilised lands of the Old World and the southern wilderness of the Badlands. Filled with dismal crumbling towns and cities, often overlooked by a ruinous keep or castle, the people of the Border Princes live hard lives under an endless succession of masters – the names of which can sometimes change from one day to the next!

But the Border Princes is also a land of adventure and opportunity. Many come to the lawless region to make their fortunes, either by selling their skills as mercenaries in the armies of its multitudinous rulers, or by picking over the centuries of ruins, crypts and tombs left behind by ancient empires and forgotten kings.

Others come to escape justice in their homelands, fleeing ahead of outraged monarchs, furious magistrates and angry mobs. All hope to leave behind the headsman's axe or the hangman's noose and forget the crimes and misdeeds of their ignoble past.

Straddling the border between civilisation and wilderness, the Border Princes are riven with Orc and Beastmen tribes and beset by armies of the restless dead, to name but a few of its numerous perils. Unlike the great nations of the Old World, its settlements do not enjoy the protection of state sponsored armies or crusading knights and must instead rely upon the personal retinues and militias of their lords and masters for security. Consequently, they live with the knowledge that, at any time, hostile armies might crest the nearby hills and descend upon them. Thus are the people of the Border Princes often as hard as the lands they inhabit, accepting that they must fight for everything they have – or join the countless generations of bones buried beneath their feet.



Beggar Lords

The most fascinating detail of life in the Border Princes is the endless procession of rulers. Outcasts, criminals and even the odd do-gooder who thinks of himself as the saviour of the south, all come to the Border Princes because their own lands will not have them. Of course, carving out a piece of the Border Princes for your own personal kingdom is no small feat and involves plenty of politicking, skulduggery and a fair measure of violence. For this reason, the castles, towns and fiefdoms of the Border Princes are constantly changing hands as one lord or other rises to power, only to be ousted or killed by the next. Occasionally, dynasties might arise and, for a few glorious generations, a kingdom might endure. Inevitably, however, treachery, war or simple misfortune befalls its ruler and the cycle begins anew.

The civil war in the Empire has been good for the Border Princes and many exiled nobles have found new allies within its boundaries. Men like Karl Raachwald, the Hermit Prince, or Lord Gunter Dunkelmund, the Broken King, formally of Reikland and Middenland respectively, make good money recruiting veteran soldiers from the region for their Imperial patrons. Equally, the so-called Prince Jurgen Esselhafen, the Lord of Paupers, fights proxy wars in the name of Marienburg, his task to keep southern ports open for illegal trade.

The Empire is far from the only nation to benefit from the rogues inhabiting the Border Princes. Exiled Bretonnian knights such as Sir Cecile Gastonne, the Black Knight, Adalene Monteaux, the Cursed Maid of Mousillon, or Sir Julien Pontenne, the Craven, have all been known to give shelter and aid to Bretonnian Knights questing in the south. Some princes are even more brazen when it comes to their mercenary nature, such as the Tilean Prince Fredo Tordorno, known as the Bastard Prince, or Karolina Aquilena, the Slayer of Queens. Estalian Princes, such as Desa Donalba, the Bloody Baron, or Lord Fulma Ortegeta, Don of the Red River, are barely more trustworthy, and only when dealing with their own kind.

Then there are outsiders like Boyar Valdos Uvetovsk, the Oath-breaker, or Jarl Skallagrison, the Thane of Crows, men best avoided for the dark deeds they are purported to have indulged in. That such cruel and ruthless outcasts rule in the Border Princes should be ample warning to any traveller that it pays to know whose lands you are blundering into.





The Free Cities Of Tilea

To outsiders, Tilea is a chaotic land of ever-changing alliances and nefarious rulers, a kingdom riven by constant civil war and treachery. In truth, it is a kingdom only in the eyes of its neighbours, for the nation of Tilea consists of a loose alliance of rival city states and their environs, all bound together by complex trade deals, brokered by cunning merchants, and a need for mutual protection fostered by powerful and wealthy families locked in generations-long vendettas with rivals.

At times in its long history, Tilea has been a republic centred around the prosperous capital city of Remas – though at such times, its merchant lords have always tended to look to their own selfish interests, even whilst paying lip service to the idea of a united nation and a centralised government. Much to the horror of its northern neighbours, Tilea scorns the idea of nobility and long ago did away with all the bother that can be caused by having kings and queens. Instead, it has cultivated mercantile dynasties, a family's power and position being built upon the extent of its trade and greed rather than any notion of a hereditary right to rule.

Tileans are, and always have been, an inventive and adventurous people. While some would argue that they simply dabble in new technologies in order to discover new ways of further enriching themselves, it cannot be denied that many of the most fabulous inventions of the Old World were conceived and crafted in the workshops of world-renowned artisans in Remas, Pavona, Luccini or one of the land's numerous other great cities.

The people of Tilea are also known for being bold and adventurous explorers – though, once again, many would argue that this adventurous nature stems from a desire to discover hidden riches and find new peoples with whom to trade. Whatever the case, Tilean explorers have wandered far and wide across the face of the world and made many wondrous discoveries for the betterment of all the nations of Man. Tileans were the first Old Worlders to reach the eastern empire of Grand Cathay by land, and the first to cross the Great Ocean and venture into the jungles of the New World, always returning with tales of the wonders discovered.



Dogs Of War

Whilst the many merchant princes of Tilea employ large retinues of guards to protect their interests, none of the many city states maintain standing armies, relying in times of need upon mercenary forces. These are recruited from the many mercenary regiments the nation is famed for, and are extremely well paid by merchant princes keen to secure their loyalty. These mercenaries are commonly known as the Dogs of War and, perhaps unsurprisingly, given their professional nature and desire to survive long enough to enjoy their pay, their armies can be most effective, both in the inter-city battles between the free cities and in seeing off invaders.

Sometimes, a merchant prince might even take it upon his or herself to lead a grand expedition to some far-flung region of the world, hiring a mercenary army to help them carve out a new Tilean outpost – usually for the purpose of setting up a lucrative trade route. In this way, Tilean ports have sprung up in Lustria, the Southlands and as far away as the Dread Sea, all to serve the interests of one prince or another.

Unfortunately for their masters, Dogs of War armies can be notoriously fickle, especially if the coin runs low or they receive a better offer. It is not unknown for an entire army to change its allegiance, or even quit the field on the eve of battle – though most mercenary generals value their reputation enough that they have the decency to give their current employer a chance to make any outstanding payments or to counter an enemy's offer. Others might simply take their payment and disappear, safe in the knowledge that their would-be employer will not be around post-battle to complain of having been conned!

Even more untrustworthy than the Dogs of War, though equally rooted in the Tilean way of life, are the pirates of Sartosa. For hundreds of years the large island off the southern coast of the Tilean peninsula has been a den of thieves and cut-throats of all stripes. These criminals have been a plague upon shipping from the Black Gulf to the Great Ocean and far beyond. Far from trying to stamp them out, many merchant princes consider the pirates their *de facto* navy, and will often pay for their services against their rivals, and the enemies of Tilea itself.



Kingdoms Of Estalia

Estalia, according to its long and storied history, was the first land settled by humans in the Old World. From its dry and arid northern mountain ranges, to its fertile southern coasts, it is covered in a patchwork of ancient kingdoms and proud cities, the greatest of which are Bilbali in the north and Magritta in the south. The ruling families of these rival cities share a long and tangled history that stretches back over hundreds of years and involves a great many marriages, assassinations and betrayals of trust.

Though the people of Estalia seldom concern themselves with affairs beyond their own borders, the nation boasts an extensive coastline, many great ports and is well noted for the skill of its sailors. Though most kingdoms employ only a small fleet of war vessels, hundreds of merchant ships sail daily from its harbours. Ships bearing the colours of the Estalian kingdoms are a common sight in ports from Barak Varr to Marienburg and far beyond. As a result, Estalia enjoys an important position as a merchant nation with goods from far flung corners of the world flowing into, and out of, its many markets.

Much like its fleet, the military might of Estalia is decentralised, comprising the personal retinues of its many kings, queens and lesser nobles, each of whom is responsible for recruiting and maintaining their own armies and, in many cases, small naval fleets. These armies exist to protect their homelands, and those of their neighbours from aggression and invasion. Alliances between neighbours are common, but rarely do armies come together in significant numbers, only doing so in times of great need.

Even so, Estalian regiments are well equipped with crossbow and pike, and extensively trained to fight in a style similar to that of the famed Tilean mercenary regiments. These regiments enjoy plentiful support from Estalia's numerous cavalry formations, most of which consist of young nobles mounted upon the finest warhorses – the kingdoms of Estalia being famed for the quality of their steeds. Beside these ride Templar Knights of several famous holy orders, such as the Knights of the Blazing Sun, a sophisticated order whose members study the science of warfare and excel in all of its many aspects, from pitched battle, to lightning raids, to siege-craft.



Southern Wars

Sheltered as it is to the north by the lands of Bretonnia and to the east by Tilea, the Empire and Kislev, Estalia has enjoyed a relatively peaceful existence when compared to other nations of the Old World. Even so, Orcs, Beastmen and the Undead have all plagued Estalia throughout its history. The former emerge regularly from the untamed Irrana Mountains and the wide tracts of forest that cling to their foothills, seeking war and destruction. The latter often come by sea from the distant Land of the Dead to conquer in the name of long forgotten kings, or emerge by night from the many tombs and barrows that lie scattered throughout the wilderness.

One notable invasion into the heart of Estalia was that led by the Vampire Lord Nourgul. The foul creature and his undead armies left devastation in their wake as they marched almost unopposed across the land, only to be stopped in the battle for Magritta, where some say the goddess Myrmidia – patron of the Estalians – appeared and personally destroyed the Vampire, reducing him to ash with her divine light.

Several times in its history Estalia has come under attack from, and even been occupied by, human invaders from neighbouring lands. In particular, the Sultanates of Araby, an ancient and prosperous land that clings to the western edges of the great southern continent and stands among the southernmost outposts of humanity in the Old World. Several times has Araby turned its attention north across the sea toward the rich and fertile soil of Estalia, and warships have sailed from great coastal cities to raid the coasts of Estalia. On more than one occasion, conquering Arabyans have landed armies upon Estalian soil to besiege the castles of its kings and queens.

As recently as the 15th century, as reckoned by the Imperial Calendar, invaders from across the waves conquered great parts of southern Estalia and formed their own kingdoms, some of which endured for decades before being driven back into the sea by foreign mercenary armies in the pay of the Estalians. These invasions have left their mark, and even today many of the noble lords and ladies that rule in Estalia's southern kingdoms are descended from those that once ruled as hostile invaders, albeit now under the colours of the Estalian kings.



THE ENCHANTED WOOD

The Wood Elves are the secretive defenders of the great forest of Athel Loren, their armies ever on the march, carrying spear and bow against the agents of disorder and ruin. The sentinels of ancient sites across the Old World, the Elves of Athel Loren fight a never-ending battle of vengeance against the lesser races that trespass upon their lands and the ever-spreading corruption of Chaos.



The Elves Of Athel Loren

In their prime, the Elves of Ulthuan maintained colonies and outposts throughout the known world. Nowhere was this more true than within the bounds of Elthin Arvan, the Old World – yet it was not to last. When the treachery of Malerion beset their ancestral lands with fury and war, the Elves had little choice but to abandon many of their distant holdings and return home, lest by defending both realms they would ultimately save neither. Yet not all the Elves who had settled in the Old World were prepared to abandon it. Most notable of all those who remained behind were the Elf colonies that dwelt near the forest realm of Athel Loren, those who renounced all ties to the Phoenix King and struck out in the cause of independence. So did the forest of Athel Loren become a realm unto itself.

But Athel Loren is not like other forests. Its ancient trees long ago found vigour and voice, and they learned to hate the lesser beings who swarmed about the forest's eaves, gnawing at their verdant majesty with axe and flame. Few intruders survive unbidden within Athel Loren's bounds, for the vigilance of the tree spirits is matched only by their loathing of interlopers.

That the Wood Elves were not consumed by the vengeful spirits of Athel Loren is one of the peculiarities of history. The alliance between Elvenkind and living forest was born out of a shared peril, for at that time the Dwarfs of the Grey Mountains pressed hard upon the forest's borders, felling trees to feed hungry furnaces and slaying Elves as payment for past grudges. The Elves of that region were few and the Dwarfs many. Only through combining their forces could the Elves and tree spirits hope to survive.

One dreadful night, a tremendous battle raged by the flickering light of Dwarfish logging fires. Outnumbered by the combined forces of the Elves and the thorn-limbed forest spirits defending their realm, the Dwarf interlopers fought with grim desperation. Time and again, the Dwarf invaders charged into the woods, hoping to catch the elusive Elves. But the woods seemed to close around the Dwarfs, binding them with vine and root, bludgeoning them with bough and branch. When dawn came, only shattered Dwarf shields and patches of scorched ground remained to show that a battle had raged at all. For weeks thereafter, in the deep holds of the Grey Mountains, Dwarf sentries looked westwards for some sign of pioneering armies that would never return. In Athel Loren, the battle had forged an alliance that would forever endure.





Children Of Nature

From that day forth, the fates of the Elves and the forest were intertwined. What began as a desperate alliance became something far deeper and more pervasive. With every passing generation, the Wood Elves become in character more akin to the forest they inhabit, wrathful and vigorous during the summer months, torpid and somnolent with the onset of winter.

So too have they taken on the tree spirits' capriciousness and distrustful nature. One can never be entirely sure how a Wood Elf will react, for their thoughts and reasoning, bound as they are to the forest's peculiar consciousness, are unknowable to an outsider. Where once they lived for the joy of exploration, the Elves became extremely hostile to the outside world, leaving the borders of their realm only to wreak bloody retribution upon those who have earned their displeasure or to defend ancient groves in distant lands. As time marches on, these groves are ever more assailed and plundered and so, the Wood Elves become ever more vengeful. Their desire for solitude has been sacrificed to ensure the sanctity of their race and indeed, the world at large.

So it is that the great forest of Athel Loren is now not merely the Wood Elves' dwelling place. It is their ally, their protector and their ward; the Elves are bound to it, body and soul. Those outsiders foolish enough to set foot within Athel Loren risk not only the wrath of the trees, but also the keen-eyed Elves who watch every path and stand guard over every glade.

A Hidden Nation

The aloof Wood Elves are isolationist in the extreme, caring naught for the affairs of other realms and races. Their concern is solely for the survival of Athel Loren and its splintered offshoots across the face of the world. Truly, the Wood Elves feel little sadness when other nations burn, so long as their cherished woodlands can endure. Yet this is not to say that the Wood Elves entirely shun dealings with the outer world. Through the otherworldly waters of the Crystal Mere, prophetesses and scryers sift the strands of future fate, seeking significant signs or portents of the next threat.

Not all such threats need be ended entirely, but merely whittled to weakness or redirected upon a different path – one that does not lead to Athel Loren's borders. It is fortunate that it is so, for the Wood Elves are less numerous than other Elven peoples, and they can ill-afford bitter and bloody campaigns of interminable length. Better that each battle is carefully chosen for maximum effect: slay an Orc Warlord and the coalition of tribes they command is as likely to tear itself apart as it is to continue upon its rampage. Lure a Beastmen warherd onto the defences of an Empire town and its deep-rooted hatred of Man will drive all other goals before it.

It is fair to say that the Wood Elves have little in the way of allies, but rather a wide array of enemies in varying degrees. Enemies that can be used as weapons against one another as need dictates.



A Force For Good

In recent years, the atavistic Beastmen have multiplied across the Old World and beyond, spawned from the dank hearts of Chaos-tainted woodlands. From the north come tribes of warlike Men, while the division within the Empire and the squabbles of its rulers are a sign of greater dangers to come.

For this reason, the armies of the Wood Elves march abroad in numbers greater than ever before, waging their covert wars against those in the sway of the Ruinous Powers wherever they may be found and even making alliances with those other races who would stand against the rising darkness within the Old World.

Monarchy Of The Woods

The Wood Elven nation is ruled by its Eternal Queen, Ariel, and her consort, the King in the Woods, Orion. As the avatar of Isha, the ancient Elven goddess of nature, Ariel is one of the most powerful Wizards in the world, able to confound enemies by controlling the very woods around them, or kill them by causing nature itself to rise up and slay them.

While she is the mother of her forest nation, Orion, Master of the Wild Hunt, is its greatest general. Tied wholly to the seasons of the world, Orion dies each winter, his body consumed by a funeral pyre. With the coming of spring, Orion is reborn into the body of a young Elven warrior, chosen to become the next incarnation of the King in the Woods and continue his eternal rule.

The Oak Of Ages

At the heart of Athel Loren stands a tree like no other – the Oak of Ages. Prodigious in both height and breadth, it dwarfs the surrounding forest and teems with life, its branches filled with spirits and spites, its roots fashioned into halls and chambers.

The Oak of Ages is more than just the heart of Athel Loren, it is the centre of the World Roots – magical paths that spread out across the entirety of the Old World and far beyond. The Wood Elves use these secret ways to travel the world, appearing suddenly in distant lands or vanishing from enemies as if they were never there. It is a gift of Ariel that allows her people to influence events in distant realms – often without the knowledge of their foes.

Kinbands & Clans

The Wood Elves have little in the way of a formal military. Instead, an army of Athel Loren is an alliance of kinbands drawn from different clans, each bringing martial skills honed in the dangerous environs of Athel Loren. These kinbands seldom meet the enemy in open battle, preferring swift and deadly surprise attacks. The woods, too, are their allies, and the clans will call upon forest creatures, spirits and spites to aid them in battle. Great treemen might even join their ranks, uprooting themselves to aid their Elven allies in the defence of their hidden home. The sight of the very trees themselves come to life is one few adversaries of the Wood Elves soon forget.



LORDS OF ULTHUAN

Haughty and proud, the High Elves rule over the vast island continent of Ulthuan. Steeped in ancient magics, and possessed of unsurpassed martial skills, their prowess is such that no single enemy has ever truly defeated them. Beyond their borders, their elegant fleets rule the high seas, carrying the armies of Ulthuan to every corner of the world.



Masters Of Magic

First among the races the Old Ones created were the Elves, called Asur in their own tongue. To provide a home for these peoples, the Old Ones made a kingdom for the Elves, raising the isle of Ulthuan up from the ocean floor. Here, the Elves would prosper, producing wondrous art and mastering the primal energy known as magic.

But the passage of time was not kind to the Elves. When the polar gates collapsed and the raw stuff of chaos flooded the world, Ulthuan was beset by monstrous fiends and daemonic entities. Yet the Elves rose to meet this almost overwhelming challenge. As the tide of Chaos crashed upon the shores of Ulthuan, the Elves stood firm in the defence of their realm. Led by the first and mightiest of the Phoenix Kings, Aenarion, and protected by the potent magic of their mages, the Elves halted then turned back the legions of Chaos.

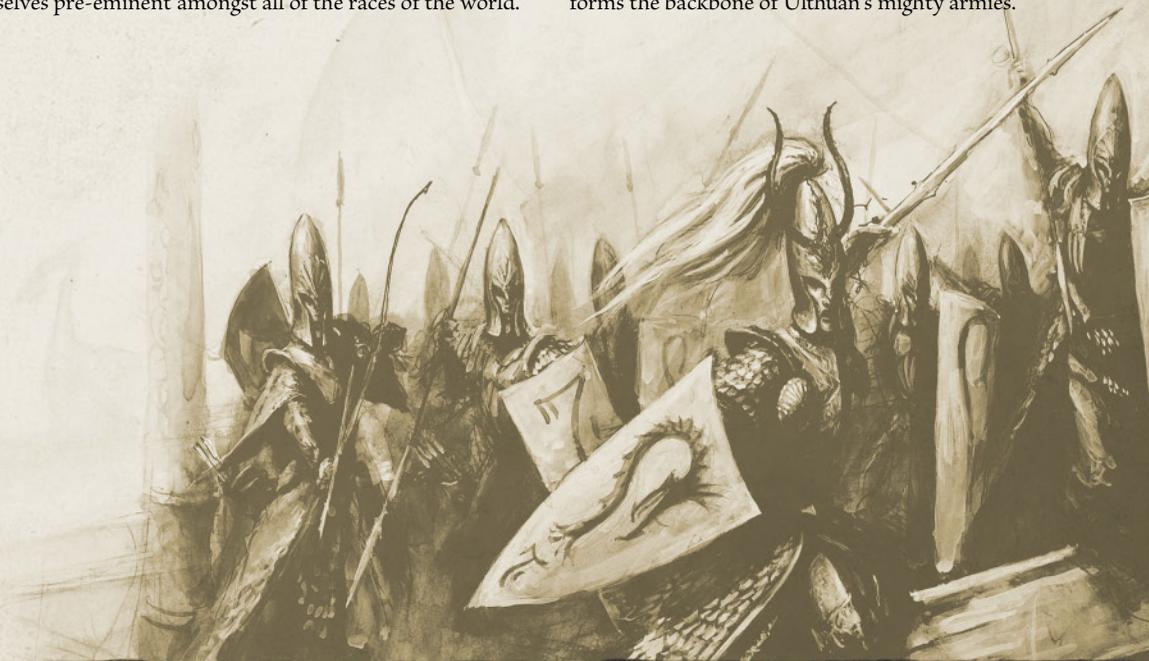
Despite the blood and sacrifice, this victory over Chaos was the greatest achievement of the Elf race. But it was a tainted victory, for in order to achieve it, Aenarion raised the *Sword of Khaine*, bringing the curse of madness upon himself and his descendants. Furthermore, their great victory fed the vanity and ego of the Elves, who since then have considered themselves pre-eminent amongst all of the races of the world.

A Martial People

The history of the Asur since that time has been one of almost constant battle and warfare. Many of these wars have been valiant and noble, for the High Elves have always been the mightiest opponent of the Ruinous Powers, but almost as many have been brought about by pride and arrogance. Most insidious of these were the civil wars that divided their people into those who adhere to the old ways and those who have embraced cruel new masters; an ongoing struggle that has raged for thousands of years and consumed countless legions across history.

These wars have forged a race very different to the mystics and scholars known to the Old Ones. Although the High Elves are still the supreme exponents of the magical arts, their armies have become the most professional and disciplined of all in this new age of war.

All citizens of Ulthuan are taught how to use weapons from an early age – it is said that High Elves learn to shoot a bow before they can read, and to wield a sword before they can write. The skills learned as youths mean that the High Elves are expert warriors by the time they reach maturity. This multitude of deadly fighters – an entire race honed for war – forms the backbone of Ulthuan's mighty armies.



The Armies Of Ulthuan

Equipped with finely wrought armour, armed with bow or spear and shield, the glittering hosts of Ulthuan are possessed of a preternatural deadliness. Yet for all their prowess, these citizen-soldiers are but the rank and file of a High Elf army.

More elite warriors exist in the form of the famous Silver Helms, the noble Elven knights who fight in the vanguard of every High Elf army; the graceful Reaver cavalry that guard the shores of Ellyrion; and the famed Dragon Princes of Caledor, descendants of those who rode drakes to battle in ages past. Riding alongside these cavalry formations are charioteers from Tiranoc and Chrace, the latter drawn not by Elven steeds but by the ferocious white lions that prowl the mountains of that mystical realm.

These are matched both in valour and skill by elite infantry. The ever-silent Phoenix Guard, granted visions of their own demise by Asuryan himself. The supremely skilled Swordmasters of Hoeth, who strike as swift as lightning with the two-handed swords with which they endlessly hone their martial form. The White Lions of Chrace, every bit as ferocious as their namesakes, wield elegantly curved axes that can hew necks as easily as the birches of their homelands.

And above each High Elf warhost soar the huge, majestic Dragons that have accompanied the High Elves to battle since the time of the Great Cataclysm. It is even said that, in recent years, the eldest of drakes have been roused from their slumbers by the clamour of war.

Lords Of The Phoenix

The armies of Ulthuan are led to battle by the greatest heroes of the age. The general of a High Elf army will have studied the art of war from infancy, committing to memory the countless essays and treatises laid down by the greatest High Elf commanders that came before them. These works, written by the likes of Caledor the First and Bel-Korhadris, mean that a High Elf general can call upon a store of military wisdom undreamt of by those that would command the armies of their enemies.

Furthermore, the military acumen of each Elven officer will be bolstered by the spell lore and magical abilities of the finest Mages. Even the youngest and most hot-blooded Dragon Mage can summon a storm of pyrotechnics. With such capable mages among their ranks, the armies of Ulthuan have little to fear from the primitive magic of their enemies.

It is this combination of skilled troops, expert leadership and consummate sorcery that make a High Elf army such a deadly force. With these finely honed warhosts, the High Elves impose their will upon all corners of the world, be they on land or sea, for their fleets are unmatched in speed and power. Arrogant and prideful, supremely confident and skilled in all the manifold arts of war, the High Elves have no compunction about using unstoppable force to achieve their ends. They know it is their destiny to shape the fate of the world, and woe betide any that stand in their way.



Colonies Across The World

Though time and the ascension of the younger races may have worn away at the might of the High Elven empire, theirs remains one of the most widely spread races in the world. Elven colonies, once numerous in the lands of the Empire, Bretonnia and greater Old World, now cling to coastal regions where they stand as trade hubs and diplomatic outposts, connecting the court of the Phoenix King to kings, emperors and lords from the shores of Araby, to the wilds of the Southlands. In turn, many of the younger races – though distrustful of the High Elves – rely upon their fleets to keep the oceans and seas of the Warhammer world safe for trade, there being no shortage of pirates, monsters and even darker things lurking both above and below the waves.

Even further afield, High Elf ports guard the great ocean trade ways of the Warhammer world. Beyond the Churning Gulf the Fortress of Dawn guards the straits between the Southlands and the Southern Wastes, while the Tower of the Sun and the Tower of Stars ward the entrance to the Sea of Dread. In the distant east even more towers, fortresses and ports connect Ulthuan to far-off kingdoms such as Ind, Nippon and Grand Cathay. In this way the High Elves maintain an unbroken chain of safe harbours for their ships from one end of the world to the other, as well as a presence in the courts of almost every great ruler in the world.

The Shadow Of Chaos

As the power of Chaos once again waxes strong and the armies of the Dark Gods gather in the north, the High Elves find themselves preparing to face their ancient foe. As custodians of the world and, at least in their own eyes, the inheritors of its defence, the armies of the High Elves are once more on the move. Though some among their kind feel it is time for the younger races to stand on their own, there is little faith among the Elves that Man is able to hold back the might of the Dark Gods. Many, in fact, blame the rise of Chaos over the millennia upon humanity, believing they too easily fall under the sway of Chaos, ultimately filling out the ranks of their enemies with corrupted warriors and murderous madmen.

To this end, Elven envoys have begun to appear across the Old World, lending their knowledge and guidance to mortal rulers. It is the hope of a small number of these envoys that the divided nations of Man might be forged into a force to stem the tide of Chaos, lest it sweep across the lands and isolate the Elves upon their distant, island nation. At the same time, the Elven navy grows in strength, just as the magical defences of Ulthuan are increased, for any blow from Chaos that lands upon the Old World will inevitably attempt to find its way to the mystic isle's shores.



Finubar of Lothern

Following the coronation of Finubar of Lothern as Phoenix King, the realm of Ulthuan underwent many changes. Amongst these was the establishment of garrisons across the coasts of the Old World. This was part of a greater move away from isolationism, with fleets of Sea Guard patrolling the waters between Ulthuan and the Old World in an effort to drive away pirates and marauders, thus keeping wealth flowing into Elven cities.





THE ANCESTOR GODS

The Dwarfs are a venerable and proud race, born from a long distinguished line of warrior thanes and vengeful kings. Craftsmen beyond compare, they dwell in great subterranean fortresses, far from the light of the sun. The traditionalist Dwarfs have much in common with their stony kingdoms, for every one of their number is as stubborn and unyielding as rock.



Children Of The Ancestors

The history of the Dawi, as the Dwarfs call themselves, begins with the awakening of the firstborn, their pantheon of gods, chief amongst whom were Grungni, Grimmir and Valaya. According to Dwarf tradition, these gods were carved by time from the rocks of the mountains, birthed by stone itself. They believe that the first Dwarfs, the children of these ancient ancestors, inhabited the southern portion of the Worlds Edge Mountains, migrating northwards as their numbers grew and splitting into different clans, many of which were led by a living god.

In these ancient days, before the coming of Chaos, the Dawi were cave-dwellers who fashioned primitive tools from flint and eked out a living in the bleak and inhospitable mountains. Then, as now, the Dwarfs were a hardy and enduring folk. Led by their gods themselves, the Dwarf civilisation soon developed from a stone era into a bold new age. With the iron, then steel, weapons and armour that Grungni, the Forgefather, taught them to make, the Dwarfs were able to fight off the terrors of the mountains and expand into new territory. It was Grimmir, the Warrior, who staved off Giants, Trolls and marauding Orcs while teaching his charges the arts of battle. It was Valaya, the Protector, who showed the wandering Dwarfs the value of strong dwellings and of the importance of bonding and community for the still-developing clans.

As the Dwarfs spread throughout the mountains, seeking out new veins of precious metals, they founded many strongholds, each a small fortified realm centred around a productive mine, a bastion in the rocky wilderness. The largest of these became known as Karaks, in the Dwarf tongue, and the glory of these great fortress-cities was fabled. Eventually, the Dwarfs reached the northernmost peaks of the Worlds Edge Mountains, a desolate region scattered with the bleached bones of many creatures. They called this cold and barren land Zorn Uzkul, or the Great Skull Land. Here, most Dwarfs turned back, for the harsh region provided a scarcity of mineral wealth, although a few of the boldest clans pushed onwards, some turning west into the lands now called Norsca, others heading east across the Great Skull Land and daring to enter the Mountains of Mourn.

Thus was founded the great Dwarf realm, the Karaz Ankor. At its centre lay the great city of Karaz-a-Karak, the Everpeak. For a long while, the widely dispersed clans maintained contact with each other, while each delved more deeply beneath the mountains. Soon, however, they would be separated by a growing storm unlike anything seen before...





The Golden Age

The Dwarfs suffered greatly during the long centuries following the Great Cataclysm, and much was taken from them that could never be reclaimed. Many holds fell and entire clans were lost. Worse, their ancestors disappeared, one by one, during the long years of war. Grimnir, as all know, had marched boldly into the north to challenge the Dark Gods, whilst Grungni, Valaya and their kin returned in the fullness of time to the mountain's heart, going back from whence they came.

So it was that in the years following the war against Chaos, as the Dwarfs re-emerged from their strongholds, they were eager to rebuild and stamp their authority upon their mountain realm. Many great works were undertaken; strongholds were deepened and explorations into the depths of the world were launched in search of ever greater mineral riches. Great halls and tunnels were excavated, expanding into colossal underground cities, all interconnected by vast subterranean highways.

When the Elves returned to their colonies in the Old World, the Dwarfs greeted them gladly and eagerly traded with them. A long age of peace and prosperity was begun. In Karaz-a-Karak the High King sat upon his throne, presiding over the Dwarf lords who ruled the other holds. New alliances were nurtured with the primitive race of Man, who looked with awe at the elder races and sought wisdom and guidance. Alas, the hard won peace would not last, for the treachery of the Elves would incite a terrible war that was to rage for several hundred years.

The Time Of Woes

Following the protracted and bitter War of the Beard or, as the Dwarfs call it, the War of Vengeance, the Dwarfs stood victorious. This hard-won victory should have ensured the Dwarfs' dominion over the Old World for many centuries to come; however, the fates proved unkind.

The war had been long and vicious, and the Dwarfs found their vigour expended. Before they had begun to recover and rebuild their strength, their realm was beset by natural disasters that unleashed destruction unparalleled since the coming of Chaos. The end of their Golden Age came amid a devastating series of earthquakes that shook the length of the Worlds Edge Mountains. These, in turn, were followed by volcanic eruptions of monumental proportions, throwing their realm into disarray.

In the wake of these natural disasters, the Dwarfs were left vulnerable to the many enemies that fell upon their strongholds from above and below. Many holds were overrun by Goblin interlopers and homeless clans were forced to flee, seeking shelter at the hearths of their neighbours. For several centuries, the Dwarfs fought desperately to drive out hordes of invaders, yet more and more enemies came. One by one, the great holds fell, each recorded within the Great Book of Grudges: the huge tome in which all wrongs done to the Dwarf race are written. The once-glorious Dwarf empire lay shattered and despoiled. Where in the past its power dominated the Old World, its armies now struggled to defend a handful of remaining strongholds.



The Dawn Of A New Age

With the decline of their empire, there began a time of exodus. Many Dwarfs forsook their ancient homelands, leaving the familiar peaks of the Worlds Edge Mountains behind and battling westward into the Grey Mountains, where they established new strongholds. Though these dwellings were rough-hewn and humble things, through non-stop industry they grew and were refined, though they would never rival the great works of their ancestors in scale, production or architectural wonder.

Between the Grey Mountains and the Worlds Edge Mountains, the Dwarfs established new trade routes and refurbished old roadways made when they traded with the Elves. Travel was still dangerous, however, as these lands were overrun with Orcs and Goblins, which the Dwarfs saw were in a constant state of war with the growing tribes of Men for possession of the forests and lowlands. Seeing this struggle, the Dwarfs did all they could to encourage these tribes. Trade between the two races increased rapidly, and the Dwarfs shared ever more of their wisdom, teaching the humans the arts of metal and stonework.

By a strange quirk of fate, the Dwarf High King, Kurgan Ironbeard, forged a powerful friendship with Sigmar, the son of the chieftain of the Unberogens. Through the Dwarfs' friendship with this large and influential tribe, the alliance between them and Men grew, and the combined might of their armies would rid the lands of their enemies. A new age of prosperity had begun for the Dwarfs and their allies.

The Silver Age

Despite enduring the decline of their once great empire, the Dwarfs remain a proud race, and their rigid sense of honour has seen them gradually reclaim much of what was once stolen. Seated upon his golden throne deep within Karaz-a-Karak, the Everpeak, High King Alriksson is the inheritor of a prosperous era of trade and invention begun long ago when Kurgan Ironbeard fought shoulder to shoulder with Sigmar. And he is keen to see this continue, for he holds dear the enduring oaths that bind Man and Dwarf.

Though the nations of Man are quarrelsome and given to warring amongst themselves, many Dwarfs dwell within those lands, and it is the ingenuity and industry of their engineers and artisans that has built the great human cities and driven the young race's advancement. This, in turn, has driven the industry of the great forges and foundries that riddle the mountains, and the high peaks ring day and night with the sound of hammers on anvils as the Engineers Guild crafts ever greater wonders.

Yet much of what has been lost goes unclaimed. The treasures of the ancestors lie buried in distant tombs, beneath shattered holds occupied by Goblins, Trolls, Dragons and worse. Vengeful Dwarf throngs march regularly to war, led by powerful Thanes and Kings honour-bound to liberate their ancestral strongholds from the foul creatures that despoil their depths. With each glorious campaign, the Dwarfs solemnly strike entries from the Great Book of Grudges. Yet for all their victories, many grudges remain unanswered.



A GREEN MENACE

Orcs and Goblins are destructive creatures. Interested only in fighting and breaking things, they are a scourge to all lands and a bane to civilisation. They raid ceaselessly, carrying war and barbarism to every corner of the Warhammer world. Yet they are also extremely adaptable, able to thrive in the harshest of environments, mimicking the technologies of their enemies and enthusiastically adopting new ways of making war.



Unexpected Interlopers

Long ago, the first Orcs and Goblins appeared upon the world, much to the disappointment of the Old Ones, having crossed the interstellar deeps by stowing themselves away aboard the Old Ones' magnificent craft. These interlopers crept from the vessels upon which they hid and spread out into the young world, seeking refuge in its wild places.

Here, hidden from the gaze of the Old Ones and seemingly forgotten about in the hope they would quickly starve, the warlike creatures prospered. Tribes grew rapidly, roaming the barren wastelands, hunting herds of great beasts, fighting one another and generally having tremendous fun. As their numbers grew, they spilled out of the southern deserts and volcanic plains, invading the lush lands of the young races and finding fertile hunting grounds, pleasant climates and, most importantly, new enemies.

In the mountains, they encountered the Dwarfs. From fighting these hardy warriors, the Orcs and Goblins learned the value of iron and steel, and quickly began to forge their own crude weapons and armour. Many Goblin tribes began to explore deep caves and caverns, finding vast underground realms to inhabit and a wealth of fungi to sustain them (often with hilarious side effects, ranging from deadly toxicity to mind-altering intoxication). From here, they tunnelled further, finding hidden ways into the underground lairs of the Dwarfs, the better to make war upon their enemies.

Along the coast of the Old World, the migrating Orcs and Goblins encountered Elves and, whilst their jeering hordes watched the tall and strangely fragrant beings flee across the waves, they learned the joy of boats. Soon the adventurous creatures were sailing the seas of the world in ramshackle craft. Carried hither and yon by wind and current, they came upon distant lands such as Ulthuan and Lustria. These were eagerly invaded and, as their hordes ravaged coastal settlements and laid siege to great inland cities, ever more enemies appeared, keen to fight the intruders.



In the frozen north of the Old World, they first encountered the primitive tribes of Man. Great must their joy have been, for these creatures seemed as barbaric and warlike as any Orc, and as cunning and vindictive as any Goblin. Where the Dwarfs would bar their great iron doors against them and the Elves would rain arrows on them from afar, in Man, the Orcs and Goblins had found a foe that would face them head-on in battle, meeting them blade to blade.

So numerous have the warlike Orcs and Goblins become that, should they ever stop fighting and turn their minds to conquest, they would sweep away all opposition in a brutal tide of violence.



Tribes Beyond Number

Orcs and Goblins live in warrior tribes or warbands, sometimes forming into tribes that consist exclusively of one or the other, but most often gathering together, their distinct differences strengthening the collective force. These groupings range from a few hundred to staggeringly vast hordes that cover the lands in heaving seas of green flesh and rusted metal.

They can be found throughout the world and, disconcertingly for peace-seeking folk, there isn't a habitat in which the adaptable creatures cannot thrive. From the scorching heat of the Southlands to the frozen steppes of Kislev; from the forests of the Empire to the high peaks of the Worlds Edge Mountains, a traveller cannot hope to avoid them. Though these prolific creatures do not have a distinct kingdom of their own, there are vast tracts of land where they dominate completely. The notoriously dangerous region known, quite justifiably, as the Badlands, which lies between the southern Worlds Edge Mountains and the Black Mountains, is one such place, and it is from here that many invasions of the Old World originate.

Most tribes are semi-nomadic, due in part to the fact that a successful tribe destroys everything within many days march of its camp. Thus, a tribe must be constantly on the move, seeking out rich new lands to devastate and despoil. Any Warboss worth their rusty ironshod boots considers anything visible on the horizon as their rightful stomping grounds, and anyone who disagrees had better be prepared for a fight.

Belligerence Made Manifest

If belligerence could be personified, it would look much like an Orc. Broader and more muscular than a man, these green-skinned brutes have large heads, powerful jaws, low brows and great tusk-like teeth. They are dim-witted but adaptable, with dense hides that protect them from harm and thick skulls that protect them from the perils of philosophy.

But by far their most defining characteristic is their love of violence. Orcs live to fight. Indeed, when not surrounded by a maelstrom of violence and bloodshed, Orcs quickly become bored, some slipping into brooding lethargy, others attempting more adventurous activities such as the crafting of crude weapons, the training of reluctant mounts or the building of great effigies from rocks and dung. But Orcs find such non-violent behaviour taxing, and before long they will begin looking for ways to unleash their pent-up aggression. To Orcs, there is nothing better in life than battling one's enemies and, should enemies prove scarce, all Orcs know that punching another Orc quickly creates a new enemy.

In Orc culture (such as it is), the largest and strongest quickly become leaders, imposing their will through strength, brutality and shouting. Black Orcs, named for their dour demeanour and bleak sense of humour as much as for their dark green skin, are by far the most notable and fearsome. The largest of their kind can often be found as leaders, accompanied by a bodyguard of fellow Black Orcs, hungry for war. Many of the most notable Orc hordes are led by Black Orc warlords.

The Battle of Black Fire Pass

Through the Black Fire Pass, between the Black Mountains and the Worlds Edge Mountains, runs the Old Dwarf Road, linking the Empire to the ancient Dwarf capital of Karaz-a-Karak. The pass has a long and bloody history, for it is also the route favoured by invading Orc and Goblin armies from the Badlands, and it has been the site of many battles. It was here, long ago, that the allied armies of Men and Dwarfs engaged with a massive invading Orc and Goblin army. Unable to bring their superior numbers to bear, the Orcs and Goblins were defeated and scattered. The ensuing victory was the epoch-changing event that allowed Sigmar, the leader of the Men, to found the nation that would become the Empire.



Vindictive Green Hordes

Smaller and more nimble than Orcs, Goblins are comparatively intelligent creatures with scrawny limbs and irritating voices that never seem to cease. Whilst feeble compared to their larger kin, and prone to extreme acts of cowardice, history has repeatedly shown that a Goblin horde can defeat the most redoubtable of foes through weight of numbers. Vicious and mean-spirited, Goblins far prefer to attack from behind, assail foes already weakened by battle or, better still, both at the same time.

Despite their differences, Orcs and Goblins naturally congregate together, and it is a rare tribe that does not include both. Although Goblins often suffer terribly whilst in the company of Orcs, such a symbiotic arrangement has its advantages. In battle, Goblins can rely on their stronger cousins to do most of the fighting, whilst they seek vulnerabilities in the enemy's battle lines to exploit with sneak attacks and make use of their ingenious war machines to bombard the enemy from afar.

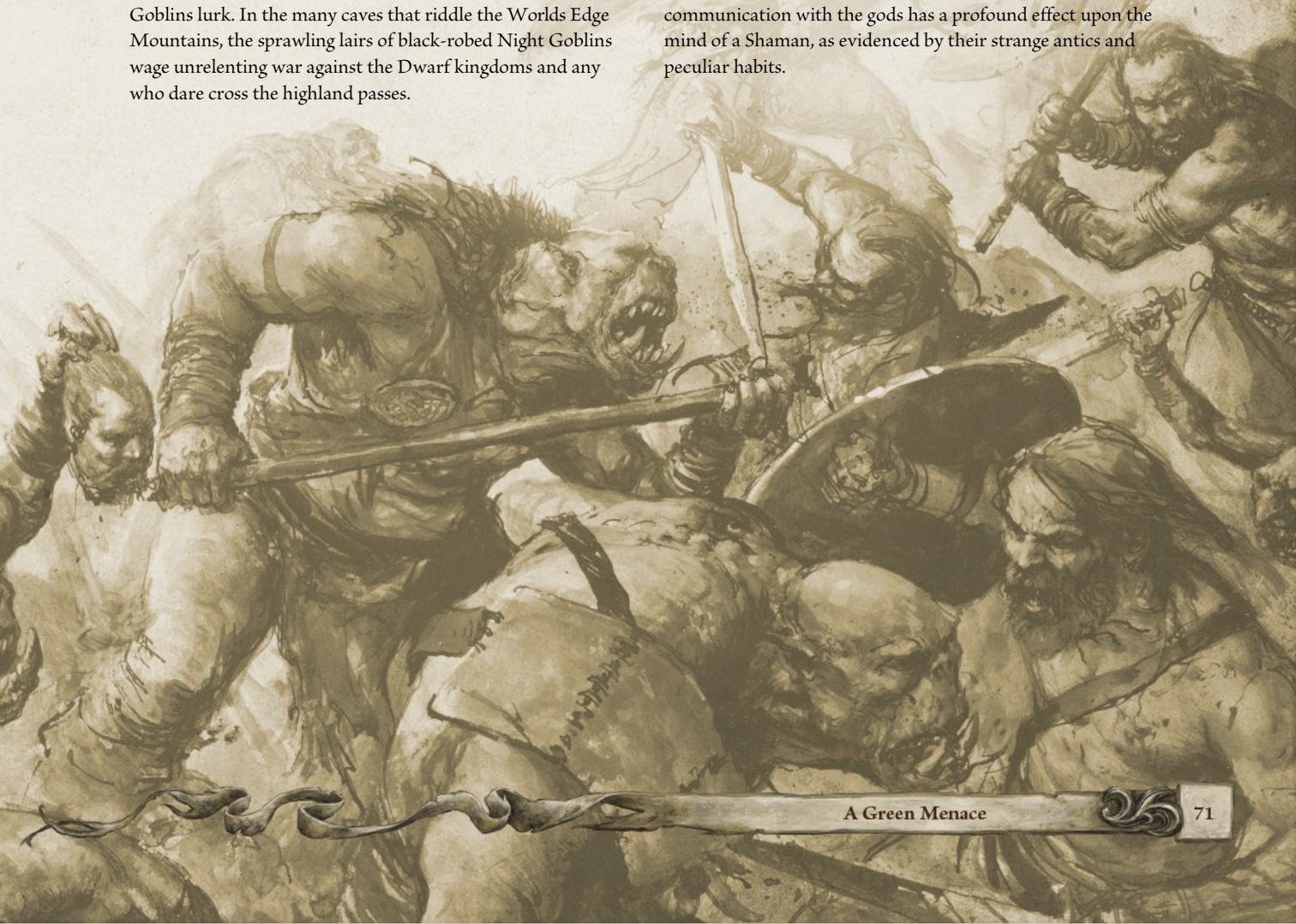
Yet, being every bit as adaptable as Orcs, Goblins do form tribes alone which can be found in many and varied lands. From the volcanic expanse of the Dark Lands to the lush fields of Bretonnia, nomadic tribes of Goblin Wolf Riders swarm. Within the primordial forests of the Empire, Spider-riding Goblins lurk. In the many caves that riddle the Worlds Edge Mountains, the sprawling lairs of black-robed Night Goblins wage unrelenting war against the Dwarf kingdoms and any who dare cross the highland passes.

Gork & Mork

Orcs and Goblins are extremely superstitious (and some would say gullible) creatures. As such, they are willing to believe in lesser deities and prone to following strange cults. Yet for all their love of petty fetishes and minor idols, their pantheon is dominated by the boisterous and belligerent brother-gods known as Gork and Mork.

The followers of Gork and Mork seldom call upon them for aid in times of need, nor do they beseech them for gifts, as less robust races do of their gods. Instead, these war gods and their infamous deeds serve as inspiration. Gork is brutal but kunnin', Mork is kunnin' but brutal, and every Orc and Goblin lives in the sure and certain knowledge that if they are brutal or kunnin' enough in life, they will join their gods in eternal battle in death.

Amongst their followers, the power of Gork and Mork causes the phenomenon known as the Waaagh!, an almost spiritual calling to war that fills every Orc and Goblin with frenetic energy. Shamans, as the innumerable tribes call their magic users, are living conduits through which this power is manifest for all to see. When their armies march to war and the power of the Waaagh! rises, Shamans attempt to harness and manipulate it, using it to blast their foes or rouse their warriors to greater heights of violence. However, such communication with the gods has a profound effect upon the mind of a Shaman, as evidenced by their strange antics and peculiar habits.





TOMB KINGS OF KHEMRI

Ancient and vengeful, the Tomb Kings of the southern deserts have awoken from their millennial slumber. Theirs is the wrath of the cheated, for they were promised an eternity of heavenly glory, but were imprisoned between life and death. At the behest of the Tomb Kings, legions of merciless skeletal warriors rise from the sands of Nehekhara and march forth to reconquer the world.



The Land Of The Dead

Despite being an enlightened and advanced civilisation when the tribes of the Old World still dwelt in caves and mud huts, Nehekhara was brought low by the megalomania of its kings and the evil magics of Nagash, at whose hand Nehekhara withered and died, cursed to an unquiet death from which there could be no true respite. Today, the Great Land is a barren sea of sand dunes, a scorching desert studded with the morbid architecture of a civilisation obsessed with death.

Beneath the thin white sands lie countless gilded artefacts and trinkets buried amongst the drifts of bone. Each of the many thousand tombs that litter the arid landscape contains a king's ransom in jewellery and gem-studded weaponry. Every year, armies of the avaricious and the adventurous march deep into the heat-blasted deserts, intent on ransacking the legendary wealth of the land despite rumours of the vengeful dead buried beneath their feet. Every year, the sands are stained red once more with the blood of the foolish, for the rumours of spirits abroad in the deserts are true – the long-dead soldiers of ancient Nehekhara stand ready for battle at all times.

Should a commander be brave or foolish enough to trespass into Nehekhara and lead their warriors into the sacred vales of the kings then they would witness a terrible phenomenon.

As the punishing midday sun blazes down upon the interlopers, the sands begin to shift; sun-bleached skulls surface all around, dust spilling from their empty eye sockets. Holding curved khopesh blades, armoured forms awaken from their slumber, forming up into elite regiments with preternatural discipline and coordination. Undead archers nock and loose volley upon volley of arrows as they march from their graves in eerie unison. Fully-formed cavalry units burst from the ground, spears levelled as their skeletal mounts gallop towards the intruders. Cresting the dunes, come fast and deadly chariots. From the sands, boil black clouds of skull-carapaced scarabs and sarcophagi cast in the form of scorpions that sting and slice into the soft flesh of the living. Out of the tombs come towering god-statues, jerking and lurching towards the foe with an unnatural gait. Alongside these stone sculptures come hulking, skull-faced constructs of bone and precious metal, each adorned with a treasure chest's worth of gemstones and ornate curios.

These unnatural cohorts have been brought to unlife by the incantations of the Liche Priests, magisters of the dead who bind and tame the unruly Winds of Magic with the ease that lesser Wizards might tame familiar spirits. And yet these are merely the initial defences of the lands of Nehekhara, those who protect the outlying tombs and settlements from the greedy and the insolent.





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

They whisper the name...
Nagash."

*From the Book of the Dead,
by Abdul ben Rachid*

The Magic Of Death

These vast armies are animated by the will of the Tomb Kings and the power of death itself. When the Great Necromancer Nagash unleashed his magic upon the world, Nehekhara was the worst affected. So prepared for the afterlife and so steeped in death were its people that it became a realm completely inhabited by the unliving. To this day the magic of death thrives in the wastelands of the south, giving unnatural life to the skeletal remains of countless thousands.

It is said that the magical Wind of Death blows especially strong upon Nehekhara and any living being who ventures there will, in time, sicken and die should they linger too long. This same power that saps life from mortal flesh and bones invigorates the undead, and the armies of the Tomb Kings are at their strongest when they wage war in the shadow of their great pyramids and fallen cities. Certainly, in the long centuries since the rise of the Tomb Kings no army or nation has yet conquered the Lands of the Dead, and those few foolish enough to try have left their bleached bones in the endless desert sands.

The magic of death that surrounds Nehekhara is as much a blessing for the Tomb Kings as it is a curse. Though it has doomed them to an eternity of decay, it also allows them to work powerful magic upon both themselves and their servants. At the heart of this great power, stands the Mortuary Cult and its many priests and hierophants.

The Mortuary Cult

At its founding, the Mortuary Cult was commanded to study the arts of mummification and communion with the gods. Steadily, over many centuries, the priests learned how to preserve a corpse from decay until the art of embalming had become extremely elaborate. The priesthood also devised a vast lore of magical incantations and rituals intended to bind the souls of the dead kings back into their royal bodies. Since a ruler depended on the Mortuary Cult's knowledge and loyalty in order to live beyond their own death, the Liche Priests held great power in ancient Nehekhara.

Indeed, Liche Priests were the only subjects who could not be executed, and in this way, the priesthood became a formidable power behind many thrones. Liche Priests acted as advisors and viziers to the rulers of Nehekhara, and their status was second only to that of the ruling families. Each necropolis, with the burial pyramids of the Tomb Kings at its core, has a temple dedicated to Nehekhara's Mortuary Cult and it is here where the Liche Priests preside.

In addition to the rituals of summoning, Liche Priests have many duties to perform in the necropolis, including renewing the seals upon the portals of the tomb vaults, maintaining the incantations of preservation and determining the moment of a Tomb King's awakening. The Liche Priests continue to perform these duties for centuries, unable to die a natural death, cursed forever by their own lust for immortality.

Gods Of The Desert

So ancient is Nehekhara that its culture, architecture and gods are strange and alien to the younger nations of the world. Travellers brave enough to venture into the Lands of the Dead might find themselves surrounded by fearsome, leering animal gods, gigantic golden insects and terrifying death masks studded with precious metals and gems. The armies of the Tomb Kings carry these icons into battle, banners bearing coiled serpents, striking scorpions and watchful eyes hinting at deities long forgotten.

In the current era, the gods of the desert exist only as carvings on tomb walls or statues standing sentinel over ruined cities. From towering pyramids, deities – such as Ptra, the Sun God, or Geheb, the god of strength and stone – gaze mercilessly down upon the sands, a reminder of their eternal might and once grand position within the pantheon of Nehekhara.

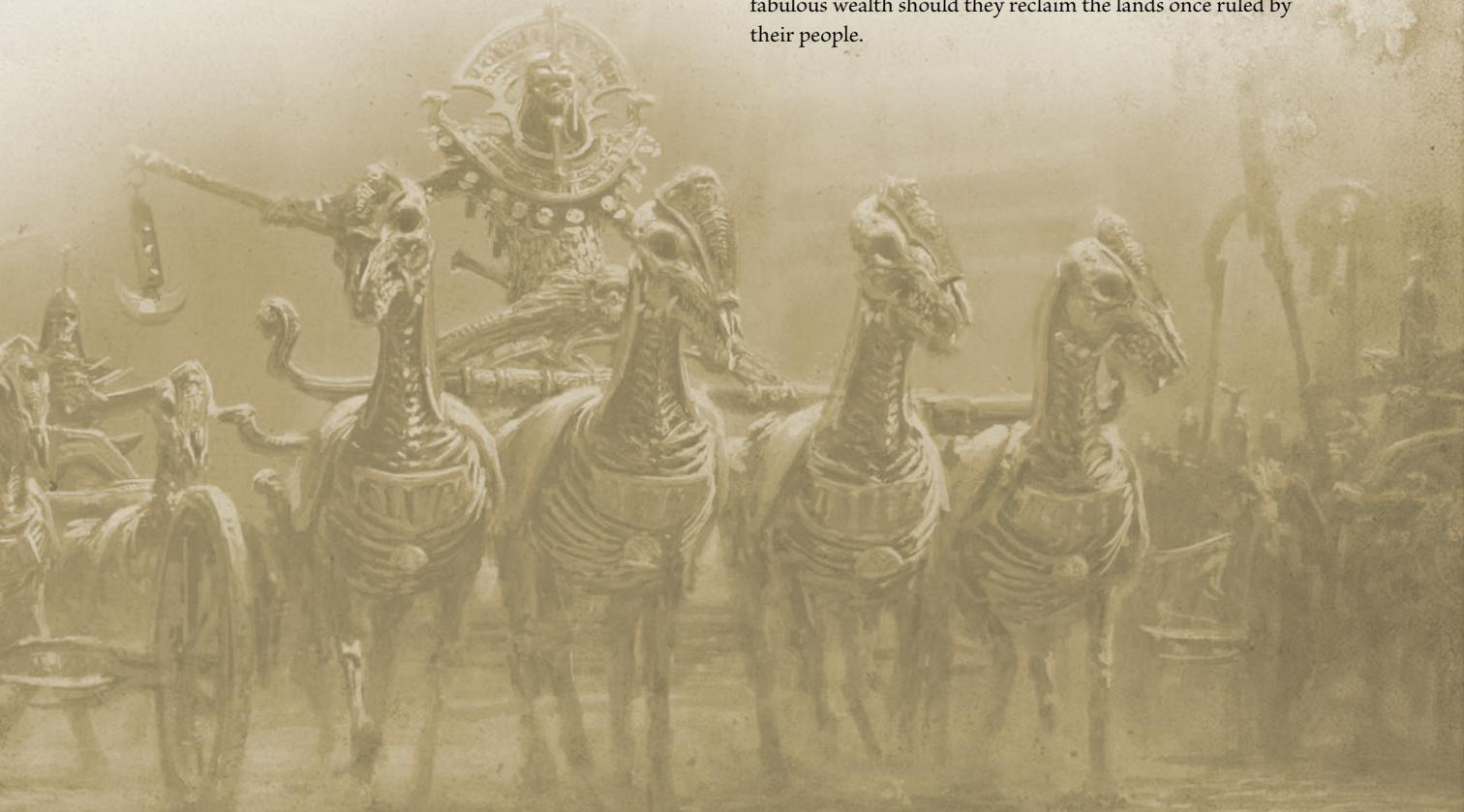
The faces of the gods also adorn the weapons and armour of long dead warriors, such as Basth, the goddess of grace, known for her speed and deadliness, or Asaph, the goddess of vengeance, whose visage spells doom for all who look upon it. Most numerous by far, however, are the gods of death. Usirian, the god of the underworld, Djaf, the god of war and death, and Sokth, the god of scorpions, are all constant companions to the armies of the Tomb Kings. Indeed, their likenesses are often carved into the stone of animated constructs like the Ushabti, allowing these forgotten gods to walk the earth once more.

Settra The Imperishable

The Land of the Dead is ruled in perpetuity by Settra the Imperishable, King of Kings. He is a ruthless leader whose thirst for conquest knows no bounds. The immortality he lusted after in life is his, and the civilisations that flourished in his absence will feel his wrath when he reclaims his lost lands and forces the usurpers of the Old World to kneel before his might.

Settra rides to war upon a magical chariot, the magnificent Crown of Nehekhara resting majestically upon his brow. A bloodthirsty and skilled warrior, Settra drives his enemies before him without pity, scything through their ranks with every sweep of his blessed blade. Settra, alone among the Tomb Kings, knows the secrets of the Liche Priests. He understands their language and, though it may take all of eternity, he will master their magical arts.

At Settra's side stand the innumerable kings and princes that ruled over Khemri in ages past. Though not all who once ruled in life bowed eagerly to the King of Kings in death, long centuries of war between the ruined Necropolis cities have bent most to Settra's unbreakable will. Equally hungry for conquest and with a terrible hatred against the living, their arrogance and rage sustain their unliving forms. Settra uses these generals well in his conquests, directing the wrath and greed of individual Tomb Princes or Kings outward against the foes of Nehekhara, promising them kingdoms and fabulous wealth should they reclaim the lands once ruled by their people.





THE LOST & THE DAMNED

Deep within the immaterial realm of the æther reside the Ruinous Powers, beings of incomprehensible magnitude, cruel deities that play with the lives and dreams of mortals as if they were mere toys to be cherished or discarded upon a whim. Barbaric and primal, these gods are the most powerful emotions and the deepest, darkest fears and passions of mortals made real.

The Tribes Of The North

North of the Empire, north even of Kislev, lies the Realm of the Gods. Here, where the colossal gateway of the Old Ones once stood, leading to distant worlds, the thin veil between reality and the æther has been torn asunder, and the Realm of Chaos spills into the mortal world.

In the dark hinterlands that lie between this world and the next, the Marauder tribes dwell. Numerous beyond counting, these tribes differ greatly in customs, traditions and even in appearance; some are tall and fair, with long flaxen hair and bristling beards; others are stocky and robust, with coal-black hair and dark, brooding eyes. These tribes range from small, nomadic warbands, to hordes of barbarians that rival the nations of the Old World.

Yet all of these tribes share one thing in common – their devotion to the Ruinous Powers. At the edge of reality, the gods of Chaos rule all and to the tribes that battle for survival on the cusp of the world, they are the only gods worthy of adoration. In their name, the Marauder tribes war with one another eternally, seeking the favour of their patrons. Each year, tribes unite under powerful leaders and march south, spreading destruction and seeking to topple the weakling gods of civilised lands.

A Creeping Evil

Whilst the tribes of the far north are the most prolific worshippers of the Ruinous Powers, they are by no means alone. Throughout the Old World, twisted individuals seek one another out, banding together in secret places to worship at profane shrines and conduct dark rituals.

These secretive cults hide from the authority of church and state, avoiding the wrath of church-sanctioned witch hunters and city militias alike, whilst practising dark arts and plotting against the very civilisations that harbour them. They give shelter to foul mutants, cast out by their parents, and sanctuary to the practitioners of dark and evil magic, fleeing from the persecution of righteous priests.

To these cults are drawn scholars and labourers alike, highborn nobles and lowly peasants in equal number. They grow in size with each passing day and, as they grow, so spreads their corrupting influence and their hidden power. Charismatic and maniacal leaders arise, their powerful oratory filling the imaginations of their followers with glorious visions of ruin, of a world dominated by Chaos and ruled by the gods' favoured disciples. These hidden cults form sprawling plans of great complexity, installing their agents and spies in the courts and garrisons of great nations, ready to unleash Chaos and topple the thrones of kings and emperors alike.



The Gaze Of The Gods

All who serve the Ruinous Powers strive for the attention of their dark masters. The devotees of the gods of Chaos perform great and terrible deeds to prove their fealty, hoping to impress their diabolical patrons and earn their infernal blessings.

To the followers of the Ruinous Powers, the blessings of their deities are both immediate and real, unlike the blessings of the weak gods worshipped by the cowering populations of civilised lands. For those that prove their worth and attract the gaze of the gods, great power awaits. Gifts are bestowed upon those favoured with careless abandon in the form of great and supernatural powers, longevity and, most profound of all, mutation.

The gods delight in granting their favoured followers a vile array of mutations. Amongst the northern tribes, it is not uncommon to see warriors sporting horns, tails or additional limbs, or that have been granted a unity with their weapons and armour, their swords becoming as much a part of their body as their hands, and their armour melded to their flesh as a second skin that can never be removed.

But these mutations can be horrifically disfiguring and disabling, and one favoured by the gods might be granted so many that their true form becomes lost within an ever warping mass of flesh, their sanity shattered. But the gods do not care; any follower so blessed must accept their lot and adapt, for to complain about such burdens is to draw the gods' ire.

The Path To Glory

Sooner or later, the most devout servants of Chaos feel an urge to walk the Path to Glory. Following in the footsteps of past pilgrims beyond counting, they turn their faces to the north and strike out in search of the fallen gateway at the top of the world. Gathering about themselves warbands of loyal followers, these aspiring champions carve a bloody path through the lands, seeking worthy enemies and battling the warbands of rival champions.

Those that prove worthy feel the gaze of the gods upon them. They are gifted many rewards by their patrons and their warbands grow as followers flock to their banner. In the fullness of time, the greatest champions find themselves standing on the threshold of the Realm of Chaos where all reason is lost, the laws of nature hold no sway, and time loses its meaning.

Here, at the edge of reality, the supplicant pauses, their final challenge lying before them. Only those with the most courage are able to step beyond the physical world, into the presence of their gods. Many more linger, frozen by self-doubt for a day, a week, a month, a year. In a realm without time, many sacrifice eternity to a moment of uncertainty.

Of those few that possess the courage to step into the void, most are judged unworthy, and their souls are consumed by the æther. But those who gain the approval of the gods are rewarded, and return to the world swathed in glory, ready to lead the armies of Chaos against the forces of order.



The Ruinous Powers

The devotees of Chaos follow a staggering array of deities and spirits with varying degrees of fervour. These many gods all exist within a wide pantheon, ruled over by the four greater powers – Khorne, Nurgle, Slaanesh and Tzeentch – who vie eternally for seemingly unattainable dominance over one another. Most offer their prayers to any god that cares to listen, neither acknowledging nor denying the primacy of any, though some choose to dedicate their every action to a single patron.



Khorne

The Lord of Skulls; an angry, raging god of bestial strength and merciless battle prowess, clad in brazen armour and wielding a broad-bladed sword drenched in the blood of a billion fallen enemies. Among the warlike Marauder tribes, Khorne has many followers for he rewards bravery, might at arms and conquest. Khorne is also known variously as Arkhar or Kharnath and is often depicted as a great warhound, eternally thirsting for blood; his howl an inescapable call to war that fills those who hear it with a terrible fury.



Nurgle

The Lord of Decay; he who unleashes famine and pestilence upon the world. Known also as Neiglen, Onogal and Nurglitch among the Marauder tribes and often depicted as a disease-ridden carrion crow, Nurgle appears to his most devoted followers as a massively bloated creature, festering with boils and poxes, and surrounded by a dark cloud of flies. Yet despite the terrible nature of the gifts he bestows upon the world, Nurgle is a kindly god, and his followers revel joyously in his blessings, embracing the delights of decay, disease and ruin.



Slaanesh

The Dark Prince; the youngest of the four greater Chaos gods. Known under a multitude of names, including Shornaal and Lanshor, they are the Lord of Pleasure; the patron of all things beautiful and seductive. To many, Slaanesh is both the master of excess and fount of all creative power, whose realms of influence include music, art and passion; pride, arrogance and excess. To those that worship at the many altars of Slaanesh, the Lord of Pleasure appears variously as an androgynous beauty that inflames the passions, or a writhing serpent that creeps into mortal minds, bringing dark and selfish desires.



Tzeentch

The Changer of the Ways; the Master of Magic and the Weaver of Fate. Among the Marauder tribes, he is depicted as a great eagle, soaring high above the world, his unblinking eyes seeing all, and he is known as Tchar. Tzeentch manipulates the fates of all mortals into complex and intertwining patterns, and delights in watching his countless carefully laid conspiracies unfold, gradually revealing his insane plans to his pawns in ever more terrible detail. He is the patron of many sorcerers, whom he gifts with ever more profound mastery of the Winds of Magic.



“Only fools claim to understand Chaos, for by definition, Chaos is inhuman and incomprehensible. Mortal sages and mystics who dare ponder its nature are driven mad, or else succeed only in attracting the attentions of its fel creatures. Many a wise scholar has been carried alive and screaming to the charnel houses of the Realm of Chaos, there to writhe in eternal debate with the Daemons of torment.”

Grand Theogonist Siebold II

THE BEASTS OF THE FOREST

Within the haunted woods and blighted forests that cover the Old World dwell the Beastmen, the true Children of Chaos. Within the warped hearts of these grotesque hybrids of beast and man simmers intense hatred, a primal rage that can only be sated by grievous acts of defilement and savagery. For the world once belonged to the Beastmen and they hunger to take it back.



The Domain Of The Beast

When the polar gates collapsed and Chaos came roaring into the world, the great forests became the domains of the Beastmen. For thousands of years, they ruled their realms unchallenged, preying upon the cowering young races as wolves prey upon sheep. But the reign of the Beasts was not to last. The scattered tribes of Man grew steadily in number and the courage of their peoples increased. The prey began to fight back when the Beastmen came, timidly at first, but with ever-increasing ferocity, until eventually it began to win victories, forcing the Beastmen to flee.

With each defeat, the Beastmen retreated further into the dark forests, pursued by the growing armies of Men. In their wake, their victorious enemies felled the trees and cleared the ground, taming it with plough and harrow. In time, the land was ruled by Man, who looked out upon the shrinking forests from behind tall walls and planned ever more campaigns against the Beasts of the forest.

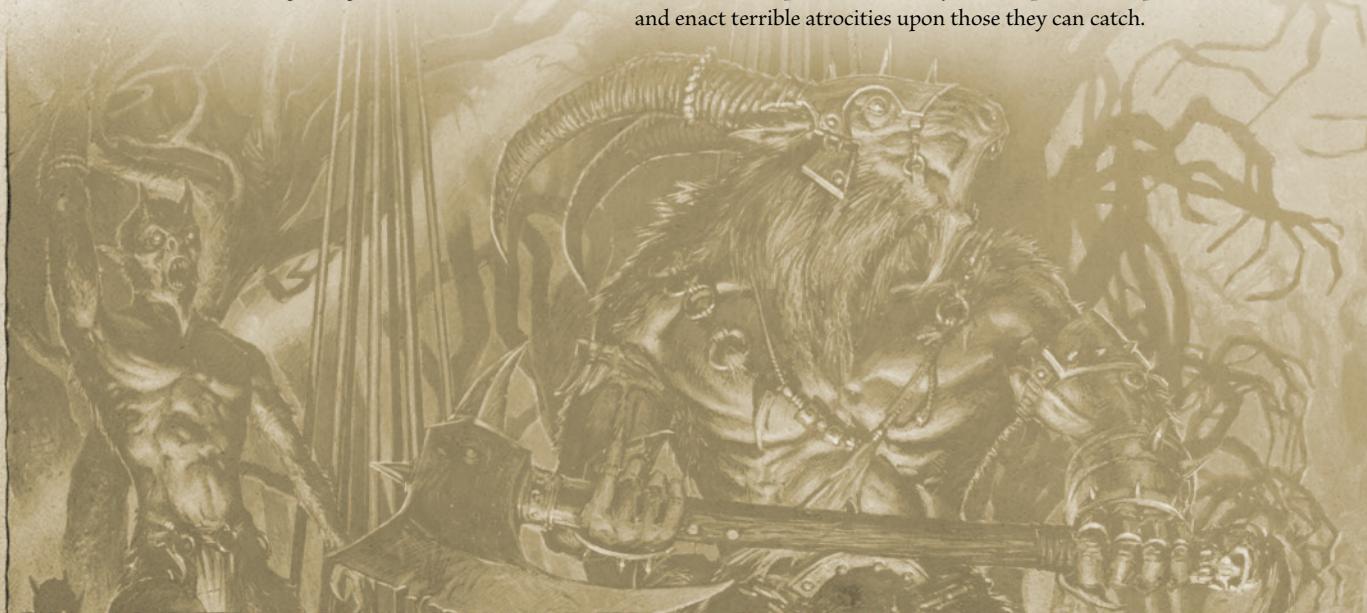
Yet, despite the gains made by Man, the wild woods remain largely untamed. The proud cities of Man are but flickering pinpoints of light, islands of barely maintained sanity in a vast, black sea of trees. Outside each town and village, the dark forest echoes with the howling, savage Beasts.

The Nature Of The Beast

Creatures of animalistic lusts and vitriolic temperament, Beastmen are a twisted reflection of the cruelty of nature. They are the apotheosis of violence and destruction, as unreasoning and deadly as the flood that washes away the village, the plague that ravages the lands or the blight that kills the harvest.

All Beastmen are surly and cruel, for they know they are destined to live a short, brutal life of squalor and pain. Quick to anger, their every gesture or glance brimming with hostility, Beastmen become belligerent and bellicose in the extreme at the slightest provocation. The atavistic fury that each Beastman harbours within its soul is always but a mere moment away from the surface.

But above all, it is the trappings of civilisation that fan the embers of hatred burning within each Beastman's breast. The sight of a proud flag or coat of arms, a pristine uniform or a magnificent statue, elicits a powerful reaction, for the things of order are anathema to the Children of Chaos. Woe betide those who take pride in such symbols of order, for their end will invariably be painful and humiliating, for though Beastmen find it easier to destroy than to create, they are most inventive in the punishments they inflict upon their captives and enact terrible atrocities upon those they can catch.



The Hordes Of Chaos

When the Ruinous Powers stir within the aether, the world trembles. In the turmoil of the gods' awakening wrath, the magical realm is riven with storms and the Winds of Magic blow strong, roiling out from the collapsed gateway of the Old Ones to rage with tempestuous fury across the face of the world. As these terrible Storms of Magic surge and mortal creatures cower, the fabric of reality is stretched so thin that it begins to tear and the Realm of Chaos swells to swallow the world, its shadow looming large across the civilised lands of the south.

At such times, the followers of Chaos hear the call of their gods and gather for war. In the north, as their homelands are lost beneath encroaching darkness, the Marauder tribes and their black-armoured champions are driven southwards, the Winds of Magic blowing hard at their backs. In the Old World, cultists gather in secret places, readying their weapons and finalising their intricately laid plans. In the dark forests, howling Beastmen form mighty warherds, ready to descend upon towns and cities in orgies of slaughter and destruction.

Fortunately for the denizens of the world, the power of Chaos has always waxed and waned, for the world is protected by powerful enchantments and mighty works of arcane wonder, crafted long ago by sorcerers of supreme ability. Thus, the Storms of Magic inevitably lose their bluster, the floods of raw magic subside and the Realm of Chaos shrinks, its terrible shadow receding from the world, taking with it the armies of the damned that were driven before it.

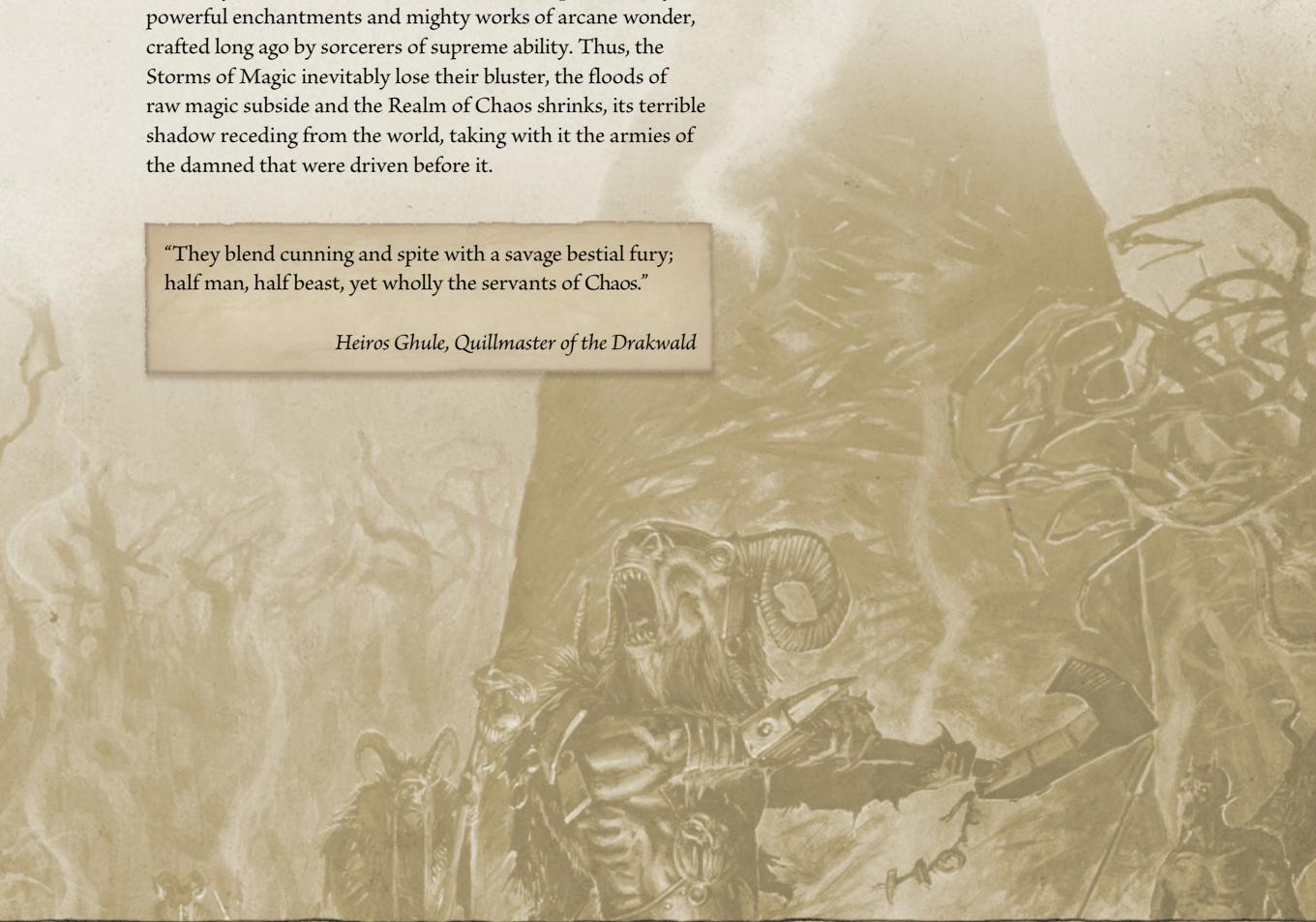
"They blend cunning and spite with a savage bestial fury; half man, half beast, yet wholly the servants of Chaos."

Heiros Ghule, Quillmaster of the Drakwald

Although the great nations of the world are beset by hundreds of minor invasions and raids each year, incursions of such magnitude are rare and, so far, the great hordes of Chaos that arise at such times have always been halted and turned back by the armies of Men, Elves and Dwarfs. But with each incursion, the Realm of Chaos grows stronger, claiming a greater measure of the world and the grim shadow it casts over the north grows larger. With each incursion, the civilised lands of the south concede ever more territory to barbarian hordes and savage beasts.

Worse still, the frequency of these great incursions is increasing. With every passing decade, the threat posed by Chaos becomes greater. Though the change is too subtle for any mere mortal to perceive during their meagre span of life, as the centuries march past, the doom of the world unfolds inexorably and each generation must face peril undreamed of by the one that came before.

In civilised lands, the wise and the mad alike have recognised the dire signs and portents that presage the return of Chaos. They know that the world once more teeters on the brink of ruin, for in the north, a great evil rises. That evil has a name, carried on the wind and upon the lips of the lost and the damned – Asavar Kul, the Beast Incarnate.



THE WOLVES OF THE SEA

North of the Old World lies the land of Norsca, a cold and inhospitable realm of mountains and valleys, haunted by all manner of twisted beasts. Yet despite its perilous nature, Norsca is a populous land inhabited by hardy and adventurous folk, known by other nations as both canny merchants and bold explorers, and as fearsome warriors and ruthless pirates.



Norsca

Bordered to the south by the icy waters of the Sea of Claws, and to the north by the Kraken Sea and the shadowlands of the Chaos Wastes, the Norscan peninsula is a harsh and unforgiving land. To its east lies the southern arm of the Frozen Sea and, east of that, the great steppes of Kislev. To its west lies routes to all the seas of the world, an open invitation to the adventurous spirit of the seafaring Norscans.

There are no major cities in Norsca and the country is not ruled by a single king, nor governed by any form of central bureaucracy. Instead, each of the many tribes dominates their own region, maintaining a number of towns, villages and stockades. Each of these is in turn governed by a chief who answers only to their tribe's king or queen. These tribes are rarely at peace with one another, constantly raiding their neighbours' lands and holdings for resources, and it is common for smaller villages to be invaded, razed and re-established within a single generation.

Yet for all their warlike nature, Norscans will unify against a common enemy and many times in history a tribal council has been called, whereby the kings and queens of the various tribes attempt to set aside their differences and unite in a shared cause. Typically when such a council is called, it will be headed by a single ruler nominated from among those in attendance to act as a figurehead. By tradition this role should fall to the eldest and most venerated king or queen present, but will often be gifted to the ruler of the largest, most powerful tribe, thus avoiding violent disagreement.

When the armies of Chaos gather to invade the Old World, they count many Norscans amongst their number. The tribes that dwell in the northernmost reaches of Norsca stand tall amidst the ranks of even the most fearsome northlanders, and are as likely to venerate the Dark Gods of Chaos as they are the old gods of Man, for their lands lie close to the Realm of Chaos and are often tainted by its shadow.



Raiders & Merchants

Long have the tribes of Norsca been warlike and bothersome, constantly harassing the nations of Man. When Sigmar unified the tribes of the Old World and founded his Empire, he drove the Norsii, who had settled along his northern coasts, back beyond his borders, pursuing them all the way to their native lands where he bade them remain and trouble his people no more. Unfortunately, threats of violence and retribution are taken as challenges by the warlike Norscans and those that resist their raids with the most vigour are viewed as worthy foes and oft revisited.

Each year, countless warbands set sail aboard sturdy longships, plying the ocean waves in search of rich coastal settlements to pillage and plunder and terrorising the isolated villages that eke out their existence from the bounty of the sea. Indeed, such raids are so common along the coasts of the Old World that most nations maintain numerous garrisons to guard against the ravages of Norscan pirates and protect their people.

But the many tribes of Norsca are not just raiders. They are great traders and merchants, sailing far and wide in search of exotic goods and untapped markets. And they are bold explorers, ever seeking new lands to colonise.

For this reason, there are many Norscan colonies dotted across the world.

Most are peaceful places populated by travellers and adventurers that chose to settle in a more hospitable climate than the bleak, windswept mountains of their distant homeland. Many become important centres of commerce, valued by mercenaries and merchants alike, and most are vital ports through which much trade passes. However, all attract and harbour Norscan raiders come to loot, pillage and make war. Add to this that many Norscans are touched by the mutating power of Chaos, often displaying animalistic features or, in rare cases, being capable of shapeshifting, shedding their human form and taking on that of a beast, it is no surprise that Norscan colonies are seldom popular with natives. Consequently, most far-flung Norscan outposts are heavily fortified against aggression.

Most such colonies can be found on the coasts of the Empire, Bretonnia and Kislev, the largest of which include Erengard in Kislev, Manannheim in Nordland and Skajadholm in Bretonnia. Others survive in far distant corners of the world, many months sailing from the treacherous coasts of Norsca, in lands as far flung as Lustria, Tilea, Araby and, according to some, Far Cathay, Khuresh and Nippon.



Albion

In the western nations of the Old World there are folk stories of the mist-wreathed isle of Albion and the bleak island of Hybrasille. Prominent in all of them are the towering standing stones, their surface carved with strange runes and patterns. Scattered tales speak of twisted hags that burrow their hovels into such stones and the one-eyed, swamp-dwelling creatures that serve them. Such hags are said to walk the paths of fate and dispatch their servants to kidnap unfortunate souls as sacrifices in foul rituals. One day, the tales claim, the hags will spread the mists across the world and their tribes will rule for eternity.

LAND OF ICE & SNOW

North of the Empire, the land turns cold and frozen plains, frigid lakes and forbidding mountains stretch out towards the crest of the world and the Realm of Chaos beyond. It is a land that breeds hardy people, who must face both an inhospitable environment and constant raids from the north. From this land, the Kingdom of Kislev was born.



The Kingdom Of Kislev

Considered the northernmost outpost of civilisation in the Old World, and boasting strength and stability to rival the Empire, Kislev has grown rich from trade with the east and south, while its great cities prosper from the wealth harvested from forests and mines. Southern men and women think of Kislevites as savage and uncouth, though in truth they are every bit as cultured and advanced as any human nation.

This assumption of savagery derives from their armies; bare-chested horse archers, bear-mounted knights and ice wreathed war sleds, all a legacy of their origins on the Eastern Steppes. Kislev was created when eastern horse tribes – among them the Ungols and Gospodars – came across the Worlds Edge Mountains. The natives of these lands, fierce warriors in their own right, could not resist the newcomers and, like dozens of tribes before them reaching out far to the east, they swore allegiance to the Khan-Queen and were subsumed into the growing Kislevite empire.

The Eastern Steppes

In the east of Kislev, beyond the Worlds Edge Mountains, outposts of the Kislevite empire reach all the way to the edges of Grand Cathay. Here, great cities stand, linking the western and eastern reaches of the Warhammer world, a legacy of the mighty tribal empires built by the Khan-Queens of old.

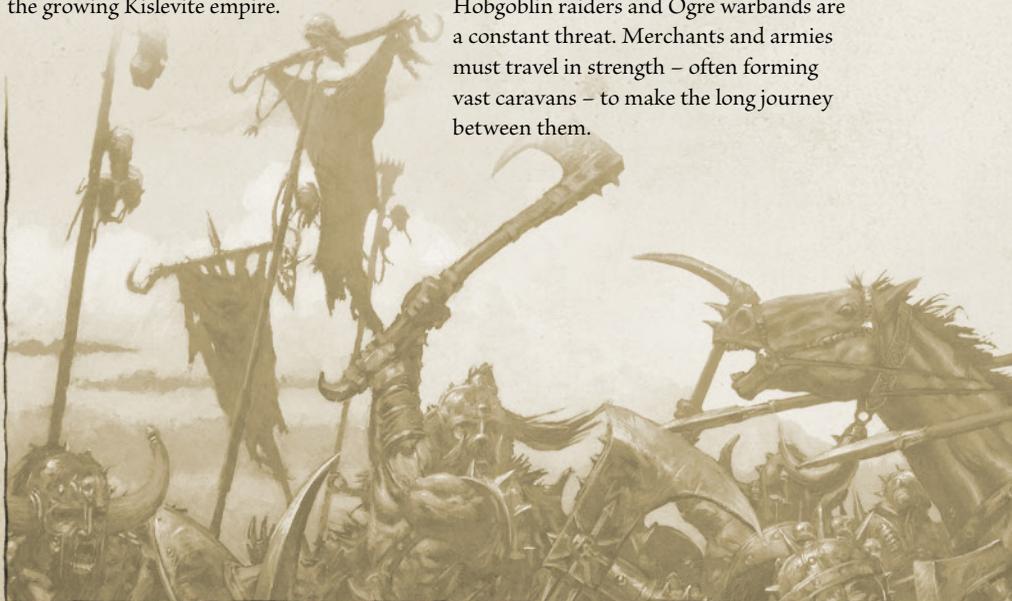
In the distant east lies Kharakorsi, a great trade city that unifies the steppe tribes for thousands of miles around. Further west, near the Floating Mountain, stands Great Rasputia – the Crossroads of the World. Roads from Rasputia stretch far, to cities and lands across the Warhammer world. Westernmost of the great cities is Zamoski, Gateway to the Oblast. Standing sentinel at the end of the Skull Road, it marks the point where east and west meet.

Despite the presence of these cities the Eastern Steppes remain a wild and dangerous place where Marauder tribes, Hobgoblin raiders and Ogre warbands are a constant threat. Merchants and armies must travel in strength – often forming vast caravans – to make the long journey between them.



“If you kill one man, you are a murderer. If you kill ten men, you are a monster. If you kill a hundred men, you are a hero. If you kill ten thousand, you are a conqueror!”

Kislevite proverb



The Ice Queen

Long has Kislev been ruled by the Khan-Queens and their offspring. The current ruler is Tzarina Mishenka Romanoff, often referred to as the Ice Queen – an honorific granted the female rulers of Kislev because of their mastery of Ice Magic. This great power is drawn from the land itself, and has been said to connect the Queen to her kingdom, allowing her to shape the Winds of Magic in startling and unique ways.

It has always been so with the Khan-Queens and history recounts how the Gospodars were led by women as skilled in battle as they were skilled with sorcery. It was this magic that allowed the first Queen of Kislev, Miska, to unite the land under her rule. Both her enemies and her own people attributed a host of supernatural powers to Miska, most of which were only partly true.

Centuries later, Mishenka has the same air of mystery and mysticism surrounding her – a power she leverages to keep her people in line and maintain the far outposts of her realm. Her Ice Witches often accompany the army of Kislev to battle where their magic can tip the balance with freezing winds, hails of ice shards or frozen shields. More perhaps than their sorcery, the Ice Witches are a symbol of Mishenka's power and motivation for her soldiers to fight all the harder for their Tzarina.

Prince Alexis Of Kislev

The young prince Alexis Romanoff is Mishenka's only son and stands next in line to succeed her to the throne of Kislev. Though he does not share his mother's mastery of magic, he is an exceptional warrior and shrewd diplomat. Trained in lance and blade, and as comfortable in the saddle of a horse as the back of a War Bear, Alexis has led more than one campaign into the north against Chaos Marauder tribes, Orc and Goblin armies and Norscan raiders, to name but a few.

Much to his mother's consternation, the Prince speaks often of his dreams to personally lead his forces beyond the furthest reaches of the Troll Country, expanding the borders of Kislev into the north. When he speaks his thoughts on the kingdom's relationship with the Sigmarite Empire to the south, however, Mishenka is more willing to listen to her son's ambitions. Alexis has often spoken of a need to help create a unified Empire under a single leader – for he foresees a time when the Dark Gods will march south and all the nations of Man must stand as one to oppose them. Unfortunately for Alexis and his mother, they have yet to find someone with the will or vision to unite the fractured southern peoples.



"The strength of Kislev lies in you all. The land has called you all here, and it is here that you will put that strength to the test defying Chaos. There is power in this land, and tomorrow it will run in all your veins. Use it well."

*Tzarina Mishenka
of Kislev*





RULED BY DRAGONS

Far to the east of the Old World lies the vast empire of Grand Cathay. Stretching from the Warpstone Desert in the west to the Far Sea in the east, from the Hinterlands of Khuresh to the south to the Great Steppes of the north, the empire of Grand Cathay has endured and prospered for longer than any other human civilisation.



Grand Cathay

Cathay is a land of wonders, with islands that hang in the sky, airships that glide across azure heavens and living statues that stand sentinel over its borders and fortress gates. Cathay predates almost all human civilisations and is by far the most populous human nation in the world; its provinces, great cities and fortresses spanning thousands of miles of forests, mountains, plains and deserts.

Despite its geographical size and economic strength, and in spite of the vast armies and war engines it can muster, the Cathayan empire is surrounded by enemies and beset by rebellion and strife. To the south, the powerful Kingdoms of Ind and the fearsome Snakemen of Khuresh threaten its borders, while to the east, Elven pirates, Nipponese invaders and ancient enemies from beneath the Jade Sea assail its port cities and coastal towns. In the west, Ogres, Hobgoblins and the horrors of the Warpstone Desert cast a shadow over its lands, though by far the greatest danger to Cathay comes from the north and the inexhaustible armies of Chaos.

The Dragon Emperor

Long before the coming of the Old Ones, the Celestial Dragon ruled the east. In time, humans populated his lands and came to revere him for his power and wisdom. When Chaos flooded the world, the Celestial Dragon brought together and protected the tribes of the east. In thanks, the humans took the Dragon as their Emperor and served him with loyal admiration. At the birth of Cathay, the Celestial Dragon took a mate, the Moon Empress, and with her had nine Draconic children to rule the land, watched over by their father and mother from the capital of Weijin.

