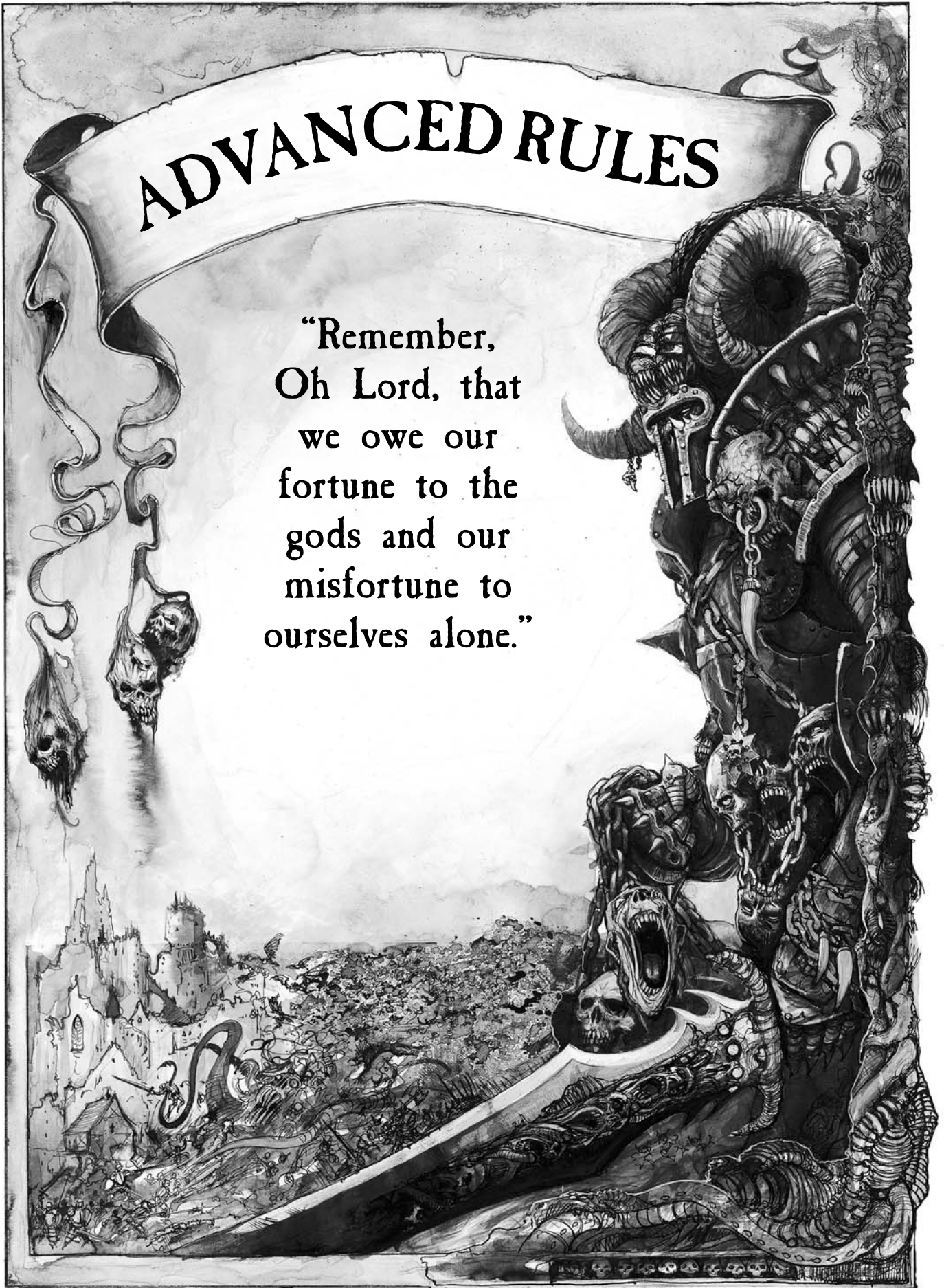


# ADVANCED RULES

“Remember,  
Oh Lord, that  
we owe our  
fortune to the  
gods and our  
misfortune to  
ourselves alone.”



Once you've reached this far, you will have read all of the basic rules of the Warmaster game. The following section introduces new rules to cover magic, engines of destruction, ways to improve the fighting qualities of your armies and, for the very ambitious, we'll discuss how to fight entire campaigns of conquest. You don't need to use any of these rules to play Warmaster but they do make the game more fun. We'd recommend that you fight a few games using only the core rules to familiarise yourselves with the way that the game works. Once accustomed to the basic routines, further rules can be introduced as you wish.

## THE AIM OF THE GAME

The advanced rules in this section describe ways of extending the Warmaster game to cover new weapons, campaigns and scenarios. Unlike the earlier sections of this book, many of these themes are presented in a discursive fashion so that players can decide for themselves how to develop their Warmaster battles. This might strike some readers as a little odd in a book of gaming rules but Warmaster is no ordinary game.

Most other games provide fixed and finite rules and leave very little up to the players themselves. Warmaster invites players to change, invent, expand and super-detail the rules to their liking. Indeed, it would be impossible for us to provide rules for every single imaginable aspect of warfare or which would accommodate everyone's individual tastes. Players are

positively encouraged to invent their own rules, to change bits they don't like and to expand the game to suit their own purposes. For example, you might wish to represent novel and potent sorceries, or vast and exotic war machines of your own devising. You might have a burning desire to fight games which involve shipboard action on the high seas, waterborne assaults, lengthy sieges, aerial warfare between soaring beasts, whirling machines and so forth. All of this would require some effort and no little imagination but lies well within the capabilities of the experienced gamer.

## THE SPIRIT OF THE GAME

Winning isn't the most important thing, honest! Sure, we all want to win but we want to do so with superior tactics, well taken decisions and just a little luck, not by bickering over the rules or bullying our opponents into compliance. The really important thing is that all the players involved have a good time.