Through long years of stability and patience, though its enemies are many and its leaders not always in agreement, the Dragons have brought harmony to Cathay. The Dragons teach the philosophy of Yang and Yin, of balance in all things. This goes so far as the Emperor and Empress themselves: the Celestial Dragon representing the embodiment of Yang – the power of light, heaven and fire; while the Moon Empress personifies Yin – the power of shadow, spirits and night. Together, they are two halves of one whole – just as Grand Cathay endures through a perfect balance of all things.



The Empty Throne

In recent times, the great balance of Grand Cathay has been threatened and it faces danger like at no other time in its long history. For over two centuries, the Celestial Dragon Emperor and the Moon Empress have been absent, leaving the running of the empire to their children. It is a time of darkness and disharmony for Cathay. Not even the draconic rulers of the empire seem to know where their father and mother have gone or, more worryingly, if they will ever return.

Throughout the empire, rebel lords and ambitious magistrates scheme to take power, while the countryside has become infested with bandit kings and criminals. In Weijin, the Jade Dragon, Yuan Bo, struggles to hold his father's empire together and oversee the Celestial Court and its Astromancer cabals with little help from his bickering siblings. In the east Yin-Yin, the Sea Dragon looks out across the Jade Sea, her treasure fleets travelling east, south and west in search of gold and glory. Meanwhile in the south, Li Dao, the Fire Dragon guards the border against invasions from Ind and Khuresh, all the while keeping one eye on the mischievous Monkey King in the nearby Mountains of Heaven. In the west, Zhao Ming, the Iron Dragon, indulges himself, consumed by his alchemical research.



The Great Bastion

In the north, Miao Ying, the Storm Dragon, favoured daughter of her father, defends the Great Bastion that protects Grand Cathay from the open steppes and the Chaos Wastes beyond. A feat of almost unimaginable engineering, the Great Bastion climbs hundreds of feet above the landscape, its walls and towers bristling with cannon, archers and legions of soldiers. Such is the might of the Great Bastion that it has never fallen, and only been breached a few times in its long history – often as the result of magic or cataclysmic seismic events.

The secret of its strength comes from its construction. Thousands of years ago, when the people of the Old World were little more than primitive warring tribes, the Celestial Dragon was fighting to preserve his domain from endless Chaos invasions. He foresaw the destruction of his empire at the hands of the Dark Gods and knew that, in time, even he would not be able to resist the rising tide of invaders. His solution was to gather his greatest engineers and levy thousands upon thousands of his subjects to raise a wall from the mountains in the west to the ocean in the east, a barrier to stand for all time. As the wall grew, the Celestial Dragon and his children poured their magic into it, and so it became more than merely a barrier of stone, wood and steel, but one of will and determination.







THE RULES

This section is divided into three parts. The first focuses upon some general principles for all players to be aware of. This includes commonly used terms, conventions, dice and other accessories, as well as explanations of the models, their profiles and so forth.

This is followed by the basic rules as they apply to the most common type of model – formed infantry.

This means you can get playing as quickly as possible, learning to move, cast spells, shoot and fight deadly combat with your models.

The third part expands upon the basics by introducing more advanced rules for different troop types, characters, weapons and more. From there, the only limits are your imagination and your dreams of conquest!

OVERVIEW OF THE GAME

This page summarises the sequence you will follow when playing a game of Warhammer: the Old World and points you to the relevant parts of the book that explain how each stage works.



1. Muster Your Forces!

To play a game of Warhammer: the Old World, each player will need an army to command, so the first thing to do is assemble your forces. You can simply use all the models in your collection, but most players use points values and army lists to ensure their forces are evenly matched for a closely fought battle. This system is explained in the Warhammer Armies section on [page 276](#).

2. Choose Scenario

The Warhammer Battles section on [page 287](#) presents six 'pitched battles'. Each of these explains how to play a slightly different type of battle, ranging from a straightforward clash of forces to a fight in a mountain pass or the defence of a watchtower. Players can roll a dice to decide which pitched battle they will play or simply choose one.

3. Set Up The Battlefield

Next, you will need a battlefield, which can be set up on any flat surface, be it the kitchen table, the floor or a dedicated wargames table. The players set up terrain for their armies to fight over, representing woods, fortified watchtowers and other features that make up the landscape of the Warhammer world. How to do this is covered in the Warhammer Battles section on [page 285](#).

4. Deploy Armies

The rival armies are deployed facing each other across the battlefield, ready to fight. Details of how to deploy can be found in the Warhammer Battles section. Each of the pitched battle scenarios includes a map showing where on the battlefield each player can place their models, and tells which side will take the first turn of the game.

5. To Battle!

The players fight out the battle, each taking turns in which their army will move, shoot, wield mighty magic and fight vicious combat. All of this is done using the rules that follow. These rules start with basic rules that apply to all models and cover the standard sequence of moving, shooting, fighting and more. Each pitched battle also explains how many rounds to play before the game ends.

6. Aftermath

In the aftermath of the battle, the players must work out which side stands victorious. Each pitched battle explains how to work out who has won the game. In most cases, the victor is the side that has destroyed more of the enemy and so it is often obvious who has won, as the enemy army lies in tatters – dead or fleeing! Other battles are decided by claiming objectives, such as seizing enemy banners or capturing a watchtower. Whatever the outcome, only a rematch will give you the chance for further glory or sweet revenge.



GENERAL PRINCIPLES

Before going further, it is worth establishing some general principles regarding some commonly used terms, conventions, dice and other accessories, and the game of Warhammer in general.



Take-backs & Changing One's Mind

It is not uncommon for players of any game to occasionally second guess themselves, saying they are about to do something before immediately changing their mind. Players should be tolerant of this in their opponents, as they will likely do it themselves.

However, once dice have been rolled for any reason, or a move committed to and made, players must abide by their decision; they can no longer go back and change anything that came before the dice roll or the act of moving!

Moving Through Units

As a general rule, no unit can move through another unit, though there are exceptions. For example, a fleeing unit may be obliged to move through another unit.

Alternatively, the corner of a unit may have no choice but to move through another unit during a manoeuvre. In such cases, it is acceptable for one unit to pass through another and the rules will make allowance for this.

Measurement

In games of Warhammer: the Old World, all distances are measured in inches (") using a ruler or tape measure, and can be measured at any time. Distances between models and all other objects (which can be other models, terrain features and so on) are always measured from the closest point on one base to the closest point on the other base (see diagram below).

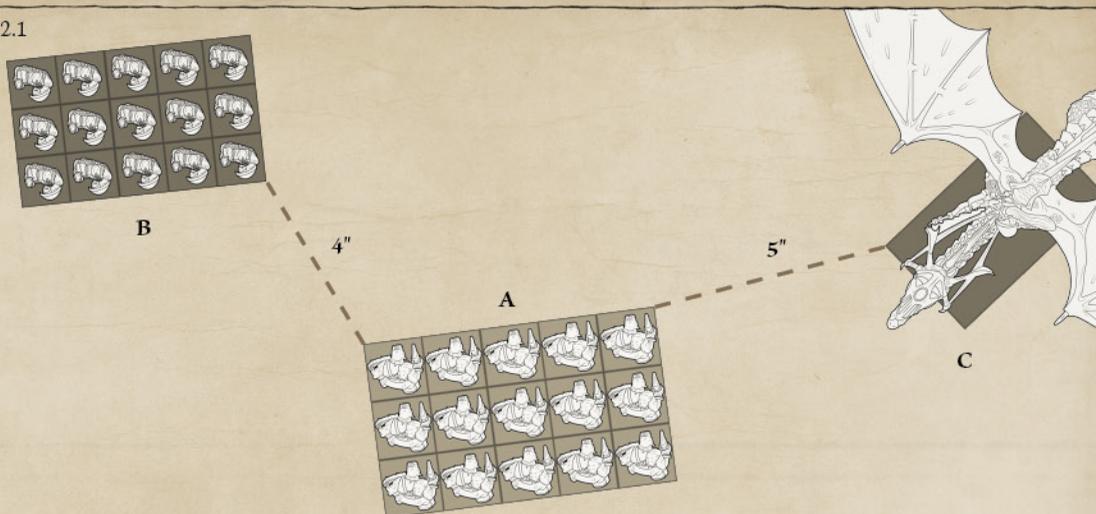
For example, if any part of a model's base is within 6" of the base of an enemy model, the two models are said to be within 6" of each other.

Sometimes, units will be mounted on movement trays for ease. Nevertheless, always use the model's base, and not the movement tray, as the reference point when taking your measurements.

Directly Towards & Directly Away

A unit may be required to move directly towards, or directly away from, another unit or object. To do so, draw an imaginary line between the centre of the moving unit and the centre of the unit or object it is moving towards or away from. As the unit moves, its centre moves along this line.

Fig 92.1



The distance between two units is measured between the closest points. Therefore, the distance between unit A and unit B is 4", and the distance between unit A and the Dragon (unit C) is 5".

Dice

Warhammer: the Old World uses dice of different types to determine the outcome of various actions and events. These are:

D6

The most frequently used dice is a regular six-sided dice, marked 1 to 6. It is common for the '6' to be replaced by a logo on many dice.

D3: The rules may call for a D3 to be rolled, but an actual three-sided dice is not necessary. To roll a D3, simply roll a D6 and half the result, rounding fractions up.

Artillery & Scatter Dice

Warhammer: the Old World uses two special dice: the Artillery dice (marked 2, 4, 6, 8, 10 and Misfire) and a Scatter dice (marked with arrows and Hit! symbols). These are often used together to represent the effects of war machines. Sometimes, the Scatter dice is used with one or more D6 to determine a random direction and distance.

Dice Rolling

During a game, you will be required to make many different dice rolls. The rules will often use a specific term or abbreviation to describe the dice roll. These are defined as follows:

Single Dice Rolls: If the rules say 'roll a D6', simply roll a single six-sided dice.

Target Number Rolls: The rules will often require you to roll a specific number followed by a '+'. This is a 'target number roll'. If you are required to roll a 4+, for example, a roll of 4, 5 or 6 on a D6 would be a success, but a roll of 1, 2 or 3 would not.

Multiple Dice Rolls: The rules may require you to roll 2D6, 3D6 and so forth. In such cases, simply roll the number of D6 indicated and add the results together. This is a multiple dice roll.

The Most Important Rule

Warhammer: the Old World is a complex game and, as such, players will occasionally disagree in their interpretation of the rules. Should disagreements arise, players are encouraged to look up the rule(s) in question, reach an agreement and move on. Should this prove impossible, a roll-off should determine whose interpretation will apply for the remainder of the game. What matters more than any rule is that players enjoy their game and that rivalries remain friendly!

Modifying Dice Rolls

To modify a dice roll, simply roll the dice and then add or subtract the modifier(s) shown, effectively changing the result of the roll. If the rules ever instruct you to divide a dice roll, any fractions are rounded up, unless the rules state otherwise. Modifiers are applied after division or multiplication.

Natural Rolls

The term 'natural' roll describes the actual number shown once a dice has been rolled. In other words, a natural roll is the result before any modifiers are applied.

Rolling Off

The rules may call for players to 'roll-off'. To do this, each player rolls a dice (usually a D6) and the highest score wins. In the case of a tie, roll again unless otherwise instructed.

Re-rolls

In some situations, the rules may allow you to re-roll a dice. This is exactly what it sounds like – pick up the dice and roll it again. You must accept the result of the re-roll, even if it is worse than the first. No single dice can be re-rolled more than once, regardless of the source of the re-roll.

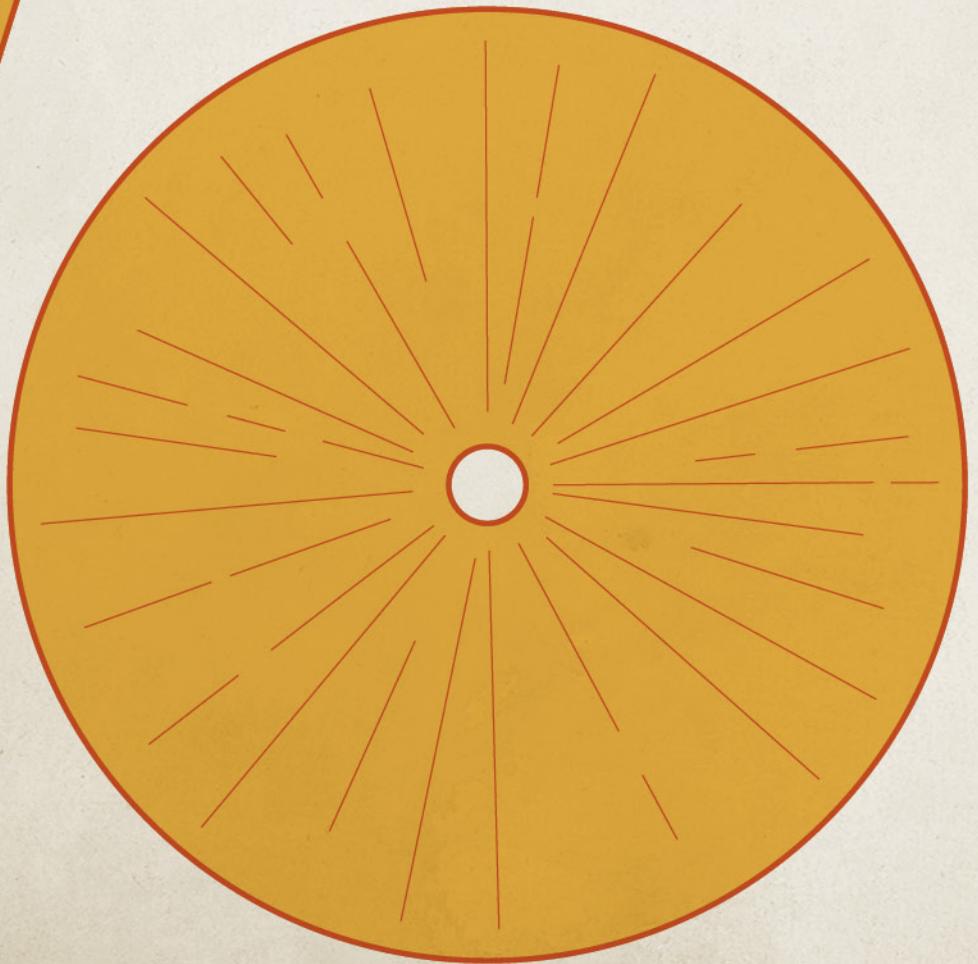
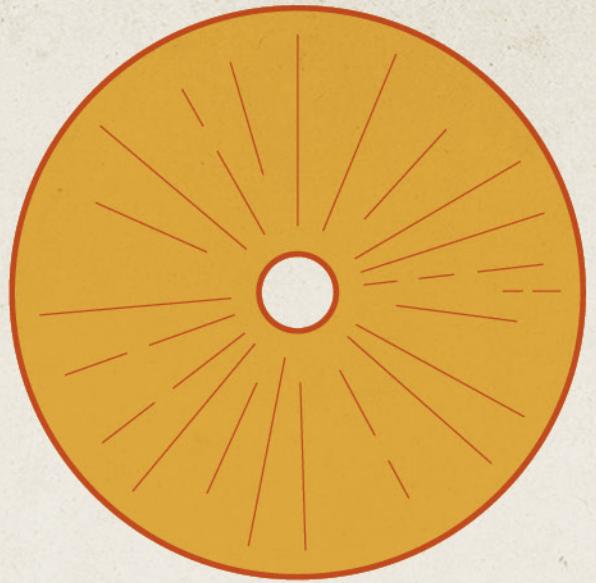
If you re-roll a multiple dice roll, you must re-roll all of the dice, unless the rule granting the re-roll specifies otherwise.



Flame template



3" 'Small' blast template



5" 'Large' blast template

Templates

In Warhammer: the Old World, templates are used to represent the effect of certain weapons:

- **Blast Templates**

A blast template is a round template 3" or 5" in diameter.

- **Flame Templates**

A flame template is a teardrop-shaped template, approximately 8" in length.

These templates are used to determine which models are hit by an attack that has an area of effect or blast radius. If an attack uses a template, the rules will explain how to position it, and how it might scatter (as described opposite).

Risk Of Being Hit

To determine which models risk being hit by a template, hold it in place and look to see which models' bases lie underneath it:

- A model whose base lies completely underneath a template, or partially underneath the central hole of a blast template, is hit automatically.
- A model whose base lies partially underneath a template is hit on a D6 roll of 4+.

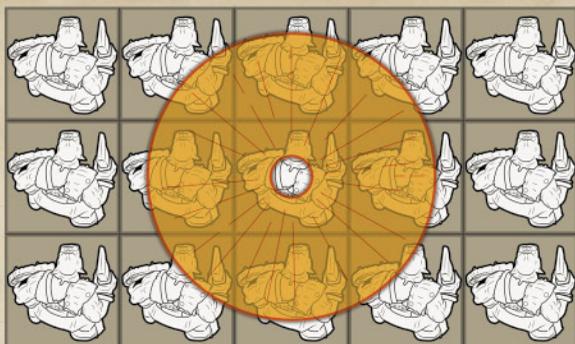
Scatter

A rule may call for an object to be placed and then 'scattered'. To do so:

- 1 Place the object on the battlefield, as instructed by the rule. Roll a Scatter dice to determine a direction, and any other dice required by the rule to determine a distance (in inches).
- 2 If a 'Hit' is rolled on the Scatter dice, the object does not move – leave it in place and resolve the rest of the rule.
- 3 If an arrow is rolled, move the object the distance (in inches) indicated by the roll of the other dice in the direction indicated, ignoring intervening terrain, units, etc., unless the rule states otherwise. With the object's final position determined, resolve the rest of the rule.

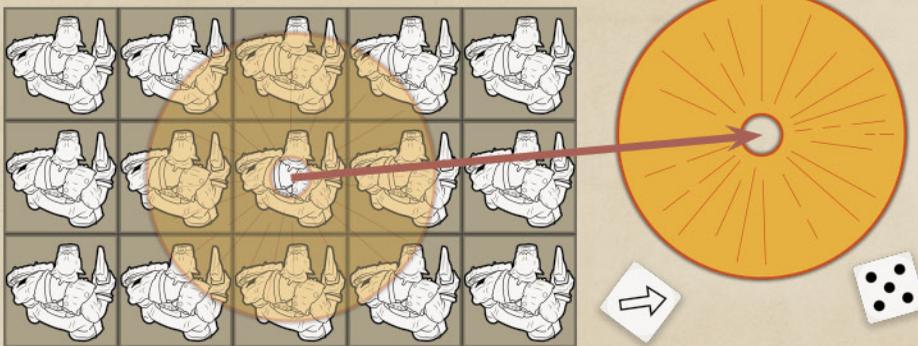


Fig 95.1



The Scatter dice shows a Hit, so the Blast template does not move – the D6 roll is ignored.

Fig 95.2



The Scatter dice shows an arrow, so the Blast template is moved in that direction the distance shown on the D6.

MODEL PROFILES



The Citadel miniatures used to play games of Warhammer: the Old World are referred to as 'models' in the rules that follow. Models represent a huge variety of troops, each with its own skills and capabilities. To reflect this, each model has its own characteristics profile.



Characteristics Profile

Each model in Warhammer: the Old World has a profile of nine characteristics:

	M	WS	BS	S	T	W	I	A	Ld
Soldier of the Empire	4	3	3	3	3	1	3	1	7

These are used to describe the various attributes of different models. All characteristics are rated on a scale from 0 to 10 – they cannot go below 0 and only in the rarest of cases will they rise above 10. These characteristics are:

Movement (M)

This shows the number of inches a model can move on the battlefield under normal circumstances. For example, a Man with a Movement of 4 (M4) can move up to 4".

Weapon Skill (WS)

This defines how skilled a warrior is with their weapons, or how determined and vicious a monster is.

Ballistic Skill (BS)

This shows how accomplished a model is with ranged weapons such as bows or handguns.

Strength (S)

Strength gives a measure of how strong a model is and how easily it can hurt an enemy it has struck in combat.

Toughness (T)

This is a measure of a model's ability to resist physical damage and pain, and reflects such factors as the resilience of a creature's flesh and its ability to shrug off injury.

Wounds (W)

This shows how much damage a model can take before it succumbs to its injuries. Most human-sized models have a single Wound. Large monsters and mighty heroes able to withstand more damage will usually have more Wounds.

Initiative (I)

This indicates how fast a model can react. In combat, Initiative dictates the order in which models fight.

Attacks (A)

This shows the number of attacks a model makes in combat. Most models have a single Attack. Elite troops, monsters or heroes may be able to strike several times and will usually have more Attacks.

Leadership (Ld)

Leadership shows how courageous, determined and self-controlled a model is. A creature with a low Leadership characteristic is very unruly or cowardly, to say the least!



Split Profiles

Some models have two or more rows on their characteristics profile, often with gaps in each (shown as a dash '-'). Each row represents a different model, combined together into a single profile. For example, one row might represent a rider, the next their mount. Split profiles are explained in greater detail in the advanced rules.

Characteristics Of Zero

If a model has a characteristic of '0', it has no ability whatsoever in what the characteristic represents. This is seen most often with Ballistic Skill, as many models simply lack the ability to make any form of ranged attack.

If any model or object has a Weapon Skill of 0 then it is unable to defend itself in combat, and any blows struck against it will therefore automatically hit. If at any time a model's Strength, Toughness or Wounds characteristic is reduced to 0, it is slain and removed from play.



Characteristic Tests

A model will sometimes be called upon to make a characteristic test. Such a test could be made against any characteristic the model has. For example, a Toughness test is a characteristic test.

To make a characteristic test, roll a D6 and compare the result to the relevant characteristic on the model's profile. If the result is equal to or less than the value of the characteristic, the test is passed. If, however, the result is greater, the test has been failed.

Where a model (or unit) has more than one value for the same characteristic, use the highest value.

Automatic Pass and Fail: When making a characteristic test a natural roll of 6 is always a failure, and a natural 1 is always a success, regardless of any other modifiers. Additionally, if the model has a characteristic of 0 or '-' it automatically fails the test.

Leadership Tests

At various times, a model or unit might be called upon to make a Leadership test, or to otherwise test against Leadership in some way.

To make a Leadership test, roll 2D6. If the result is equal to or less than the model's Leadership value, then the test has been passed. If the result is greater than the model's Leadership value, the test has been failed. This will all too often result in the unit fleeing (as described on page 132).

Whenever Leadership is used, a unit that contains models with different Leadership values will always use the highest – warriors naturally look to the most steadfast of their number for guidance.

Automatic Pass and Fail: When making a Leadership test a natural roll of 12 (i.e., rolling a double 6) is always considered to be a fail, regardless of any modifiers that might apply, whereas a natural roll of 2 (i.e., rolling a double 1) is always considered to be a pass.

Modifying Characteristics

The rules will often call for a characteristic to be modified. To do this, simply add or subtract the modifier(s) shown to the characteristic, effectively increasing or decreasing the value.

Other Model Information

In addition to its profile, a model's rules include other information vital to the game. What this is varies from model to model, and in many cases not all of the following information will be included for every model (not every model can use magic, for example).

Points Value

Almost every model will have a points value given within its profile. Points values reflect a model's worth within its army.

Most models have a basic points value that increases as various optional items of equipment (weapons, armour, magic items, for example) are added. By adding together the points values of all of the models you have selected, you find the total points value of your army. Knowing this enables players to play evenly matched battles.

Points values and the rules for building an army are explained in greater detail in the Warhammer Armies section on [page 276](#).

Troop Type

All models have a troop type given as part of their rules. There are five broad categories of troop type: Infantry, Cavalry, Chariots, Monsters and War Machines, each of which is further divided into sub-categories.

Additionally, some models have the word 'Character' in brackets after their troop type. This denotes that the model is a character, one of the brave and powerful heroes that lead an army.

Troop types and their rules are explained in brief on [page 104](#), and in greater detail in the Advanced Rules. Characters are explained in greater detail in the Characters section on [page 202](#).

Base Size

With very few exceptions, all models used in a game of Warhammer: the Old World should be mounted upon a square or rectangular base, the dimensions of which are given here in millimetres (mm). Sometimes, a range of sizes will be given. In such cases, the base the model is provided with is the correct base to use.

Unit Size

This tells you how many models of this type form a unit (as described on [page 100](#)). Most often, this will be presented as a number followed by a '+' symbol, 5+ for example, indicating that a unit made up of this type of model must contain at least five models.

In some cases, this may be a number range, 5-30 for example, indicating that a unit made up of this type of model must contain at least five models, but no more than thirty. In other cases, most notably in the case of characters, chariots or monsters, this will be presented as a simple number, usually a '1', telling you exactly how many models make up the unit.

Armour Value

Most models wear armour, and the type of armour they wear determines their 'armour value' (see [page 220](#)). However, in the case of large models with multiple riders or crew, such as monsters and chariots, an armour value is not always easy to determine. To avoid confusion, and if appropriate, such models will have an armour value given within their rules.

Base Sizes (Designer's note)

As stated above, all models used in a game of Warhammer: the Old World should be mounted upon a correctly sized and shaped base. However, many players will have in their collections older models, the base sizes of which can vary. Whilst it is possible to play a game of Warhammer: the Old World without needing to re-base such models, in Matched Play events players are required to use correctly based models to ensure all aspects of the game are as fair as possible. To assist with re-basing an existing collection, separate bases are available as part of the Citadel Miniatures range.



Equipment

Almost all models carry equipment of some sort, from a simple sword or axe to an array of arms and armour. The equipment a model carries will be listed and is factored into its points value. Many models, particularly monsters, will have natural weapons listed as equipment, their claws, teeth and even breath weapons being the weapons they 'carry' into battle.

The rules for many of the weapons and armour carried and worn by models can be found in the 'Weapons of War' section on [page 212](#).

Magic

In Warhammer: the Old World, many models represent powerful Wizards, able to bend the Winds of Magic to their will. Whilst not all models are able to wield such powers, those that can have this information within their rules. This details the Lore(s) of Magic they can choose spells from and their 'Level of Wizardry'.

Magic is explained in greater detail on [page 106](#).

Options

Many models have a number of options given. This includes a number of weapons they may be armed with, upgrades to their armour, and so forth. In the case of those models that form units, most have the option to upgrade some of their number to become command models (see [page 198](#)).

Special Rules

In addition to the special rules associated with their troop type, many models have one or more special rules. These fall into three broad categories:

- **Universal Special Rules:** These are rules that appear in all armies, a full list of these can be found on [page 166](#). If a model has one or more universal special rules, their names will be listed as part of its rules.
- **Army Special Rules:** These are special rules unique to the army the model belongs to. If a model has one or more army special rules, their names will be listed as part of its rules.
- **Unique Special Rules:** Some models have special rules unique to them. If a model has one or more unique special rules, these will be listed as part of its rules.

Note that army and unique special rules are included within each army list.

Magic Items

Some models, notably named characters, are equipped with their own unique magic items. Where this is the case, these items will be described and their rules given along with the model's.

Unique Equipment

Some models are equipped with items that are unique to them, equipment not found on any other models. In such cases, these items will be described and their rules given along with the model's.



FORMING UNITS

The models that make up your army must be formed into 'units' before battle commences, ideally when writing your 'muster list', as described on page 276. A unit usually consists of several models of the same type that have banded together and adopted a specific formation.

Additionally, single, powerful models such as a character, a chariot or a Dragon, a war machine and its crew, and so on, are also considered to be a 'unit'. Therefore, whenever the rules that follow refer to 'units', this also includes units of one model.



Formation Types

All units must adopt a formation. The type of formation a unit adopts will influence how it acts in battle; how it moves, how it fights, and so on. Each type of formation has its own rules.

The type(s) of formation a unit can adopt are indicated by a special rule of the same name. Models with more than one such special rule may choose their formation during deployment, and may change it and adopt a different formation by reforming during the game (see page 125).

Close Order formations are by far the most usual. Therefore, the core 'how to play' rules focus upon such units. Examples of more unusual types of formation include 'Skirmish' and 'Open Order', the rules for which are covered in the advanced rules section. Additionally, some army lists introduce special formation types unique to them.

Close Order Formation

A unit arrayed in serried ranks is said to be in a 'Close Order' formation. A unit in Close Order consists of two or more models that are arranged in base contact with each other, edge-to-edge and front corner to front corner, as shown in Fig 100.1.

All models in such a unit must face the same direction. In addition, the models must be arranged in a formation that consists of one or more horizontal rows called ranks, and a number of vertical rows called files (from this formation comes the term 'rank and file').

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

Fig 100.1



Unit Shape

The shape of a unit in Close Order is also important as such units gain bonuses in certain situations. Based upon this, such units can be said to be in 'Combat Order' or in 'Marching Column'.

Combat Order

A Close Order formation that is wider than it is deep (i.e., that has more models per rank than per file, as shown in Fig 101.1) or that is square (i.e., has the same number of models per file as per rank) is said to be in Combat Order. Such units are able to count a 'Rank Bonus' in certain situations:

Rank Bonus: If a unit in Close Order formation is wide enough, it can claim a Rank Bonus of +1 for each rank behind the first, up to the maximum determined by its troop type:

- How many models a rank must contain to claim a Rank Bonus, as well as the maximum Rank Bonus a unit can claim, is determined by its troop type (see pages 104 and 188).
- Certain special rules may increase the Rank Bonus a unit can claim beyond the maximum normally allowed by its troop type (see page 104).

Note that this bonus can be claimed for an incomplete rear rank, as long as there are sufficient models in it. However, if your unit has become Disrupted it cannot claim a Rank Bonus.

Combat Result Bonus: Whilst in Combat Order, a Close Order formation may claim a bonus of +1 combat result point (see page 151).

Marching Column

A unit that is deeper than it is wide (i.e., that has more models per file than per rank, as shown in Fig 101.2) is said to be in Marching Column. A Marching Column cannot claim a Rank Bonus and cannot make a charge move, but may triple its Movement characteristic when Marching (see page 123).

Disrupted Units

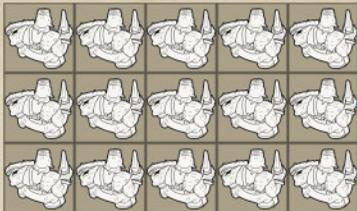
Disruption represents a unit having lost some of its cohesion. A unit becomes Disrupted if:

- It is engaged in the flank or rear by an enemy unit with a Unit Strength of five or more.
- It ends its movement with a quarter (25%) or more of its models within difficult terrain or if it is straddling a low linear obstacle.

A Disrupted unit cannot claim a Rank Bonus.

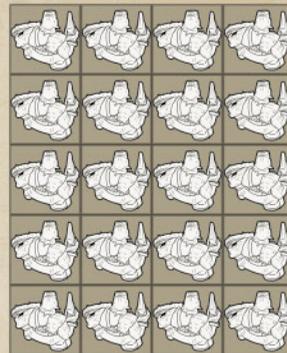
Note that enemy Skirmishers (see page 184) do not cause Disruption.

Fig 101.1



This unit is wider than it is deep (i.e., it has more models per rank than it has per file). Therefore, this unit is said to be in 'Combat Order'.

Fig 101.2



This unit is deeper than it is wide (i.e., it has more models per file than it has per rank). Therefore, this unit is said to be in 'Marching Column'.



REMOVING CASUALTIES

Throughout the course of a game, models will suffer 'wounds' from enemy attacks (in combat, from shooting, from magic spells and so on). Some of these wounds will be saved by a model's armour, but others will not.

For each unsaved wound a model suffers, it loses one Wound from its profile. When a model is reduced to zero Wounds, it becomes a casualty and is removed from play.



Single Wound Models

Most models have only a single Wound on their profile. When this is lost, they are removed from the battlefield as a casualty.

Multiple Wound Models

Some models have more than one Wound on their profile. Should a unit of such models lose Wounds, you must remove as many whole models as possible. In other words, Wounds are lost by a single model until its Wounds characteristic is reduced to zero. Wounds are then lost by the next model, and so on. You cannot spread the loss of Wounds throughout the unit to avoid casualties.

For example, a unit of Ogres, each with three Wounds on its profile (W3), loses five Wounds. One Ogre will lose all three of its Wounds and be removed as a casualty, and one Ogre will lose two Wounds, leaving it with only one Wound remaining.

Removing Casualties From Units

When removing casualties, models are always removed from one end of the back rank, either left to right or from right to left, as the owning player prefers, ensuring where possible that the remaining models are adjacent to one another, as shown in Fig 102.1.

Stepping Forward

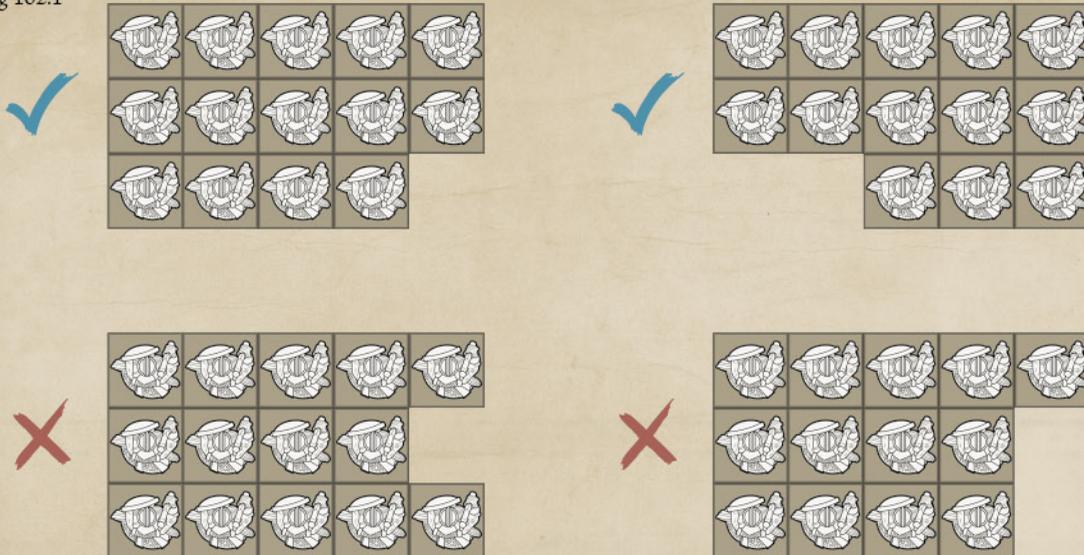
Although models are removed from the back of their unit, very often the casualties will have fallen elsewhere, usually in the front or 'fighting' rank. Removing models from the back of a unit represents warriors behind the front rank 'stepping forward' to fill gaps in the front rank.

However, a model cannot make any form of attack (shooting or combat) during a phase in which it stepped forward. It is too busy clambering over the fallen bodies of its comrades.

Single Rank Units

If a unit contains only a single rank, casualties must be removed evenly from either end of the rank.

Fig 102.1



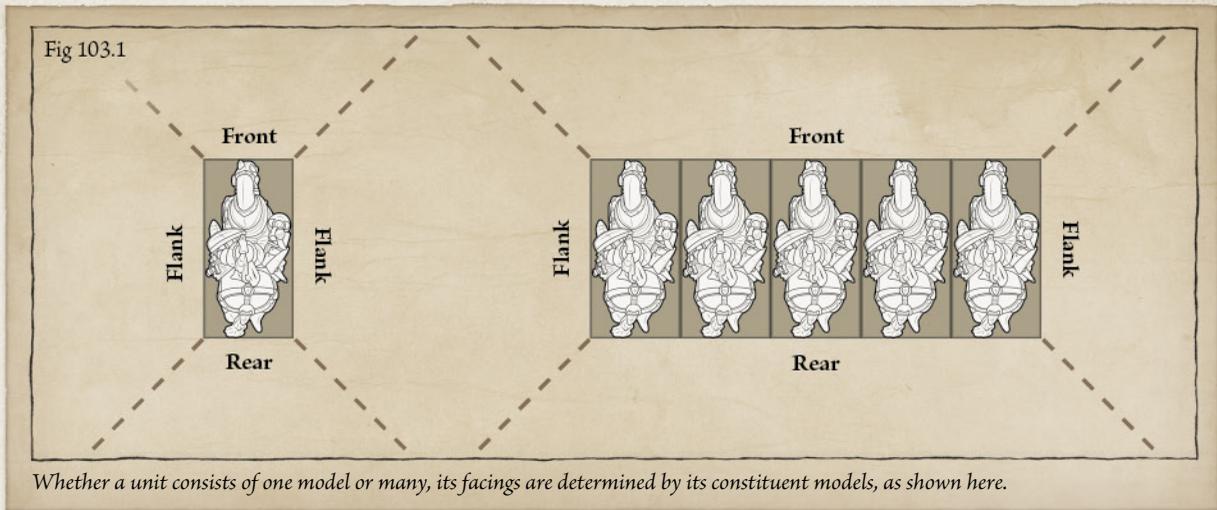
MODEL & UNIT FACING

Most models have a front, flank and rear arc based on the direction they are facing. These arcs are used to determine what the model can see, and to determine the direction of an enemy charge.



A model's front, flank and rear arcs extend out from the corners of its base at 45° angles, forming four 90° quadrants, as shown in Fig 103.1 below. A unit's facings are determined by the facing of its constituent models.

Models can only draw a line of sight to things that lie within their 'vision arc'. Unless stated otherwise, models have a 90° vision arc, corresponding to their front arc.



Line Of Sight

You will often need to determine if one model or unit has a line of sight to another. To check a line of sight between models, stoop down to look from the model's point of view:

- If a straight, uninterrupted line can be drawn from within the model's vision arc to any part of the other model, there is a line of sight.
- If no such line can be drawn to the other model due to intervening terrain, or without crossing over or through another model, there is no line of sight.

A model is always within its own vision arc and always has a line of sight to itself and its unit. If at least one model in a unit has a line of sight to at least one model from another unit, that unit can 'see' the other unit.

Note that models and units always block line of sight. Therefore, it is normally only the models in the front rank of a unit that have a line of sight.

Obscured Line Of Sight

Line of sight may be partly obscured by terrain features or by other models. In such cases, the other model or unit is said to be 'in cover'. To check if a model or unit is in cover, stoop down to look from the first model's point of view:

- If the other model or unit is fully visible, they are not in cover (i.e., they are 'in the open').
- If up to half of the other model or unit is obscured, they are in partial cover.
- If more than half of the other model or unit is obscured, they are in full cover.

The benefits of partial and full cover are discussed in more detail under the rules for shooting on [page 139](#).



TROOP TYPES AT A GLANCE

As mentioned previously, all models have a troop type. These, along with the type of formation units of such models adopt, determine how they function throughout the rules (as well as providing an insight into the role such models fulfil upon the battlefield). Troop types and their rules are explained in greater detail in the advanced rules, on [page 188](#). The following pages present some brief but important information needed to better understand the core 'how to play' rules that follow.



Categories Of Troop Type

There are five main categories of troop type, each of which is further divided into sub-categories. For example, particularly large Infantry fall into the 'Monstrous Infantry' sub-category of Infantry. In such cases, when the rules refer to Infantry units, Monstrous Infantry must also follow those rules unless an exception is stated for Monstrous Infantry.

A model's troop type determines the minimum number of such models a rank must contain to claim a Rank Bonus, the maximum Rank Bonus a unit of such models is able to claim, and the 'Unit Strength' of such a model, as shown on the page opposite.

Infantry

Infantry includes all units of foot troops, be they Goblins, Men, Ogres, Trolls or any other of the myriad Warhammer races fighting on foot. Infantry forms the backbone of most armies and is split into four sub-categories: Regular Infantry, Heavy Infantry, Monstrous Infantry and Swarms.

Cavalry

The term cavalry refers to any riders mounted on war beasts – commonly warhorses or similar creatures. It can also include war beasts on their own as packs of animals which will often function in a manner more similar to cavalry than infantry. Cavalry is split into four sub-categories: Light Cavalry, Heavy Cavalry, Monstrous Cavalry and War Beasts.

Chariots

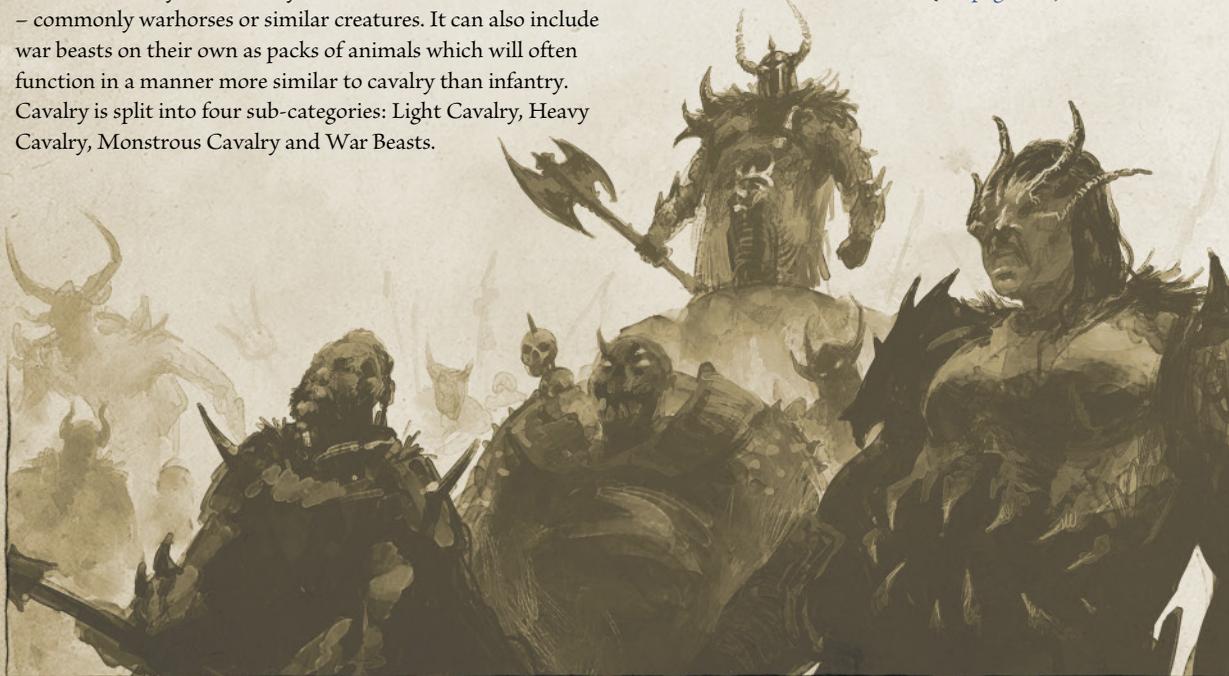
A chariot is usually a wheeled war vehicle drawn into battle by beasts of some kind and crewed by warriors, armed to the teeth. This category can also include large objects, such as mobile altars, that are pushed along or carried. Chariots are split into two sub-categories: Light Chariots and Heavy Chariots.

Monsters

Monsters are the largest beings in the Warhammer world, creatures so powerful that they usually roam the battlefield alone. In spite of this, due to their size they function as Close Order units, rather than as Skirmishers. This category includes Dragons, Gryphons and so on. Monsters are split into two sub-categories: Monstrous Creatures and Behemoths.

War Machines

War machines such as cannon and bolt throwers are powerful units on the field of battle, able to pulverise whole regiments, breach stone walls or even slay fearsome monsters with a single, well-placed shot. This is a broad category with varied rules that cover the many different weapons to be found in the Warhammer world, the most commonly seen of which are dealt with in their own section (see [page 222](#)).



Troop Type Table

This table summarises the most important information for each troop type. More detail is given in the Advanced Rules section. Referencing this table will help you to better understand some of the rules contained in the core 'how to play' rules.

Troop Type	Troop Type Table		Unit Strength per Model
	Models per Rank*	Maximum Rank Bonus**	
Infantry			
Regular Infantry	5	+2	1
Heavy Infantry	4	+2	1
Monstrous Infantry	3	+2	3
Swarms	-	-	3
Cavalry			
Light Cavalry	5	+1	2
Heavy Cavalry	4	+1	2
Monstrous Cavalry	3	+1	3
War Beasts	5	+1	1
Chariots			
Light Chariots	3	+1	3
Heavy Chariots	-	-	5
Monsters			
Monstrous Creatures	-	-	As Starting Wounds
Behemoths	-	-	As Starting Wounds
War Machines			
War Machines	-	-	As Starting Wounds

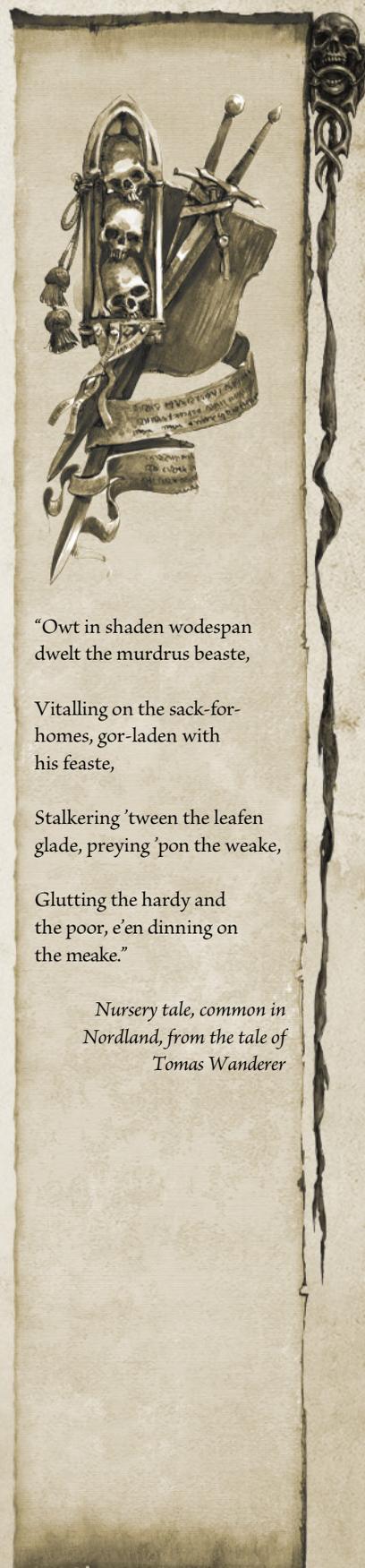
*Note that this is the minimum number required to claim a Rank Bonus. Ranks can contain more or fewer models as you wish, but in order for a rank to count towards Rank Bonus, it must contain at least this many models.

**Note that in some cases the maximum Rank Bonus a unit can claim can be increased by special rules. The maximum Rank Bonus a unit can claim can also be reduced by its formation, by spell effects, or by terrain.

Unit Strength

Sometimes, you may be required to work out the 'Unit Strength' of a unit. There are a number of reasons you might need to know this, for example, to determine if one of your units is outnumbered by an enemy. Simply counting the number of models does not account for the sheer power of large and ferocious creatures. Unit Strength represents this well.

To determine Unit Strength, simply count the number of models currently in the unit and multiply this by the Unit Strength per model as shown on the Troop Type table.



"Owt in shaden wodespan
dwelt the murdrus beaste,

Vitalling on the sack-for-
homes, gor-laden with
his feaste,

Stalking 'tween the leafen
glade, preying 'pon the weake,

Glutting the hardy and
the poor, e'en dinning on
the meake."

*Nursery tale, common in
Nordland, from the tale of
Tomas Wanderer*



MAGIC

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



It is therefore only right that magic should form a core part of the game of Warhammer: the Old World as well. Wizards are able to cast spells of different types throughout the turn, and players must protect them accordingly, ensuring they are able to cast the right spell at the right moment, or to thwart the casting attempts of their rivals.

That being the case, explaining how magic works early on is important and the following pages do just that. New players can skip over this section for now if they wish, focusing instead on the more mundane rules and returning to this section once a few games have been played.

Wizards

Only beings that possess awesome mental might can even hope to bend the powers of magic to their will. Lesser persons would be consumed in an instant, their souls torn apart by terrible energies. In Warhammer: the Old World, all models that can cast spells are known collectively as 'Wizards', although specific armies might use other terms. You may see names such as sorcerer, shaman or seer, for example, but all of these and others are considered to be types of Wizard.

Levels Of Wizardry

Naturally, not all Wizards are equal – mastery of magic increases through dedicated practice (and, occasionally, through sheer luck). To represent this, Wizards are divided into four degrees of ability called 'Levels of Wizardry' (often shortened simply to 'Level' in the rules that follow). The higher a Wizard's Level, the greater their knowledge of magic:

- **Level 1:** Wizards of the first level are those of humble ability.
- **Level 2:** Wizards of the second level are experienced spellcasters.
- **Level 3:** Wizards of the third level are great sorcerers of a kind rarely seen.
- **Level 4:** Wizards of the fourth level are the mightiest of all Wizards, the very equal of crowned monarchs within the realms of sorcery.

Lores Of Magic

The Lores of Magic are lists from which Wizards generate their spells. Each Lore of Magic represents a particular approach towards the study and use of magic, giving each its own character reflected by the spells within it. Different Wizards have access to different Lores of Magic.

Accompanying every Wizard's profile you will find the Lore(s) of Magic they know. In some cases, it will be stated that they know spells from a single, given Lore of Magic, whilst in others it will be stated that they know spells from one of a number of given Lores of Magic. Where this is the case, you must choose one of these Lores when writing your muster list (see [page 276](#)).

The Lores of Magic most commonly seen in the Old World are presented on [page 319](#).

Spells & Spell Generation

Players randomly generate spells for each of their Wizards before armies are deployed. If your army contains more than one Wizard, you may generate spells for each in an order of your choosing.

Each Lore of Magic contains seven spells: six numbered (1-6) and a seventh 'signature' spell. To determine the spells your Wizard knows, roll a number of D6 equal to their Level of Wizardry, re-rolling any duplicate results. The result(s) show which spell(s) your Wizard knows.

If you wish, your Wizard may then discard one of these randomly generated spells and instead select the signature spell of their chosen Lore of Magic. Any number of Wizards in your army may do this.



Spell Categories

Spells fall into six categories. These determine during which phase of the game they can be cast. These are:

Enchantment: These spells empower the caster's allies in some way. Enchantment spells that require a target can only target friendly units. Most often they affect friendly units, but may occasionally have an effect on enemy units. Casting the same Enchantment spell more than once on the same unit during the same turn has no further effect.

Hex: The opposite of Enchantment spells, weakening the enemy in some way. Hex spells that require a target can only target enemy units. Most often they affect enemy units, but may occasionally have an effect on friendly units. Casting the same Hex spell more than once on the same unit during the same turn has no further effect.

Note that bonuses and penalties from different Hex and Enchantment spells are cumulative, but cannot take any characteristic above 10 or below 1.

Conveyance: These spells enable Wizards to enhance movement or transport units from place to place. Conveyance spells that require a target can only target friendly units. A unit cannot be affected by the same Conveyance spell more than once per turn.

Magic Missiles: These are sorcerous projectiles hurled at the foe. Magic Missiles can only target enemy units and the Wizard must have a line of sight to the target. A successfully cast Magic Missile automatically hits its target; there is no need to make a roll To Hit.

Magical Vortex: These are roiling globes of magical energy that travel across the battlefield. A Magical Vortex does not require a target – instead, it uses a round template which is placed on the battlefield, not touching the bases of any models, and with its central hole within the range given by the spell. Once placed, Magical Vortexes remain on the battlefield (unless they move off it).

Some Magical Vortexes move at the start of each turn. If a Magical Vortex ever ends such a move over a unit, continue to move it in the same direction until it can be placed on the battlefield, not touching the bases of any models.

Assailment: These spells are deadly attacks that strike the foe without warning. Assailment spells can only be cast by Wizards that are engaged in combat and can only target enemy units that the caster is engaged in combat with. A successfully cast Assailment spell always hits its target; there is no need to make a roll To Hit.



Casting Spells

When a spell can be cast depends upon its type:

- Enchantment and Hex spells can be cast during the Conjunction sub-phase of your Strategy phase.
- Conveyance spells can be cast at any point during the Remaining Moves sub-phase of your Movement phase.
- Magic Missiles and Magical Vortex spells can be cast when a Wizard is chosen during your Shooting phase.
- Assailment spells can be cast when a Wizard fights during any Combat phase.

A Wizard can only attempt to cast each of their spells once per turn. Wizards that are fleeing cannot cast spells. Unless stated otherwise, Wizards that are engaged in combat can only cast Assailment or range 'self' spells (see below).

To cast a spell, a Wizard declares which spell they wish to cast and its target (if required).

Choosing A Target

Unless stated otherwise, the following rules apply when choosing a target:

- The target must lie within the Wizard's vision arc, but the Wizard does not need a line of sight to the target.
- The target must lie within the spell's range.
- Spells cannot target units engaged in combat.

Note that different spell categories and some individual spells waive some of these rules and/or introduce others.

Range 'Self' Spells: Spells with a range of 'Self' do not require a target, instead being focused upon the casting Wizard. Some such spells have an 'aura' of effect, measured from the caster. As mentioned previously, a Wizard can cast a range 'self' spell whilst engaged in combat.

Casting Roll, Casting Result & Casting Value

To cast a spell, you must make a 'Casting' roll. To make a Casting roll, roll 2D6. This represents the Wizard's attempts to draw raw magical power from the æther and shape it to their will.

The casting Wizard's Level is then added to the result of this roll to give a 'casting result'. For example, if a Level 2 Wizard makes a Casting roll of 1 and 6, the total casting result would be 9 (1 + 6 = 7 for the Casting roll, plus 2 for the Level of Wizardry).

Keep the dice in front of you for the moment – the scores will be needed if your opponent makes a dispel attempt.

Each spell has an associated 'casting value'. Spells with a higher casting value have greater effect, but require more power:

- If the casting result equals or exceeds the spell's casting value, the spell is successfully cast (though your opponent may subsequently dispel it).
- If the casting result is less than the casting value, the spell is not cast.

Magic Resistance (-X)

Some models have the Magic Resistance (-X) special rule, making them resistant to the magic of their enemies. The Casting roll of any spell (including Bound spells) that targets an enemy unit that includes one or more models with this special rule suffers a modifier, as shown in brackets after the name of this special rule (shown here as '-X').

Note that this special rule is not cumulative. If two or more models in a unit have this special rule, use the highest modifier.



Miscasts & Perfect Invocations

Should a Wizard mispronounce a single word, the magic they are wielding might shatter its bindings in a burst of energy. At other times, the Wizard may channel the Winds of Magic with near-perfection, and the magic will burst forth irresistibly.

Perfect Invocations: If a natural double 6 is rolled when making a Casting roll, the spell is cast regardless of its casting value or of any modifiers that may apply to the Casting roll. A perfect invocation cannot be dispelled.

Miscast: If a natural double 1 is rolled when making a Casting roll, regardless of the casting result, it has been 'miscast' and, unless stated otherwise, is not cast. Roll immediately on the Miscast table below to see what fate befalls your unfortunate Wizard:

Miscast Table

2D6	Result
2-4	Dimensional Cascade: The summoned magic breaks free, creating an ethereal tornado. Centre a 5" blast template over the Wizard. Every model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 10 hit with an AP of -4.
5-6	Calamitous Detonation: Roiling magic explodes from the Wizard in a flash of light. Centre a 3" blast template over the Wizard. Every model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 6 hit with an AP of -2.
7	Careless Conjunction: The Wizard mispronounces a syllable, causing the spell to backfire, knocking them to the ground. The Wizard suffers a single Strength 4 hit with an AP of -1.
8-9	Barely Controlled Power: The Wizard manages to control the magic, but at the expense of great power. The spell is cast (at its casting value, for the purpose of dispel attempts). However, you cannot attempt to cast any more spells for the remainder of the current turn.
10-12	Power Drain: With a deafening boom, the summoned magic is unleashed and an unnatural calm descends. The spell is cast with a perfect invocation. However, you cannot attempt to cast any more spells for the remainder of the current turn.

Bound Spells

Some models have 'Bound' spells, which may be contained within a magic item or given by a special rule, and which they can cast in the usual manner. If a 'Power Level' is given, this is added to the result of the Casting roll to give the casting result. If no Power Level is given, nothing is added – the result of the Casting roll is itself the casting result. When casting a Bound spell, there is no risk of a miscast or chance of a perfect invocation.

You may attempt to dispel a Bound spell as usual. Magic items that dispel or destroy spells work as normal against Bound spells. When dispelling a Bound spell, there is no risk of being outclassed in the art (see page 110).

A model can only cast a single Bound spell per phase. Possessing a Bound spell does not make a model a Wizard.



Dispel

Whenever your opponent casts a spell, you can make a dispel attempt (unless, of course, the spell was cast with a perfect invocation). The type of dispel you attempt will affect its chances.

Types Of Dispel

Before making a dispel attempt, you must first decide if one of your Wizards will attempt a 'Wizardly dispel', or if you will trust to fate and attempt a 'Fated dispel':

Wizardly Dispel: To attempt a Wizardly dispel, nominate a single Wizard in your army that is within 'Dispel range' of the Wizard that cast the spell. Dispel range varies depending upon the Level of the Wizard nominated:

- Level 1 and Level 2 Wizards have a Dispel range of 18".
- Level 3 and Level 4 Wizards have a Dispel range of 24".

Wizards that are engaged in combat, that are fleeing or that are not on the battlefield cannot be nominated.

Fated Dispel: Once per turn, if you do not have any Wizards able to make a Wizardly dispel attempt, or if you wish to avoid the risk, you may instead attempt a Fated dispel.

Dispel Roll & Dispel Result

To dispel a spell, you must make a 'Dispel' roll. To make a Dispel roll, roll 2D6. This represents either the efforts of a Wizard to counter enemy magic, or the twists of fate that can see the Winds of Magic suddenly dissipate.

If you are attempting a Wizardly dispel, add the Wizard's Level to the result of this roll to give a 'dispel result'. If you are attempting a Fated dispel, nothing is added – the result of the Dispel roll is itself the dispel result:

- If the dispel result exceeds the casting result, the spell is successfully dispelled and immediately ends.
- If the dispel result is equal to or less than the casting result, the dispel attempt has failed. The spell is not dispelled.

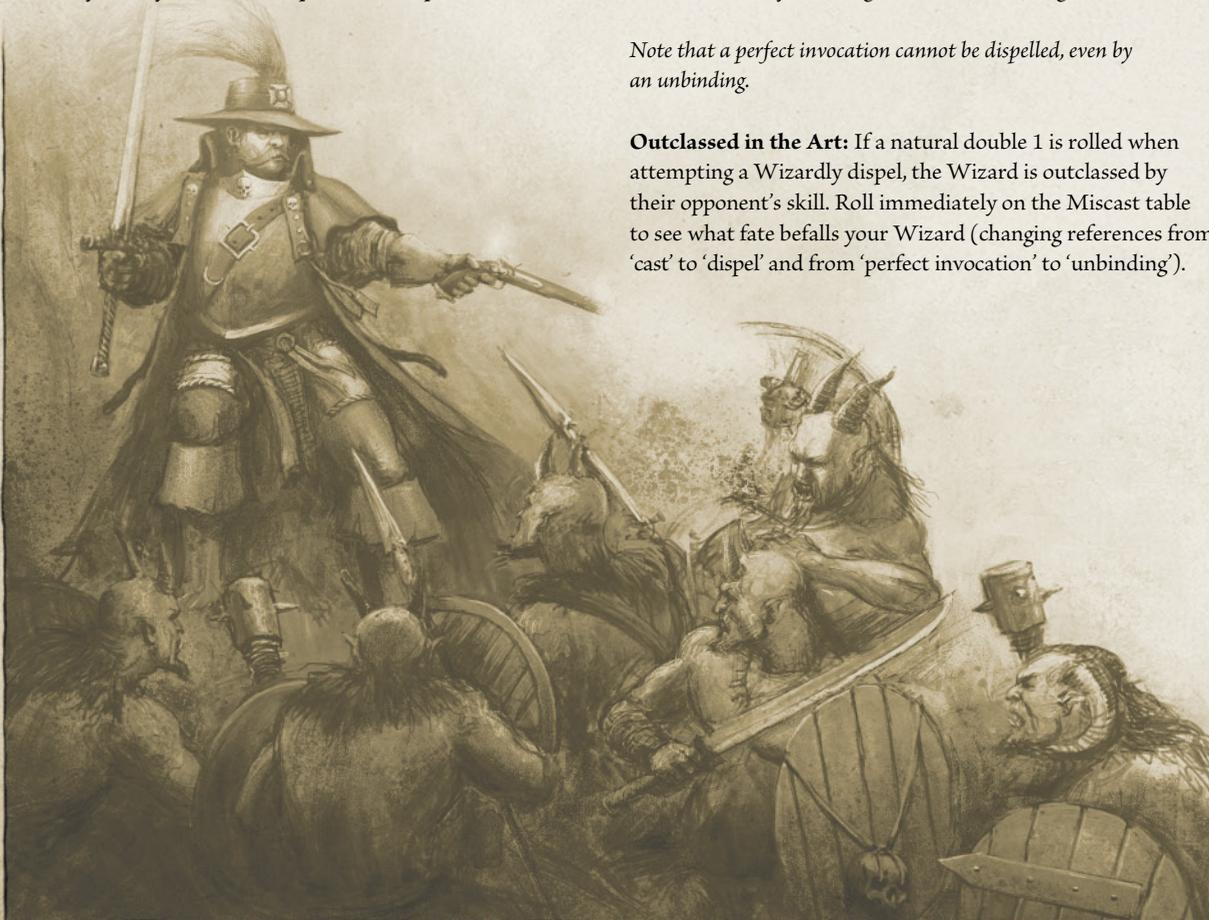
Outclassed In The Art & Unbinding

Sometimes, no matter the skill of the casting Wizard, the Winds of Magic prove fickle and a spell is destined to unbind. At other times, a Wizard can be so outclassed by their opponent's skill that they are themselves bombarded by magical energy:

Unbinding: If a natural double 6 is rolled when attempting any type of dispel, the magic unbinds and the spell is dispelled and immediately ends, regardless of the casting result.

Note that a perfect invocation cannot be dispelled, even by an unbinding.

Outclassed in the Art: If a natural double 1 is rolled when attempting a Wizardly dispel, the Wizard is outclassed by their opponent's skill. Roll immediately on the Miscast table to see what fate befalls your Wizard (changing references from 'cast' to 'dispel' and from 'perfect invocation' to 'unbinding').



Spell Resolution

Once a spell has been successfully cast and if the enemy has failed their dispel attempt (or not even made a dispel attempt!), the casting is complete and the spell's effect is now resolved. Each spell in Warhammer: the Old World provides all the information you need.

Spell Duration

Many spells are cast instantly and their effect is worked out straight away. In such cases, the spell has no further effect until cast again. However, some spells last for longer than this, for one or more phases or turns. For example, some spells expire at the end of the casting player's current turn, whilst other spells last until the start of the next round, expiring at the beginning of the casting player's next Start of Turn sub-phase.

Remains In Play

Some spells are marked 'Remains in Play'. Such spells stay in effect indefinitely when cast. They only come to an end when the caster is slain, chooses to end the spell (which they can do at the start of any sub-phase) or leaves the battlefield. The casting Wizard can continue to cast other spells (but not the same Remains in Play spell) as it requires only a little concentration to keep a Remains in Play spell going.

Dispelling Remains in Play Spells: If not immediately dispelled when cast, you may attempt to dispel a Remains in Play spell cast by your opponent during the Conjunction sub-phase of any of your subsequent turns. To do so, you may attempt either a Fated dispel or a Wizardly dispel (provided the Wizard making the attempt is within Dispel range of the Wizard that cast the spell).

Remains in Play spells do not retain the energy of their casting, and so you do not need to beat the original casting result if attempting to dispel in subsequent turns, but rather the minimum casting value given in the spell's description.

Perfect Invocations: A Remains in Play spell cast with a perfect invocation cannot be dispelled immediately, but may be dispelled in the Conjunction sub-phase of a subsequent turn, as described above.

Wizards & Armour

Generally speaking, Wizards dislike armour. Its stifling bulk creates a deadening aura about the Wizard's physical body that blinds their Mage sight and makes it all but impossible for them to manipulate the Winds of Magic.

To represent this, a Wizard cannot wear armour or carry a shield. Should a Wizard ever do so, they are unable to make any Casting or Dispel rolls. This penalty applies to all armour and shields, magical or otherwise, but does not include barding (which is worn not by the Wizard, but by their mount).

Note, however, that there are some exceptions. Certain special rules, such as 'Chaos Armour' (found in the Warriors of Chaos army list), make a Wizard exempt from this penalty. Similarly, some suits of magical armour are crafted in such a way as to be exempt from this penalty.









HOW TO PLAY - THE CORE RULES

The following pages cover the core rules of the game. Starting with an explanation of the turn sequence, you will go on to discover how your units move, shoot and fight deadly combat against the enemy, how to rally your troops, and much more.

For the most part, this section focuses upon how units of Close Order infantry perform, though as we have learned, there are a great many different troop types and formations

for those troops to adopt. Where necessary, the rules will reference these things and point you towards where to find a more complete explanation in the advanced rules.

Note that the following pages introduce many terms that are explained later in greater detail. So if you are not yet familiar with the game, be prepared to do a little flicking back and forth as you read through this section.

THE TURN SEQUENCE

Battle is a chaotic thing. Units of bellowing warriors charge and counter-charge, hacking at the foe with axe, sword and cleaver. The ground trembles to the hooves of galloping cavalry, archers blacken the skies with arrows and puissant sorcerers wield devastating magics.



A Game Of Rounds & Turns

A game of Warhammer: the Old World is broken down into a number of 'rounds'. During each round, each player takes one complete 'turn', so that by the end of the game both players will have played the same number of turns. Players alternate taking turns until the battle is over.

Whenever a rule refers to a 'turn', it means one player's turn. If a rule encapsulates both player's turns, it will specifically state 'round'.

First Turn

Which player takes the first turn of the game will be determined by the scenario being played. Usually, this is decided by rolling off, although it can be decided in other ways.

Game Length

Most games last for six rounds, but sometimes a game can last for seven rounds or be over in only five. In some scenarios, the game length varies.

Active & Inactive Player

A game of Warhammer: the Old World consists of a number of rounds. During each of which, each player takes a turn. During your turn, you are referred to as the 'active' player and your opponent is referred to as the 'inactive' player.

The Turn Sequence

Each player's turn is split into four 'phases', each consisting of four steps referred to as 'sub-phases'. These sub-phases are explained in greater detail on the following pages:

1. The Strategy Phase

During the Strategy phase, the active player attempts to cast Enchantment or Hex spells and makes use of certain special rules, before attempting to rally any fleeing units.

2. The Movement Phase

The Movement phase starts with the declaration of charges and of charge reactions, then the movement of charging units. After this comes compulsory movement. Finally, any remaining movement is carried out and Conveyance spells are cast.

3. The Shooting Phase

During the Shooting phase, the active player shoots with those units in their army armed with missile weapons, with their war machines, and attempts to cast Magic Missile and Magical Vortex spells.

4. The Combat Phase

During this phase, units fight in deadly hand-to-hand melee and Wizards attempt to fend off their attackers with Assailment spells. Units that have lost combat may be driven back or become broken and flee. At the end of this phase, once all combats have been resolved, the active player's turn ends.





THE STRATEGY PHASE

During the Strategy phase, the active player begins to enact their plans for the turn ahead. Key to this is Wizards channelling and manipulating the Winds of Magic and commanders rallying their forces through strict orders or inspiring words.



The Strategy Phase Sequence

Work your way through the sub-phases shown in the summary below. The units in your army can generally act in the order you choose within each sub-phase, providing that you complete one sub-phase before moving onto the next.

1. Start Of Turn

The rules will often call upon a player to make certain tests or perform specific actions at the start of a turn. These things are done now.

2. Command

Some characters have special rules that may represent bold heroes seeking to inspire their comrades, or fabulous abilities granted by magic items. These special rules are used now.

3. Conjunction

Many Wizards use their magic to aid their allies in battle. Others use it to inflict terrible curses upon their enemies. Known respectively as Enchantment and Hex spells, these spells are cast now.

4. Rally Fleeing Troops

As warriors fall, many units turn tail and flee. During this sub-phase, you have a chance to rally any fleeing units. Those that are successful will return to the fray. Those that are not will continue to flee.

1. Start Of Turn

Some units will have special actions they have to perform or tests they have to make at the start of the turn. Such rules are not common, and their details will be clearly stated in the model's rules. Such actions are performed and tests made during this sub-phase, in an order chosen by the active player.

Sometimes, a scenario may require you to make a test at the start of each turn, or pause to determine if a victory condition has been achieved before playing on. These things are also done now, before the turn begins in earnest.

This sub-phase should also be used as a moment in which to think between turns, during which you can remove stray casualties, errant dice and other bits of gaming detritus that have accumulated. Often, players will have questions to ask their opponent, such as how a special rule works or what a magic item does. This is the perfect time to ask such questions, and an opponent should never begrudge giving answers during this natural pause in the action.





2. Command

During this sub-phase, powerful abilities, both magical and mundane, are unleashed in the form of special rules.

The active player chooses one of their models (usually a character) that is not fleeing and that has one or more special rules that can be used during the Command sub-phase. The player states which special rule (if any) they intend to use and, if necessary, which unit(s) will be affected, before making any tests required. The active player then repeats the process for all models in their army that have any special rules that can be used during the Command sub-phase.

Note that, unless stated otherwise, a model can only use a special rule once per Command sub-phase.

3. Conjunction

Many Wizards are able to cast Enchantment spells to the benefit of friendly units. Other Wizards are able to cast Hex spells, hindering the enemy in some way.

The active player chooses one of their Wizards that is not fleeing. If that Wizard knows any Enchantment or Hex spells, the player may attempt to cast them now. If the spell is cast successfully, the inactive player may then make a dispel attempt. The active player then chooses another Wizard, repeating the process for all of the Wizards in their army.

4. Rally Fleeing Units

During this sub-phase, the active player must attempt to rally any of their units that are fleeing by making a 'Rally' test for each such unit. To make a Rally test, choose a fleeing unit and test against its Leadership characteristic, as described on [page 97](#):

- If this test is failed, the unit has been unable to rally and it continues fleeing.
- If this test is passed, the unit has successfully rallied.

Then, the active player chooses another fleeing unit, repeating the process until all fleeing units have had a chance to rally.

Rallied Units

A unit that passes a Rally test regains its composure and returns to the fight. Upon rallying, a unit may immediately perform a free reform (see [page 125](#)). The unit cannot charge during this turn and counts as having moved for the purposes of shooting, but can otherwise act as normal.

Insurmountable Losses

If a unit has suffered a large number of losses, the remaining models may lack the intestinal fortitude required to return to the fray:

- Any unit that has been reduced below half (50%) of its starting number of models suffers a -1 modifier to its Leadership when attempting to rally.
- Any unit that has been reduced below a quarter (25%) of its starting number of models can only pass its Rally test on a roll of a natural double 1.

Fleeing Units

Units that fail to rally will continue to flee during the Movement phase, as described on [page 132](#).



THE MOVEMENT PHASE

Mastery of the Movement phase is vital to victory on the battlefield. It is in this phase that you will attempt to outmanoeuvre your foe, by moving archers into positions from which to dominate the battlefield, advancing cavalry along a flank to exploit enemy weaknesses and positioning regiments to intimidate the enemy before charging boldly into combat when the time is right.



As movement is such a vital part of the game, this section is broken down into two parts. The first gives an overview of the Movement phase itself. The second explains movement in greater detail. As always, if you are not yet familiar with the game, be prepared to spend some time checking other sections of the rules as you read through this section.

The Movement Phase Sequence

As with other phases of the game, the Movement phase is broken down into four sub-phases. Work your way through these in the order shown below. The units in your army can act in whatever order you wish within each sub-phase, providing that you complete one sub-phase before moving onto the next.

1. Declare Charges & Charge Reactions

The active player declares which of their units will charge, nominating one unit at a time and indicating which enemy unit it will charge. Once all charges have been declared, the inactive player declares and resolves each charged unit's charge reaction.

2. Charge Moves

Once all charges have been declared and all charge reactions have been resolved, the active player moves their charging units in an order of their choosing.

3. Compulsory Moves

Sometimes, a player has no choice over whether or not to move a unit; for example, a fleeing unit is obliged to make a flee move. All compulsory moves are made during this sub-phase.

4. Remaining Moves

During this sub-phase, the active player advances their battle line, moving those units that did not move during the Charge Moves or Compulsory Moves sub-phases.

The 1" Rule

There is one rule of movement that applies throughout the game – the 1" rule. Quite simply, with the exception of units engaged in combat, no unit can end its movement within 1" of an enemy unit.

Often, a unit will have to move within 1" of another unit during its move. This is perfectly acceptable, provided that, at the end of the movement, there is 1" between it and any enemy units. At times, once movement is complete, players may have to nudge units further apart, by the smallest amount possible, to maintain this rule, and this is also perfectly acceptable.

Both players should agree upon how best to do this and ensure neither gain any unfair advantage.



"The kinbands must march to war. Blood must be spilt."

Naieth the Prophetess





1. Declare Charges & Charge Reactions

At the start of your Movement phase, the first thing you must do is declare which units (if any) will charge. Units are not normally obliged to charge unless a special rule states otherwise.

Charging is the only way for a unit to move itself into combat with the foe. If you want to engage an enemy in combat then you must charge them – you cannot simply move into combat without having first declared a charge.

To declare a charge you must indicate which of your units is charging, and which enemy unit it is going to charge. A charged unit is often referred to as the 'charge target'.

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

You are always allowed to measure the distance between your unit and the potential charge target before declaring the charge, and should take into account any terrain that might slow the unit down (see [page 135](#)), as this might well affect your decision whether or not to declare a charge.

Charge movement is explained in greater detail on [page 126](#).

Who Can Charge?

Not all units can charge. Units that are already engaged in combat, that are fleeing, or that rallied during the Strategy phase of this turn cannot declare a charge or make a charge move. Units that are in Marching Column can declare a charge, but cannot make a charge move. In rarer cases, units may be prevented from either declaring a charge, or making a charge move, by a special rule or spell effect.

Additionally, a unit cannot declare an impossible charge – i.e., one that it cannot possibly complete, either because the enemy unit lies beyond the chargers' maximum possible charge range (see [page 121](#)), or because intervening obstructions make it impossible for the unit to make a charge move that allows it to move into contact.

Note that if such an obstruction is another unit, and there is a chance that the intervening unit will move out of the chargers' way before the charge is completed, the charge is 'possible', and therefore can be declared (remember that you still need to see the target to declare the charge though).

Charging More Than One Unit

Normally, a unit can only declare a charge against a single enemy unit. However, should a unit be unable to charge its intended target without making contact with one or more other enemy units, a charge must also be declared against each of those units. In such cases, each charged unit is considered to be a charge target and each must declare and resolve its own charge reaction (in an order chosen by their controlling player).



“Shroud the eyes, shroud
the soul,

Turn to face the east,

Respect the dead when
Morr’s bell tolls

Or await the fang’ed beast.”

*Funeral verse,
popular in Stirland*

Charge Reactions

Once the active player has declared all of their charges, the inactive player declares a ‘charge reaction’ for each of the charge targets. There are three charge reactions available to the inactive player: Hold, Stand & Shoot and Flee:

Hold: The unit opts to stand its ground and receive the charge. This is the usual response for units that do not have missile weapons or those units that favour their chances in the fight ahead.

Fleeing units cannot Hold. Units already engaged in combat when charged must Hold. Any unit that forgets to declare a charge reaction will Hold.

Stand & Shoot: If a unit is armed with missile weapons and can draw a line of sight to the charging unit, it may declare that it will attempt to Stand & Shoot. Measure the distance between the two units. If the distance is less than the Movement characteristic of the charging unit, the charged unit is unable to raise its weapons in time and must either Hold or Flee instead.

Otherwise, even if the distance between the two units is greater than the maximum range of the charged unit’s weapons, the charged unit will shoot at the charging unit (see page 137). Once this shooting has been resolved, the charged unit will Hold and await the charging unit. Charging units are not required to make Panic tests (see page 160).

Fleeing units and units already engaged in combat when charged cannot Stand & Shoot.

Flee: Any unit that is not already engaged in combat may Flee as a charge reaction. Units already fleeing must Flee when charged.

When a unit chooses to Flee from a charge, it flees directly away from the charging unit:

- Pivot the unit about its centre (see page 125) so that it is facing directly away from the centre of the charging enemy unit.
- After pivoting, the unit makes an immediate flee move (see page 132).

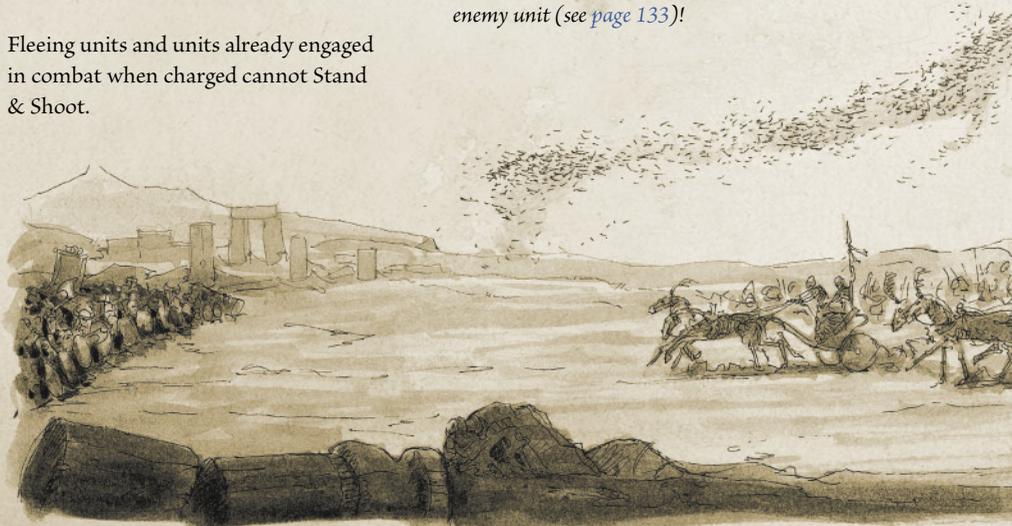
Should a fleeing unit not run far enough, it may be ‘run down’ and destroyed by the charging unit (see page 129).

Charge Reactions & Multiple Charging Units

A unit can only Stand & Shoot in response to one charge per turn, even if charged by multiple units. Once all charges have been declared, the inactive player can choose which charging unit to Stand & Shoot at. The unit will then Hold against the other charging units.

If a unit charged by multiple enemy units chooses to Flee, it will flee directly away from the enemy unit with the highest Unit Strength. If two enemy units have the same Unit Strength, randomly determine which the unit flees directly away from.

Note that, in its haste to flee from one charging enemy unit, a unit might flee through another enemy unit (see page 133)!



2. Charge Moves

With charge reactions declared and resolved, it is time to see whether or not the charges are successful. Work through charges one at a time, in an order decided by the active player, completing each before moving on to the next.

Determine Charge Range

How far a unit can charge is based on its Movement characteristic. However, because a charge represents warriors rushing forward at speed, units can charge further than their basic Movement characteristic.

To represent this, as well as the caprices of fate, a unit's 'charge range' is determined by first making a 'Charge' roll. To make a Charge roll, roll two D6 and discard the lowest result. The highest result is the result of the Charge roll. If both dice roll the same result, discard either. The result of the Charge roll is then added to the unit's Movement characteristic to give the unit's charge range.

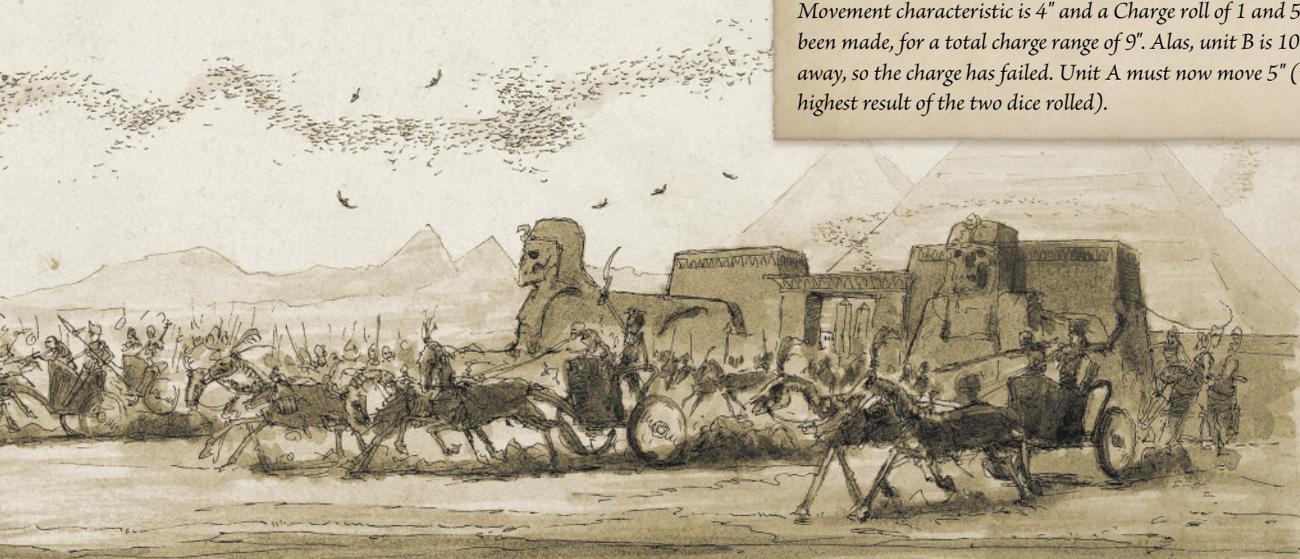
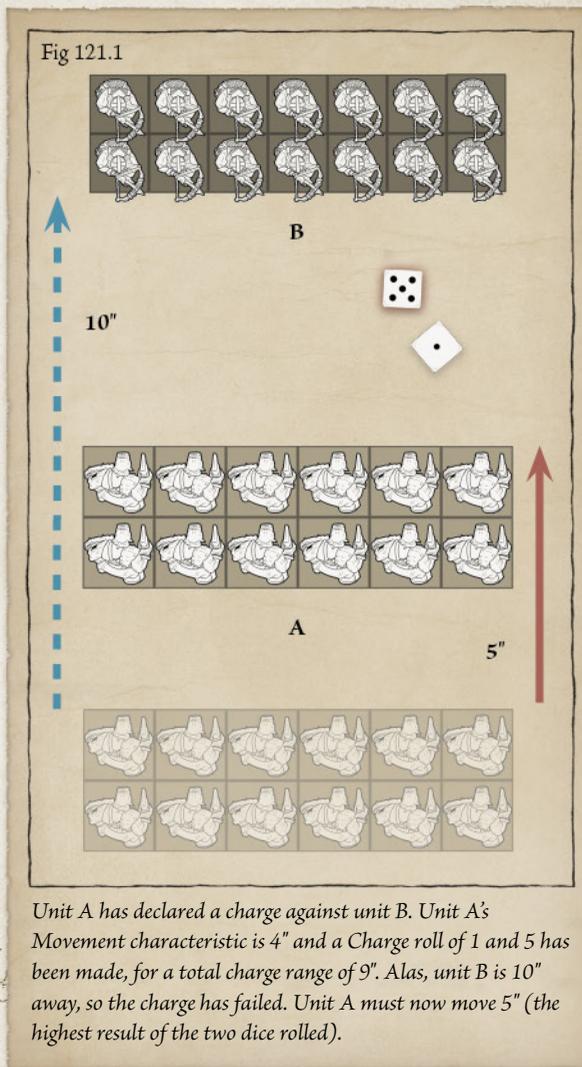
With its charge range established, the charging unit makes its 'charge move'. If the charging unit has insufficient movement to complete its charge move, it is unable to reach the enemy and instead makes a 'failed charge' (see Fig 121.1).

The Charge Move: Moving a charging unit is often a complicated procedure. For this reason, the charge move itself is covered in greater detail on [page 126](#), after the basics of movement and manoeuvre have been explained.

Maximum Possible Charge Range: A unit's maximum possible charge range is determined by adding six (the highest possible result of an unmodified Charge roll) to its current Movement characteristic (taking into account any modifiers that might apply to its Movement characteristic).

Failed Charge

A unit that makes a failed charge has started towards the enemy, but is unable to cover the distance. The warriors in the unit simply lose impetus. If a unit makes a failed charge it moves directly towards the target a distance equal to the result of the Charge roll, wheeling as required.



3. Compulsory Moves

Generally speaking, a player can move their units however they wish within the confines of the rules. However, sometimes units behave of their own accord. All compulsory movement is carried out in this sub-phase, after charges have been resolved, but before other movement takes place.

Fleeing Units

Units that failed to Rally during the Strategy phase will continue to flee during the Compulsory Moves sub-phase. Fleeing units must be moved at the beginning of this sub-phase, before moving any other units that are obliged to make a compulsory move.

Moving a fleeing unit is often a complicated procedure. For this reason, fleeing itself is covered in greater detail on [page 132](#), after the basics of movement and manoeuvre have been explained in more detail.

Other Types Of Compulsory Movement

Other units that must move in the Compulsory Moves sub-phase follow the normal movement rules, unless stated otherwise. Any special rules that apply to units that have a compulsory move will be described within their rules. For example, some units have a random Movement characteristic. In other cases, a unit might be obliged to move in a specific direction, or even in a random direction.

Whatever the case, any compulsory moves are resolved now, after all fleeing units have moved. These compulsory moves can be resolved in any order the controlling player wishes.

4. Remaining Moves

With all charges and compulsory moves attended to, you can now move the rest of your army. While it might lack the drama of charging or the jeopardy of compulsory moves, the Remaining Moves sub-phase is no less important.

During this sub-phase players manoeuvre their remaining units in order to set up charges for future turns, as well as attempt to deny future charges their opponent will wish to make. This is also the time to manoeuvre missile troops and Wizards so that they have suitable targets, seize important areas of the battlefield, and so on. Finally, Conveyance spells can be cast at any point during this sub-phase.

Note that units which are fleeing, that charged this turn or that moved during the Compulsory Moves sub-phase cannot move again during this sub-phase. Their movement for the turn has already been completed.



MOVEMENT IN DETAIL

Moving an army is an important and often decisive part of the game. When opposing commanders are well matched, move and counter move can become complex and challenging as the rival armies search for an advantage.

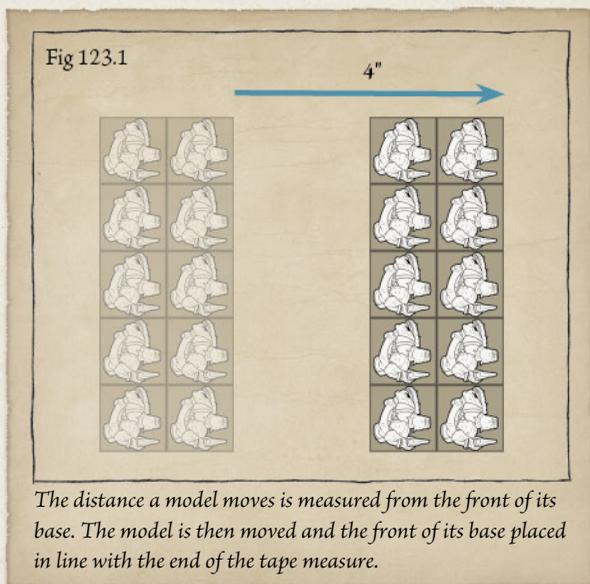


This section begins with the rules for basic movement and manoeuvre, before delving into the intricacies of charging and fleeing. Finally, you will find an explanation of how different types of battlefield terrain can hinder, or even halt, movement.

Basic Movement

The most basic move any model or unit can make is to move forward a number of inches up to its Movement characteristic, as shown in Fig 123.1. If there is more than one Movement characteristic within a unit, the entire unit moves at the rate of the slowest model.

Units arrayed in rank and file are cumbersome, and find it hard to change direction. Models (and units) must move forward in a straight line, unless performing a manoeuvre.



Marching

Most units are able to 'march', allowing them to move rapidly across the battlefield. A marching unit can double its Movement characteristic. Whilst marching a unit can wheel to change direction, but cannot perform any other manoeuvres. However, a unit that marched in the Movement phase cannot shoot during the Shooting phase (including casting Magic Missile or Magical Vortex spells).

Note that whilst in Marching Column, a Close Order formation may triple its Movement characteristic when Marching.

Enemy Sighted: Units are often unwilling to march when the enemy is close. If you wish a unit to begin a march move whilst within 8" of an enemy unit (ignoring enemy units that are fleeing), it must first make a Leadership test. If this test is failed, the unit refuses to march but may move normally. If this test is passed, the unit may march.

Note that if a unit attempts an Enemy Sighted test in order to march and fails, it is considered to have marched, even if its controlling player then elects to not move the unit at all.



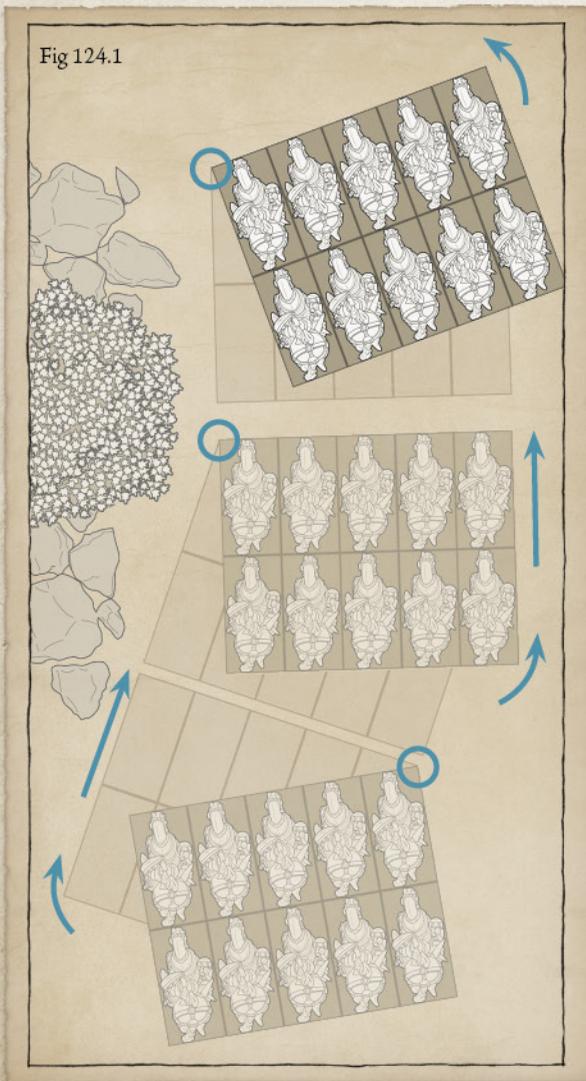
Manoeuvres

There are six types of manoeuvre to choose from: wheel, turn, move backwards, move sideways, redress the ranks and reform. During its movement, a unit may perform a single manoeuvre. Regardless of the manoeuvre performed, no model can move more than twice its Movement characteristic.

1. Wheel

'Wheeling' is the best way of making an alteration to the direction a unit is facing whilst still being able to advance. To wheel, the leading edge of the unit moves forward, pivoting round one of its front corners, as shown in Fig 124.1.

When a unit wheels, every model counts as having moved as far as the outside model. Once the wheel is complete, you may use any movement the unit has remaining. Unless it is charging, a unit can wheel more than once during its move and can alternate between moving forward and wheeling.



2. Turn

To execute a turn, all the models remain in place but are turned through 90° or 180° to face their side or rear. For every 90° it turns, a unit uses a quarter of its Movement characteristic.

When a unit turns, all models in complete ranks simply turn on the spot. Any models in an incomplete rear rank are moved to the rear of the new formation.

When a unit is turned to face its side or rear, any Command models it contains (see page 198) are automatically placed into the new front rank. If there is not enough space in the front rank, such models are placed in the second rank.

Fig 124.2

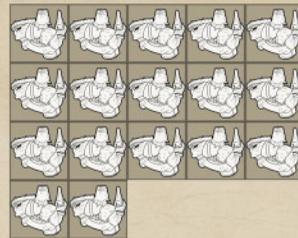


Fig 124.3

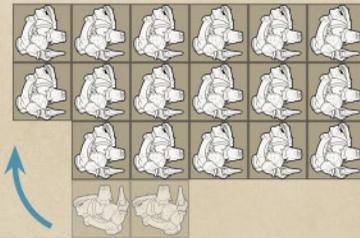
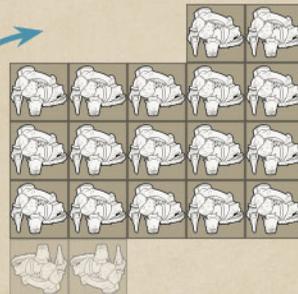


Fig 124.4



From its initial position in Fig 124.2, the unit may spend a quarter of its movement to turn 90°, as shown in Fig 124.3, or half of its movement to turn 180°, as shown in Fig 124.4.

3. Move Backwards

Units can move backwards as well as forward, but tend to shuffle carefully rather than stride purposefully. To represent this, a unit that moves backwards must halve its Movement characteristic.

4. Move Sideways

Units can move sideways as well as forward, but do so with caution in order to maintain their formation. To represent this, a unit that moves sideways must halve its Movement characteristic.

5. Redress The Ranks

Units can redress the ranks by moving models to or from their rear ranks to decrease or increase the number of models in their front rank. A unit may use half of its Movement characteristic in order to deduct up to five models from its front rank (as shown in Fig 125.1), or to add up to five models to its front rank (as shown in Fig 125.2).

The models in the remaining ranks are then rearranged to match the number of models in the front rank and maintain a correct formation. Remember, there must be the same number of models in each rank. Only the rear rank may have fewer models.

6. Reform

A reform represents the most complex of manoeuvres a unit can perform on the battlefield, but on the tabletop it is quite straightforward. Reforming allows a unit to sacrifice its entire movement in order to both pivot about its centre to change its facing by up to 180°, and to rearrange its ranks and files as required to either change its formation, or to adopt a different formation.

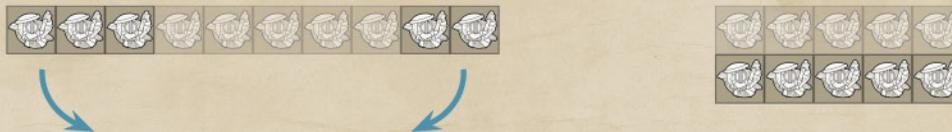
Pivoting

Sometimes, the rules will require a unit to 'pivot,' usually about its centre. This is exactly as it sounds. The unit is not performing any of the manoeuvres previously described – instead it spins on the spot, using its centre as a pivot point, ignoring the presence of other units or terrain whilst it does so.

The Ends Of The World

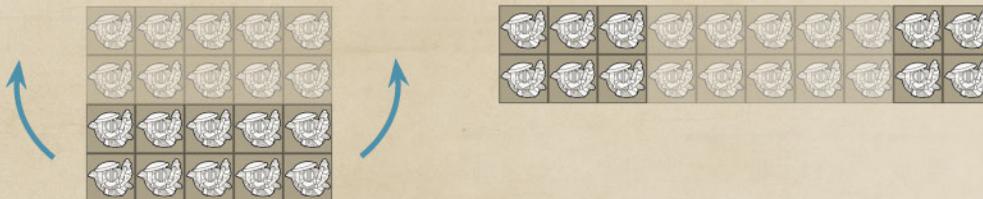
It is important to note that the edge of the battlefield does not represent the end of the world. It is perfectly acceptable for a corner of a unit to cross beyond the edge of the battlefield during a manoeuvre, provided the unit is able to end its movement completely upon the battlefield.

Fig 125.1



This unit uses half of its movement to reduce its frontage by five models. As a result it goes from ten wide to five wide, gaining an extra rank.

Fig 125.2



This unit uses half of its movement to increase its frontage by five models. As a result it goes from five wide to ten wide.

The Charge Move

As mentioned previously, moving a charging unit can often be quite complex. This is because a charging unit is obliged to fulfil certain criteria:

- 1 A charging unit must endeavour to bring as many models as possible within its front rank into base contact with models in the charged unit.
- 2 A charging unit must move by the shortest route possible to reach its charge target.
- 3 A charging unit must move forward in as straight a line as possible.
- 4 After moving, a unit that charged must ensure that it is aligned against the charge target.

Manoeuvring During A Charge

Unless stated otherwise, a charging unit cannot perform a turn, move backwards, move sideways, redress the ranks or reform manoeuvre during its charge move.

However, a charging unit must endeavour to bring the maximum number of models from both sides into base contact, which will often require some degree of manoeuvre. To facilitate this, a charging unit may wheel once, at any point, during its move, as shown in Fig 126.2.

Note that a charging unit does not have to complete its wheel if doing so would cause it to make a failed charge or would prevent the completion of a charge declared by another unit.

Once a charging unit has completed any required wheel, it completes its movement, moving straight ahead towards the charge target and stops as soon as the two units touch.

Aligning To The Enemy

Usually, moving a charging unit in the manner described will leave it and the charged unit in base contact at a peculiar angle with an odd gap in between. In a real battle warriors would quickly move to attack their enemies and, in so doing, close the gap – which is exactly what happens in the game.

Once the charging unit contacts the charge target, it must perform a second, free wheel (if required) to bring its front facing into flush contact with the facing of the enemy unit that has been charged, as shown in Fig 126.4.

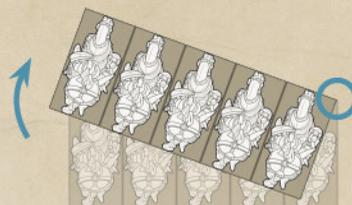


Fig 126.1



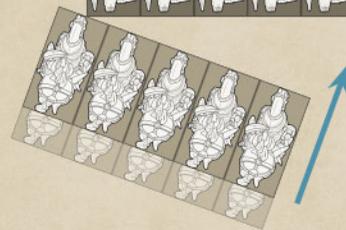
1. Declare Charge.

Fig 126.2



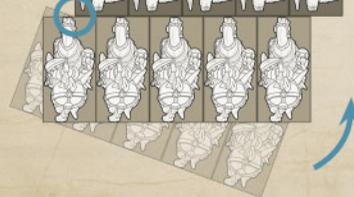
2. Wheel to maximise contact.

Fig 126.3



3. Move in.

Fig 126.4



4. Align to the enemy.

Flank & Rear Charges

Sometimes, your unit will be able to charge into the flank or rear of an enemy unit. This is particularly beneficial because an attack from an unexpected direction gives you an advantage in combat.

A charging unit's position when the charge is declared determines whether it charges into the front, flank or rear of the enemy unit. A unit's position in relation to its potential charge target is determined when the charge is declared.

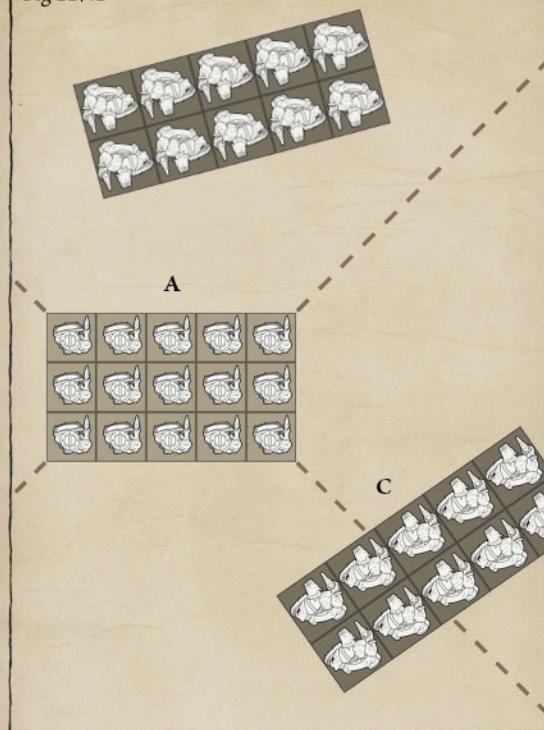
If the charging unit is in the charge target's front arc when the charge is declared, it charges into that unit's front. As units generally begin the game facing each other, this is the most common situation that will arise.

However, if the charging unit is within a flank arc of its charge target when the charge is declared, it charges into that unit's flank. If the charging unit is within the rear arc of its charge target when the charge is declared, it charges into that unit's rear.

Resolving Uncertainties: Sometimes, a charging unit will straddle two arcs. In such cases, count how many models in the front rank of the charging unit lie within each arc. If there are more models in one arc, the unit is considered to be in that arc.

If it is still unclear, the charging unit is considered to be in the arc that gives it the least advantage in terms of combat result (see [page 151](#)). For example, if you cannot determine whether a charging unit is in the flank or rear arc, it is in the flank arc.

Fig 127.1



Unit A has been charged by units B and C. Unit B is completely within unit A's front arc. Unit C, however, straddles unit A's flank and rear arc. Three of the models in unit C's front rank are in the flank arc, whilst only two models are in the rear arc. Unit C is therefore considered to be in unit A's flank and will charge accordingly.



Unusual Situations (Charging)

Unusual situations can arise as units charge. The following pages attempt to deal with these. However, should a situation ever arise that cannot easily be resolved, players should agree with one another upon the most logical course of action, and avoid getting bogged down in overly long debates.

Unable To Align

On occasion, a charging unit will be able to make contact with its charge target, but unable to align to it because something lies in the way. In such cases, the charge target should align itself against the charging unit. If this is not possible, simply leave a gap. In either case, the charging unit has made a 'disordered charge', as shown in Fig 128.1 and Fig 128.2:

Disordered Charge: A unit that has made a disordered charge does not gain the Initiative modifier for charging (see page 146).

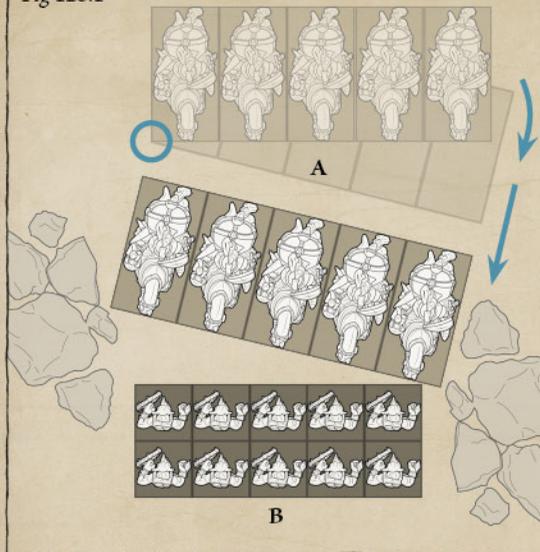
Charging Through Terrain

A charging unit must move by the shortest route possible to reach its charge target. Therefore, charging units will often be obliged to move through difficult or dangerous terrain, or across low linear obstacles. This is perfectly acceptable, but a charge made through any form of terrain is more difficult, and often much slower, than a charge made across open ground.

Before making a charging unit's Charge roll, check to see if any part of the unit will move through difficult or dangerous terrain, or across a low linear obstacle, when it makes its charge move. If so, that unit must discard the highest result when making its Charge roll, rather than the lowest, and will suffer a -1 modifier to its Movement characteristic (to a minimum of 1) when making its charge move.

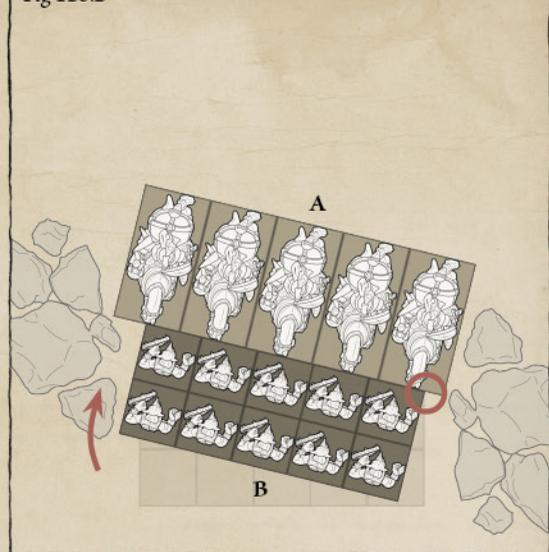
Finally, if a unit ends its charge move with a quarter (25%) or more of its models within difficult terrain, or straddling a low linear obstacle, it becomes Disrupted and cannot claim a Rank Bonus.

Fig 128.1



Unit A charges unit B. It wheels to bring as many models into base contact as possible, and to avoid the terrain before moving in.

Fig 128.2



After making contact, unit A cannot align to unit B – the terrain is in the way. Unit B then wheels to align. Not being as wide as unit A, it moves past the terrain and the gap is closed.



Charging A Fleeing Enemy

When a charged unit turns tail and flees, the charging unit has two options: attempt to 'run down' an enemy that flees from it, or attempt to 'redirect' its charge.

Running Down the Foe: Once the charge target has completed its flee move, the charging unit makes its charge move as normal. If the charging unit makes contact with the fleeing unit, it will wheel to align as normal. Caught by the enemy, the fleeing unit is hacked to pieces and immediately removed from play.

The charging unit may then attempt to reform by making a Leadership test. If this test is failed, the unit is unable to reform. If this test is passed, the unit may make a free reform. In either case, the unit cannot move again this turn.

If the charging unit does not make contact with the fleeing unit, it moves forward its full charge range. It has not made a failed charge – the charge target ran away.

Redirecting a Charge: Once the charge target has completed its flee move, the charging unit may attempt to redirect its charge if there is an eligible alternative charge target, as shown in Fig 129.1. This can be:

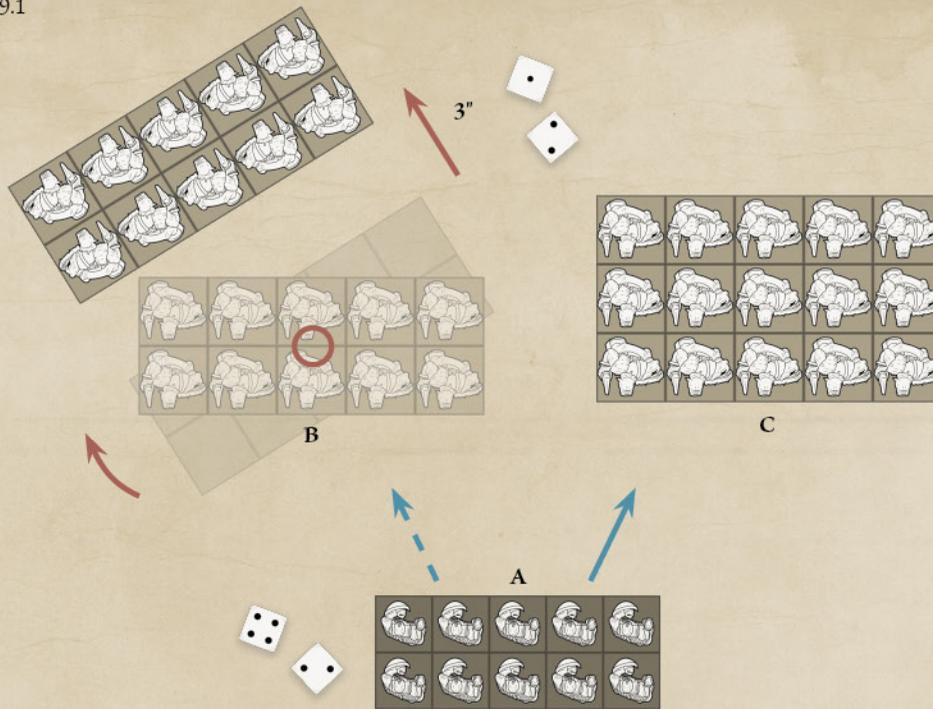
- A unit which the charging unit could have declared a charge against at the beginning of this phase.
- A unit that has been revealed by the movement of the fleeing unit.

If the charging unit wishes to redirect, it must first make a Leadership test. If this test is failed, the unit must attempt to run down the fleeing unit. If this test is passed, the unit may redirect, immediately declaring a charge against its new target.

The target of a redirected charge does not have time to Stand & Shoot, the only charge reactions available to it are Hold and Flee. Should it Flee, the charge cannot be redirected again.

When a charge is redirected, the original charge target is not run down and will flee to safety. A charge cannot be redirected if there are no eligible alternative charge targets.

Fig 129.1



Unit A declared a charge against unit B, which chose to Flee, and fled 3". Once unit B has completed its flee move, unit A attempts to redirect its charge against unit C. To do so, it must make a Leadership test. Unit A passes this test with ease, and is free to redirect its charge against unit C.

Multiple Charging Units

When two or more units are charging into the same arc of a single enemy unit, they are considered to move simultaneously and both units must try to bring the maximum number of models from both sides into base contact.

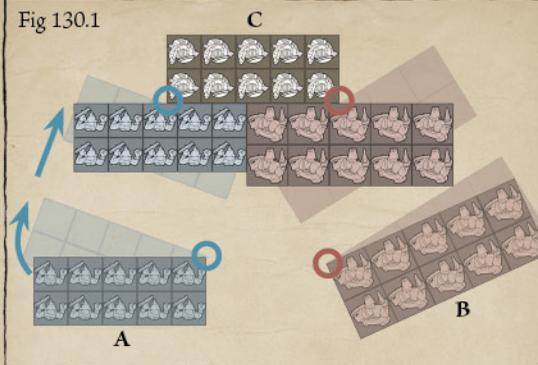
Multiple Charge Targets

A unit may be unable to charge its intended target without making contact with other enemy units. In such cases, the charging unit must declare a charge against all of the enemy units it will contact, and each is able to declare its own charge reaction.

If the charging unit is unable to align itself to all of the enemy units once contact has been made, those enemy units the charging unit cannot align against must themselves align against it. The charging unit counts as having made a disordered charge (as described on page 128) against any unit that was obliged to align against it.

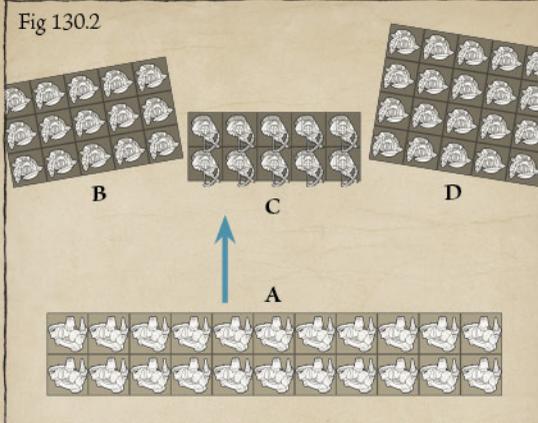


Fig 130.1



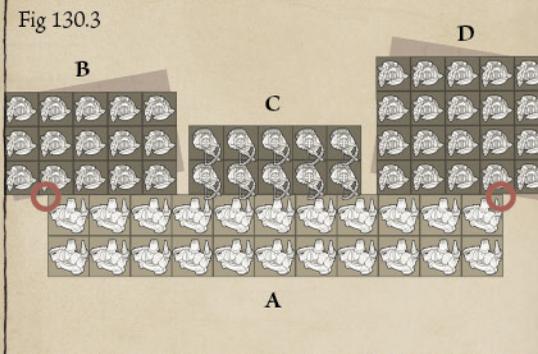
Units A and B have both declared a charge against unit C. They use their movement to ensure that the maximum number of models from each unit make base contact with models in unit C.

Fig 130.2



Unit A wishes to charge unit C. However, due to the width of unit A, it cannot do so without contacting both units B and D as well. Unit A therefore declares a charge against all three and all three declare their charge reactions.

Fig 130.3



Once unit A has moved, it is unable to align against units B and D. Therefore, units B and D must align to unit A. Unit A is considered to have made a disordered charge against units B and D (but not against unit C).

Accidental Contact

Sometimes, particularly during the push and pull of combat, units make accidental contact with enemy units. Should this prove unavoidable, there are several ways to resolve this.

If a unit is contacted in its front arc, and if it is not itself already engaged in combat, the unit may either:

- Commit to combat, aligning against the enemy unit that made accidental contact with it (neither unit counts as having charged and both fight in Initiative order).
- 'Give Ground' (see [page 134](#)) to avoid being drawn into an unwanted combat.

However, if a unit is accidentally contacted in its flank or rear arc, or is itself already engaged in combat, its owning player must move it (and, if necessary, any units it is in combat with) aside by the minimum amount necessary to ensure it is both 1" away from the unit that accidentally contacted it and still engaged in its own combat.

Accidental Contact When Running Down The Foe

A charging unit that has chosen to run down a fleeing charge target may make accidental contact with another enemy unit. When this happens, the charging unit is considered to have redirected its charge against that unit (as described on [page 129](#)) and the fleeing unit escapes.

If the charging unit makes accidental contact with two or more enemy units, treat it as you would a unit charging multiple charge targets, as described previously.

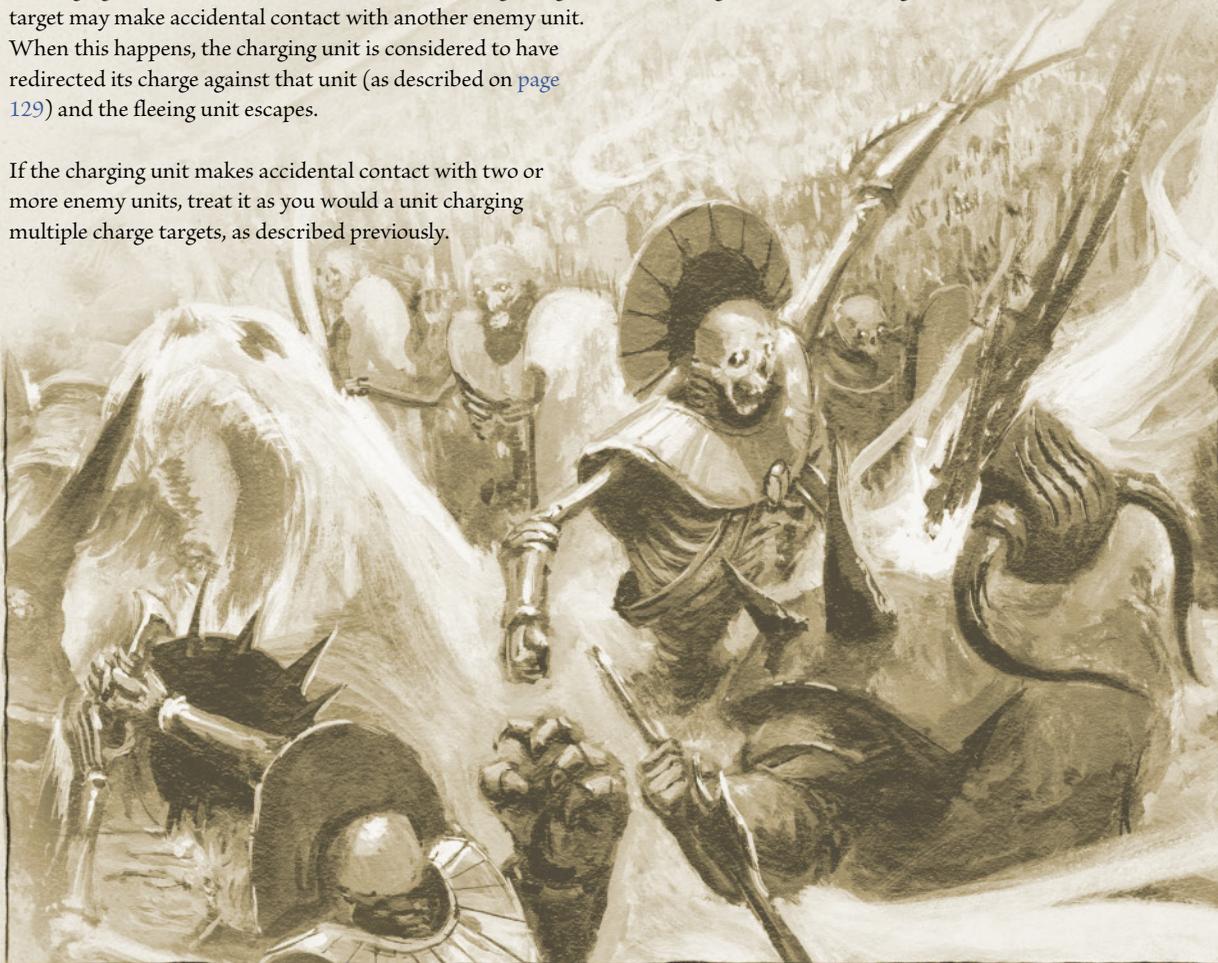
Accidental Contact During A Charge

A charging unit might find its path unexpectedly blocked by another enemy unit, usually one that has fled from another charge. If the charging unit is able to wheel to avoid the unit and complete its charge, it should. If this is not possible, or if doing so will cause a failed charge, the charging unit has two options – it can halt its charge, or it can continue ahead.

Halting a Charge: If the charging unit wishes to halt its charge, it is moved towards its charge target as normal, stopping 1" away from the unit that has blocked its path. A halted charge is not a failed charge.

Continuing Ahead: If the charging unit chooses to continue ahead, the outcome will depend upon the enemy unit:

- If a charging unit makes accidental contact with a fleeing enemy unit, it will wheel to align as normal. The fleeing unit is considered to have been run down by the charging unit and is immediately removed from play. The charging unit's movement comes to an end and, due to the confused circumstances, cannot attempt to reform.
- If a charging unit makes accidental contact with an enemy unit that is not fleeing, simply treat the charging unit as having redirected its charge into that unit.



Flee!

Units flee for many reasons. Units that fail to rally during the Strategy phase will flee in the Compulsory Moves sub-phase, others will flee from a charging enemy, and so forth. When a unit flees, it abandons all formation and heads to safety by the most direct route possible.

Direction Of Flight

When a unit flees, the direction of its flight will be determined by whatever caused it to flee. In most cases, this is an enemy unit. Units that fail to Rally will continue in the direction of their earlier flight, rarely changing direction.

Fleeing from an Enemy Unit: When the rules call for a unit to flee directly away from an enemy unit, pivot the fleeing unit about its centre so that it is facing directly away from the centre of the enemy unit it is fleeing from, as shown in Fig 132.1. After pivoting, the unit makes an immediate flee move, as shown in Fig 132.2.

Fleeing as a Compulsory Move: Units that fail to rally during the Strategy phase and continue to flee during the Compulsory Moves sub-phase of the Movement phase will continue along their previous path. When a unit flees as a compulsory move, it moves straight ahead in the direction it is facing.

The Flee Move

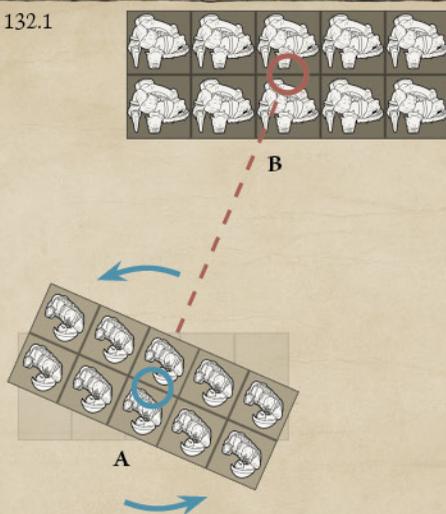
To determine how far a fleeing unit moves, make a 'Flee' roll after pivoting it (if required). To make a Flee roll, roll 2D6. The result of this roll is the distance in inches that the fleeing unit moves. A fleeing unit:

- Moves straight ahead in the direction it is facing.
- Must move the full distance rolled, even if doing so would take the unit off the battlefield.
- May change direction by pivoting only if required to move around impassable terrain.

Destruction of a Fleeing Unit: Should any part of a fleeing unit move into contact with, or cross beyond, the edge of the battlefield, the entire unit is removed from play and counts as having been destroyed.

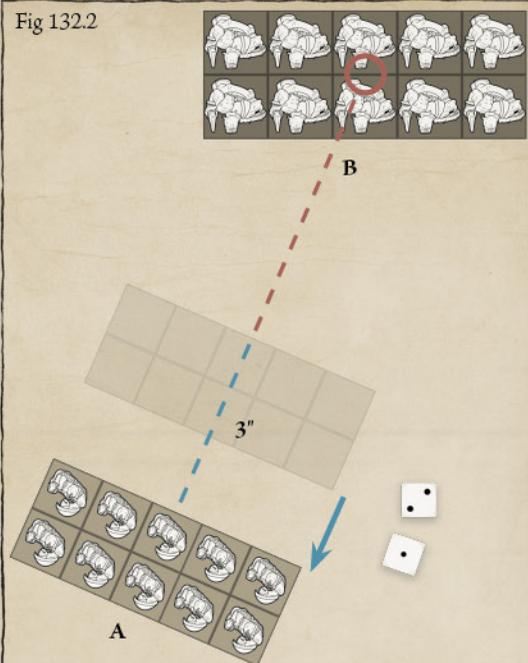


Fig 132.1



1. Unit A is fleeing from unit B. Therefore, unit A pivots around its centre point until facing directly away from unit B.

Fig 132.2



2. Unit A then moves forward a distance equal to its Flee roll.

Fleeing Through Friendly Units

As fleeing units have broken formation, they are able to move through friendly units without stopping or slowing. If the flee move would result in the fleeing unit ending up 'on top' of a friendly unit, then it carries on fleeing straight forward until it is clear of the unit, and will then halt.

Fleeing Through Enemy Units

Sometimes, a fleeing unit will run through an enemy unit. This is obviously extremely perilous. To represent this, once a fleeing unit's movement is complete, make a 'Peril' test for each model in the unit that moved through an enemy unit, as shown in Fig 133.1. To make a Peril test, roll a D6. On a roll of 4+, the model escapes without incident. On a roll of 1-3, the model is struck by the enemy and loses a single Wound.

If the flee move would result in the fleeing unit ending up 'on top' of or within 1" of an enemy unit, it carries on fleeing straight forward until it is 1" away from the enemy unit, and will then halt.

Note that there is no limit to how many Peril tests a unit may be required to make during a single move.

Fleeing Through Terrain

A fleeing unit moves through difficult and dangerous terrain without suffering any negative modifiers to its Movement characteristic, though it must make any Dangerous Terrain tests required (see page 135). Should a fleeing unit come into contact with impassable terrain, it must pivot around its centre in order to move around it by the shortest possible route.

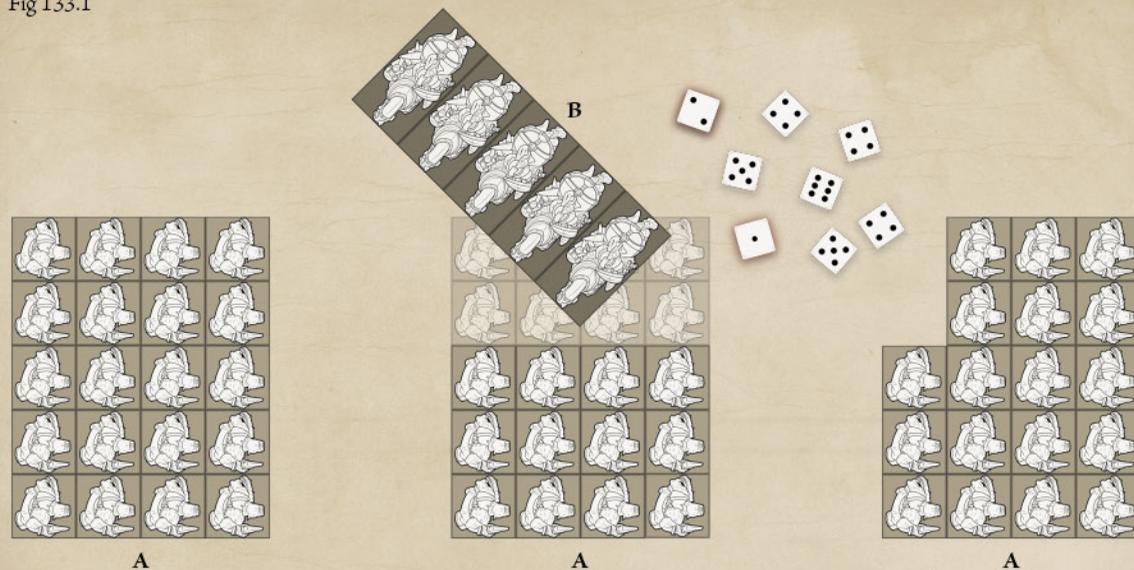
The Greater The Danger

If a unit is required to flee directly away from two or more enemy units at the same time, it will flee directly away from the enemy unit with the highest Unit Strength. If two enemy units have the same Unit Strength, randomly determine which the unit flees from.

The Limits Of Endurance

No matter how determined the coward, there is a limit to how far a model can run. A unit can only ever make one flee move per phase of the game. Should a unit ever be required to make a second flee move during a phase in which it has already fled, it does not pivot (if required to do so) and will flee 0".

Fig 133.1



Unit A must flee through an enemy unit, causing eight models to make a Peril test.





Give Ground & Fall Back In Good Order

The rules will often call for units to 'Give Ground' or 'Fall Back in Good Order'. Most often, they will do this after losing a round of combat or after suffering heavy casualties from enemy shooting.

Give Ground

A unit that Gives Ground does so reluctantly, maintaining its formation whilst attempting to put a bit of much needed distance between itself and the enemy.

When a unit Gives Ground, it moves 2" directly away from the enemy unit or units that caused it to Give Ground, without turning, pivoting or otherwise changing its facing in any way, stopping immediately should it come into contact with another unit or terrain, or if continuing to move would bring it within 1" of an enemy unit.

Fall Back In Good Order

When a unit Falls Back in Good Order, it is beating a hasty retreat, but has not yet lost all courage and is able to quickly rally its fighting spirit. A unit that Falls Back in Good Order moves exactly like a fleeing unit, with the following exceptions:

- When making its Flee roll, a unit that Falls Back in Good Order rolls two D6 and discards the lowest result. If both dice roll the same result, discard either.
- A unit that Falls Back in Good Order automatically rallies at the end of its flee move (exactly as described on [page 117](#)).

Oddball Stuff (Movement)

The movement rules are comprehensive and detailed. Despite this, there will always be situations in which something is unclear.

Conveyance Spells

If any of the active player's Wizards know any Conveyance spells, they may attempt to cast them at any point during the Remaining Moves sub-phase.

Lone Models

Lone models, such as characters, monsters or chariots, are units and move as such.

Different Formations

The rules in this section deal with units in Close Order formation. Units in different formations may move differently. These formations are explained in greater detail on [page 182](#).

Moving Off The Battlefield

Except in the case of fleeing units (as discussed previously) and pursuing units (see [page 157](#)), no unit is permitted to move off the battlefield.

Reinforcements

A unit that enters the battle as reinforcements does so during the Compulsory Moves sub-phase. It is placed with its rear arc in full contact with the battlefield edge (upon which edge, and where, will depend upon the rule that triggers its arrival) facing towards the centre of the battlefield.

A unit that enters as reinforcements cannot march and counts as having moved for the purposes of shooting, but can otherwise move normally during the Remaining Moves sub-phase.



Terrain & Movement

Terrain is covered in more detail in the Battlefield Terrain section. For now, it is sufficient to explain that terrain is divided into seven categories; open ground, hills, difficult, dangerous and impassable terrain, linear obstacles (including both low and high) and woods.

This page focuses on how certain types of terrain hinder movement. Players should discuss before the battle begins which category a terrain feature falls into.

Open Ground & Hills

Any part of the battlefield not taken up by a terrain feature is open ground. Unless otherwise agreed, hills are open ground. Open ground does not impede movement at all.

Difficult Terrain

If any part of a unit moves through difficult terrain, that unit suffers a -1 modifier to its Movement characteristic (to a minimum of 1). This modifier is applied whether the unit begins its movement in difficult terrain, passes through difficult terrain during its movement, or ends its movement in difficult terrain.

In addition, a unit that ends its movement with a quarter (25%) or more of its models within difficult terrain (or straddling a low linear obstacle, below) becomes Disrupted.

Low Linear Obstacles: For the purposes of movement, low linear obstacles (i.e., less than 2" high), such as walls and hedges, are treated as difficult terrain.

Dangerous Terrain

Dangerous terrain hinders movement just like difficult terrain. In addition, make a 'Dangerous Terrain' test for each model in the unit that either begins its movement in dangerous terrain, passes through dangerous terrain during its movement, or ends its movement in dangerous terrain. To make a Dangerous Terrain test, roll a D6. On a roll of 2+, the model successfully negotiates the dangers of the terrain without incident. On a roll of 1, the model has suffered a terrible mishap and loses a single Wound.

Note that a model must make a Dangerous Terrain test for each separate dangerous terrain feature it encounters during a single move.

Impassable Terrain

Impassable terrain is terrain so difficult to move through that it cannot be crossed during the course of a battle. Units must go around impassable terrain.

High Linear Obstacles: For the purposes of movement, high linear obstacles (i.e., 2" high or more), such as castle walls, are treated as impassable terrain.

Woods

For the purposes of movement, woods are treated as either difficult or dangerous terrain, as agreed by the players.

Battlefield Decoration

Some terrain features are so small that, whilst they might provide a vital objective in a scenario, they cannot reasonably be expected to interfere with movement. Models can freely move through very small decorative elements of terrain less than 2" across.

THE SHOOTING PHASE

During the Shooting phase, your army lets fly with the missile weapons at its disposal, be they humble bows, fantastical war machines or devastating spells. Most armies will contain a unit or two of archers, a war machine or a Wizard that knows various deadly spells, and will use these to thin the enemy ranks. Other armies will field masses and masses of missile units, intending to seize victory in the Shooting phase by obliterating the enemy at long range.



This section covers the shooting rules for common weapons and the majority of troop types, including Wizards able to cast Magic Missile or Magical Vortex spells, as described on [page 107](#). War machines and other, more peculiar, devices of destruction are explained in greater detail in their own section (see [page 222](#)). However, even the most colossal trebuchet is governed by many of the same rules as the humble bow and arrow, so it is worth reading through this section before unlimbering your organ gun.

The Shooting Phase Sequence

Just like the other phases of the game, the Shooting phase is broken down into four sub-phases. However, unlike the Strategy and Movement phases, the Shooting phase sequence is followed in full for each unit, one at a time.

Simply choose a unit in your army, then complete all four sub-phases for that unit in the order shown opposite. You may then choose another unit, repeating the process until all units have had a chance to shoot or cast spells.

1. Choose Unit & Declare Target

The active player chooses a unit in their army that is able to shoot. They then check the unit's range and line of sight to any potential targets before declaring its target.

2. Roll To Hit

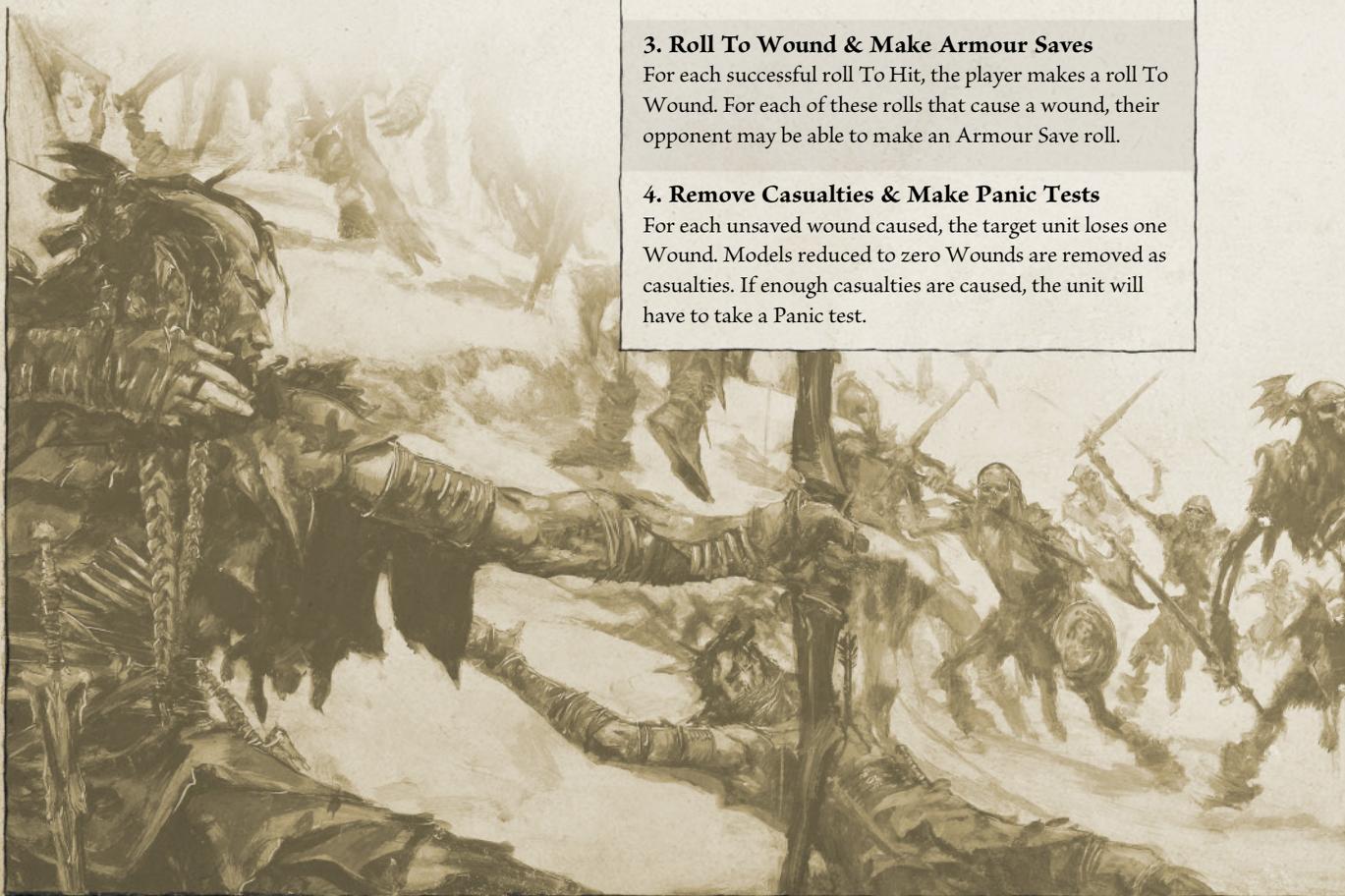
The active player rolls To Hit for the shooting unit. Sometimes, not all models will be able to shoot, and of those that can, certain modifiers may need to be applied to their roll To Hit.

3. Roll To Wound & Make Armour Saves

For each successful roll To Hit, the player makes a roll To Wound. For each of these rolls that cause a wound, their opponent may be able to make an Armour Save roll.

4. Remove Casualties & Make Panic Tests

For each unsaved wound caused, the target unit loses one Wound. Models reduced to zero Wounds are removed as casualties. If enough casualties are caused, the unit will have to take a Panic test.



1. Choose Unit & Declare Target

The active player chooses one unit in their army that is able to shoot and completes the Shooting phase sequence for that unit. This process is repeated until all units have had a chance to shoot.

Who Can Shoot?

Not all units are able to shoot. Only units equipped with missile weapons (including war machines) or that can cast certain types of spell (such as magic missiles) can shoot. A unit cannot shoot if:

- It charged or marched during the preceding Movement phase.
- It is engaged in combat.
- It is fleeing.

Check Line Of Sight

In order to shoot at something, a model must be able to draw a line of sight to it, as described on [page 103](#). Often, not every model in a unit will be able to draw a line of sight to the target. Therefore, when shooting with a unit you must determine line of sight for each and every model in the front rank.

Normally, only models in the front rank of a unit can shoot. However, sometimes the rules will allow models in the rear ranks to shoot. In such cases, models in the rear ranks are able to see what the model at the front of their file can see.

Check Range

All missile weapons have a maximum range. A model cannot shoot at a target if it lies beyond this maximum range. Often, not every model in a unit will be within range of the target. Therefore, you must check the range for each model in a unit individually.

The one exception to this is when a unit chooses to Stand & Shoot as a charge reaction. In such cases the charging enemy is assumed to have entered the weapons' range before any shots are fired.

Declare Target

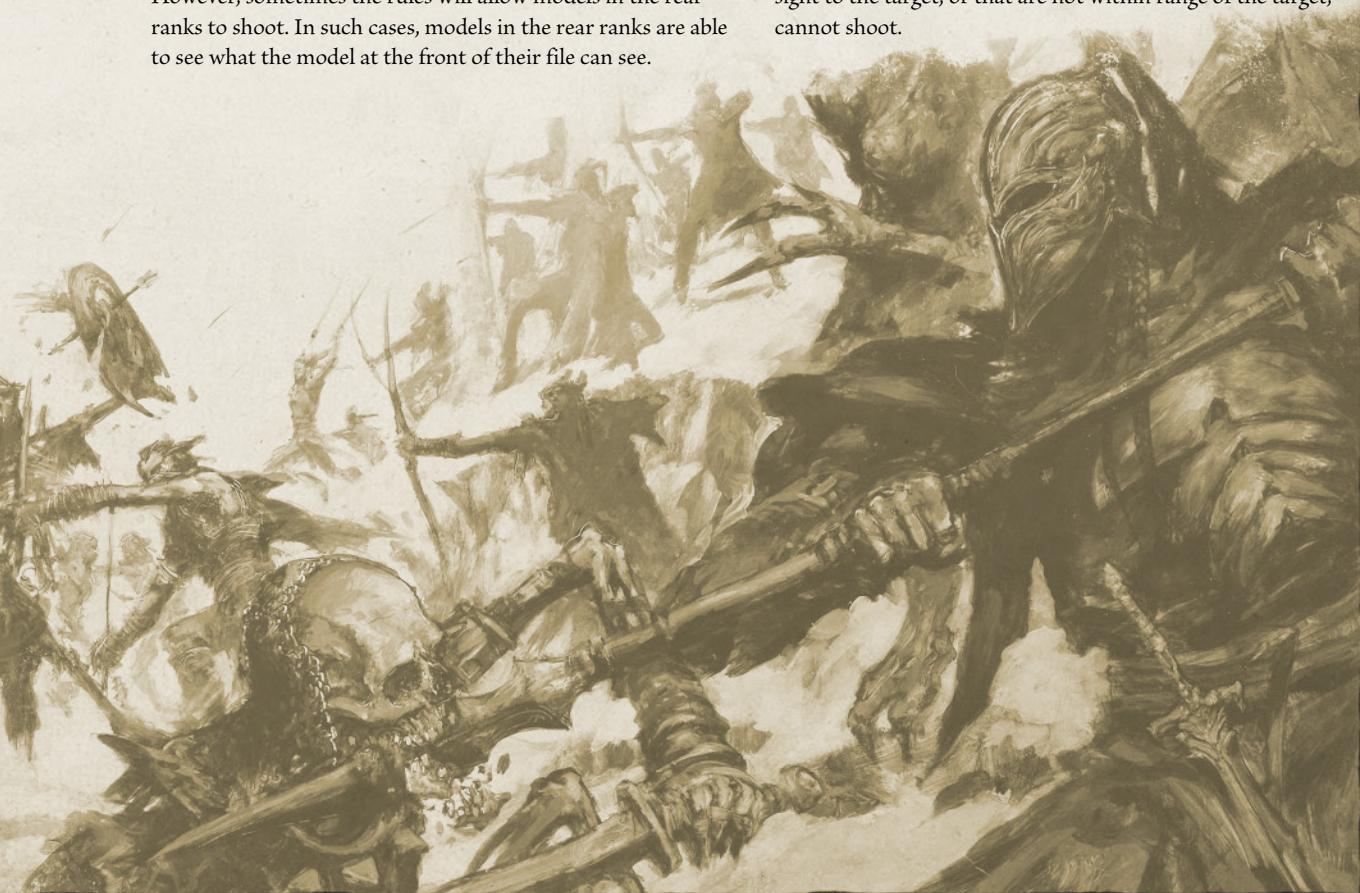
With line of sight and range checked, the active player must declare which enemy unit will be the target of the shooting unit.

How Many Shots?

A unit can shoot only once per Shooting phase, and most models can make only one shooting attack (the number of Attacks a model has does not affect the number of shots it can make).

“We Can’t All Shoot!”

Units cannot split their shooting between two or more targets. Therefore, any models within a unit that do not have a line of sight to the target, or that are not within range of the target, cannot shoot.



2. Roll To Hit

To determine whether a model hits its target, you must make a roll 'To Hit'. To make a roll To Hit, roll a D6 for each model that is shooting and look up the target number needed on the table below. Any dice that equal or beat the target number shown (after applying any modifiers) have hit the target:

Ballistic Skill	1	2	3	4	5
D6 roll To Hit	6+	5+	4+	3+	2+

Fast Dice Rolling

To speed the process up, rather than rolling one dice at a time for each model, count how many models in your unit are shooting and roll a batch of that many dice. If there are a lot of models, you might prefer to roll several smaller batches.

However, if your unit contains models that have different characteristics (such as Ballistic Skill or Strength), or models that are equipped with weapons that have different profiles, the target numbers required To Hit or To Wound may vary. In such cases, you must roll different batches of dice, making it clear to your opponent what each batch represents and the target number you need.

Rolls of a Natural 1: Regardless of a warrior's skill, shots can go awry. When making a roll To Hit, a roll of a natural 1 is always a fail, regardless of modifiers.

BS Of 6 Or Higher

If a model has BS6 or higher, it gains a re-roll should it fail to hit whilst shooting. The second roll usually has a lower chance of hitting. On the table below, the first target number given is for the first roll, the second is the target number when re-rolling:

Ballistic Skill	6	7	8	9	10
D6 roll To Hit	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+

To Hit Modifiers

Many battlefield conditions can reduce the accuracy of shooting. These are represented by a series of modifiers that are applied to rolls To Hit.

To Hit modifiers for shooting are cumulative (except when noted otherwise). The most commonly encountered To Hit modifiers are as follows, though others may also apply:

• Moving and Shooting	-1
• Firing at Long Range	-1
• Standing and Shooting	-1
• Target Behind Partial Cover	-1
• Target Behind Full Cover	-2

In the case of models with a BS of 6 or higher, these modifiers are only applied to the first dice roll.

Note that it is quite possible for modifiers to be applied to some models in a shooting unit, but not to others. Where this happens, simply resolve two (or more) sets of shots separately.



Gunpowder

Throughout the Old World, scholars and historians often attribute the invention and spread of gunpowder to the Dwarfs, who created many wondrous things during their 'Era of Invention'. Yet for all the ingenuity of the Dwarfs, others discovered black powder independently; designs and knowledge flowed from distant lands in the east along the Ivory Road to Tilea and Estalia, while tales of twisted, stunted creatures marching to battle with thunderous weapons have long been told by the warriors of Kislev.



Range & Movement Modifiers

This page explains To Hit modifiers for shooting in greater detail. Shooting whilst on the move, over a great distance, or at rapidly approaching enemies, can be particularly challenging.

Moving and Shooting: Models that have moved for any reason during this turn (including rallying and reforming) have less time to aim and suffer a -1 To Hit modifier.

Firing at Long Range: Missiles lose power and accuracy at long range, so any shots taken at an enemy that is further away than half the weapon's maximum range suffer a -1 To Hit modifier.

Standing and Shooting: Taking careful aim whilst the enemy charges ever closer can be difficult. Models that are making a Stand & Shoot charge reaction suffer a -1 To Hit modifier.

Note that models making a Stand & Shoot charge reaction do not suffer any additional modifiers for Firing at Long Range.

Cover Modifiers

Cover is determined as described on [page 103](#), based on how heavily obscured the line of sight between the shooting model and its target is.

Target Behind Partial Cover: If up to half of the target model (if shooting at a lone model) is obscured, or up to half of the models within the target unit (if shooting at a unit) are obscured, by terrain or other models, they are in partial cover. Models shooting at a target in partial cover suffer a -1 To Hit modifier.

Target Behind Full Cover: If more than half of the target model (if shooting at a lone model) is obscured, or more than half of the models within the target unit (if shooting at a unit) are obscured by terrain or other models, they are in full cover. Models shooting at a target in full cover suffer a -2 To Hit modifier.

7+ To Hit

Sometimes, the negative modifiers applied to a roll To Hit may result in you needing to roll a 7 or more on a single D6. For example, a model with BS2 normally hits on a roll of 5 or above. But if you apply a -2 modifier to a roll of 5 it becomes a roll of 3. Therefore, you would need to roll a 7 to achieve the target number of 5+, which is not, strictly speaking, possible on a six-sided dice.

In such cases, there is still a chance of hitting. Roll To Hit as normal. Each dice that rolls a natural 6 represents that chance of hitting and is rolled again, as shown below:

D6 Roll	Will Hit On A Natural 6...
7	followed by a 4+
8	followed by a 5+
9	followed by a 6
10	Impossible!

To continue the previous example, if a unit of models with BS2 suffered a -2 To Hit modifier, simply roll To Hit as normal. Then, take each dice that rolls a natural 6 and roll it again. Each of these dice that rolls a 4 or more is a hit.

"Fill the moat with the corpses of your comrades! Pile the broken carcasses until they reach the ramparts! Bring down their walls with the weight of the dead!"

Arbaal the Undefeated



3. Roll To Wound & Make Armour Saves

For each successful roll To Hit, a hit has been caused on the target. However, hitting the target is not enough to wound it – sometimes a hit results in little more than a trivial flesh wound.

Roll To Wound

To determine how many hits cause wounds, you must make a roll 'To Wound' for each hit. To make a roll To Wound, pick up each dice that caused a hit and roll it again. Then, consult the To Wound chart, cross-referencing the weapon's Strength characteristic, given in its profile, with the target's Toughness. Any dice that equal or beat the target number shown (after applying any modifiers) have caused a wound.

Profiles for the most common missile weapons can be found on [page 216](#). More unusual, army specific weapons can be found in the relevant army list.

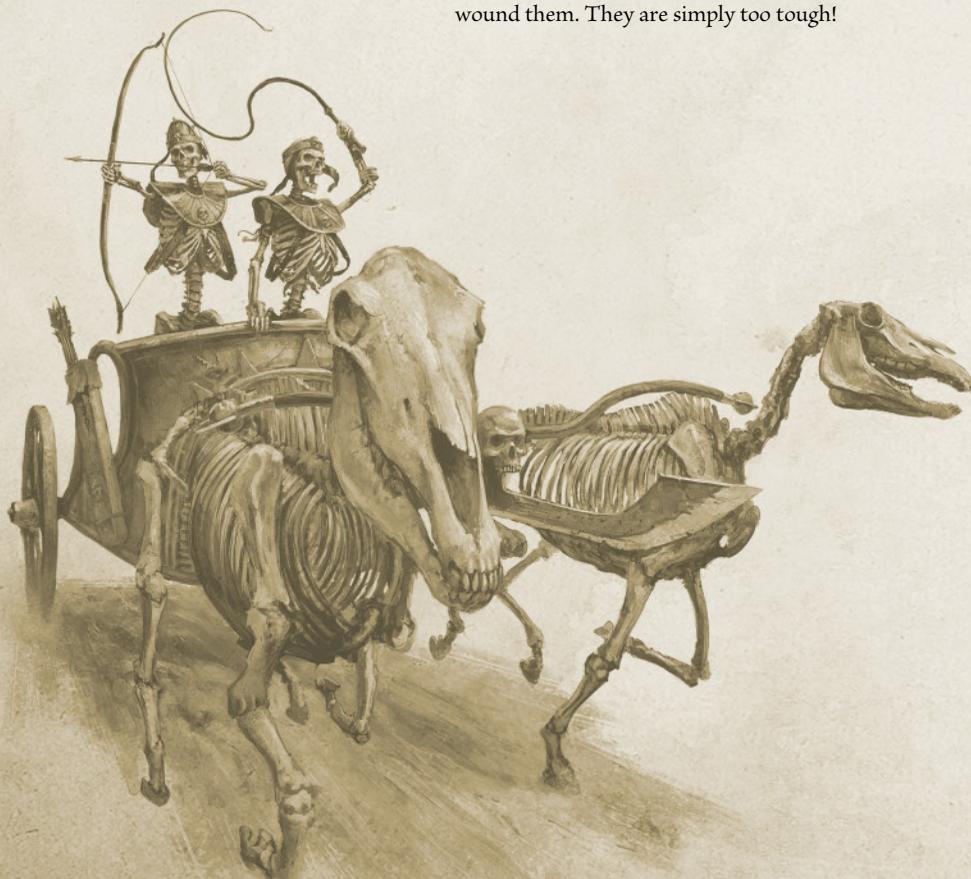
Note that if you rolled different batches of dice when rolling To Hit, you must continue to roll dice in those same batches when rolling To Wound. Just like when rolling To Hit, you must make it clear to your opponent what each batch of dice represents (hits caused by models with different characteristics, or hits caused by weapons with different profiles), and the target numbers you need.

To Wound Chart
Target's Toughness

	1	2	3	4	5	6	7	8	9	10
Weapon's Strength	1	4+	5+	6+	6+	6+	-	-	-	-
	2	3+	4+	5+	6+	6+	6+	-	-	-
	3	2+	3+	4+	5+	6+	6+	6+	-	-
	4	2+	2+	3+	4+	5+	6+	6+	6+	-
	5	2+	2+	2+	3+	4+	5+	6+	6+	6+
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+

Rolls of a Natural 1: No matter how powerful the weapon, some shots just fail to make a mark. When making a roll To Wound, a roll of a natural 1 is always a fail, regardless of modifiers.

Too Tough to Wound: If your Strength is six or more points lower than your target's Toughness characteristic, you cannot wound them. They are simply too tough!



Make Armour Saves

Few warriors enter battle without the protection of armour. To represent this, your opponent can make an 'Armour Save' roll for each wound caused by your shooting. To make an Armour Save roll, roll a D6 for the wounded model and compare the result to that model's 'armour value':

- If the Armour Save roll equals or exceeds the model's armour value, the model is saved by its armour and the wound discarded.
- If the result is less than the model's armour value, the model's armour has proved ineffective and the wound is 'unsaved'.

Rolls of a Natural 1: Even the heaviest and most finely crafted of armour has gaps in it. When making an Armour Save roll (of any type), a roll of a natural 1 is always a fail, regardless of modifiers.

Determining Armour Value

A model's armour value is determined by the armour it wears. Armour value is presented as a target number, meaning the lower the value, the better the chance of making a successful Armour Save roll. Light armour, for example, grants an armour value of 6+.

A model's armour value can be improved (to a maximum of 2+) by other equipment carried. For example, a shield improves its bearer's armour value by 1, meaning that a model wearing light armour and carrying a shield would have an armour value of 5+.

Note that a model that wears no armour should be considered to have an armour value of 7+ for the purposes of Armour Save roll modifiers and any rules that improve armour value.

Armour Piercing

A weapon's Armour Piercing (AP) characteristic represents its ability to cut through armour. This is always presented as a negative modifier, which is applied to the Armour Save roll.

For example, if the target of an attack made by a weapon with an AP characteristic of -1 has an armour value of 5+, it would need to roll a 6 when making its Armour Save roll. A roll of 5 would give a result of 4 once the modifier is applied.

"The gods are great, but only a fool would forego sturdy armour and entrust their life to a god!"

Borya Bearfinder, Priest of Ursun

Ward Saves

A Ward save represents the magical protection offered by an enchanted talisman or suit of armour. The armour value of a Ward save will always be shown either in the description of the item that grants it, or in a special rule. The key difference between a Ward save and a regular armour save is that a Ward save can never be modified by the AP characteristic of a weapon.

More Than One Save

A model that can make both an Armour Save roll and a Ward save makes its Armour Save roll first. If this is failed (or modified to the point at which the model cannot pass it), the model makes its Ward save.

Note that only one Ward save can be attempted and that different Ward saves cannot be combined together. If a model has more than one Ward save, simply use the best.





4. Remove Casualties & Make Panic Tests

Unsaved wounds are applied to the target unit, causing models to be removed as casualties. If a unit loses enough models, it will have to take a 'Panic' test and may fall back or flee.

Remove Casualties

Each unsaved wound is applied to the target unit, each causing one Wound to be lost, as described on [page 102](#). When a model is reduced to zero Wounds, it becomes a casualty and is removed from play. This continues until there are no more unsaved wounds to be applied to the unit, or there are no models remaining to be removed as casualties.

Make Panic Tests

Rarely does shooting alone destroy an army, but it can thin the enemy's numbers considerably, causing regiments to lose their nerve. When they do, they will often fall back and, sometimes, turn tail and flee.

If, during a single Shooting phase, a unit loses more than a quarter (25%) of the models it contained at the start of that Shooting phase, it must immediately make a 'Panic' test. To make a Panic test, test against the unit's Leadership characteristic. If this test is failed, the unit has succumbed to panic. If this test is passed, the unit remains resolute and does not panic.

Fall Back Or Flee

What happens to a unit that fails a Panic test will depend upon how many casualties it has suffered. A unit that has suffered only a few casualties will Fall Back in Good Order, whereas a unit that has suffered a significant amount of casualties will turn tail and flee.

Fall Back in Good Order: If a unit still contains more than half (50%) of the models it contained at the start of the battle, it will Fall Back in Good Order. The unit moves directly away from the enemy unit whose shooting caused it to make the Panic test, as described on [page 134](#).

Flee: If a unit contains only half (50%), or fewer than half, of the models it contained at the start of the battle, it will immediately turn tail and flee. The unit flees directly away from the enemy unit whose shooting caused it to make the Panic test, as described on [page 134](#).

No Need For Hysterics

A unit is only required to make a single Panic test during any Shooting phase. For example, if a unit loses more than a quarter of its number to shooting from one enemy unit but passes its Panic test, it will not have to take another Panic test during that same Shooting phase even if it then suffers more casualties from another enemy unit. This is because, whilst shooting is resolved one unit at a time, in reality all units would shoot more or less simultaneously. Therefore, all casualties would fall at roughly the same time.





Oddball Stuff (Shooting)

Despite the detail of the previous pages, there will always be situations in which something is unclear. This is especially true when more advanced rules are introduced.

Magic Missile & Magical Vortex Spells

If any of the active player's Wizards know any Magic Missile or Magical Vortex spells, they may attempt to cast them when chosen during the Shooting phase.

Shooting Into Combat

Except in rare cases, units cannot shoot at enemy units that are engaged in combat – the risk of hitting their own comrades is far too high.

Shooting With More Than One Rank

Usually, only the models in a unit's front rank can shoot. There are, however, exceptions:

Shooting from a Hill: A unit on a hill is in an ideal position to fire, so can fire with one additional rank compared to a unit on flat ground. For example, a unit armed with crossbows can shoot with its first two ranks when standing on a hill.

Volley Fire: Some units are armed with weapons that have the 'Volley Fire' special rule. This special rule allows half of the models in each rank other than the front rank (or front two ranks if the unit is on a hill) to fire over the heads of those in front.

In either case, if there is ever any question over how many models can fire, always round up, not down.

Note that when shooting with a unit you must determine range for each model individually.

Automatic Hits

Some attacks hit automatically, simply causing a number of hits with no roll To Hit required. In such cases, it is exactly as it sounds – do not make a roll To Hit, the attack hits automatically.

Hits That Inflict Multiple Wounds

Some weapons are so destructive that each unsaved wound they inflict is multiplied into more than one wound. In such cases, roll To Hit and To Wound as normal and then make any Armour Save rolls as normal. For each unsaved wound, determine how many wounds are caused and apply those to the model hit. A model cannot suffer more wounds than it has on its profile. Should a model do so, it dies instantly and any excess wounds are wasted.

Instant Kills

Some attacks do not inflict wounds, but simply require models to be removed as casualties. Where this is the case, not only are no saves of any kind permitted (unless specified otherwise), but the number of wounds on the victim's profile is completely irrelevant.

Resolving Unusual Attacks

Some unusual attacks or special rules may inflict hits during the Strategy or Movement phase. Such hits are resolved using the steps outlined in sub-phases 3 and 4 of the Shooting phase.



THE COMBAT PHASE

With the foe outmanoeuvred and weakened by spellcraft and shooting, it is time to finish the job! The Combat phase is when your warriors hack, slice and pummel their way through the enemy ranks. A successful Combat phase can completely change the fortunes of your army and, if you have prepared well in your earlier phases, victory is likely to be your reward.



The Combat phase heavily involves both players, although the active player will be the one choosing the order in which each of the combats is fought and resolved. All combats must be resolved during this phase – a unit engaged in combat with the enemy cannot choose not to fight.

The Combat Phase Sequence

As usual, the Combat phase is broken down into four sub-phases. This sequence is followed in full for each combat (see page 145), one at a time.

The active player simply chooses a 'combat' and both players complete all four sub-phases in the order shown below. Once this sequence has been completed for the chosen combat, that 'round' of combat is complete and the active player chooses another combat, repeating the process until all combats have been fought.

1. Choose & Fight Combat

The active player chooses a combat and, starting with the models with the highest Initiative, attacks are made, wounds inflicted and casualties removed. Then, surviving models with lower Initiative repeat this process until all models involved in the combat have fought.

2. Calculate Combat Result

With the fighting done, work out which side has won the combat and by how much. Unless the combat is a stalemate, one side will have lost by 1, 2 or more 'combat result' points.

3. Break Test

Each unit on the losing side of a combat must make a Break test. The outcome of this test determines whether the losing unit Gives Ground, Falls Back in Good Order or turns tail and flees.

4. Follow Up & Pursuit

Units on the winning side of a combat can choose to follow up an enemy that Gives Ground, to pursue an enemy that Falls Back in Good Order or breaks, or to restrain from pursuit.

End Of Turn

Once all combats have been resolved, the active player's turn ends. Play then passes to the inactive player and their turn begins. As each turn ends and a new one begins, it is worth making a note of how many turns and rounds have been played.



1. Choose & Fight Combat

The Choose Combat & Fight sub-phase is further broken down into four steps. These are:

1.1. Choose Combat & Determine Who Can Fight.

1.2. Roll To Hit.

1.3. Roll To Wound & Make Armour Saves.

1.4. Remove Casualties.

1.1. Choose Combat & Determine Who Can Fight

Any units that are in base contact with one or more enemy units are 'engaged in combat'. Each individual engagement between two or more units is referred to as a 'combat'. The active player chooses one combat to be resolved in full, referred to as fighting a 'round' of combat. This process is repeated until all combats have been fought.

Who Can Fight?

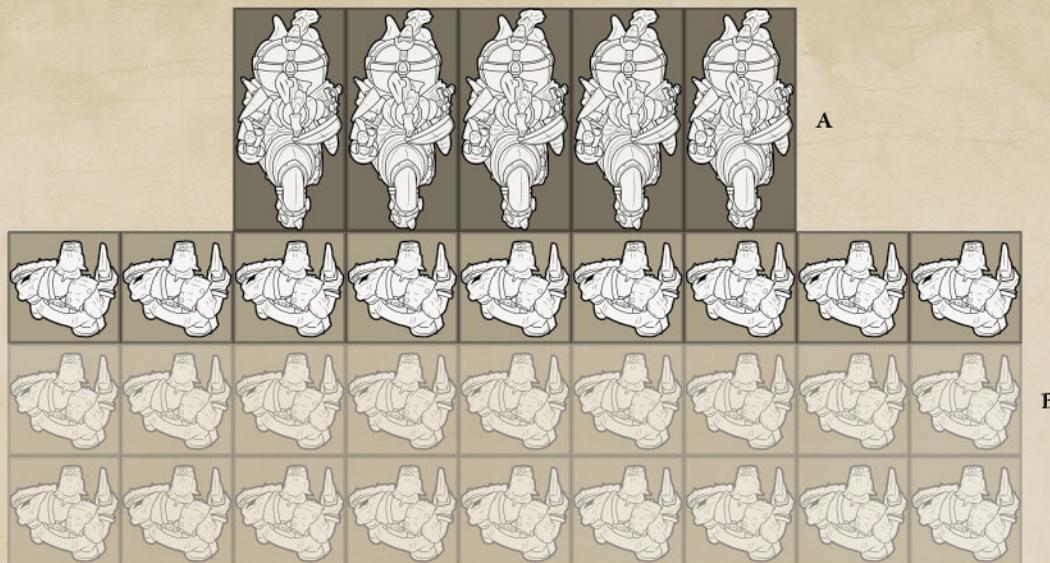
It is rare that every model in a unit is able to fight. Usually, only models in a 'fighting rank' can fight, whilst the models behind them press forward, ready to take the place of the fallen.

Base Contact: Any model that is in base contact with an enemy model can fight, even if the enemy model is in contact with its flank or rear and even if the models' bases only touch at the corner.

The Fighting Rank: When two opposing units are engaged in combat, any row of models (be it a rank or file) that has one or more models in base contact with the enemy is called the 'fighting rank'. Every model within the fighting rank can fight. This represents models in that row but not in base contact with the enemy encircling the foe.

Supporting Attacks: Some models are equipped with weapons that allow them to make a 'supporting attack'. To make a supporting attack, a model must be directly behind a friendly model that is itself in a fighting rank. However, supporting attacks cannot be made to a unit's flank or rear, nor can they be made by a model that is itself in a fighting rank.

Fig 145.1



Units A and B are engaged in combat. Every model in the front rank of unit A and several models in the front rank of unit B are in base contact with enemy models. Therefore, the front rank of each unit is the 'fighting rank'.

Although not every model in the front rank of unit B is in base contact with an enemy model, those that are not would, in reality, encircle the foe (rather than stand by and watch). Therefore, every model that belongs to the fighting rank of unit B can fight.



How Many Attacks?

When a model fights in combat, it makes a number of 'attacks'. How many is determined by its Attacks characteristic and its proximity to the enemy:

- If a model is in base contact with an enemy model, it makes a number of attacks equal to its Attacks characteristic.
- If a model is able to fight but is not in base contact with an enemy model, it can make only one attack, regardless of its Attacks characteristic.

Who Strikes First?

A model's Initiative characteristic determines when it attacks. Work your way through the Initiative values of the models, starting with the highest and ending with the lowest. Models make attacks when their Initiative value is reached.

Charging Units: Charging into the enemy gives a considerable advantage, which is increased when charging into an enemy's vulnerable flank or rear. To represent this, every model within a charging unit modifies its Initiative characteristic for the remainder of that turn (to a maximum of 10):

- **Charging an enemy in their front arc:** +1 Initiative per full inch moved (prior to making contact), to a maximum of +3.
- **Charging an enemy in their flank or rear arc:** +1 Initiative per full inch moved (prior to making contact), to a maximum of +4.

Disordered Charges: In certain situations, a unit's charge may become disordered. A unit that makes a disordered charge does not gain the Initiative modifier for charging.

Simultaneous Combat

If models on both sides of a combat have the same Initiative value (after modifiers), they will attack at the same time. To simplify this, the active player should resolve their attacks first, followed by their opponent. Casualties caused by the active player during simultaneous combat do not reduce the number of attacks made by enemy models with the same Initiative value.

"We Can't All Fight!"

Not every model will be able to fight. Many will be removed as casualties before they have their chance.

Fallen Warriors: If a model in the fighting rank is slain by an enemy with a higher Initiative characteristic before it has made its attack(s), it cannot fight and its attacks are lost.

Stepping Forward: A model cannot fight during a phase in which it stepped forward into the fighting rank, regardless of its Initiative.



Multiple Units In Combat

A unit may find itself fighting multiple enemies, sometimes even being engaged by enemy units in different arcs. In such cases the models within that unit may have to divide their attacks:

Dividing Attacks

If a model is in base contact with more than one enemy model, it can choose which one to attack. If a model has more than 1 Attack, it can divide its Attacks. This must be made clear before rolling To Hit.

If a fighting rank is engaged with more than one enemy unit, as shown in Fig 147.1, models within that fighting rank must, if possible, direct their attacks against the enemy models they are in base contact with. A model that is not in base contact with the enemy must direct its attacks against the closest enemy unit. If two enemy units are equally close, the player can choose which one the model attacks.



Fighting On Multiple Fronts

If engaged with enemy units in more than one of its arcs, as shown in Fig 147.2, a unit will have more than one fighting rank. For example, if a unit is engaged to both its front and a flank, both its front rank and the file of models engaged in the flank will be a fighting rank.

If a model is within more than one fighting rank it must, if possible, direct its attacks against an enemy it is in base contact with, as the player chooses. If the model is not in base contact with any enemy, it must direct its attacks against the closest enemy unit. If two enemy units are equally close, the player can choose which one the model attacks.

Fig 147.1



Unit A is in combat with two enemy units and must divide its attacks. The models shaded blue must attack the enemy they are in base contact with. One model, shaded red, is not in base contact with any enemy. As neither enemy is closer to this model than the other, it can choose which enemy to attack.

Fig 147.2



Unit A has two fighting ranks: one shaded red, the other shaded blue. The model on the corner (shaded purple) is in both fighting ranks and in base contact with both enemy units. It may choose which enemy unit to direct its attacks against.



1.2. Roll To Hit

Not all models are skilled fighters, meaning that not every attack made has an equal chance of hitting the enemy. To complicate matters, the enemy will try to defend themselves, meaning their fighting prowess must also be taken into account.

When a model's turn to fight comes, you must make a number of rolls To Hit equal to that model's Attacks characteristic. To make a roll To Hit, roll a D6 and consult the To Hit chart, cross-referencing the Weapon Skill of the attacking model with that of the target model. Any dice that equal or beat the target number shown (after applying any modifiers) have hit the target:

To Hit Chart
Target's Weapon Skill

	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	2+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	2+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	2+	2+	3+	3+	4+	4+	4+	4+	4+	4+
6	2+	2+	3+	3+	3+	4+	4+	4+	4+	4+
7	2+	2+	2+	3+	3+	3+	4+	4+	4+	4+
8	2+	2+	2+	3+	3+	3+	3+	4+	4+	4+
9	2+	2+	2+	2+	3+	3+	3+	3+	4+	4+
10	2+	2+	2+	2+	3+	3+	3+	3+	3+	4+

Attacker's Weapon Skill

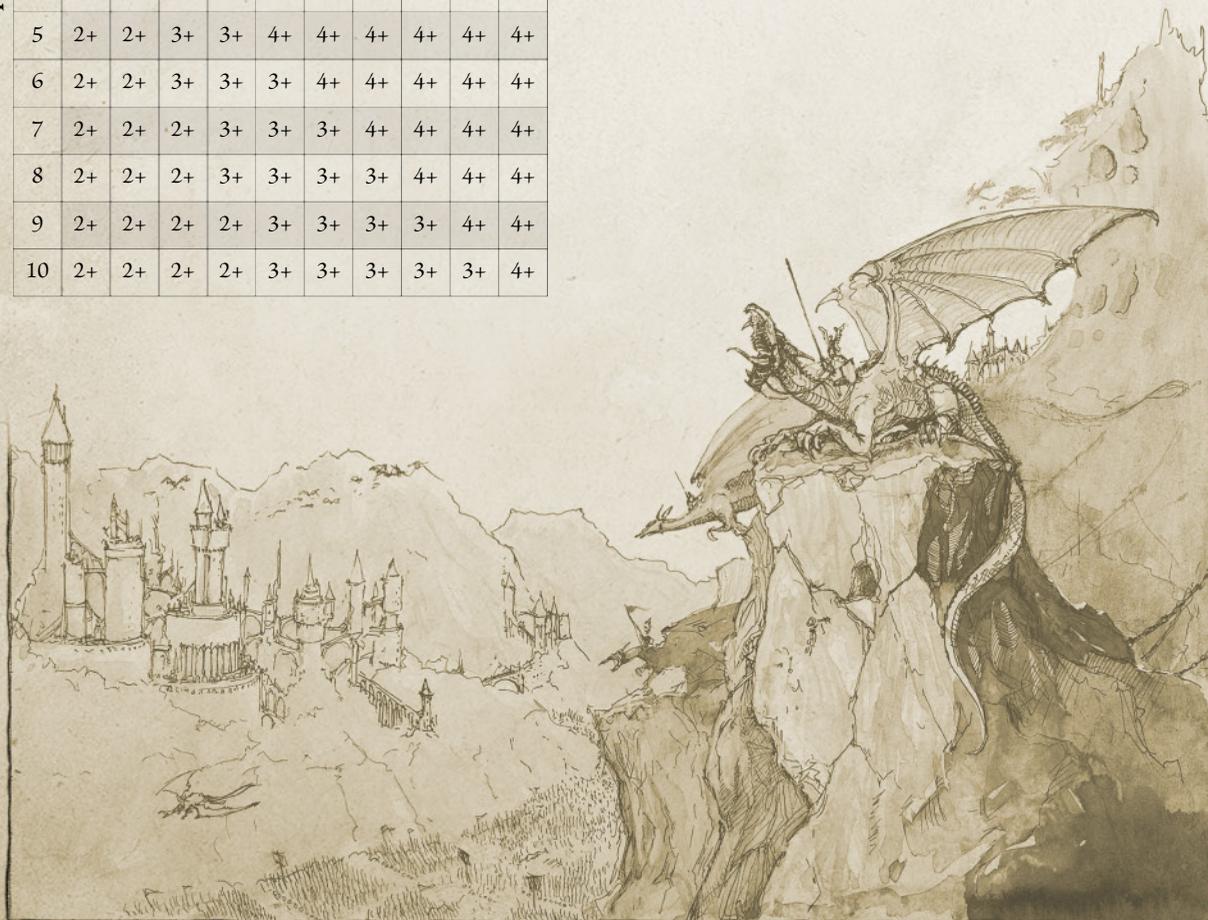
Fast Dice Rolling

As with shooting, you can speed this process up by counting how many models in your unit are fighting and how many attacks each of those models makes, and rolling one or more batches of dice.

However, if your fighting rank contains models that have different characteristics (such as Weapon Skill or Strength), models that are equipped with weapons that have different profiles, or models that are directing their attacks towards targets with different characteristics, the target numbers required To Hit or To Wound may vary. In such cases, you must roll different batches of dice, making it clear to your opponent what each batch represents and the target numbers you need.

Rolls of a Natural 1: Regardless of a warrior's skill, some blows struck just fail to find their mark. When making a roll To Hit, a roll of a natural 1 is always a fail, regardless of modifiers.

Rolls of a Natural 6: Even the most unskilled fighter can sometimes land a lucky blow against a superior foe. When making a roll To Hit, a roll of a natural 6 is always a success, regardless of modifiers.



1.3. Roll To Wound & Make Armour Saves

As described in the Shooting section, for each successful roll To Hit, a hit has been caused. Unfortunately, causing a hit is not always enough to cause a wound.

Roll To Wound

To determine how many hits cause wounds, you must make a roll To Wound for each hit. To make a roll To Wound, pick up each dice that caused a hit and roll it again. Then, consult the To Wound chart, cross-referencing the weapon's Strength characteristic, given in its profile, with the target's Toughness. Any dice that equal or beat the target number shown (after applying any modifiers) have caused a wound.

Rolls of a Natural 1: No matter how strong the attacker, some blows just fail to wound. When making a roll To Wound, a roll of a natural 1 is always a fail, regardless of modifiers.

Note that, as with shooting, if you rolled different batches of dice when rolling To Hit, you must continue to roll dice in those same batches when rolling To Wound.

To Wound Chart
Target's Toughness

	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	6+	6+	-	-	-	-
2	3+	4+	5+	6+	6+	6+	6+	-	-	-
3	2+	3+	4+	5+	6+	6+	6+	6+	-	-
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	-
5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Weapon's Strength

"They might look like an undisciplined rabble to you Sergeant, but a soldier fights twice as hard when they are defending home and hearth."

Captain Edwalst von Hilde

Make Armour Saves

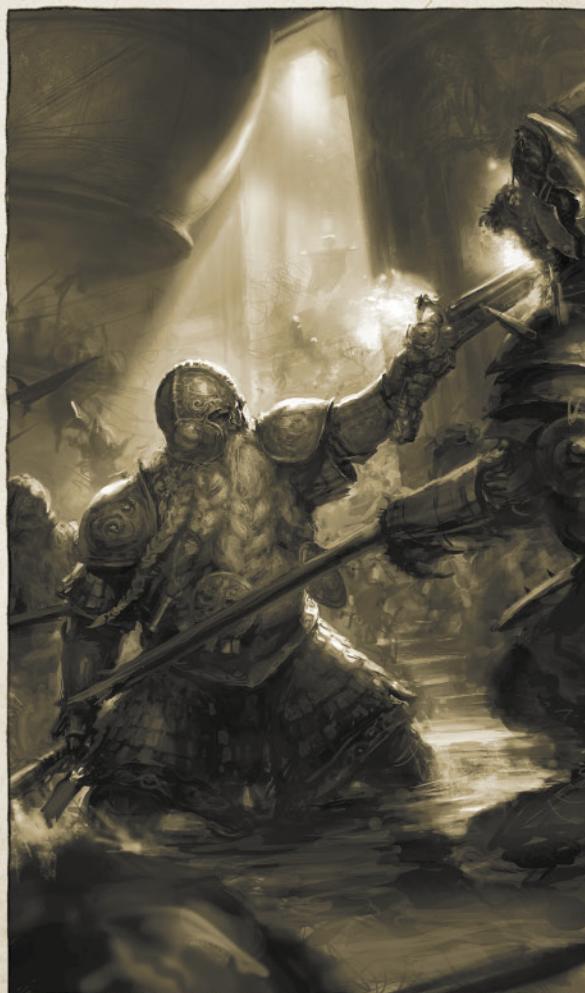
As few warriors enter battle without the protection of armour, your opponent can make an Armour Save roll for each wound caused by your attacks. To make an Armour Save roll, roll a D6 for the wounded model and compare the result to that model's 'armour value':

- If the Armour Save roll equals or exceeds the model's armour value, the model is saved by its armour and the wound discarded.
- If the result is less than the model's armour value, the model's armour has proved ineffective and the wound is 'unsaved'.

Rolls of a Natural 1: Even the heaviest of armour can be breached by a lucky blow. When making an Armour Save roll (of any type), a roll of a natural 1 is always a fail, regardless of modifiers.

Determining Armour Value

The value of a model's armour is determined by the equipment it carries. This is worked out as described in the Shooting section, on [page 141](#).





1.4. Remove Casualties

Each unsaved wound is applied to the target unit, causing one Wound to be lost, as described on [page 102](#). When a model is reduced to zero Wounds, it becomes a casualty and is removed from play. This continues until there are no more unsaved wounds to be applied to the unit, or there are no models remaining to be removed as casualties.

Stepping Forward & Closing In

In combat, casualties are removed from the back rank of their unit as normal, even though it is models within the fighting rank(s) that are being slain. Slain models are considered to have been removed from the end(s) of the fighting rank. This represents members of the rear ranks 'stepping forward' to fill gaps, whilst models remaining in the fighting rank 'close in' upon the enemy.

Note that a model cannot attack during a phase in which it stepped forward into the fighting rank. However, any models that remain in the fighting rank after casualties have been removed are more likely to be in base contact with the enemy, having closed in upon them.



Set Casualties Aside

It is a good idea not to immediately remove casualties from the battlefield during the Combat phase, but to temporarily place them next to their unit. There are two reasons for this:

- Firstly, when it comes to working out who has won the combat, you will need to know how many Wounds have been inflicted this turn. This can most often be quickly determined by counting the number of models removed as casualties.
- Secondly, models removed as casualties before having a chance to attack, and models that stepped forward during the current phase, cannot attack. Therefore, the number of casualties inflicted on a unit will often reduce the number of models able to fight back. By placing casualties next to their unit, you can tell at a glance how many models have been removed from the fighting rank.

Excess Casualties

It can sometimes happen that a unit suffers more casualties than it has models in its fighting rank. Should this happen, casualties are removed as normal, representing casualties caused in the rank (or file) behind the fighting rank.

In such cases, and if the unit suffering the casualties is able to make supporting attacks, any excess casualties will reduce the number of supporting attacks.

Fight On!

With casualties removed, check to see if there are any models with a lower Initiative still to fight in this combat. If there are, repeat steps 1.2, 1.3 and 1.4 for those models. If there are no models left to fight in this combat, move on to the next sub-phase.



2. Calculate Combat Result

Once every model engaged in the combat has fought, you must determine which side has won that round of combat. If one side has been completely wiped out, the other side is automatically the winner, regardless of the rules that follow.

Combat Result Score

To determine your combat result score, consult the table below and calculate how many 'combat result points' your unit(s) scored:

Combat Result Table

Unsaved wounds inflicted	1 point each
Rank Bonus	+1 point/rank
Standard	+1 point
Battle Standard	+1 point
Flank attack	+1 point
Rear attack	+2 points
High ground	+1 point
Overkill	+1 point/excess wound
Other bonuses	As applicable



Unsaved Wounds Inflicted

Each side's basic combat result is equal to the number of unsaved wounds it caused during this Combat phase, plus any unsaved wounds a unit caused by shooting if it chose to Stand & Shoot as a charge reaction during this turn. In other words, each Wound the enemy side lost this turn due to a Stand & Shoot charge reaction or during the Combat phase is counted and is worth 1 combat result point.

Should an attack or rule cause an enemy model to be removed from play as a casualty, it counts as having lost a number of Wounds equal to the number it had remaining at the time it was removed.

Note that it is important to count the number of Wounds lost, rather than the number of casualties, because many models have more than one wound.

Rank Bonus

Depending upon its formation, and if it is wide enough, a unit can claim a Rank Bonus of +1 for each extra rank behind the first, up to the maximum determined by its troop type. How many models a rank must contain to claim a Rank Bonus, as well as the maximum Rank Bonus a unit can claim, is determined by its troop type (see [page 105](#)).

Note that this bonus can be claimed for an incomplete rear rank, as long as there are sufficient models in it. However, a Disrupted unit cannot claim a Rank Bonus.



Standards

Warriors fight all the harder beneath the colours and symbols of their city, nation, tribe or god:

- **Standard:** If your unit includes a standard bearer, you may claim a bonus of +1 combat result point. Standard bearers are covered in the 'Command Groups' section on [page 200](#).
- **The Battle Standard:** If your unit includes a Battle Standard, you may claim an additional bonus of +1 combat result point, cumulative with any bonus for a 'normal' standard. Battle Standards are covered in the 'Characters' section on [page 203](#).

Flank & Rear Attacks

Fighting a foe in its flank or rear is a great advantage as tightly formed units cannot easily turn to face their foe. To represent this:

- **Flank Attack:** If your unit is engaged with the enemy's flank arc, you may claim a bonus of +1 combat result point.
- **Rear Attack:** If your unit is engaged with the enemy's rear arc, you may claim a bonus of +2 combat result points.

Note that these bonuses are cumulative.

The High Ground

If the fighting rank of your unit occupies a higher position than that of the enemy, for example, your unit is fighting along the crest of a hill, you may claim a bonus of +1 combat result point.

Overkill

If a character fighting in a challenge kills their opponent and causes more unsaved wounds than their opponent has Wounds remaining, then for each excess wound you may claim a bonus of +1 combat result point, up to a maximum of +5.