If players find themselves quibbling over a particular rule or are confused over how to proceed, it is best to agree what to do and get on with the game. Later, once the heat of battle has cooled, there will be plenty of opportunity for the players to check over the rulebook or come up with a new rule of their own to apply in future. If you really are stuck and can't agree what to do then roll a dice to decide which interpretation to apply. This might seem arbitrary but it is fair and keeps the game going where it might otherwise bog down.



# ARTILLERY & MACHINES

This section covers cannons, stone and bolt throwing war engines, guns of various types and strange weapons such as the notorious Empire Steam Tank. Both artillery and machines share some rules in common, so we've included them together to avoid taking up more space than necessary.

**Artillery** describes crewed weapons such as cannons, Stone Throwers, Flame Cannons, etc. In most cases, these are arranged into units called **batteries**; a typical battery consisting of two individual weapons.

**Machines** describes unusual devices such as Steam Tanks and Gyrocopters. Each model is invariably a single unit in its own right.

## STANDS

Artillery pieces are mounted on stands which include the weapon itself plus any necessary crew. For our purposes, the two are inseparable. After all, an artillery piece without its crew is useless and crewmen without a weapon are an embarrassment.

Machine models are too large to fit onto a regular stand. Some are sufficiently large enough to be self-supporting and so stands are not required. However, players can opt to make their own stands from card if they wish. Stands should be cut to a convenient size that fits the models but it is suggested that players stick to whole centimetres where possible.

## ARTILLERY IN COMBAT

Artillery cannot use initiative to charge. The role of artillery is to shoot at the enemy from a distance, not to fight. A player can order artillery to charge into combat if he wants, although this is rather a desperate thing to do! See the Command phase p.12-17.

Artillery is vulnerable in combat. An artillery unit that wins a round of combat never pursues and if it retreats it is automatically destroyed.

Machines are more complex than artillery and some have their own rules for fighting in combat, as described later on.

## TERRAIN

As discussed in Movement (p.21), artillery cannot move into or over terrain features on the battlefield except for hills and bridges. Any other type of terrain is impassable to artillery.

Except where noted, machines treat terrain in the same way as chariots. Some machines have special rules of their own, as described later.

## SHOOTING OVERHEAD

As we described in the Shooting section, stands cannot see through other stands. Consequently, missile-armed troops cannot shoot through or over a friendly stand to attack an enemy. Technically speaking, the stand's 'line of sight' is blocked and it is unable to fire.

Whilst this is perfectly true and satisfactory for the majority of troops, when it comes to artillery fire it is felt that an exception is called for. After all, is it not appropriate that cannons, stone throwing engines and the like should lob their missiles over the heads of intervening troops onto the enemy? Obviously, it is of great benefit to crew if they can see where their missiles land but we can conveniently assume that there are forward observers placed in strategic positions to observe the fall of shot and somehow communicate any targeting information back to the crew.

Artillery stands that are positioned on high ground can shoot over the top of intervening terrain or troops on a lower level. Artillery stands can shoot over the top of intervening terrain or troops on the same or higher level if the target is on a higher level still. In both cases intervening troops includes all friendly units and any enemy units that are ineligible as targets – for example, because they are engaged in combat. Enemy units that are eligible as targets cannot be shot over because they have to be shot at – artillery being obliged to shoot at the closest viable target in the same way as other shooters. Eg, artillery

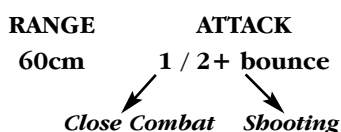
placed on top of a hill can shoot over friendly stands placed below them as well as woods, buildings, similar terrain features, and combat engagements on lower ground.

Artillery placed on the ramparts of a castle or upper storey of a watch tower is assumed to be higher than the corresponding ground level of the fortress wall or tower.

## ARTILLERY

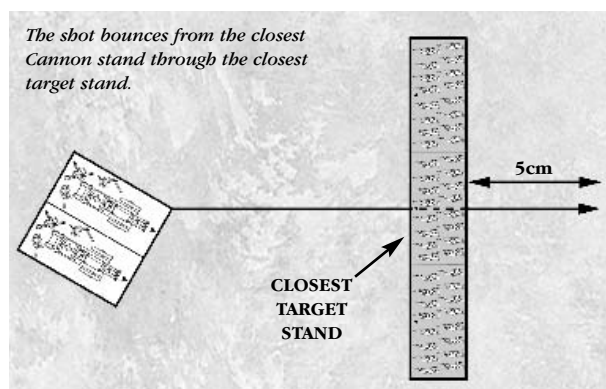
### CANNONS

These are large calibre guns that fire a heavy cannon ball. Gunpowder weapons like these are primitive and unreliable compared to the tried and trusted technology of stone throwers and the like. Only Dwarf smiths and a few weapon makers in the Empire can build these devices. These wild and determined individuals can be recognised by their dense covering of soot and lack of eyebrows.



Cannons ignore a target's Armour because no armour can nullify a hit caused by a cannon ball. No Armour roll is made. In addition, fortified targets only count as being defended (5+ to hit) and defended targets count as being in the open (4+ to hit).

Cannon balls can bounce through densely packed ranks causing immense destruction. To represent this, a shot is deemed to strike the closest point of the target stand, pass all the way through it and bounce a further 5cm in the same direction. If more than one cannon from the same unit is shooting then both cannon balls are assumed to bounce the same distance through the path between the closest cannon and closest target stand. The target unit suffers two attacks plus +1 for each additional stand from the same unit that is bounced through.



A shot that bounces into a different unit inflicts one attack on that unit for each stand bounced through. This can result in units normally ineligible as targets being hit, such as friendly units or units in combat. Total up the number of attacks struck and roll for all the attacks against each unit at a time.