Challenges are a special type of combat fought between characters, and are covered in the 'Characters' section on [page 210](#).

Other Bonuses

Many special rules confer additional bonus combat result points. For example, a Close Order formation that is in Combat Order may claim a bonus of +1 combat result point. Any special rules that confer such bonuses will detail the criteria that must be met and how many bonus combat result points can be claimed.

Who Is The Winner?

Once both sides have calculated their combat result, you will be able to determine the winner of that round of combat, i.e., the side that scored the most. If there is a clear winner, the loser will have to make a 'Break' test during the next sub-phase.

Drawn Combat: If both sides have the same score, the combat is a draw. In such cases, the units remain locked in place until the next player's turn when the combat will continue and they will fight another round, hoping to break the deadlock.



Combat Results & Multiple Units In Combat

It is possible (indeed, it is highly likely) that more than two units will become engaged in a single combat. When this happens, calculating the combat result can become quite complex. This page attempts to offer some clarity to confusing situations.

Rank Bonus In Multiple Combats: Where you have several units engaged in a single combat, you do not count the Rank Bonus for all of them. Instead, count only the Rank Bonus that grants the highest number of bonus combat result points.

For example, if you have two units engaging a single enemy unit in combat, one of which has a Rank Bonus of +1, the other of which has a Rank Bonus of +2, you may claim a bonus of +2 combat result points as that is the higher.

Standards: Regardless of how many units engaged in a single combat have standards, you may only claim the combat result bonus granted by a single standard. If one or more of those standards grants additional bonuses (as many magic standards do, for example), you may choose which standard to count.

As most armies can only include a single Battle Standard, this is counted as normal, regardless of how many units are engaged in the combat.

Flank & Rear Attacks: Bonuses for flank and rear attacks can only be earned once per enemy unit – having multiple units engaging the same enemy unit in either its flank or in its rear does not grant additional bonuses.

For example, if you have two units engaging a single enemy unit in combat, each of which is engaging a different flank of that unit, you can only claim a single flank attack bonus. However, if one unit is engaging the enemy unit's flank and the other is engaging the enemy unit's rear, you can claim both the flank attack and the rear attack bonus.

The High Ground: Only a single unit engaged in a multiple combat can claim the combat result bonus granted for the high ground. The unit that has its fighting rank in the highest position may claim this bonus for its side. If two opposing units are tied in terms of position, they will cancel one another out and neither side may claim this bonus.

Other Bonuses: As mentioned previously, many special rules confer additional bonus combat result points. Unless stated otherwise, these other bonuses can always be counted. For example, a Close Order formation that is in Combat Order may claim a bonus of +1 combat result point. If two such units are engaged in the same multiple combat, you may claim this bonus twice because the rule that grants it (see [page 101](#)) does not state otherwise.



"The armies of this nation are mine to command, just as the world is mine for the taking, just as I shall conquer death himself. For I am Khemrikhara, King Settra the Imperishable, and all eternity shall bow before my will."

*Settra the Imperishable,
Eternal King of Kings*

3. Break Test

Unless the combat is a draw (as described on [page 152](#)), each unit belonging to the losing side must make a 'Break' test. To make a Break test, roll 2D6 and modify the result by adding the difference between the winner's and the loser's combat result scores.

Then, compare the result to the unit's Leadership characteristic (remember, a unit that contains models with different Leadership values will always use the highest):

- If the result of the natural roll is higher than the unit's Leadership, the unit 'Breaks' and flees.
- If the result of the natural roll is equal to or lower than the unit's Leadership, but the modified result is higher than the unit's Leadership, the unit Falls Back in Good Order.
- If the modified result is equal to or lower than the unit's Leadership, or if the roll is a natural double 1, the unit Gives Ground.

Note that, unlike other tests you may be required to make, a Break test has three possible outcomes. These are intended to reflect the way in which opposing battle lines push forward and are pressed back before ultimately becoming overwhelmed and breaking.



Loser Breaks & Flees

The losing unit Breaks, immediately turning tail and fleeing, as described on [page 132](#). A unit that Breaks and flees from combat flees directly away from the winning unit with the highest Unit Strength. If two enemy units have the same Unit Strength, randomly determine which the unit flees from.

Loser Falls Back In Good Order

The losing unit Falls Back in Good Order, as described on [page 134](#), moving directly away from the winning unit with the highest Unit Strength. If two enemy units have the same Unit Strength, randomly determine which the unit flees from.

However, if the winning side significantly outnumbers the losing side, it will overwhelm the loser. If the Unit Strength of the winning side is more than twice that of the losing side, any losing unit that rolled this result when making its Break test will Break instead.

Note that Unit Strength is worked out at the end of the Combat phase, not at the beginning, and that where you have several units engaged in a single combat, you must add together the Unit Strength of each to determine the Unit Strength of your side.

1" Apart

If a unit that Breaks or Falls Back in Good Order is still in base contact with one or more enemy units after moving, the players should nudge the units apart, by the smallest amount possible, to maintain the 1" rule. Both players should agree upon how best to do this and ensure neither gains any unfair advantage.

Loser Gives Ground

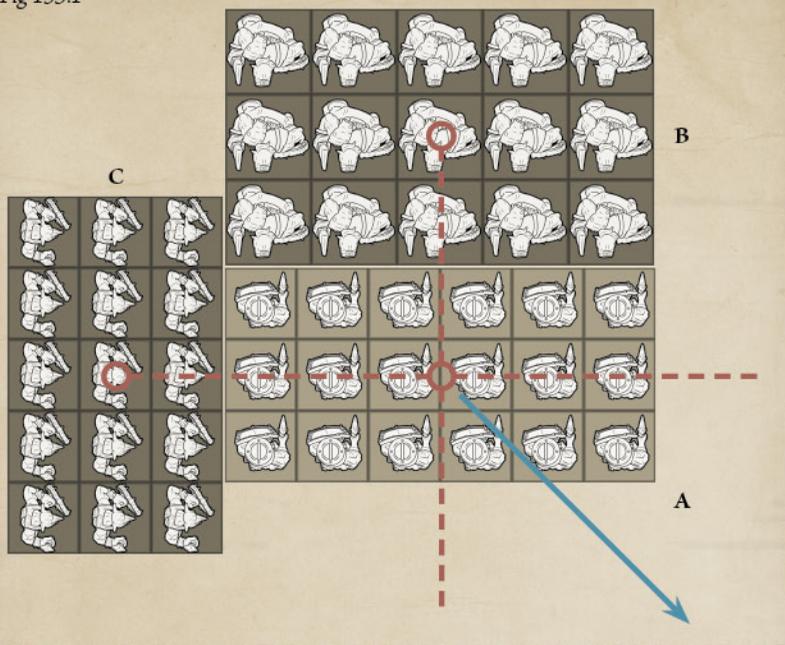
The losing unit Gives Ground, as described on page 134, breaking contact with, and moving 2" directly away from, the enemy unit(s) without turning, pivoting or otherwise changing its facing in any way, stopping immediately should it come into contact with another unit or terrain, or if continuing to move would bring it within a 1" of another enemy unit.

When a unit Gives Ground in this way, it must move as directly as possible away from all of the enemy units engaging it, and must break from base contact with the victorious enemy unit(s), as shown in Fig 155.1.

Most often this will mean that the losing unit simply moves 2" backwards or sideways, directly away from a single enemy unit. At other times, especially if a unit is engaged by enemy units in two adjacent arcs (for example, a unit that has been charged in both its front and a flank arc), this will cause the unit to move diagonally away from two or more enemy units.

Surrounded: It may happen that a losing unit is unable to break contact with one or more of the enemy units engaging it. In such cases, the unit's movement stops immediately and the units instead remain locked in place until the next player's turn when they will fight another round of combat, exactly as if the combat had been a draw.

Fig 155.1



Unit A must Give Ground. In order to move as directly as possible away from both units B and C, it cannot simply move as shown by the red lines. Instead, it moves as shown by the blue arrow, moving diagonally away from both enemy units.



"Most bizarre of creatures is the dreaded Chimera: it has a body the size of a house, and has wicked claws longer than daggers. Its tail lashes like an iron whip, as huge, leathery wings carry it through the skies.

This loathsome creature has three heads. One horned, like the head of a ram; one is the head of a lion; the third, most fearsome of all, is that of a scaled dragon, belching fire and smoke.

Chimera hunt in the northern wastes, and meat of Man is its delicacy. It will hunt relentlessly, through day and night, and day again, to feast upon its prey."

Excerpt from the
Grimoire Beterricus

4. Follow Up & Pursuit

Once Break tests have been made, but before any units belonging to the losing side Give Ground or make a Flee roll, the winning unit(s) must decide what they will do next: restrain and reform, follow up or pursue. These choices are in part determined by the actions of the foe.

Restrain & Reform

Most units may attempt to 'restrain and reform', rather than making a follow up or pursuit move, by making a 'Restraint' test. To make a Restraint test, test against the unit's Leadership characteristic. If this test is failed, the unit must either follow up or pursue. If this test is passed, the unit remains where it is and may make a free reform.

Follow Up

A unit can make a 'follow up' move when an enemy unit it was engaged in combat with Gives Ground. A unit that makes a follow up move simply follows the enemy unit, moving back into contact with it. The two units then become engaged in combat once more and remain locked in place until the next player's turn when the combat will continue.

Change Facing: Before making a follow up move, a unit may 'change facing' by performing a free turn manoeuvre (of 90° or 180°).

Pursuit

A unit that won combat can 'pursue' a single losing unit that Falls Back in Good Order or flees. If there is more than one losing unit, the pursuing unit must declare which it is pursuing before any Flee rolls are made. Once all of the losing units have completed their moves, pursuit moves are made, one at a time, in an order chosen by the controlling player.

The Pursuit Move

When a unit makes a pursuit move, pivot it about its centre so that it is facing directly towards the enemy unit it is pursuing and make a 'Pursuit' roll. To make a Pursuit roll, roll 2D6. The result of this roll is the distance in inches that the pursuing unit moves, directly towards the unit it is pursuing.

Overrun

If a unit completely destroys its enemy before the Break Test sub-phase, it may attempt to restrain and reform, or it may 'overrun'. A unit that overruns makes a normal pursuit move but must move directly forwards, without pivoting.

Unable To Follow Up Or Pursue

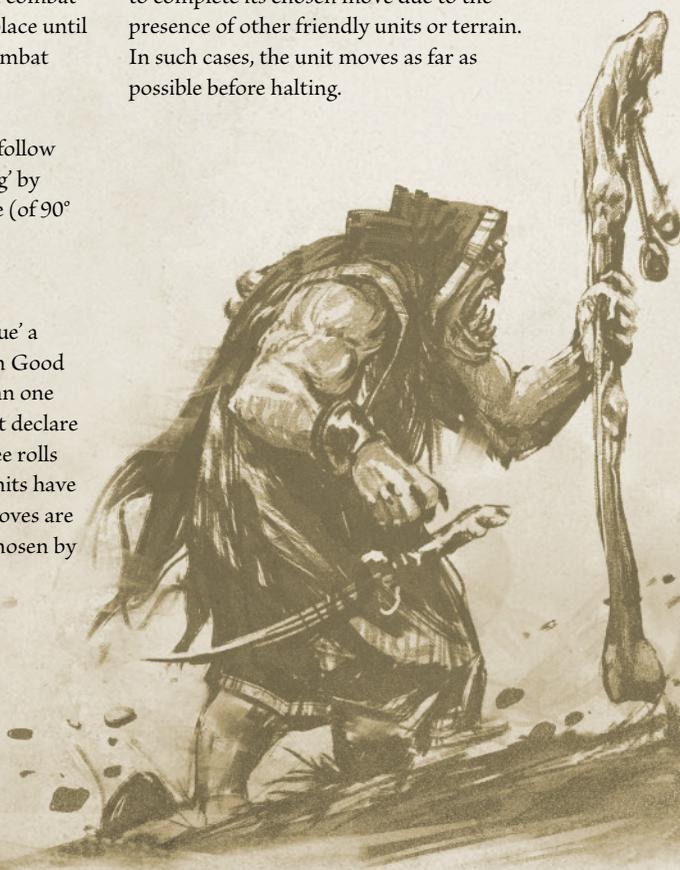
A unit may find itself unable to follow up or pursue:

Still Engaged: A unit that is still in base contact with an enemy unit cannot follow up or pursue.

Unable to Move: A unit may be unable to complete its chosen move due to the presence of other friendly units or terrain. In such cases, the unit moves as far as possible before halting.

"I order the execution of the prisoners with extreme prejudice. It is righteous judgement upon these barbarous wretches."

*Baron Rikhardt of Stirland
following the
Battle of Bogwurst*



Catching The Curs!

Once the unit being pursued has completed its move, the pursuing unit is moved. If the pursuing unit makes contact with the pursued unit, it has caught its enemy and halts:

- If the enemy unit is fleeing, it is hacked to pieces and immediately removed from play, exactly as if it had been run down by a charging unit. The pursuing unit may then attempt to reform, as described on [page 129](#).
- If the enemy unit Fell Back in Good Order, the units become engaged in combat once more, becoming locked in place until the next player's turn when the combat will continue. During the next turn, the pursuing unit counts as having charged.

Pursuit Into An Obstacle

Units making a pursuit move are affected by terrain as normal. A pursuing unit must stop moving if it makes contact with a friendly unit or with impassable terrain.

Pursuit Off The Battlefield

Should any part of a pursuing unit move into contact with, or cross beyond, the edge of the battlefield, it is removed from play but is not destroyed. The unit returns to the battlefield during its controlling player's next Compulsory Moves sub-phase as if it were a unit of reinforcements, and must be placed as close as possible to the point at which it left the battlefield.

Pursuit Into A Fresh Enemy

Pursuing units will often make contact with an enemy unit other than the one they are pursuing. In such cases, the pursuing unit counts as charging the enemy unit it will make contact with, wheeling to maximise contact if required and wheeling to align as normal. The unit that was being pursued is not caught.

Pursuit into a Fleeing Enemy: If a pursuing unit makes contact with a fleeing enemy unit, that fleeing enemy unit is run down exactly as if caught by a charging unit. The pursuing unit may then attempt to reform, as described on [page 125](#).

Pursuit into a New Combat: If a pursuing unit makes contact with an enemy unit that is not fleeing, the units become engaged in combat. If the enemy unit was engaged in combat at the start of this phase, and if that combat has not yet been fought, the pursuing unit will fight again when that combat is fought (and counts as having charged). However, it cannot pursue again this turn. Instead, it will automatically restrain and reform with no Restraint test required.

Otherwise, the units become locked in place until the next player's turn when they will fight a round of combat. During the next turn, the pursuing unit counts as having charged.





Oddball Stuff (Combat)

Despite the detail of the previous pages, there will always be situations in which something is unclear. This is especially true of combat.

Assailment Spells

If a Wizard that is engaged in combat knows any Assailment spells, they may attempt to cast them in addition to making normal attacks when it is their turn to fight, as determined by their Initiative.

Templates: Hits caused by an Assailment spell that uses a template are distributed among the rear ranks of the enemy unit – in other words, they do not reduce the number of models within the fighting rank.

Shrinking Units

The removal of casualties may cause units engaged with one another to no longer be in base contact. In such cases, move the units by the smallest amount possible to bring them back into base contact. This move cannot be used to alter facing, nor is it an opportunity to redress the ranks or engage another unit.

No More Foes

In multiple combats, the shrinking of units can make it impossible for all of the units to maintain contact. In such cases, a unit that can no longer make base contact with the enemy ceases to be part of the combat at the end of the turn.

Incomplete Ranks

If a unit is fighting to its flank or rear, or has been joined by a character that does not fit neatly within its ranks (see [page 207](#)), its fighting rank might be incomplete. In such cases, warriors from the middle of the unit would press forward to complete the rank. To represent this, a fighting rank is always assumed to contain the same number of models as the largest rank or file behind it.

Split Profiles

If a model with a split profile has Attacks at two or more Initiative values, each set of Attacks is resolved when their Initiative value is reached. If the model is slain before it can make all of its attacks, any not yet made are lost. Similarly, a model with a split profile might be unable to make all of its attacks if all of its potential targets have been slain.

Different Weapons

It is not uncommon for models in the fighting rank to be equipped with different weapons. In such cases, you must roll different batches of dice when rolling To Hit and To Wound, making it clear to your opponent what they represent, where they are being directed and the target number you need.

Characteristics Of Zero

Some models have a Weapon Skill or Attacks characteristic of 0 and will find themselves at the mercy of their enemies. If a model has a WS of 0, all of its attacks miss automatically, whilst attacks directed against it will hit automatically. If a model has 0 Attacks, it simply cannot make any attacks.



Terrain & Combat

Terrain is covered in more detail in the Battlefield Terrain section. This page explains how certain types of terrain affect combat. Players should discuss before the battle begins which category a terrain feature falls into.

Open Ground & Hills

Open ground is the ideal setting for combat. However, care should be taken to consider the role of hills when calculating combat results. Remember, units that occupy the high ground can claim a bonus.

Difficult Terrain

If a quarter (25%) or more of the models within a unit are within difficult terrain at the start of the Combat phase, it becomes Disrupted and cannot claim a Rank Bonus.

Dangerous Terrain & Woods

For the purposes of combat, both dangerous terrain and woods are treated as difficult terrain.

Impassable Terrain

Should a charging unit ever be unable to align to the enemy due to the presence of impassable terrain, the charging unit has made a disordered charge. In addition, should it prove impossible to align the units once contact has been made, causing a gap to be left, the charging unit becomes Disrupted.

Linear Obstacles

Linear obstacles can have a considerable impact upon combat, depending upon their height.

Low Linear Obstacles: Should a unit engaged in combat ever find itself straddling a low linear obstacle (i.e., less than 2" high), such as walls and hedges, it becomes Disrupted.

Defended Low Linear Obstacles: A unit behind a low linear obstacle can defend it by moving its front rank into base contact with the obstacle. Enemies can charge the defenders as normal but do not have to physically cross the obstacle. Instead, the front rank of a charging unit moves into base contact with the opposite side of the obstacle. Unless it has the Fly (X) special rule, a unit that charges an enemy behind a defended obstacle makes a disordered charge.

High Linear Obstacles: For the purposes of combat, high linear obstacles (i.e., 2" high or more) are treated as impassable terrain.

Battlefield Decoration

Some terrain features are so small that they cannot reasonably be expected to interfere with combat. Very small decorative elements of terrain less than 2" across, such as a signpost or well, should be ignored as if they were not there – units can freely fight around them. Should the presence of such a feature ever interfere with the positioning of units, simply make note of its position and move it aside, replacing it when it is convenient to do so.



THE PSYCHOLOGY OF WAR



The battlefield is full of noise, confusion and death. Faced with allies and comrades meeting grisly ends all around whilst battling fearsome foes, you may find that your warriors succumb to panic and scatter, rather than fight on.



The psychological trauma of battle can cause even the bravest of warriors to panic, and when they do they are likely to flee. Consequently, panic (and more importantly, resisting the urge to give in to panic) plays an important role in Warhammer: the Old World.

Panic Tests

Panic tests have been covered briefly in previous sections, particularly in the Shooting section. On the following pages, Panic tests and their causes are covered in greater detail.

A Panic test is a test made to determine if a unit can hold its nerve and follow orders under tremendous pressure. If two or more units from the same army have to make Panic tests at the same time, the controlling player chooses the order in which the tests are made. To make a Panic test, test against the unit's Leadership characteristic:

- If this test is failed, the unit has succumbed to panic and must either Fall Back in Good Order or flee (see opposite).
- If this test is passed, the unit remains resolute in the face of enemy fire and does not panic.

What happens to a unit that fails a Panic test will depend upon how many casualties that unit has suffered. A unit that has suffered only a few casualties will retreat, but will quickly rally, whereas a unit that has suffered a significant amount of casualties will turn tail and flee.

Fall Back in Good Order: If more than half (50%) of the models the unit contained at the start of the battle still remain, it will Fall Back in Good Order, as described on [page 134](#).

Flee: If only half (50%), or fewer than half, of the models the unit contained at the start of the battle still remain, it will immediately turn tail and flee, as described on [page 132](#).

No Need For Hysterics

A unit only needs to make one Panic test in each phase of the game, even if there are multiple reasons to take Panic tests. Most Panic tests are made immediately, and in larger games you may find it helpful to mark units that have already made a Panic test.

In addition, a unit is not required to make a Panic test if:

- It is making a Charge move.
- It is engaged in combat.
- It is already fleeing and has yet to rally.



Common Causes Of Panic

There are many special rules, spells and magic items that can cause an enemy to make a Panic test. In such cases, the description of the special rule, spell or magic item itself will provide details. However, there are certain circumstances that arise regularly in games which always cause units affected to make a Panic test.

Heavy Casualties: If, during any single phase other than the Combat phase, a unit loses more than a quarter (25%) of the Unit Strength it had at the start of that phase, it must make a Panic test.

A unit that fails a Panic test caused by heavy casualties will flee directly away from the enemy unit that caused those casualties. If the casualties were not caused by an enemy unit, the unit will instead flee from the nearest enemy unit which is not itself fleeing.

Note that heavy casualties caused during the Combat phase do not cause Panic tests. During combat, the urgency of defeating the enemy and driving them back (represented by calculating combat results and making Break tests) takes precedence.

Nearby Friend Destroyed: If a unit with a Unit Strength of 5 or more is destroyed, all friendly units within 6" must immediately make a Panic test.

Leave the destroyed unit in place until the tests are made in order to give a point to measure from. Once all tests have been made, any unit that failed its Panic test will flee directly away from the nearest enemy unit which is not itself fleeing.

Nearby Friend Flees Combat: If a unit with a Unit Strength of 5 or more loses a combat and, after making its Break test, either Breaks and flees or Falls Back in Good Order, all friendly units within 6" must immediately make a Panic test.

Leave the friendly unit that caused the Panic test in place until the tests are made in order to give a point to measure from. Once all tests have been made, any unit that failed its Panic test will flee directly away from the nearest enemy unit which is not itself fleeing.

Note that it does not matter if the unit that lost combat Breaks and flees or Falls Back in Good Order as, amidst the clamour of battle, friendly units are seldom able to tell the difference.

Fled Through: A unit must immediately make a Panic test if a friendly unit moves through it whilst fleeing or falling back in good order. For simplicity, resolve the movement of the fleeing unit before making and resolving the Panic test.

A unit that fails a Panic test after being fled through will flee directly away from the nearest enemy unit which is not itself fleeing.

Note that this can prove the most destructive form of panic, as one unit can panic and flee through another unit, which in turn might panic and flee through a further unit, and so on until your battle line is in total disarray.







ADVANCED RULES

This section contains the advanced rules. Everything not covered in the core 'how to play' rules is explained here. This includes the many universal special rules, rules for the most commonly seen formation types other than formed infantry, in-depth descriptions of the different troop types, rules for characters and command, and the rules and profiles for a wide range of weapons and war machines.

Once you are comfortable with the core rules, you can expand your games by introducing models that make use of the rules in this section. Doing so will greatly enhance your experience and bring the game of Warhammer: the Old World to life in ever more detail upon your tabletop.

SPECIAL RULES

A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



What Are Special Rules?

When a creature has an ability that deviates in some way from the core game rules, it is represented by a special rule. It is through the use of the special rules that Dragons breathe fire, assassins strike with lightning speed and Giants cause bowel-loosening terror in their enemies.



Special rules fall into three broad categories:

- **Universal Special Rules:** These are rules that can appear in all armies. They may be attached to a model itself, or to an item of equipment it carries.
- **Army Special Rules:** These are special rules unique to the army the model belongs to, a full list of which is included as part of the army list the model is drawn from.
- **Unique Special Rules:** Some models and some special items of equipment have special rules unique to them. These will be included, in full, as part of the model or weapon profile.

What Special Rules Does It Have?

Whilst many special rules are given directly to a model, a model can also gain special rules from its equipment. Most often, this will take the form of special rules attached to weapons, but special rules can be granted by armour and, especially in the case of characters, by magic items.

A model might also gain special rules as the result of a spell that has been cast upon it or by some other game effect, possibly by the rules governing a terrain feature, for example. Where this is the case, the description of the game effect in question will make it clear.

Rule Priority

Sometimes, special rules can seem a bit contradictory. Army special rules take precedence over universal special rules or rules associated with a model's troop type. Unique special rules take precedence over universal special rules, army special rules or rules associated with a model's troop type.

Cumulative Special Rules

Unless noted otherwise, if the effect of a special rule in some way alters a characteristic, the result of a dice roll, or any other value (such as a model's armour value), that effect is cumulative. This means that the effects of duplicate versions of the same rule combine together, increasing its effect.

For example, if a model is under the effects of a spell that grants it Armour Bane (2) and carries a weapon that has Armour Bane (1), the model would be considered to have Armour Bane (3).



Universal Special Rules

On the following pages you will find a full description for each of the universal special rules.

Ambushers

Stealthy warriors specialise in outflanking the foe, appearing from an unexpected quarter.

A unit with this special rule may be held in reserve rather than be deployed at the start of the game. From the beginning of round two onwards, roll a D6 during each of your Start of Turn sub-phases for each unit of Ambushers in your army that is held in reserve. On a roll of 1-3, the unit is delayed until your next turn at least. On a roll of 4+, the unit arrives, entering the battle as reinforcements during the Compulsory Moves sub-phase. The unit may be placed on any edge of the battlefield, chosen by its controlling player, but cannot be placed within 8" of an enemy model. If any Ambushers are still held in reserve by the start of round five, they arrive automatically.

Armour Bane (X)

Some weapons are particularly well-suited to piercing armour, though they often require great skill.

If a model with this special rule rolls a natural 6 when making a roll To Wound, the Armour Piercing characteristic of its weapon is improved by the amount shown in brackets after the name of this special rule (shown here as 'X').

For example, if a natural 6 is rolled when rolling To Wound with a weapon that has an AP of '- ' and the Armour Bane (1) special rule, its AP counts as being -1 when making an Armour Save roll against that wound.

Armoured Hide (X)

Many creatures have gnarled, tough or scaly skin that offers the same protection as wrought armour.

The hide of some creatures forms natural armour and improves their armour value (and that of their rider). By how much armour value is improved varies from model to model, as shown in brackets after the name of this special rule (shown here as 'X').

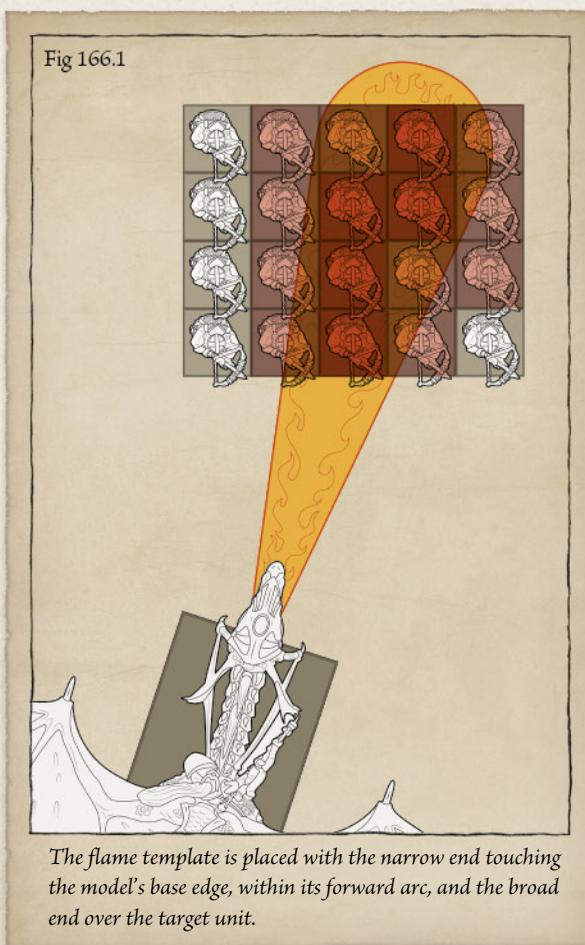
Note that a model that wears no armour is considered to have an armour value of 7+ for the purposes of rules that improve armour value.

Breath Weapon

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

A model with a Breath Weapon can use it once per round, during the Shooting phase of its turn. Place the flame template with its broad end over the intended target and its narrow end touching the model's base edge anywhere along its front arc. The template must lie entirely within the model's vision arc. Any model whose base lies underneath the template risks being hit, as described on [page 95](#). The Strength and any special rules of the breath weapon will be detailed in the creature's rules.

Breath weapons cannot be used when making a Stand & Shoot charge reaction, or when the model is engaged in combat.



Chariot Runners

Chariots are often accompanied by light troops that fight at their side, protecting their vulnerable flanks from the enemy.

Friendly models whose troop type is 'chariot' can draw a line of sight over or through models with this special rule and can move through friendly units of Chariot Runners that are in Skirmish formation. If the chariot's move would result in it ending up 'on top' of a Chariot Runner, simply nudge the Chariot Runner aside, by the smallest amount possible, to make space for the chariot. Whilst in Skirmish formation units of Chariot Runners can treat friendly chariots that are within 1" of one or more of the unit's models as a part of the unit for the purposes of unit coherency.

Close Order

The mainstay of any army is its regiments of close order infantry and cavalry.

A unit consisting of models with this special rule may adopt a Close Order formation, as described on [page 100](#).

Counter Charge

Particularly bold and brash warriors view offence as the best form of defence.

This special rule can only be used by units that consist entirely of models with this special rule. When a unit with this special rule is charged in its front arc by an enemy unit whose troop type is 'cavalry', 'chariot' or 'monster', it may declare a 'Counter Charge' charge reaction:

Counter Charge: The unit surges forward to meet the enemy charge. Measure the distance between the two units. If the distance is less than the Movement characteristic of the charging unit, the charged unit has not enough time to meet the enemy charge and must either Hold or Flee instead.

Otherwise, pivot the unit about its centre so that it is facing directly towards the centre of the charging enemy unit. After pivoting, the unit moves D3+1" directly towards the enemy unit. Both units are considered to have charged during this turn.

Fleeing units and units already engaged in combat when charged cannot Counter Charge. A unit can only Counter Charge in response to one charge per turn, even if charged by multiple units. Once all charges have been declared, the inactive player can choose which charging unit to Counter Charge. The unit will then Hold against the other charging units.

Cumbersome

Some missile weapons are too cumbersome to be raised and aimed at a charging foe.

Weapons with this special rule cannot be used when making a Stand & Shoot charge reaction.

Detachment

Large regiments may be accompanied by smaller detachments.

A unit with this special rule can be fielded as a 'detachment' (see [page 282](#)).

Dragged Along

Great war engines may be dragged to battle by hordes of infantry.

A model with this special rule that begins its movement within 1" of a friendly unit whose troop type is 'infantry', that is not fleeing and that contains ten or more models, may replace its Movement characteristic with that of the unit.

Drilled

Some regiments spend endless hours training to perform complex manoeuvres.

Unless it is fleeing, a Drilled unit may perform a free redress the ranks manoeuvre immediately before moving. Once this manoeuvre is complete, the unit moves as normal. In addition, a Drilled unit can march whilst within 8" of an enemy unit without first having to make a Leadership test.

Note that any character that joins a Drilled unit is considered to be Drilled as well.

Ethereal

Lacking physical bodies, some beings are immune to mundane weapons.

Ethereal creatures treat all terrain as open ground for the purposes of movement. They cannot end their movement inside impassable terrain, though they can pass through it. In addition, Ethereal creatures can only be wounded by Magical attacks. Characters that are not Ethereal cannot join units that are, and vice versa.





Knights of the White Wolf

The ferocious and revered Knights of the White Wolf are devoted followers of Ulric, based in Middenheim within the Temple of Ulric itself. Knights of the Order can be found throughout the Empire, but are far more common in the northern lands. They ride to war bareheaded to show their disdain of their enemy's meagre fighting prowess, their broad shoulders draped in the pelts of great white wolves from the Drakwald Forest. Knights of the White Wolf bear the colour red on their banner, barding and sometimes even on weapon hafts. A white wolf or a hammer always features on their banners.

Evasive

In the face of enemy fire, it is often wise to step back! Some warriors are particularly adept at this manoeuvre.

Once per turn, when this unit is declared the target during the enemy Shooting phase, it may choose to Fall Back in Good Order and will flee directly away from the enemy unit shooting at it. Once this unit has completed its move, the enemy unit may continue with its shooting as declared.

Extra Attacks (+X)

Through fury, extra limbs, or being armed to the teeth, this warrior can strike more blows.

A model with this special rule has a modifier to its Attacks characteristic, as shown in brackets after the name of this special rule (shown here as '+X'). If this modifier is determined by the roll of a dice, roll when the model's combat is chosen during any Choose & Fight Combat sub-phase.



Fast Cavalry

A highly trained unit of cavalry is able to perform complex manoeuvres, even at a full gallop.

If all of the models (including characters) within a unit arrayed in an Open Order formation have this special rule, the unit may perform its Quick Turn (see [page 183](#)) even if it marched.

Fear

Particularly large or disturbing creatures provoke terrible fear in the foe.

Models with this special rule cause Fear:

- If a unit wishes to declare a charge against an enemy unit that both causes Fear and has a higher Unit Strength, it must first make a Leadership test. If this test is failed, the unit cannot charge. It does not move and is considered to have made a failed charge. If this test is passed, the unit can charge as normal.
- If a unit is engaged with an enemy unit that both causes Fear and has a higher Unit Strength when its combat is chosen during any Choose & Fight Combat sub-phase, it must make a Leadership test. If this test is failed, any models in the unit that direct their attacks against the Fear-causing enemy suffer a -1 modifier to their rolls To Hit.

A unit only needs to make one Fear test per turn. Models that cause Fear are immune to Fear. A unit that does not cause Fear does not become immune to Fear when joined by a character that does.

Feigned Flight

Some units are adept at escaping from the foe and regrouping, drawing the enemy into careless charges before vanishing into the distance.

If this unit chooses to Flee (or Fire & Flee) as a charge reaction, it automatically rallies at the end of its move, as described on [page 117](#).

Fight In Extra Rank

Certain weapons, such as thrusting or throwing spears, allow warriors not in the fighting rank to attack from behind their comrades.

A model with this special rule may make a supporting attack, as described on [page 145](#).

Fire & Flee

The boldest of warriors armed with missile weapons will face down a charging enemy with volleys of fire, before turning and fleeing at the last possible moment.

A unit with this special rule that is also armed with missile weapons may declare that it will 'Fire & Flee' as a charge reaction:

Fire & Flee: The unit launches a volley of weapons fire before turning to flee from the enemy. If a unit with this special rule is armed with missile weapons and can draw a line of sight to the charging unit, it may declare that it will Fire & Flee. The unit will Stand & Shoot (as described on [page 120](#)) before turning tail and fleeing from the charge. However, due to the time spent shooting at the charging foe, when making its Flee roll the unit rolls two D6 and discards the lowest result. If both dice roll the same result, discard either.

Note that, if the distance between this unit and the charging unit is less than the Movement characteristic of the charging unit, this unit must either Hold or Flee.

First Charge

The thundering charge of heavily armed and armoured warriors, freshly arrived upon the battlefield and eager for the fray, is devastating to the cowering foe.

If this unit's first charge of the game is successful (i.e., if the unit makes contact with the charge target), the charge target becomes Disrupted until the end of the Combat phase of that turn.

Flaming Attacks

Fire is a fearsome thing on the battlefield, but some creatures are more vulnerable to it than others.

Any attack made or hits caused by a model with this special rule, or made using a weapon or spell with this special rule, is a 'Flaming' attack. In addition, a model with this special rule causes Fear (as described on [page 168](#)) in models whose troop type is 'war beasts' or 'swarms'.

Unless otherwise stated, a model with this special rule makes Flaming attacks both when shooting and in combat (though any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding).

Flammable

Some creatures are especially vulnerable to fire. Once flame has been set to their flesh, it will burn out of control.

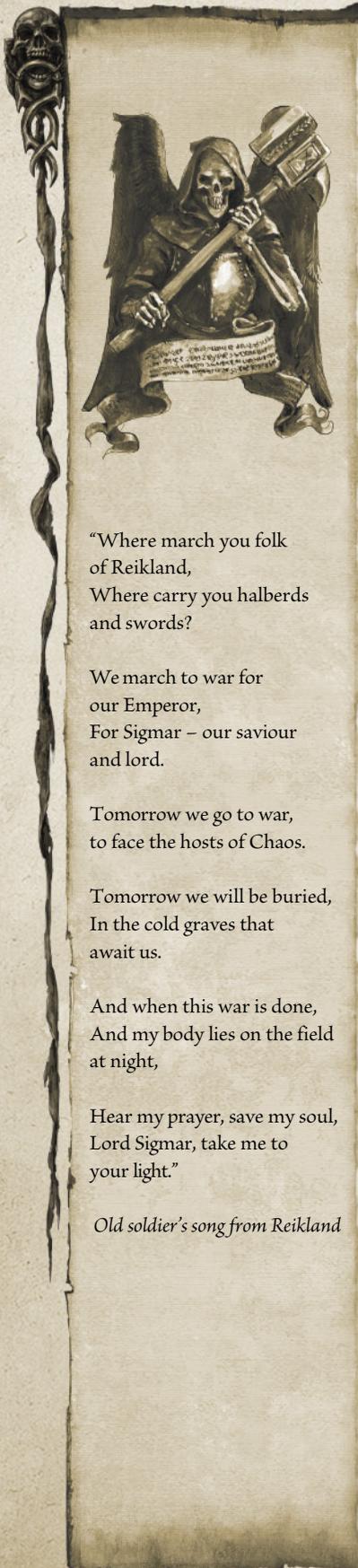
A model with this special rule cannot make a Regeneration save against a wound caused by a Flaming attack.



A Horrifying Reality

Most humans of the Old World know little of its true horrors, for most do not stray far from their homesteads. What little they know is told in stories meant to scare children into obedience. When war calls, many such citizens are drafted into armies and sent forth to battle all manner of foes. On the battlefield the truth is revealed – foul creatures call the world their home, and their hunger for destruction is limitless.





"Where march you folk
of Reikland,
Where carry you halberds
and swords?"

We march to war for
our Emperor,
For Sigmar – our saviour
and lord.

Tomorrow we go to war,
to face the hosts of Chaos.

Tomorrow we will be buried,
In the cold graves that
await us.

And when this war is done,
And my body lies on the field
at night,

Hear my prayer, save my soul,
Lord Sigmar, take me to
your light."

Old soldier's song from Reikland

Fly (X)

Many creatures of the Warhammer world can fly, held aloft either by mighty pinions or by means of magic, soaring from one side of the battlefield to the other.

A model with this special rule can Fly. Models that can Fly can choose either to move normally on the ground (using their Movement characteristic), or to move by flying. How many inches a model can Fly varies from model to model, and will be shown in brackets after the name of this special rule (shown here as 'X'). Models that choose to move by flying:

- May move as normal (i.e., they may charge, march and manoeuvre as if moving on the ground), except that they are able to pass freely above other models, units and terrain features without any penalty, and they can march whilst within 8" of an enemy unit without first having to make a Leadership test.
- May end their movement in terrain, but will suffer its effects if they do. They cannot end their movement 'on top' of impassable terrain or another unit, or within 1" of an enemy unit.

Models that can Fly must begin and end all of their movement on the ground. A character with this special rule cannot join a unit without this special rule, and vice versa.

Frenzy

For warriors gripped by a fighting frenzy, all rational thought is consumed by a hunger for violence.

A Frenzied model has a +1 modifier to its Attacks characteristic. This modifier does not apply to the model's mount (in the case of a cavalry model), to the beasts that draw it (in the case of a chariot), or to its rider (in the case of a monster).

In addition:

- If the majority of the models in a unit are Frenzied, the unit automatically passes any Fear, Panic or Terror tests it is required to make.
- If a unit that includes one or more Frenzied models is able to declare a charge during the Declare Charges & Charge Reactions sub-phase of its turn, it must do so.
- If the majority of the models in a unit are Frenzied, it cannot choose to Flee as a charge reaction, nor can it ever choose to make a Restraint test.

Losing Frenzy: Unlike other special rules, Frenzy can be lost during a game. Any model that loses a round of combat will immediately lose this special rule.



Furious Charge

Some creatures charge with such fury, the very ground shakes beneath their feet.

During a turn in which it made a charge move of 3" or more, a model with this special rule gains a +1 modifier to its Attacks characteristic.

Hatred (X)

Enmity is rife in the Warhammer world, but hatred is nurtured over thousands of years.

A model with this special rule may re-roll any failed rolls To Hit made against a hated enemy during the first round of combat.

Which enemies are hated varies from model to model and will be shown in brackets after the name of this special rule (shown here as 'X'). Some models hate 'all enemies', meaning they hate all enemy models equally.

Horde

Some troops find strength in numbers, gathering in deep formations that crowd together tightly.

A unit with this special rule may increase the maximum Rank Bonus it can claim (as determined by its troop type) by one.

Howdah

A howdah is an armoured platform built atop a mighty behemoth. From here, a crew of warriors rain missiles upon the enemy.

To represent its howdah and crew, a behemoth with this special rule has a split profile and follows both the 'Split Profile (Chariots)' and 'Firing Platform' rules (see page 194). In all other respects, this model is a behemoth.

Ignores Cover

Even dense cover offers no safe haven from a skilled marksman wielding a well-crafted weapon.

If a model making a shooting attack has this special rule, it ignores any To Hit modifiers caused by partial or full cover.

Immune To Psychology

There are warriors so brave, or perhaps so jaded by the dangers of the world, that they heed no peril.

If the majority of the models in a unit are Immune to Psychology, the unit automatically passes any Fear, Panic or Terror tests it is required to make. However, if the majority of the models in a unit have this special rule, the unit cannot choose to Flee as a charge reaction.

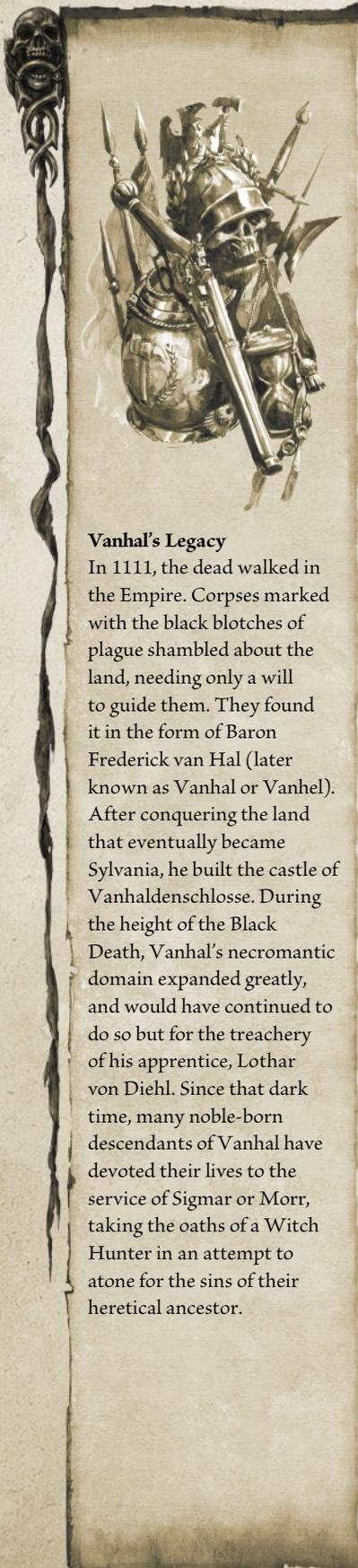
Note that this special rule does not make a unit immune to any test made against Leadership not stated here.



The Floating Village

Deep within the Badlands can be found the Floating Village, the origins of which are shrouded in mystery. The primitive huts and wooden longhouse that make up the village itself float twenty feet above the ground yet never seem to be affected by the fierce winds that sweep across the region. During the day the village is tethered to the ground, but at sunset the ropes are released and it floats back into the sky, where the sleeping inhabitants are protected very well indeed from the dangers of their lawless land.





Vanhal's Legacy

In 1111, the dead walked in the Empire. Corpses marked with the black blotches of plague shambled about the land, needing only a will to guide them. They found it in the form of Baron Frederick van Hal (later known as Vanhal or Vanhel). After conquering the land that eventually became Sylvania, he built the castle of Vanhaldenschlosse. During the height of the Black Death, Vanhal's necromantic domain expanded greatly, and would have continued to do so but for the treachery of his apprentice, Lothar von Diehl. Since that dark time, many noble-born descendants of Vanhal have devoted their lives to the service of Sigmar or Morr, taking the oaths of a Witch Hunter in an attempt to atone for the sins of their heretical ancestor.

Impact Hits (X)

The impact of a charge can itself cause severe casualties amongst the foe.

The number of Impact Hits caused varies from model to model, and will be shown in brackets after the name of this special rule (shown here as 'X'). Often, this is determined by the roll of a dice.

Resolving Impact Hits: Impact Hits can only be made by a charging model that moved 3" or more and that is in base contact with the enemy. Impact hits are attacks made in combat that always strike at Initiative 10 (regardless of modifiers), and that hit automatically using the unmodified Strength characteristic of the model.

Impetuous

The eagerness of brash and brave warriors can lead them into foolish charges.

If during the Declare Charges & Charge Reactions sub-phase of its turn, a unit that includes one or more Impetuous models is able to declare a charge, roll a D6. On a roll of 1-3, the unit must declare a charge. On a roll of 4+, the unit may act as normal.

Killing Blow

The most skilled of warriors can slay their enemies with a single deadly blow.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Killing Blow'. Enemy models whose troop type is 'infantry' or 'cavalry' are not permitted an armour or Regeneration save (see [page 176](#)) against a Killing Blow (Ward saves can be attempted as normal). If an enemy model whose troop type is 'infantry' or 'cavalry' suffers an unsaved wound from a Killing Blow, it loses all of its remaining Wounds.

Note that if an attack wounds automatically, this special rule cannot be used.

Large Target

Monstrous creatures tower above the battlefield, visible to all for leagues around.

Enemy models never suffer To Hit modifiers for full or partial cover when shooting at models with this special rule. In addition, a model can draw a line of sight to a model with this special rule over or through other models, and vice versa.

Levies

Many regiments are made up of unwilling fighters, pressed into service.

Models with this special rule cannot use the Inspiring Presence rule of the army's General nor the Hold your Ground rule of a Battle Standard. However, little is expected from Levies in battle. Therefore, units that do not have this special rule are not required to make a Panic test when a friendly unit of Levies Breaks and flees from combat.

Loner

Some warriors do not mix well with others, preferring to keep their distance.

A character with this special rule cannot be your General and cannot join a unit without this special rule. A unit with this special rule cannot be joined by a character without this special rule.

Magical Attacks

The Warhammer world is a deeply magical place. Consequently, magical weapons are quite commonplace.

Any attack made or hit caused by a model with this special rule, or made using a weapon with this special rule, is a 'Magical' attack.

Note that all spells are considered to have this special rule, as are any hits caused by magic items.

Magic Resistance (-X)

Some creatures are naturally resistant to magic, whilst others bear charms or fetishes intended to ward off its effects.

The Casting roll of any enemy spell (including Bound spells) that targets a unit that includes one or more models with this special rule suffers a modifier, as shown in brackets after the name of this special rule (shown here as '-X').

Note that this special rule is not cumulative. If two or more models in a unit have this special rule, use the highest modifier.

Mercenaries

Mercenary bands roam the Warhammer world, looking for employment in the armies of foreign lands.

Often, an army can include certain units drawn from another army list as mercenaries. Any such units included in your army gain this special rule. Mercenaries cannot use the Inspiring Presence rule of the army's General (see page 203) nor the Hold your Ground rule of a Battle Standard (see page 203). Mercenaries cannot be joined by characters drawn from another army list.

Monster Handlers

Colossal beasts are goaded into battle by beastmasters hurrying at their heels.

A monster with this special rule is accompanied by one or more models representing its handlers. During deployment, position these models anywhere that is adjacent to, and in base contact with, the monster. If the handlers are found to be blocking movement or line of sight, simply move them aside.

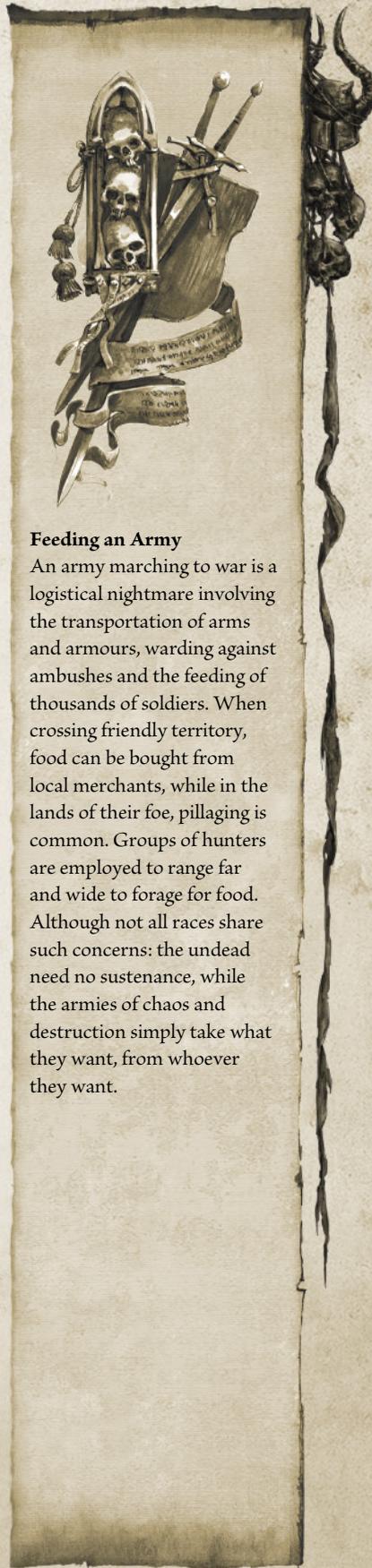
In combat, each handler adds its attacks to those of the monster. If the monster suffers an unsaved wound, roll a D6. On a roll of 1-4 the monster loses a Wound, but on a roll of 5+ a handler model suffers the wound instead. If the monster is removed from play, so are its handlers.

Monster Slayer

Legends tell of warriors so mighty they can slay terrible monsters with but a single blow!

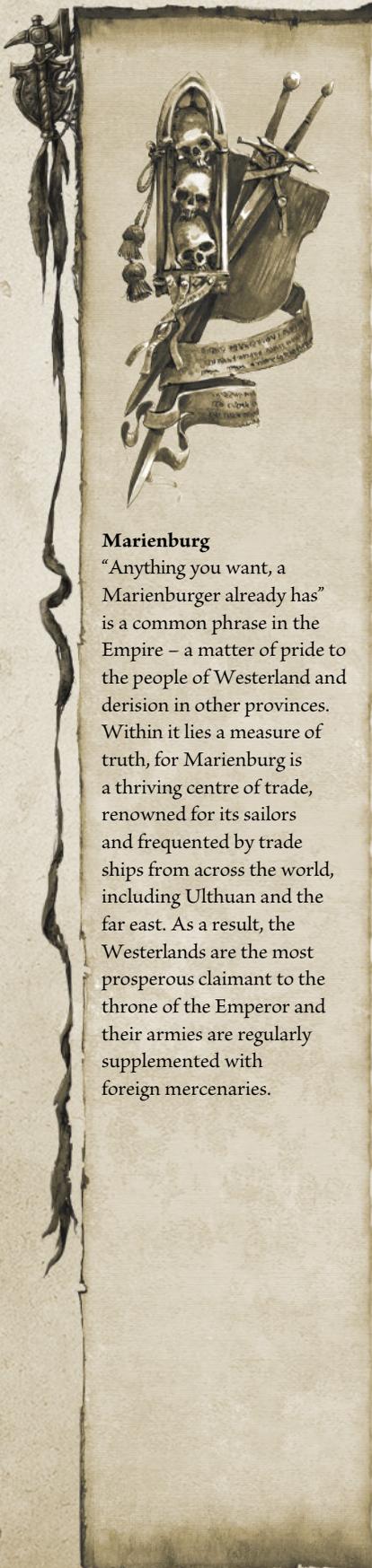
If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Monster Slaying Blow'. Enemy models whose troop type is 'monster' are not permitted an armour or Regeneration save (see page 176) against a Monster Slaying Blow (Ward saves can be attempted as normal). If an enemy model whose troop type is 'monster' suffers an unsaved wound from a Monster Slaying Blow, it loses all of its remaining Wounds.

Note that if an attack wounds automatically, this special rule cannot be used.



Feeding an Army

An army marching to war is a logistical nightmare involving the transportation of arms and armours, warding against ambushes and the feeding of thousands of soldiers. When crossing friendly territory, food can be bought from local merchants, while in the lands of their foe, pillaging is common. Groups of hunters are employed to range far and wide to forage for food. Although not all races share such concerns: the undead need no sustenance, while the armies of chaos and destruction simply take what they want, from whoever they want.



Marienburg

“Anything you want, a Marienburger already has” is a common phrase in the Empire – a matter of pride to the people of Westerland and derision in other provinces. Within it lies a measure of truth, for Marienburg is a thriving centre of trade, renowned for its sailors and frequented by trade ships from across the world, including Ulthuan and the far east. As a result, the Westerlands are the most prosperous claimant to the throne of the Emperor and their armies are regularly supplemented with foreign mercenaries.

Motley Crew

Some regiments contain an assortment of differently armed and armoured warriors.

Units with this special rule may include models of the same type that are equipped differently to one another, and/or models of different types that fight together in a single unit. If necessary, the army list entry for such units will be accompanied by a brief explanation of the unit's composition.

Different Weapons: The fighting rank of a Motley Crew may contain models that are armed with different weapons. In such cases, the controlling player must roll different batches of dice for the different models, making it clear to their opponent which model's attacks they represent and where they are being directed. These attacks are made in the Initiative order of the individual models, as usual.

Different Armour: Models within a Motley Crew may have different armour values. In combat, use the armour value of the majority of the models in the fighting rank. Against enemy shooting, use the armour value of the majority of the models in the unit.

Casualty Removal: Against enemy shooting, casualty removal should be divided as equally as possible between the different models within the unit. In combat, casualties should be removed from among the majority of the models that make up the fighting rank. In either case, available models are brought forward from rear ranks to fill any gaps, as chosen by the controlling player.



Move & Shoot

Weapons that are easy to use when moving at speed may lack power or range, but make up for it with their versatility.

A weapon with this special rule can be used in the Shooting phase even if the model equipped with it marched this turn.

Move Or Shoot

Artillery weapons sacrifice a speedy reload and manoeuvrability for range and power, making them impossible to fire on the move.

A weapon with this special rule cannot be used in the Shooting phase if the model equipped with it moved for any reason during this turn (including rallying and reforming).

Move Through Cover

A well-trained or naturally skilled warrior can traverse unhindered through the densest terrain.

Models with this special rule do not suffer any modifiers to their Movement characteristic for moving through difficult or dangerous terrain. In addition, a model with this special rule may re-roll any rolls of 1 when making Dangerous Terrain tests.

Multiple Shots (X)

Some weapons fire a fusillade of shots, sacrificing accuracy for sheer volume.

A weapon with this special rule can either fire a single shot as normal, or it can be fired a number of times, as shown in brackets after the name of this special rule (shown here as 'X'). If multiple shots are fired, each roll To Hit suffers an additional -1 To Hit modifier. All models in a unit equipped with weapons with this special rule must fire either a single or Multiple Shots. Where the number of Multiple Shots is generated by a dice roll, roll separately for each model.

Multiple Wounds (X)

The most powerful attacks strike with crushing force, causing massive damage to their victim.

Each unsaved wound inflicted by an attack with this special rule is multiplied by the number shown in brackets after the name of this special rule (shown here as 'X').

For example, Multiple Wounds (2) would mean that each unsaved wound would cause the target to lose two Wounds.

Where the number of Multiple Wounds is generated by a dice roll, roll separately for each unsaved wound.

Note that excess wounds caused to a model will have no additional effect unless that model is a character, in which case this special rule counts for Overkill. Excess wounds do not 'spill over' onto other models in the unit.

Open Order

Many regiments adopt an open formation, increasing their manoeuvrability.

A unit consisting of models with this special rule may adopt an Open Order formation, as described on [page 182](#).

Poisoned Attacks

Deadly toxins can turn an otherwise minor injury into a mortal wound.

If a model with Poisoned Attacks rolls a natural 6 when making a roll To Hit, that hit will wound automatically. Unless otherwise stated, a model with this special rule may use it when making both shooting and combat attacks. Any spells cast by the model are unaffected, as are any attacks made with magic weapons.

Note that if an attack needs a To Hit roll of 7+, or hits automatically, this special rule cannot be used.

Ponderous

Many weapons are too unwieldy to be used with any accuracy by a warrior on the move.

A weapon with this special rule suffers a To Hit modifier of -2 for Moving and Shooting, rather than the usual -1.

Quick Shot

Weapons designed for speed can be brought to bear in less than a heartbeat.

A weapon with this special rule does not suffer the usual -1 To Hit modifier for Moving and Shooting. In addition, a unit equipped with weapons with this special rule can use them to make a Stand & Shoot charge reaction regardless of how close the charging unit is.

Rallying Cry

Striking a heroic pose, a bold leader treats their loyal followers to a short but inspiring speech.

During the Command sub-phase of their turn, if they are not engaged in combat, this character may nominate a single fleeing friendly unit that is within their Command range. The nominated unit immediately makes a Rally test. If this test is failed, the unit may attempt to rally again as normal during the Rally sub-phase.



Pirates of the Black Gulf

From the Bay of Wrecks to the very harbours of Barak Varr, the Pirates of the Black Gulf have been a thorn in the side of merchants and traders for years beyond remembering. Consisting of a motley fleet ranging from Sartosan galleons to seafaring Orc hulks, the Pirates of the Black Gulf are arguably the principle reason that the formidable sea defences of Barak Varr are so vigorously maintained. This continued presence requires the Ironclads of the Dwarf navy to regularly patrol the gulf, and skirmishes between Dwarf and pirate vessels are a frequent occurrence.



Random Attacks

Not all creatures fight with discipline; many flail about in careless abandon with unpredictable results.

Models with this special rule do not have a normal Attacks characteristic. Instead, a dice roll is given (D3+1, for example). Each time a model with this special rule attacks in combat, roll the dice to determine the number of attacks it will make, then roll To Hit as normal. If a fighting rank contains more than one model with this special rule, roll separately for each, unless specified otherwise.

Random Movement

Some creatures rush forward at one moment, only to falter clumsily in the next.

Models with this special rule do not have a normal Movement characteristic. Instead, a dice roll is given (2D6, for example). Whenever a model with this special rule moves (for any reason), roll the dice to determine how far it must move.

Models with this special rule move during the Compulsory Moves sub-phase. They cannot march or declare a charge. They can wheel to change direction, but cannot perform any other manoeuvres. If the model is able to make contact with an enemy unit during the Compulsory Moves sub-phase or whilst pursuing, it may do so and counts as having charged. The model aligns against the enemy unit and stops moving. A unit charged in this way must Hold.

If every model in a unit has this special rule, roll once for the entire unit. If two or more models in a unit have different Random Movement characteristics, roll for each and use the lowest result for the entire unit.

Regeneration (X+)

Foul and unnatural creatures, such as Trolls, Daemons and the Undead, can regenerate all but the most grievous of wounds with ease.

A model with this special rule can make a 'Regeneration' save. The armour value of a Regeneration save is shown in brackets after the name of this special rule (shown here as 'X+'). A Regeneration save can never be modified by the AP characteristic of a weapon and can be made in addition to an armour save and a Ward save. However, any wounds saved by a Regeneration save are still counted for the purposes of calculating the combat result.

Note that models with this special rule are often vulnerable to the Flaming Attacks or Magical Attacks special rules.

Regimental Unit

Sometimes, large units are supported in battle by smaller detachments.

A unit with this special rule can be accompanied by 'detachments' (see [page 282](#)).

Requires Two Hands

Many weapons are unwieldy, requiring a firm two-handed grip in order to use effectively.

A model cannot use a shield alongside a weapon with this special rule during the Combat phase (a shield can still be used against wounds caused by shooting or magic during other phases of the game).



Reserve Move

Warriors that excel at hit and run warfare advance quickly, unleashing a deadly volley before withdrawing.

Unless it charged, marched or fled during the Movement phase of its turn, a unit with this special rule may make a Reserve move at the end of the Shooting phase of its turn, after all shooting has been resolved. A unit making a Reserve move moves as described in the Basic Movement rules. It may manoeuvre normally, but cannot march.

Scouts

Scouts advance troops who sneak onto the battlefield in order to seize vital locations before the two armies clash.

Units with this special rule may be deployed after all other units from both armies. They can be deployed anywhere on the battlefield that is more than 12" away from an enemy model. If deployed in this way, Scouts cannot declare a charge during their first turn.

If both armies contain Scouts, a roll-off should determine which player deploys Scouts first. The players then alternate deploying their scouting units one at a time, starting with the player who won the roll-off.

Shieldwall

Presenting an impenetrable wall of shields to the foe, a regiment becomes almost unmovable.

Once per game, during a turn in which it was charged, a unit with this special rule that is arrayed in a Close Order formation, and that is equipped with and chooses to use shields, may Give Ground rather than Fall Back in Good Order.

Skirmishers

Units of skirmishers move quickly and freely, harassing the enemy's flanks.

A unit consisting of models with this special rule may adopt a Skirmish formation, as described on [page 184](#).

Stomp Attacks (X)

Some creatures are so massive that their sheer bulk is a threat all of its own.

The number of Stomp Attacks caused varies from model to model, and will be shown in brackets after the name of this special rule (shown here as 'X'). Often, this is determined by the roll of a dice.

Resolving Stomp Attacks: Stomp Attacks can only be made by a model that is in base contact with the enemy. Stomp Attacks are attacks made in combat that always strike at Initiative 1 (regardless of modifiers), and that hit automatically using the unmodified Strength characteristic of the model.

Strike First

Some warriors are gifted with supernatural speed and reactions, whilst others bear weapons enchanted to move like quicksilver through the air.

During the Combat phase, a model with this special rule that is engaged in combat improves its Initiative characteristic to 10 (before any other modifiers are applied). If a model has both this rule and Strike Last, the two rules cancel one another out.



Strike Last

Some warriors are incredibly slow and ponderous by nature, whilst others may be encumbered by massive weapons that slow them down.

During the Combat phase, a model with this special rule that is engaged in combat reduces its Initiative characteristic to 1 (before any other modifiers are applied). If a model has both this rule and Strike First, the two rules cancel one another out.

Stubborn

Elite troops will often fight on, refusing to flee from the enemy, regardless of casualties.

The first time this unit is required to make a Break test it may choose not to and will automatically Fall Back in Good Order instead, even if the Unit Strength of the winning side is more than twice that of the losing side. A unit that is not Stubborn does not become Stubborn when joined by a character that is. A Stubborn character cannot use this special rule whilst part of a unit that is not Stubborn.



Stupidity

Dull-witted creatures can often become hopelessly confused by the tumult of battle.

Unless it is engaged in combat, a unit with this special rule must make a 'Stupidity' test during the Start of Turn sub-phase of its turn. To make a Stupidity test, test against the unit's Leadership characteristic. If this test is failed, the unit becomes Stupid. A Stupid unit:

- Moves during the Compulsory Moves sub-phase.
- Must move straight ahead, without performing any manoeuvres.
- Cannot march or declare a charge.

A unit or mount that does not have this special rule becomes subject to it when joined or ridden by a character that does (Stupidity is contagious).

Swiftstride

Mounted warriors, warbeasts and chariots, amongst others, are swift and deadly, crossing the battlefields of the Old World with unexpected speed.

A unit with this special rule increases its maximum possible charge range by 3" and, when it makes a Charge, Flee or Pursuit roll, may apply a +D6 modifier to the result.



Terror

There are creatures so fierce that their mere appearance can cause the bravest to flee.

Models with this special rule cause Terror. Models that cause Terror also cause Fear, as described on [page 168](#):

- When a unit that causes Terror declares a charge, the charge target must immediately make a Leadership test. If this test is failed, it must Flee. If this test is passed, it can declare its charge reaction normally.
- If the winning side of a combat includes one or more units that cause Terror, each unit that belongs to the losing side must apply a -1 modifier to its Leadership characteristic when making its Break test.

Note that if a charged unit cannot choose to Flee, it does not make this Leadership test.

Models with the Fear special rule Fear models that cause Terror. Models that cause Terror are immune to Terror. A unit that does not cause Terror does not become immune to Terror when joined by a character that does.

Timm-berrr!

When a behemoth falls in battle, it can cause utter devastation.

When this model is reduced to zero Wounds, the winner of a roll-off chooses one of its arcs (front, flank or rear) for it to fall into. Any units that are within the chosen arc and in base contact with this model suffer D6 hits, each using the Strength characteristic of this model, with an AP of -1. Once these hits are resolved, this model is removed from play.

Unbreakable

Some warriors are so fearless that they will never run from the enemy.

If a unit with this special rule loses a round of combat, it is not required to make a Break test. Instead, it will automatically Give Ground as it is pushed back by the enemy. Characters that are not Unbreakable cannot join units that are, and vice versa.



Unstable

Many evil creatures are not truly alive, but are driven instead by magic. Should the tide of battle turn, this magic can quickly fail.

If a unit with this special rule loses a round of combat, it loses one additional Wound for every combat result point by which it lost. These Wounds are lost after combat results have been calculated but before Break tests are made.

If an Unstable unit contains any Unstable characters, allocate wounds to the unit until each model has been allocated one wound. Any remaining wounds are divided as equally as possible between the character(s) and the unit.

Vanguard

An army's vanguard advances to occupy and engage the foe ahead of their comrades.

After deployment, units with this special rule may make a Vanguard move. A unit making a Vanguard move moves as described in the Basic Movement rules. It may manoeuvre normally but cannot march.

If both armies contain Vanguard units, a roll-off determines who moves first. The players then alternate moving their Vanguard units one at a time, starting with the player who won the roll-off.

Veteran

Veteran warriors have seen and done it all, and it takes a lot to unsettle them.

If the majority of the models in a unit have this special rule, the unit may re-roll any failed Leadership test.

Note that a Break test is not a Leadership test.

Volley Fire

Bows and other weapons can loose their projectiles in a high-arching volley. Even warriors who cannot see the foe can shoot in their general direction.

When a unit with this special rule makes a shooting attack, half of the models in each rank other than the front rank (or front two ranks if the unit is on a hill), rounding up, can shoot (in addition to the usual models that shoot from the front rank, or front two ranks if the unit is on a hill). A unit cannot Volley Fire if it has moved for any reason during this turn (including reforming), or when making a Stand & Shoot charge reaction.

Note that models in rear ranks use the line of sight of the model at the front of their file.

Warband

A warband is an unruly mob, keen for the fray but easily dismayed when things go poorly.

Unless it is fleeing, a Warband gains a positive (+) modifier to its Leadership characteristic equal to its current Rank Bonus, up to a maximum of Leadership 10. However, a Warband cannot use this modifier to its Leadership should it ever choose to make a Restraint test. In addition, if the majority of the models in a unit have this special rule, it may re-roll its Charge roll.

Note that unless a character also has this special rule, their Leadership cannot be modified by this special rule. A Warband can use either its own modified Leadership, the modified Leadership of a Warband character, or the unmodified Leadership of a non-Warband character, whichever is the higher.

Warp-spawned

Creatures of the supernatural feed upon magic to manifest as physical beings and, as such, are vulnerable to magical attacks.

A model with this special rule cannot make a Regeneration save against a wound caused by a Magical attack. In addition, characters that are not Warp-spawned cannot join units that are, and vice versa.





UNUSUAL FORMATIONS

As mentioned previously, the models that make up a Warhammer army must be formed into 'units' before battle commences and all units must adopt a formation. The core rules cover in detail Close Order formations, which are by far the most commonly seen – but by no means the only – type of formation.



The following pages introduce the rules for 'Open Order' and 'Skirmish' formations. These are the two most frequently seen unusual formations, and every army will have the option to include units that can adopt them. A wise general will make full use of such units to exploit terrain, to harass the enemy from unexpected quarters and to protect their own vulnerable flanks.

Adopting & Changing Formation

All units must adopt a formation. As mentioned previously, the type(s) of formation a unit can adopt are indicated by a special rule of the same name as the formation type. Models with more than one such special rule may choose their formation during deployment (see [page 285](#)), and may change it and adopt a different formation by reforming during the game (as described on [page 125](#)).

Open Order Formation

A unit arrayed in an Open Order formation closely resembles one in a Close Order formation; the key differences lie in how the unit moves and interacts with terrain. As with a unit in Close Order, a unit in Open Order consists of two or more models that are arranged in base contact with each other, edge-to-edge and front corner to front corner, as shown in Fig 182.1.

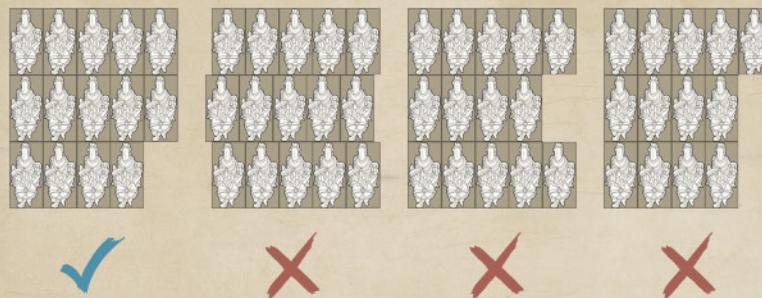
All models in such a unit must face the same direction (as described on [page 100](#)). In addition, all models in the unit must be arranged in a formation that consists of one or more horizontal rows, called ranks, and a number of vertical rows, called files.

As far as possible, there must be the same number of models in each rank. Where this is not possible, it must be the rear rank that has fewer models.

The Stir River Patrol

The mighty Stir River runs from the Worlds Edge Mountains to the Reik. This watery highway, one of the busiest trade routes in the Old World, must be constantly patrolled as the wealthy merchant barges attract attention of the worst kind. The Stir River Patrol operates from many harbours along the length of the great river, and has fought bravely on land and water in battles beyond counting. Consequently, the regiment's green and white uniform is recognised and revered far and wide.

Fig 182.1



Highly Manoeuvrable

Open Order units tend to adopt a looser formation. Where the warriors within a Close Order formation will fight shoulder to shoulder, protecting one another with shield and spear, warriors in an Open Order formation fight in a more individual manner, striking and parrying with sword and buckler, or swinging great, double-handed weapons. Whatever the case, Open Order units are far more manoeuvrable than Close Order units.

To represent this, units arrayed in an Open Order formation have the following abilities:

Quick Turn: After moving, unless it charged, marched or fled, a unit that is in Open Order formation may pivot about its centre to change its facing by up to 90°.

Dispersed Ranks: Units in Open Order formation do not become Disrupted by difficult or dangerous terrain.

Unit Shape

As with units in Close Order formation, the shape of a unit in Open Order is also important as such units gain bonuses in certain situations. Based upon this, such units can be said to be in 'Combat Order' or in 'Marching Column'.

Combat Order

An Open Order formation that is wider than it is deep (i.e., that has more models per rank than per file) or that is square (i.e., has the same number of models per file as per rank) is said to be in Combat Order. Such units are able to count a 'Rank Bonus' in certain situations:

Rank Bonus: If a unit in Open Order formation is wide enough, it can claim a Rank Bonus of +1 for each rank behind the first, up to the maximum determined by its troop type:

- How many models a rank must contain to claim a Rank Bonus, as well as the maximum Rank Bonus a unit can claim, is determined by its troop type, as described on [pages 104 and 188](#).
- Certain special rules may increase the Rank Bonus a unit can claim beyond the maximum normally allowed by its troop type, as described on [page 104](#).

Note that, as normal, this bonus can be claimed for an incomplete rear rank, as long as there are sufficient models in it.

Marching Column

A unit that is deeper than it is wide (i.e., that has more models per file than per rank) is said to be in Marching Column. A Marching Column cannot claim a Rank Bonus and cannot make a charge move, but may triple its Movement characteristic when Marching, as described on [page 123](#).



Forest Patrols

Ancient, primordial forest covers much of the Empire with a canopy of darkness. Roads theoretically connect the far-flung towns and villages, but contact is tenuous at best. For protection a vast network of forts, fortified inns and watchtowers are stationed along the highways. Patrols regularly travel between stations, rotating garrison duty with other regiments. Occasionally, troops will band together, often drawn from either side of provincial borders and in defiance of the wishes of courtiers and politicians, to mount an expedition into the forests to seek out and destroy bandits, nests of Goblins or Beastman encampments.



Skirmish Formation

A unit of models in Skirmish formation (often referred to as 'Skirmishers' in the rules that follow) never consists of rigid ranks and files. Instead, it moves as a single loose group or rough line. This enables Skirmishers to move quickly and take advantage of terrain to shelter from the enemy.

1" Apart

The models that make up a unit in Skirmish formation are not placed in base contact with one another. Instead, they are deployed on the battlefield in a single loose but contiguous group, in which every model is within 1" of another model belonging to the same unit, as shown in Fig 184.1.

Coherency: A unit of Skirmishers must end its movement as a coherent unit, as described above. When removing casualties from a unit of Skirmishers, you cannot remove a model if doing so would cause the unit to lose its coherency – you must instead remove a different model.

Should it ever occur that a unit of Skirmishers has lost its coherency, you must remove models from play as casualties until only a single, coherent group remains. In such cases, the models removed are assumed to have fled the battle in a most cowardly fashion.

Facing & Line Of Sight

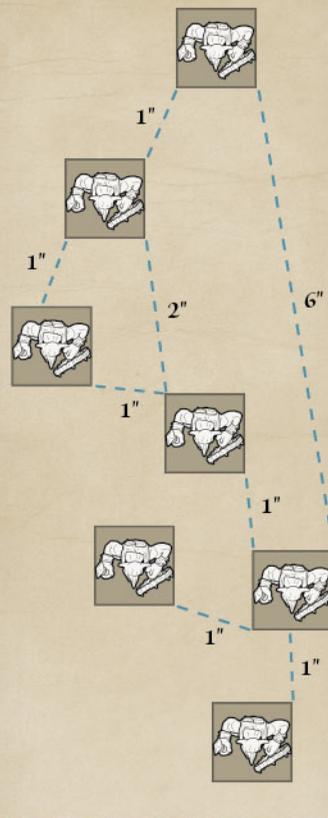
Unlike models in tightly ranked units, Skirmishers can see more of the battlefield around them. To represent this, whilst in Skirmish formation, models do not have flank or rear arcs (as described on page 103). Instead, every arc is considered to be their front arc, giving Skirmishers a 360° vision arc. Therefore, units in Skirmish formation can declare charges and shoot in any direction – they are not limited by the constraints of a 90° front arc or vision arc.

Other units can see through units in Skirmish formation if a line of sight can be drawn between the individual models. The individual models block line of sight as normal.

Dawi Rangers

The Dawi are famed for living in great holds under the mountains but not all do so. A few clans dwell above ground, establishing outposts and businesses, such as mines and breweries, from which they trade with the realms of Men. To defend these communities, bands of Dwarfs patrol the surrounding land to drive off threats and settle grudges. Known as Rangers, these bands consist of rugged warriors adapted to living off the land far from holds and supplies.

Fig 184.1



A unit of Skirmishers. Note that whilst there is more than 1" between some of the models, each model is within 1" of at least one other model in the unit.

Movement & Manoeuvre

Each model within a unit of Skirmishers moves as an individual. The unit does not turn, wheel or otherwise manoeuvre (although it may reform to adopt a different formation, if possible). Instead, each model is free to move in any direction without penalty, provided unit coherency is maintained.

Moving Through Skirmishers

Other units cannot move through the gaps between models within a unit of Skirmishers, though Skirmishers can be fled through just like any other unit.



Skirmishers As Reinforcements

If a unit of Skirmishers enters the battle as reinforcements, it is placed so that each model is within 1" of the battlefield edge.

Skirmishers & Shooting

As mentioned previously, Skirmishers can shoot in any direction. However, individual models within a unit of Skirmishers do still block line of sight as normal, which includes the line of sight of other models within the same unit.

Enemy Fire: Due to their comparatively small size and ability to make use of all available cover, enemy units shooting at a unit of Skirmishers that consists entirely of models with a Unit Strength of 1 suffer a -1 To Hit modifier.

Skirmishers & Panic

Skirmishers cause panic in friendly units as normal should they be annihilated or Break and flee, as described on page 160. Skirmishers cause panic in friendly Skirmishers if they flee through them as normal. However, Skirmishers do not cause panic in formed friendly units of any type (be they Close Order, Open Order and so on) that they themselves flee through.

"Orgulous and grim, the Northmen would not give, for they sought glory or death in the eyes of their bloody gods."

*From the Rise of Bretonnia and Gilles le Breton,
scribed by Adelrond of Couronne*

Skirmishers In Combat

When engaged in combat, Skirmishers do not remain in their usual, dispersed formation. Instead, they will 'form up' into base contact with one another, edge-to-edge and front corner to front corner, against the enemy in order to create a fighting rank. Skirmishers that charge the enemy, or that are themselves charged by the enemy, must always form up in this way once contact is made. Any Skirmishers that cannot make base contact with the enemy cannot form part of the fighting rank and must instead form up into ranks behind the fighting rank.

Skirmishers will maintain this close formation until the combat is over (i.e., until they are not engaged with any enemy at the end of a Combat phase), at which point they will once again adopt Skirmish formation.

Skirmishers & Rank Bonus: Despite forming up when engaged in combat, a unit that is in Skirmish formation when it becomes engaged in combat cannot claim a Rank Bonus.

Skirmishers & Disruption: Enemy units do not become Disrupted when engaged in their flank or rear by a unit that is in Skirmish formation.

Characters Joining Skirmishers

Characters may only join a unit of Skirmishers if they are of the same sub-category of troop type. For example, a character whose troop type is light cavalry could join a unit of Skirmishers that are also light cavalry, but could not join a unit of Skirmishers that are heavy cavalry. This is an exception to the normal rules for characters joining units (see page 207).



Skirmishers & Charging

A unit of Skirmishers may charge an enemy that is visible to at least one of its models when charges are declared. In which arc the enemy is charged is determined as normal.

When a unit of Skirmishers charges, each model is moved individually, starting with the model closest to the charge target, as shown in Fig 186.1. Each model moves as directly as possible towards the charge target in order to make base contact with it and form a fighting rank. Models that cannot make base contact with the charge target must form up behind the fighting rank, as shown in Fig 186.2.

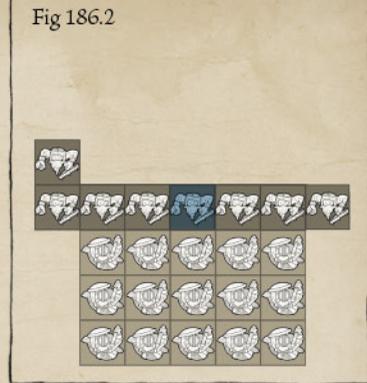
Formed Units Charging Skirmishers

When a formed unit of any type (be it Close Order, Open Order and so on) charges a unit of Skirmishers, it must endeavour to move as directly as possible into contact with the closest visible model in the target unit. As usual, the charging unit may wheel once, at any point, during its move, as shown in Fig 186.3.

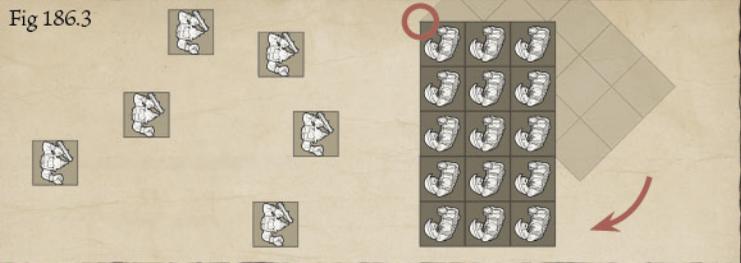
Once the charging unit has made contact with the target unit, it does not wheel to align. Instead, the Skirmishers must form up against the fighting rank of the charging unit, as shown in Fig 186.4 and Fig 186.5. However, no model in the charged unit can move further than its Movement characteristic. Any Skirmishers that cannot make base contact must instead form up behind the fighting rank.



1. The Skirmisher closest to the formed unit is moved into base contact.



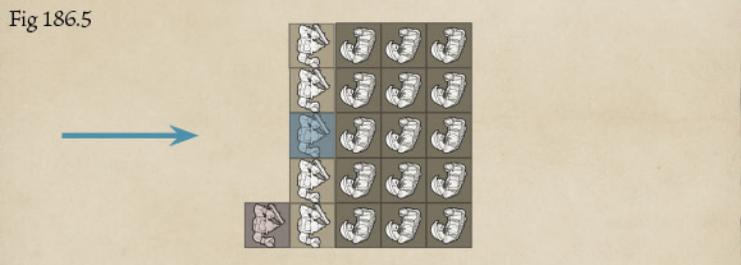
2. The remaining Skirmishers move. Seven can make base contact with the enemy, forming a fighting rank. The eighth model cannot make base contact with the enemy so forms up behind the fighting rank.



1. The formed unit is charging the unit of Skirmishers. It wheels and moves directly towards the closest model in the unit of Skirmishers.



2. The formed unit completes its charge move.



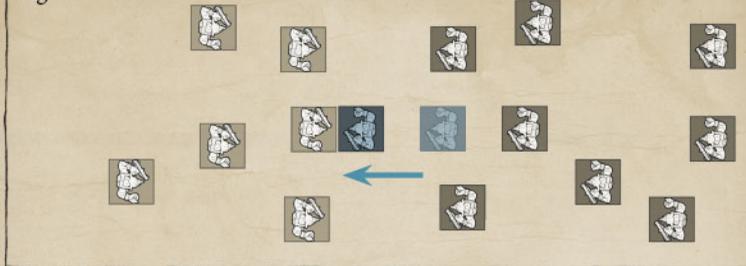
3. The Skirmishers form up against the charging unit. One of the Skirmishers cannot make base contact with the enemy, so forms up behind the fighting rank.

Skirmishers Charging Skirmishers

When a unit of Skirmishers charges another unit of Skirmishers, each model is moved individually, starting with the model closest to the charge target (which must move by the shortest route possible to reach the charge target). Once the first model's move is complete, as shown in Fig 187.1, the remaining models in the charging unit are moved as directly as possible towards the charge target in order to form a fighting rank with the first model that moved, as shown in Fig 187.2, making sure that this model is as close to the centre of this rank as possible. Any models that do not have sufficient movement to form part of the fighting rank must form up behind it.

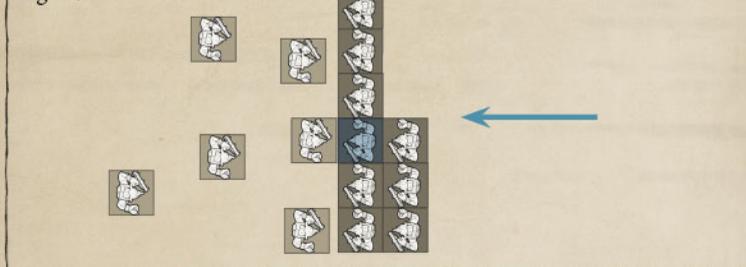
Once the charging unit has completed its charge move, models in the target unit form up against the charging unit's fighting rank, as shown in Fig 187.3. However, no model in the charged unit can move further than its Movement characteristic. Any Skirmishers that cannot make base contact must instead form up behind the fighting rank.

Fig 187.1



1. The Skirmisher closest to a model in the charged unit is moved into base contact with that model.

Fig 187.2



2. The rest of the models in the charging unit are moved forward and form up around the first model moved. However, three of these models do not have sufficient movement to join the fighting rank so must form up behind it.

Fig 187.3



3. Finally, the models in the charged unit are formed up against the charging unit, making sure that none of them move further than their Movement characteristic.



TROOP TYPES IN DETAIL

All models have a troop type. These, along with the type of formation units of such models adopt, determine how they function throughout the rules. Troop types were explained in brief, on page 104. The following pages cover them in greater detail and present any additional rules that may apply, as well as providing more in-depth descriptions of what they represent.



Categories Of Troop Type

There are five main categories of troop type, each of which is further divided into sub-categories. For example, particularly large infantry fall into the 'monstrous infantry' sub-category of infantry. In such cases, when the rules refer to 'infantry' models or units, monstrous infantry must also follow those rules unless an exception is stated for monstrous infantry.

A model's troop type also determines the minimum number of such models a rank must contain to claim a Rank Bonus, the maximum Rank Bonus a unit of such models is able to claim, and the Unit Strength of such a model, as shown on the pages that follow.

In most cases it will be fairly obvious which main category of troop type a model falls into. Sub-categories are more complex and exist to help better understand the exact role of a unit in battle and to better reflect this in games through the use of different rules.

Characters

Some models will have the word 'Character' in brackets after their troop type, indicating that the model is a character. This section does not cover characters in detail. Instead, and because characters are such a powerful and important part of Warhammer: the Old World, they have a section all to themselves later in the book.

"The Halfling is rotund and hairy, and stands but half as tall as a Man but hath a greater appetite. Halflings do dwell in their own land called the Moot, where they reside within holes burrowed 'neath hills, often most grumpily, except when eating, drinking and telling bawdy tales.

The Halfling is a goodly shotte with a bow, but does not oft display valour though it harbours a strong dislike for Goblins and other sneaking things that would raid its pantry. Should such foes approacheth their stored provisions, then do they grow most wrathful and fight fiercely in defence of their next meal."

*Excerpt from the
Grimoire Beterricus*





Troop Type Tables

Each of the following categories is accompanied by a table containing a summary of the important information needed for that troop type:

Models Per Rank

This is the minimum number required to claim a Rank Bonus. Ranks can contain more models or fewer models, as you wish, but in order for a rank to count towards Rank Bonus, it must contain at least this many models.

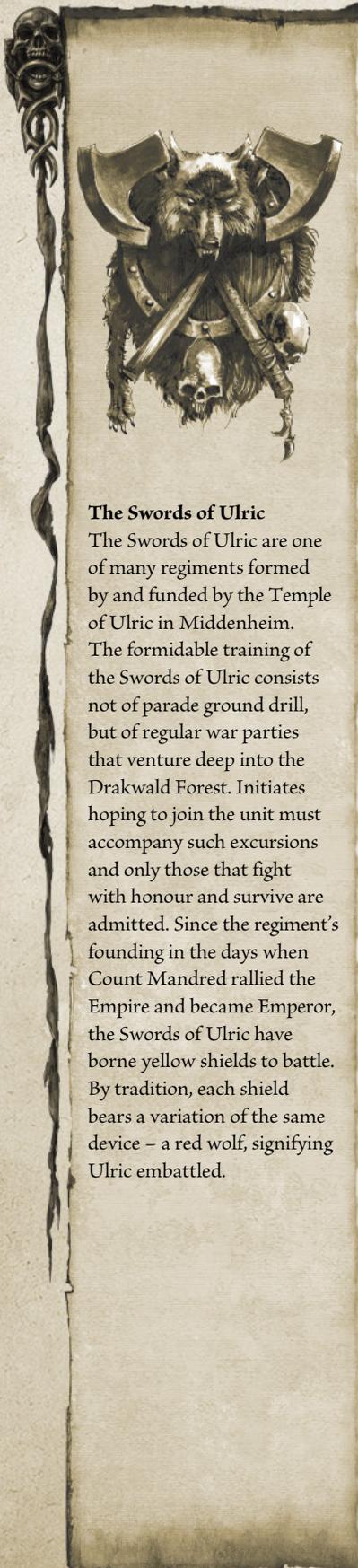
Maximum Rank Bonus

This is the maximum Rank Bonus a unit can claim. In some cases this can be increased by special rules and other effects.

Unit Strength

Sometimes, you may be required to work out the 'Unit Strength' of a unit. There are a number of reasons you might need to know this, for example, to determine if one of your units is outnumbered by an enemy, and if they are, by how much. Simply counting the number of models does not account for the sheer power and destructive ability of large and ferocious creatures. Unit Strength represents this well.

To determine Unit Strength, simply count the number of models currently in the unit and multiply this by the Unit Strength per model as shown on the Troop Type table.



The Swords of Ulric

The Swords of Ulric are one of many regiments formed by and funded by the Temple of Ulric in Middenheim.

The formidable training of the Swords of Ulric consists not of parade ground drill, but of regular war parties that venture deep into the Drakwald Forest. Initiates hoping to join the unit must accompany such excursions and only those that fight with honour and survive are admitted. Since the regiment's founding in the days when Count Mandred rallied the Empire and became Emperor, the Swords of Ulric have borne yellow shields to battle. By tradition, each shield bears a variation of the same device – a red wolf, signifying Ulric embattled.

Infantry

Infantry includes all units of foot troops and forms the backbone of most armies. Infantry is split into four sub-categories, some of which are subject to their own rules:

Regular Infantry

This sub-category covers all the roughly human-sized warriors of the Warhammer world, be they Men, Elves, Dwarfs, Orcs, Zombies and so on. Regular infantry will normally form the core of your Warhammer army, the troops upon which you rely to get the job done. Regular infantry can be expected to adopt almost any formation to fulfil any role.

Regular Infantry Rules

Due to their ubiquity, the basic rules of Warhammer: the Old World are written around regular infantry, so no additional rules apply to this troop type.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Regular Infantry	5	+2	1

Heavy Infantry

This sub-category covers the many warriors that are larger than the average man, but not monstrously large, and the heavily armed or armoured elites that the rank and file aspire towards and that generals turn to as bodyguards and more. Close Order formations of heavy infantry can usually be found where the fighting is thickest.

Heavy Infantry Rules

Steady in the Ranks: Due to their solid stature, heavy armour and often elite nature, heavy infantry are rarely concerned by inferior numbers. To represent this, a unit of heavy infantry arrayed in either Close Order or Open Order formation does not become Disrupted when engaged in its flank or rear unless the enemy unit has a Unit Strength of ten or more.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Heavy Infantry	4	+2	1



Monstrous Infantry

The monstrous infantry sub-category covers things like Trolls, Ogres and Minotaurs – creatures that are (roughly) man-shaped and fight on foot, but that are two or three times the size of regular or heavy infantry. Monstrous creatures vary wildly, from Ogres who fight as mercenaries all across the Old World, to Trolls, who shamble to war in search of food and fight together in irregular formations.

Monstrous Infantry Rules

Clumsy: A unit with this rule can only be joined by a character that also has this rule. Smaller characters are unwilling to risk being trampled.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Monstrous Infantry	3	+2	3

Swarms

Swarms are seething masses of small creatures, such as rats, snakes or insects, summoned to the battlefield by magical means or herded there by beast masters and handlers to be set loose upon the enemy. Individually, the critters in a swarm pose little threat, but their sheer weight of numbers more than compensates for their size. Swarms are made of a number of bases. Each base includes many creatures, but counts as a single model.

Swarm Rules

Insignificant: Swarms consist of small and insignificant creatures. As such, a line of sight can be drawn across a swarm as if it wasn't there. In addition, swarms are ignored when attempting to target enemy characters.

No One Cares: No one really cares about swarms. Swarms never cause Panic in friendly units, regardless of what happens to them.

Undisciplined: A unit with this rule cannot use the Inspiring Presence rule of the army's General (see [page 203](#)) nor the Hold your Ground rule of a Battle Standard (see [page 203](#)).

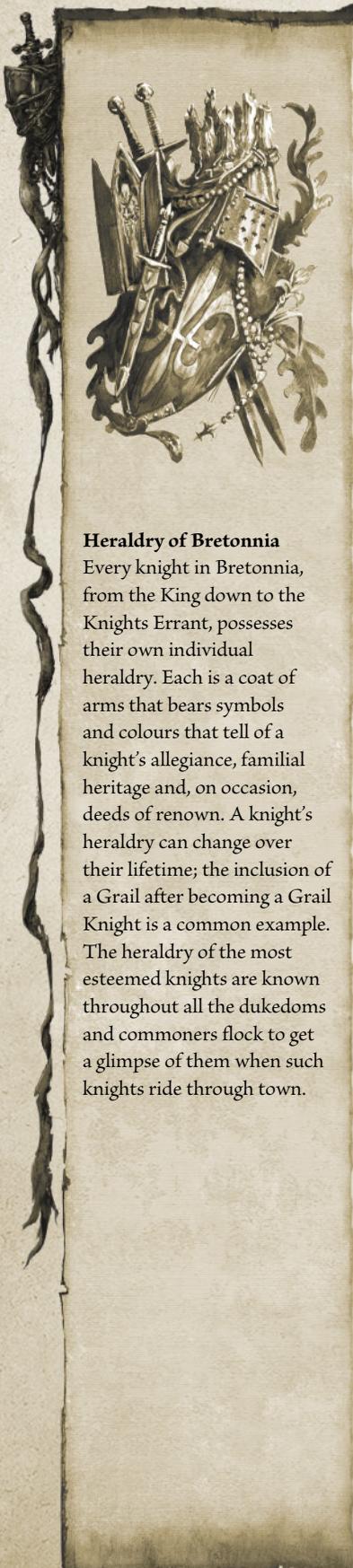
Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Swarms	-	-	3



Dogs of War

Tilea is known across the Old World as a land of mercenaries. Local legends say that an Orc invasion was once defeated when the Tileans hired half of the Orc army to attack the remainder; though how such an agreement was negotiated is unclear. Since then, the use of mercenaries has become ingrained in Tilean culture and sell-swords flock to the nation safe in the knowledge that they will find a commander to sell their services to, be that within Tilea or upon distant shores.





Heraldry of Bretonnia

Every knight in Bretonnia, from the King down to the Knights Errant, possesses their own individual heraldry. Each is a coat of arms that bears symbols and colours that tell of a knight's allegiance, familial heritage and, on occasion, deeds of renown. A knight's heraldry can change over their lifetime; the inclusion of a Grail after becoming a Grail Knight is a common example. The heraldry of the most esteemed knights are known throughout all the dukedoms and commoners flock to get a glimpse of them when such knights ride through town.

Cavalry

The term cavalry refers to any riders mounted on war beasts – commonly warhorses or similar creatures. It can also include war beasts on their own as packs of animals which will often function in a manner more similar to cavalry than infantry. Cavalry is split into four sub-categories:

Light Cavalry

Be they mounted on swift steeds, savage wolves, giant spiders or daemonic beasts, light cavalry are fast moving riders that range far and wide, encircling the foe. Such riders excel as scouts and outriders as well as warriors, and will often send word of enemy movement back to their commanders before launching lightning-fast strikes intended to demoralise the foe.

Light Cavalry Rules

Split Profile (Cavalry): Most cavalry models (but by no means all) consist of not one, but two models – rider and mount, together making a single model. To represent this, many cavalry models have a split profile, as described on [page 97](#). In game terms, this works as follows:

- Unless noted otherwise, any special rules that apply to one element (rider or mount) apply to the other as well.
- The rider and mount each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics, and their own weapons.
- In combat, all enemy rolls To Hit are made against the rider's Weapon Skill.
- Impact Hits and/or Stomp Attacks use the mount's Strength.
- When this model makes an Armour Save roll, it uses the rider's armour value.
- If the rider is reduced to zero Wounds, the model as a whole is removed from play.

Cavalry Support: Whilst a rider may be able to reach above a comrade to strike at the foe, their mount cannot. Should a cavalry model be able to make a supporting attack, only the rider can attack, not the mount.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Light Cavalry	5	+1	2



Heavy Cavalry

Across the battlefields of the Old World, the thunderous charge of heavy cavalry turns the bowels of even the bravest infantryman to water. Heavy cavalry are the heavily armed and armoured knights of the Old World's armies, warrior elites mounted atop mighty warhorses, bellowing boars and cold-blooded reptiles that charge fearlessly into the fray time and time again.

Heavy Cavalry Rules

Split Profile (Cavalry): See *Light Cavalry* entry, on page 192.

Cavalry Support: See *Light Cavalry* entry.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Heavy Cavalry	4	+1	2

Monstrous Cavalry

Just as horse-sized beasts can be pressed into service as mounts, so too can their monstrous cousins. Monstrous cavalry are rare, as most such creatures are so strong-willed that great patience (or violence) is needed to break them to the saddle. This combination of mass and stubborn muscle makes monstrous cavalry a much-feared sight upon the battlefields of the Warhammer world.

Monstrous Cavalry Rules

Split Profile (Cavalry): See *Light Cavalry* entry, on page 192.

Clumsy: See *Monstrous Infantry* entry, on page 191.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Monstrous Cavalry	3	+1	3

War Beasts

Some armies employ hunting animals, such as hounds or wolves. Whilst not particularly intelligent, such creatures can be formidable foes in close combat, and cover ground at an incredible rate.

War Beast Rules

Undisciplined: A unit with this rule cannot use the Inspiring Presence rule of the army's General (see page 203), nor the Hold Your Ground rule of a Battle Standard (see page 203).

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
War Beasts	5	+1	1



"Sir Balduin charged, with
greatsword raised

His downward stroke the
Ogre grazed,

The monster's club came
arcing down

And landed hard on
Balduin's crown,

There came a grisly
snapping sound,

The knight was pitched unto
the ground,

But Balduin's tale does not
end here,

For in the mountains, all
is dear."

*Excerpt from Quest's End, a
parody of a popular Bretonnian
folk story, sung to the tune of
'Carroburg Fayre'*



Chariots

A chariot is usually a wheeled war vehicle drawn into battle by beasts of some kind and crewed by heavily armed and armoured warriors. This category can also include large objects, such as mobile altars, that are pushed along or carried. Chariots are split into two sub-categories:

Light Chariots

Fast moving and lightly made, light chariots are often used as mobile platforms from which skilled warriors rain missiles on the enemy, or from which noble heroes shout challenges to the foe. They are often deployed in units and, much like light cavalry, they will harass the flanks of the enemy before closing in for the kill.

Light Chariot Rules

Split Profile (Chariots): A chariot consists of several models – the chariot itself, the crew and (usually) the beasts that draw it – together making a single model. To represent this, a chariot model has a split profile, as described on [page 97](#). In game terms, this works as follows:

- Unless noted otherwise, any special rules that apply to one element (chariot, crew or beasts) apply to the others as well.
- This model uses the Movement characteristic of the beasts that draw it or, if there are no beasts, of the chariot itself.
- The crew and beasts each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics, and their own weapons.
- In combat, all enemy rolls To Hit are made against the crew's Weapon Skill.
- Impact Hits and/or Stomp Attacks use the chariot's Strength.
- If the chariot is reduced to zero Wounds, the model as a whole is removed from play.

Iron Shod Wheels: Chariots are not designed for use in terrain. This model treats all difficult terrain as dangerous terrain and treats all linear obstacles as impassable terrain. In addition, if this model rolls a 1 when making a Dangerous Terrain test, it loses D3 Wounds.

Churning Wheels: A unit with this rule can only be joined by a character that also has this rule. Other characters are unwilling to risk falling beneath the unit's wheels.

Firing Platform: From the cab of a chariot, warriors can shoot in all directions. For the purposes of shooting and casting spells, this model has a 360° vision arc.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Light Chariots	3	+1	3

Sigmar's Hammer

Ghal Maraz, meaning Skull Splitter, is the two-handed hammer passed down from Emperor to Emperor. It is a magnificent rune-forged weapon that embodies Mankind's triumph over the forces of darkness. Many are the times it has lived up to the title Skull Splitter, for the Empire's rulers have ever led their people to battle upon the field of war.



Heavy Chariots

Built for strength and durability, heavy chariots deliver crushing charges deep into the ranks of the enemy. Where light chariots move quickly and harass the foe, heavy chariots move slowly, gradually building their speed before crashing like the fist of an angry god into the quaking battle lines of the opposing army.

Often, the charge of a heavy chariot will cause the serried ranks of the enemy to buckle and crumple as scythed wheels hew through limbs and armoured beasts trample all before them. The survivors of such a charge fare no better, for heavy chariots are invariably crewed by mighty warriors that use the armoured cab of their vehicle as a platform from which to slay their enemies with brutal efficiency.

Heavy Chariot Rules

Split Profile (Chariots): See *Light Chariots* entry, on page 194.

Scythed Wheels: Built to wreak destruction, heavy chariots are adorned with sharpened spikes and scything blades, the better to cut down the foe. Any Impact Hits caused by a heavy chariot have an Armour Piercing characteristic of -2.

Lumbering: Perhaps due to their large size, their weight, or a combination of skittish draft animals and slow turning wheels, models with this rule are not especially manoeuvrable. To represent this, a Lumbering model is considered to be, and follows all of the rules for, a Close Order formation, even when included in your army as a single model.

However, even the largest single model enjoys slightly more manoeuvrability than a tightly formed regiment of many models. Therefore, after moving, unless it charged, marched or fled, a Lumbering model may pivot about its centre to change its facing by up to 90°.

Finally, a Lumbering model cannot join a unit or be joined by a character.

Iron Shod Wheels: See *Light Chariots* entry.

Firing Platform: See *Light Chariots* entry.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Heavy Chariots	-	-	5



“All did seem lost for the Bretonni, and the land itself did weep and wail in heart-grief as all life was choked away. Greatly sought upon was the safety of the castle strongholds, and the swordswains of our fair nation did stand aghast as their lands were consumed.

But lo! In fair Bastonne, the young lord Gilles did refuse to concede his land to the dark. Upon a mighty charger he rode out against the foe, those faithful to his sword and to the lands upon his heel. Many of his proud knights did fall and join the land, but afore the tip of Gilles’ lance the canker devouring Bastonne was cleansed.”

From the Rise of Bretonnia and Gilles le Breton, scribed by Adelrond of Couronne

Monsters

Creatures so large and powerful that they normally do not form into units, but roam the battlefield on their own. In spite of this, due to their size, they function as Close Order units, rather than as Skirmishers. Monsters are split into two sub-categories:

Monstrous Creatures

There are many mighty and wondrous creatures in the Warhammer world that, whilst not large enough to shake the earth with their tread, are considerably larger than monstrous infantry or monstrous cavalry. Such beasts are referred to as 'monstrous creatures' and they are formidable foes.

Monstrous Creature Rules

Ridden Monster: Some characters can ride monstrous creatures, as explained on [page 204](#).

Lumbering: See *Heavy Chariots* entry, on [page 195](#).

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Monstrous Creature	-	-	As Starting Wounds

Behemoths

Behemoths are the largest beings in the Warhammer world. This category includes such terrors as mighty Dragons, be they noble or corrupted; Greater Daemons of Chaos, the most accursed of the Dark Gods' servants; towering Giants; lumbering constructs of science and sorcery, and far more besides.

Behemoth Rules

Ridden Monster: Some characters can ride behemoths, as explained on [page 204](#).

Lumbering: See *Heavy Chariots* entry, on [page 195](#).

Thunderstomp: Colossal feet and gigantic hooves do damage beyond imagining when they kick and stomp upon the enemy. Any Stomp Attacks made by a behemoth have an Armour Piercing characteristic of -2. However, this rule cannot be used against another monster (monstrous creature or behemoth) – they are simply too big to be stomped on effectively.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Behemoth	-	-	As Starting Wounds



Dragons

Dragons are amongst the oldest of all living creatures. They predate even the coming of the Old Ones, and rode the thermals of ancient volcanoes long before warm-blooded creatures ruled the world. Every land has its legends and folk tales concerning Dragons. In such tales, they are cruel and whimsical tyrants, given to the slaughter of peoples and the ruination of cities. Certainly, Dragons are capable of such things, for they are massive creatures of enormous strength, able to tear any foe to pieces with their formidable claws and fangs, and to immolate entire regiments of troops with a blast of their fiery breath.



War Machines

War machines such as cannon and bolt throwers are powerful weapons on the field of battle, able to pulverise whole regiments, breach stone walls or even slay fearsome monsters with a single, well-placed shot. The most commonly seen types of war machine are dealt with as weapons in greater detail in their own section (see [page 222](#)). War machines in general as a category of troop type have the following rules:



War Machine Rules

Split Profile (War Machine): A war machine consists of several models – the war machine itself and the crew that operate it, together making a single model. To represent this, a war machine model has a split profile, as described on [page 97](#). In game terms, this works as follows:

- This model is treated as a single model and, unless noted otherwise, any special rules that apply to one element (war machine or crew) apply to the other as well.
- In combat, use the Toughness and Wounds characteristics of the crew.
- When not in combat, use the Toughness and Wounds characteristics of the war machine.
- For each Wound the crew loses, it suffers a -1 modifier to its Attacks characteristic.
- When this model makes an Armour Save roll, it uses the crew's armour value.
- If either the crew or the war machine is reduced to zero Wounds, the model as a whole is removed from play.

“We’re Not Paid to Fight”: Should a war machine ever Break and flee from combat, its crew will abandon it to be wrecked by the enemy and beat a hasty retreat. Treat the model as having been completely destroyed and remove it from play.

Note that a war machine that loses a round of combat may Fall Back in Good Order or Give Ground as normal.

Weapon of War: War machines are built to be strong and durable rather than for speed and, as such, they are slow and cumbersome to move once erected. To represent this, war machines cannot march, declare a charge or make a pursuit move. Additionally, war machines suffer a -1 modifier to the result of any Flee roll they make (to a minimum of 1).

However, a war machine can pivot freely at any time during its turn (the better to face the enemy) and may make a follow up move as normal. Should a war machine pivot, it does not count as having moved.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
War Machines	-	-	As Starting Wounds



COMMAND GROUPS

Not all models within a unit are created equal. It is quite normal for warriors to march into battle under the leadership of a seasoned officer or brave champion, with banners flying proud in the mist-strewn air, the pounding of drums and bellow of horns driving the warriors onward. A unit's champion, standard bearer and musician are collectively referred to as the unit's 'command group'.



Most units can include a command group of some kind, as detailed in the relevant army list. Most can include what is referred to as 'full command' – a champion, standard bearer and musician – whilst others will only be able to include perhaps one or two of these options. Command group models are always purchased as upgrades to normal rank and file models in a unit, as described in the relevant army list.

Note that, for the purposes of any rule that refers to 'rank and file models', models belonging to a command group are considered to be rank and file models unless stated otherwise.

What's In A Title?

In most army lists, the term 'standard bearer' is used throughout, though the model in question might actually carry an icon, pennant or other such totem. Similarly, a 'musician' might bear a drum, flute, horn, zither, hurdy-gurdy or some other weird and wonderful instrument – they will still be described as a musician.

Champions differ somewhat – they will often be given a rank or name specific to their unit or army. Whatever this may be, they follow all the rules for a unit champion given here.

Position Within The Unit

Except in rare cases, a command group will be found in the forefront of the fighting, leading by example. Unless noted otherwise, the models that make up a unit's command group must be placed in the front rank of the unit, as close to the centre of the rank as possible. If the command group includes a standard bearer, this model should take precedence in the centre of the rank (or as close to the centre as is possible), with other members of the command group placed to either side.

Not Enough Room

Sometimes there is not enough room in the front rank for the command group to fit. Should this occur, as many command group models as possible must be placed in the front rank and any remaining models are placed in the rank behind.

"Make Way!"

If the unit turns or reforms, the command group automatically pushes its way back to the front. Accordingly, when a unit has completed its movement, the models that make up its command group must be repositioned into the new front rank.

"The allied armies of this great Empire are like the walls of a stout castle. These days, however, those alliances are worn so thin that the castle looks set to fall."

Albert Kornhammer, Priest of Sigmar



Champions

Most units can include just one champion, but some can include more. Champions are extremely skilled or tough, and comrades look to them for leadership and take pride in their prowess.

Characteristics

A unit's champion usually has slightly better characteristics than their fellows. These will be shown in the model's profile.

Equipment

Usually, champions count as having the same equipment as the other members of their unit, regardless of the equipment shown on the model. However, some champions do have the option to take equipment that is not available to other members of their unit. Where this is the case, it will be clearly stated.

Champions & Shooting

When a unit shoots, its champion must shoot at the same target, using their own characteristics.

Champions In Combat

In combat, a champion that is within the fighting rank fights as normal. Enemy models that are in base contact with a champion can direct attacks against that champion if they wish.

Champions & Challenges: Champions can issue and accept challenges in the same manner as a character (see [page 210](#)).

Champions As Casualties

Unlike other members of their unit, a champion can only be removed as a casualty under specific circumstances. If a champion is removed as a casualty, the model is removed and replaced with an ordinary rank and file model.

Shooting: A champion is not counted amongst casualties caused by enemy shooting unless:

- They are the last remaining model in the unit.
- They are targeted by an attack that allows a specific model within a unit to be targeted.
- They find themselves lying underneath a template.

“Look Out, Sir!”: If a champion is hit by a shooting attack, and if there are five or more rank and file models in the unit, the champion can make a “Look Out, Sir!” roll. To make a “Look Out, Sir!” roll, roll a D6. On a roll of 1, the champion is hit. On a roll of 2+, another member of the unit is hit in the champion's place.

Combat: A champion is not counted amongst casualties caused by enemy attacks in combat unless:

- They are the last remaining model in the unit.
- The attacks were directed against the champion by enemy models in base contact.

Note that any excess wounds inflicted upon a champion do not ‘spill over’ onto their unit.



Standard Bearers

A unit often fights beneath a standard or banner of some kind; a glorious token of their allegiance, history and pride. Such a standard is much treasured by the warriors that fight beneath it and they will battle all the harder whilst it still flies.

Characteristics & Equipment

A standard bearer always has the same characteristics as the other models in their unit. Similarly, they are always considered to be equipped in the same way as the other models in their unit.

In reality, a model that represents a standard bearer will likely be equipped differently, often not carrying a shield, or replacing a weapon with the standard, for example. Any such deficiency in terms of equipment is compensated for by the efforts of those around them to protect their standard.

Combat Result Bonus

As described in the Combat section, a unit with a standard will be inspired to fight all the harder. This determination to vanquish the foe is represented by a combat result bonus. If a unit includes a standard bearer, it may claim a bonus of +1 combat result point.

Trophies Of War

The standards of defeated enemies are highly prized as trophies, so an army will collect as many as it can, drawing great satisfaction from their enemy's shame. If a fleeing unit is run down by an enemy unit, or if a unit is destroyed in combat by an enemy unit, its standard is claimed as a trophy.

Standards claimed in this way are worth bonus Victory Points at the end of the battle (see [page 286](#)). Once a standard has been lost in this way, it cannot be reclaimed.

Note that if a unit is destroyed by any means other than being run down whilst fleeing or being destroyed in combat (by enemy shooting, for example), its banner is not claimed by the enemy as a trophy of war.

Standard Bearers As Casualties

If a standard bearer model is slain, another rank and file model belonging to the same unit, but that is not a command group model, will step forward to raise the fallen standard. Therefore, a unit cannot lose its standard bearer unless it and the champion (if there is one) are the last two remaining models in the unit. This applies even if the standard bearer is targeted by an attack that allows a specific model within a unit to be targeted, or finds themselves lying underneath a template.

If the only other remaining model in a unit is the champion, the standard bearer must be removed as a casualty before the champion.



Musicians

When an army marches, it does so to the inspirational beat of drums and blare of horns (or the *doot* of a spectral flute). For trained troops, a prearranged sequence of notes can carry as much information as a bellowed order, and can do so more clearly and with greater speed amidst the tumult of battle.

Characteristics & Equipment

A musician always has the same characteristics as the other models in their unit. Similarly, they are always considered to be equipped in the same way as the other models in their unit.

In reality, a model that represents a musician will likely be equipped differently, often carrying their instrument in place of weapons. Any such deficiency in terms of equipment is compensated for by the efforts of those around them to protect the musician, and by the damage that a heavy, brass-bound horn or drum can inflict upon the foe when swung in anger.

“Onwards To Victory!”

If, once the combat result has been calculated, both sides have the exact same number of points each, the side that has a musician in the front rank of one or more of its units may claim a bonus of +1 combat result point.

If, however, the opposing side has a musician also, the redoubled efforts (and almighty clamour) cancel each other out and neither side may claim this bonus.

Steadying Rhythm

If a fleeing unit contains a musician, it may apply a +1 modifier to its Leadership characteristic whenever it attempts to rally, up to a maximum of Leadership 10.

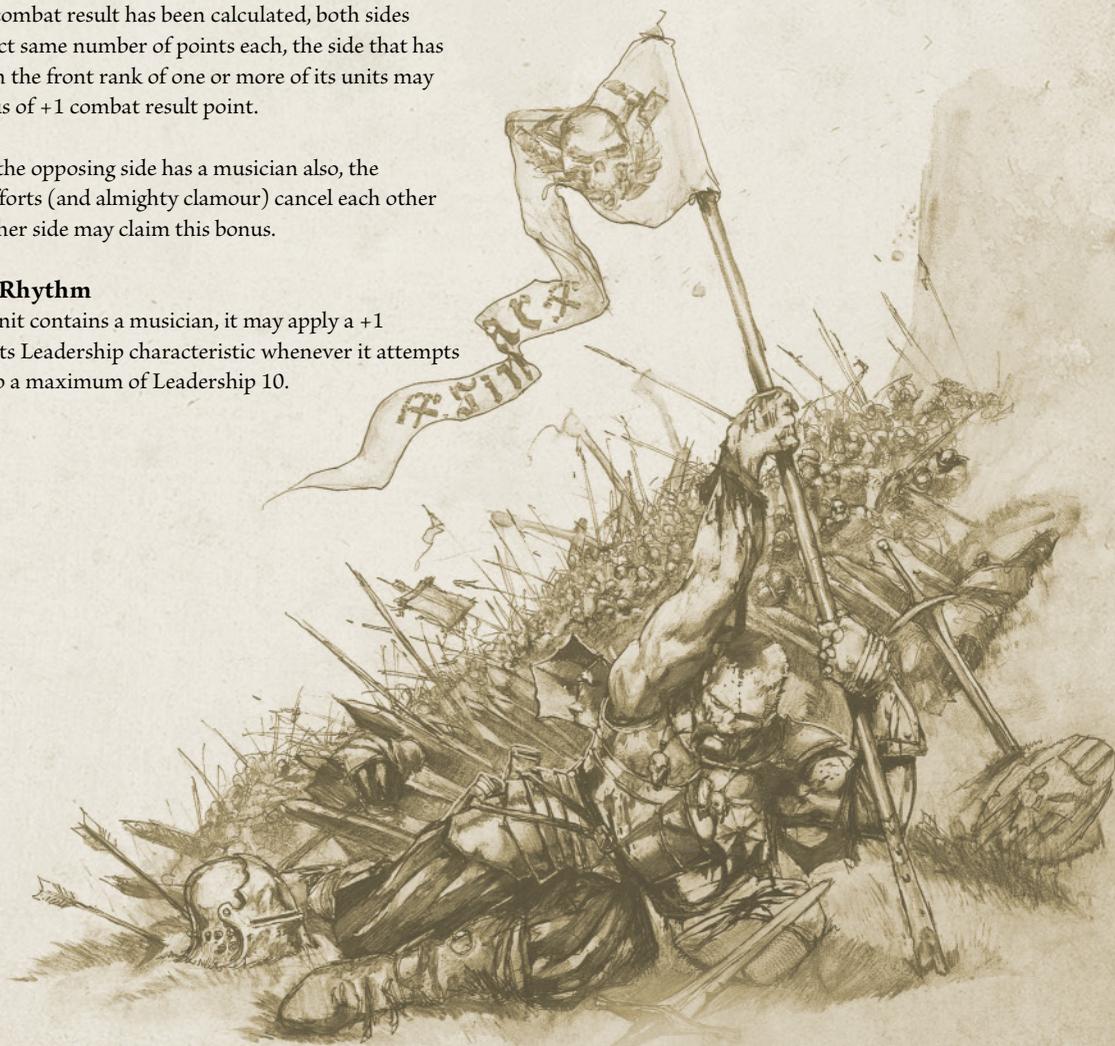
Quick Time

Should a unit that contains a musician wish to march whilst within 8" of an enemy unit, it may apply a +1 modifier to its Leadership characteristic, up to a maximum of Leadership 10, when making its Leadership test.

Musicians As Casualties

If a musician model is slain, another rank and file model belonging to the same unit, but that is not a command group model, will retrieve the fallen instrument and take their place. Therefore, a unit cannot lose its musician unless it, the standard bearer and the champion are the only remaining models in the unit. This applies even if the musician is targeted by an attack that allows a specific model within a unit to be targeted, or finds themselves lying underneath a template.

If the only other remaining models in a unit are the champion and standard bearer, the musician must be removed as a casualty before either.



CHARACTERS

The Warhammer world would not be what it is without the presence of great lords, valiant heroes and mighty Wizards. Such powerful individuals add a new dimension to your games of Warhammer: the Old World, either as inspiring leaders or skilled warriors able to trounce hordes of lesser fighters. Such potent personages are called 'characters'.



Characters are generally known by different names appropriate to their nation or race. Orc characters, for example, are known by suitably 'Orcy' names, such as Boss and Warboss, whilst the leaders of the Empire are Captains, Warrior Priests and Engineers.

The types of character available to an army will vary to reflect the personality of that army. Most races of the Warhammer world can call upon the services of powerful fighters and wise Wizards in equal measure, some have unique types of specialist character, and a few have jack-of-all-trades characters that are adept in many different aspects of war.



Character Models

Character models are a special type of unit that can either operate on their own, or that can join another unit belonging to their army. They usually have superior characteristic values compared to ordinary members of their race, often have a number of special rules (sometimes unique) and invariably have more options in terms of equipment, including access to highly prized magic items.

All character models will have the word 'Character' in brackets after their troop type. This indicates that a model is a character and, as such, follows the rules given here.

Command Range

All characters have a 'Command range'. This is used most often in conjunction with any special rules the character may have. A character's Command range is equal to their Leadership characteristic in inches. For example, a character with a Leadership characteristic of 7 would have a Command range of 7".

General & Battle Standard: The most important characters in any army are the General and Battle Standard Bearer. Such bold and inspirational leaders are natural commanders, able to hold together their forces even in the worst of situations. To represent their importance, your General and Battle Standard Bearer each have a Command range of 12", regardless of their Leadership characteristic.

If your General or Battle Standard Bearer has the Large Target special rule or is mounted on a model with this special rule (as described on [page 172](#)), their Command range is increased further; from 12" to 18".

The General

Every army is led by a General, a heroic character to whom command of the army has been entrusted. The General model is a miniature representation of you as the controlling player – they are your physical avatar upon the battlefield and the heart of your army.

Selecting Your General

The General is the character in your army with the highest Leadership. If more than one character shares the highest Leadership value, you may choose which one is the General when writing your muster list. You must tell your opponent which model is your General before deploying your army.

Note that a character with the Loner special rule cannot be your General.

Inspiring Presence: Warriors fight all the better under the stern gaze of their General. Unless your General is fleeing, all friendly units within their Command range can use their Leadership characteristic instead of their own (so rally your General first!).



The Battle Standard

Armies often include a Battle Standard Bearer – a trusted warrior who holds aloft the General's personal heraldry. A Battle Standard Bearer is a rallying point for the army, from which friendly soldiers can take heart and draw strength.

The Battle Standard Bearer Model

A Battle Standard Bearer is a heroic model carrying a particularly impressive banner, and it will be presented as an option in your chosen army list. The Battle Standard is carried by a character model and, unless specified otherwise, the model that carries the Battle Standard cannot be the General.

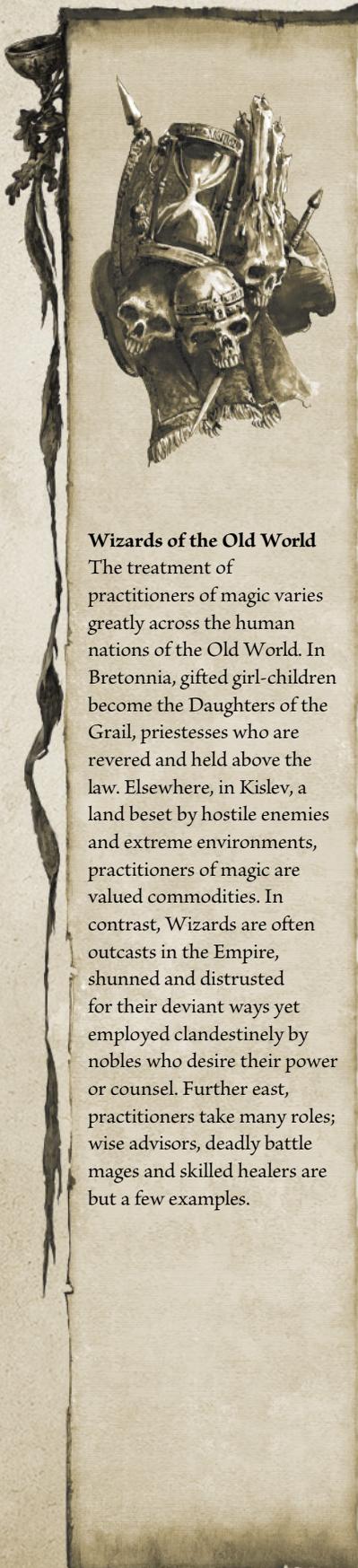
Unlike normal standards, the Battle Standard is lost if the bearer is slain – other models cannot pick it up, even if they are in the same unit.

Combat Result Bonus: A Battle Standard grants a bonus of +1 combat result point. Unlike other standards, a Battle Standard grants this bonus even if another standard is present. If, by some unusual circumstance, there are two Battle Standards on the same side in the combat, you can only count the bonus for one.

“Hold Your Ground”: To represent the Battle Standard's steadying presence, unless your Battle Standard Bearer is fleeing, friendly units within the Battle Standard Bearer's Command range may re-roll any failed Panic or Rally test. In addition, friendly units within the Battle Standard Bearer's Command range may re-roll the 2D6 when making a Break test. However, you must accept the result of the second roll, even if it is worse than the first.

“We stood with the Dwarfs as one that day. It was an unspoken code of honour that would not go forgotten.”

Chief Ragni of the Jeutones



Wizards of the Old World

The treatment of practitioners of magic varies greatly across the human nations of the Old World. In Bretonnia, gifted girl-children become the Daughters of the Grail, priestesses who are revered and held above the law. Elsewhere, in Kislev, a land beset by hostile enemies and extreme environments, practitioners of magic are valued commodities. In contrast, Wizards are often outcasts in the Empire, shunned and distrusted for their deviant ways yet employed clandestinely by nobles who desire their power or counsel. Further east, practitioners take many roles; wise advisors, deadly battle mages and skilled healers are but a few examples.

Characters & Troop Type

Just like any other model, character models have a troop type. In most cases, this will be a sub-category of 'infantry', although some characters, such as Greater Daemons of Chaos, are so large that their troop type will be a sub-category of 'monster'. In addition, the majority of characters can be mounted in some way and, if they are, their troop type will change accordingly.

Mounted Characters

Many characters ride into battle atop a mount of some kind. In most cases, this will be something quite straightforward like a warhorse, giant wolf or boar. In other cases, the character will have the option to ride atop a monster or a chariot, chosen from elsewhere within their army list.

Characters & Cavalry Mounts

If a character has a cavalry mount (be it 'light', 'heavy' or 'monstrous'), the model is treated as being of the mount's sub-category of troop type. Not unlike any other mounted model, a mounted character will have a split profile, as described on page 97, with the following addition:

- When moving, this model uses the Movement characteristic of the mount.

Improved Characteristics: Some cavalry mounts are big and tough enough that being mounted upon one will increase the character's Toughness and/or Wounds characteristics. In such cases, this will be noted within the mount's profile.

Characters & Ridden Monsters

If a character is mounted upon a ridden monster (be it a 'monstrous creature' or a 'behemoth'), the whole model is treated as being of the mount's sub-category of troop type.

Split Profile (Ridden Monster): Not unlike any other mounted model, a character that is mounted upon a Ridden Monster will have a split profile, as described on page 97. In game terms, this works as follows:

- Unless noted otherwise, any special rules that apply to one element (character or mount) apply to the other as well.
- This model uses the Movement characteristic of the mount.
- The character and mount each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics, and their own weapons.
- In combat, all enemy rolls To Hit are made against the character's Weapon Skill.
- Impact Hits and/or Stomp Attacks use the mount's Strength.
- When this model makes an Armour Save roll, it may use either the mount or the character's armour value, whichever is better.
- If the character is reduced to zero Wounds, the model as a whole is removed from play.

Improved Characteristics: Ridden monsters are invariably huge and fearsome beasts, and being mounted upon one will increase the character's Toughness and/or Wounds characteristics. In such cases, this will be noted within the mount's profile.



Characters & Chariot Mounts

If a character is mounted upon a chariot (be it 'light' or 'heavy'), the whole model is treated as being of the chariot's sub-category of troop type.

Split Profile (Chariot Mount): Not unlike any other chariot, a character that is mounted upon a chariot will have a split profile, as described on [page 97](#). In game terms, this works as follows:

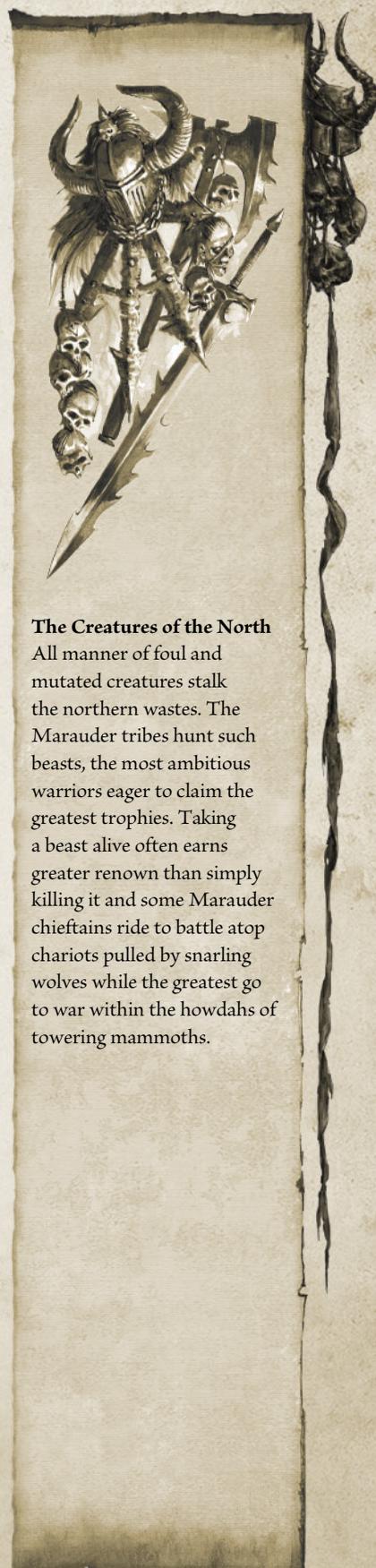
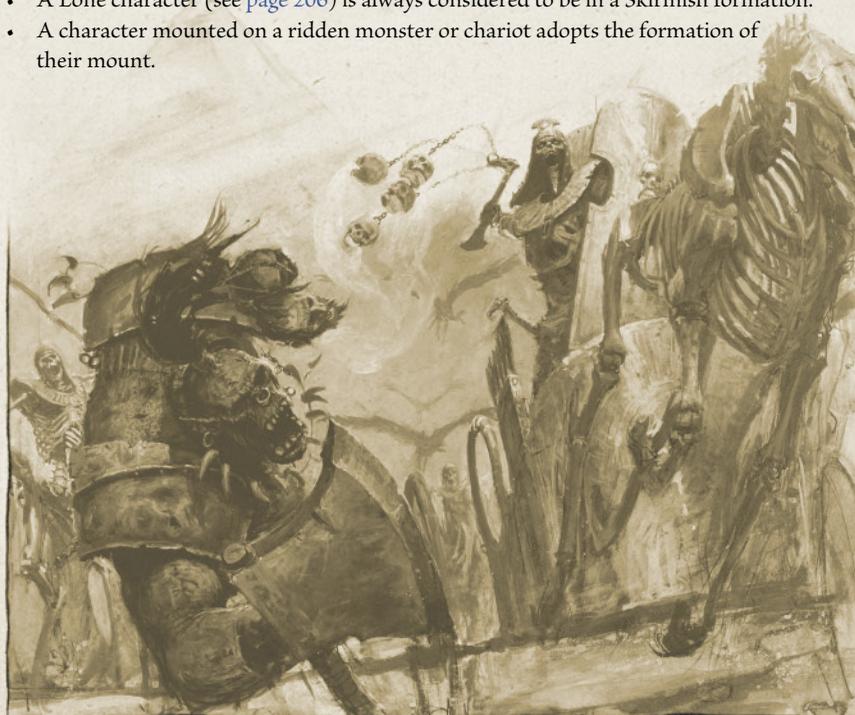
- Unless noted otherwise, any special rules that apply to one element (chariot, character, crew or beasts) apply to the others as well.
- This model uses the Movement characteristic of the beasts that draw the chariot or, if there are no beasts, of the chariot itself.
- The character, crew and beasts each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics, and their own weapons.
- In combat, all enemy rolls To Hit are made against the character's Weapon Skill.
- Impact Hits and/or Stomp Attacks use the chariot's Strength.
- Enemy rolls To Wound are made against either the chariot's or the character's Toughness, whichever is the highest.
- When this model makes an Armour Save roll, it may use either the chariot's or the character's armour value, whichever is better.
- If the chariot is reduced to zero Wounds, the model as a whole is removed from play.

Improved Characteristics: When a character mounts a chariot, they join its crew, bolstering their strength, fighting ability and survivability. To represent this, the Wounds characteristic of the character is added to that of the chariot. For example, if a character with W3 is mounted upon a chariot with W4, the model would have seven Wounds.

Characters & Formations

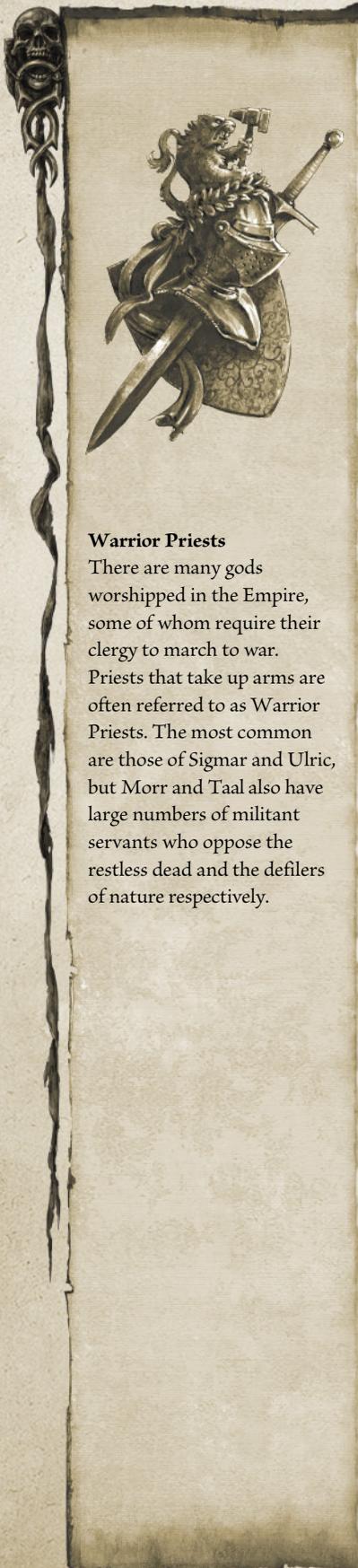
Character models rarely have any formation special rules. Instead:

- A character that has joined a unit adopts the formation of that unit.
- A Lone character (see [page 206](#)) is always considered to be in a Skirmish formation.
- A character mounted on a ridden monster or chariot adopts the formation of their mount.



The Creatures of the North

All manner of foul and mutated creatures stalk the northern wastes. The Marauder tribes hunt such beasts, the most ambitious warriors eager to claim the greatest trophies. Taking a beast alive often earns greater renown than simply killing it and some Marauder chieftains ride to battle atop chariots pulled by snarling wolves while the greatest go to war within the howdahs of towering mammoths.



Warrior Priests

There are many gods worshipped in the Empire, some of whom require their clergy to march to war. Priests that take up arms are often referred to as Warrior Priests. The most common are those of Sigmar and Ulric, but Morr and Taal also have large numbers of militant servants who oppose the restless dead and the defilers of nature respectively.

Lone Characters

Whilst many characters ride to battle aboard a chariot or atop a monster, many more bold leaders and dangerous fighters prefer to move around the battlefield as individuals, fighting a solitary battle against the foe:

- Any character whose troop type is 'infantry' or 'cavalry' and that has not joined a unit is considered to be a 'Lone character'.

During the course of a game, a Lone character may join a friendly unit (see page 207), bringing their might and leadership to the unit to strengthen its ranks. Upon joining a unit, a character ceases to be a Lone character.

A Lone character benefits from the following rules:

Evade

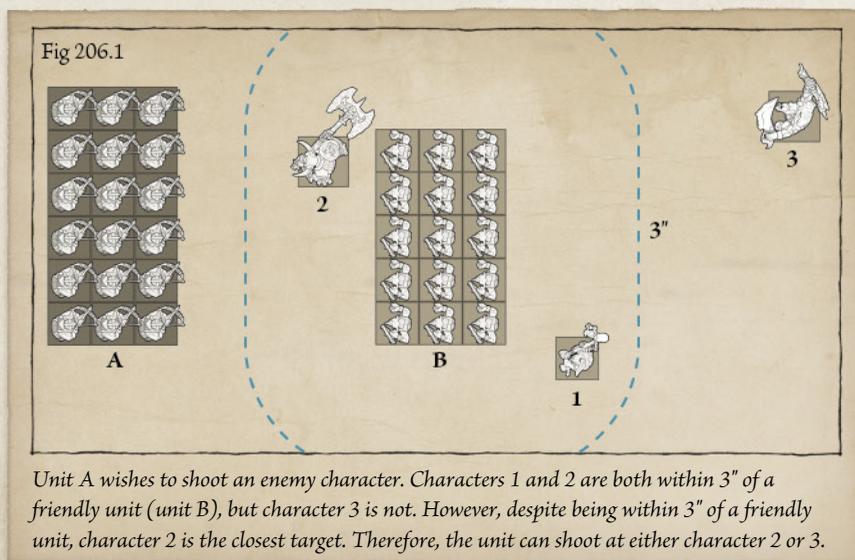
Lone characters are able to move quickly out of harm's way. Unless they are fleeing or engaged in combat, a Lone character that would be contacted by an enemy unit that is making a pursuit move may attempt to 'evade'.

Before moving the enemy unit, make an Initiative test for the character. If this test is passed, the character may move a number of inches up to their Movement characteristic, away from any enemy units (i.e., the character cannot end this movement closer to any enemy unit than they were before moving). Once this move is complete, the enemy unit completes its pursuit move.

Targeting Lone Characters

A Lone character might offer a desirable target for enemy shooting or spell casting, but picking out any one individual from the bustle of the enemy battle line is difficult to say the least. Unless the character obliges the enemy by standing out in the open, that is.

A Lone character cannot be targeted by enemy shooting or by enemy spells whilst it is within 3" of a friendly unit (that is not itself fleeing) that contains five or more models of the same troop type as the character (i.e., 'infantry' or 'cavalry'), unless the Lone character is the closest target.



Characters & Units

Unless somehow prevented (by a special rule or by their troop type, for example), most characters can join a friendly unit. A character can join a friendly unit:

- During deployment, by being placed with the unit.
- During the Remaining Moves sub-phase, by moving into base contact with a unit that is not engaged in combat or fleeing.

A unit cannot move after being joined by a character during the Remaining Moves sub-phase. However, the unit only counts as having moved if it did so before the character moved to join it.

Note that a unit can be joined by more than one character, but two characters cannot join one another to form an ad hoc unit.

Unit Strength: Upon joining a unit, and for as long as they remain part of it, a character adds their Unit Strength to that of the unit.

Spells: When a character joins a unit that is under the effect of a spell that affects the entire unit, the character becomes likewise affected. Similarly, if a character is under the effect of a spell that is able to affect a unit, the unit joined becomes likewise affected.

Fleeing units: Should a unit joined by a character flee, the character must flee with it (regardless of any special rules the character may have that would normally prevent it from fleeing). If the unit is run down by an enemy whilst fleeing, the character is slain as well.

Positioning Characters

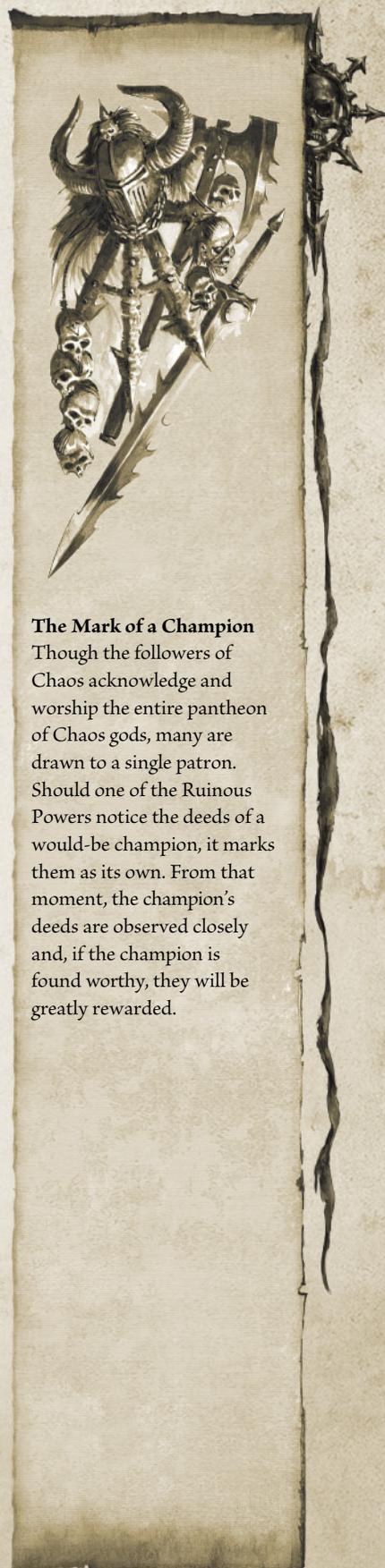
When a character joins a unit they are placed in its front rank, displacing one or more rank and file models (not including command group models) to the rear rank as required, as shown in Fig 207.1. If the character's base does not fit neatly within the unit's ranks, position the model on the unit's flank, adjacent to, and in base contact with, its front rank.

Should a unit turn or reform, any character models within, or adjacent to, its front rank must be repositioned into, or adjacent to, the new front rank once the unit's movement is complete.

If there is no room for a character within a unit's front rank, it is placed in the rear rank.

Leaving A Unit

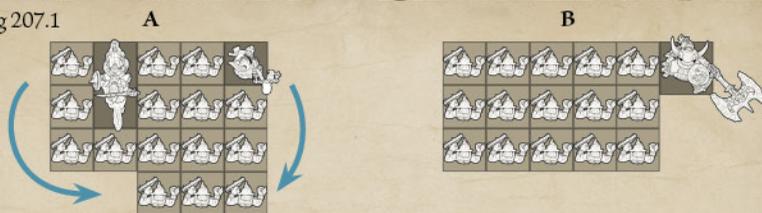
A character can leave a unit during the Remaining Moves sub-phase by simply moving away from the unit before the unit makes its own move. However, if the unit cannot move in this phase for any reason, the character cannot leave it. Once they have moved away, a character is no longer joined to the unit.



The Mark of a Champion

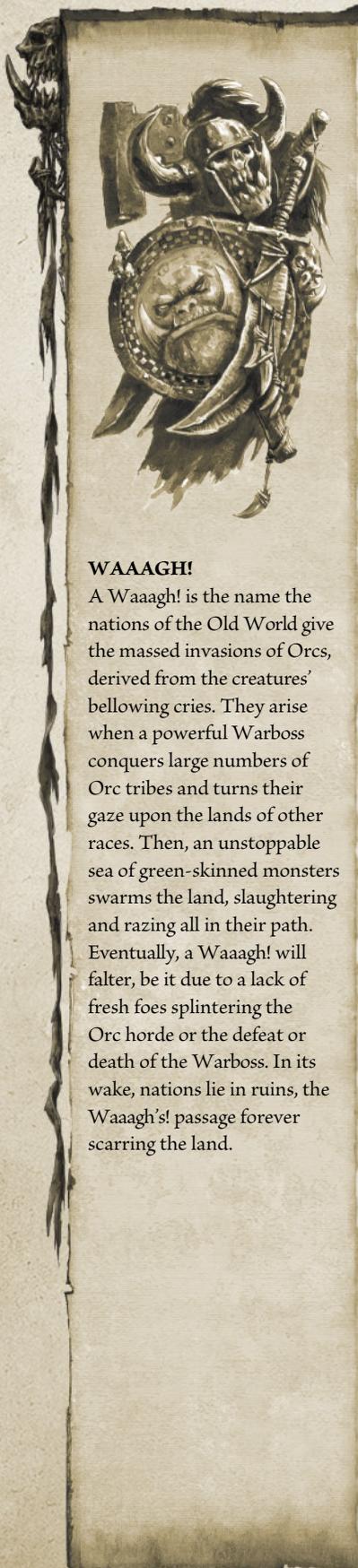
Though the followers of Chaos acknowledge and worship the entire pantheon of Chaos gods, many are drawn to a single patron. Should one of the Ruinous Powers notice the deeds of a would-be champion, it marks them as its own. From that moment, the champion's deeds are observed closely and, if the champion is found worthy, they will be greatly rewarded.

Fig 207.1



Unit A has been joined by two characters which are placed within the front rank of the unit, displacing a total of three rank and file models to the rear rank.

Unit B has been joined by a character that will not fit neatly within its ranks. Therefore, the character model is positioned on the unit's flank, adjacent to, and in base contact with, the front rank.



WAAAGH!

A Waaagh! is the name the nations of the Old World give the massed invasions of Orcs, derived from the creatures' bellowing cries. They arise when a powerful Warboss conquers large numbers of Orc tribes and turns their gaze upon the lands of other races. Then, an unstoppable sea of green-skinned monsters swarms the land, slaughtering and razing all in their path. Eventually, a Waaagh! will falter, be it due to a lack of fresh foes splintering the Orc horde or the defeat or death of the Warboss. In its wake, nations lie in ruins, the Waaagh!'s passage forever scarring the land.

Measurement

Distances to or from a unit that has been joined by a character are measured from the unit as a whole, taking into account any character models positioned adjacent to the unit.

When required to measure to or from the character (for example, when measuring the character's Command range), measure from the model itself as normal.

Unit Facing & Line Of Sight

Both line of sight to or from a unit that has been joined by a character, and its vision arcs, are determined from the unit as a whole, taking into account any character models positioned adjacent to the unit.

When required to determine line of sight for the character (for example, when casting a spell), do so from the character model itself as normal. In such cases, the unit does not block the character's line of sight.

If required to determine line of sight to the character, do so to the character model itself. In such cases, the unit may block line of sight to the character.

Movement

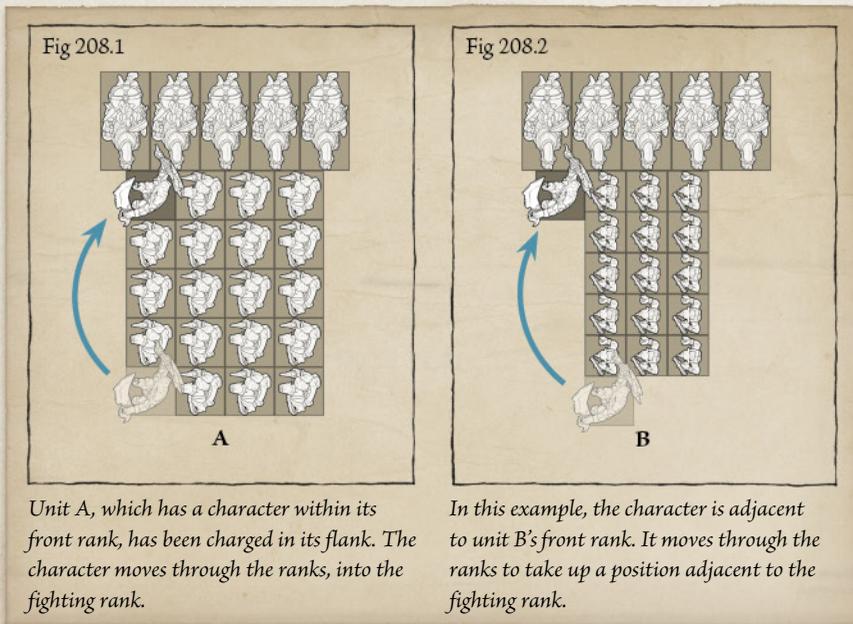
A unit that has been joined by a character moves as normal, the character model moving as part of the unit. A character model that is positioned adjacent to the unit must remain adjacent to, and in base contact with, the front rank of the unit at the end of its movement.

A unit that has been joined by a character always uses the Movement characteristic of the slowest model. If either is subject to any movement restrictions, these apply to both. For example, if a unit with M8 is joined by a character with M4, the unit can only move 4".

Moving Through The Ranks

A character whose unit is engaged in combat may sometimes be required to 'move through the ranks'. To do so, simply move the character model (displacing other models as required) so that it occupies the desired space, within or adjacent to the appropriate rank, as shown in Fig 208.1 and 208.2.

A character that moves through the ranks to occupy a space anywhere other than within the front rank of their unit must return to their previous position immediately once their unit is no longer engaged in combat.



Characters & Shooting

If a character equipped with a missile weapon has joined a unit equipped with missile weapons, both must shoot at the same target, using their own characteristics.

Note that this only applies to missile weapons, not to Magic Missile or Magical Vortex spells.

Enemy Shooting: A character that has joined a unit cannot be hit by enemy shooting unless:

- They are targeted by an attack that allows a specific model within a unit to be targeted.
- They find themselves lying underneath a template.
- There are fewer than five rank and file models in the unit.

If there are fewer than five rank and file models in the unit, the controlling player must first allocate hits to the unit until one hit has been allocated to each model it contains. Any remaining hits are divided as equally as possible between the character(s) and the unit.

“Look Out, Sir!”: If a character is hit by a shooting attack, and if there are five or more rank and file models in the unit, the character can make a “Look Out, Sir!” roll. To make a “Look Out, Sir!” roll, roll a D6. On a roll of 1, the character is hit. On a roll of 2+, a member of the unit is hit in the character’s place – resolve the hit against the unit.



Characters In Combat

Characters can always be found where the fighting is thickest. In combat, a character that has joined a unit:

- May, if they are not within the fighting rank when their combat is chosen during Step 1.1 of the Choose Combat & Fight sub-phase, and starting with characters belonging to the inactive player, move through the ranks to join the fighting rank.
- May, if they are within the fighting rank, make a number of attacks determined by their Attacks characteristic and their proximity to the enemy, as described on [page 146](#).
- Can direct their attacks against, or divide them between, any enemy models they are in base contact with.
- Can only be hit by enemy attacks (including Impact Hits or Stomp Attacks) that are directed against them, made by enemy models that are in base contact with them.
- Can only have Impact Hits or Stomp Attacks directed against them if there are fewer than five rank and file models in the unit.

Note that characters adjacent to a fighting rank are considered to be within it.

Too Many Characters: Unless a unit contains only a single rank, its fighting rank cannot contain more characters than it does rank and file models. If it does, one or more must ‘retire’ from combat. Upon retiring, a character:

- Moves through the ranks to take up a position away from the fighting rank.
- Cannot make any attacks or have attacks directed against them.
- Confers no benefits to the unit in the form of Leadership, special rules, or anything else.

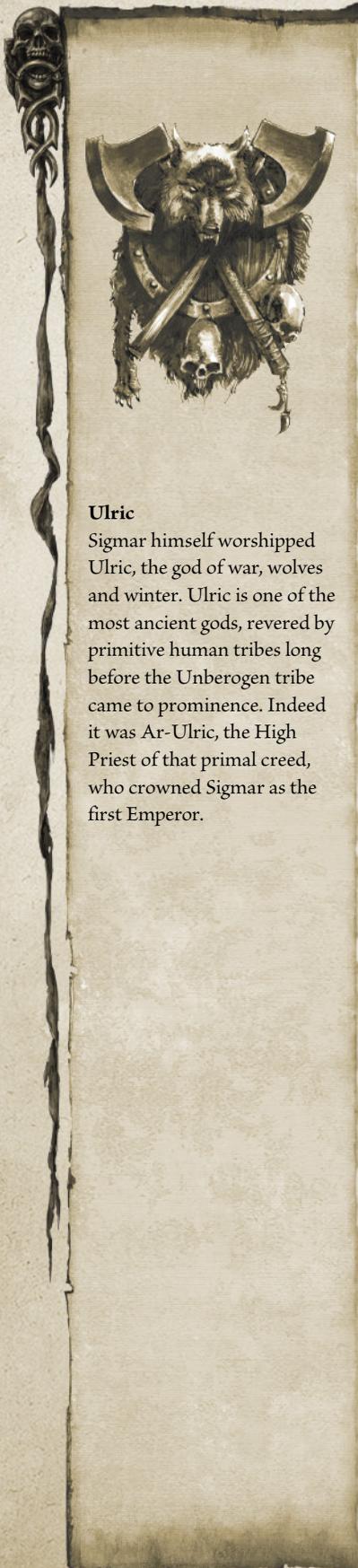
Excess Wounds

Excess wounds inflicted upon a unit do not ‘spill over’ onto any characters that have joined it, and vice versa.



Liche Priests

The Mortuary Cult of Nehekharu was commanded by the Great Land’s monarchs to conquer death and, over the course of several generations, their studies proved successful. The fifth generation of Liche Priests did not die, they merely withered and aged until they were little more than living corpses. Such was their mastery over ritual and sorcery, painstakingly developed over countless centuries, that their incantations bound the Winds of Magic to their will.



Ulric

Sigmar himself worshipped Ulric, the god of war, wolves and winter. Ulric is one of the most ancient gods, revered by primitive human tribes long before the Unberogen tribe came to prominence. Indeed it was Ar-Ulric, the High Priest of that primal creed, who crowned Sigmar as the first Emperor.

Challenges

Challenges between mighty characters and brave unit champions are a dramatic feature of Warhammer: the Old World, representing the final showdown between opposing warlords or hated rivals. It's not unusual for the result of a battle to hinge on who wins a challenge!

Issuing A Challenge

Challenges are issued when a combat is chosen during Step 1.1 of the Choose Combat & Fight sub-phase. Only one challenge can be issued per combat. The active player has the opportunity to issue a challenge first. If they choose not to, the inactive player can issue a challenge.

To issue a challenge, a player must nominate an eligible character or champion to be the challenger. To be eligible, the model must be within, or adjacent to, the fighting rank. If a player does not have an eligible model, no challenge can be issued.

Accepting A Challenge

Once a challenge has been issued, the opposing player can nominate an eligible character or champion to accept it. To be eligible, the model must be within, or adjacent to, the fighting rank. If a player does not have an eligible model, a challenge cannot be accepted.

Note that if there are no characters or champions in the enemy unit, any challenge issued goes unanswered.

Refusing A Challenge

A warrior that refuses a challenge will invariably attempt to hide from the foe. Thus is their cowardice revealed to all as they hastily retreat into the rear ranks of their unit.

If the opposing player refuses to accept a challenge, the player that issued the challenge may nominate one of the characters or champions that could have accepted it. The nominated model must immediately 'retire' from combat. Upon retiring, the nominated model:

- Moves through the ranks to take up a position away from the fighting rank.
- Cannot make any attacks or have attacks directed against them.
- Confers no benefits to the unit in the form of Leadership, special rules, or anything else.

Once a character or champion has been retired from combat in this way, they cannot return to the fighting rank whilst their unit is still engaged with the enemy model that issued the challenge – they are far too occupied with their cowardice!

Nowhere To Run

Sometimes, a challenge is simply impossible to refuse. A character or champion cannot refuse a challenge if:

- They are not part of a unit, or they are the last remaining model in a unit.
- They are part of a unit which is engaged in all four of its arcs (i.e., a unit that is completely surrounded).

In such cases, the character or champion has nowhere to run and nowhere to hide, and must meet their enemy's challenge.

Fighting A Challenge

Once a challenge has been accepted, the two combatants will direct all of their attacks against one another, in Initiative order. Whilst the challenge is ongoing, other models engaged in the same combat cannot direct their attacks against either of the duelling models.

If possible, the models engaged in the challenge should both be moved through the ranks and placed in base contact with one another, the better to reflect their heroic duel. However, sometimes this is just not practical, so it is perfectly acceptable to leave them in place.

Overkill

Seeing a mighty hero hacked to pieces by a despicable foe will certainly have an effect upon a unit's fighting spirit. If a character fighting in a challenge kills their opponent and causes more unsaved wounds than their opponent has Wounds remaining, then for each excess wound you may claim a bonus of +1 combat result point, up to a maximum of +5.

Note that this is an exception to the norm. Usually, only the number of Wounds lost is counted for the purposes of the combat result, not the number of unsaved wounds caused.

To The Death!

If both participants in a challenge survive the round of combat, and if the combat continues into the next player's turn, the challenge will also continue. Further challenges cannot be issued in that combat until the existing challenge has been resolved.

Challenges & Mounts

If either participant in a challenge is mounted, their mount (including the crew of a chariot) must direct its attacks against the other participant. If the rival participant is slain before a mount's attacks are made (because the mount has a lower Initiative, for example), the mount's attacks may be made against the rival as normal for the purposes of Overkill.



The Fauschlag

It is said that in times past Ulric led the Teutogen tribes to the heart of the deep forest, smashing asunder the peak of a tall mountain with his fist and leaving a great, flat plateau in its place. This is known today as the Fauschlag rock and it is here that the great city of Middenheim thrives, holding fast against the evils that stalk the Old World.



WEAPONS OF WAR

Across the grim and dangerous Old World and beyond, warriors employ many different types of weapons against a multitude of foes. From the well-wrought axes of the Dwarfs to the less-sophisticated choppas of the Orcs, every race has its favoured weapons.

It is usual for all the models in a unit to carry the same weapons. It is acceptable for models belonging to the command group to be differently armed for the sake of identification.

Weapon Profiles

Just like the models that carry them, all weapons have a profile. This includes the weapon's characteristics and lists any special rules it has:

	R	S	AP	Special Rules
Flail	Combat	S+2	-2	Requires Two Hands

Notes: A flail's Strength modifier applies only during the first round of combat.

The Sword of Khaine

Off the northern coast of Ulthuan sits the Blighted Isle, a dismal island upon which resides the Sword of Khaine. It is a weapon of terrible power that was once wielded by Aenarion, first of the Phoenix Kings and defender of Ulthuan when Chaos was first unleashed upon the world. Its form is mutable, changing to fit those who set eyes upon it. Embedded within the Shrine of Khaine, the Elven god of death, the weapon awaits the day a new wielder comes and the tide of death that will soon follow.

Range (R)

All weapons have a Range characteristic, telling you at what distance the weapon can be used:

- If the weapon's Range is 'Combat', the weapon can only be used in combat, against enemies the wielder is engaged with.
- If the weapon's Range is a number of inches, the weapon is a missile weapon, used to shoot at the enemy. The number given indicates the weapon's maximum range.
- If the weapon has two Range characteristics, both shown as a number of inches, the first is its minimum range, the second its maximum. For example, a stone thrower has a Range of 12-60", meaning it can only shoot at things which lie between 12" and 60" away. Anything less than 12" away is too close.

Strength (S)

The weapon's Strength is used when making rolls To Wound against the enemy. For missile weapons, this is shown as a simple numerical value. For combat weapons this may be shown as 'S', indicating that the Strength of the wielder is used, or as 'S' with a modifier (for example, 'S+2'), meaning the Strength of the wielder is used but with a modifier applied.

Armour Piercing (AP)

This shows how good the weapon is at punching through armour. This is always a negative modifier, which is applied to the dice rolled when making an Armour Save roll.

Special Rules

Many weapons confer a universal special rule to attacks made by their wielder (as described on page 165).

Notes

Some weapons have notes specifying when they can be used (such as during a turn in which the wielder charged), when their modifiers apply (such as only during the first round of combat), or what type of model can wield them (such as 'models whose troop type is 'cavalry' only'). In addition, some weapons have their own unique rules. Such notes and any unique rules are contained here.

Combat Weapons

The following pages detail some of the many types of combat weapon found in the Warhammer world. Unusual weapons that are specific to individual races or armies are covered in the army list for that particular race.

More Than One Combat Weapon

Many models carry two or more combat weapons, giving them a choice of which to use upon entering the fray:

- If a unit is equipped with two or more combat weapons, you must choose which it will use when its combat is chosen during Step 1.1 of the Choose & Fight Combat sub-phase.
- The entire unit, including command, must use the same weapon (with the possible exception of units with the Motley Crew special rule). Characters can always choose separately – they are not obliged to use the same weapon as a unit they have joined.
- If a unit champion has the option to be equipped differently to the rest of their unit, they can choose which weapon they will use separately.
- Unless the weapon itself states otherwise (as do lances, for example), a unit cannot change weapons between rounds of combat if it remains locked in place and engaged in combat. The weapon chosen for the first round of a combat (i.e., the first round fought following a charge) must be used for the duration of the combat.

Hand Weapons

Even the most poorly prepared warrior will arm themselves with a hand weapon, such as a simple sword or axe. It may even be that the model's natural weapons, such as teeth and claws, fulfil this role. Regardless of the form it takes, almost every model, even a cavalry mount, is considered to be armed with a hand weapon with the following profile:

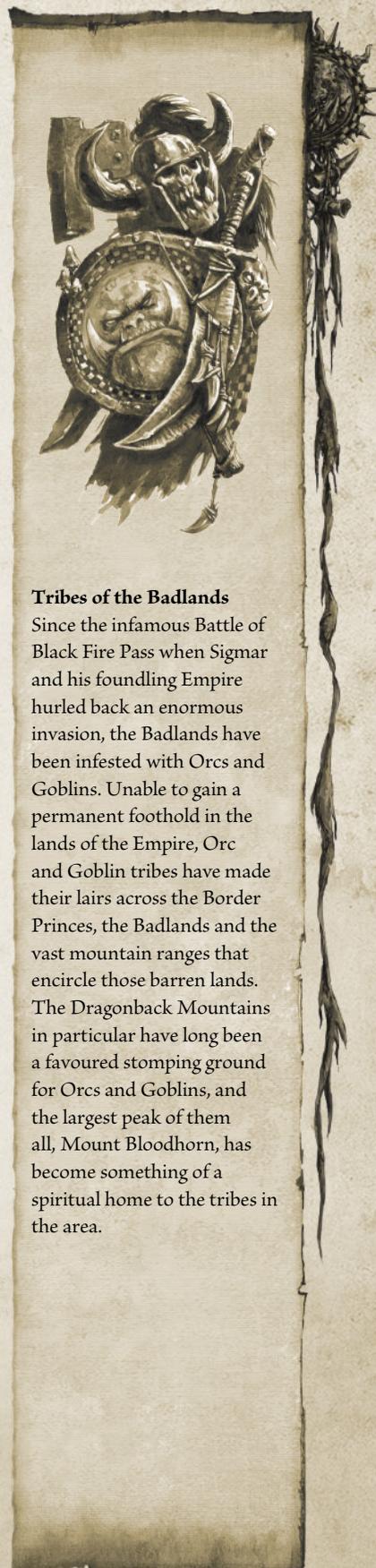
	R	S	AP	Special Rules
Hand Weapon	Combat	S	-	-

Notes: Unless specified otherwise, all models are assumed to be equipped with a hand weapon.

Two Hand Weapons/Additional Hand Weapon

Not content with a single hand weapon, some warriors carry two – one in each hand – the better to rain blows down upon their foes.

	R	S	AP	Special Rules
Two/additional hand weapon	Combat	S	-	Extra Attacks (+1), Requires Two Hands



Tribes of the Badlands

Since the infamous Battle of Black Fire Pass when Sigmar and his founding Empire hurled back an enormous invasion, the Badlands have been infested with Orcs and Goblins. Unable to gain a permanent foothold in the lands of the Empire, Orc and Goblin tribes have made their lairs across the Border Princes, the Badlands and the vast mountain ranges that encircle those barren lands. The Dragonback Mountains in particular have long been a favoured stomping ground for Orcs and Goblins, and the largest peak of them all, Mount Bloodhorn, has become something of a spiritual home to the tribes in the area.





The Old Alliance

The alliance of Men and Dwarfs stretches back to the time of Sigmar, before the founding of the Empire. As a young man, Sigmar saved Kurgan Ironbeard – then High King of the Dwarfs – leading both Man and Dwarf to pledge to aid one another in times of war. Soon after came the Battle of Black Fire Pass, where Sigmar and King Kurgan threw back a vast horde of Orcs. The alliance, though tested at times, has remained strong ever since with Man and Dawi marching side by side against their foes many times.

Flail

A flail is a cumbersome, heavy weapon used with both hands. It consists of heavy weights, often spiked, attached to a pole or handle by heavy chains. A flail drains the user's stamina quickly, but is incredibly destructive nonetheless, its impact smashing shields and splintering bones.

	R	S	AP	Special Rules
Flail	Combat	S+2	-2	Requires Two Hands

Notes: A flail's Strength modifier applies only during the first round of combat.

Great Weapon

Great weapons are especially large and heavy weapons wielded with both hands. This includes great hammers, great axes, two-handed swords and so forth. A blow from a great weapon can cut a foe in half and shatter the thickest armour.

	R	S	AP	Special Rules
Great weapon	Combat	S+2	-2	Armour Bane (1), Requires Two Hands, Strike Last

Halberd

The halberd is a heavy bladed weapon, mounted on a sturdy shaft. The steel blade has a point like a spear and a heavy cutting edge like an axe which, in the hands of a trained soldier, can cut through armour with alarming ease. It is held in both hands and used to chop as well as thrust.

	R	S	AP	Special Rules
Halberd	Combat	S+1	-1	Armour Bane (1), Requires Two Hands



Morning Star

A morning star is a single-handed weapon that consists of one or more spiked balls on a chain. Like the larger flail which it resembles, it is a tiring weapon and its advantage lies in the initial flurry of combat.

	R	S	AP	Special Rules
Morning star	Combat	S+1	-1	-

Notes: A morning star's Strength modifier applies only during the first round of combat.

Whip

Consisting of one or more long lengths of braided leather fitted to a stout handle, in the hands of a skilled user a whip can cause terrible injuries. When sharpened blades and hooked spikes are added, it can inflict truly devastating, often fatal, injuries.

	R	S	AP	Special Rules
Whip	Combat	S	-	Fight in Extra Rank, Strike First

Spears

Often called the king of weapons, spears are the most diverse type of weapon found in the Warhammer world. From long, elegant, thrusting spears favoured by serried ranks of infantry, to short, heavy, throwing spears preferred by hunters and skirmishers.

Lance

A lance is a long, heavy spear, wielded to devastating effect by charging cavalry. Couched under the arm of its wielder, the brutal point of a lance is driven into the foe with the full weight and momentum of the charge. Such a devastating weapon can make short work of even the toughest of enemies, which is just as well because few lances survive the first shock of impact!

	R	S	AP	Special Rules
Lance	Combat	S+2	-2	Armour Bane (1)

Notes: Models whose troop type is 'cavalry' or 'monster' only. A lance can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge) the model must use its hand weapon instead.

Cavalry Spear

Lighter than a lance, what cavalry spears lack in terms of shuddering impact on the charge they more than make up for in terms of versatility, enabling their wielders to bring their numbers to bear against the enemy.

	R	S	AP	Special Rules
Cavalry spear	Combat	S+1	-1	Fight in Extra Rank

Notes: Models whose troop type is 'cavalry', 'monster' or 'chariot' only. A cavalry spear's Strength and Armour Piercing modifiers apply only during a turn in which the wielder charged. A model wielding a cavalry spear cannot make a supporting attack during a turn in which it charged.

Throwing Spear

Short, heavy throwing spears are weapons favoured by hunters, be they on foot or mounted. In battle, they can be hurled over the heads of the front rank by those behind as their wielders charge, often to devastating effect, cutting down many foes before sword blades meet.

	R	S	AP	Special Rules
Throwing spear	Combat	S	-	Fight in Extra Rank

Notes: A throwing spear can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge) the model must use its hand weapon instead.

Thrusting Spear

The favoured weapon of massed infantry regiments. Although too long to be used effectively on the charge, thrusting spears are the ideal defensive weapon. Their length enables their wielders to fight in multiple ranks whilst keeping the enemy at a (comparatively) safe distance and robbing them of their impetus, forcing them to battle past jabbing spear tips to close the distance.

	R	S	AP	Special Rules
Thrusting spear	Combat	S	-	Fight in Extra Rank

Notes: Models whose troop type is 'infantry' only. A model wielding a thrusting spear cannot make a supporting attack during a turn in which it charged. During a turn in which it was charged in its front arc, a model wielding a thrusting spear gains a +1 modifier to its Initiative against the charging unit(s).



Runic Magic

Dwarfs are not magical by nature and only those Dawi who dwell in the Dark Lands prove capable of bending the Winds of Magic to their whim. However, the Dwarfs have no equal in forging and the binding of magic to their creations. Runesmiths bind the Winds to runes, potent sigils that harness and tame magic without hampering its destructive tendencies. A skilled artisan can enchant a suit of gromril into a nigh-impenetrable raiment, bestow a pickaxe with runes that guide it to metal veins and transform a simple hammer into a weapon capable of sundering the mightiest fortress.



Missile Weapons

The following pages list many of the most popular types of missile weapons seen in the Warhammer world. Unusual weapons that are specific to individual races or armies are covered in the army list for that particular race.

More Than One Missile Weapon

As with combat weapons, some models carry two or more missile weapons:

- If a unit is equipped with two or more missile weapons, you must choose which it will use when it is chosen to shoot during step 1 of the Shooting phase.
- The entire unit, including command, must use the same weapon. Characters can always choose separately – they are not obliged to use the same weapon as a unit they have joined.
- If a unit champion has the option to be equipped differently to the rest of their unit, they can choose which weapon they will use separately.

Bows

The humble bow is used extensively in warfare. It is a compact, long-ranged weapon that is, for the most part, cheap to make and easy to maintain. The many races of the Warhammer world use various types, each reflecting the preferences of their makers.

Longbow

A longbow is capable of firing at an incredible range and with quite alarming power. A skilled archer can hit an enemy from a great distance, only increasing in deadliness as the range shortens.

	R	S	AP	Special Rules
Longbow	30"	3	-	Armour Bane (1), Volley Fire

Shortbow

Small, short-ranged bows are favoured by light troops, cavalry and Goblins (who are too short to use a longbow). A skilled archer can load, draw and loose a shortbow without breaking stride, thanks to its compact design.

	R	S	AP	Special Rules
Shortbow	18"	3	-	Quick Shot, Volley Fire

Warbow

The most commonly seen type of bow can best be described as a 'warbow'. Often made from composite materials and cunningly recurved, a warbow is designed to transfer the strength of the archer directly into every shot.

	R	S	AP	Special Rules
Warbow	24"	S	-	Volley Fire

The Wurtbad Deathjacks

The Deathjacks are renowned archers who can track a foe at speed through any forest. First recorded on the Wurtbad roll of honour in the year 2004, the Deathjacks would scout ahead of the main Stirland army during the civil wars between the Three Emperors. Though dubbed the Muttonstickers or Thieving-jacks by their own comrades for their pillaging and poaching ways, the Deathjacks have continued in service to this day, recruiting the finest archers and woodsmen out of the Great Forest.



Black Powder Weapons

Considered the cutting edge of weapon technology in many human realms, black powder has long been utilised by the Dwarfs and by several human nations. Black powder weapons are overly large and noisy, though the craftsmanship that goes into their construction is considerable.

Handgun

A handgun is a simple firearm, consisting of a metal barrel mounted on a wooden stock. More advanced versions boast complex mechanisms of levers and springs. Others rely on a long, slow burning fuse soaked in saltpetre to ignite the powder. Handguns have a respectable range and hit very hard, making them valued weapons indeed.

	R	S	AP	Special Rules
Handgun	24"	4	-1	Armour Bane (1), Ponderous

Pistol

Pistols are smaller versions of handguns, made using similar methods. Their smaller form means that, whilst their range is reduced, they can be wielded single-handed, and their heft makes them effective clubs to be used at close quarters once their charge is spent.

	R	S	AP	Special Rules
Pistol	12"	4	-1	Armour Bane (1), Quick Shot

Brace Of Pistols

Warriors that can do so will enter battle with a matched pair of pistols (or more), enabling them to snap off multiple shots. In combat, a skilled duellist can shoot, club, parry and jab with their pistols.

Brace of Pistols	R	S	AP	Special Rules
Ranged	12"	4	-1	Armour Bane (1), Multiple Shots (2), Quick Shot
Combat	Combat	S	-	Extra Attacks (+1), Requires Two Hands

Notes: A brace of pistols has two profiles, representing how the weapons are used in combat.

Repeater Guns

Some believe that more is better, and what could be better than a multi-barrelled gun? A repeater gun consists of several barrels welded together. They look splendid, but are time consuming to load.

	R	S	AP	Special Rules
Repeater handgun	24"	4	-1	Armour Bane (1), Multiple Shots (3), Ponderous
Repeater pistol	12"	4	-1	Armour Bane (1), Multiple Shots (3), Quick Shot



The Carroburg Greatswords

The Carroburg Greatswords first earned their reputation during the Siege of Carroburg in IC 1865. After holding the breach for a full day against the army of Middenland, the surviving members of the regiment changed their uniforms from the white of Reikland to a deep, visceral red to honour that most blood-drenched of victories.





Geheimnisnacht

There is a night every year that is viewed as an accursed eve within the Old World – Geheimnisnacht. It is the only night of the year when the moon of Morrslieb is always full. When the sickly green moon hangs brightly in the sky, it is said the dead stir within their graves and the servants of dark gods roam the land. Each Geheimnisnacht, the ordinary folk bar their doors and windows, stoke their fires high and pray to their gods that they will survive to see the dawn.

Crossbows

A crossbow consists of a short, strong bow stave mounted on a wooden or metal stock. They are heavy weapons that are slow to load, and it requires considerable strength to wind back the string of a crossbow. They make up for this with their tremendous range and power.

Crossbow

The average crossbow is brutally powerful and relatively easy to use. Compared to handguns, they are quick and easy to manufacture and to learn the use of. All told, this makes them the ideal weapon for large regiments and poorly trained conscripts in provincial armies.

	R	S	AP	Special Rules
Crossbow	30"	4	-	Armour Bane (2), Ponderous

Repeater Crossbow

To address how slow crossbows are to load, some races have experimented with repeater crossbows. Sacrificing raw power for speed, the strings of repeater crossbows can be levered back quickly, ready for a fresh bolt to drop into place from a hopper mounted atop the weapon.

	R	S	AP	Special Rules
Repeater crossbow	24"	3	-	Armour Bane (1), Multiple Shots (2)

Repeater Handbow

Based on the same principles as a repeater crossbow, a repeater handbow is a small, rapid-firing weapon. Such weapons lack strength and range, and they are prone to malfunction, but this is more than compensated for by their versatility. In fact, such is their versatility that some warriors arm themselves with a brace, enabling them to deliver a withering amount of fire. Such weapons are favoured by assassins for their discreet size and almost silent operation.

	R	S	AP	Special Rules
Repeater handbow	12"	3	-	Multiple Shots (2), Quick Shot
Brace of repeater handbows	12"	3	-	Multiple Shots (4), Quick Shot



Thrown Weapons

The most simple type of missile weapon is one that is thrown at the enemy. Yet for how simple such weapons are in principle, great variety and ingenuity can be seen in their design. Some are light, enabling the user to throw them a considerable distance; others are heavy, intended to hit with huge impact. Still others employ a secondary lever, enhancing the strength of the wielder's arm.

Throwing Weapons

Throwing weapons, such as stars and knives, are small, easily concealed weapons and, consequently, they are favoured by assassins and lightly armed infiltrators. Despite being short ranged, such weapons can be used at a run.

	R	S	AP	Special Rules
Throwing weapon	9"	S	-	Multiple Shots (2), Move & Shoot, Quick Shot

Javelin

The javelin is a light spear designed for throwing, which is far too flimsy to be used in hand-to-hand fighting. It is not a particularly common weapon as it has a short range, but it is popular enough amongst the light troops of several races.

	R	S	AP	Special Rules
Javelin	12"	S	-	Move & Shoot, Quick Shot

Sling

Not truly a throwing weapon, slings consist of a looped string of cloth or leather into which a stone is placed and then launched with surprising strength and accuracy. The sling itself greatly increases how far a stone can be thrown, and with how much force. Skilled users can launch rapid volleys of shots with barely a break in their stride.

	R	S	AP	Special Rules
Sling	18"	3	-	Multiple Shots (2)

Throwing Axe

Throwing axes are keenly balanced weapons that can be thrown accurately despite their weight. Despite this, even the strongest warrior cannot throw such a hefty weapon very far. Yet if a throwing axe hits its target, the effect can be quite devastating.

	R	S	AP	Special Rules
Throwing axe	9"	S+1	-	Quick Shot



The Southlands

Far to the south of the Empire, past the ragged Badlands and beyond the parched Lands of the Dead, lie the jungles of the Southlands. In the Old World, little is known of this land, a fact which has piqued the interest of countless bands of treasure seekers; the abandoned hold of Karak Zorn; the lost temple-city of Zlatlan; the haunted streets of the Temple of Skulls. Each supposedly offers great wealth to those brave enough to dare the thick jungle, though few return alive from such foolhardy expeditions.



Armour

Few warriors venture onto the battlefield without some measure of protection, be it only a padded leather jerkin or a gleaming suit of plate mail. Many creatures shun conventional armour, protected instead by their own thickened skin or scaly hides.

Whatever the case, the level of protection given is represented by the Armour Save roll – a test made against a model's 'armour value' – the more armour a model wears, the better its armour value becomes and the more likely it is to successfully pass an Armour Save roll, as described on [page 141](#).

Armour Value

Although in some cases a model will have an armour value given, the armour value of most models is determined by their equipment. The most common types of armour are:

Common Armour Types

Type of Armour	Armour Value
Light armour	6+
Heavy armour	5+
Full plate armour	4+

Light Armour: Representing incomplete suits of mail, occasional plates of armour and even the thick, calloused hides of some creatures, light armour offers a degree of protection to vital areas.

Heavy Armour: Some warriors own heavy coats of mail and quilted leather armour. Others are protected by thick scales that cover their skin. Heavy armour provides good all-around protection upon the field of battle.

Full Plate Armour: Those warriors that can encase themselves from head to foot in plate armour layered upon mail of chain and padded undersuits are said to wear full plate, whereas some creatures are protected by skin as hard as steel and scales as tough as jewels.

Maximum Armour Value

Regardless of the armour it wears or the equipment it carries, a model can never have an armour value better than 2+. Any bonuses, be they granted by equipment, special rules, spells or from any other source, that would improve a model's armour further have no effect.

No Armour

A model that wears no armour is considered to have an armour value of 7+ for the purposes of Armour Save roll modifiers and any rules that improve armour value. This represents the model's natural resilience and the protection proffered by the clothing and jewellery it wears, however little this may be. For example, if a model with no armour carries a shield, it would have an armour value of 6+.

The Wild Hunt

Each summer, a horn echoes throughout Athel Loren. It is a clarion cry that rouses the fair folk to war, an overwhelming call to hunt. The blood of the Elves burns with savagery and their hearts pound with restless vigour. Those who heed the call form the Wild Hunt, a towering avatar of their god at its head. The earth thunders with the pounding of his cloven hooves and all quake before the host of Elves and forest spirits that follow him, spilling forth from Athel Loren to bring fire and ruin down upon the mortal races.



Unusual Armour

In addition to the armour types listed here, many armies have access to unique materials or spell craft which can enhance their armour still further. This is usually represented by an army special rule which represents these types of armour.

Additional Equipment

Many models carry equipment (or have the option to carry equipment) that improves upon their armour value. The two most common types – the humble shield and barding for a trusty mount – are detailed below.

Note that, regardless of the equipment carried, a model can never have an armour value better than 2+. Any bonuses that would improve a model's armour further have no effect.

Shield: A shield may be a simple wooden board, or it may be an ornate and finely decorated thing – layers of wood, leather and resin trimmed and faced with beaten metal and finished with carefully painted symbols and heraldry. Whatever form it takes, shields are carried by warriors of all races.

A model that carries a shield improves its armour value by 1. For example, a model equipped with light armour has an armour value of 6+. Should that model also carry a shield, its armour value would be improved by 1 by lowering the target number from 6+ to 5+.

Note that if a model uses a weapon that has the Requires Two Hands special rule in combat, it cannot also use a shield.

Barding: Barding is the name given to the armour worn by a mount. This can take many forms, from heavy cloth draperies, to formed and fitted armour plates. Barding is seen often on the mounts of cavalry, but only rarely upon monsters ridden by characters (it is a challenge to tailor a suit of barding to an unwilling gryphon!).

A model that rides a barded mount improves its armour value by 1. For example, a cavalry model equipped with heavy armour has an armour value of 5+. Should that model's mount be barded, its armour value would be improved by 1 by lowering the target number from 5+ to 4+.

Wizards & Armour

Wizards cannot wear armour. Should a Wizard ever do so, they would be unable to make any Casting or Dispel rolls. This penalty applies to all armour and shields, magical or otherwise, but does not include barding (which is worn not by the Wizard, but by their mount).



Strange Structures

The wild and isolated places of the Old World are dotted with many strange and eerie towers. Such structures frequently house Wizards and Shamans who, often persecuted in the larger towns and cities by superstitious populations and intolerant priests of various gods, seek refuge in solitude. Such towers invariably appear abandoned at first glance, derelict and tumbledown. Only on closer inspection does it become apparent that they are inhabited. Unfortunately, close inspection often proves fatal as Wizards are prone to protecting their privacy with potent and deadly enchantments.

WAR MACHINES

War machines are mechanical constructions that hurl massive projectiles at the foe. Bolt throwers, cannon and stone throwers are all war machines, and there are many other bizarre contraptions to be found in the Warhammer world.



The following pages present the rules and weapon profiles for the most commonly seen types of war machine. Still more exotic types can be found in the various army lists, representing war machines unique to a certain race. For the most part, these exotic war machines will use the rules presented here with a few minor alterations or additional special rules, the better to reflect their unique nature.