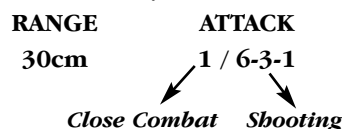
If a cannon is charged it can shoot at the enemy by firing 'grapeshot'. Like cannon balls, grapeshot has an Attack value of 2 but it doesn't bounce and targets shot at by grapeshot count their full Armour value – armour is not discounted as it is with a cannon ball.

Although grapeshot is pretty effective compared to, say, a shot from a single archer stand, it is actually less effective than ordinary cannon fire. At first glance this may seem wrong. After all, shouldn't grapeshot be devastating compared to normal cannon fire? The reason for this is not that we've made grapeshot weak but that normal cannon fire represents not a single shot but a continuous bombardment in which dozens of balls are fired by each cannon. Grapeshot, on the other hand, represents just one hurried blast at close quarters, far more deadly than a single cannon ball which could easily sail over the enemy formation or pass between the ranks but not as deadly as a rain of well aimed cannon balls over a longer period.

Because cannons can cause additional damage by bouncing shots, it is possible to inflict hits upon friends or upon units from either side that are engaged in combat. Both of these are normally ineligible targets, but in the case of bouncing cannon shots they can suffer hits as a result of fire directed nearby. Any friendly unengaged units that take hits from cannons are driven back as if taking enemy fire. Where friendly units are driven back in this way wait until all drive backs for enemy units have been completed, and then work out drive backs for friendly units. Any engaged units taking hits from cannons will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account.

### EMPIRE HELBLASTER GUN

The Helblaster is rumoured to have been built for the Empire by renegade Dwarfs under the guidance of a disgraced weapons master called Gimlit Bareshanks, one of the most embittered Dwarf geniuses of all time. It is a devastating but unreliable weapon with a tendency to explode leaving a pile of smoking iron and a big hole in the ground. If its name refers to the effect it has on the enemy or its crew it is hard to say.



The Helblaster is a primitive crank-driven machine gun based on a discredited Dwarf design. Its Attack value varies according to range; the closer the range the more deadly it is.

| RANGE   | 01-10cm | 10-20cm | 20-30cm |
|---------|---------|---------|---------|
| ATTACKS | 6       | 3       | 1       |

The small calibre ammunition it requires is similar to that used by Handgunners and is similarly powerful. Targets struck by a Helblaster count their Armour value as one worse than normal – so 3+ counts as 4+, 4+ as 5+, 5+ as 6+, whilst 6+ is ignored altogether.

Unfortunately, the device is somewhat unreliable. When shooting more than one shot with a Helblaster, if you roll more 1s than 6s the Helblaster does not shoot but explodes instead, destroying itself and mortally surprising its crew. To reduce the risk of self-destruction, the crew often reduce their rate of fire and players may choose to do likewise if they want to by rolling less attacks than indicated but must decide how many they will roll before doing so.

A Helblaster can shoot at charging enemy in the usual way and can hold its fire until the last moment to inflict the most possible number of hits.

### ELVEN BOLT THROWER

This elegant device was devised many years ago by the High Elves for use onboard their ships. Since then it has become a feature of many Elven armies and is sometimes known as the ‘Reaper’ because of its deadly effect. The machine throws a hail of light weight bolts, ideal for raking the decks of enemy ships or the ranks of enemy regiments.

| RANGE | ATTACK                   |
|-------|--------------------------|
| 40cm  | 1 / 3                    |
|       | Close Combat    Shooting |

As with all Elven archery, the Bolt Thrower adds +1 to the Attack roll made ‘to hit’. So, targets in the open are hit on a 3+, defended targets on a 4+ and fortified targets on a 5+.

The Elven Bolt Thrower can shoot at a charging enemy in the same way as a missile-armed infantry or cavalry unit.

Unlike many artillery pieces, the Elven Bolt Thrower does not automatically pierce its target’s armour. Enemies take their Armour rolls as normal. The Elven Bolt Thrower’s darts are relatively small and light compared to say, the Undead Bone Thrower’s.



### UNDEAD BONE THROWER

An Undead Bone Thrower is a device fashioned from bones and designed to hurl osseous missiles upon the enemy. It is essentially a big crossbow made of bone... a very big crossbow indeed! The missiles it fires are as long as spears and can skewer a whole line of troops.

| RANGE | ATTACK                   |
|-------|--------------------------|
| 40cm  | 1 / 1 per stand          |
|       | Close Combat    Shooting |

Targets always ignore their armour when shot at by a Bone Thrower. No Armour roll is made. The Bone Thrower’s heavy dart can pierce even the thickest armour.

When you shoot with a Bone Thrower it will strike up to three touching stands within the missile’s line of flight. These can be stands from the same or a different unit – the missile will automatically pass through and strike up to three stands so long as they are touching.

Each unit struck will take 1 attack for each stand that lies within the missile’s path. All attacks against the same unit are rolled at once – for example, an infantry unit in column takes three attacks so roll three dice.

Because a bolt thrower can cause hits on different units by skewering shots, it is possible to inflict hits upon enemy units that are engaged in combat or even upon friendly units in some situations. These are normally ineligible targets, but in the case of skewering shots they can suffer hits as a result of fire directed at supporting enemy. Any engaged units from either side taking hits from Bone Throwers will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account. Units that are not engaged, for example supporting units, are driven back in the usual way, if friends are driven back then work out all enemy drive backs first.

Bone Throwers can shoot at charging enemy and can do so at any point as the enemy charge, including when the charger has reached its final position.

### ORC ROCK LOBBERS

Orc Rock Lobbers are big machines which employ a system of counterweights or torsion power to chuck either one big rock, several small rocks or what (or whoever) takes your fancy. These stone throwing machines are favoured by greenskins because they are

| RANGE | ATTACK                   |
|-------|--------------------------|
| 60cm  | 1 / 3                    |
|       | Close Combat    Shooting |



simple to build from readily available materials. Because Rock Lobbers lob rocks of such immense size no armour can protect against them. Even the most heavily armoured knight would be instantly pulped if a boulder the size of a horse were to land on him. To represent this, targets always ignore their armour when shot at by a Rock Lobber. No Armour roll is made.

Rock Lobbers shoot with such a high trajectory that they cannot shoot at charging enemies.

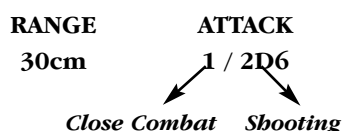
### UNDEAD SKULL CHUKKA

The Skull Chukka is a macabre device of the Undead army; a devilish engine that throws sorcerous screaming skulls rather than stones. The skulls land in amongst the enemy, biting, screaming and smashing apart in a deadly manner whilst giggling hideously.

In most respects the Skull Chukka works like a Rock Lobber and uses the same rules. The only difference is that the enemy is more likely to be confused as a result of being driven back by hits from a Skull Chukka. When rolling for drive backs, any roll of 4, 5 or 6 means that the unit becomes confused as described in Confusion (p.49-51).

### DWARF FLAME CANNON

The Flame Cannon is an infernal device that shoots a gout of flame. The techniques of the weapon's manufacture are a closely guarded secret of the Dwarf Engineers Guild. This is a hide-bound and deeply secretive organisation, bitterly opposed to further progress or innovation. Only Dwarf weapon masters of the highest rank know how to make these potent devices and even they have their off days.



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



### Flame Cannon Misfire Chart

#### Double Rolled

#### What's that gurgling noise?!

- 1 The Flame Cannon explodes and is destroyed. No attacks are caused.
- 2 The Flame Cannon emits an enormous belch of fire inflicting a total of 4+2D6 attacks on the target before it explodes and destroys itself.
- 3 The Flame Cannon makes a worrying wheezing noise before spewing out an unusually smoky flame. Six attacks are inflicted this turn but the number of attacks caused by all further shooting is reduced from 2D6 to 1D6.
- 4 The Flame Cannon splutters and its boiler goes out. The crew scramble around to re-light it. The Flame Cannon does not shoot this turn but it is otherwise unaffected.
- 5 The Flame Cannon chuffs out a great gout of soot, covering the target in black smoke and hot coals. Ten attacks are inflicted this turn – otherwise the Flame cannon is unaffected.
- 6 The Flame Cannon lurches in its mountings and heaves forth an especially huge flame inflicting 12+D6 attacks on the target. The Flame Cannon is otherwise unaffected.

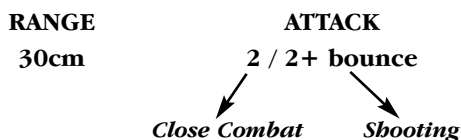
A Flame Cannon can shoot at charging enemy in the usual way.



# MACHINES

## THE EMPIRE STEAM TANK

The Empire Steam Tank was made by the extraordinary genius Leonardo of Miragliano, who was said to have been inspired by legendary tales he had heard of gargantuan Dwarf Steam Juggernauts. Sadly, the secrets of its construction died with him, leaving no more than eight occasionally working examples in existence. Each is driven by steam which also pressurises the cannon that forms its sole armament. It is an unreliable device but a potent one, as the enemies of the Empire have come to know only too well.



The model forms a unit on its own, moves up to 20cm and must be given its own orders. The Steam Tank cannot be brigaded with other units, not even other Steam Tanks. It cannot be joined by a character model.

The tank's steam powered cannon has a range of 30cm and shots ignore enemy armour. No Armour roll is made. The shot bounces 5cm in the same way as other cannons and can shoot at enemies charging the tank using grape shot. Fortified targets count as being defended against cannon shots and defended targets count as being in the open.

The Steam Tank's Armour rating is 3+ (the best) because its armour is thicker than even the thickest armour worn by the thickest knight!

A Steam Tank cannot be driven back by shooting. It takes more than a few paltry arrows (or cannon balls) to discourage a Steam Tank.

A Steam Tank which moves into terrain it cannot cross is destroyed. We assume that it becomes bogged down, crashes or is wrecked and abandoned by its crew.

If the player attempts to issue orders to a Steam Tank and rolls a blunder then the order is failed as usual and the tank does not move. Ignore the normal Blunder chart. Instead, the Steam Tank's unreliable mechanism may have gone remarkably wrong. Roll on the following Steam Tank Blunder chart opposite to find out what has happened.

## Steam Tank Blunder Chart

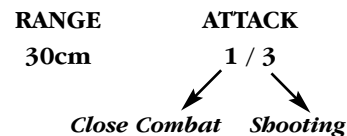
### D6 Creak, Whirrr, Clang, Boing!

- 1 The Steam Tank grinds to a halt and does not move for the remainder of the game.
- 2-3 The Steam Tank cannot shoot that turn.
- 4-6 The Steam Tank does not move that turn but is otherwise unaffected.

## DWARF GYROCOPTER

Dwarfs are short, burly creatures who spend much of their lives in mines and other subterranean places. Your average Dwarf likes to keep both feet firmly planted on the ground or, preferably, below it. However, the Dwarf Engineers Guild numbers amongst its select membership some of the most eccentric and foolhardy of Dwarf kind. These are individuals whose obsessions verge on, and quite clearly beyond, the insane. Only the most determined and talented members of the Guild know the secrets of heavier-than-air flying machines. This curious and occasionally devastating machine represents the pinnacle of the Dwarf Engineer's art.