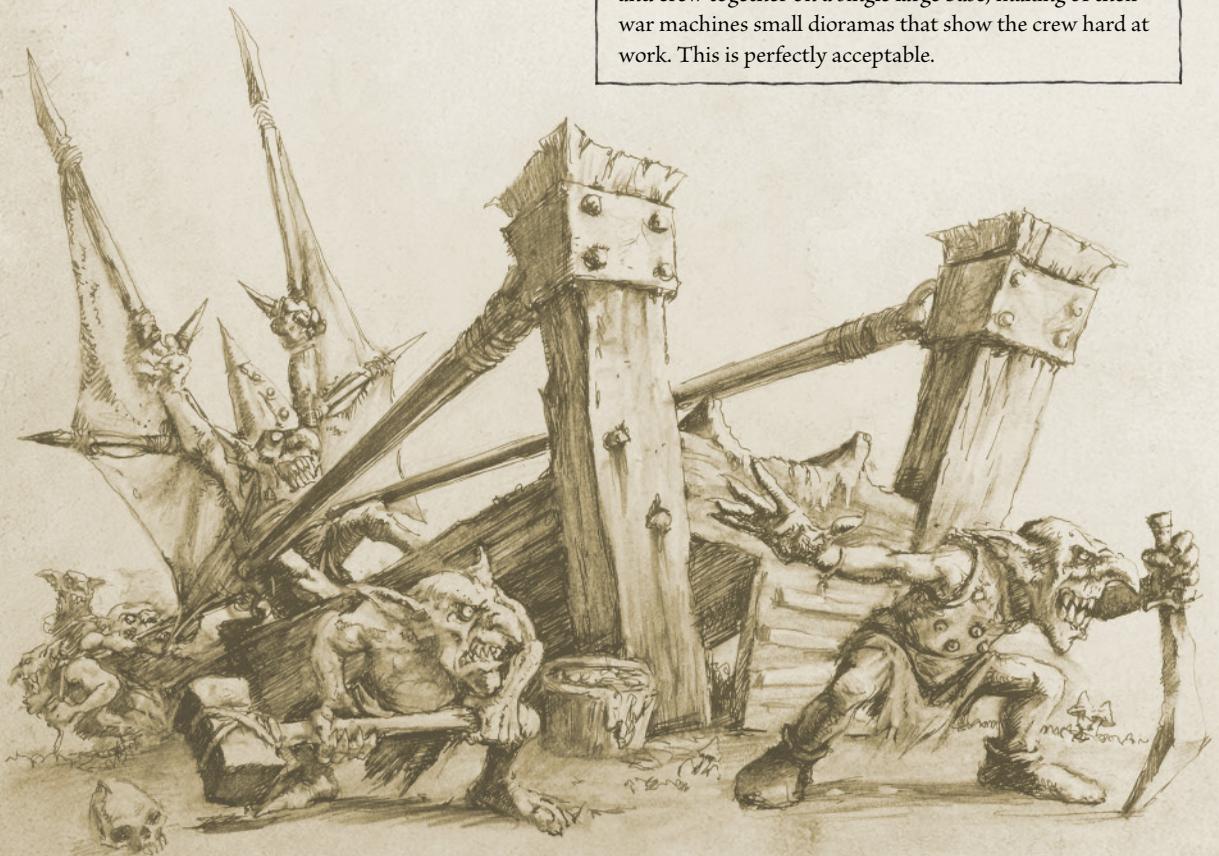
For clarity, any war machine that uses one of the profiles presented here will have the name of the weapon and profile given as part of its 'equipment'.

Basing War Machines

Although war machines and their crew are treated as a single model (as described on [page 197](#)), the models that represent the crew are most often based individually, separate to the war machine itself. Accordingly, a war machine's profile will give a base size for both the war machine and its crew. The benefit of basing a war machine's crew separately is that, for each Wound the crew loses, you can remove one of the crew models as a reminder.

During deployment, the models representing a war machine's crew should be positioned adjacent to and in base contact with it. Once placed, the models must remain in position, adjacent to their war machine. Individual crew models should be ignored for the purposes of measurement or when determining line of sight.

However, many players like to base their war machines and crew together on a single large base, making of their war machines small dioramas that show the crew hard at work. This is perfectly acceptable.



Bolt Throwers

Bolt throwers are huge crossbows that shoot spear-sized missiles. They are relatively simple weapons, far less prone to malfunction than many, supposedly more advanced, war machines.

	R	S	AP	Special Rules
Bolt thrower	48"	6	-3	Cumbersome, Move or Shoot, Multiple Wounds (2), Through & Through
Repeater bolt thrower	48"	6	-3	Cumbersome, Move or Shoot, Multiple Wounds (2), Rapid Fire, Through & Through

Bolt Thrower Special Rules

Through & Through: A bolt thrower shot can cut through several ranks of troops. If the target of a bolt thrower is a formed unit of any type (be it Close Order, Open Order and so on), and if the roll To Hit is successful, the shot causes:

- One hit per rank (including the rear rank, even if it is incomplete), if the bolt thrower lies in the unit's front or rear arc.
- One hit per file, if the bolt thrower lies in the unit's flank arc.

However, a bolt can quickly lose power as it passes through armour and flesh. To represent this, the bolt thrower suffers a -1 modifier to its Strength characteristic for each hit after the first.

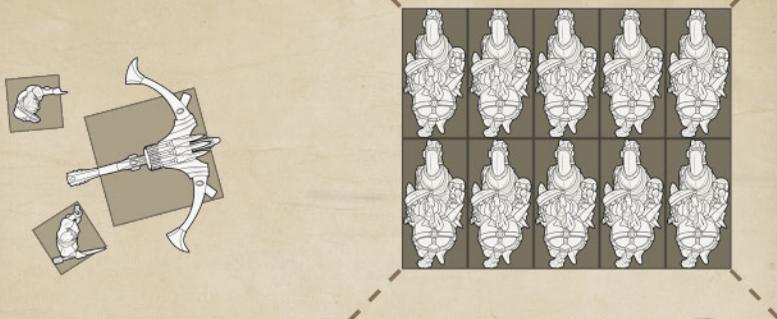
Note that, should the Strength of a hit be reduced to 0, it has no effect and no further hits are caused.

Repeater Bolt Thrower Special Rules

Rapid Fire: Instead of shooting normally, a repeater bolt thrower can 'rapid fire' a number of smaller bolts, with the profile given below. If this special rule is used, all shots must be at the same target.

	R	S	AP	Special Rules
Rapid Fire	48"	4	-1	Armour Bane (1), Cumbersome, Move or Shoot, Multiple Shots (D3+3)

Fig 223.1



The bolt thrower lies within the enemy unit's flank arc, causing one hit per file. As the unit is five models wide, five hits are caused. Each hit after the first suffers a reduction to its Strength.



Athel Loren

The forest of Athel Loren, bordering the nations of Bretonnia and the Empire, holds many secrets. Legends say that Elves make their homes within the forest's boughs and trunks, dancing amongst the treetops and slaying any who stray into the forest. Other tales speak of living trees whose wrath becomes manifest should any threaten the arboreal realm. Regardless of the truth, to enter Athel Loren is to know death awaits, for that which dwells beneath its canopy cares not for the ignorance of lesser creatures.

Stone Throwers

Stone throwers lob large rocks high into the air to come crashing upon enemy ranks. The very largest can hurl a projectile big enough to flatten monsters and knock down city walls.

	R	S	AP	Special Rules
Stone thrower	12-60"	4 (8)	-1 (-3)	Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D3+1)

Notes: This weapon does not use its crew's Ballistic Skill. Instead, it shoots using the 'Bombardment' special rule. This weapon uses a 3" blast template and the Stone Thrower Misfire table. The Multiple Wounds (D3+1) special rule applies only to a single model whose base lies underneath the central hole of the blast template.

Stone Thrower Special Rules

Bombardment: When shooting with this weapon, work your way through the following steps:

1. Choose Target: Choose an enemy unit that is within the war machine's line of sight and between its minimum and maximum range to be the target and place the blast template so that its central hole is directly over the centre of that unit.

2. Scatter: Once the template has been placed, it will scatter. Roll an Artillery dice and a Scatter dice:

- If a 'Misfire' is rolled on the Artillery dice, something has gone horribly wrong. Roll immediately on the appropriate Misfire table to determine exactly what.
- If a 'Hit!' is rolled on the Scatter dice, the shot has landed on target and the number shown on the Artillery dice is ignored.
- If an arrow is rolled on the Scatter dice, move the template a number of inches equal to the roll of the Artillery dice in the direction the arrow points.

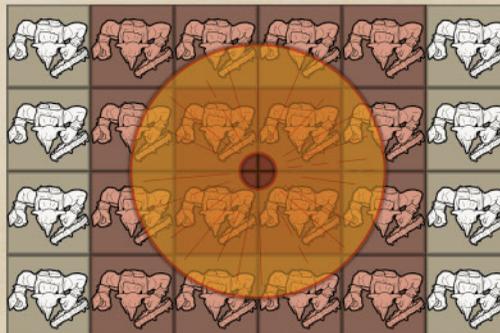
3. Damage: Any model whose base lies underneath the template risks being hit, as described on [page 95](#):

- A single model whose base lies underneath the central hole of the blast template is struck by the projectile and suffers a hit with higher Strength and Armour Piercing characteristics, as shown in brackets on the war machine's profile.
- All other hits are resolved using the war machine's normal Strength and Armour Piercing characteristics.

Northern Raiders

To the north of the Empire and Bretonnia lies the land of Norsca, inhabited by peerless sailors that raid coasts throughout the Old World and the New. Nations across the world have felt the wrath of the Norscans but they are more than mere raiders; they are traders who sell the rare goods they have pillaged, settlers of far-off lands and explorers of unmatched skill. Yet the lands of Norsca are bathed in the baleful light of the polar gates and its people worship strange, animalistic deities that demand blood and sacrifice; when they call for war, the Norscan fleets will drown the Old World in fire and blood.

Fig 224.1



16 models lie underneath the blast template. 4 are hit automatically, 12 are hit on a D6 roll of 4+.

Indirect Fire

A weapon that shoots using the Bombardment special rule can do so even if it cannot draw a line of sight to its target by hurling a shot high into the sky, passing over intervening regiments and even terrain. However, such indirect fire is inaccurate at best, as the war machine's crew have to guess where their foe lies, based upon information provided by scouts.

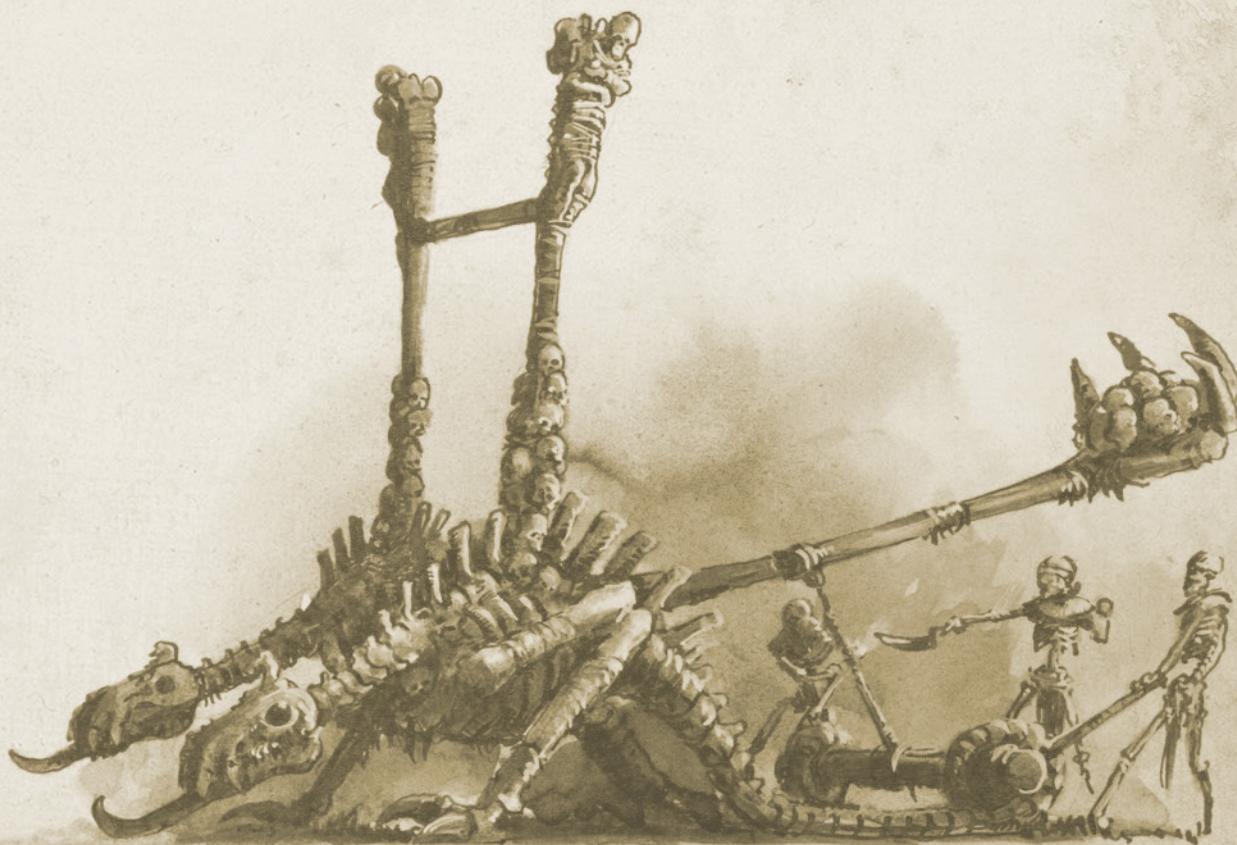
If you wish to fire indirectly, declare that you will do so before taking the war machine's shot. An indirect shot does not require a line of sight to the target unit, but is otherwise treated as a normal shot.

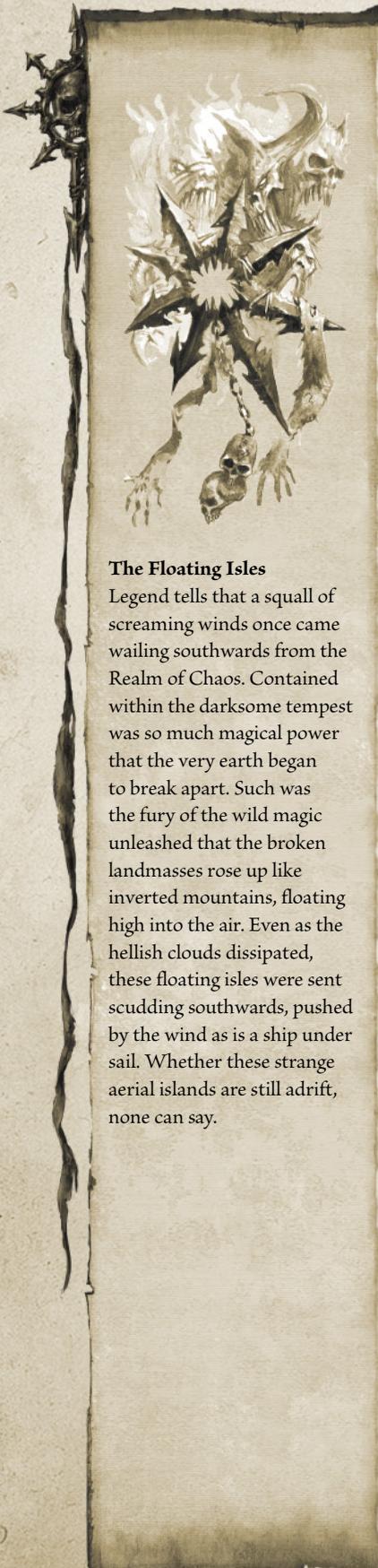
An indirect shot is not as accurate as one where the crew can see their target:

- If an arrow is rolled on the Scatter dice, resolve the scatter as normal.
- If a 'Hit!' is rolled on the Scatter dice, the shot does not land on target (as would normally be the case) but merely scatters less – how much less depends greatly on the skill of the crew. Use the small arrow above the Hit! symbol to determine the direction of the scatter and move the template a number of inches equal to the roll of the Artillery dice minus the crew's Ballistic Skill characteristic (to a minimum of zero).

Stone Thrower Misfire Table

D6	Result
1	Destroyed: The weapon cannot take the strain! Bits of wood and metal debris are thrown into the air and the stone tumbles to the ground. The model is destroyed and immediately removed from play.
2-4	Malfunction: One of the crew has become caught in the firing mechanism. This problem can be fixed, but only by partially dismantling the weapon, the crew member, or both. The crew immediately loses one Wound, the model fails to shoot this turn and cannot shoot before the end of the next round.
5-6	Twang: Something has snapped. This is a rather minor mishap, but one that will require plenty of elbow grease and strong language to repair. The model fails to shoot this turn.





The Floating Isles

Legend tells that a squall of screaming winds once came wailing southwards from the Realm of Chaos. Contained within the darksome tempest was so much magical power that the very earth began to break apart. Such was the fury of the wild magic unleashed that the broken landmasses rose up like inverted mountains, floating high into the air. Even as the hellish clouds dissipated, these floating isles were sent scudding southwards, pushed by the wind as is a ship under sail. Whether these strange aerial islands are still adrift, none can say.

Cannon

Cannon are devastating, if sometimes unpredictable, weapons. When they work, cannon can shatter an enemy's lines. However, should they misfire, the results can be spectacular.

The following profiles represent the sizes of cannon most often seen:

	R	S	AP	Special Rules
Cannon	48"	8	-2	Armour Bane (2), Cannon Fire, Cumbersome, Move or Shoot, Multiple Wounds (D3)
Great cannon	60"	10	-3	Armour Bane (2), Cannon Fire, Cumbersome, Move or Shoot, Multiple Wounds (D3+1)

Notes: Cannon (of any type) do not use their crew's Ballistic Skill. Instead, they shoot using the 'Cannon Fire' special rule. This weapon uses the Black Powder Misfire table.

Cannon Special Rules

Cannon Fire: When shooting with a cannon, work your way through the following steps:

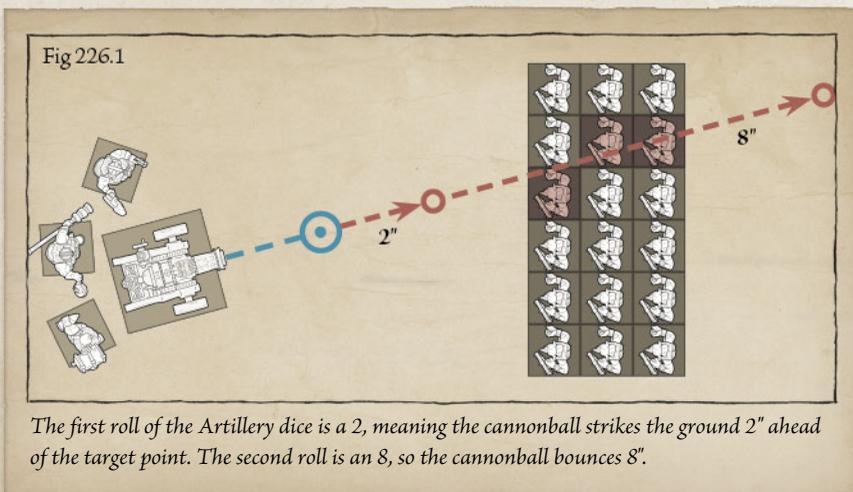
1. Choose Target Point: Choose a point within both the war machine's line of sight and maximum range. This does not have to be an enemy model; it can be a point on the ground. Once you have chosen your target point, mark it with a small marker.

2. Fire: Once the target point has been marked, roll an Artillery dice:

- If a 'Misfire' is rolled, something has gone horribly wrong. Roll immediately on the appropriate Misfire table to determine exactly what.
- If a number is rolled, move the target point marker that many inches, directly away from the cannon. This is the 'strike point' – the point at which the cannonball strikes the ground.

3. Bounce: Unless the cannon misfired, the cannonball will bounce from the strike point, tearing through anything in its path. To determine how far the cannonball bounces, roll another Artillery dice:

- If a 'Misfire' is rolled, the cannonball buries itself in the ground and comes to a rest.
- If a number is rolled, the cannonball bounces, as shown in Fig 226.1. Measure the distance of the bounce from the strike point, directly away from the cannon.



The first roll of the Artillery dice is a 2, meaning the cannonball strikes the ground 2" ahead of the target point. The second roll is an 8, so the cannonball bounces 8".

4. Determine Hits: Once the strike point and the distance of the bounce have been established, it is time to determine which models (if any) have been hit:

- Any model whose base lies underneath the strike point is hit automatically.
- Any model whose base lies under the path of the bouncing cannonball is hit automatically.

However, should a cannonball bounce through a formed unit, it can hit a maximum of:

- One model per rank, if the cannon lies in the unit's front or rear arc.
- One model per file, if the cannon lies in the unit's flank arc.

Models that lie fully beyond the distance of the bounce are not hit.

5. Crunch: Sometimes, a bouncing cannonball will encounter something that stops it dead:

- If the cannonball hits a model whose troop type is 'monstrous creature' or 'behemoth', it stops immediately. No further models are hit.
- If the cannonball hits impassable terrain or a high linear obstacle, it stops immediately. No further models are hit.

Grapeshot

Instead of firing normally, cannon crew can opt to fire grapeshot. They do this by loading the gun with canisters filled with rusty nails, handgun bullets and other small projectiles – effectively creating a huge blunderbuss.

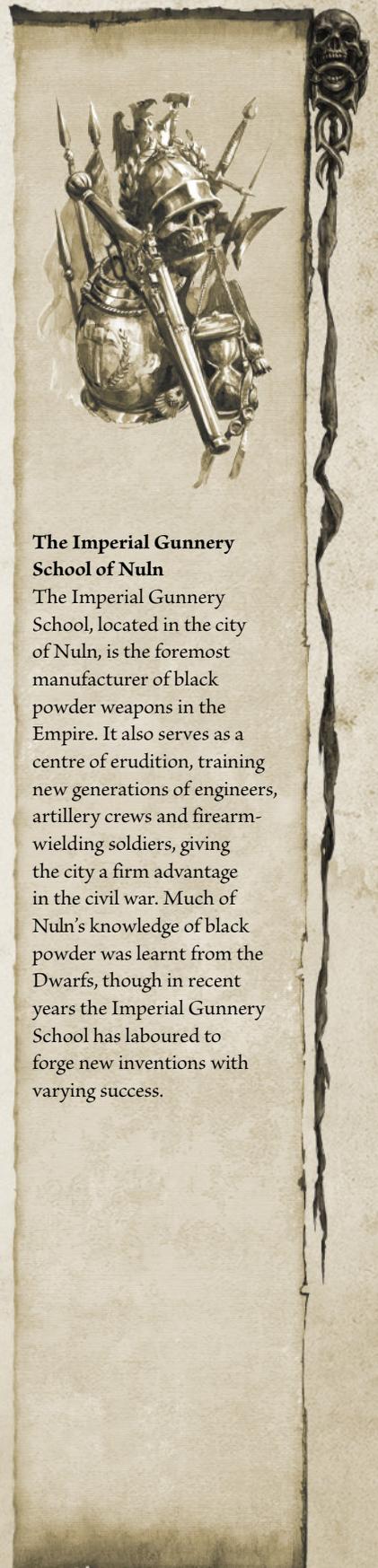
	R	S	AP	Special Rules
Grapeshot	12"	4	-1	Cumbersome, Move or Shoot, Needs More Nails

Notes: Cannon (of any type) do not use their crew's Ballistic Skill when firing grapeshot. Instead, they shoot using the Needs More Nails special rule. This weapon uses the Black Powder Misfire table.

Special Rules

Needs More Nails: Loading a cannon with shrapnel is not a precise art. When firing grapeshot, check range and declare a target as normal, then roll an Artillery dice:

- If a 'Misfire' is rolled, something has gone horribly wrong. Roll immediately on the appropriate Misfire table to determine exactly what.
- If a number is rolled, the target unit suffers that many automatic hits.



The Imperial Gunnery School of Nuln

The Imperial Gunnery School, located in the city of Nuln, is the foremost manufacturer of black powder weapons in the Empire. It also serves as a centre of erudition, training new generations of engineers, artillery crews and firearm-wielding soldiers, giving the city a firm advantage in the civil war. Much of Nuln's knowledge of black powder was learnt from the Dwarfs, though in recent years the Imperial Gunnery School has laboured to forge new inventions with varying success.



Organ Guns

The multi-barrelled organ gun is so called because its array of barrels resembles the pipes of a musical organ. An organ gun lacks the range and power of a cannon, but fires a barrage of shots.

	R	S	AP	Special Rules
Organ gun	30"	5	-1	Armour Bane (2), Cumbersome, Move or Shoot, Multi-Barrelled

Notes: This weapon uses the Black Powder Misfire table.

Organ Gun Special Rules

Multi-barrelled: When shooting with an organ gun, roll two Artillery dice before making any rolls To Hit. The number of shots fired is equal to the total of both Artillery dice:

- If a Misfire is rolled on one of the Artillery dice, the complex firing mechanism displays one of its all too common faults. All shots fired from the organ gun this turn suffer an additional -1 To Hit modifier.
- If a Misfire is rolled on both of the Artillery dice, no shots are fired and a critical fault has occurred. Roll immediately on the appropriate Misfire table to determine exactly what.

After determining the number of shots, roll To Hit for each as normal, using the crew's Ballistic Skill and applying all appropriate modifiers.

Mortars

These short, heavy weapons lob a hollow, explosive shell high into the air to drop onto its target. This shell explodes with great force, scattering razor-sharp shrapnel capable of cutting easily through even the heaviest of armour over a wide area.

	R	S	AP	Special Rules
Mortar	12-48"	2 (6)	-2 (-3)	Armour Bane (1), Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D3)

Notes: This weapon does not use its crew's Ballistic Skill. Instead, it shoots like a stone thrower, using the 'Bombardment' special rule. This weapon uses a 5" blast template and the Black Powder Misfire table. The Multiple Wounds (D3) special rule applies only to a single model whose base lies underneath the central hole of the blast template.



The Wisdom of the Woods

The people of the Empire have long feared and avoided the dark swathes of woods that surround their meagre hamlets. Woodsmen cut their paths carefully around the forests' edges and huntsmen know not to follow game too far into the gloom. The messages of all the superstitions and child-scaring tales are clear. Danger lurks in the woods, and these are no mere fables...



Fire Throwers

A fire thrower consists of an airtight copper-lined barrel and a fluid chamber filled with a sticky alchemical sludge. When triggered, a fire thrower launches a torrent of noxious chemicals, which ignite as they pass over an ignition flame in the weapon's barrel, incinerating anyone and anything unfortunate enough to be caught in the blast.

	R	S	AP	Special Rules
Fire thrower	12"	5	-1	Column of Fire, Cumbersome, Flaming Attacks, Move or Shoot

Notes: Fire throwers do not use their crew's Ballistic Skill. Instead, they shoot using the 'Column of Fire' special rule. This weapon uses the Black Powder Misfire table.

Fire Thrower Special Rules

Column of Fire: When shooting with a fire thrower, use the flame template, placing the narrow end so that it touches the model's base edge anywhere along its front arc and the broad end so that it points towards the intended target. The template may then be moved a number of inches directly away from the fire thrower, up to its maximum range, measured from the narrow end of the template.

Note that this does allow the broad end of the flame template to extend beyond the fire thrower's maximum given Range.

Once the flame template has been placed, roll an Artillery dice:

- If a 'Misfire' is rolled, something has gone horribly wrong. Roll immediately on the appropriate Misfire table to determine exactly what.
- If a number is rolled, move the flame template that many inches, directly away from the fire thrower. This is where the column of fire shot from the weapon lands.

Any model whose base lies underneath the template risks being hit, as described on [page 95](#).

Black Powder Misfire Table

Black powder weapons are temperamental and prone to malfunctioning – often in spectacular fashion. Whenever a black powder weapon misfires (be it a cannon, organ gun, mortar, fire thrower, or something more exotic), roll on the table below and apply the result immediately:

Black Powder Misfire Table

D6	Result
----	--------

- | | |
|-----|--|
| 1 | Destroyed: The weapon explodes with a thunderous noise, leaving a hole in the ground and a cloud of black smoke hanging in the air. The model is destroyed and immediately removed from play. |
| 2-4 | Malfunction: The charge misfires, terminally inconveniencing one of the crew and knocking the war machine over. It can be righted, but it will take time. The crew immediately loses one Wound, the model fails to shoot this turn and cannot shoot before the end of the next round. |
| 5-6 | Pffft: The fuse has gone out. As far as mishaps go, it is not very serious, but one of the crew will be feeling rather foolish! The model fails to shoot this turn. |



The Geomantic Web

The Geomantic Web is a great network of ley-lines constructed by the Old Ones to channel magic around the world, powering their world-building engines and maintaining their great enchantments. The sprawling temple-cities of the Lizardmen were constructed upon points of convergence within this great web. At the centre of each temple-city the mighty Slann were able to commune with their masters and, through their mastery of magic, shape the world as the Old Ones wished.



EMPIRE OF MAN





Accompanied by regiments of State Troops, the immense bulk of an Empire Steam Tank, ready for war, emerges from the portcullis gate of an Imperial city.



Ahead of their knightly comrades, an elite regiment of Imperial Demigryph Knights charges towards the swarming horde of Orcs and Goblins.



A unit of Empire State Troops, armed with halberds and displaying the colours of Marienburg.



A Lector of Sigmar mounted atop a gleaming War Altar.



KINGDOM OF BRETONNIA





A unit of Knights of the Realm, arrayed in the famed Lance formation of Bretonnia's finest.



Mounted atop a noble Royal Pegasus, the Duke of Brionne delivers a rousing speech to the regiments of humble Men-at-Arms under his command.



Safe behind lines of defensive stakes, a unit of Peasant Bowmen unleashes volleys of arrows upon the foe whilst the crew of a trebuchet hurry to load their devastating war machine.



A unit of Bretonnian Men-at-Arms, armed with polearms and shields, displaying the heraldry of Duke Gastille of Brionne.

WOOD ELF REALMS







A unit of Wild Riders, armed with hunting spears and mounted upon Steeds of Kurnous.



Emerging from the forest alongside a wrathful Treeman, a troupe of Wardancers descends quickly upon those that would invade and defile their woodland realm.



Appearing suddenly from above the forest canopy, a unit of Warhawk Riders unleashes a hail of enchanted arrows upon the advancing ranks of their arrogant High Elf kin, convincing them of their folly.



A unit of Sisters of the Thorn, armed with Blackbriar javelins and wielding potent Battle Magic.

HIGH ELF REALMS







Led by a Sea Guard Prince, Lothern Skycutters swoop towards the enemy, over the heads of the elite Swordmasters of Hoeth and White Lions of Chrace that hold the line against the invaders.



Within the ruins of an ancient tower, a High Elf Mage summons her power and casts a potent spell of protection over the ranks of Lothern Sea Guard arrayed before them.



A High Elf Prince bearing the Battle Standard of his army.



A Lion Chariot of Chrace, drawn by two mighty War Lions and crewed by White Lion warriors wielding Chracian great blades.



A unit of Dragon Princes of Caledor, mounted upon barded Elven steeds and armoured in gleaming Ithilmar.





An unruly mob of Orc Boyz, armed with choppas and shields.



A horde of cowardly Goblins, armed with shortbows.



An Orc Big Boss, armed with a great weapon.



An Orc Big Boss bearing the Battle Standard of the Warboss.



An Orc Warboss, armed with a pair of choppas.



An enthusiastic Goblin volunteer waits impatiently for the crew of a Doom Diver Catapult to ready and fire their war machine, launching him to soar 'majestically' through the heavens alongside his winged comrades.



Thundering ahead of the distant Boar chariots, a grunting and snorting mob of Orc Boar Boyz charges headlong through volleys of enemy fire to crash into the foe's ranks.

DWARFEN MOUNTAIN HOLDS







A unit of Irondrakes, armed with Drakeguns and armoured in full plate.



From his vantage point atop the tumbled ruins of ancient glory, a mighty Forgefather prepares to unleash the powerful runic magics contained within the Anvil of Doom.



A unit of Longbeards, armed with Dwarf forged weapons and armoured in Gromril.



Arrayed before the gates of their hold, Dwarf Thunderers stand ready to repel invaders, confident in the power of the Dwarf crafted weapons they wield and the might of the war machines at their back.

TOMB KINGS OF KHEMRI







A unit of Tomb Guard, armed with deadly Khopesh swords and large shields.



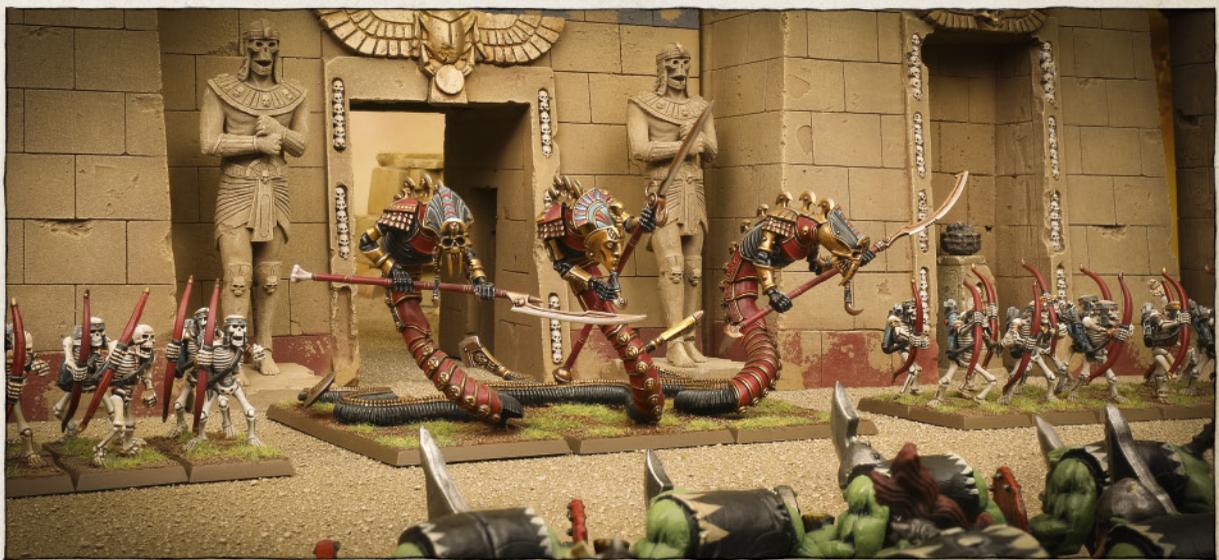
Flanked by Skeleton Chariots and Spearmen, the terrifying bulk of a Necrosphinx, a great statue of stone and precious metals brought to life by the magic of the Mortuary Cult, marches to war.



A unit of Skeleton Chariots, the pride of every Tomb Kings army.



A unit of Ushabti, armed with great weapons.



As arrows fly from the bows of Skeleton Archers, Sepulchral Stalkers emerge from the necropolis, their petrifying gazes falling upon the enemy and turning flesh to stone.

WARRIORS OF CHAOS







A unit of Chaos Marauders, armed with hand weapons and shields, carrying a blasphemous standard.



Mounted atop a ferocious Manticore, a powerful Sorcerer Lord gives the serried ranks of heavily armed and armoured Warriors of Chaos the order to charge.



A unit of Chaos Trolls, armed with hand weapons, horrible mutations bursting through their calloused hides.



Crewed by mighty Chaos Warriors, the iron bulk of the Chaos Chariots thunders towards the enemy, drawn by vicious Chaos Steeds and brutish Gorebeasts.

BATTLEFIELDS OF BRETONNIA



Lying between the Grey Mountains and the Great Ocean, Bretonnia is a rich and fertile land. Its many forests and endless miles of green pasture are fed by numerous waterways, its meadows dotted with ponds and lakes.

The battlefield shown below reflects this in the terrain used. Ponds have been placed close to its edges in the shade of woods, creating the appearance of water-filled glades. In the Bretonnian army's deployment zone stands a humble peasant's farmstead; a roughly made hovel surrounded by dry stone walls, hedgerows and the encroaching forest.

Both armies are fortunate to have hills within their deployment zones, offering their archers a good vantage point from which to rain arrows upon the foe. The hill on the Wood Elves' side of the battlefield is surrounded by trees, giving the impression that the archers have emerged from the arboreal gloom.

The battle as shown is still in its early stages. The Bretonnian player has deployed to make use of the open space in the centre of the battlefield, while on their right flank the Pegasus Knights skirmish through the terrain, hoping to outflank the enemy.

The Wood Elf player has tried a similar tactic on the right hand side of the battlefield, deploying their Warhawk Riders and Wardancers to outflank the Bretonnians, while on the left, the Wild Riders face the Pegasus Knights, poised to charge. What happens on each flank is sure to be pivotal in determining the outcome of the battle.





The Pegasus Knights charge boldly forwards, towards the flank of the Wood Elf army, into range of the waiting Waywatchers.



Ahead of the Warhawk Riders, the fast-moving Wardancers skirmish through the water-filled glades, hoping to outflank the Bretonnian Knights.



BATTLEFIELDS OF THE EMPIRE



The Empire is a land of deep, dark forests, criss-crossed with roads and divided by many great rivers. Its walled towns and cities rise up from the primordial woodlands like islands from a green sea, and stand sentinel over the many small villages and hamlets that cling to existence on the frontiers between civilisation and wilderness.

This battlefield has been set up to recreate the outskirts of a town in the Empire. In the deployment zone of the Empire player stands the tall, fortified gates of the town. Before these, either side of the rough road that leads to the gates, stand several stone-built buildings in various states of repair. Towards the edges of the battlefield rise several rocky outcrops, around which cluster small copses of trees, perhaps grown from the stumps of others cut down long ago to make way for the roads and walls.

In the battle shown below, a couple of turns have passed. On the left, a short and bloody fight between the skirmishing Imperial Archers and the Goblin Wolf Riders, advancing menacingly towards the Empire player's cannon, has resulted in the Imperial Archers fleeing.

On the right, a regiment of Imperial Knights, overly keen to engage the Trolls, has been outflanked by a Snotling Pump Wagon of all things, which advanced unseen behind the ruined house! In the centre of the battlefield, the opposing battlelines prepare to charge into combat.





Fleeing ahead of the victorious Goblin Wolf Riders, the Imperial Archers run for their lives, back towards the safety of their own ranks.



Charging boldly into a large mob of Stone Trolls, the Imperial Knights are caught unawares by the unexpected arrival of a Snotling Pump Wagon.



BATTLEFIELDS OF NEHEKHARA



Far to the south of the Old World lies Nehekhara, the Land of the Dead, home to the cyclopean tomb cities of Khemri and Numas. Legend tells that, many millennia ago, the folk of these lands lived happy and normal lives. This came to an end though when their lands were destroyed by the evil of Nagash. Today, all that remains are the haunted desert and the sand-filled ruins of once vibrant cities.

On this page, we see a battlefield created to capture the faded grandeur of this once mighty realm. From a dry and arid plain rises an ancient and crumbling mausoleum, its columned aisles long since collapsed into the dust. Rocky outcrops rear up within both players' deployment zones, and wind-eroded statues and columns loom large, hindering movement and obscuring lines of sight.

In the final turns of the battle, a vicious melee swirls in the centre of the battlefield and the legions of the Tomb Kings stand ready to engulf the High Elves that have dared intrude into their lands.

On the right, Shadow Warriors flee before the Carrion. On the left, the Sisters of Avelorn stand boldly before the advancing Skeleton Horsemen and the terrifying sight of a Necrolith Bone Dragon. Should they falter, the Elven army will be quickly surrounded.

Yet hope remains, for if the Ellyrian Reavers can overcome the Tomb Sphinx, they will sweep into the flank of the Tomb Kings army, whilst the Elven Prince atop his Sun Dragon stands poised to charge.





As the High Elf Mage summons her magical powers, the Sisters of Avelorn stand defiantly before the charge of the Necrolith Bone Dragon.



In the centre of the battlefield, a Lion Chariot charges into the raging melee, crushing Skeleton Warriors whilst the Swordmasters trade blows with the Khemrian Warsphinx.



BATTLEFIELD TERRAIN

Terrain plays an important role in games of Warhammer: the Old World, helping to set the scene and evoke the feeling of a battle fought in a fantasy realm. Whilst battlefields need not be densely covered in terrain, carefully placed and thematic terrain is essential, and cunning generals will learn to use it to their advantage.



How Much Terrain?

If there is too much terrain, units will struggle to manoeuvre. If there is too little, the battlefield will be sparse and uninteresting. The best guide is to use one terrain feature per 12" of longest table edge (rounded up to the nearest 12"). For example, if the longest table edge is 72", six features should suffice.

The Size Of Things

As a rule, a terrain feature should be no less than 2" and no more than 12" across at its widest point. If it is less than 2" across at its widest point, it should be treated as 'battlefield decoration' rather than terrain.

To determine how the size of terrain affects how much you should use, follow this simple guide:

- Between 2" and 8" at its widest point – counts as one terrain feature.
- Between 8" and 12" at its widest point – counts as two terrain features.
- More than 12" at its widest point – counts as three terrain features.

Placing Terrain

Some scenarios include guidance on the terrain features to include and where on the battlefield they should be placed. Most of the time, especially if playing a simple pitched battle (see page 287), the placement of the terrain is left to the players. The recommended way to do this is as follows:

- 1 Determine how many terrain features to set up, based on the size of your battlefield.
- 2 From the terrain available, each player chooses a number of features, up to the maximum number of features needed.
- 3 Once both players have chosen, the winner of a roll-off places the first terrain feature.
- 4 Players then take turns to place a single terrain feature from all of those chosen until the agreed number of terrain features have been placed. Any unused terrain features are set aside.

Players can place terrain features anywhere on the battlefield, but not within 12" of a terrain feature placed by their opponent, and not within 12" of the centre of the battlefield. The only exception to this are special features (see page 272), which must be placed within 12" of the centre of the battlefield.

Should the players agree, or should the scenario require it, battlefield decorations can be placed in the same manner.



Categories Of Terrain

Terrain is divided into seven categories: open ground, difficult, dangerous and impassable terrain, linear obstacles (including both low and high), woods and hills.

Open Ground

Any terrain not specifically classed as something else is to be treated as open ground. Open ground can be almost anything – grassy fields, sandy flats, sun-parched earth, and so on.

Difficult Terrain

This includes any rough ground that might cause those attempting to cross it to struggle. This can include scrub, rocky ground, shallow streams or fords, even thick mud. Most woods will also count as difficult terrain.

If any part of a unit moves through difficult terrain, that unit suffers a -1 modifier to its Movement characteristic (to a minimum of 1). This modifier is applied whether the unit begins its movement in difficult terrain, passes through difficult terrain during its movement, or ends its movement in difficult terrain.

Should a unit charge through difficult terrain, it makes its Charge roll as normal by rolling 2D6, but must discard the highest result, rather than the lowest. Therefore, when charging through terrain, the lowest result is the result of the Charge roll.

Finally, a unit that ends its movement or begins a Combat phase with a quarter (25%) or more of its models within difficult terrain becomes Disrupted and cannot claim a Rank Bonus.

Dangerous Terrain

Some terrain can present a very real risk to life and limb. This might include particularly rocky ground, deep swamps, fast flowing rivers, and even unnatural or magical terrain features. Particularly dense and dangerous woods or steep and rock strewn hills can also be counted as dangerous terrain.

Dangerous terrain hinders movement just like difficult terrain. In addition, any model (on its own or within a unit) that either begins its movement in dangerous terrain, passes through dangerous terrain during its movement, or ends its movement in dangerous terrain must make a Dangerous Terrain test. To make a Dangerous Terrain test, roll a D6. On a roll of 2+, the model successfully negotiates the dangers of the terrain without incident. On a roll of 1, the model has suffered a terrible mishap and loses a single Wound.

For the purposes of combat, dangerous terrain is treated as difficult terrain.

Note that a model must make a Dangerous Terrain test for each separate dangerous terrain feature it encounters during a single move.



“Be sure, my son, when you swing your axe,

That the bough you strike is dead,

For though winter is come, and the wind doth blow,

Though the air is bitter and the fire is low,

You may find that the bough swings back,

To crush your skull and break your back.

So you pay heed to what I've said.

And be sure the bough is dead.”

From a Bretonnian peasant's working song

Impassable Terrain

Impassable terrain is any terrain that completely blocks movement. This includes rock spires, deep rivers, sheer cliffs and most buildings, as well as high linear obstacles such as castle walls and fortifications.

Impassable terrain cannot be crossed during the course of a battle – units must go around it. In addition, if it is not possible to align a charging unit to the enemy unit due to the presence of impassable terrain, the charging unit has made a ‘disordered charge’.

Low & High Linear Obstacles

This category includes walls, hedges, fences; even ditches and furrows. A low linear obstacle is defined as being less than 2" high. Anything that is 2" high or more is a high linear obstacle.

Low Linear Obstacles: For the purposes of movement, low linear obstacles are treated as difficult terrain. Should a unit engaged in combat ever find itself straddling a low linear obstacle, it becomes Disrupted and cannot claim a Rank Bonus.

Defended Low Linear Obstacles: A unit behind a low linear obstacle can defend it by moving its front rank into base contact with the obstacle. Enemies can charge the defenders as normal but do not have to physically cross the obstacle. Instead, the front rank of a charging unit moves into base contact with the opposite side of the obstacle. Unless it has the Fly (X) special rule, a unit that charges an enemy behind a defended low linear obstacle makes a disordered charge.

High Linear Obstacles: For the purposes of movement and combat, high linear obstacles, such as castle walls, are treated as impassable terrain.

Woods

Woods (or forests) are one of the most commonly seen battlefield terrain features. A wood might be classed as difficult, dangerous or even impassable terrain, based upon its size and density, and the feature as a whole will certainly obscure line of sight to a greater or lesser extent.

Woodland Boundaries: A woodland terrain feature must have a clearly defined edge. This allows individual trees to be removed and replaced to facilitate the movement of models.

Regardless of the position of any individual trees within the terrain feature, any model or unit counts as being behind partial cover as long as up to half of the model, or up to half of the models within the unit, is within the woods (i.e., within the terrain feature’s clearly defined edge).

Arboreal Gloom: Woods of any size are dark places, filled with branches and trailing vines. Seeing clearly through such arboreal gloom is difficult to say the least. If a wood lies between two models and if neither model is within the wood, a line of sight can only be drawn between them if an uninterrupted line can be drawn between their bases without crossing over or through the wood.



Hills

Hills are tactically important positions. Not only do they offer bonuses in combat to the unit that holds the high ground, they confer bonuses to shooting, allowing an additional rank to shoot. Hills in general are treated as open ground.

Vantage Point: A unit on a hill is in an ideal position to fire and is able to see over the heads of other units. To represent this, a unit on a hill can fire with one additional rank compared to a unit on flat ground.

In addition, any unit that is entirely on a hill can draw a line of sight across or through other units or models that are not themselves on a hill. However, due to its elevated position, a unit that is entirely on a hill can also be seen more easily. Therefore, any unit that is not on a hill can draw a line of sight to a unit that is entirely on a hill across or through other units or models.

Beyond the Crest: For all the advantages they offer, few things obstruct line of sight better than a hill. To represent this, if a hill lies between two models and if neither model is upon the hill, a line of sight can only be drawn between them if an uninterrupted line can be drawn between their bases without crossing over or through the hill.

Battlefield Decoration

Very small decorative elements of terrain less than 2" across at their widest point, such as a stack of barrels or a roadside shrine, are called 'battlefield decorations'. Such small features can be added to the battlefield in the same way as terrain and in the same quantities. In addition, some scenarios might specify that a number of battlefield decorations be included as objectives or as part of the narrative element of the scenario.

Due to their small size, battlefield decorations rarely interfere with a battle. They are ignored for the purposes of both movement and combat, as if they were not there. Should the presence of such a battlefield decoration ever interfere with the positioning of units, simply make note of its position and move it aside, replacing it when it is convenient to do so. However, they may obscure a line of sight.

Combining Terrain Categories

Whilst most terrain features will fall neatly into one category, many will not. A hill may feature an impassable cliff on one side; a wooden fence may run through a forest, and so on.

Whenever a terrain feature combines two terrain categories, the players should agree upon how to deal with it before the game starts. In most cases, this will be quite simple. If one side of a hill is a steep cliff, for example, it can be agreed that, on that side, the hill counts as impassable terrain.



Special Features

Special features are terrain features that represent an important landmark. Some scenarios will specify that a certain special feature should be set up on the battlefield. Otherwise, players can agree to include a special feature when setting up the battlefield.

Using Special Features

Unless specified by the scenario, only a single special feature should be used. A special feature follows all of the normal rules for the terrain feature it represents, in addition to its special rules.

Placing Special Features

Special features must be placed within 12" of the centre of the battlefield.

Controlling A Special Feature

Special features can be controlled by units and, therefore, by the army the unit belongs to. There are two ways in which a unit can control a special feature: proximity and occupancy.

Benefits of Control: Controlling a special feature grants a unit certain benefits which will often extend to other units in the same army. However, the benefits of controlling a special feature last only whilst it is controlled.

Proximity: This means that a special feature can be controlled by a unit that is within 6" of it, that has a Unit Strength of five or more and that is not fleeing. If two or more eligible, enemy units are within 6", the unit closest to the special feature controls it. If two enemy units are equally close, the feature is 'contested' and neither unit controls it.

Occupancy: This means that a special feature can only be controlled by a unit that is within it. A unit can occupy a special feature by moving into base contact with it during the Remaining Moves sub-phase of its Movement phase. Once its movement is complete, the unit is placed within the special feature. Whilst a unit occupies a special feature it:

- Cannot charge.
- Can shoot (and cast spells) and is considered to have a 360° vision arc from the special feature itself.
- Can be shot at (and be targeted by spells) by a unit (or Wizard) that can draw a line of sight to the special feature. However, the unit is considered to be behind full cover.

All measurements to or from a unit that occupies a special feature are made to or from the base of the feature, rather than the individual model(s).

Special features do not tend to be particularly large. Therefore, they can only be occupied by a single unit.

Unless it is fleeing, a unit occupying a special feature can leave it during the Remaining Moves sub-phase of its Movement phase, by making a follow up move, or by pursuing an enemy. Simply place the unit in formation, so that at least one model is in base contact with the feature. The unit's movement then ends.



Arcane Monolith

All across the world are areas where magical energy pools and gathers. Over the years, many races have attempted to tap into this mystical power source. An arcane monolith can take many forms, from Elven waystones to Beastmen herdstones and Chaos altars.

Controlling An Arcane Monolith

An arcane monolith is controlled by proximity (as described on page 272).

Special Rules

“A Tingle in the Air”: The air around the arcane monolith tingles strangely, and those that stand too close report of a funny taste in their mouth. The unit that controls an arcane monolith gains Magic Resistance (-1).

Locus of Power: Wizards are able to draw upon the power that seeps from the monolith, channelling it into their spells. If the arcane monolith is controlled by a Wizard, that Wizard may re-roll a single dice that rolls a natural 1 when making any Casting roll.

Victory Points: Controlling an important landmark is a significant achievement. To represent this, if either player controls this special feature at the end of the battle, that player is awarded a bonus of 50 Victory Points.

Monument Of Glory

Many nations and races of the world celebrate their grand achievements or righteous beliefs by erecting monuments to their leaders and gods. A monument of glory can take many forms. It could be represented by a small patch of tumbled-down columns, a group of Dwarfen oath stones or a cairn of skulls and so forth. It might be a gilded statue of a god of war, a monolith declaring the triumphs of a Chaos champion, or the rotted remains of the losers! The list is endless.

Controlling A Monument of Glory

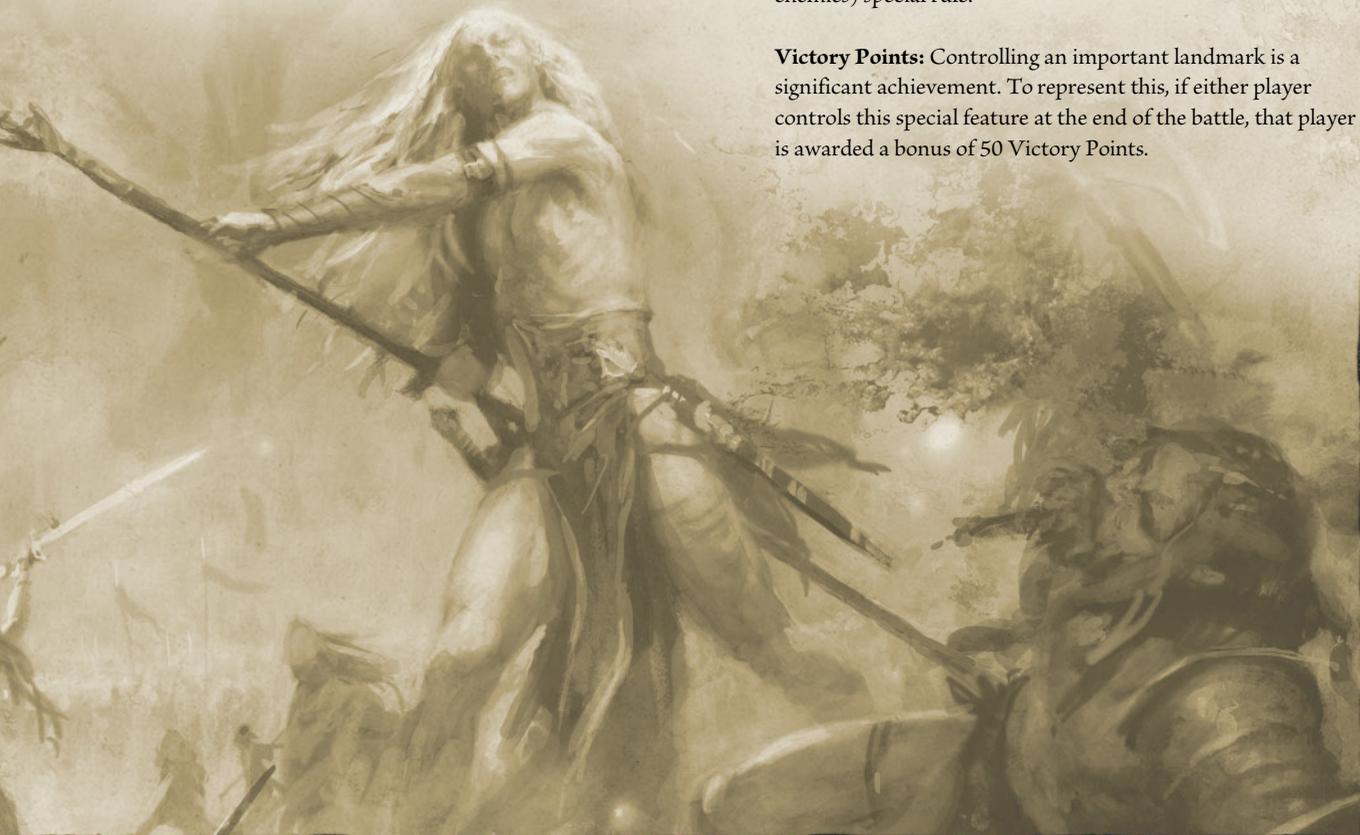
A monument of glory is controlled by proximity (as described on page 272).

Special Rules

An Inspirational Sight: A monument of glory fills all who look upon it with a sense of achievement (even if the achievements commemorated are not theirs) and inspires them to ever greater acts of bravery. The unit that controls the monument of glory may re-roll failed Panic tests. In addition, all units that belong to the same army may re-roll failed Rally tests.

Honour Thy Forebears: Many warriors are filled with a sense of righteous pride when tasked with the defence of a monument of glory, and will defend it vigorously. The unit controlling the monument of glory gains the Hatred (all enemies) special rule.

Victory Points: Controlling an important landmark is a significant achievement. To represent this, if either player controls this special feature at the end of the battle, that player is awarded a bonus of 50 Victory Points.



Dark Ruins

The Old World is littered with dark and mysterious ruins, forgotten relics of bygone eras. A dark aura invariably surrounds such tumbled down stones, and coiling mists hang around their edges.

Dark ruins might include the remnants of collapsed walls standing in a forbidding forest dell, a rune-etched trilithon, or the desecrated tombs and mausoleums of a Garden of Morr.

Controlling Dark Ruins

Dark ruins are a building (impassable terrain) that can be occupied by a unit whose troop type is 'infantry' and which has a Unit Strength of 20 or less, or by a character model of any troop type. Dark ruins are controlled by a unit that occupies them.

Special Rules

Dark Aura: If the unit occupying the dark ruins causes Fear or Terror, all enemy units must apply a -1 modifier to their Leadership characteristic when making a Leadership test due to Fear or Terror caused by the unit. If the unit occupying the dark ruins does not cause either Fear or Terror, it becomes immune to both Fear and Terror.

Defended Position: When an enemy unit charges a unit within dark ruins, it charges the feature itself rather than the model(s) within it. When charged in this way a unit treats all of its arcs as a front arc, meaning the enemy unit can claim no bonuses for a flank or rear charge. A unit that occupies dark ruins is always considered to be behind a defended low linear obstacle.

Duck & Cover: A unit that flees whilst occupying dark ruins does not move. The unit counts as fleeing and must rally as normal but, rather than run away, will seek cover in the safety of the walls.

In combat, a unit occupying dark ruins will not Give Ground or Fall Back in Good Order. Instead, the unit holds its ground and the combat continues. Should a unit occupying dark ruins Break and flee from combat, it is completely destroyed and removed from play.

Huddled Together: Should dark ruins ever be hit by a template, every model currently occupying it is considered to be underneath the template and risks being hit, as described on [page 95](#). However, due to the protection offered by the walls of the feature, they are hit on a D6 roll of 5+, rather than the usual 4+.

"Incoming!": Should dark ruins ever be hit by a cannon whilst occupied, the unit within it suffers D3 Strength 4 hits, each with an AP of -1, as stones and shrapnel explode from the structure. The cannonball then stops immediately.

Victory Points: Controlling an important landmark is a significant achievement. To represent this, if either player controls this special feature at the end of the battle, that player is awarded a bonus of 100 Victory Points.

Tower

Erected along roads and rivers, on the borders between provinces and the outskirts of towns and forests, solitary towers are a common sight in the Old World. They exist for many reasons; some may be watchtowers, built for defence; others may be Wizards' towers, erected for seclusion. Still others may be the derelict remains of forgotten forts or keeps.

Controlling A Tower

A tower is a building (impassable terrain) that can be occupied by a unit whose troop type is 'infantry' and which has a Unit Strength of 10 or less, or by a character model whose troop type is 'infantry'. A tower is controlled by a unit that occupies it.

Special Rules

Eyrie: Protected by tall walls and steep stairways, a unit that occupies a tower can only be charged by an enemy unit or character model whose troop type is 'infantry', or by an enemy unit with the 'Fly (X)' special rule.

When an enemy unit charges a unit within a tower, it charges the feature itself rather than the model(s) within it. Whilst engaged in combat, both units are considered to be in Skirmish formation (regardless of their actual formation). However, due to the close confines of the tower, only five models from either unit can join the fighting rank.

Panoramic Views: A tower is an elevated position that grants those occupying it uninterrupted views across the battlefield. However, the top of a tower can be seen from far and wide. To represent this, a unit that occupies a tower can draw a line of sight across or through other units or models. However, other units can draw a line of sight to a unit that occupies a tower across or through other units or models.

Duck & Cover: A unit that flees whilst occupying a tower does not move. The unit counts as fleeing and must rally as normal but, rather than run away, will seek cover in the safety of the walls.

In combat, a unit occupying a tower will not Give Ground or Fall Back in Good Order. Instead, the unit holds its ground and the combat continues. Should a unit occupying a tower Break and flee from combat, it is completely destroyed and removed from play.

Huddled Together: Should a tower ever be hit by a template, every model currently occupying it is considered to be underneath the template and risks being hit, as described on page 95. However, due to the protection offered by the walls of the feature, they are hit on a D6 roll of 5+, rather than the usual 4+.

"Incoming!": Should a tower ever be hit by a cannon whilst occupied, the unit within it suffers D3 Strength 4 hits, each with an AP of -1, as stones and shrapnel explode from the structure. The cannonball then stops immediately.

Victory Points: Controlling an important landmark is a significant achievement. To represent this, if either player controls this special feature at the end of the battle, that player is awarded a bonus of 100 Victory Points.

WARHAMMER ARMIES

Building and painting a collection of models for Warhammer: the Old World is a satisfying experience and, it must be said, often a long term project. But as your collection grows, you will want to use it in games – to command your miniatures on the field of battle.



Points Values & Size Of Game

Prior to a game, the players must decide how many 'points' their armies will be worth. The higher the points value, the larger the game. The points value dictates the maximum points you can spend on your army. For example, if two players decide to play a 3,000 point game, the total points value of each player's army must be as close to 3,000 points as possible without exceeding the agreed limit.

Recommended Size Of Game

Quite what size a game should be depends largely upon how long the players want their game to last. Armies of 2,000 points will give players familiar with the rules a game that will last a couple of hours. Games with smaller armies can be played in less time, whereas a game with much larger armies might occupy most of a day. Players are encouraged to play games with different points values to find the size of game they most enjoy.

Minimum Three Units

An army must include a minimum of three non-character units, not including units whose troop type is 'swarms', 'war beasts' or 'war machines'.

The General

All armies must include at least one character to act as the General. If an army includes more than one character, its General is selected as described on [page 203](#).

The Muster List

A muster list is a list, written by the player, of all the units that make up the army they will be using during a game. A muster list should include the size of each unit (i.e., how many models it contains at the start of the battle), the equipment those models carry, and any optional upgrades that have been included, be they equipment, command models, magic items and so forth.

Most importantly, the muster list should include the total points value of each unit and of the army as a whole, thus ensuring that your army is within the agreed size!

Players should share their muster lists with one another before deployment.

More Detail: Many players find it useful to include greater detail in their muster lists – model and weapon profiles, special rules, even spell and magic item descriptions. Including such detail is by no means necessary, but will reduce how much time is spent flicking through the pages of books during a game.



Army Lists

Each faction in Warhammer: the Old World has an army list. This gives profiles and rules for all of the models that make up that faction. An army list is broken down into six parts, though not all of these will be present in every army list. Some armies, for example, do not include any chariots, whilst others might shun the use of war machines:

- Characters
- Infantry
- Cavalry
- Chariots
- Monsters
- War Machines

Army Composition Lists

An 'army composition list' tells you what role the various units from your army list fulfil within your army. There are two types of army composition list:

Grand Army: This is the default army composition list for each faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

Army of Infamy: These are supplementary and characterful army composition lists. They differ from the Grand Army in a number of ways, often omitting some of the units available to the Grand Army and instead focussing on a particular type of unit or upon those units favoured by an army drawn from a certain region. Army of Infamy composition lists allow you to create more specialised armies at the expense of a degree of tactical flexibility.

Understanding Army Composition Lists

An army composition list is broken down into a number of categories, each listing the units that belong to it:

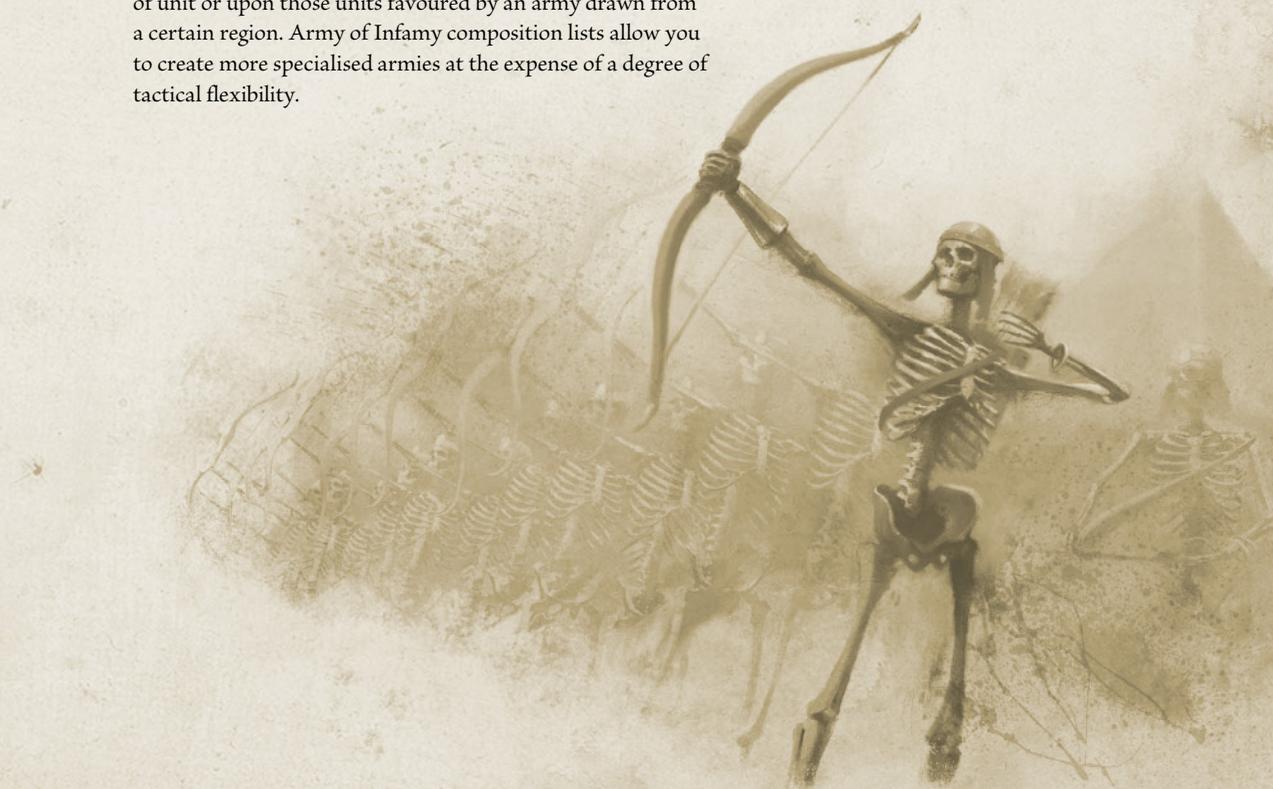
- **Characters:** The characters that lead your army, powerful individuals possessed of fearsome martial or magical might.
- **Core:** The heart of your army, the iconic troops who make up the bulk of every warband and warhost.
- **Special:** Skilled and veteran troops, capable of anchoring a battle line of lesser warriors, or performing great deeds in their own right.
- **Rare:** The most unusual models in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill.

In addition, many army composition lists will include one or both of the following categories:

- **Mercenaries:** Some armies can include specific units drawn from other army lists as mercenaries (see [page 279](#)).
- **Allies:** Most armies can include an allied contingent drawn from another army list (see [page 280](#)).

"I call you out, Magnus, son of Megnin, son of Murbad! Gather your armies if you can, for your head is mine to hew from its neck, just as your grandsire took my father's hand a century hence today!"

Thrundil Barrelbeard, settling an old debt





Percentages

Each category of a composition list is accompanied by a percentage. This is the percentage of points that you either can or must spend on units drawn from that category. In the case of Grand Army composition lists, these percentages are quite uniform. For example:

- Characters (up to 50%)
- Core (at least 25%)
- Special (up to 50%)
- Rare (up to 25%)
- Mercenaries (up to 20%)
- Allies (up to 25% may be spent on a single allied contingent)

This means that, in a 2,000 point army, you would have to spend a minimum of 500 points (25% of 2,000 points) on Core units. By contrast, the most you could spend on Special units would be 1,000 points (50% of 2,000 points).

“Betwixt the peaks, an ogre waits, with club and sack to fill its plate. B’tween the trees, the goats walk tall with baying maws, they’ll eat you all. From icy wastes, the dark ones ride to steal you back across the tide. Hence spoil’d crypt, the dead do stride, from lifeless eyes no one can hide. Down below the Goblin crawls, your death betoken by twisted wrawls. So hold thy sword, stand tall and strong or to Morr’s garden, you’ll be a’long.”

*Battle Song of the Mauls of Morr,
a Mercenary Band from Ostermark*

Number Of Units

Next to the names of some units as they appear in the various army composition lists are numbers, and these require some explanation.

- In some cases, this may be a number range, 0-2 for example, indicating that an army built using this composition list may contain between zero and two units made up of this type of model.
- In other cases, the name may be preceded by a number followed by a ‘+’ symbol, 1+ for example, indicating that an army must contain at least one unit made up of that type of model.
- In some rare cases, you might encounter the term ‘up to X per 1,000 points’, with ‘X’ being a number. For example, up to 3 per 1,000 points, indicating that an army may contain no more than three units made up of that type of model for every full 1,000 points of army size (as described on [page 276](#)).

If no such number or range of numbers is present, there is no minimum or maximum to how many units made up of that type of model your army can include.

Named Characters

Many armies have access to named characters from the Warhammer world. These are usually mighty warriors and powerful leaders, often with unique equipment and their own special rules. As each of these represents an individual, an army can only contain one of each named character.



Mercenaries

Some army composition lists include a 'mercenaries' section, which lists a number of units from different army lists. These units can be 'hired' from those army lists to fight for your army as mercenaries. Using mercenaries in this way can greatly enhance the appearance and character of your army, as well as improve its fighting abilities.

Any mercenary unit included in this way gains the 'Mercenaries' special rule, (as described on [page 173](#)).

Misbehaving Mercenaries

Hiring mercenaries does not come without risk. Mercenaries can sometimes prove unwilling to endanger themselves for an employer, no matter how much gold they have received. To represent this, roll a D6 for each mercenary unit your army includes prior to deployment:

- On a roll of 2+, the mercenaries have held up their side of the contract, arriving on time and willing to fight. The unit is treated as being a part of your army, as if drawn from your own army list.
- On a roll of a 1, the mercenaries have proven to be unreliable. Immediately roll on the Misbehaving Mercenaries table opposite to find out the extent of the betrayal:



Misbehaving Mercenaries Table

D6 Result

- 1 Heavy Night:** The mercenaries spent the night before the battle drinking their way through their pay. They arrive on time, but smelling like a brewery and wincing at loud noises. The mercenaries gain the Stupidity special rule. If the unit already has the Stupidity special rule, it must apply a +1 modifier to the dice roll every time it makes a Stupidity test.
- 2-3 You Get What You Pay For:** The mercenaries do not feel they have been paid particularly well to take part in this battle. This has caused considerable grumbling in the ranks and, consequently, the mercenaries are dragging their feet rather than getting stuck in. The unit suffers a -1 modifier to both its Movement and Initiative characteristics (to a minimum of 1) for the duration of the battle.
- 4-5 "Sorry, the Cockerel Didn't Crow":** The mercenaries arrive, but late. However, their late arrival means they enter the battlefield from an unexpected direction. The mercenaries gain the 'Ambushers' special rule (as described on [page 166](#)) and must be held in reserve at the start of the battle. If the mercenaries already have the Ambushers special rule, they will only arrive during turn 2 on a roll of a natural 6 (rather than the usual 4+).
- 6 General Apathy:** For whatever reason, the mercenaries do not appear to be especially invested in their employer's cause. Consequently, they feel little reason to stick around when the going gets tough. The unit suffers a -1 modifier to its Leadership characteristic (to a minimum of 2) for the duration of the battle.



Allied Contingents

Most army composition lists include an 'allies' section, which lists a number of different armies from which an 'allied contingent' can be drawn. These are small armies within an army that represent the forces of an ally fighting alongside the main bulk of your army.

Creating An Allied Contingent

An allied contingent is effectively a miniature army in its own right. Accordingly, an allied contingent must abide by the army composition rules and the percentages given for the army composition list used to create it:

Points Limit: An allied contingent must fall within the percentage of points allowed for allies given in the army composition list used to create the army as a whole. For example, the most you could spend on an allied contingent within a 2,000 points army would be 500 points (25% of 2,000 points).

The Allied General: An allied contingent must include at least one character to act as its General.

Number of Units: An allied contingent must include a minimum of one non-character unit. There is no upper limit to how many units it can include.

Allied Contingent Special Rules

The following special rules apply to an allied contingent:

- Units belonging to an allied contingent can only be joined by characters that belong to the same allied contingent.
- Characters belonging to an allied contingent can only join units that belong to the same allied contingent.
- Units belonging to an allied contingent cannot use the Inspiring Presence rule of the main army's General nor the Hold your Ground rule of a Battle Standard belonging to the main army.
- Units belonging to the main army cannot use the Inspiring Presence rule of an allied contingent's General nor the Hold your Ground rule of a Battle Standard belonging to an allied contingent.
- Army special rules that affect units belonging to the main army do not affect units belonging to an allied contingent.
- Army special rules that affect units belonging to an allied contingent do not affect units belonging to the main army.
- For all other purposes (Panic tests, spell effects, combat results, etc.), units and characters belonging to an allied contingent are considered to be part of the main army.





Types Of Alliance

The vast majority of alliances between an army and an allied contingent are made between trusted allies. As such, most allied contingents follow the rules already given. However, sometimes an allied contingent may be noted as being 'Uneasy' or even 'Suspicious'. In such cases, the allied contingent represents an alliance between two forces that might not usually be on the best of terms.

Uneasy Allied Contingents

Sometimes alliances are formed between forces that, whilst not openly hostile to one another, could hardly be described as firm friends. Neither party has any reason not to trust the other – they just can't quite bring themselves to do so.

An allied contingent that is noted as being Uneasy follows all the normal rules for an allied contingent. In addition:

- All units belonging to an Uneasy allied contingent are considered to have the 'Levies' special rule by all units belonging to the main army.
- Units belonging to an Uneasy allied contingent are not considered to be 'friendly' by Wizards belonging to the main army for the purposes of spell targeting, and vice versa.

Suspicious Allied Contingents

In rare cases, an alliance of necessity might be formed between two forces that are openly hostile to one another. They might not be warring at present, but they certainly have been in the past and, once the current threat is dealt with, could quickly start warring again.

An allied contingent that is noted as being Suspicious follows all the rules given previously for an Uneasy allied contingent. In addition:

- Should a unit belonging to a Suspicious allied contingent flee through a unit belonging to the main army, or vice versa, it must make Peril tests, exactly as if it had fled through an enemy unit.
- Units belonging to a Suspicious allied contingent suffer a -1 modifier to their Leadership characteristic whilst within 6" of a unit belonging to the main army, and vice versa.





Regimental Units & Detachments

Some armies of the Old World are particularly well-drilled, their units acting in support of one another with a discipline that shames their more chaotic and unruly foes. It is not uncommon to see large and imposing units flanked by smaller detachments. These detachments can prove invaluable by guarding the vulnerable flanks of their parent units, firing in their defence and, in some cases, counter-charging to disrupt the enemy.

Using Regiments & Detachments

In some army lists, certain units will have the option to be accompanied by up to two smaller support units known as 'detachments'. Such units are known as 'regimental units' and are marked by having the 'Regimental Unit' special rule. Units that can be taken as detachments are marked by having the 'Detachment' special rule.

In some cases, a model may have both special rules. This simply means that a unit consisting entirely of such models can be either a detachment or a regimental unit. It cannot be both, however, and you must ensure it is clear when writing your muster list which rule the unit will use (if either). You should also ensure this is made clear to your opponent during deployment.



Creating a Regimental Unit: Creating a regimental unit is simple – when writing your muster list, simply create a unit with the 'Regimental Unit' special rule as you normally would and make a note of the detachments that accompany that unit. A regimental unit can be accompanied by up to two detachments.

Creating a Detachment: To create a detachment, simply choose a unit with the 'Detachment' special rule and create a unit as follows:

- A detachment can range in size from a minimum of five models to a maximum of half the number of models in the regimental unit it accompanies (rounding down).
- The models in a detachment can purchase any optional upgrades listed as normal.
- A detachment cannot include a command group or any command models.

A detachment must accompany a regimental unit. This means that every detachment included in your army must be assigned to a regimental unit and a note made of this on your muster list. A detachment cannot be assigned to more than one regimental unit.

Detachments are normal units in all regards that benefit from additional rules, given opposite. With the exception of these special rules, detachments are completely separate and independent from their regimental unit (i.e., spells, magic items and special rules affecting the regimental unit do not affect its detachments unless specifically stated otherwise).



Detachment Special Rules

Detachments follow a number of special rules, representing the specialised way in which they function alongside their regimental units:

Regimental Deployment: Detachments must be deployed at the same time as the regimental unit they are assigned to, and must be deployed within 3" of that unit. If the regimental unit is held in reserve as reinforcements, its detachment(s) will as well and will arrive with it.

Regimental Leadership: In battle, regimental units provide leadership to their detachments. Unless the regimental unit is fleeing, a detachment may use the Leadership characteristic of its regimental unit whilst it is within 3" of that unit.

Note that if the detachment's Leadership characteristic is higher, it may use its own Leadership instead.

Regimental Psychology: Detachments fight so closely alongside their regimental units that they are affected by the same battlefield psychology. If a regimental unit has any of the special rules listed below, it confers those special rules onto its detachments whilst they are within 3" of it:

- Frenzy
- Hatred (X)
- Immune to Psychology
- Stubborn

Supporting Actions: Detachments are trained to support their regimental unit in battle. When an enemy unit declares a charge against a regimental unit, and if that regimental unit does not Flee as a charge reaction, each of its detachments that is within 3" of it, not engaged in combat and not fleeing can declare a Supporting Action.

A detachment can only attempt a single Supporting Action per turn:

- **Supporting Fire:** A detachment armed with missile weapons may declare that it will offer 'Supporting Fire'. A detachment that does so immediately attempts to make a Stand & Shoot charge reaction, as if it were the charge target. If the detachment is unable to Stand & Shoot (for example, if the enemy unit is too close), it will stand idly by – it cannot declare another Supporting Action.
- **Supporting Charge:** Any detachment that is able to make a Supporting Action may declare that it will make a 'Supporting Charge'. At the end of the Charge Moves sub-phase, a detachment that declared a Supporting Charge and that is not engaged in combat or fleeing makes an out-of-sequence charge against one enemy unit that charged into contact with its regimental unit during this turn.



WARHAMMER BATTLES

Two armies, met by chance or by design, must now battle for supremacy! Who knows what grim deeds have brought them to this bloody ground? Whether they fight for glory, vengeance, justice or the simple act of slaughter matters not. When the sun falls upon the field, the carnage will begin, and only the routing of the foe or the fall of night will bring it to an end.



Prepare For Battle

Not all battles are the same – quite the opposite in fact – and the rules given on the following pages attempt to reflect this. This section is broken down into three parts, each covering the three main ways in which games of Warhammer: the Old World can be played. These are:

Pitched Battles: The most straightforward type of game. Two (or more) players decide to play a game, agree a points value for their armies and select a pitched battle scenario to play. Pitched battles allow for well-balanced armies to meet and determine a victor with the minimum amount of fuss.

From [page 287](#) you will find six pitched battle scenarios. Each of these differs in terms of how armies are deployed and offers different objectives. By using these simple scenarios, you are assured a fun and balanced game that can be set up quickly and easily.

Campaign Battles: Linking games together, either by following an unfolding narrative or simply to find the most successful general within a group, is a great way to experience Warhammer: the Old World. Campaign battles often require more preparation and commitment from the players, but the rewards are worth the effort.

On [page 300](#) you will find simple rules and guidelines for linking your games together into a campaign. Future supplements will present far more in-depth campaign rules, from simple ladder campaigns, to map based campaigns and even unfolding quests and campaigns of conquest in which armies battle to complete objectives and earn rewards.

Narrative Battles: This is a very broad category, often also described as 'open play'. Each of the pitched battle scenarios includes rules for playing a historical recreation of a famous battle from the Warhammer world. These introduce the simplest form of narrative battle – one that recreates history. The challenge of such battles is to see if you could have led your forces to a different outcome than your imagined counterpart did in the history books of this fantasy realm.

On [page 302](#) you will find guidance on taking your narrative games further. This includes suggestions for plots and objectives, as well as more explanation of the role a 'games master' can play and how their presence can enhance the experience for everyone involved.



A Deadly Legacy

There is a mystic power about battlefields and ancient cairns, or any grounds hallowed by a great many dead. There, in ages long past, the shamans of the primitive tribes wove spells of protection, for Man has always considered it a great evil for the dead to rise up and walk again. From wards and curses all the way to complex spirals of carefully arranged hexstones, many of these prehistoric locations can still be found, hiding in the foundations of cities, in ruins scattered across long-abandoned hilltops or secreted amidst eerie clearings deep in the wilderness. The wise avoid such sites, for there lurks many unseen dangers.



Setting Up Your Battlefield

With your armies selected and the type of game you want to play decided, the next thing you will need to do is to set up a suitable battlefield using the terrain in your collection.

Size Of Battlefield

For the average game of between 2,000 and 3,000 points, a battlefield measuring 48"x72" upon a flat, stable surface is normal. However, players may find the size of their battlefield limited by the space available. If you are unable to set up a battlefield measuring 48"x72", refer to the table below for the minimum recommended size at different points values:

Size Of Battlefield

Size of Game	Minimum Size of Battlefield
--------------	-----------------------------

Up to 1,000 points	30"x44"
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1,001 to 3,000 points	44"x60"
-----------------------	---------

3,001 points and above	44"x90"
------------------------	---------

Placing Terrain

The placement of terrain is described in detail on [page 268](#). For most games these guidelines are ideal. In addition, some scenarios might describe certain terrain features to include and give instructions for placing such features.

Deployment

All scenarios include a map showing deployment zones and include instructions for the deployment of armies. These instructions might describe a unique method, but most often they will instruct players to follow the 'alternating units' method. Some scenarios may also instruct players to keep a portion of their army in 'reserve':

Alternating Units: If a scenario calls upon players to alternate deployment of units, the winner of a roll-off can choose which player will deploy the first unit. Players then take turns, each deploying a single, non-character unit within their deployment zone, saving characters until last.

All of the war machines in your army must be deployed at the same time, but can be placed at different locations within your deployment zone. All of the characters in your army are deployed last, and all at the same time, but can be placed at different locations within your deployment zone.

Reserves: Some scenarios call for units to enter play as reserves. These units use the rules for reinforcements, as described on [page 134](#). The following additional caveats also apply:

- Units that are not normally allowed to move (for example, if they contain models with a Movement characteristic of 0) are placed touching the battlefield edge.
- Characters can choose to either enter the battle on their own or as part of a unit they have joined. If dice are used to determine when and where reserves enter, state if a character is joining a unit before making any rolls. If so, make a single roll for both character and unit.



First Turn

How to determine which player takes the first turn is detailed in each scenario. In most scenarios, the winner of a roll-off chooses who takes the first turn.

Game Length

Most games last for six rounds. Some last a variable number of rounds – where this is the case, the details will be given in the scenario.

Conceding: If one player concedes the battle, the game ends and victory goes to their opponent, who is awarded all of the available Victory Points.

Time Limit: A game of Warhammer: the Old World can take several hours, not including time spent in conversation and making cups of tea. To manage this, some players set a time limit. Once this is reached, the active player finishes the current phase of their turn and the game ends.

Victory Points

Most scenarios use 'Victory Points' to determine the winner. In order to win, one player must score at least 100 Victory Points more than their opponent – if one player scores twice as many Victory Points as their opponent, that player has achieved a crushing victory! Any other result is a draw.

Victory Points are won in several ways:

Dead or Fled: The most usual way to win Victory Points is by destroying, routing or significantly reducing the fighting strength of enemy units:

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.
- Each enemy unit that is fleeing at the end of the battle is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been reduced to less than 25% of its starting Unit Strength at the end of the battle is worth a number of Victory Points equal to 25% of its points cost (rounding fractions up).

The King is Dead: If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 100 Victory Points.

Trophies of War: You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy, as described on [page 200](#). Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 Victory Points.

Scenario Objectives: Some scenario special rules give special objectives to complete. Should you do so, you win a Victory Points bonus, as described in the scenario.

Special Features: If the players have agreed to the inclusion of a special feature, or if the scenario specifies one must be included, the player that controls it at the end of the battle will win a Victory Points bonus, as described in the feature's special rules and/or as described in the scenario.



Pitched Battles

The pitched battle scenarios presented on the following pages are designed for armies of roughly the same size. In each scenario, the situation in which the armies clash gives neither side a particular advantage as they are each designed to give both sides an equal chance of winning and have few, if any, scenario special rules.

Historical Recreation

As mentioned previously, each pitched battle scenario includes guidance to recreate the historical battle that inspired it. In addition, the introduction to each scenario gives a brief description of the battle, telling why it was fought and the outcome. Here you will learn which armies to use along with suggestions of certain models or units to include in order to represent historical figures or famous regiments. They may also specify certain terrain features to include, or present special rules to use, the better to reflect the unique circumstances of that battle.

These rules are intended for players who want to explore a more narrative style of play and should be treated as ideas to explore freely, rather than as strict rules which must be adhered to. The challenge of such games is simple – were you the general on that fateful day, would the history books record a different outcome?

Choosing A Pitched Battle Scenario

There are two methods players can use to decide a pitched battle scenario prior to a game. The first method is for the players to simply discuss the matter and agree which scenario to use. This gives the maximum amount of choice and ensures that you don't end up with a scenario that neither player particularly wants to play.

The second method is to choose randomly, by rolling a D6 and consulting the Pitched Battle table shown below:

Pitched Battle Table

D6	Scenario
1	The Plain of L'Anguille (Open Battle, see page 288)
2	The Doom of Odo Todmeyer III (Break Point, see page 290)
3	The Battle of Pine Crag (Flank Attack, see page 292)
4	The Drakwald Forest Incident (Meeting Engagement, see page 294)
5	The Battle of Gisoreux Gap (Mountain Pass, see page 296)
6	The Lonely Tower (Command & Control, see page 298)

THE PLAIN OF L'ANGUILLE

– OPEN BATTLE –

In the summer of the Imperial year 2241, the Bretonnian king, Louen Orc-Slayer (who felt he had not yet truly earned this bold epithet), led his armies against the might of Waaagh! Durgath.



For several seasons Orcs had beset fair Bretonnia; raiding, looting and looking for war. The northern dukedoms had fared the worst and, in late 2239, Couronne had been overrun; the once fair city sacked and left smouldering. From there the province of L'Anguille had been invaded. It was here, at the provincial capital, that King Louen had amassed a magnificent host of knights and a far larger (though considerably less magnificent!) army of peasants to finally face and defeat the hordes of Waaagh! Durgath on the field of battle.

The armies had made their camps either side of the wide flood plain before the city and in the pre-dawn light they drew their battlelines. As the sun climbed higher, the Orc host began its ill-disciplined advance, whooping and hollering. In moments, the pale sunlight was obscured as the Bretonnian peasant levies unleashed wave

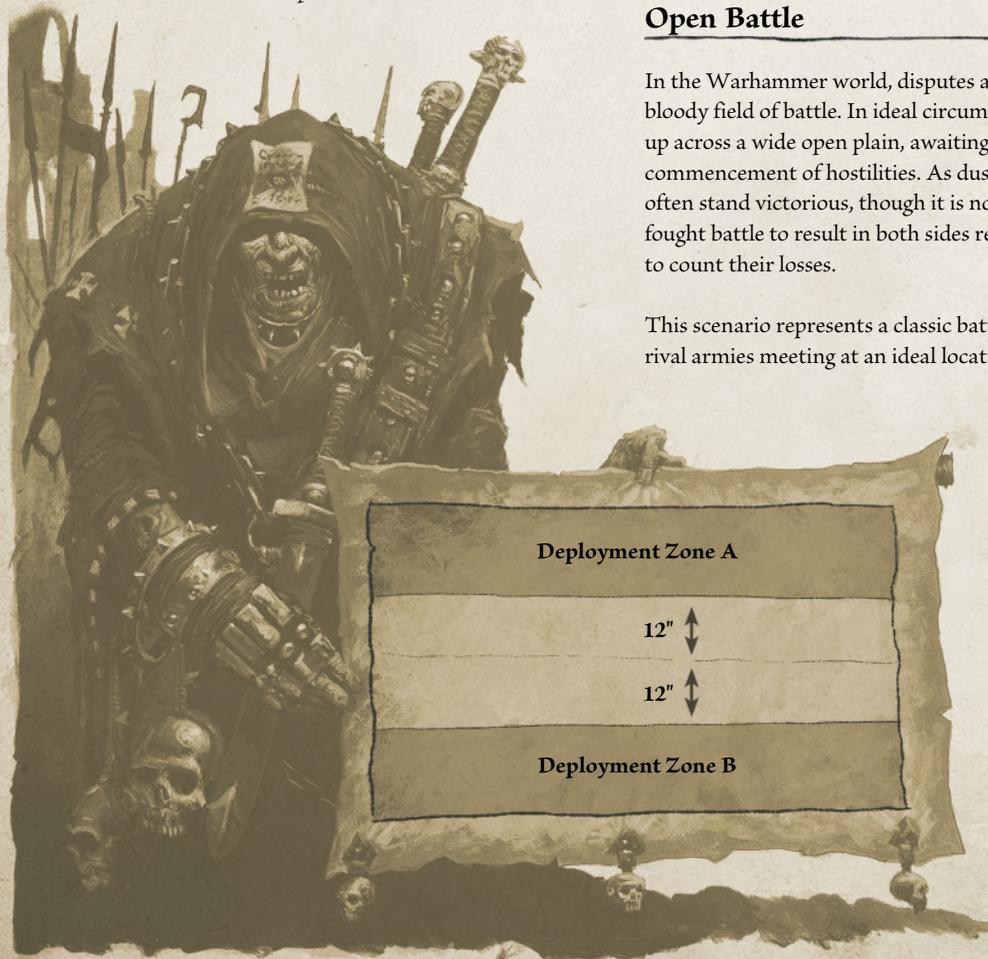
after wave of bow fire. This was quickly followed by the charge of the knights, which crashed deep into the advancing Orc horde. Behind the knights marched massed ranks of men-at-arms. As they drew close, the already disarrayed Orc lines ruptured and brutish warriors streamed forth to meet them.