The Gyrocopter is a flying machine, so all the usual flying rules apply (see Flying Units p.59-61). The model always forms a single unit on its own, must be given orders individually, cannot be brigaded with other units and cannot be joined by a character in combat.



The Gyrocopter is armed with a small, short range, crank-driven, piston activated gun which is powered by the motion of the rotor shaft. The engine is fuelled by alcohol (as is the pilot!).

The Gyrocopter's fast-firing gun is light in weight and fires a small calibre shot. It counts Armour values as one worse than normal, so an Armour value of 3+ counts as 4+, 4+ counts as 5+, 5+ counts as 6+ and 6+ does not count at all.

Gyrocopters can fly over any obstructive terrain in the same way as flying creatures. Like all flying units they cannot end their movement in a wood.



**M**agic is a potent ally but a dangerous adversary. All armies make use of some sort of sorcery so it is important to have a grasp of the arcane abilities that lie at your command.

## SPELLS

Only Wizards can cast spells. The term 'Wizard' includes various types of sorcerer such as Orc Shamans, Elven Mages, Undead Liche priests as well as human Wizards. Every army's magic is different and some are better than others as we shall see.

## MAGIC ITEMS

Magic items are devices such as banners, swords or armour that confer special attacks, protection, etc. Each magic item has its own rules and points value.

When you choose an army you can include magic items in it. Any unit of infantry, cavalry or chariots can be given one magic item. Each character can also be given one magic item. If you decide to give a magic item to a unit or character then you must pay the extra points. This means that you will have less points for other troops.

Magic items cannot be given to monsters or war machines. Some items can only be given to characters or to a Wizard as described later.

## CASTING SPELLS

In his Shooting phase, each Wizard can cast one spell from the spell lists for his army. He can cast a spell even if he has joined a unit that is engaged in combat. The spell has a range just like a shooting weapon and the target unit must lie within this distance. Unlike shooting from missile weapons, the Wizard does not have to target the closest enemy unit but can choose whichever enemy unit he wants. The Wizard is assumed to be able to see all round though his vision will be blocked by unit stands and terrain as usual.

The Wizard nominates the target and must roll the required dice score to make the spell work; usually 4+, 5+ or 6 depending on how difficult the spell is to cast. If you are successful, the spell works as

described. If not then the spell has failed and there is no effect.

The score required is sometimes modified but, regardless of any modifier, a dice roll of 1 always fails and a roll of 6 always succeeds.

Wizards can cast spells against any eligible targets within range, but a unit can only ever be affected by the same spell once in any turn. A unit has been affected if a spell has worked by rolling the appropriate dice score, has not been dispelled or antimagicked, and its effect has been resolved on the unit as per the spell description. Note that a spell might take full effect but still cause no damage – a Death Bolt inflicts 3 shooting attacks for example but all 3 might fail to score hits or hits might be nullified by armour.

There are some situations where the target of a spell is not literally a unit – for example the Ball of Flame and Gotcha! spells inflict shooting attacks upon all units that lie within their path. In these cases, all units are affected once the appropriate dice roll has been scored to make the spell work and assuming it is not dispelled or antimagicked. Note that this means a unit can potentially be struck by two different Ball of Flame spells coming from different directions – but only the first will affect it.

Where there might be room for doubt, the spell descriptions specifically remind players that spells cannot affect the same unit twice. This is just to clarify the rule where it was felt worthwhile to do so. The rule applies to all spells not just those that contain a separate note.

Logically minded players might quibble that a spell could be cast upon a unit any number of times eg, blasting it to pieces with fireballs from dozens of wizards. The restriction exists so that magic is rarely enough to cause casualties on its own. Magic is intended to augment conventional tactics and weaponry not from a battle-winning tactic in itself. For this reason wizards are allowed to target their spells upon specific foes, selectively augmenting conventional weaponry, but are prohibited from picking out single units for annihilation with the same destructive spell cast over & over again.



## EMPIRE SPELLS

### BALL OF FLAME

**5+ to cast . . . . . Range: 30cm**

*A ball of flame shoots from the Wizard's outstretched arm burning all in its path.*

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



### VOICE OF COMMAND

**5+ to cast . . . . . Range: 30cm**

*The Wizard's voice booms out across the battlefield directing troops above the tumult of combat with the magical Voice of Command.*

The spell can be cast on any friendly unit within 30cm regardless of whether the Wizard can see it or not.

If successful, the unit can be moved just as if it had received an order in the Command phase. Remember, as with all spells a unit can only be affected by one *Voice of Command* in a turn. The *Voice of Command* affects only a single unit, never a brigade and only the unit itself will be affected, not characters who might have joined it.

### WEIRD ENCHANTMENT

**4+ to cast . . . . . Range: 30cm**

*A weird enchantment forms around the target unit and engulfs it in strange lights, scary nightmares and disorientating special effects.*

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not. While the enchantment lasts, the unit moves at half pace even if charging. Except for Undead (who are impossible to spook for obvious reasons) the unit counts all enemies as terrifying (-1 Attack penalty). If the unit would normally cause *terror* then it ceases to do so whilst the *Weird Enchantment* lasts and counts all enemy as terrifying just like everyone else.

The *Weird Enchantment* lasts until the end of the opposing player's following turn. Remember, a unit can only be affected by the same spell once in any turn, so a unit can only be affected by one *Weird Enchantment* spell at any time.

### TELEPORT

**2+ to cast. . . . . Range: n/a**

*With a swirl of his cloak, a crack of thunder and just a hint of maniacal laughter, the Wizard vanishes to reappear anywhere on the battlefield.*

The Wizard can move into or out of combat by this means. Once a Wizard has teleported he can immediately attempt to cast a further spell. Roll a D6. On a score of 4, 5 or 6 he can cast another spell. On a score of 1, 2 or 3 he cannot. A wizard can only be affected by a *Teleport* spell once per turn.

## UNDEAD SPELLS

### RAISE DEAD

**5+ to cast . . . . . Range: 30cm**

*At the Wizard's beckoning, the mangled corpses that litter the battleground rise to continue the slaughter from beyond the grave.*

This spell can be cast upon a combat engagement within 30cm of the Wizard (fresh corpses providing raw material). There is no need for the Wizard to see the combat to cast the spell. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. In this case the combat engagements are as they appear in the Shooting phase when spells are cast, so it is possible for pursuit or advances to bring two units of raised dead into the same engagement later on.

If successful, a unit of three new Skeleton infantry stands is created. This is immediately placed within 30cm of the Wizard into any existing combat engagement. It can be placed to the enemy's front, side, or rear, or lapped round. If there is insufficient room, the unit must be placed so that it touches at least one of the friendly fighting units and can be placed so that it is supporting where opportunity permits. Raised dead do not count as charging when they are raised. Raised dead are ignored when working out victory points.

### TOUCH OF DEATH

**4+ to cast . . . . . Range: Touching**

*The Wizard's enemies crumble to dust as he smites them with the corrupting Touch of Death.*

This spell can only be cast if the Wizard has joined a unit in combat and affects a single enemy unit that it is touching.

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

### DOOM AND DESPAIR

**4+ to cast . . . . . Range: 60cm**

*A dark cloud of doom and despair settles over the enemy, sapping their courage and dampening their warlike spirit.*

This spell can be cast on any unit within range regardless of whether the Wizard can see it or not. The enemy unit cannot charge whilst the dark cloud of *Doom and Despair* persists and if engaged in combat it will not pursue/advance. Even Undead are affected by the ennui of the tomb!

This spell lasts until the end of the opposing player's next turn. Only one *Doom and Despair* can be successfully cast on a unit at a time. Even units that are otherwise obliged to charge, pursue or advance will not do so if affected by the *Doom and Despair*. A unit can only be affected by one *Doom and Despair* in a turn.

### DEATH BOLT

**5+ to cast . . . . . Range: 30cm**

*A fearsome bolt of sorcerous lightning flies from the Wizard's outstretched finger tips and strikes an enemy unit.*

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

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

## ORC SPELLS

### FOOT OF GORK

**6+ to cast . . . . . Range: 50cm**

*A gigantic spectral green foot descends from the heavens with a mighty thunk, crushing the enemy to pulp and grinding their bones into the dirt.*

You can cast this spell on a single enemy unit within 50cm of the Shaman. The caster does not have to be able to see his target. The spell cannot be used on a unit engaged in combat. The unit suffers six attacks worked out in the usual way. A unit cannot be driven back by the *Foot of Gork* as the attack comes from above!

### GOTCHA!

**5+ to cast . . . . . Range: 30cm**

*With a mighty heave a huge green fist erupts explosively from the Shaman's gaping mouth and strikes all within its path.*

Draw an imaginary line 30cm long that extends from the Shaman stand. Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can affect several units and will affect all units that fall beneath the path of the green fist... including friends! Unengaged units, including friends, can be driven back by the *Gotcha!* spell in the same way as ordinary shooting. Engaged units cannot be driven back but carry over any hits scored into the first round of combat. Hits caused by the spell count as having been struck in the combat itself.

### GERROFF!!!

**5+ to cast . . . . . Range: 60cm**

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

This can be cast on any enemy unit within 60cm, whether the Shaman can see it or not. It cannot be cast on a unit engaged in combat. Remember, a unit can only be affected by a single *Gerroff!!!* spell in a turn. Units that are unaffected by drive backs from shooting are also unaffected by drive backs from the *Gerroff!!!* spell, eg Troll Slayers. Unlike with drive backs from shooting, defended or fortified units are affected by the *Gerroff!!!* spell in the same way as units in the open.

The enemy unit is driven back by the blast of the bellow by 5xD6cm towards its own table edge. This is treated in the same way as a drive back from shooting except that the direction is established by determining the shortest route to the table edge. A unit cannot be routed by a drive back from a *Gerroff!* spell. If the unit leaves the table edge it must roll as described in the main rules (See Movement p.19-23).



### WAAAGH!

**4+ to cast . . . . . Range: 30cm**

*The Shaman summons the power of the mighty Waaagh! to invigorate the greenskins.*

This spell can be cast on any friendly unit of Orcs or Goblins engaged in combat within range, whether the Shaman can see the unit or not. Every stand in the unit, including character stands, adds +1 to its Attacks value during the following Combat phase. Remember, a unit can only be affected by a single *Waaagh!* spell in a turn.

## HIGH ELF SPELLS

*High Elves are the most powerful of the sorcerous races of the Old World, having learned their magic aeons ago at the webbed feet of the Old Slann, the greatest sorcerers in all of time and space. Right now we won't worry too much about the Old Slann or the debased remnants of their civilisation that still survives in the jungles of the New World. Instead we'll concern ourselves with their most mighty prodigy – the High Elves of the land of Ulthuan.*

*High Elf Mages are especially powerful wizards and to represent this can always re-roll any failed spell. Because a High Elf has two goes to cast a spell he is far more likely to cast even the most difficult spells compared to, say, a Goblin Shaman or Human Wizard.*

### STORM OF STONE

**6+ to cast . . . . . Range: 30cm**

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

Each enemy unit within 30cm of the Mage stand is affected and takes D3 attacks worked out in the normal way. Roll separately for each enemy unit. A unit is not driven back by the *Storm of Stone* (the ground beneath its feet erupts). Engaged units carry over any hits scored into the first round of combat and hits caused by the *Storm of Stone* count as having been struck in the combat itself.