The battle quickly descended into chaos – a swirling melee that lasted many hours. As dusk fell, Warboss Durgath paused to look across a plain piled high with the dead and, seeing that there would be no victory this day, turned his great bulk towards the distant hills. As the great green brute turned and fled, so too did his surviving warriors and the Orc retreat quickly became a rout. As night fell across the field of battle, King Louen Orc-Slayer was borne triumphantly through the gates of L'Anguille.

Open Battle

In the Warhammer world, disputes are settled upon the bloody field of battle. In ideal circumstances, armies will form up across a wide open plain, awaiting the dawn light for the commencement of hostilities. As dusk draws in, one side will often stand victorious, though it is not uncommon for a close fought battle to result in both sides retreating into the gloom to count their losses.

This scenario represents a classic battle fought between two rival armies meeting at an ideal location for a day of fighting.



Set-up

Place terrain as described on [page 268](#).

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Players deploy their armies using the alternating units method, as described on [page 285](#).

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

Before the game begins, players can choose to play a 'fixed' length game or a 'random' length game:

Fixed Game Length: The battle will last for six rounds, until one side concedes, or until the time limit agreed by the players is reached, as described on [page 286](#).

Random Game Length: The battle will last a random number of rounds or until one side concedes. Starting at the end of the fifth round, roll a D6 at the end of each round. Add the round number to the dice roll. If the total is 10 or more, the battle ends immediately. If the total is less than 10 then the battle continues for at least one more round.

Scenario Special Rules

This scenario has no special rules.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described on [page 286](#).

Historical Recreation

The Battle of L'Anguille Plain was fought between a vast horde of Orcs and the glittering splendour of the knights of Bretonnia. Both sides were led by mighty warlords – the Orcs by Warboss Durgath Spine Cracker and the Bretonnians by King Louen Orc-Slayer. To reflect this, each army should be led by an appropriate character acting as the General. Warboss Durgath may fight on foot or may be mounted on a boar. King Louen must be mounted on a warhorse.

In addition, and to capture a measure of the size and splendour of the armies, a historical recreation should be played with armies of no less than 3,000 points.

The bulk of Waaagh! Durgath famously broke formation early, displaying a proper Orcish desire to engage the enemy. However, this ill-disciplined charge into heavy bow fire caused the Orcs to lose much of their advantage and, eventually, the battle. To represent this, the Orc player will automatically take the first turn. In addition, any unit with the Impetuous special rule must declare a charge on a roll of 1-4 (rather than the usual 1-3).



THE DOOM OF ODO TODMEYER III

– BREAK POINT –

The Wolf Emperor Odo Todmeyer III of Osterlund fought a long and bitter campaign against the Beasts of the Forest of Shadows. Their destruction became an obsession, driving him to ever greater acts of aggression.



In the spring of the Imperial year 2251, as had by now become tradition, bold Odo led his army forth from the great city of Middenheim into the surrounding forests. The forces at his disposal were a mix of veterans, who showed little fear as they marched along well-worn trails to camps built in previous years, and new recruits who jumped and startled at every bird call heard or rabbit cough from the gloom.

Unbeknownst to Odo, migrations from the south had bolstered Beastmen numbers and emboldened the herds. The armies of the Wolf Emperor were soon brought to battle, facing ambushes and flank attacks as they marched along routes they believed secure, and it quickly became apparent that well-established marching camps and forest forts had been destroyed in the long, cold winter months.

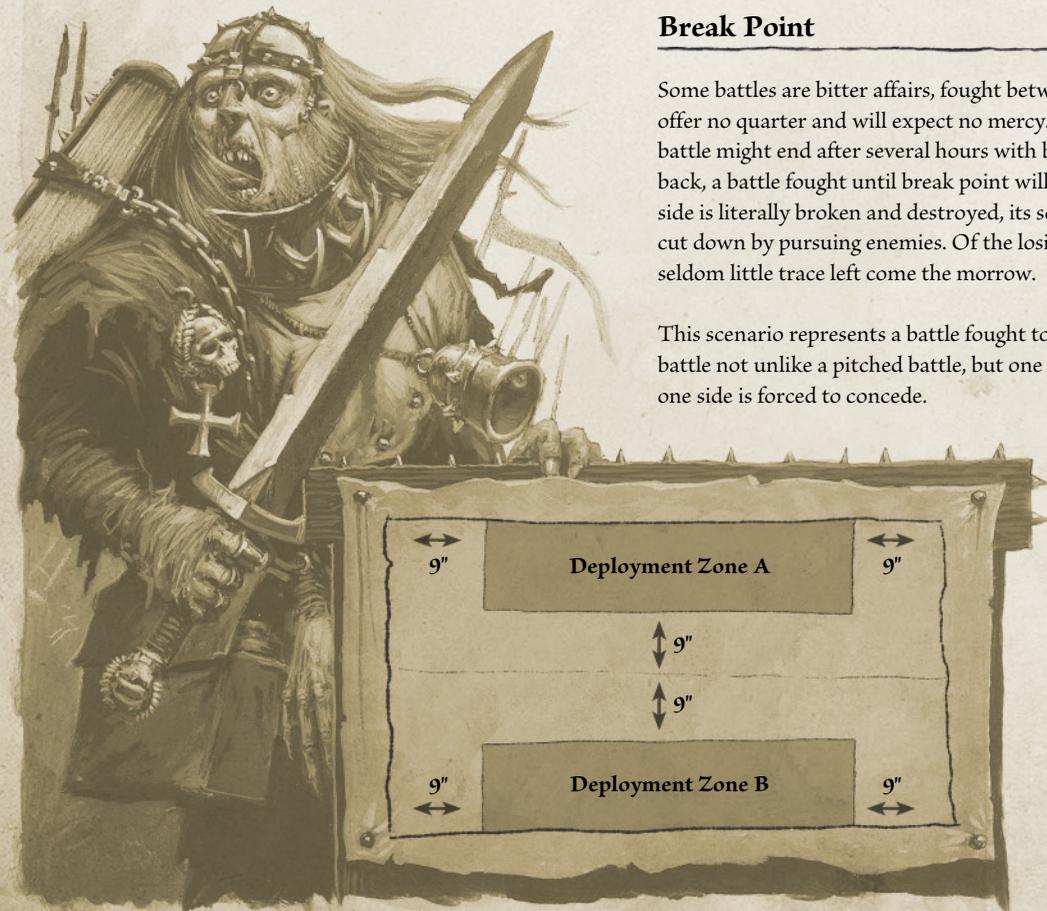
There followed a series of defeats for the armies of Osterlund, and many of the Wolf Emperor's most trusted advisors implored him to retreat to the Fauschlag, to conscript more troops and build strength. But Odo would not hear it – if his forces retreated to build their strength, they granted the Beasts of the forest freedom to do likewise. There followed a long and vicious campaign; the armies of Osterlund fought more battles than in any year previously, slowly regaining the upper hand despite grievous losses.

As summer turned to autumn and yearning for victory, Odo laid plans for a final battle deep within the dark heart of the forest. Sadly for Odo this final battle was one too many and he was dragged from his horse by the endless horde of braying Beastmen. The remnants of his battered and broken army fled back to Middenheim, where what remained of his broken and bloodied corpse was entombed beneath the Fauschlag rock.

Break Point

Some battles are bitter affairs, fought between armies that offer no quarter and will expect no mercy. Where a pitched battle might end after several hours with both armies falling back, a battle fought until break point will rage on until one side is literally broken and destroyed, its scattered remnants cut down by pursuing enemies. Of the losing side, there is seldom little trace left come the morrow.

This scenario represents a battle fought to the grim death – a battle not unlike a pitched battle, but one that will rage until one side is forced to concede.



Set-up

Place terrain as described on [page 268](#).

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Players deploy their armies using the alternating units method, as described on [page 285](#).

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

There is no turn limit for this scenario. Instead, the battle will last until one side reaches its 'break point' or until one side concedes.

Scenario Special Rules

Break Point: All armies have a breaking point. This is equal to a quarter (25%) of the total Unit Strength of the army at the start of the game. To calculate the break point of your army, simply add together the Unit Strength of every unit (including characters) in your muster list and divide the total by four, rounding fractions down.

With each model removed from play as a casualty and with each unit destroyed, an army approaches its break point. If, during any Start of Turn sub-phase, the remaining Unit Strength of either army has fallen below its break point, that army is considered to have 'broken'. At this point, the game ends as models begin to flee, crumble into dust, dematerialise, and so forth.

Note that units that have pursued a fleeing enemy off the battlefield and units held in reserve count as being on the battlefield for the purposes of determining whether or not an army has reached its break point.

Victory!

If the game ends with one army having broken, the unbroken army achieves a crushing victory. Should both armies fall below their break point at the same time, use Victory Points to determine which player is the winner, as described on [page 286](#).

Historical Recreation

The Doom of Odo Todmeyer III took place deep within the Forest of Shadows. To represent this, you should endeavour to include as many woods as possible when setting up the battlefield. The battle was fought between the remnants of the Grand Army of Osterlund (an Empire army) and a much larger force of Beastmen. The Grand Army of Osterlund was led by Odo Todmeyer III, who should be represented by an Empire General mounted on a warhorse.

The Beastmen far outnumbered the Grand Army of Osterlund. To reflect this, the Beastman player should have at least 25% more points to spend on their army than their opponent. However, much of this army emerged from the dark woods to entrap the Osterlunders. Therefore, at least half of all Beastman units with either the Ambushers or the Beastmen Ambush special rule should be held in reserve.



THE BATTLE OF PINE CRAGS

– FLANK ATTACK –

In the Imperial year of 1890, famed Dwarf treasure hunter Grimi Goldgather led an expedition from the Grey Mountains into the heart of Athel Loren. There, he sought out the lost caravan of an earlier Dwarf adventurer – Grungni Goldfinder.



With little to guide his search but vague references to the 'Pine Crag's', Grimi had little clue as to where his lost ancestors had made their last stand. He decided that the best way to find the Pine Crag was to follow Grungni's supposed route through the great forest towards the Wild Heaths. If this was where the famous Dwarf had been headed, his lost caravan must lie along this same route.

More than happy to provoke the Wood Elves, the Dwarfs felled many trees and burned much undergrowth as they carved a road for their armoured wagons. This did not go unnoticed by the Asrai, who very quickly became outraged by this display of wanton destruction.

As the Dawi unknowingly entered the Pine Crag, the Asrai rushed to confront them. Splitting their strength, the Wood Elves hoped that the main body of their force would halt the inexorable Dwarf advance and give time for a smaller flanking force to outmanoeuvre the enemy, capturing them in a deadly trap.

Yet much to the shock of the Elves, an advance force of Dwarf Rangers had roamed far ahead of Grimi's caravan, and was even now circling back towards the Elven flank. No sooner had the two main forces met than the flanking forces also arrived from opposite sides of the battlefield!

The battle quickly became a savage and swirling melee, from which the Asrai would emerge victorious. And as for Grimi and his followers? They would perhaps have taken some consolation from their defeat had they but known their last stand was made a whole hundred yards beyond the long overgrown bones of their ancestors' ill-fated expedition.

Flank Attack

Sometimes a cunning general will divide their strength, sending a portion of their army to range wide in order to outflank the enemy. Such tactics are sound and, if all goes well, are likely to deliver a swift victory. But there are times when an equally cunning enemy has the same plan.

This scenario represents a battle in which both armies have assigned a number of units the task of outflanking the enemy. As these flanking forces choose their angle of attack in secret, there is as equal a chance that they will deploy facing one another as there is that they will find the unprotected flank of the main enemy force.



Right Flank	Deployment Zone A	Left Flank
↔ 18" ↔	↕ 12" ↕	↔ 18" ↔
↔ 18" ↔	↕ 12" ↕	↔ 18" ↔
Left Flank	Deployment Zone B	Right Flank



Set-up

Place terrain as described on [page 268](#).

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Prior to deployment, both players secretly divide their armies into two forces – the main force and the flanking force:

- A flanking force must contain at least one non-character unit and can be worth up to 33% of the total points value of the army (for example, in a 2,000 points game, your flanking force may be worth up to 666 points).
- A flanking force may include characters, but cannot include the General.

Once flanking forces have been selected, each player secretly makes a note of which flank (left or right) theirs will be deployed upon. Then, starting with the player that won the roll-off, the players deploy their main forces within their central deployment zone, using the alternating units method, as described on [page 285](#).

Finally, after both players have finished deploying their main forces, the players reveal where their flanking forces are to be deployed. Starting with the player that won the roll-off, the players deploy their flanking forces within their chosen 18" flank zone, using the alternating units method.

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn.

Game Length

The battle will last for six rounds, until one side concedes, or until the time limit agreed by the players is reached, as described on [page 286](#).

Scenario Special Rules

Other than the special deployment rules already given, this scenario has no special rules.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described on [page 286](#).

Historical Recreation

The battle of Pine Crag took place within a rocky ravine deep in Athel Loren. To represent this, you should endeavour to include as many woods and areas of rocky terrain (be they difficult, dangerous or impassable) as possible when setting up the battlefield. The battle was fought between a rag-tag army of Dwarf treasure hunters and a (possibly larger) force of Wood Elves. The Dwarf army should contain very few elite troops (such as Hammerers, Ironbreakers or Irondrakes) and no war machines or Runesmiths. Due to their important role, it must contain a unit of Dwarf Rangers in reserve.

The Wood Elves caught the Dwarf army largely by surprise as it marched through Athel Loren, cutting down trees. To represent this, the Wood Elf player will automatically take the first turn.



THE DRAKWALD FOREST INCIDENT

– MEETING ENGAGEMENT –

In spring of the Imperial year 2248, following the suspicious death of Duke Ludwig XI of the Grand Duchy of Talabec, the chilly relations between the rival provinces of Talabecland and Reikland for control of the Imperial throne grew heated.



Forces of the Reikland, which had long crossed the border into the neighbouring grand duchy on the pretence of patrolling the banks of the River Talabec, had begun to push further into the Drakwald Forest. Worse, many small towns within Talabecland reported visitations from state troops of the Reikland accompanied by Sigmarite Witch Hunters and missionaries bent on doing their god's work. Rumours that priests of Taal had been hanged for heresy in the village of Garndorf quickly inflamed an already tense situation.

In response, Duke Ludwig the XII increased the strength of his patrols in the area. The first inevitable battle was fought when two rival marching columns met on the forest road outside Guttow.

During a brief parley, the captain of the Talabheimer patrol, one Leonard van Obelmann, ordered the Reiklanders to return beyond their borders. A seasoned veteran, he stated it was his duty to police the roads hereabouts, not the Reiklanders, but avoided any mention of rumoured hangings. The Reikland officer, Captain Magda

Rassel, might have agreed, but the Witch Hunter accompanying her, Dietrich Haslav, decided the matter. The fanatic demanded the Talabheimers clear the road so that he might be about Sigmar's work, threatening to have flogged any who refused his orders.

By way of reply, the Talabheimer troopers began forming battle lines around their captain. Battle was soon joined and escalated rapidly as units from the rear of the columns joined the fray. The battle itself was short-lived. The Reiklanders may have been the superior force, but they had been on the road for weeks previously, whilst the Talabheimers were both fresh and impassioned. The Witch Hunter was captured, taken to Talabheim and tried. His execution was all the excuse the rival provinces needed to declare open war.

Meeting Engagement

It is not uncommon for two armies to cross paths unexpectedly and immediately deploy from Marching Columns into battle lines. More often than not, the fighting starts while rear elements of the armies are still marching towards the battlefield. In such a sudden clash, there is little time for careful consideration or planning.

This scenario represents a battle fought between marching armies, in which the outcome can hinge upon the timely arrival of reserve forces and where the initial battle lines can be most uneven.



Set-up

Place terrain as described on [page 268](#).

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite.

Before deploying their army, each player rolls a D6 for each unit, including each character and war machine, in their army. On a roll of 1, the unit must be held back as reserves (see below). Once a roll has been made for each unit, those that are not held in reserve can be deployed. Players deploy their armies using the alternating units method, as described on [page 285](#).

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

The battle will last for six rounds, until one side concedes, or until the time limit agreed by the players is reached, as described on [page 286](#).

Scenario Special Rules

Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn – other than the first – of their controlling player's choosing. When they arrive, reserves may enter the battlefield from any point on the long battlefield edge within their deployment zone, and move on using the rules for reinforcements (as described on [page 134](#)).

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described on [page 286](#).

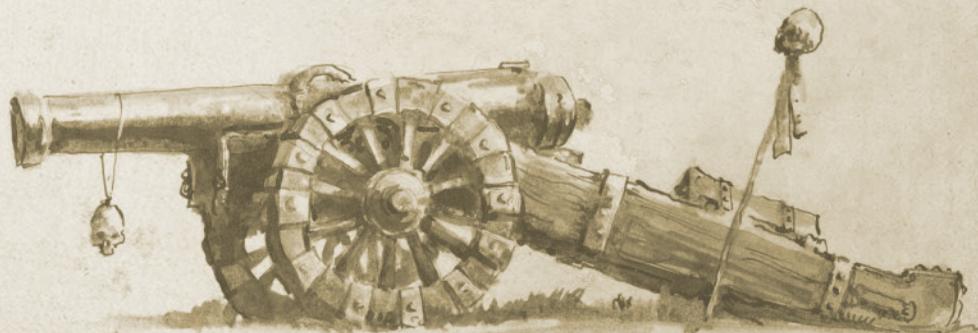


Historical Recreation

The Drakwald Forest incident was a battle fought between two armies of the Empire from rival provinces towards the end of a civil war that had raged for a thousand years. The army of Reikland should include a Witch Hunter, representing the firebrand Dietrich Haslav, whose actions arguably sparked the incident. In addition, the Reikland army should include at least one unit of Greatswords to accompany its General, a captain representing Magda Rassel, and might also include one unit of Flagellants to represent the Witch Hunter's followers. The army of Talabecland should be led by a captain, representing the famed Leonard van Obelmann.

Both armies should include plenty of State Troops, the better to represent two forces on patrol. Both armies may include war machines. Ideally, neither should include any knights (of any type) or Wizards as there is no suggestion any were present.

Finally, to better capture the nature of the battle, units arriving as reserves that are arrayed in Close Order or Open Order formations should be deployed in Marching Columns.



THE BATTLE OF GISOREUX GAP — MOUNTAIN PASS —

Late in the Imperial year of 2141, battle came to the usually peaceful Gisoreux Gap, marking the culmination of several years of growing hostility between the lords of Castle Desfleuve to its south and Fort Bergbres to its north.



The Gap, a wide and easily navigable mountain pass between the Grey Mountains and the Pale Sisters, had long been a valued trade route linking Bretonnia and the Barony of Westerland. Consequently, the pass was guarded at either end by substantial forts, each heavily garrisoned. These forts would stop merchants trying to enter or leave the pass and levy heavy tolls upon their passage. For decades, such taxation had been an annoyance but, considering the security brought to the region by the forts, one grudgingly endured.

This was to change in 2136 when a minor outbreak of plague in Bretonnia caused the mercenary forces of Fort Bergbres to demand greater remuneration. Countess Bergbrech responded by levying a punitive tax on Bretonnian merchants intended, so she claimed, to cover the cost of vital medicines for her garrison. In turn, Sir Desfleuve imposed a similar tax on Imperial merchants headed into Bretonnia, which he claimed was to cover the costs of caring for Imperial citizens that fell ill whilst visiting his lands.

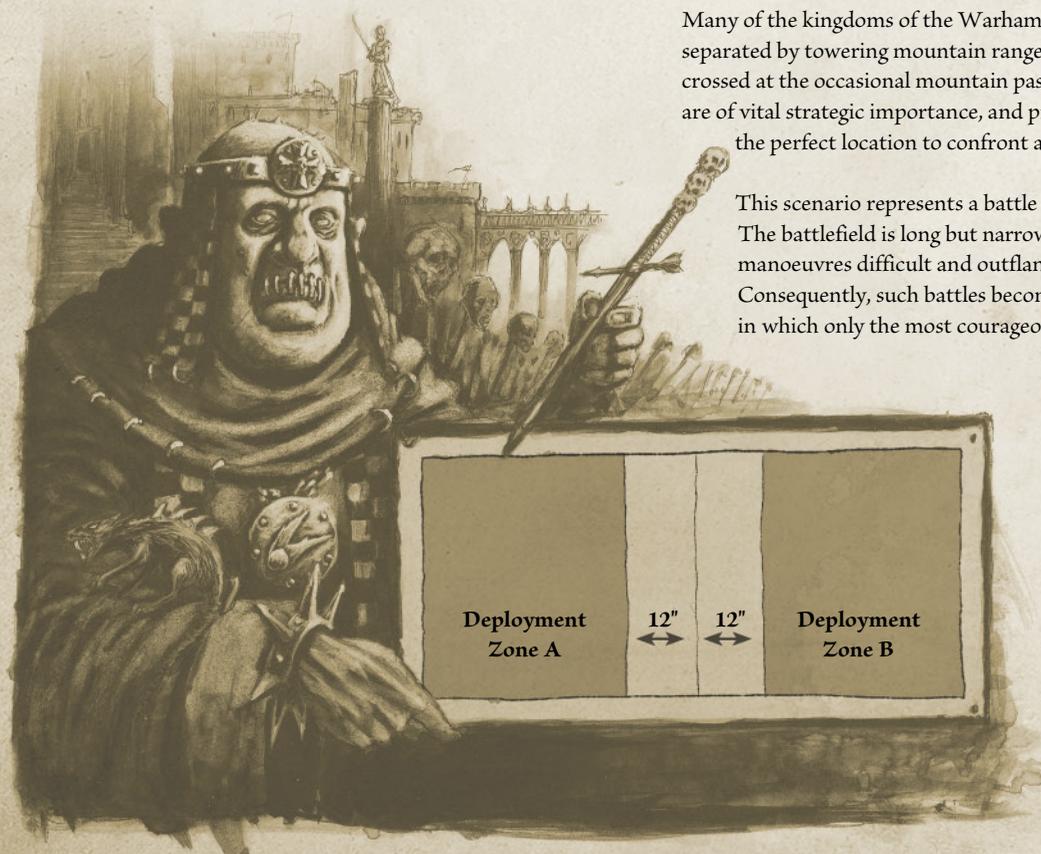
This pattern continued for several years, even once the outbreak of plague had receded, with ever more ludicrous charges imposed upon travel through the Gap. In response to complaints from merchants, each lord demanded loudly that their counterpart cease imposing extortionate fees upon travel, whilst ignoring all pleas to do so themselves. In time, complaints turned to threats and threats turned to violence, and the garrisons of each fort marched forth to do battle.

The battle itself was a brutal affair. The forces were hemmed in by the steep walls of the Gap and unable to enact complex battle plans. Ultimately, the battle was to become a bloody stalemate. The conflict was eventually resolved some time later by the heirs of both lords, for Sir Desfleuve fell in battle, and Countess Bergbrech died some weeks later of her wounds. Their heirs quietly agreed to review the tolls.

Mountain Pass

Many of the kingdoms of the Warhammer world are separated by towering mountain ranges that can only be crossed at the occasional mountain pass. These narrow defiles are of vital strategic importance, and present a defender with the perfect location to confront an invading army.

This scenario represents a battle fought in such a pass. The battlefield is long but narrow, making simple manoeuvres difficult and outflanking almost impossible. Consequently, such battles become matters of attrition in which only the most courageous will prevail.



Set-up

Place terrain as described on [page 268](#).

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Players deploy their armies using the alternating units method, as described on [page 285](#).

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

The battle will last a random number of rounds or until one side concedes. Starting at the end of the fifth round, roll a D6 at the end of each round. Add the round number to the dice roll. If the total is 10 or more, the battle ends immediately. If the total is less than 10 then the battle continues for at least one more round.

Scenario Special Rules

Bottleneck: The battle is fought in a narrow mountain pass enclosed by high cliffs. Because of this, the long battlefield edges count as impassable terrain. As such, no units (including fleeing units or any arriving from reserve) can leave or enter the battlefield via either long edge unless they have the Ethereal or Fly special rule.

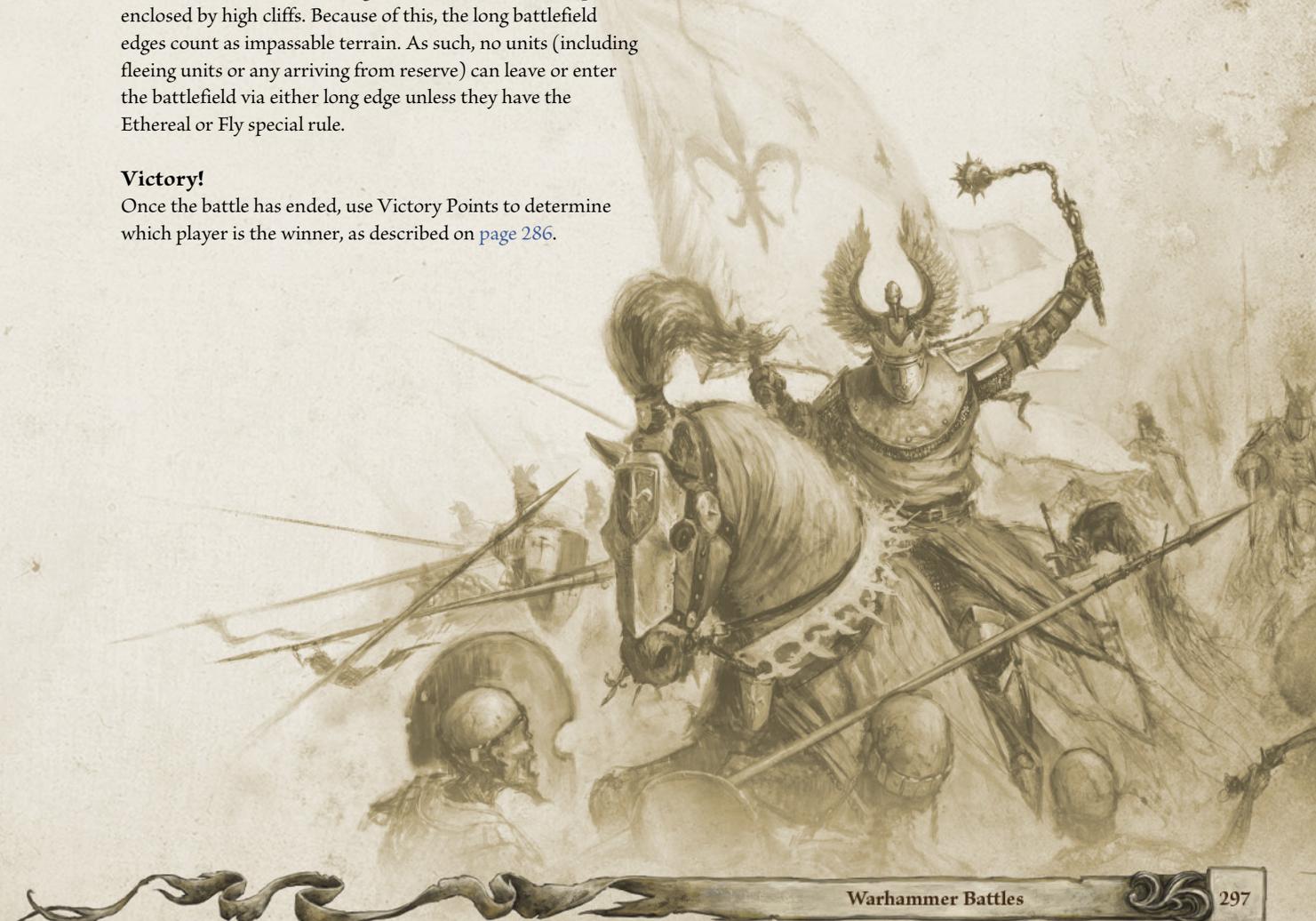
Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described on [page 286](#).

Historical Recreation

The battle of Gisoreux Gap was a brutal affair fought between two elite and well-equipped armies (all that toll money had to go somewhere!). The Bretonnian army should contain a high number of units of Knights. Any units of Men-at-Arms might be given heavy armour to represent the wealth of their lord and their superior position as guards of an important trade route. The Empire army, being an army of Westerland, a province famed for its use of mercenaries, may include any number of units of Veteran State Troops, provided all have the Mercenaries special rule. To help reflect the bitter nature of the battle and the inability of troops to simply turn tail and flee, players may give up to half of their units the Stubborn special rule.

Both armies should be led by a General mounted on a warhorse, representing Sir Desfleuve and Countess Bergbrech respectively. Historically, there is no evidence that the two fought single combat during the battle, but, as the battle was a matter of honour, players should spare no efforts to ensure a challenge is fought between their Generals.



THE LONELY TOWER

– COMMAND & CONTROL –

In early spring of the Imperial year 2123, a large force of Goblin wolf riders was reported to be raiding fishing villages around Reaver's Point on the northernmost coast of Couronne and across the border into the swampy environs of Marienburg.



Neither the Duke of Couronne nor the Burghers of Marienburg considered this to be their problem; the raids were a minor irritation they expected their neighbour to deal with. By contrast, the local peasants felt strongly that Goblins raiding and burning their homes was a terrible calamity. Reasoning that a long wait for a foreign government to intervene when it suited carried with it a high risk of untimely death, the peasants took matters into their own hands.

Acting quickly, the villagers set up a network of watchtowers along the coast to ensure advance warning of approaching raiders. As these went up, ad hoc regiments were formed of all able-bodied adults. These regiments wasted no time in garrisoning the various towers as soon as they were

completed. All told, within just three weeks of the most recent raid, seven watchtowers had been erected and a considerable fighting force amassed. With their preparations complete, the peasants waited for a signal that the wolf riders had been sighted.

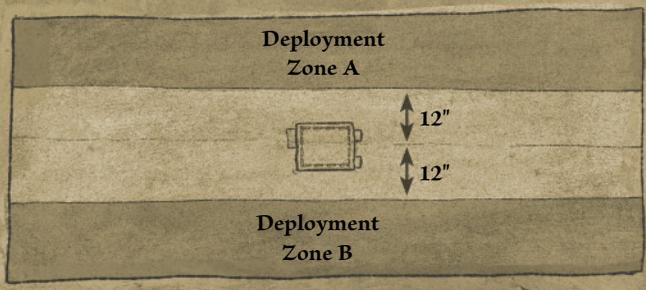
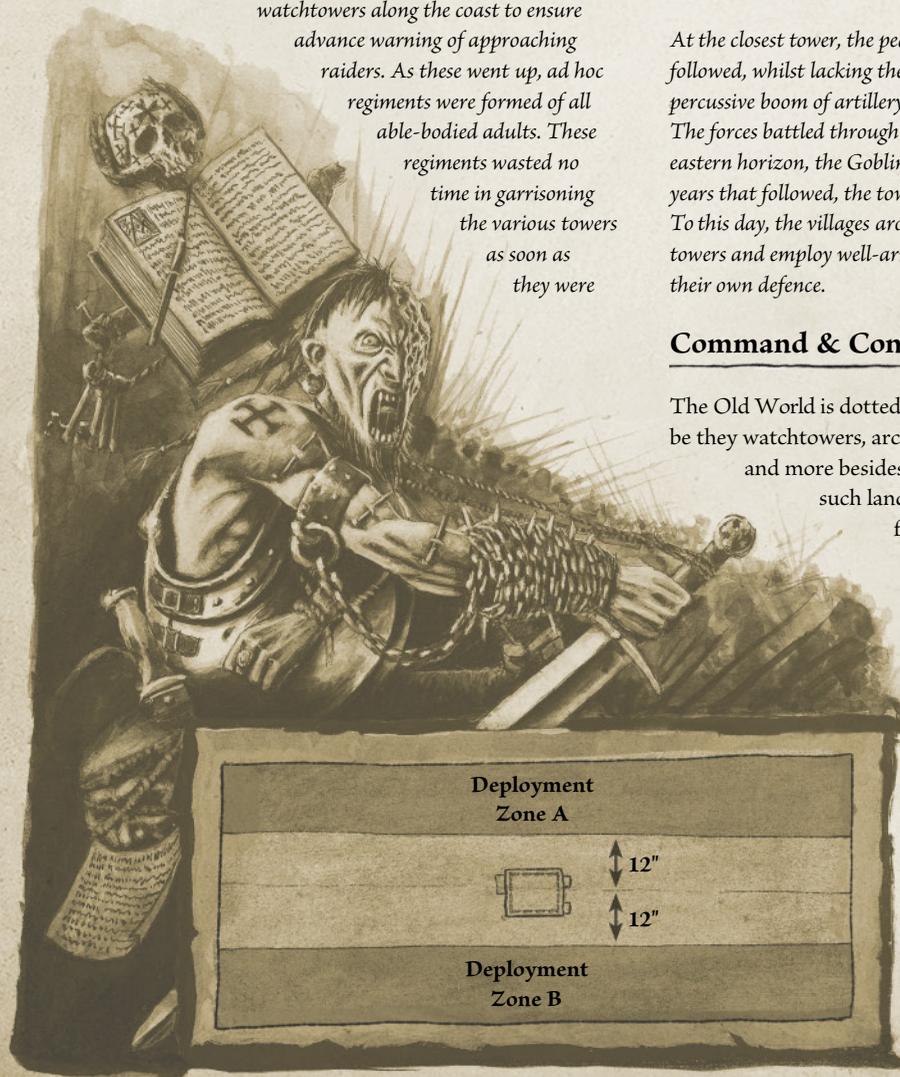
The rough towers proved their worth when mere days after their completion, lookouts in two of them spotted riders approaching Reaver's Point at dusk. Beacon fires were lit and pigeons dispatched to warn the nearby villages, and the peasant regiments mustered to march forth to face the raiders.

At the closest tower, the peasants met the Goblins. The battle that followed, whilst lacking the splendour of cavalry charges and the percussive boom of artillery, was a savage and close fought affair. The forces battled through the night and, as dawn light lit the eastern horizon, the Goblins had been routed. In the months and years that followed, the towers were built ever taller and sturdier. To this day, the villages around Reaver's Point maintain their towers and employ well-armed militias so that they may look to their own defence.

Command & Control

The Old World is dotted with many important landmarks, be they watchtowers, arcane monoliths, grand mausoleums and more besides. Many battles are fought around such landmarks, and very often control of the feature is a great boon to an army, either in terms of morale, position, or something more ethereal.

This scenario represents a battle fought for control of a special feature – a significant terrain feature at the centre of the table. This may be any of the special features described on [page 272](#).



Set-up

Place terrain as described on [page 268](#). In addition, place a single special feature (as described on [page 272](#)) in the centre of the battlefield (players should agree which special feature to use from the terrain available).

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Players deploy their armies using the alternating units method, as described on [page 285](#).

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

Before the game begins, players can choose to play a 'fixed' length game or a 'random' length game:

Fixed Game Length: The battle will last for six rounds, until one side concedes, or until the time limit agreed by the players is reached, as described on [page 286](#).

Random Game Length: The battle will last a random number of rounds or until one side concedes. Starting at the end of the fifth round, roll a D6 at the end of each round. Add the round number to the dice roll. If the total is 10 or more, the battle ends immediately. If the total is less than 10 then the battle continues for at least one more round.

Scenario Special Rules

This scenario has no special rules.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described on [page 286](#). The player that controls the special feature at the end of the battle wins a bonus of 200 Victory Points (in addition to any bonus controlling the special feature may normally give).

Historical Recreation

The battle of the Lonely Reaver's Point watchtower was by no means a grand affair. It was fought between lowly peasants, eking a meagre existence as fishermen along the hostile coastline of Bretonnia, and a ragtag warband of Goblin raiders, likely forced down from the Pale Sisters by Orc aggression. The armies used to recreate the battle, then, should be equally humble.

The Bretonnian army should contain no knights of any type – only peasant soldiers. The Goblin army should contain no Orcs of any type – only Goblins. Beyond this, there are no restrictions, and including war machines and Wizards will only add to the chaotic fun and confusion.

This should be a fun battle to recreate and, more than any other discussed in this section, players are encouraged to abandon army composition rules, and even points values, when recreating the Lonely Tower. The less constrained by such rules the players are, the more fun the game will be.



CAMPAIGN BATTLES

Linking games through a story, map or some other method is considered the ideal way to enjoy Warhammer: the Old World by many players. In such campaigns, each individual game represents but one battle fought in an ongoing war and there are plenty of excuses to enjoy challenging and varied games.



Many stories of the Warhammer world are told through campaign books, supplements and other publications which present exciting tales of epic deeds. Such publications present rules for recreating famous battles of history, translating them from the page to the tabletop.

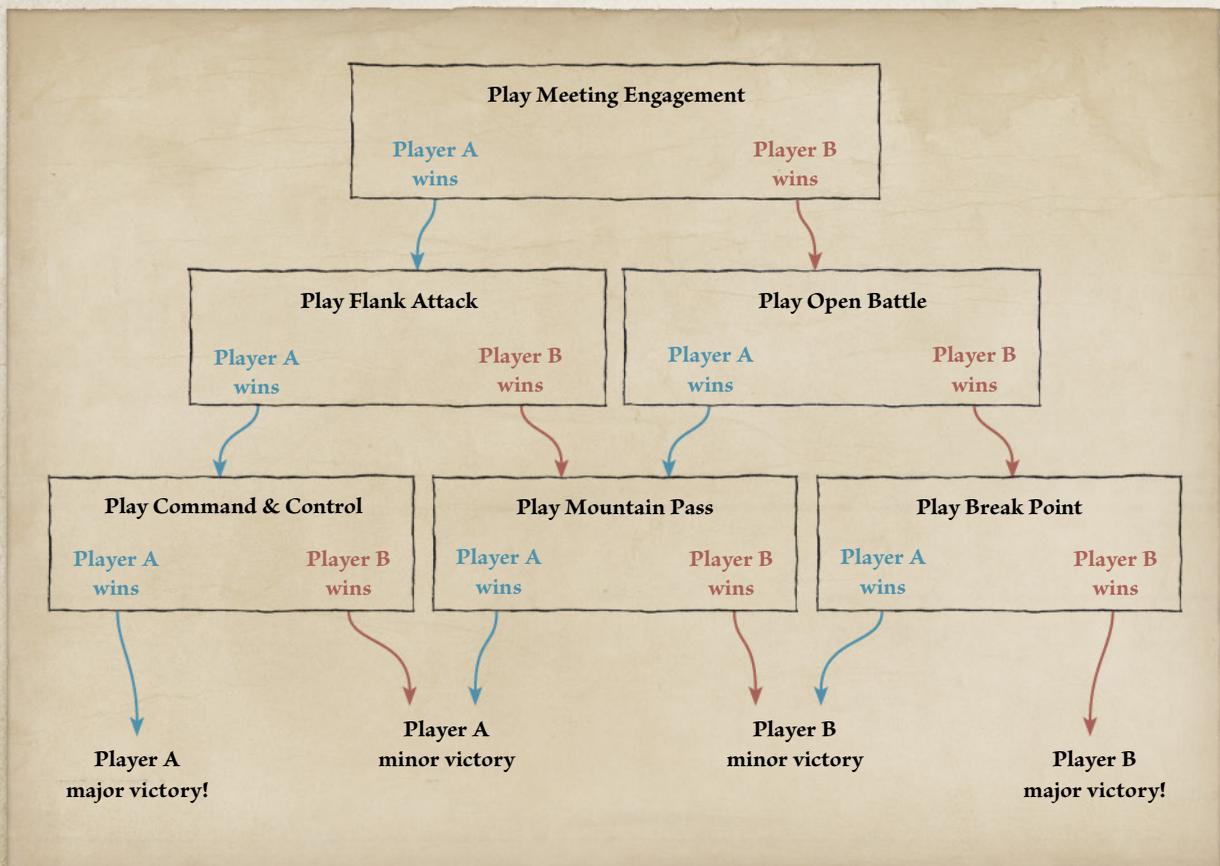
Often, campaigns are about conquering lands, with each player controlling multiple armies of the same faction, located in different regions. Each rival faction attempts to build its own dominion, increasing the size and strength of its armies and holdings. Such campaigns quickly turn bloody, as armies march forth to invade the lands of their neighbours.

As victorious armies seize land, the defeated forces must retreat, regroup and rebuild their strength. This adds new strategic and tactical challenges as a player attempts to outmanoeuvre and outmatch their foes on the campaign map as well as the battlefield.

Campaigns can be complex, involving many battles over many months and including rules for lines of supply, sieges, allies and spies, perhaps even random events such as plagues or rampaging monsters. Alternatively, a campaign can be quite a simple affair, with only a few parameters influencing the scenarios used in a small number of linked games.

Campaign Trees

The most simple type of campaign that two players can enjoy is one that uses a campaign tree, such as the one shown in the example below. In such a campaign, the outcome of each battle determines the scenario that will be used for the next game. Should players wish, they may add a few caveats regarding how their armies might change for each battle with each win or loss.



League Campaigns

For many players, finding the time to devote to a long and involved campaign can prove a challenge, with the requirements of real life all too often making it difficult to commit to for fear of letting down friends. For others, the mere thought of running a campaign can itself be daunting – creating a map, keeping track of the battles fought and so on can seem like a tremendous undertaking.

In such cases, players may wish to partake in a simple league campaign. In such a campaign, each participant simply plays each other participant once (or twice, or thrice, if everyone is keen enough) and records the results. At the end of the campaign, the player with the most Campaign Points is declared the winner.

Scoring

In order to determine a winner, each participant in a league campaign wins a number of Campaign Points (CP) after each battle, based upon their performance:

• Crushing Victory	3 CP
• Victory	2 CP
• Draw	1 CP
• Loss	0 CP

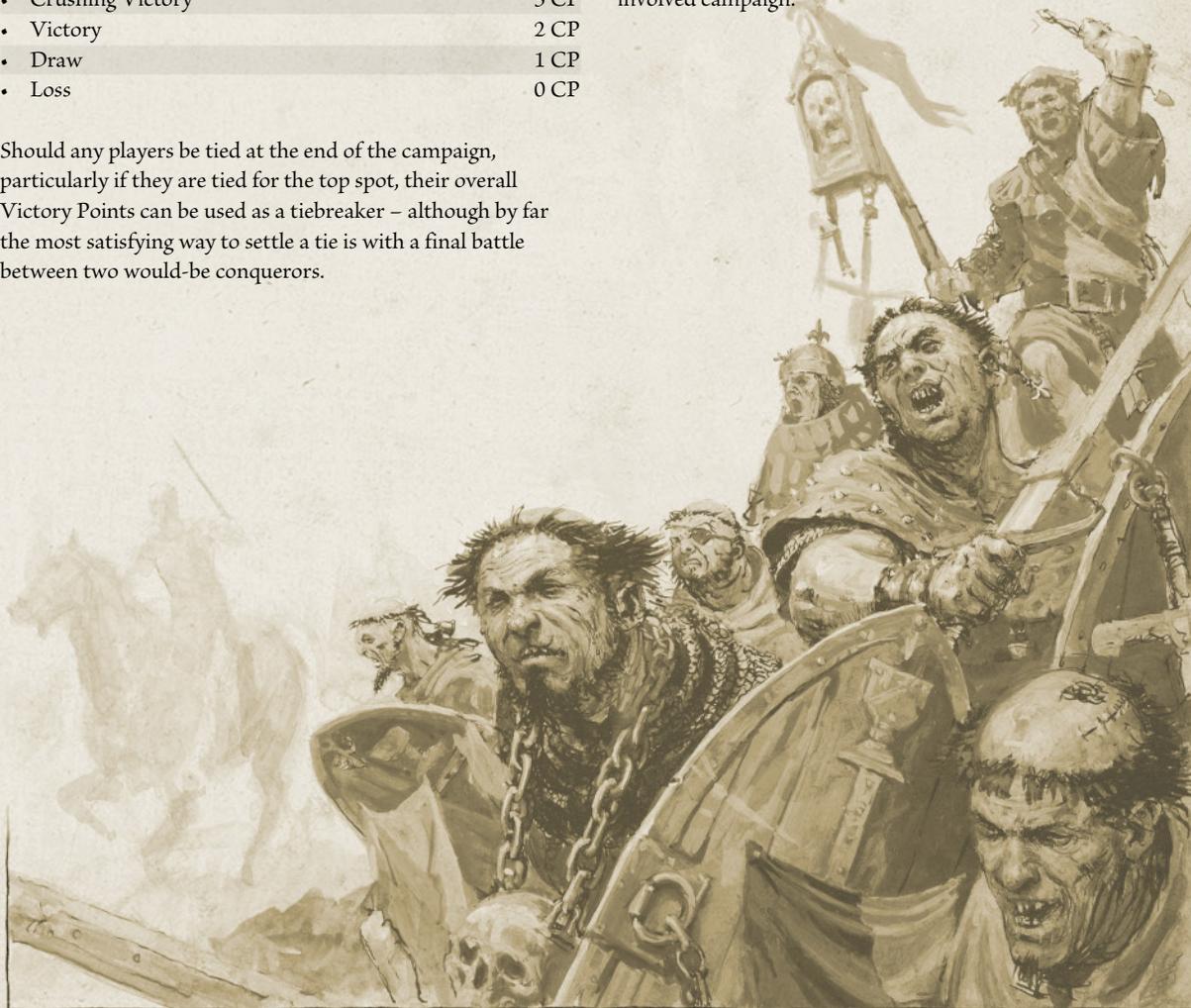
Should any players be tied at the end of the campaign, particularly if they are tied for the top spot, their overall Victory Points can be used as a tiebreaker – although by far the most satisfying way to settle a tie is with a final battle between two would-be conquerors.

Taking It Further

For some added depth, the players within a league campaign may be split into two opposing teams, or 'alliances'. At the end of the campaign, the alliance with the most Campaign Points is declared the winner and can be crowned alongside the winning player (who may not even belong to the winning alliance). In this way, players can work together to overcome their enemies and mitigate the impact of individual defeats.

In conjunction with a simple campaign tree, the performance of each alliance can be used to determine the scenario played in each round of the campaign. Should you wish, some of the games played can be multi-player battles, with two or more allied players facing off against an equal number of foes.

As the action unfolds, the alliances will build bonds that strengthen over time, savouring their allies' wins and lamenting their losses as bitterly as their own, and fierce enmities will appear between opposing armies which can be built upon as part of a more complex campaign in the future. Very quickly, the seeds of a simple league campaign can provide more than enough narrative content for a more involved campaign.



NARRATIVE BATTLES

The Warhammer world is a dark land of heroic deeds and astonishing tales. Adventurous players can use their battles to fight out these incredible stories for themselves, or to tell their own stories, based upon the exploits of the cunning and bold leaders of their own armies. The following pages aim to provide some ideas and suggestions to inform the reader and inspire them to try some different types of game.



Part of what makes Warhammer: the Old World great is the richly described and vibrant background of the Old World itself. Imagine your game taking place within a dark clearing deep inside the Drakwald Forest, as morning mist curls through the dense trees and the sun lies hidden behind the dark canopy, whilst all around dark things stir and foul forces gather. What if the unexpected occurred? A new threat might arrive in the midst of a battle, such as packs of Ghouls, drawn by the carrion feast, creeping onto the battlefield from its tree-lined edges to set upon the undefended archers at the rear of your army.

The possibilities are limitless, but how can you add such events into your games?

What Is A Narrative Battle?

The term 'narrative battle' describes any battle that allows players to explore the background by adding new rules to the game or by foregoing rules that seem restrictive in the circumstances. Of course, there is nothing wrong with simply fighting a battle for the sake of it – the game is there to be enjoyed in all its forms, and it can be argued that any game has a degree of narrative behind it as almost all players will imagine the action unfolding in cinematic scope within their mind's eye. A narrative battle is one that expands upon this, drawing both players into a shared story.

This can be done in a number of ways – by adding a story that sets the backdrop for the forthcoming battle, by adding scenario special rules or victory conditions (be they drawn from another scenario or source, or be they especially written by the players) that make the characters, armies or environment better evoke the story. In this way the battle itself completes the 'tale' begun by the scenario.

Historical Recreations

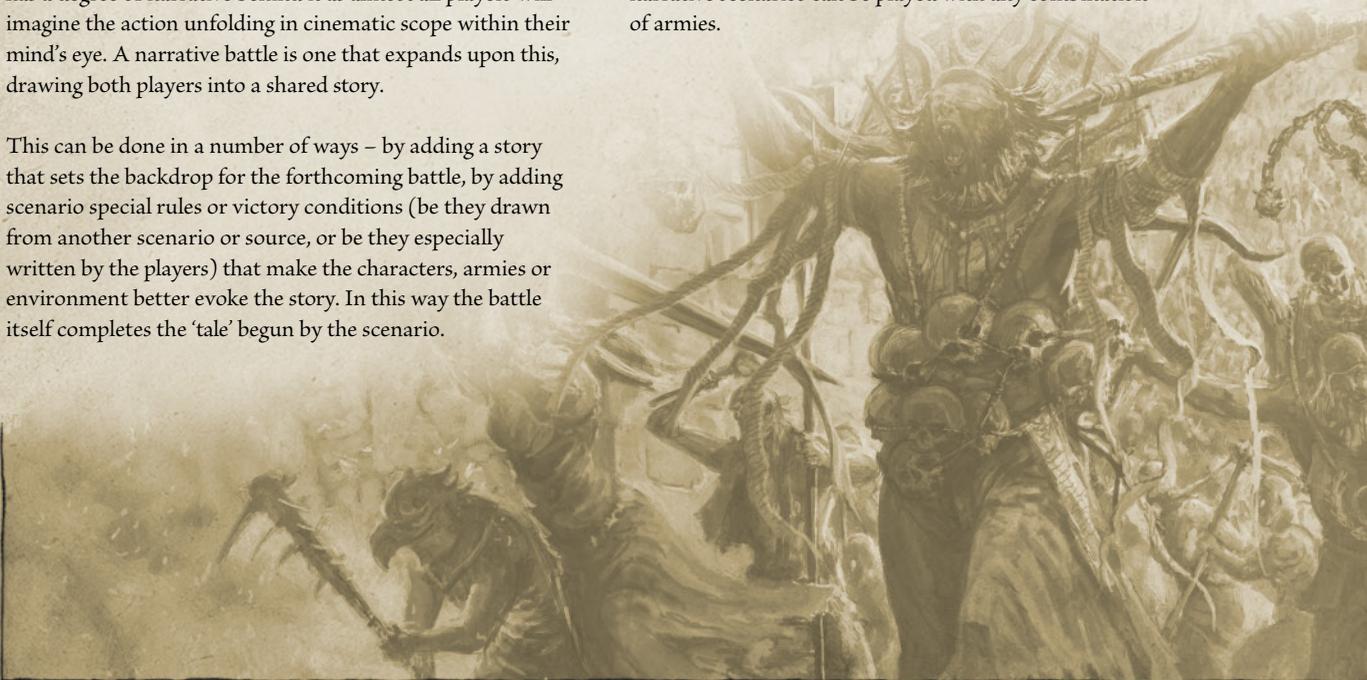
The simplest examples of a narrative battle are the historical recreations presented in the pitched battle scenarios. By simply following the guidance given there, by using appropriate armies and terrain, you can attempt to recreate that historic event.

Custom Scenarios

Some players may wish to create their own scenarios, either by utilising different elements of the pitched battles scenarios, or by creating their own special rules. Such scenarios can be assembled to tell a simple story, and you will find a table of narrative motives on [page 306](#) intended to provide ideas for your own games.

Narrative Scenarios

There are many examples of narrative scenarios to be found in Warhammer: the Old World supplements. These provide unique deployment maps and maps of terrain to recreate, along with special rules to use. Narrative scenarios tend to be created along the lines of historical recreations, giving guidance as to the forces to use in order to represent the battle the scenario describes. But, as with the pitched battle scenarios, narrative scenarios can be played with any combination of armies.



Open Play

A term used often in conjunction with narrative battles is 'open play', but what does it mean? Open play means many things, but in essence it refers to the philosophy wherein players treat the rules as a guideline to be aided by, rather than a set of constrictions to restrict them.

Armies Of Imagination

One key aspect of open play is that it grants the freedom to forego certain army composition rules in pursuit of the narrative. At its most simple, players will often ignore percentages and other restrictions when creating their armies, choosing instead to write a muster list that best fits the narrative. Taking it further, some players will ignore points values altogether, and instead field opposing armies created purely to fit into their story.

Of course, ignoring such rules can lead to an imbalanced match-up, and this thought may be unappealing to some players. This is perfectly acceptable and any group of players is encouraged to use the suggestions given here, or not, as they see fit. However, these imbalances can often prove part of the charm of a narrative battle, and can invariably be countered by special rules and objectives. Ignoring points values might lead to an army being outnumbered ten to one, for example, and that army might reasonably be expected to suffer a crushing defeat and terrible losses. But the challenge of the game might be to hold out until turn four – perhaps that will grant a vital messenger sufficient time to escape, carrying word of the size of the invading army, and thus the terrible defeat can be claimed as a victory (of sorts).

“Think Of Them More As Guidelines”

Another key aspect of open play is that it gives players permission to change a rule if doing so will improve the experience in the moment. For example, a vital unit might unexpectedly lose combat and Break, causing the game to end suddenly and unsatisfyingly. Of course, such is the way of things and there is no altering that. However, sometimes players encountering such an event might agree to alter the outcome of the Break test, perhaps allowing the defeated unit to instead Fall Back in Good Order. Doing so might extend the game and, more importantly, might feel like the more correct outcome in the circumstances.

By way of another example, imagine a battle fought under the gloom of twilight. In such conditions, shooting may reasonably be expected to be less effective. To evoke this, players may add a rule, perhaps agreeing that all long range shooting suffers an additional -1 To Hit modifier, or perhaps agreeing that the Range characteristic of all missile weapons should be reduced.

Whatever the case, players – especially good friends who know one another well – are encouraged to make amendments to the rules before or during a game if doing so will help to enforce the narrative. Provided both players are having fun and are in agreement, such amendments and alterations can lead to some truly memorable moments.





Books of Nagash

In ancient times, Nagash, first and greatest of Necromancers, combined Dark Magic with the mortuary rites of Nehekharu and committed all his knowledge to nine accursed tomes. All were supposedly destroyed when Nagash was overthrown, but in the millennia since, many dark souls have claimed to have rediscovered one or more of his books, using their profane knowledge to command the armies of death. Rumours of just one book is a beacon to those who covet necromantic power, inevitably leading to a deadly war beneath the veil of night.

The Games Master

One of the best ways to introduce new rules or ideas and to run a narrative scenario is with the help of a Games Master. A Games Master (or GM for short) is an optional third player who takes a role somewhere between that of a narrator and of an impartial arbitrator of the rules, who presides over and runs a particular battle. The GM helps the players by setting up the scenario and interpreting and amending – or even making up – the rules as needed.

The Role Of A GM

The role a Games Master takes will vary from group to group. It may be a blend of all the points that follow or be something else entirely, as the players and their games require.

An Unbiased Observer: The role of GM can be to simply observe the game and offer an impartial opinion on any uncertainties that arise. Players can share secrets with the GM, such as the predetermined point that reinforcements will arrive from, or where Scouts are deployed in hiding. With a GM's help, entire armies can even be deployed in secret.

A Narrator & Storyteller: Some groups will be fortunate enough to include a member gifted in storytelling and the creation of unique scenarios. This can be utilised by allowing the individual, acting as GM, to set the scene and talk the players through the action as it unfolds. Should the game take an unexpected turn, a skilled GM can either alter the narrative to accommodate this, or gently nudge the action back onto the intended track.

An Arbiter of the Rules: For many, the role of GM is of someone who forges and re-forges the rules throughout a game to maintain the flow of the action. When taken in conjunction with the telling of an unfolding story, this can result in many unusual events happening, creating some truly memorable moments.

An Impartial Third Player: Imagine a group of skirmishers moving through a wood have disturbed the lair of a terrible beast, or the noise of a battle in an underground realm has awoken a slumbering Dragon. In such cases, these wandering monsters can be controlled by the GM. There may even be a third force involved in the game somehow, controlled by the GM.

Fate's Representative: Sometimes, a battle might need nudging along in a certain direction, and if the game is part of a campaign, this might be especially important. In such cases, a GM might choose to help one of the players in small ways, or to hinder another. Ideally, this should only be done when the action requires it.

The presence of a GM can add many extra levels to your games, and players are encouraged to give it a try – no one knows until they do just how much fun the role can be or who will be best at it.



Forging A Narrative

One enjoyable aspect of narrative battles is the creation of scenarios that help tell tales of the noble and ignoble adventures of the armies in your collection. Creating a scenario can be as simple as mixing and matching elements of different published scenarios. Alternatively, you may wish to go further still, creating your own deployment maps and victory conditions.

But what of the story itself? Why are these armies meeting to do battle and where is this battle taking place? The following pages offer some suggestions for the two most important aspects of any narrative scenario: the location and the motive.

Narrative Locations

The table below suggests six locations in which a battle could be fought. Using these, you can create a thematic battlefield that offers unique challenges. It is also possible (even encouraged) to combine these ideas in different ways:

Narrative Locations Table

D6	Result
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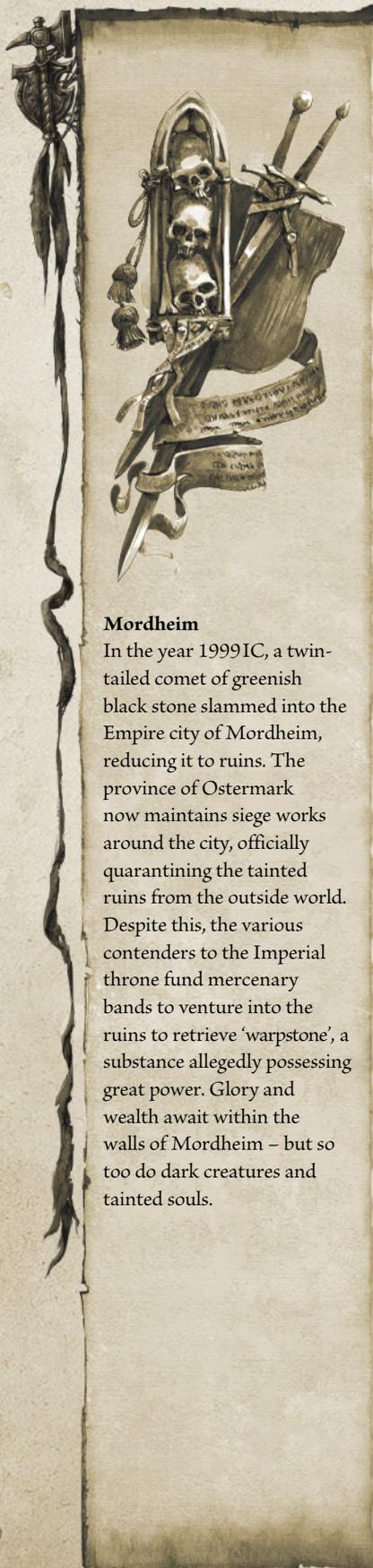
- | | |
|---|--|
| 1 | Riverbank: One side of the battlefield (short or long) can be treated as impassable terrain, representing the fast flowing waters. Perhaps two adjacent edges could be impassable terrain, representing the battle taking place where the river bends. Such a battlefield might feature areas of difficult or dangerous terrain, representing the muddy banks. |
| 2 | Forest Glade: The battlefield might be ringed around its edge with woods. The dense wood might cause reserves to get lost in the forest and arrive at randomly determined locations. The same may be true of units that pursue the enemy off the battlefield – they may become lost and not return immediately, if at all. |
| 3 | Mountain Fastness: The battlefield should be long and narrow, and at least two of its edges treated as impassable terrain. The rest of the battlefield might be populated with difficult and dangerous terrain in the form of rocky ground. If the ground is steep, the entire battlefield could count as sloping away from one edge, giving an advantage to the side that controls it. |
| 4 | Underground Cavern: An underground battle might be a tense and claustrophobic affair fought on a smaller than average battlefield with one or two points of access. Flying creatures are unlikely to be of much use, and war machines of certain types might prove ineffective. In fact, in the dark all missile weapons might be of limited use. |
| 5 | Marshland: The majority of the battlefield can be treated as difficult terrain, with the only areas of open ground being low hills that rise from the mire. Cavalry and monsters may find such a battlefield especially difficult. Banks of mist might drift through the air, obscuring line of sight before dispersing, making units unsure where exactly the enemy is. |
| 6 | Desert Dunes: A desert battlefield need not be sparse. Hills can represent the shifting dunes; rock formations and ruins can dot the landscape. The heat might sap the strength of heavily armoured units, slowing them down. The glare of the sun might interfere with shooting, whilst unexpected winds and sandstorms can halt all movement and drive away flying creatures. |



The Great Book of Grudges

Matters of honour are sacrosanct to the Dwarfs; to break an oath or act dishonourably is a grave transgression that cannot be forgiven – only repaid. Every wrong done to the Dwarfs, be it a loss in battle, the destruction of a hold or unwelcome words, is recorded in blood within the Dammaz Kron: the Great Book of Grudges. Each entry is a vow of vengeance, a promise that all grudges will be settled, no matter how long it takes.





Mordheim

In the year 1999IC, a twin-tailed comet of greenish black stone slammed into the Empire city of Mordheim, reducing it to ruins. The province of Ostermark now maintains siege works around the city, officially quarantining the tainted ruins from the outside world. Despite this, the various contenders to the Imperial throne fund mercenary bands to venture into the ruins to retrieve 'warpstone', a substance allegedly possessing great power. Glory and wealth await within the walls of Mordheim – but so too do dark creatures and tainted souls.

Narrative Motives

The Narrative Motives table presents six reasons why two armies are meeting in conflict. When creating a narrative for the battle, the motive is extremely important. When combined with the location, you are able to say almost everything that needs to be said about the story behind the battle. All that remains is to learn the composition of the armies and the outcome – and these are things best revealed by playing the game.

Using the suggestions given here and combining them with the Narrative Locations table, you can create a scenario that gives a battle a true sense of significance:

Narrative Motives Table

D6 Result

- 1 **Border Dispute:** Disagreements over the exact location of a border are common and they can be sparked by almost anything. Such disputes can quickly lead to bloodshed; their outcome can see borders move and cause tremendous upheaval. On the tabletop, a border dispute can be represented very simply with one army trying to drive its rival off and claim victory.
- 2 **Lost Riches:** The world contains many tremendous riches, and sometimes new wealth is discovered or lost wealth unearthed. In game terms, this could be represented by placing several objectives around the battlefield, each representing a cache of buried riches or a natural deposit of precious stones or metals. The winning player would be the one whose army controls the most objectives at the battle's end.
- 3 **Nowhere to Run:** Tales of desperate last stands by beleaguered armies are the stuff of legend. On the tabletop, an army might be unable to retreat, forced to deploy on the banks of a mighty river or against an impassable cliff face, where it must fight to the death. Alternatively, an army might deploy in the centre of the battlefield, surrounded by its enemy.
- 4 **Access Rights:** Many battles have been fought for control of a stretch of road or river, a bridge or a ford, and many armies have found themselves ambushed en route to their destination. In a game, this might be represented by deploying one army in a narrow column that stretches across the table, with the enemy deployed to either side.
- 5 **Conquer New Lands:** As armies are defeated, their lands are left undefended, presenting vulnerable targets for rivals. Such contests for the control of land can be represented by dividing the battlefield into four quarters, each of which can be controlled by the side that has the most units completely within it. At the end of the battle, the side that controls the most quarters is victorious.
- 6 **Property Damage:** Treasured monuments, important buildings and sacred sites all present valuable targets for an enemy bent upon destruction. On the tabletop, this can be represented by placing a special feature at the centre of the battlefield which the armies fight to control. Alternatively, a special feature can be placed in a well-defended position, with one army attempting to wrest control of the feature from the enemy.



Linked Battles

A battle is rarely an isolated event, but instead a single climactic confrontation fought as part of a wider conflict. By linking a series of battles together, it is possible to string a few evenings' worth of games into an ongoing and interconnected narrative that unfolds into a saga worthy of entering the annals of Warhammer history.

The idea of linking games together is that the outcome of one battle directly affects the events of the next, making for tactically challenging battles with an exciting and unfolding story. Such linked games encourage players to rethink strategies and consider the big picture of their ongoing battles. It becomes possible to lose a battle, but win the war by keeping the ultimate victory in mind.

The games create a natural story arc, and before long the players will have great grudges to settle and vows of redemption to honour. In addition to exploring the narrative elements, it allows for an occasional change of pace as players can use smaller or larger forces than they habitually do and explore different scenarios.

The Dark Monolith

The following pages present an example of three linked, narrative scenarios. In the first, two rival forces encounter one another unexpectedly whilst searching for the same monument to darkness. In the second, they battle once more for control of the monolith, each enduring the losses inflicted during the previous encounter. In the final scenario, the force that holds the monolith must fight bitterly to defend its prize against enemy reinforcements.

This is a simple premise, and much of the detail is left blank, leaving players to decide upon the armies that take part and upon the end goals of each player. Is the goal to destroy the monolith, or to use it for evil? Where do the battles take place? Deep within the Forest of Shadows, or upon the frozen steppes of Kislev? How large are the armies? Are they small patrols roaming the wilderness, or mighty war hosts gathered by powerful lords? These are questions for the players to answer. How they do so is part of the fun.

Note that each of the scenarios presented here can be played in isolation should you wish.

Campaign Narrative

Readers must by now have realised that there are strong and binding ties between narrative battles and campaign battles, and vice versa. Indeed, a series of linked, narrative battles can very much be considered a campaign. How the players go about answering the questions posed when forging the narrative, and the many others that are certain to arise as that narrative unfolds, informs how these games can progress to become something greater.

The GM in a Campaign: The role of a games master in campaign play can also be important. During a campaign, the GM will likely be the person that keeps any maps updated and keeps track of the participants. They are able to wield their power over the narrative on a larger scale as well, steering each step of the campaign towards the end goal, one battle at a time.



SURPRISE ENCOUNTER

Not all battles are carefully planned. Sometimes patrols foraging ahead of two armies will stumble upon each other, encountering an enemy where none was expected. What starts as a bloody skirmish will quickly develop into a full-blown battle, as additional troops from each side are drawn towards the sound of conflict.



In this conflict, two forces searching the land for the rumoured whereabouts of a twisted monument to darkness come upon one another unexpectedly. Battle is quickly joined and chaos descends upon the area. Reserves rush in from many different directions, drawn by the sound of battle. Desperate to support their comrades, these reserves join the swirling melee with all haste.

This scenario requires the players to make quick decisions and will reward those that are adept at thinking on their feet. It is especially difficult to protect the flanks of units, and the players will need to keep a keen watch for any opportunities to outflank the enemy before they themselves can be outflanked.

First Linked Battle

Although this scenario is designed to be the first of three linked battles, it can be played alone.

Army Selection

If playing this game as the first of three linked battles, the players should consider that the size of this first game will influence the action in the next two scenarios as well. The armies used in this scenario will be used again in the second and third scenarios.

However, in the second game, both players will have to endure losses suffered in the first, meaning that their armies might be considerably smaller, and that one player might have a significant advantage if their losses are fewer. In the third game, one player is almost certain to be dramatically outnumbered as they make a desperate last stand in defence of the dark monolith.

That being the case, this first scenario is ideal for armies of between 2,000 and 3,000 points, ensuring that they can withstand a degree of attrition.

Players can use any army they wish and may even both field armies of the same type drawn from the same army list. The rival forces, determined in their quest, will view any other force as an enemy and be convinced that its goals are contrary to their own, thus setting the stage for some vicious battles!



Set-up

Place terrain as described on [page 268](#).

Deployment

Once terrain has been placed, the battlefield is divided into six equally sized zones, as shown on the map opposite.

The loser of a roll-off deploys first, placing a single, non-character unit so that it is completely within one of the zones. The winner of the roll-off then deploys a single, non-character unit so that it is completely within one of the remaining, unoccupied zones. The players continue to alternate in this fashion until each has deployed three non-character units and there is a single unit within each zone.

Following the same sequence, each player may then deploy a single character with one of their deployed units. All remaining units and characters are held in reserve (as follows).

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

The battle will last for six rounds, until one side concedes, or until the time limit agreed by the players is reached, as described on [page 286](#).

Scenario Special Rules

Surprise Battle: Due to the surprise of encountering an unexpected enemy, any unit that wishes to declare a charge during the first round must first pass a Leadership test. If this test is failed, the unit does not count as having declared a charge.

Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn – including the first – of their controlling player's choosing. When they arrive, reserves will enter the battlefield from any point on the battlefield edge that is completely within one of the zones (chosen at random) in which their controlling player deployed a unit at the start of the battle. Roll a D3 to randomly determine which of the three zones reserves arrive within.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described on [page 286](#).



THE DARK MONOLITH

Having survived a surprise encounter with the enemy, the armies have retreated to regather their strength. Yet with the dark monolith believed to be close, the commanders must press ahead in their search. With enemies discovered in the locale and believing them to be about the same quest, the armies cannot waste time awaiting reinforcements.



The players enter this battle unsure of exactly how much of their army will be available. Casualties suffered may not yet have recovered or been replaced, and units fled and scattered may not yet have regrouped.

Second Linked Battle

Although this scenario is designed to be the second of three linked battles, it can be played alone.

Army Selection

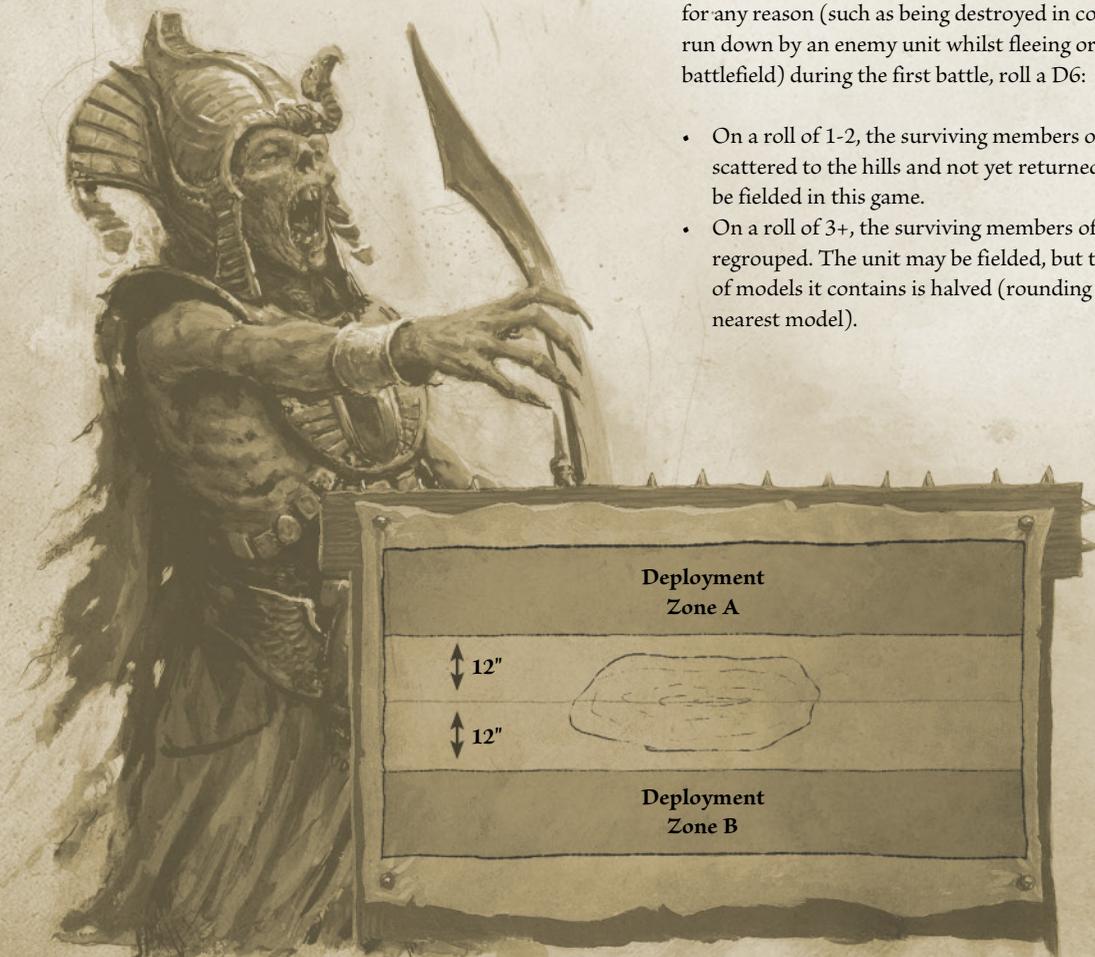
If playing this game as the second of three linked battles, the players must use the same muster lists they used in the first. However, they must roll a D6 for each unit that suffered casualties or was removed from play during the first battle:

Units that Suffered Casualties: For each unit that lost more than a quarter (25%) of its Unit Strength during the first battle, roll a D6:

- On a roll of 1-3, remove:
 - D3 models (to a minimum of Unit Strength 5) if the unit's Unit Strength is 19 or lower.
 - D6 models (to a minimum of Unit Strength 10) if the unit's Unit Strength is 20 or higher.
- On a roll of 4+, the unit has managed to patch up its wounded and return them to battle. The unit may be fielded at full strength but must reduce its Leadership characteristic by 1.

Destroyed Units: For each unit that was removed from play for any reason (such as being destroyed in combat, being run down by an enemy unit whilst fleeing or fleeing off the battlefield) during the first battle, roll a D6:

- On a roll of 1-2, the surviving members of the unit have scattered to the hills and not yet returned. The unit cannot be fielded in this game.
- On a roll of 3+, the surviving members of the unit have regrouped. The unit may be fielded, but the number of models it contains is halved (rounding up to the nearest model).



Set-up

Place terrain as described on [page 268](#). In addition, place a single large hill (ideally more than 12" at its widest point) in the centre of the battlefield. Atop this hill, place either an arcane monolith or a monument of glory special feature (as described on [page 273](#)).

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Players deploy their armies using the alternating units method, as described on [page 285](#).

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

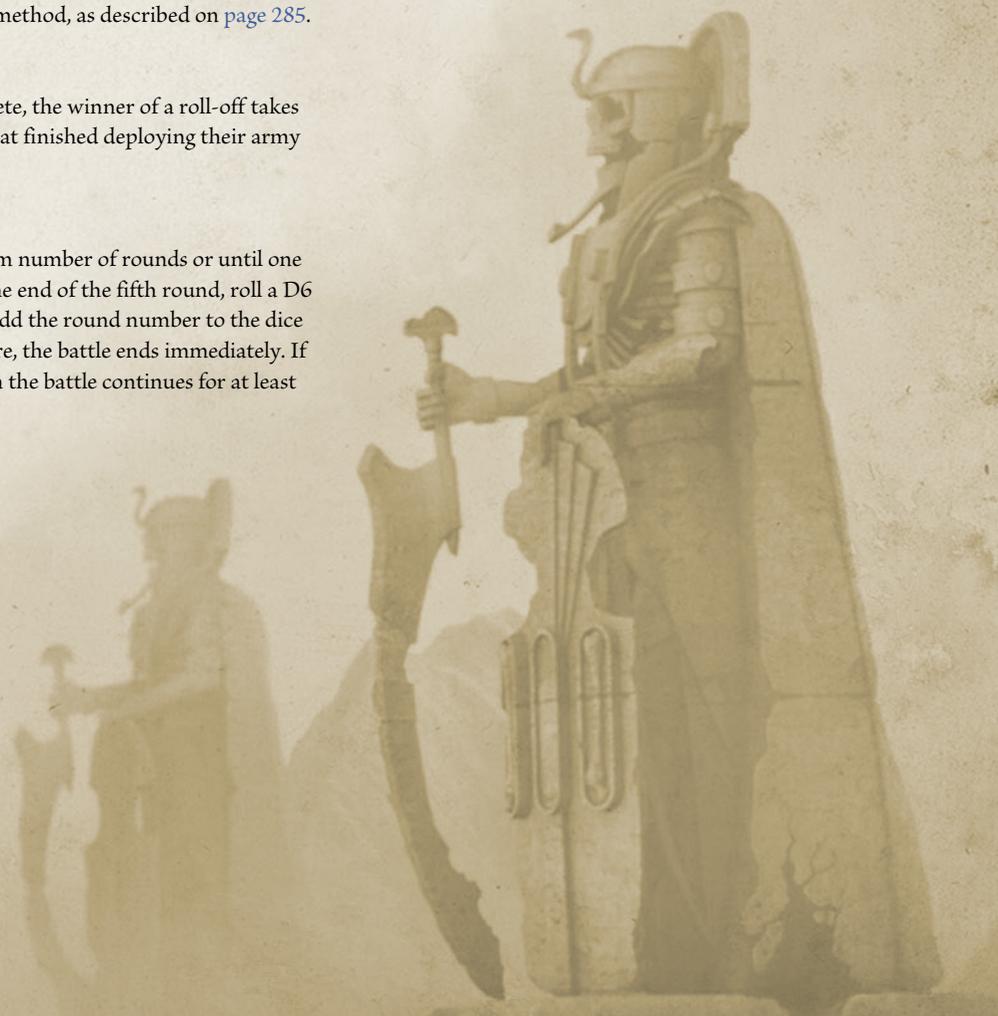
The battle will last a random number of rounds or until one side concedes. Starting at the end of the fifth round, roll a D6 at the end of each round. Add the round number to the dice roll. If the total is 10 or more, the battle ends immediately. If the total is less than 10 then the battle continues for at least one more round.

Scenario Special Rules

Other than the army selection rules already given, this scenario has no special rules.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described on [page 286](#). The player that controls the special feature at the end of the battle wins a bonus of 200 Victory Points (in addition to any bonus controlling the special feature may normally give).



"The end is nigh; a storm of wrath is coming. Madness will rain from the sky, and in its fury walk monsters. Our doom cometh!"

Dammos, Disciple of the Red Redemption

HEROIC LAST STAND

Standing victorious, one army claims the dark monolith. With little time to spare, priests and acolytes rush forward to commence their bold plan and harness the power within the ancient stones. Meanwhile, enemy reinforcements arrive, and battle lines are quickly drawn in an effort to halt the strange ritual.



The player that lost the second battle returns once more, their army having been reinforced by fresh troops. Things look bleak for their opponent, who must hold on and complete their plans!

Third Linked Battle

Although this scenario is designed to be the third of three linked battles, it can be played alone.

Army Selection

If playing this game as the third of three linked battles, the loser of the second battle uses the same muster list they used in the first, representing that reinforcements have arrived.

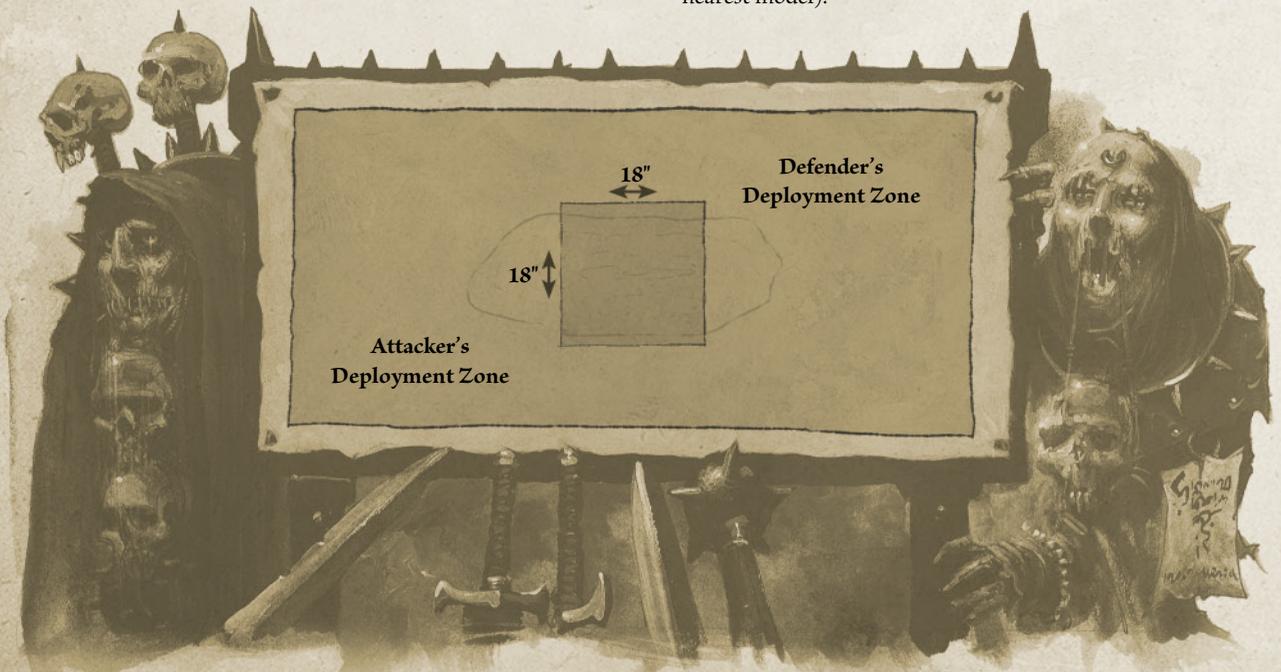
The winner of the second battle must use the same army they began that battle with. However, as even greater losses have now been suffered, they must roll a D6 for each unit that suffered casualties or was removed from play during the second battle:

Units that Suffered Casualties: For each unit that lost more than a quarter (25%) of its Unit Strength during the second battle, roll a D6:

- On a roll of 1-2, remove:
 - D3 models (to a minimum of Unit Strength 5) if the unit's Unit Strength is 19 or lower.
 - D6 models (to a minimum of Unit Strength 10) if the unit's Unit Strength is 20 or higher.
- On a roll of 3+, the unit has managed to patch up its wounded and return them to battle. The unit may be fielded at full strength but must reduce its Leadership characteristic by 1.

Destroyed Units: For each unit that was removed from play for any reason (such as being destroyed in combat, being run down by an enemy unit whilst fleeing or fleeing off the battlefield) during the second battle, roll a D6:

- On a roll of 1, the surviving members of the unit have scattered to the hills and not yet returned. The unit cannot be fielded in this game.
- On a roll of 2+, the surviving members of the unit have regrouped. The unit may be fielded, but the number of models it contains is halved (rounding up to the nearest model).



Set-up

Place terrain as described on [page 268](#). In addition, place a single large hill (ideally more than 12" at its widest point) in the centre of the battlefield. Atop this hill, place either an arcane monolith or a monument of glory special feature, as described on [page 273](#).

Deployment

In this scenario, the army that won the second battle is the defender. The army that lost the second battle is the attacker.

Once the battlefield has been set up, the defender deploys their entire army within the 18" square defender's deployment zone, as shown on the map opposite. Once complete, the attacker deploys their army anywhere on the battlefield that is more than 8" away from any of the defender's models.

First Turn

In this scenario, the defender will automatically take the first turn.

Game Length

The battle will last for six rounds or until the defender either concedes or is wiped out.

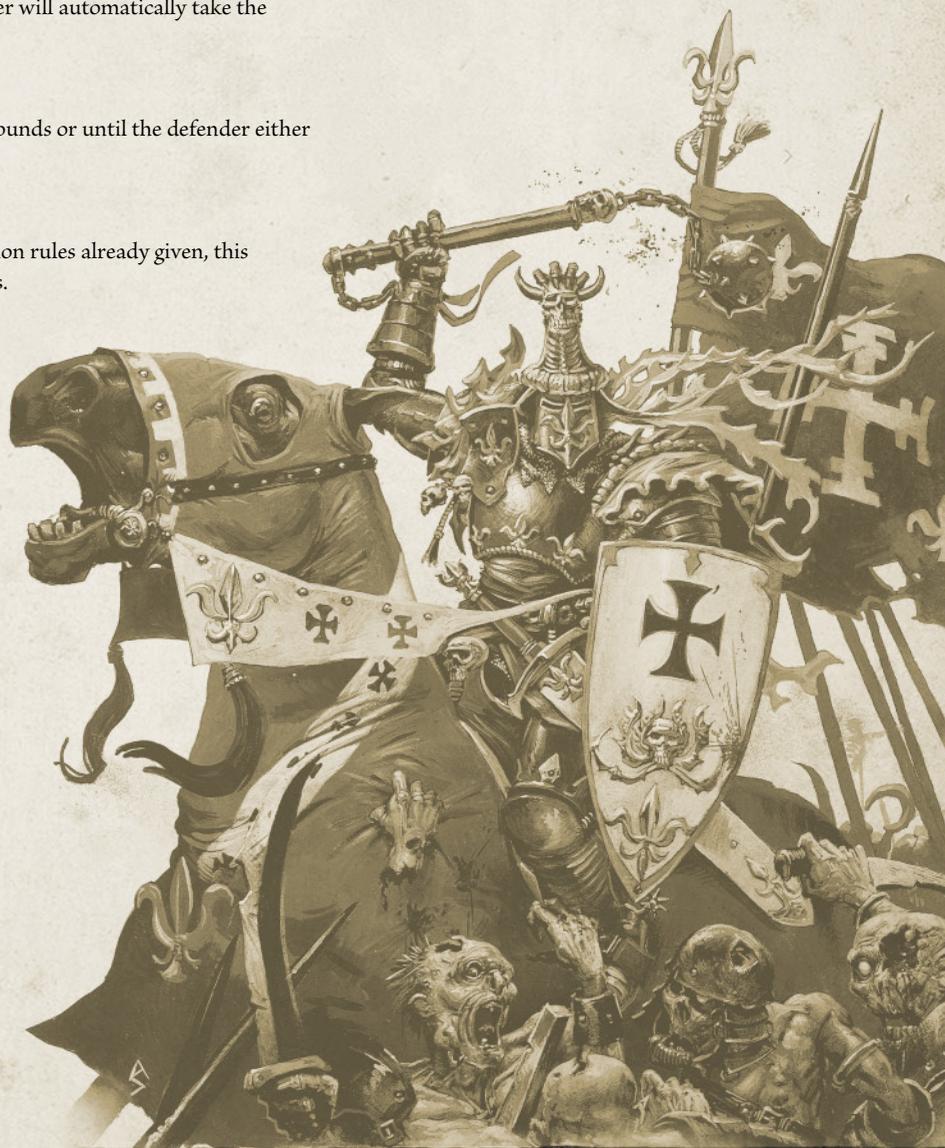
Scenario Special Rules

Other than the army selection rules already given, this scenario has no special rules.

Victory!

Victory in this scenario depends entirely upon how long the defender can last – the longer they can fight, the more likely it is their ritual will be completed:

- If the defender lasts until the end of round six, they win a major victory.
- If the defender lasts until the end of round five, they win a minor victory.
- If the defender concedes or is wiped out before the end of round three or four, the attacker wins a minor victory.
- If the defender concedes or is wiped out before the end of round one or two, the attacker wins a major victory.







REALMS OF MAGIC



The raw stuff of magic enters the world directly from the Realm of Chaos, flowing through vast interdimensional gates at the world's poles. These gates, created by the Old Ones in an age long past, served both as doorways through which the god-like Old Ones could come and go between worlds, and a means by which to draw magic into the world and harness its power.



The Cataclysm

Long ago a great cataclysm caused these gates to collapse, releasing a deluge of raw magic upon the world so great that it instantly overburdened the delicate machinations of the Old Ones. In a moment, the Geomantic Web – the latticework of mystical pathways built into the fabric of the world to fuel and control their world-shaping engines – shattered and wide cracks formed in the foundations of the Old Ones' works.

The raw stuff of chaos began to coalesce upon contact with reality, forming cosmic dust clouds of wyrdling stone in the heavens above. Great comets of this foul stone fell to the earth, warping and mutating all it touched. That which didn't fall to earth accumulated in the heavens, forming a new moon which shone with a pulsating unlight, its erratic orbit causing the world below to shudder and continental plates to shift.

Upon the back of this magical deluge rode the multitudinous daemonic servants of the Chaos gods, an unending legion that heralded the coming of the ruinous powers to the world. In a final crushing blow, as the cataclysm unfolded the Old Ones were ripped from the world, leaving in their wake only ghosts and memories. Thus it fell to the young races to defend their very existence against the endless legions of Chaos in a war that was to last more than a thousand years.

Salvation

It was an act of great sacrifice that would restore some vestige of order into the world. Amongst the Elves of Ulthuan, powerful mages had worked long on a plan to draw the uncontrolled magic out of the world. They hoped that by constructing a vast pattern of waystones they could channel magic into a vortex and back into the ætheric netherworld.

These waystones – mighty menhirs inscribed with potent runes – were erected to work in harmony with the network of far older stones, each a node of power within the Geomantic Web. By extending this network, it was reasoned that the flood of wild magic could be syphoned away.

With the creation of the waystones complete, a great ritual was undertaken to awaken their power and imbue them with purpose. Yet even as the ritual unfolded, a daemonic host of unprecedented size descended upon Ulthuan. As battle raged, many mages fell, their incantations unfinished. Those that remained knew they were sacrificing their very souls to the completion of their ritual, but none faltered and, as the ritual reached its crescendo and the swirling vortex opened wide, the remaining mages were dragged into a strange nether-hell in which they were damned to repeat their incantations until the world itself crumbled to dust around them.