### LIGHT OF BATTLE

**5+ to cast . . . . . Range: 30cm**

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

This spell affects each friendly unit within range regardless of whether the Mage can see his target or not. The spell takes effect for the duration of the following Combat phase and adds +1 Attack to every friendly stand within 30cm of the Mage including character stands. Remember, a unit can only be affected by a single *Light of Battle* spell in a turn.

### HEAVEN'S FIRE

**5+ to cast . . . . . Range: 30cm**

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

The Mage can cast this upon any friendly unit of missile armed infantry or cavalry. The Mage does not need to be able to see either the unit he is casting the spell upon or their target.

When the *Heaven's Fire* spell is cast on a unit, it can shoot immediately regardless of whether it has already shot that turn. In effect it can shoot twice this turn. Remember, a unit can only be affected by a single *Heaven's Fire* spell in a turn. This spell cannot be cast on artillery or machines.

### HAIL OF DESTRUCTION

**5+ to cast . . . . . Range: 30cm**

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

The Mage must be able to see his target to use this spell. The *Hail of Destruction* is treated like three shooting attacks except that armour has no effect (all targets ignore armour). A unit can be driven back by a Hail of Destruction as with ordinary shooting.

## CHAOS SPELLS

### BOON OF CHAOS

**4+ to cast . . . . . Affects unit he is with**

*A dark power billows from the Sorcerer filling his troops with the destructive vigour of chaos.*

The spell adds +1 to the combat Attacks of each stand in the unit the Sorcerer has joined, including his own. The effect lasts for the duration of the following Combat phase.

### ANGER OF THE GODS

**4+ to cast . . . . Affects all enemy within 30cm**

*The anger of the Chaos gods blots out the sun and sends clouds of rage scudding across the battlefield all around the Sorcerer.*

The spell lasts throughout the enemy's following turn and affects his ability to issue commands. All enemy units within 30cm of the Sorcerer suffer a -1 penalty to their Command rolls due to the *Anger of the Gods*. Remember, a unit can only be affected by one *Anger of the Gods* spell in a turn.

### RAGE OF CHAOS

**5+ to cast . . . . . Range 30cm**

*The Sorcerer screams a blasphemous litany to his dark gods. From the black gore that drenches the battlefield leaps a roaring shadow which fights with great madness and ferocity.*

The Sorcerer summons dark power to aid a friendly unit in combat within 30cm, turning it into a daemonic agent of destruction. The effect lasts for the following Combat phase and increases the unit's total number of Attacks by any number of dice rolls up to a maximum of one dice for each stand in the unit (ie, D6, 2D6 or 3D6 in a unit of three stands). The player may roll each dice before deciding to add another if he wishes. However, if any doubles are rolled then the unit gains no bonus attacks and instead suffers the total dice roll number of attacks itself. It is therefore safe to add 1D6 (as no doubles can be rolled) but the more dice the player rolls, the higher the potential bonus and the higher the chance of rolling a double.

### CURSE OF CHAOS

**5+ to cast . . . . . Range 30cm**

*An arc of pure energy strikes the foe, wreaking strange changes, melting flesh and twisting metal into monstrous forms.*

The sorcerer can cast the *Curse of Chaos* at any unengaged enemy unit within range and which he can see. This has the effect of three shooting attacks except that it ignores any armour the target may have. The target unit may be driven back in the same way as for shooting.

## DWARF ANTI-MAGIC SPELLS

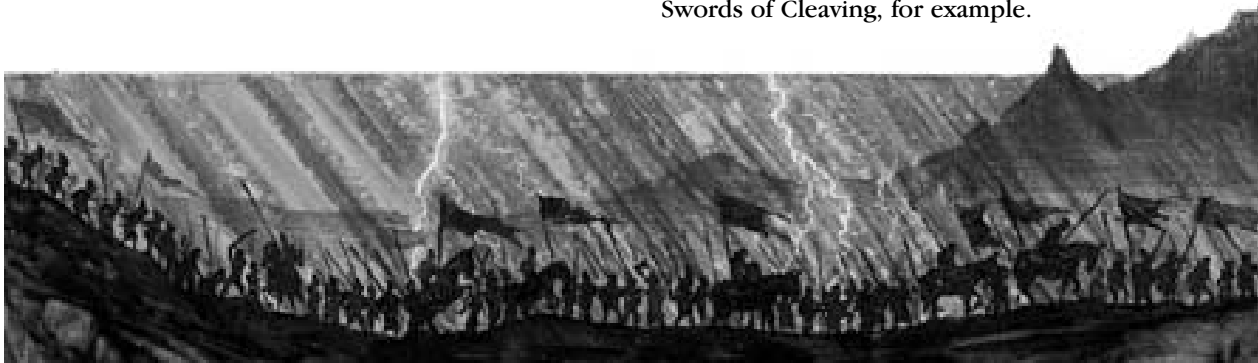
Dwarfs are a down to earth kind of race that prefers honest toil and hard graft to airy-fairy nonsense like magic. Dwarfs don't use magical spells but their Runesmiths make powerful enchantments in the form of magic items and devices. When it comes to making magical weapons and cunning devices there are none who can match the skill of the Dwarfs.

Although Dwarf Runesmiths cannot cast spells, they can combat the magic of their enemies. If an enemy Wizard casts a spell, a Runesmith can anti-magic it on the roll of a 4+. If the Runesmith is successful, the spell doesn't work – it is dispelled by the Runesmith's defiant efforts. A Runesmith can attempt to anti-magic any number of spells in a turn. However, a spell can only be anti-magicked once, even if the Dwarf army includes more than one Runesmith.