A Brief Respite

With the completion of the great ritual, the Elven vortex instantly began to channel raw magic back into the Realm of Chaos. As the storm of magic that had raged unchecked for more than a thousand years subsided, the daemoniac legions were forced to retreat back into the æther. The world had been saved, but only for a while, and it would never be the same again.

Yet for all the Elven vortex was a success, it could only ever hope to draw magic from the world – the sheer amount flowing freely into the world from the sundered polar gates was not diminished at all. The once gentle haze of magical potentiality which had clung to all things, visible to those gifted with the mage-sight, had been replaced by gusting winds that rarely ceased, occasionally building into gales before suddenly vanishing, only to resume their billowing after mere moments of calm.

“We all dream, but not equally. Those who dream by night in the dusty recesses of their minds wake each dawn refreshed, their vanity excised by their sleeping minds. But the dreamers of the day are dangerous; their dreams are dreams of power, of wealth and of glory. Those that waste their waking hours dreaming of change are damned to fall into Chaos.”

*From the lectures of the
Grand Theogonist of the Cult of Sigmar*

The Colours Of Magic

As the ætheric winds continued to flow, Elven mages began to perceive peculiar currents not visible before. More unusual still, these new currents were shot through with vibrant colours where once the Winds of Magic had shone only with a silvery white light, or boiled black under the influence of Chaos. These coloured streamers seemed drawn to the material world in ways the mages instinctively knew were meaningful. To those gifted with the mage-sight, the world around them had changed – in the deep forests, a rich jade green wind blew; around the massive pyres on which fallen soldiers burned, a roiling red wind blustered; across the endless battlefields, a cold, purple mist hung. In all, eight distinct hues were discernible, eight different winds.

As this phenomenon was studied, Elven mages found that they could grasp and manipulate these winds with an ease once only dreamed of. Where once even the most skilled of mages had to carefully unpick the power needed from the magical wind, now they could see that power clearly and grasp it at will. It was as if scales had fallen from their eyes, and the ways in which magic and the world around them intertwined had been revealed.

Though the Elves had no way of knowing it, the Geomantic Web had fractured when the polar gates collapsed. When the Elves had built their waystones, they had added many nodes of power clumsily into the arcane circuitry of the Old Ones, causing fractures to break wide open. As raw magic escaped these wounds, strange currents formed and the many strands of ætheric energy that combined to create raw magic bent and separated from one another, in much the way white light disperses into rainbow colours when shone through a prism.

With the coming of Chaos, magic had engulfed the world, but when Chaos was driven back, the magic persisted. What's more, the very nature of magic itself had changed, and with that change was the world itself altered in ways that could never be undone.



The Art Of Magic

In the centuries that followed, the mages of Ulthuan studied the Winds of Magic, dedicating their long lives to understanding the different winds and how each could be manipulated. They learned that pure magic, or 'High Magic', still existed, and that each of the differently hued winds was a mere aspect of this. They learned that with sublime skill the pure wind of High Magic could still be seen and manipulated by a mage with a mastery of each of its component strands, and that through studying each in isolation, they could better their understanding of High Magic.

With this study came knowledge of the dangers of magic. The gift of mage-sight – the ability to discern the Winds of Magic – was one born to many with no rhyme or reason, and with it came an ability to manipulate those winds and craft magic. Those that did ran great risks, however, for since the corporeal world had been opened to the ravages of the ruinous powers, Daemons could find ways to return. The easiest of these was through a rent opened in the mind of a careless magician.

Whilst the ability to perceive and manipulate the Winds of Magic was a gift of birth, using that gift without the care born out of long study could easily prove fatal.

"All life consists of highly organised matter, governed by the laws of nature. Thus all life is a struggle against Chaos, a struggle that is ultimately destined to be lost."

Albrecht of Nuln

An Age Of Magic

In the long millennia since the Elves enacted their great ritual, their race has both prospered and declined whilst other, younger races have matured and become dominant forces in the world. To each of these races are born many children gifted with the mage-sight, and of these many grow to become powerful users of magic.

In the lands of Men, Elementarists, Illusionists, Daemonologists and Necromancers practise strange lores of their own devising, manipulating the Winds of Magic and crafting spells that suit their purpose. Often such Wizards practise their arts clandestinely, relying upon guilds and secret societies to share knowledge, fearful of the Witch Hunters and militant priests of intolerant gods that roam the lands, compiling tomes of magical lore, cataloguing their knowledge and compounding their errors for future generations.

Dwarfs, remembering the horrors wrought upon their world by daemonic legions and rightfully suspicious of the dangers of Wizardry, nevertheless bend magic to their will. Skilled smiths craft spells with hammer blows and hot metal, shaping the raw stuff of magic into physical form as runes, storing the power safely. Their skill in this regard is unrivalled among the races of the world.

Strangest of all is the magic of the Orcs and Goblins. Seemingly ignorant of the Winds of Magic, Orc and Goblin shamans are somehow capable of bending them to their will with brute force alone, altering the winds and changing them into a primordial force known as Waaagh! magic.

By and large, the Elves of Ulthuan decided long ago they cared little for the errors of other races. If a Wizard wishes to perform nonsensical spells and risk daemonic possession, so be it. High Magic, pure of form and purpose, is the preserve of Elves alone.



THE LORES OF MAGIC

Wizards are a formidable force on the battlefield, able to wreak incredible destruction, weaken or strengthen other warriors, or summon terrible beasts to fight at their side. The rules for using Wizards and casting spells in your games have already been covered in detail in the 'Magic' section, found on [page 106](#). On the following pages, you will find the Lores of Magic – lists from which Wizards generate their spells.



Each Lore of Magic represents a particular approach towards the study and use of magic, giving each a particular character reflected by the spells within it. Different Wizards have access to different Lores of Magic.

Every Wizard's rules include the Lore(s) of Magic they know. In some cases, it will be stated that they know spells from a single, given Lore of Magic, whilst in others it will be stated that they know spells from one of a number of given Lores of Magic. Where this is the case, you must choose one of these Lores when writing your muster list.

Spells & Spell Generation

Each player randomly generates spells for each of their Wizards before armies are deployed. If your army contains more than one Wizard, you may generate spells for each in an order of your choosing.

Each Lore of Magic contains seven spells: six numbered (1-6) and a seventh 'signature' spell. To determine the spells your Wizard knows, roll a number of D6 equal to their Level of Wizardry, re-rolling any duplicate results. The result(s) show which spell(s) your Wizard knows.

If you wish, your Wizard may discard one of these randomly generated spells and instead select the signature spell of their chosen Lore of Magic. Any number of Wizards in your army may do this.

Note that Wizards in the same army may know the same spell(s), so individual spells may be duplicated within your army. However, no single Wizard can know the same spell twice.

Spell Categories

Spells fall into six categories. These determine during which phase of the game they can be cast. These are:

Enchantment: Spells that empower the caster's allies, protecting them with sorcerous wards and magically enhancing their fighting prowess.

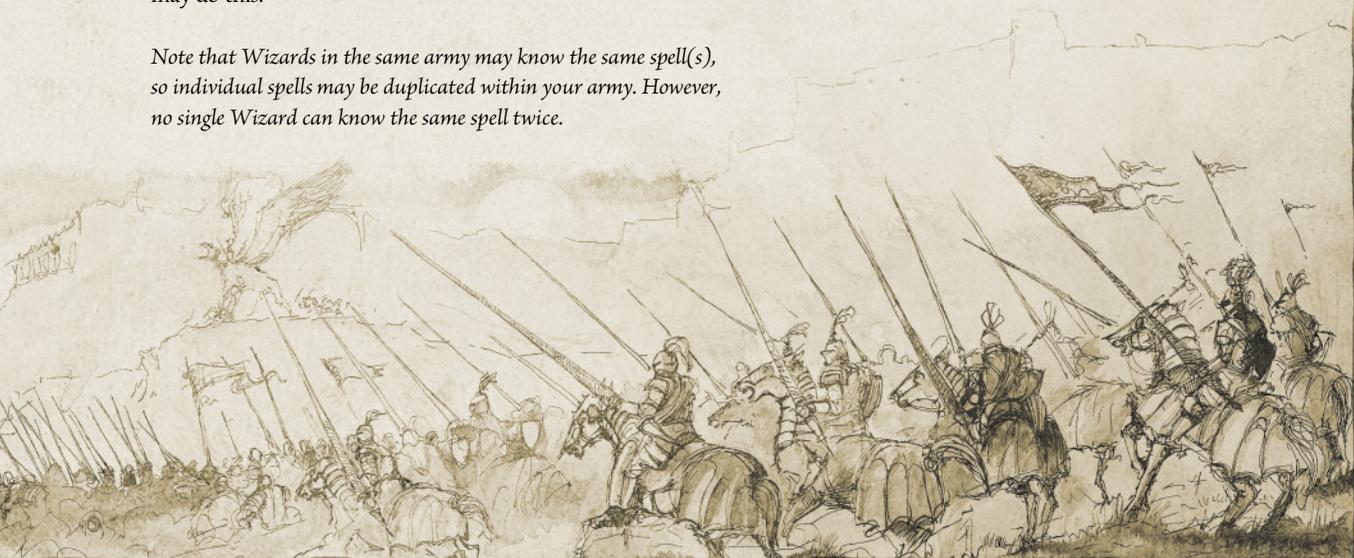
Hex: The opposite of Enchantment spells, spells that weaken the enemy in some way, perhaps slowing them down or sapping their strength.

Conveyance: These spells enable Wizards to enhance movement or transport units from place to place.

Magic Missiles: These are sorcerous projectiles that the Wizard hurls at the foe. Magic Missiles can only target enemy units.

Magical Vortex: These are roiling globes of magical energy that travel across the battlefield wreaking all kinds of havoc.

Assailment: These spells are deadly attacks that strike the foe without warning.



BATTLE MAGIC

In the heat of battle, mighty Wizards summon columns of fire to burn through the enemy. In the deadly swirl of melee combat, powerful warrior mages smite their foes with fists that fall like hammers. In the Old World and beyond, Battle Magic is one of the most widely practised magical arts, for here battle is the one constant in life.



Unlike many Wizards who spend long hours in darkened rooms studying their arcane arts by candlelight, practitioners of Battle Magic tend to be hardy individuals, as at home on the battlefield as they are in their libraries. This is because, unlike other lores that may be studied, Battle Magic is openly offensive and tailored towards use upon the field of battle (which, given the Lore's name, should come as no surprise), and it is here that masters of the Lore hone their skill.

Practitioners of Battle Magic are favoured by cunning generals all across the Old World and beyond, and their services are often in high demand. Many an opposing army has been undone by devastating fireballs cast from afar, found a cloying mist obscuring their view, their path blocked by a bend in the river that was not there before, or their courage sapped as arrows fell upon them with supernatural accuracy.

Those that wield Battle Magic will draw their power from whichever of the Winds of Magic suits their purpose. They grasp at the red wind, summoning forth fire from the air to rain upon the enemy, the green wind to armour themselves with the strength of oak, the grey wind to cow and demoralise their foe, and more besides. To a Battle Mage, the incorporeal dangers of harnessing several Winds of Magic at once are of little concern – what matters most is turning the tide and ensuring swift victory.



Hammerhand (Signature Spell)

As the Battle Mage chants an invocation, their fists become like hammers, falling upon their foes with great and terrible power.

Type: Assailment

Casting Value: 7+

Range: Combat

Effect: A single enemy unit the caster is engaged in combat with suffers 2D3 Strength 4 hits, each with an AP of -2.

1. Fireball

With a snap of the fingers, the Battle Mage summons forth a roiling ball of magical flame and hurls it at a nearby foe.

Type: Magic Missile

Casting Value: 8+

Range: 24"

Effect: The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -. This spell has the Flaming Attacks special rule.

2. Curse Of Arrow Attraction

With a cry and a flourish, the Battle Mage curses an enemy, causing missiles to seek them out with almost sentient awareness.

Type: Hex

Casting Value: 7+

Range: 21"

Effect: Until your next Start of Turn sub-phase, you may re-roll any rolls To Hit of a natural 1 when shooting at the target enemy unit.

3. Pillar Of Fire

The Battle Mage conjures a fireball which quickly grows to become a towering pillar. Loosed from their grasp, it advances towards the enemy.

Type: Magical Vortex

Casting Value: 9+

Range: 12"

Effect: Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a direction of the caster's choosing during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 3 hits, each with an AP of -2. These hits have the Flaming Attacks special rule.

4. Arcane Urgency

As the Battle Mage's allies march, time around them slows, allowing them to cover great distance in the blink of an eye.

Type: Conveyance

Casting Value: 10+

Range: 15"

Effect: If the target friendly unit is not fleeing and has already moved during this Movement phase, it may immediately move again.

5. Oaken Shield

The Battle Mage summons a mighty spectral oak around themselves and their allies, protecting them from the weapons of their enemies.

Type: Enchantment

Casting Value: 7+

Range: Self

Effect: Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 5+ Ward save against any wounds suffered.

6. Curse Of Cowardly Flight

As the war drums beat, the Battle Mage reaches into the minds of the enemy, tapping into their fears and weakening their intestinal fortitude.

Type: Hex

Casting Value: 9+

Range: 15"

Effect: The target enemy unit must immediately make a Panic test. If the target unit automatically passes any Panic tests it is required to make for any reason, it must still make this test and, should it fail, it will Give Ground.



DAEMONOLOGY

Those that make study of the Realm of Chaos – that twisted and warped nether world in which the Ruinous Powers reside – are known as Daemonologists. These cursed souls are drawn to their study in the vain hope of gaining mastery over the daemonic denizens of that realm and turning their power back against the Chaos gods. Seldom are such noble intentions realised, for those that converse with Daemons are inevitably corrupted by their whispered lies.



When a denizen of the Old World thinks of Daemons, they imagine the nightmare servants of the Chaos powers. Yet the pantheon of daemonic beings is far greater than this. Within the Realm of Chaos there dwells an infinite number of creatures that owe no allegiance to the Ruinous Powers. Such creatures often manifest within the mortal realm, some masquerading as elemental sprites, mischievous spirits of house and hearth, others possessing a host and bending it to their will.

In truth, denizens of the Old World think of Daemons rarely, fearful that doing so might summon them forth! In this superstitious belief, Daemonologists are not like others. Through rituals and invocations shared and perfected within secretive covens, they endeavour to summon forth the most powerful of Daemons, hoping to entrap them and bind them to their will. Some use props in their craft, binding daemonic servants into mundane items such as books, oil lamps, staffs, even weapons of war. Thus bound, a Daemon becomes subservient to the Wizard that summoned it and must comply with its master's wishes. Yet Daemons are ever dishonest, their words and deeds selfish and cruel. Consequently, most Daemonologists quickly fall foul of the very beings they believed they had mastered.

For all their mysticism and ritual, their secret orders and wealth of arcane knowledge, Daemonologists are not the enlightened seekers of truth many believe themselves to be. They are mere slaves to the powers they seek to master – there are no champions of Chaos, only the lost and the damned.

The Summoning (Signature Spell)

From the Realm of Chaos, the Daemonologist summons forth daemonic beasts to strike at their foes.

Type: Magic Missile

Casting Value: 9+

Range: 18"

Effect: The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -1.

1. Steed Of Shadows

Coal-black daemonic steeds materialise from the air, bearing warriors aloft on wings of shadow.

Type: Conveyance

Casting Value: 9+

Range: 15"

Effect: This spell can only target friendly models whose troop type is 'infantry'. If the target friendly unit is not fleeing and has not already moved during this Movement phase, it gains the Fly (12) special rule until your next Start of Turn sub-phase.

2. Gathering Darkness

At the Daemonologist's command, strange forms gather about the foe, their whispered taunts draining the enemy's courage.

Type: Hex

Casting Value: 9+

Range: 12"

Effect: Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Initiative characteristic (to a minimum of 1), a -2 modifier to its Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule. This spell may target an enemy unit engaged in combat.

3. Daemonic Familiars

The Daemonologist's many familiars fall upon the foe, slashing and biting with incorporeal claws and teeth.

Type: Assailment

Casting Value: 8+

Range: Combat

Effect: A single enemy unit the caster is engaged in combat with suffers 2D6 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

4. Daemonic Vessel

At the Daemonologist's bidding, otherworldly entities rush forth to take possession of their allies, filling their bodies with unnatural ferocity.

Type: Enchantment

Casting Value: 10+

Range: Self

Effect: Until the end of this turn, the caster, their mount and any unit they have joined, gain a +1 modifier to their Strength and Attacks characteristics (to a maximum of 10), and improve the Armour Piercing characteristic of their weapons by 1.

5. Vortex Of Chaos

A swirling tear in reality opens, through which daemonic beasts grasp at those that venture too close.

Type: Magical Vortex

Casting Value: 8+

Range: 15"

Effect: Remains in Play. Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D6+1 Strength 3 hits, each with an AP of -.

6. Daemonic Vigour

As the Daemonologist mutters verses aloud from a proscribed text, their allies fill with a daemonic vitality.

Type: Enchantment

Casting Value: 9+

Range: 15"

Effect: Until the end of this turn, the target friendly unit gains a +1 modifier to its Movement, Toughness and Initiative characteristics (to a maximum of 10).



DARK MAGIC

Once, only pure magic flowed into the world. Whole and unsullied, it was a natural force under the control of a race of god-like beings. With the coming of Chaos, this was to change as a darker, more unstable form of magic was unleashed into the mortal realm, one which refused to be chained by the hand of any mere mortal.



With the collapse of the polar gates, Chaos came into the world. As it did, the pure and refined magic harnessed by the Old Ones came into contact with its influence for the first time within the mortal realm. Almost immediately, the corrupting power of Chaos began to work upon it as surely as it did the bodies and minds of mortals. Twisted and warped by Chaos, the unseen strands of colour that composed pure magic merged and bled into one another, causing the Winds of Magic to grow blackened and ever more unstable.

Amongst the Elves of Ulthuan, there were those drawn to this phenomenon. Sensing a raw source of power, magic which could be mastered more easily, they began to experiment with its use. Quickly, most learned the dangers – that magic corrupted by Chaos would quickly corrupt those that sought to master it – yet there were those that persisted.

Today, Dark Magic still torments the world. Wherever the touch of Chaos is felt most strongly, the Winds of Magic twist and coalesce into dark, roiling clouds. Many Wizards feel compelled to study and use Dark Magic, wielding it with careless abandon, enraptured by its potency and the apparent ease of its mastery. Yet those that dabble with Dark Magic are fools, for Dark Magic is like nothing so much as the raw stuff of chaos, and its use is a path to certain damnation and eternal servitude.

Doombolt (Signature Spell)

At the Dark Mage's bidding, a bolt of black lightning tears from the heavens and stabs at the earth.

Type: Magic Missile

Casting Value: 8+

Range: 24"

Effect: Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit. Any enemy model whose base lies underneath the template risks being hit (as described on [page 95](#)) and suffering a single Strength 3 hit with an AP of -2.

1. Word Of Pain

The Dark Mage chants incomprehensible syllables, each more torturous than the last.

Type: Hex

Casting Value: 10+

Range: 18"

Effect: Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Strength and Toughness characteristics (to a minimum of 1). This spell may target an enemy unit engaged in combat.

2. Stream Of Corruption

From the fingertips of the Dark Mage corrupted magic flows, flaying the flesh of the enemy.

Type: Assailment

Casting Value: 8+

Range: Combat

Effect: Place a flame template so that the narrow end touches the caster's base edge and the broad end is over a unit they are engaged in combat with. Any model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 3 hit with an AP of -1.

3. Infernal Gateway

The Dark Mage reveals a hidden passageway through the Realm of Chaos.

Type: Conveyance

Casting Value: 10+

Range: 12"

Effect: This spell can only target friendly characters, but may target characters engaged in combat. If the target friendly character is not fleeing, you may immediately remove it from the battlefield and replace it anywhere within 12" of its original location, but not within 6" of any enemy models.

Note that this spell allows a character to leave combat.

4. Phantasmagoria

Dark visions beset the enemy ranks, driving warriors into blind panic or suicidal rage.

Type: Magical Vortex

Casting Value: 9+

Range: 12"

Effect: Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Enemy units that end their movement within 12" of the template must immediately make a Panic test. Those that fail will Fall Back in Good Order or flee directly away from the template. Those that pass (or that do not have to make the test) become subject to the Impetuous special rule whilst they remain within 12" of the template.

5. Battle Lust

Rage builds within those near to the Dark Mage, filling them with a terrible lust for bloodshed.

Type: Enchantment

Casting Value: 9+

Range: 12"

Effect: Until the end of this turn, the target friendly unit gains the Frenzy and Hatred (all enemies) special rules.

6. Soul Eater

The Dark Mage reaches out a taloned hand to tear at the very soul of their enemy.

Type: Assailment

Casting Value: 7+

Range: Combat

Effect: A single enemy model the caster is engaged in combat with suffers a single Strength 3 hit with the Multiple Wounds (3) special rule and with no armour save permitted (Ward and Regeneration saves can be attempted as normal).



ELEMENTALISM

All across the Old World there dwell Wizards able to bend the Winds of Magic to their will to such an extent that they can harness the power of the elements themselves to do their bidding. Such mages summon gale force winds and torrential rains from the heavens, raise earthen ramparts, and even call forth elemental spirits to do their bidding.



Wizards that study Elementalism will often hide their art from the uneducated masses, for the powers they wield can easily be mistaken for darker arts such as Daemonology or Necromancy, summoning as they do elemental spirits from the ætheric netherworld. But for all the suspicion that haunts their study, their abilities are often in great demand. Many a farming community has sought out the aid of an Elementalist to end a period of drought; their ability to summon rain from a clear sky the difference between a prosperous and a failed harvest. Many a ship's captain will seek an Elementalist's services for long and dangerous voyages, hoping that their charms can deliver favourable winds and settle a restless ocean.

Still other Elementalists conceal their craft behind a more mundane façade. Many a skilled blacksmith or farrier secretly manipulates the red wind to heat their forge and the iron that glows within it by arcane means, producing works of great wonder. Other Elementalists prefer to turn their magical powers to a different, more scientific purpose, melding arcane knowledge of the yellow wind and study of natural philosophy within the halls of academia to study alchemy.

In battle, the powers an Elementalist wields are a considerable blessing, able as they are to disrupt the enemy lines, entrench and defend their own, and even cause the weapons of allies to burn with the heat of their forging whilst the armour of their foes crumbles to rust.

Storm Call (Signature Spell)

The Elementalist channels the fury of a storm towards their foes, causing strong winds and icy rains to batter against them.

Type: Hex

Casting Value: 7+

Range: 12"

Effect: Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Movement and Initiative characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

1. Flaming Sword

With a simple gesture, the Elementalist summons a great, flaming sword with which to strike at their enemies.

Type: Assailment

Casting Value: 8+

Range: Combat

Effect: A single enemy unit the caster is engaged in combat with suffers D6+1 Strength 3 hits, each with an AP of -. These hits have the Flaming Attacks special rule.

2. Plague Of Rust

As the Elementalist utters a curse, the armour of the enemy loses its lustre, corroding and crumbling from their bodies.

Type: Hex

Casting Value: 9+

Range: 21"

Effect: Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its armour value. This spell may target an enemy unit engaged in combat.

3. Summon Elemental Spirit

The Elementalist summons forth a powerful spirit of earth, wind, water or fire to do their bidding.

Type: Magical Vortex

Casting Value: 9+

Range: 15"

Effect: Remains in Play. Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain over which no line of sight can be drawn. The template moves D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over suffers D3+3 Strength 4 hits, each with an AP of -1.

4. Earthen Ramparts

At the Elementalist's summoning, mighty earthen ramparts rise up about their allies.

Type: Enchantment

Casting Value: 10+

Range: 15"

Effect: Until your next Start of Turn sub-phase, the target friendly unit gains a 5+ Ward save against any wounds suffered and counts as being behind a defended low linear obstacle if charged. However, whilst this spell is in play the target unit cannot march or charge.

5. Wind Blast

A mighty wind rips enemy warriors from their regiments, dashing them against the hard earth.

Type: Magic Missile

Casting Value: 8+

Range: 15"

Effect: The target enemy unit suffers D3+3 Strength 5 hits, each with an AP of -1. Once these hits have been resolved, the unit must Give Ground.

6. Travel Mystical Pathway

Tapping into the power of the Geomantic Web, the Elementalist opens a portal through which their allies can travel.

Type: Conveyance

Casting Value: 10+

Range: 9"

Effect: If the target friendly unit is not fleeing and has not already moved during this Movement phase, you may immediately remove it from the battlefield and replace it anywhere within 12" of its original location, but not within 6" of any enemy models. The target friendly unit cannot move again during this Movement phase.



HIGH MAGIC

In its purest form, magic glistens like a silver haze that fills the air, visible in and around all things to those gifted with the mage-sight. It is a wondrous thing, there to be manipulated by those with the talent and the learning. With long decades of study, a mage can manipulate pure magic to perform almost any deed imaginable, but the work is exhausting and the rituals complex.



With the collapse of the polar gates, a torrent of magic was unleashed, the gentle clouds of silvery light becoming gusting gales and swirling storms. Upon completion of the Elves' great ritual – performed to lessen the magic flooding the world – the arcane works of the Old Ones shattered, causing the silver light of magic to fragment, revealing the kaleidoscopic Winds of Magic.

Students of High Magic study each of these winds closely, becoming intimately familiar with their properties and potential over long years. With mastery of each wind, the mage edges closer to understanding High Magic and, eventually, becomes able to draw all of the winds together, crafting High Magic.

This may seem similar to the use of Dark Magic, similar even to the lesser Lores of Magic. It is not. Where other Wizards grasp clumsily at the Winds of Magic, or warp them into darker hues, High Mages carefully bring all eight winds together, seeking the silvery light of pure magic and crafting spells of such sublime potency that lesser Wizards are struck dumb to witness. A simple fireball cast by a Battle Mage may burn hot with the power of the red wind, but one conjured by a High Mage will burn incandescently bright, searing the world and blinding all that gaze upon it. Such is the power of High Magic.

Drain Magic (Signature Spell)

As the High Mage draws the Winds of Magic to themselves, other Wizards find themselves struggling to access their powers.

Type: Hex

Casting Value: 9+

Range: Self

Effect: Remains in Play. Whilst this spell is in play, enemy Wizards that are within 24" of the caster's model when attempting to cast a spell must increase that spell's casting value by 2.

1. Walk Between Worlds

The High Mage causes their allies to drift in and out of reality, enabling them to pass through terrain as if it was not there.

Type: Conveyance

Casting Value: 10+

Range: Self

Effect: Until your next Start of Turn sub-phase, the caster and any unit they have joined gain the Ethereal and Reserve Move special rules.

2. Fiery Convocation

At the High Mage's bidding, a roiling storm of fire erupts within the midst of the enemy line.

Type: Magic Missile

Casting Value: 10+

Range: 18"

Effect: Place a large (5") blast template so that its central hole is directly over the centre of the target enemy unit. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on page 95) and suffering a Strength 4 hit with an AP of -2. These hits have the Flaming Attacks special rule.

3. Tempest

The High Mage summons forth a tempest of rain and sleet, the centre of which is all but impenetrable.

Type: Magical Vortex

Casting Value: 9+

Range: 12"

Effect: Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Whilst within 6" of the template, enemy units treat open ground as difficult terrain and difficult terrain as dangerous terrain.

4. Corporeal Unmaking

The physical forms of the High Mage's enemies begin to unravel, turning to dust on the wind.

Type: Assailment

Casting Value: 8+

Range: Combat

Effect: A single enemy unit the caster is engaged in combat with suffers D3 Strength 5 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

5. Fury Of Khaine

The High Mage beseeches Khaine, God of Murder, to bestow his fury on the High Mage's allies.

Type: Enchantment

Casting Value: 9+

Range: 12"

Effect: Until the end of this turn, the target friendly unit gains the Extra Attacks (+1) special rule. This spell may target a friendly unit engaged in combat.

6. Shield Of Saphery

White light bursts forth from the High Mage's outstretched hands, clinging to armour and arcing overhead to form a protective barrier around their allies.

Type: Enchantment

Casting Value: 9+

Range: 18"

Effect: Until the end of this turn, the target friendly unit gains a 5+ Ward save against any wounds suffered. If this spell is cast, the effects of any other Enchantment previously cast on the target unit immediately expire.



ILLUSION

The art of Illusion is a strange Lore of Magic. Where most Wizards wield their arcane might to change the world around them in direct fashion, Illusionists prefer to change the world in subtle ways, hiding their power to control minds and emotions behind the façade of stagecraft and trickery. For an Illusionist, it is the glamour and splendour of the casting itself, the use of magical power to confound and confuse, that is the aim of their conjuring.



Many Illusionists travel the Old World, manipulating the innocent and subjecting the unwary to their will. Others find shelter within the entourage of a powerful lord or lady, masquerading as entertainers before courtiers and guests. Almost all maintain a pretence of stagecraft in everything they do, carefully crafted charms working to befuddle the minds of those around them, lulling an audience into an almost trance-like state in which the Illusionist's victims remain convinced that, no matter how overt the magic practiced before their eyes, they are witnessing a simple mummery act.

Behind this pretence, Illusionists practise a profane art which thrives upon deceit and misdirection. They work the Winds of Magic in subtle ways, crafting mirage images that fill the mind with counterfeit memories and imposter emotions. It is by these means that Illusionists are able to manipulate those around them, bending them to their will, causing them to react to realities that are not, in fact, real.

Illusion is, perhaps, the most dangerous of lores, both for those that practise it as well as those that witness it. A careless Illusionist can find themselves drawn into their own deceptions, the Winds of Magic entrapping them and pulling their mind into a world that does not truly exist.

Glittering Robe (Signature Spell)

Shimmering light radiates from the Illusionist's garb, dazzling and confounding the enemy.

Type: Enchantment

Casting Value: 8+

Range: Self

Effect: Until your next Start of Turn sub-phase, enemy units suffer a -1 modifier to any rolls To Hit made against the caster and any unit they have joined. If this spell is cast, the effects of any other Enchantment previously cast on any of the affected models immediately expire.

1. Mind Razor

Torturous illusion grips the enemy. Only those with the strongest of wills can resist.

Type: Magic Missile

Casting Value: 7+

Range: 15"

Effect: The target enemy unit must immediately make a Leadership test. If this test is passed, it suffers D3 Strength 3 hits, each with an AP of -. If, however, this test is failed, it suffers D3+3 Strength 4 hits, each with an AP of -3.

2. Shimmering Dragon

An incorporeal Dragon materialises over the battlefield, stooping low to bear aloft a mighty champion.

Type: Conveyance

Casting Value: 8+

Range: 12"

Effect: This spell can only target friendly characters. If the target friendly character is not fleeing and has not already moved during this Movement phase, it gains the Fly (10) special rule until the end of this turn.

3. Column Of Crystal

The Illusionist conjures forth an illusory column of crystal. All that see it believe it to be utterly impenetrable.

Type: Magical Vortex

Casting Value: 10+

Range: 9"

Effect: Remains in Play. Place a large (5") blast template so that its central hole is within 9" of the caster. Whilst in play, the template does not move and is treated as impassable terrain over which no line of sight can be drawn.

4. Confounding Convocation

The enemy is bombarded by wild and disorienting images and dancing lights that render them all but blind to the world around them.

Type: Hex

Casting Value: 9+

Range: 9"

Effect: Remains in Play. Whilst this spell is in play, the target enemy unit becomes subject to the Stupidity special rule.

5. Spectral Doppelganger

Like the surface of a mirror struck a mighty blow, the Illusionist's image fractures, revealing myriad doppelganger likenesses.

Type: Assailment

Casting Value: 9+

Range: Combat

Effect: A single enemy unit the caster is engaged in combat with suffers 2D6 hits, resolved using the characteristics and special rules of the caster and of any weapon they carry.

6. Miasmic Mirage

Around the feet of the enemy, the earth itself shifts and blurs, causing warriors to trip and stumble upon half-imagined obstacles.

Type: Hex

Casting Value: 11+

Range: 15"

Effect: Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Movement characteristic (to a minimum of 1) and cannot march or charge. If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.



NECROMANCY

Of all the mages that study the Lores of Magic, those that practise the art of Necromancy are the most shunned and reviled, yet simultaneously often the most sought after. Necromancy is the study of death, and of more than death – Necromancy is the means by which those trapped within the mortal coil can penetrate through the shroud of death into Morr's dark realm, to commune with the spirits of the departed and witness the wisdom of ancestors.



Necromancers make use of the darker Winds of Magic, the purple wind of death and the grey wind of shadow most often, melding them with the green wind of life and the amber wind of beasts. From these disparate strands of aetheric power they craft charms and incantations that grant them a power to reach beyond death's embrace. With this power, Necromancers summon spirits and commune with the dead, channelling the spirits of the departed that they may speak with the living.

Still others take their study further into the dark, dallying with the blackest of magics, the raw power of chaos. Some utilise foul warpstone to enhance their control of this writhing, evil force, using the wicked material to draw bleak power ever more closely about their withered forms, channelling this dark energy into the husks of dead things and crafting vile unlife from cold, lifeless corpses pulled from the dark earth.

For every Necromancer gainfully employed in spiritualism, communing with the souls of departed loved ones, there is certain to be another skulking in graveyards and mausoleums, disturbing the dead and seeking to extend their own life by means magical and profane. This is why Necromancers are so untrusted and unloved – for honest and good citizens of the Old World can never be sure just how deep into the shadows a Necromancer has delved.

The Dwellers Below (Signature Spell)

Beneath the enemy the cold dirt parts, revealing spectral hands that reach to grasp at the foe and pull them into the underworld.

Type: Assailment

Casting Value: 7+

Range: Combat

Effect: Place a small (3") blast template so that its central hole is directly over the centre of a unit the caster is engaged in combat with. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on [page 95](#)) and suffering a single Strength 3 hit with an AP of -.

1. Deathly Cabal

From beyond the veil of death, unquiet spirits gather protectively around the Necromancer, their presence causing the foe to recoil in fear and dread.

Type: Enchantment

Casting Value: 10+

Range: Self

Effect: Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack. In addition, whilst this spell is in play, the affected models gain the Fear special rule. If they already have the Fear special rule, they instead gain the Terror special rule.

2. Unquiet Spirits

Evil spirits gather around the enemy, their spectral talons creeping beneath armour to tear at flesh.

Type: Magic Missile

Casting Value: 8+

Range: 15"

Effect: The target enemy unit suffers 3D6 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

3. Spiritual Vortex

The Necromancer gestures and dark energy swirls, opening a vortex into the realm of Morr, god of death.

Type: Magical Vortex

Casting Value: 11+

Range: 12"

Effect: Remains in Play. Place a large (5") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Whilst within 8" of the template, enemy units suffer a -1 modifier to their Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule.

4. Curse Of Years

As dead things draw near, they feed hungrily upon the vital energy of the living, ageing them rapidly.

Type: Hex

Casting Value: 10+

Range: 15"

Effect: Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Movement, Weapon Skill and Toughness characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

5. Spectral Steed

As the Necromancer chants words of dark power, a ghostly steed forms from the night air.

Type: Conveyance

Casting Value: 9+

Range: 12"

Effect: Remains in Play. This spell can only target friendly characters whose troop type is 'infantry'. Whilst this spell is in play, the target friendly character gains the Ethereal and Fly (10) special rules.

6. Spirit Leech

Chill winds gust and long shadows gather, sapping the enemy's will and sowing seeds of dread.

Type: Hex

Casting Value: 8+

Range: 18"

Effect: Until the end of this turn, the target enemy unit suffers a -2 modifier to its Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule. This spell may target an enemy unit engaged in combat.



WAAAGH! MAGIC

When Orc and Goblin tribes march to war (as they are given to do with alarming regularity), they are accompanied by powerful shamans. These 'Weirdboy' and 'Oddgit' shamans, as Orcs and Goblins call them, are each a living conduit to Gork and Mork, the primitive gods of their kind, and each can wield such arcane might that even the most learned of Elven mages would have to be impressed.



The power of Orc and Goblin Shamans does not come primarily from the Winds of Magic, but from the raw Waaagh! magic radiated by their kind. A potent force barely understood by mages of other races, Waaagh! magic can consume the Winds of Magic, absorbing them and deadening the mage-sight of other Wizards. As Orcs and Goblins rush into battle, the Waaagh! rises in great storms that spring forth to drown entire regions, before draining away once more, leaving only wisps of magical potential behind.

An Orc or Goblin Shaman, blessed by Gork (or possibly Mork) can focus the Waaagh! through the power of their mind (such as it is), casting spells as brutal and cunning as Gork and Mork themselves. These shamans have been known to burst the skulls of their beady foes, to shoot beams of crackling green death from their beady eyes or to summon almighty green appendages from the skies to punch and kick the enemy.

Yet with great power comes great peculiarity, and shamans are a most peculiar breed. Constant exposure to the raw Waaagh! and the will of their gods causes Orcs and Goblins to become somewhat unhinged. Consequently, their shamans are prone to drifting into trances, breaking uncontrollably into spasmodic dancing, and talking animatedly to unseen entities. Of course, for the average Orc or Goblin, such behaviour is a bonus – after all, how can one be impressed by a Wizard that doesn't act the part?

Fist Of Gork (Or Mork) (Signature Spell)

In response to the Shaman's frantic hopping and gesticulating, a great green fist materialises from the air and wallops the foe!

Type: Assailment

Casting Value: 9+

Range: Combat

Effect: Place a large (5") blast template so that its central hole is directly over the centre of a unit the caster is engaged in combat with. Once placed, the template will scatter D3"+1. Any model (friend or foe) whose base lies underneath the template's final position risks being hit (as described on [page 95](#)) and suffering a single Strength 4 hit with an AP of -1.

1. Vindictive Glare

Their brows furrowed and their teeth clenched, the Shaman's glare is so intense that their enemies visibly wither.

Type: Magic Missile

Casting Value: 8+

Range: 21"

Effect: The target enemy unit suffers a single Strength 7 hit with the Multiple Wounds (D3) special rule and with no armour save permitted (Ward and Regeneration saves can be attempted as normal). This spell may target an enemy unit engaged in combat.

2. Hand Of Mork (Or Gork)

A huge green hand appears from above and, with great care, flicks a hero across the battlefield.

Type: Conveyance

Casting Value: 7+

Range: 18"

Effect: This spell can only target friendly characters, but may target characters engaged in combat. You may immediately remove the target friendly character from the battlefield and replace it anywhere within 2D6" of its original location, but not within 3" of any enemy models. However, if a double 1 is rolled, the character lands badly and loses a single Wound.

Note that this spell allows a character to leave combat.

3. Bad Moon Rizin'

The Shaman summons a great pale moon above the battlefield. Trembling under its baleful gaze, the enemy can barely lift their weapons!

Type: Hex

Casting Value: 10+

Range: 15"

Effect: Until the end of this turn, the target enemy unit suffers a -D3 modifier to its Weapon Skill and Initiative characteristics (to a minimum of 1).

4. Evil Sun Shinin'

The sun is out and there's an enemy army over there – it's a great day for a battle! 'Ave at it Boyz!

Type: Enchantment

Casting Value: 9+

Range: Self

Effect: Until your next Start of Turn sub-phase, friendly units that are within the caster's Command range may re-roll any rolls To Hit of a natural 1, and improve the Armour Piercing characteristic of their weapons by 1.

5. 'Ere We Go!

The Shaman begins a simple chant which is quickly and enthusiastically taken up by their friends.

Type: Enchantment

Casting Value: 9+

Range: Self

Effect: Any friendly unit that is within the caster's Command range during the Declare Charges & Charge Reactions sub-phase of this turn increases its maximum possible charge range by 3" and, when it makes a Charge roll, may apply a +D3 modifier to the result.

6. Foot Of Gork (Or Mork)

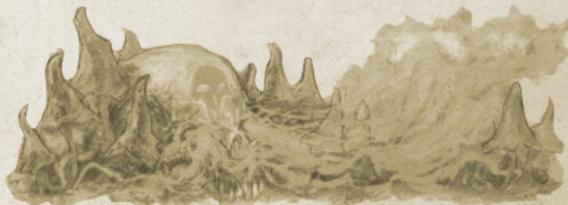
There's a massive green foot on the battlefield and it seems to be moving!

Type: Magical Vortex

Casting Value: 8+

Range: 15"

Effect: Remains in Play. Place a large (5") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves 2D6" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 5 hits, each with an AP of -1.





MAGIC ITEMS

The Warhammer world is rich in magical artefacts and holy relics of great power. Soul-drinking swords, impenetrable suits of armour, ancient tomes of sorcerous knowledge and lost rings of incalculable might – many a long war has been fought solely for the possession of such treasures and the power they bestow.



Using Magic Items

The pages that follow detail 'common' magic items. These represent magic items of similar types that are crafted and used by all the races of the world and that share common design, purpose or magical properties. Unless stated otherwise, common magic items are available to each and every army.

In addition, each army list includes a number of magic items unique to that army – items which can only be carried and used by models belonging to that army. Think of the common magic items given here as rules given to represent popular ideas and designs favoured by all races, and those that accompany each army list as more specialised and specific items.

Purchasing Magic Items

If a model can purchase magic items, this will be listed among the options given in its rules, along with a limit to how many points can be spent on magic items for that model. Usually, only characters can purchase magic items, though some unit champions or standard bearers have the option to purchase magic items as well.

Any magic items purchased should be noted down and their points added to that of the model that carries them on your muster list.

Types Of Magic Item

There are six categories of magic item: magic weapons, magic armour, talismans, magic standards, enchanted items and arcane items.

Magic Weapons: Most often swords, but also axes, maces, spears, bows and so forth. A magical weapon is a great boon to a warrior.

Magic Armour: Helms, shields, breastplates, even partial and full suits of armour, all can be ensorcelled in some way.

Talismans: Talismans, charms, amulets and wards are tokens of magical protection.

Magic Standards: Be it an honoured relic of a famous regiment, a fine tapestry blessed by a priest, or even the head of a mighty beast stuck on a pole, many standards are quite magical.

Enchanted Items: Many magic items are rather unique in design or of a very particular type, such as rings, amulets, magic boots, and so forth. These items are enchanted items.

Arcane Items: Be it a spell book, a scroll, even a wand or staff, these are items carried by Wizards to increase their powers or enhance their knowledge.



Limitations & Uniqueness

As a general rule, most magic items are considered to be quite unique. Even common magic items are, for the most part, common only in that they are available to all races – they are not so common as to be available to each and every character in your army. To represent this, only one of each magic item can be included in your army. In addition, a model can only purchase one magic item from each category.

There are, of course, exceptions to this rule of uniqueness. These are magic items carried by named characters and items considered to be ‘extremely common’:

Named Characters: Famous and powerful individuals from the Warhammer world, named characters have access to the finest equipment. A named character may carry two or more items from a single category.

Note that named characters may also be equipped with truly unique magic items which they and they alone can use.

Extremely Common Magic Items: Some types of magic item are more common than others: scrolls on which simple spells are written that crumble to dust upon being read aloud; stones that contain magical power which can be cracked open to aid a Wizard’s conjuration; even humble shields that bear runes of protection.

Any magic item marked with an asterisk (*) is considered to be extremely common. Such items are seen in great number and, as such, can be purchased alongside other magic items from the same category. In addition, there is no limit to how many duplicates of such items can be included in an army, or even how many duplicates a character can carry (beyond the limit of how many points that character can spend on magic items).

Single Use Magic Items

Some magic items are noted as being ‘single use’. Such magic items can only be used once per game. Once used, the item’s magic is spent and it cannot be used again.

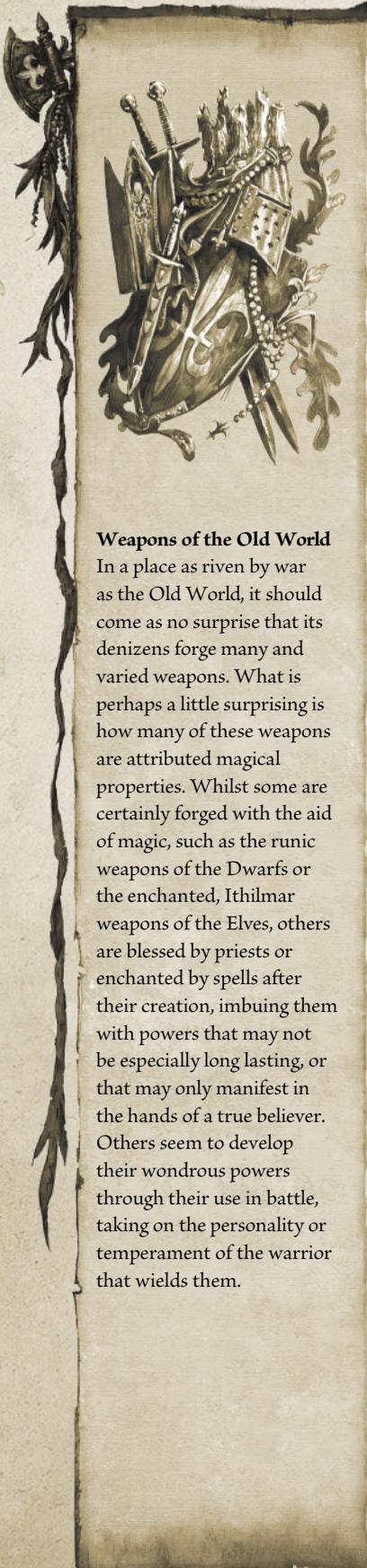
What’s In A Name?

The magic items listed on the following pages often have a name that describes them quite specifically, but this does not mean a model has to carry or wear that exact item. The important thing to remember with common magic items is that the rules given represent something that might appear in any army – something with a quite common magical effect, but an appearance unique to the race that created it.

For example, in the hands of a General of the Empire, it would make sense for a ‘Sword of Striking’ to resemble a fine rapier, but when wielded by an Orc Warboss that same rapier would look out of place. It is perfectly acceptable for the model of an Orc Warboss equipped with a Sword of Striking to carry a large and brutal cleaver instead. What matters is that the points have been paid to include the item in your army, and that a suitable weapon is wielded by the model so that your opponent can easily remember what it represents.

“There are no problems which cannot be solved with cannon.”

Chief Engineer Boris Kraus of Nuln



Weapons of the Old World

In a place as riven by war as the Old World, it should come as no surprise that its denizens forge many and varied weapons. What is perhaps a little surprising is how many of these weapons are attributed magical properties. Whilst some are certainly forged with the aid of magic, such as the runic weapons of the Dwarfs or the enchanted, Ithilmar weapons of the Elves, others are blessed by priests or enchanted by spells after their creation, imbuing them with powers that may not be especially long lasting, or that may only manifest in the hands of a true believer. Others seem to develop their wondrous powers through their use in battle, taking on the personality or temperament of the warrior that wields them.

Magic Weapons

Magic weapons grant the wielder extra abilities, new special rules or an improved profile, the better to slay enemies. Unless otherwise stated, the following rules apply to all magic weapons:

- A magic weapon cannot be used alongside an additional hand weapon, magical or mundane, to gain an extra attack.
- A character that wields a magic weapon cannot set it aside to use a mundane equivalent. For example, a character cannot set aside a magic combat weapon to use a mundane great weapon instead.
- If a character has more than one magic combat weapon, you must choose which they will use when their combat is chosen during Step 1.1 of the Choose & Fight Combat sub-phase and, unless the weapon itself states otherwise, the weapon chosen for the first round of a combat must be used for the duration of the combat.
- If a character has more than one magic missile weapon, you must choose which they will use when they are chosen to shoot during Step 1 of the Shooting phase.

Ogre Blade 65 points

A broad and heavy blade, the Ogre Blade is, much like its namesake, an unsubtle weapon.

	R	S	AP	Special Rules
Ogre Blade	Combat	S+2	-2	Armour Bane (1), Magical Attacks, Multiple Wounds (D3)

Sword Of Battle..... 60 points

A simple weapon, yet finely crafted, blessed by mighty mages and revered priests.

	R	S	AP	Special Rules
Sword of Battle	Combat	S+1	-1	Armour Bane (1), Extra Attacks (+1), Magical Attacks

Duellist's Blades..... 55 points

Fine weapons, forged by the greatest of swordsmiths and imbued with potent runes of quickening.

	R	S	AP	Special Rules
Duellist's Blades	Combat	S	-1	Extra Attacks (+2), Magical Attacks, Requires Two Hands

Dragon Slaying Sword 50 points

A mighty blade, wielded by many great heroes in their endless quests to slay foul monsters.

	R	S	AP	Special Rules
Dragon Slaying Sword	Combat	S	-	Magical Attacks, Monster Slayer

Headman's Axe..... 45 points

A wide bladed axe, steeped in the blood of its countless helpless victims.

	R	S	AP	Special Rules
Headman's Axe	Combat	S+1	-1	Killing Blow, Magical Attacks, Requires Two Hands

Spelleater Axe.....35 points
Forged of rune-encrusted brass, the Spelleater Axe is anathema to the Winds of Magic.

	R	S	AP	Special Rules
Spelleater Axe	Combat	S	-1	Magical Attacks, Magic Resistance (-2)

Giant Blade30 points
A broad and heavy blade wrought with powerful enchantments that only increase the weight of its blows, the Giant Blade is an unsubtle weapon.

	R	S	AP	Special Rules
Giant Blade	Combat	S+1	-	Armour Bane (2), Magical Attacks, Multiple Wounds (2)

Sword Of Swiftess25 points
Crafted from magically attuned materials and ensorcelled to strike as if with a life of its own.

	R	S	AP	Special Rules
Sword of Swiftess	Combat	S	-	Magical Attacks, Strike First

Berserker Blade.....20 points
Quenched in the blood of untold fallen enemies, the Berserker Blade eternally hungers for battle.

	R	S	AP	Special Rules
Berserker Blade	Combat	S+1	-	Frenzy, Magical Attacks

Sword Of Might*20 points
Bound around with powerful runes that increase its power and enhance the strength of its bearer.

	R	S	AP	Special Rules
Sword of Might	Combat	S+1	-1	Magical Attacks

Biting Blade.....15 points
The serrated length of the Biting Blade cuts through armour of plate and mail with terrible ease.

	R	S	AP	Special Rules
Biting Blade	Combat	S	-2	Armour Bane (1), Magical Attacks

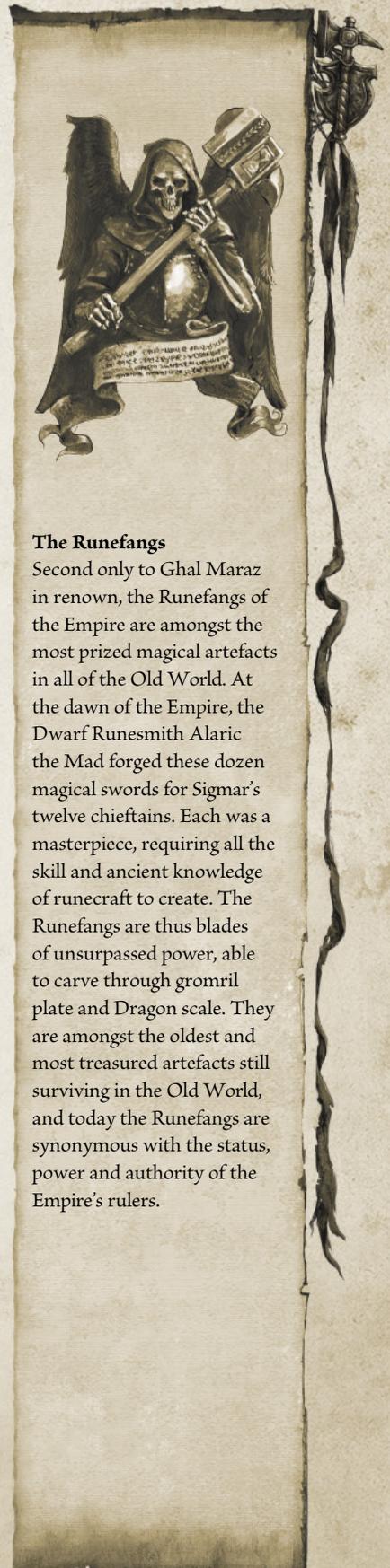
Sword Of Striking*15 points
Engraved with runes of accuracy and swiftess, the Sword of Striking is an elegant weapon of great precision.

	R	S	AP	Special Rules
Sword of Striking	Combat	S	-	Magical Attacks

Notes: During the Combat phase, the wielder of the Sword of Striking has a +1 modifier to their rolls To Hit.

Burning Blade*5 points
Once unsheathed, the cutting edge of the Burning Blade writhes endlessly with a living flame.

	R	S	AP	Special Rules
Burning Blade	Combat	S	-	Flaming Attacks, Magical Attacks



The Runefangs

Second only to Ghal Maraz in renown, the Runefangs of the Empire are amongst the most prized magical artefacts in all of the Old World. At the dawn of the Empire, the Dwarf Runesmith Alaric the Mad forged these dozen magical swords for Sigmar's twelve chieftains. Each was a masterpiece, requiring all the skill and ancient knowledge of runecraft to create. The Runefangs are thus blades of unsurpassed power, able to carve through gromril plate and Dragon scale. They are amongst the oldest and most treasured artefacts still surviving in the Old World, and today the Runefangs are synonymous with the status, power and authority of the Empire's rulers.

Magic Armour

Only a model that is equipped with (or that has the option to be equipped with) armour, a shield or barding may purchase a magical equivalent. A model can only wear a single suit of armour and can only carry one shield, and a mount can only wear a single suit of barding. Therefore, magic armour replaces any mundane equivalent the model is, or may be, equipped with.

Magic armour follows the same rules as its mundane equivalent (if given). For example, a suit of magical heavy armour will grant its wearer an armour value of 5+.

Armour Of Destiny.....70 points

The potent Armour of Destiny protects its wearer from all but the most grievous of harm.

The Armour of Destiny is a suit of heavy armour. In addition, its wearer has a 4+ Ward save against any wounds suffered.

Bedazzling Helm.....60 points

A gleaming helm that confuses and confounds enemies, causing their blows to fall wide of their mark.

May be worn with other armour. The wearer of the Bedazzling Helm improves their armour value by 1 (to a maximum of 2+). In addition, any enemy model that directs its attacks against the wearer during the Combat phase suffers a -1 modifier to its rolls To Hit.

Armour Of Silvered Steel40 points

Polished to a mirror shine, the Armour of Silvered Steel encases its wearer from head to toe.

The Armour of Silvered Steel is a suit of armour that gives its wearer an armour value of 3+ which cannot be improved in any way.

Glittering Scales.....35 points

Each and every scale of this armoured surcoat is crafted from shards of precious metal.

The Glittering Scales is a suit of light armour. In addition, once per turn, you may make your opponent re-roll a single roll To Hit made against the wearer.

Shield Of The Warrior True.....30 points

A heavy shield of oak and iron that turns aside all but the most deadly of missiles.

The Shield of the Warrior True is a shield. In addition, its bearer has a 5+ Ward save against any wounds suffered during the Shooting phase.

Spellshield*25 points

The Winds of Magic lose their power when in the presence of the brass-bound Spellshield.

The Spellshield is a shield. In addition, its bearer has a 5+ Ward save against any wounds suffered that were caused by a Magic Missile, a Magical Vortex, or an Assailment spell.

Armour Of Meteoric Iron20 points

This heavy armour was forged of ore mined from a meteor that fell from the heavens.

The Armour of Meteoric Iron gives its wearer an armour value of 5+, which cannot be improved in any way. However, nor can this armour value be reduced in any way either.

Enchanted Shield*10 points

A finely crafted and sturdy shield that protects its bearer from harm time and time again.

The Enchanted Shield is a shield. In addition, its bearer has a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

Charmed Shield*5 points

A simple shield hung with charms and fetishes to bring the bearer good fortune. In the heat of battle, such ornamentation rarely survives intact for long.

The Charmed Shield is a shield. In addition, once per game the Charmed Shield gives its bearer a 5+ Ward save against a single wound. Once this Ward save has been used, the Charmed Shield is considered to be an ordinary, non magical shield.



Talismans

Talismans are tokens of magical protection, worn by warriors to protect them from harm both physical and magical.

Dawnstone.....35 points

The magic trapped within this semi-precious stone binds together shattered armour plates.

The bearer of the Dawnstone may re-roll any Armour Save roll of a natural 1.

Talisman Of Protection30 points

A powerful magical aura surrounds this humble talisman, protecting its wearer from harm.

The Talisman of Protection gives its bearer a 5+ Ward save against any wounds suffered.

Paymaster's Coin*25 points

This heavy golden coin may not be enchanted, but its weight in its owner's pocket certainly inspires heroism.

Single use. The bearer of a Paymaster's Coin can re-roll any failed rolls To Hit made during the Combat phase.

Obsidian Lodestone*20 points

An air of chill hangs about obsidian, stilling the Winds of Magic in its presence.

A model may purchase up to three Obsidian Lodestones. A model that bears a single Obsidian Lodestone has Magic Resistance (-1), a model that bears two has Magic Resistance (-2), and a model that bears three has Magic Resistance (-3).

Luckstone*15 points

Can luck be trapped within a dull stone pendant? Possibly.

Single use. The bearer of a Luckstone can re-roll a single failed Armour Save roll.

Magic Standards

Some units have the option to purchase magic standards.

To do so, the unit must include a standard bearer. The only character that can carry a magic standard is your army's Battle Standard Bearer.

Banner Of Iron Resolve.....50 points

No regiment that stands beneath the Banner of Iron Resolve has ever fled from the foe.

A unit carrying the Banner of Iron Resolve gains the Stubborn special rule.

Razor Standard40 points

Hung with hundreds of wickedly sharp blades, an air of sharpness radiates outwards from the Razor Standard.

A unit carrying the Razor Standard gains the Armour Bane (2) special rule.

Rampaging Banner.....30 points

As a matter of honour, those that fight beneath the Rampaging Banner are always first into the fray.

When a unit carrying the Rampaging Banner declares a charge, it may re-roll its Charge roll.

The Blazing Banner.....25 points

An eternal flame flickers about the weapons of those that march beneath the Blazing Banner.

A unit carrying the Blazing Banner gains the Flaming Attacks special rule.

War Banner.....25 points

A proud banner of great age. Those that march beneath the War Banner fight with grim resolve.

When calculating its combat result, a unit carrying the War Banner may claim an additional bonus of +1 combat result point.



Enchanted Items

The enchanted items category includes all manner of wonderful artefacts too unique or specific to be included in another category. Enchanted items are often amongst the most prized magical items a character might possess.

Note that a model can only consume a single potion (of any type) per Command phase.

Wizarding Hat45 points

This splendid hat, once the property of a long dead Wizard, is still haunted by their ghost.

The wearer is a Level 1 Wizard and knows one randomly generated spell from a Lore of Magic of your choosing. However, the whispers of the ghostly Wizard haunting the hat are often confusing. Therefore, the wearer also becomes subject to the Stupidity special rule.

Flying Carpet40 points

Woven from the finest silks in a far-off land, this splendid rug does more than warm the feet!

Models whose troop type is 'regular infantry' or 'heavy infantry' only. The bearer of the Flying Carpet gains the Fly (8) and Swiftstride special rules. However, the bearer cannot join a unit.

Healing Potion*35 points

Purveyors of magical potions make many bold claims. Sometimes they are true, sometimes not.

Single use. During the Command sub-phase of their turn, the bearer of a Healing Potion can consume it. The model immediately recovers D3 lost Wounds.

Ruby Ring Of Ruin30 points

Uttering a simple command, the wearer of the ring can hurl a flaming ball of ruin at their foes.

The wielder of the Ruby Ring of Ruin can cast the Fireball spell from the Lore of Battle Magic (as described on [page 321](#)) as a Bound spell, with a Power Level of 2.

Potion Of Strength*25 points

A concoction of strength-giving vegetables and roots, mixed together with a touch of magic.

Single use. During the Command sub-phase of their turn, the bearer of a Potion of Strength can consume it. Until the end of that turn, the model has a +D3 modifier to its Strength characteristic (to a maximum of 10).

Potion Of Toughness*20 points

Distilled by magical means, this potion is sure to make the drinker all but invulnerable.

Single use. During the Command sub-phase of their turn, the bearer of a Potion of Toughness can consume it. Until the end of that turn, the model has a +D3 modifier to its Toughness characteristic (to a maximum of 10).

Potion Of Speed*10 points

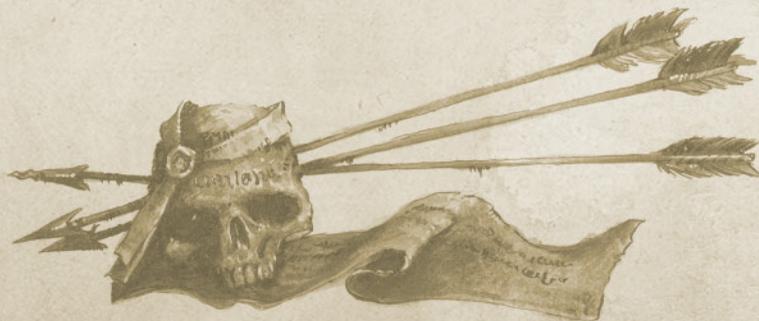
A powerful potion with a terrible aftertaste that sharpens the wits and speeds the reactions.

Single use. During the Command sub-phase of their turn, the bearer of a Potion of Speed can consume it. Until the end of that turn, the model has a +D3 modifier to its Initiative characteristic (to a maximum of 10).

Potion Of Foolhardiness*5 points

A magical brew that fills the drinker with courage... it may actually just be strong liquor.

Single use. During the Command sub-phase of their turn, the bearer of a Potion of Foolhardiness can consume it. Until the end of that turn, the model gains the Immune to Psychology special rule.



Arcane Items

Arcane items are items that enhance a Wizard's magical powers in some fashion. Only Wizards can purchase Arcane Items.

Feedback Scroll60 points

When read aloud, this charm causes ætheric energy to flood back towards the enemy Wizard.

Single use. The bearer may use this scroll instead of making a Wizardly dispel attempt. The spell is cast as normal. Once the spell has been resolved, roll two D6. For each roll of a 4+, the casting Wizard loses a single Wound.

Scroll Of Transmogrification*50 points

For a Wizard, there are few things better than the rush of joy felt upon turning a rival into a frog!

Single use. The bearer may use this scroll instead of making a Wizardly dispel attempt. The spell is cast as normal. Once the spell has been resolved, the casting player must roll equal to or lower than the casting Wizard's Level of Wizardry on a single D6. Should they fail, the Wizard turns into a frog.

Whilst transmogrified, the Wizard cannot cast or dispel any spells, cannot use any of their equipment (magical or mundane) and reduces all of their characteristics (excluding Wounds) to 1. During each Start of Turn sub-phase, a player may roll a D6 for each transmogrified Wizard in their army. On a roll of 4+, the Wizard returns to normal (but retains a love of water).

Wand Of Jet45 points

Carved from brittle jet, this wand refines a Wizard's power, but is easily broken.

The bearer of the Wand of Jet may apply a +1 modifier to any of their Casting or Dispel rolls. However, should they roll any natural double when making a Casting or Dispel roll, the Wand of Jet is destroyed and it cannot be used again.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

Lore Familiar30 points

By creating a magical homunculus, a Wizard is able to better recall forgotten details of their studies.

The owner of a Lore Familiar does not randomly generate their spells. Instead, they may choose which spells they know from their chosen lore (including that lore's signature spell).

Power Scroll*20 points

Unfurling a scroll bearing runes of power can greatly increase the spell's power.

Single use. A Wizard may use this scroll when attempting to cast a spell. If they do so, roll an extra D6 when making the Casting roll and discard the lowest result. However, if a double 1 is rolled on any two of the dice rolled, the spell is miscast.

Dispel Scroll*20 points

The Wizard reads aloud a charm of unbinding from an enchanted scroll.

Single use. A Wizard may use this scroll when attempting a Wizardly dispel. If they do so, roll an extra D6 when making the Dispel roll and discard the lowest result. However, if a double 1 is rolled on any two of the dice rolled, the Wizard is outclassed in the art.

Arcane Familiar15 points

Many Wizards are accompanied by familiars gifted with arcane knowledge. These creatures constantly whisper secrets to their master.

The owner of an Arcane Familiar knows spells from two Lore of Magic, rather than the usual one. When determining the spells the Wizard knows, you must roll for each Lore separately. Duplicate spells are re-rolled as normal. The Wizard may discard one randomly generated spell as normal, replacing it with the signature spell of the same Lore of Magic.

Earthing Rod5 points

Inert metal runs the length of the Wizard's staff, drawing magical overloads safely into the earth.

Single use. Should they miscast a spell, a Wizard can use the Earthing Rod to re-roll the result rolled on the Miscast table.



QUICK REFERENCE



Turn Summary

Each player's turn is split into four phases:

1. **The Strategy Phase**
2. **The Movement Phase**
3. **The Shooting Phase**
4. **The Combat Phase**

Casting & Dispelling Spells (page 106)

Casting A Spell

To cast a spell, roll 2D6 and add the casting Wizard's level:

- If the result is equal to or higher than the casting value, the spell is cast.
- If a natural double 6 is rolled, the spell is cast regardless of casting value and cannot be dispelled.
- If a natural double 1 is rolled, the spell is miscast and is not cast. Roll on the Miscast table.

Dispelling A Spell

When your opponent casts a spell, you can make a dispel attempt. To dispel a spell, roll 2D6 (if attempting a Wizardly dispel, add the dispelling Wizard's level):

- If the result is equal to or higher than the Casting roll, the spell is dispelled.
- If a natural double 6, the spell is dispelled regardless of the casting result.
- If a natural double 1 is rolled, the dispel attempt fails. Roll on the Miscast table.

Wizardly Dispel: A Wizard that is not engaged in combat, is not fleeing and is within range may be nominated to attempt a Wizardly dispel:

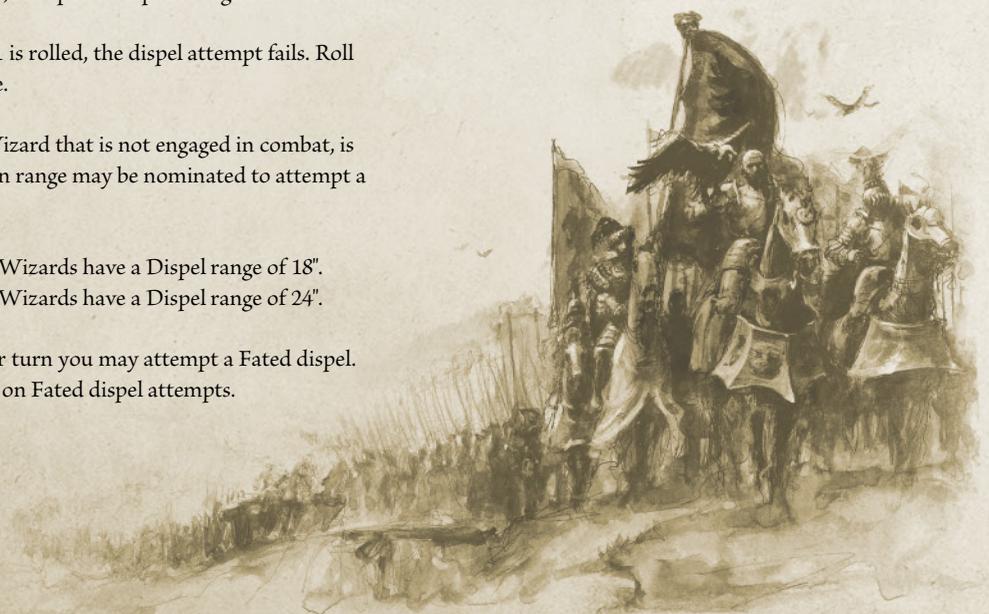
- Level 1 and Level 2 Wizards have a Dispel range of 18".
- Level 3 and Level 4 Wizards have a Dispel range of 24".

Fated Dispel: Once per turn you may attempt a Fated dispel. There is no range limit on Fated dispel attempts.

Miscast Table

2D6 Result

- 2-4 Dimensional Cascade:** The summoned magic breaks free, creating an ethereal tornado. Centre a 5" blast template over the Wizard. Every model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 10 hit with an AP of -4.
- 5-6 Calamitous Detonation:** Roiling magic explodes from the Wizard in a flash of light. Centre a 3" blast template over the Wizard. Every model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 6 hit with an AP of -2.
- 7 Careless Conjuraton:** The Wizard mispronounces a syllable, causing the spell to backfire, knocking them to the ground. The Wizard suffers a single Strength 4 hit with an AP of -1.
- 8-9 Barely Controlled Power:** The Wizard manages to control the magic, but at the expense of great power. The spell is cast (at its casting value, for the purpose of dispel attempts). However, you cannot attempt to cast any more spells for the remainder of the current turn.
- 10-12 Power Drain:** With a deafening boom, the summoned magic is unleashed and an unnatural calm descends. The spell is cast with a perfect invocation. However, you cannot attempt to cast any more spells for the remainder of the current turn.



Strategy Phase

The Strategy phase is broken up into several sub-phases:

1. Start Of Turn (page 116)

Resolve any special actions and/or make any tests that need to be resolved or made at the start of the turn.

2. Command (page 117)

Resolve any abilities of characters that are not fleeing that are used in the Command sub-phase.

3. Conjunction (page 117)

Wizards controlled by the active player can cast Enchantment or Hex spells.

4. Rally Fleeing Troops (page 117)

The active player attempts to rally their fleeing units. Any that fail continue to flee.

Movement Phase

The Movement phase is broken up into several sub-phases:

1. Declare Charges & Charge Reactions (page 119)

The active player declares charges, indicating which of their units are charging, and which enemy unit is being charged:

- A charging unit must be able to draw a line of sight to the unit it wishes to charge.
- Units that are in a Marching Column, engaged in combat or fleeing cannot charge.

Charge Reactions: When charged, a unit can declare one of several charge reactions:

Hold: The unit stands its ground to receive the charge.

Stand & Shoot: The unit fires its missile weapons at the charging unit. If the distance between the units is less than the charging unit's Movement characteristic then this reaction cannot be declared.

Flee: The unit flees directly away from the charging unit:

- Pivot the unit about its centre so that it is facing directly away from the centre of the charging unit.
- After pivoting the unit immediately makes a flee move.
- If a unit is already fleeing it must declare this reaction (note that a unit cannot make more than one charge reaction in a phase).



2. Charge Moves (page 121)

To complete a charge:

Determine Charge Range: Roll two D6 and discard the lowest, this is the Charge roll. Add the Charge roll to the unit's Movement characteristic, this is the charge range.

Move Charging Unit: If the charge range is sufficient to reach the target unit, perform a charge move, as described on page 126.

Failed Charges: If the charge distance isn't sufficient to reach the target unit, the charging unit moves directly towards the target a distance equal to the Charge roll.

Charging a Fleeing Enemy: When charging a fleeing enemy:

- If the charging unit makes contact with the fleeing unit, it wheels to align and the fleeing unit is destroyed. The charging unit may take a Leadership test to attempt to reform.
- If the charging unit does not make contact with the fleeing unit, it moves forward its full charge range.

3. Compulsory Moves (page 122)

All compulsory moves are made during this sub-phase.

4. Remaining Moves (page 122)

Any remaining units may move during this sub-phase. Wizards may cast Conveyance spells.

Marching: A marching unit can move up to double its Movement characteristic (triple, if in a Marching Column) and may wheel to change direction, but cannot perform any other manoeuvres. If a unit wishes to march while within 8" of an enemy unit, they must first pass a Leadership test.

Manoeuvres: During its movement, a unit may perform one of the following manoeuvres (note that no model may move more than double its Movement characteristic):

- **Wheel:** The leading edge of the unit moves forward, pivoting around one of its front corners.
- **Turn:** All models remain in place and turn through 90° or 180° to face their side or rear. For every 90° it turns, a unit uses a quarter of its Movement characteristic.
- **Move Backwards:** The unit halves its Movement characteristic and moves backwards.
- **Move Sideways:** The unit halves its Movement characteristic and moves sideways.
- **Redress the Ranks:** The unit uses half of its Movement characteristic to add or remove up to five models to or from its front rank.
- **Reform:** The unit uses its entire Movement characteristic to pivot about its centre to change its facing, and to rearrange itself as required to change formation or adopt a different formation.



Shooting Phase

The Shooting phase is broken down into several sub-phases and is followed in full for each shooting unit, one at a time:

1. Choose Unit & Declare Target (page 137)

A unit is selected to shoot and its target is declared.

2. Roll To Hit (page 138)

To determine if your models hit, roll To Hit using the below chart based on their Ballistic Skill:

Ballistic Skill	1	2	3	4	5
D6 roll To Hit	6+	5+	4+	3+	2+

One or more of the following modifiers may apply to your roll(s) To Hit:

- Moving and Shooting -1
- Firing at Long Range -1
- Standing and Shooting -1
- Target Behind Partial Cover -1
- Target Behind Full Cover -2

3. Roll To Wound & Make Armour Saves (page 140)

Roll To Wound: For each hit, make a roll To Wound, cross-referencing the weapon's Strength with the target's Toughness on the below chart:

Armour & Ward Saves: For each wound, your opponent can make an Armour Save roll, as described on page 141.

To Wound Chart
Target's Toughness

	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	6+	6+	-	-	-	-
2	3+	4+	5+	6+	6+	6+	6+	-	-	-
3	2+	3+	4+	5+	6+	6+	6+	6+	-	-
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	-
5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

4. Remove Casualties & Make Panic Tests (page 142)

Remove Casualties: Unsaved wounds are applied to the unit, each causing a model to lose one Wound. When a model has been reduced to zero Wounds, it is removed as a casualty.

Make Panic Tests: If, during the Shooting phase, a unit loses more than a quarter (25%) of the models it contained at the beginning of the Shooting phase, it makes a Panic test, as described on page 160.

Misfire Tables

If a 'Misfire' is rolled on an Artillery dice when firing a war machine, you may be required to roll on one of the following Misfire tables:

Stone Thrower Misfire Table

D6	Result
1	Destroyed: The weapon cannot take the strain! Bits of wood and metal debris are thrown into the air and the stone tumbles to the ground. The model is destroyed and immediately removed from play.
2-4	Malfunction: One of the crew has become caught in the firing mechanism. This problem can be fixed, but only by partially dismantling the weapon, the crew member, or both. The crew immediately loses one Wound, the model fails to shoot this turn and cannot shoot before the end of the next round.
5-6	Twang: Something has snapped. This is a rather minor mishap, but one that will require plenty of elbow grease and strong language to repair. The model fails to shoot this turn.

Black Powder Misfire Table

D6	Result
1	Destroyed: The weapon explodes with a thunderous noise, leaving a hole in the ground and a cloud of black smoke hanging in the air. The model is destroyed and immediately removed from play.
2-4	Malfunction: The charge misfires, terminally inconveniencing one of the crew and knocking the war machine over. It can be righted, but it will take time. The crew immediately loses one Wound, the model fails to shoot this turn and cannot shoot before the end of the next round.
5-6	Pffft: The fuse has gone out. As far as mishaps go, it is not very serious, but one of the crew will be feeling rather foolish! The model fails to shoot this turn.



Combat Phase

The Combat phase is broken up into several sub-phases.

1. Choose & Fight Combat (page 145)

This sub-phase is broken down into the following steps:

1.1. Choose Combat & Determine Who Can Fight.

1.2. Roll To Hit.

1.3. Roll To Wound & Make Armour Saves.

1.4. Remove Casualties.

1.1. Choose Combat & Determine Who Can Fight: The active player chooses which order the combats are resolved in. Each combat must be fully resolved before moving onto the next one. Each combat is resolved in Initiative order. Models in a charging unit gain a bonus to their Initiative for the remainder of the turn depending on how far they charged:

- **Charging an Enemy in their Front Arc:** +1 Initiative per full 1" moved, to a maximum of +3.
- **Charging an Enemy in their Flank or Rear Arc:** +1 Initiative per full 1" moved, to a maximum of +4.

Each model in the fighting rank can attack, though models that are not in base contact with the enemy unit may only make one attack regardless of the number of attacks on their profile.

1.2. Roll To Hit: Make a roll To Hit for each attacking model, cross-referencing their Weapon Skill with that of the model they are attacking:

1.3. Roll To Wound & Make Armour Saves: For each successful hit, roll To Wound and make Armour Save rolls as described for Shooting attacks.

1.4. Remove Casualties: Casualties are removed from the rear rank of the unit as normal, representing members of the rear ranks stepping forward to fill gaps left by fallen comrades. A model cannot attack during a phase in which it stepped forward, as described on page 150.

To Hit Chart
Target's Weapon Skill

	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	2+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	2+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	2+	2+	3+	3+	4+	4+	4+	4+	4+	4+
6	2+	2+	3+	3+	3+	4+	4+	4+	4+	4+
7	2+	2+	2+	3+	3+	3+	4+	4+	4+	4+
8	2+	2+	2+	3+	3+	3+	3+	4+	4+	4+
9	2+	2+	2+	2+	3+	3+	3+	3+	4+	4+
10	2+	2+	2+	2+	3+	3+	3+	3+	3+	4+

Attacker's Weapon Skill



2. Calculate Combat Result (page 151)

To determine your combat result score, consult the table below and calculate how many 'combat result points' your unit(s) scored:

Combat Result Table

Unsaved wounds inflicted	1 point each
Rank Bonus	+1 point/rank
Standard	+1 point
Battle Standard	+1 point
Flank attack	+1 point
Rear attack	+2 points
High ground	+1 point
Overkill	+1 point/excess wound
Other bonuses	As applicable

3. Break Test (page 154)

Each unit belonging to the losing side must make a Break test by rolling 2D6 and applying the difference between the winner and the loser's combat result scores as a negative modifier. Compare the result to the unit's Leadership characteristic:

- If the result of the natural roll is higher than the unit's Leadership, the unit 'Breaks' and flees.
- If the result of the natural roll is equal to or lower than the unit's Leadership, but the modified result is higher than the unit's Leadership, the unit Falls Back in Good Order.
- If the modified result is equal to or lower than the unit's Leadership, or if the roll is a natural double 1, the unit Gives Ground.

4. Follow Up & Pursuit (page 156)

Once Break tests have been made, but before any units Give Ground or make a Flee roll, the winning unit(s) must decide what they will do next: restrain and reform, follow up or pursue.

Restrain & Reform: A unit that wishes to restrain & reform makes a Restraint test by testing against its Leadership. If this test is passed, it remains where it is and may make a free reform. Otherwise, it must follow up or pursue.

Follow Up: If the enemy Gives Ground, the winning unit(s) move forwards to engage it once again. Before following up, a unit may perform a free turn manoeuvre (of 90° or 180°).

Pursuit: If the enemy Falls Back in Good Order or flees, the winning unit(s) can pursue, as described on page 156.

Overrun: If a unit wiped out its enemy, it may overrun by making a pursuit move directly forwards.



INDEX

Certain entries are marked in **BOLD**, highlighting those sections players search for most often in the midst of battle, such as spells, phases and magical items.

A

Active Player, the115
Allied Contingents280-281
 Special Rules280
 Types of Alliance281
Ambushers166
Arboreal Gloom270
Arcane Items343
Armour
 Barding221
 Common Types of Armour220
 No Armour220
 Shield221
Armour Bane (X)166
Armoured Hide (X)166
Armour Piercing (AP)141
Armour Save(s)141, 149
 Maximum Armour Value220
Army Lists
 Allied Contingents280-281
 Detachments282-283
 Grand Army277
 Mercenaries279
 Percentage(s)278
 Regimental Units282-283
 Theme Army277
A Tingle in the Air273
Attacks (A)96

B

Ballistic Skill (BS)96
 Higher than 6138
 Modifiers138
Battle Magic320-321
Beyond the Crest271
Bombardment224
Bound Spells109
Break test154
Breath Weapon166

C

Cannon Fire226
Casting Spells
 Bound Spells109
 Casting Roll108
 Choosing a Target108
 Magic Resistance (-X)108

Miscasts109
 Perfect Invocations109
Cavalry Support192
Champion(s)199
Character(s)202-211
 Cavalry Mounts204
 Chariot Mounts205
 Ridden Monsters204
 Characters & Units207
 Lone Characters206
Challenges210-211
 Accepting a Challenge210
 Challenges & Mounts211
 Fighting a Challenge211
 Issuing a Challenge210
 Overkill211
 Refusing a Challenge210
 Retiring210
 To the Death!211

Charge(ing)

Accidental Contact131
Aligning to Enemy126
Charging Through Terrain128
Charge Move121
Determine Charge Range121
Disordered Charge128
Failed Charge121
Flank & Rear Charge127
Maximum Charge Range121
Multiple Charge Targets130
Multiple Charging Units130
Redirecting a Charge129
Resolving Uncertainties127
Running Down the Foe129
Unable to Align128

Charge Reaction

Flee120
Hold120
Multiple Charging Units120
Stand & Shoot120
Chariot Runners167
Churning Wheels194
Close Order100-101, 167
Clumsy191

Combat Phase

Combat Phase Sequence144
Combat Result151-153
Fallen Warriors146
Fighting Rank145
How Many Attacks?146

Multiple Units in Combat147
Rank Bonus101, 151, 153
Simultaneous Combat146
Stepping Forward146
Supporting Attacks145
Terrain & Combat159
Who Strikes First?146

Combat Result

Losers Breaks & Flees154
Combat Result Score151
Follow Up156
Loser FBIGO134, 154
Loser Gives Ground134, 155
Loser is Surrounded155
Modifiers151-152
Overrun156
Pursuit156

Compulsory Moves

Flee!122, 132-133
Random Movement176
Counter Charge167
Cover103, 139
Cumbersome167

D

Daemonology322-323

Dark Magic324-325

Deployment

Alternating Units285
Reserves285
Detachment167, 282-283
 Regimental Deployment283
 Regimental Leadership283
 Regimental Psychology283
 Supporting Actions283
Dice93

Dispel

Dispel and Perfect Invocation111
Dispelling Remains in Play Spells111
Dispel Roll110
Fated Dispel110
Wizardly Dispel110
Disrupted Units101
Dragged Along167
Drilled167
Duck & Cover274, 275

E

Elementalism	326-327
Ethereal.....	167
Enchanted Items	342
Evade.....	206
Evasive.....	168
Extra Attacks (+X).....	168

F

Facing	103
Failed Charge.....	121
Fall Back in Good Order (FBIGO).....	134
Fast Cavalry.....	168
Fear.....	168
Feigned Flight.....	168
Fight in Extra Rank.....	169
Fire & Flee.....	169
Firing Platform.....	194
First Charge.....	169
Flaming Attacks.....	169
Flammable.....	169

Flee(ing)

Compulsory Fleeing.....	132
Direction of Flight.....	132
Fleeing from the Enemy.....	132
Fleeing through Enemy Units.....	133
Fleeing through Friendly Units.....	133
Fleeing through Terrain.....	133
Flee Move, the.....	132
Fly (X).....	170
Forming Units	100
Disrupted Units.....	101
Frenzy.....	170
Furious Charge.....	171

G

Give Ground.....	134
------------------	-----

H

Hatred (X).....	171
High Magic	328-329
Horde.....	171
Howdah.....	171
Huddled Together.....	274, 275

I

Ignores Cover.....	171
Illusion	330-331
Immune to Psychology.....	171
Impact Hits (X).....	172
Impetuous.....	172

Inactive Player, the.....	115
Incoming!.....	274, 275
Index.....	3
Indirect Fire.....	225
Initiative (I).....	96
Insignificant.....	191
Iron Shod Wheels.....	194

K

Killing Blow.....	172
-------------------	-----

L

Large Target.....	172
Leadership (Ld).....	96
Leadership Test(s)	97
Levies.....	172
Line of Sight	103
Locus of Power.....	273
Loner.....	172
Lumbering.....	195

M

Magical Attacks.....	172
Magic Armour	340
Magic Resistance (-X).....	173
Magic Standards	341
Magic Weapons	338-339
Manoeuvres	
Ends of the World, the.....	125
Move Backwards.....	125
Move Sideways.....	125
Redress the Ranks.....	125
Reform.....	125
Turn.....	124
Wheel.....	124
Marching.....	123
Enemy Sighted.....	123
Marching Column.....	101
Mercenaries.....	173, 279
Misbehaving Mercenaries.....	279
Miscast Table	109
Misfire Tables	
Black Powder Misfire Table.....	229
Stone Thrower Misfire Table.....	225
Monster Handlers.....	173
Monster Slayer.....	173
Motley Crew.....	174
Move & Shoot.....	174

Movement Phase

Charging.....	119-121
Charge Reactions.....	120
Compulsory Moves.....	122
Flee (Move).....	132

Manoeuvres.....	124-125
Marching.....	123
Movement Phase Sequence.....	118
Remaining Moves.....	122
Movement (M).....	96
Move or Shoot.....	174
Move through Cover.....	174
Multi-barrelled.....	228
Multiple Shots (X).....	174

Multiple Units in Combat

Dividing Attacks.....	147
Fighting on Multiple Fronts.....	147
Multiple Wounds (X).....	175
Musician(s).....	201

N

Necromancy	332-333
Needs More Nails.....	227
No One Cares.....	191

O

Oddball Stuff

Combat.....	158
Movement.....	134
Shooting.....	143
Open Order.....	175, 182-183

P

Panic Test(s)	160
Common Causes of Panic.....	161
Pitched Battle Scenarios	
Break Point.....	290-291
Command & Control.....	298-299
Flank Attack.....	292-293
Meeting Engagement.....	294-295
Mountain Pass.....	296-297
Open Battle.....	288-289
Pivot(ing).....	125
Poisoned Attacks.....	175
Ponderous.....	175
Proximity.....	272
Psychology of War.....	160-161
Pursuit.....	156-157
Catching a Fleeing Enemy.....	157
Pursuit into an Obstacle.....	157
Pursuit into an Enemy Unit.....	157
Pursuit off the Battlefield.....	157

Q

Quick Reference.....	344-349
Quick Shot.....	175

R

Rally (Test)117
Insurmountable Losses.....117
Rallying Cry.....175
Random Attacks.....176
Random Movement.....176
Rank Bonus151
Maximum Rank Bonus.....105
Rapid Fire.....223
Regeneration (X+).....176
Regimental Unit.....176, 282-283

Removing Casualties

Multiple Wound Models.....102
Single Rank Units.....102
Single Wound Models.....102
Requires Two Hands.....176
Reserve Move.....177

S

Scatter.....95
Scouts.....177
Scythed Wheels.....195
Shieldwall.....177

Shooting Phase

How Many Shots?.....137
Shooting Phase Sequence.....136
We Can't All Shoot.....137
Size of Battlefield.....285
Skirmishers.....177, 184-187

Special Features

Arcane Monolith.....273
Dark Ruins.....274
Monument of Glory.....273
Occupancy.....272
Placement.....272
Proximity.....272
Tower.....275

Special Rules

Cumulative Special Rules.....165
Universal Special Rules.....166-180
Rule Priority.....165
Troop Special Rules.....190-197

Spell Categories

Assailment.....107, 108
Conveyance.....107, 108
Enchantment.....107, 108
Hex.....107, 108
Magical Vortex.....107, 108
Magic Missiles.....107, 108
Split Profile (Cavalry).....192
Split Profile (Chariot).....194
Split Profile (Chariot Mount).....205
Split Profile (Ridden Monster).....204
Split Profile (War Machine).....197

Standard Bearer(s).....200
Steady in the Ranks.....190
Stomp Attacks (X).....177
Strategy Phase116
Strength (S).....96
Strike First.....177
Strike Last.....178
Stubborn.....178
Stupidity.....178
Swiftstride.....178

T

Talismans.....341

Terrain (Categories)

Battlefield Decoration.....271
Combining Terrain Categories.....271
Dangerous Terrain.....269
Difficult Terrain.....269
High Linear Obstacles.....270
Hills.....271
Impassable Terrain.....270
Low Linear Obstacles.....270
Open Ground.....269
Placing Terrain.....268
Size.....268
Woods.....270

Terror.....179
Through & Through.....223
Thunderstomp.....196
Timm-berrr!.....179

To Hit roll(s)

Combat.....148
Shooting.....138
Toughness (T).....96

To Wound roll(s)

Combat.....149
Shooting.....140

Troop Type

Cavalry.....192-193
Chariots.....194-195
Infantry.....190-191
Monsters.....196
War Machines.....197

U

Unbreakable.....179
Undisciplined.....191
Unit Size.....98
Unit Strength105
Unstable.....180

V

Vanguard.....180
Vantage Point.....271
Veteran.....180

Victory Points

Dead or Fled.....286
King is Dead, The.....286
Trophies of War.....286
Special Features.....273-275
Volley Fire.....180

W

Waaagh! Magic.....334-335

Warband.....180

War Machines

Bolt Thrower.....223
Cannon.....226-227
Fire Throwers.....229
Great Cannon.....226
Mortars.....228
Organ Guns.....228
Repeater Bolt Thrower.....223
Stone Thrower.....224
Warp-spawned.....180
Weapon of War.....197

Weapons

Black Powder Weapons.....217
Bows.....216
Combat Weapons.....213-215
Crossbows.....218
Spears.....215
Thrown Weapons.....219
Weapon Skill (WS).....96
We're Not Paid to Fight.....197

Wizards

Casting Spells.....108
Levels of Wizardry.....106
Miscast.....109
Perfect Invocation.....109
Spell Generation.....106, 319
Wizards & Armour.....221
Woodland Boundaries.....270
Wounds (W).....96