## MAGIC ITEMS

Our armies rely on brute strength, courage and meticulous training to overthrow their opponents... and if that doesn't work there's always sorcery. It's not just Wizards that get to use magic. Units can have magic items and other characters can carry them too. Magic is part and parcel of the fantastic world our armies are fighting over. To keep things fair, each item is allotted a points value, just like the troops themselves, and some items can only be used by certain races or types of warrior. There are three broad types of magic item: Magic Standards (most of which protect the unit carrying them in some way), Magic Weapons (which are carried by a unit's leader and which usually increase the unit's fighting power) and Devices of Power (which increase the leadership abilities of Generals, Wizards and Heroes).

As a general rule, a unit or character can only have one magic item. A unit of infantry can have a Magic Banner or a Magic Weapon, for example, but not both. Similarly, a Wizard can have a Magic Weapon or a Device of Power but not one of each. Furthermore, a specific item may only appear in an army once. You cannot have two Banners of Fortitude or three Swords of Cleaving, for example.



## MAGIC STANDARDS

*A unit of infantry, cavalry or chariots can be given a single Magic Standard. Characters and other types of units cannot be given Magic Standards. An army can never include more than a single example of each type of standard. Magic Standards serve to make a unit more difficult to destroy by increasing its Armour value or number of Hits.*

### THE BATTLE BANNER

**Cost** ..... 50 pts

A unit with this banner increases the Attacks value of each of its stands by +1 during its first Combat phase of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance during the same phase.

### THE BANNER OF SHIELDING

**Cost** ..... 50 pts

A unit with this banner has its Armour value increased in effectiveness by +1. If the unit's Armour value is 5+ then this banner increases it to 4+ and so on. A unit's Armour value cannot be better than 3+. If a unit already has an Armour value of 3+ then this banner has no effect. This bonus lasts until the unit loses a stand. After the unit has lost a stand, the banner has no further effect.

## THE BANNER OF FORTITUDE

**Cost** ..... 50 pts

A unit with this banner increases the Hits value of each of its stands by +1 during its first Combat phase of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance during the same phase. Discard odd hits at the end of the Combat phase before discounting the effect of the Banner of Fortitude.

### THE BANNER OF STEADFASTNESS

**Cost** ..... 30 pts

One shooting hit inflicted on the unit after saves have been taken in each turn is ignored because the missiles are cast aside by the Banner of Steadfastness. This includes hits from magic spells inflicted in the Shooting phase. This effect lasts until the unit loses a stand. After the unit has lost a stand the banner has no further effect.

## THE BANNER OF FORTUNE

**Cost** ..... 20 pts

The player can choose to immediately re-roll all the unit's Attack dice once in either the Shooting phase or Combat phase should he wish to do so. This includes any bonus attacks from magic items or characters. The player declares that he is unsatisfied with the scores he has rolled, takes all the dice and immediately rolls them all once again. Note that the player must roll all the dice again, including any that have scored hits, so it is possible to be very unfortunate and roll an even worse score! The Banner of Fortune works only once during the entire game.



## MAGIC WEAPONS

*Magic weapons can be carried by an infantry, cavalry or chariot unit or by a character. Only a single example of each type of magic weapon can be included in an army.*

### SWORD OF DESTRUCTION

**Cost . . . . .10 pts**

If a unit has this weapon then one enemy unit that it is touching is affected and must re-roll one successful Armour roll in each round of combat. For example, if three hits are scored and one is saved by armour then the successful roll must be taken again. Only one enemy unit can be affected by this.

### SWORD OF FATE

**Cost . . . . .5 pts**

The first time it fights in combat, a unit with this sword adds a +1 bonus to the Attack value of one stand in a similar way as the Attack bonus of a character. The Sword of Fate only works once in the entire game. Note that this gives +1 Attack in total and not +1 to each stand!

### SWORD OF CLEAVING

**Cost . . . . .10 pts**

A unit with this sword can re-roll one unsuccessful Attack dice each round of combat.

### SWORD OF MIGHT

**Cost . . . . .10 pts**

A unit with this sword adds a +1 bonus to the Attack value of one stand, similar to the Attack bonus of a character. Note that this gives +1 Attack in total, not +1 to each stand!

## DEVICES OF POWER

*Devices of power can be carried by characters. Only a single example of each device can be included in an army.*

### CROWN OF COMMAND

**General only . . . . .100 pts**

If the General has this potent magic item he can choose to issue his first order of each turn against an unmodified Command value of 10. No command penalties apply when the Crown of Command is used. This only applies to the General's first order each turn, subsequent orders must be given normally. Should the General fail to issue his first order, by rolling an 11 or 12, then the Crown of Command ceases to work.

### HELM OF DOMINION

**General only . . . . .50 pts**

Only a General is allowed to wear the Helm of Dominion (only his head is big enough!). The General's Command value is increased by +1 up to a maximum value of 10. The Helm of Dominion works for one turn only during the entire battle, the player must specify at the start of the turn if he wishes to employ its powers.

### ORB OF MAJESTY

**General only . . . . .30 pts**

If the General has this magic item he may disregard a single failed Command test and roll it again as if he had a Command value of 8.

The usual adjustments are made for Command penalties but note that the previously failed roll is disregarded so it doesn't count as a penalty. If the re-roll is successful the order is issued and the General can continue issuing orders in the usual way with his normal Command value.

The Orb of Majesty will only work once in the entire game and only affects an order that has been issued by the General.

### RING OF MAGIC

**Wizard only . . . . .30 pts**

A Wizard with this ring is able to cast a spell without making the usual dice roll to do so. This item will only work once in the entire game.

### STAFF OF SPELLBINDING

**Wizard or Dwarf Runesmith only . . . . .30 pts**

If an enemy Wizard fails to cast a spell, he can be spellbound on the D6 roll of a 4+. A spellbound Wizard suffers a -1 dice penalty each time he tries to cast a spell. The Staff of Spellbinding ceases to work once it has been used successfully. It follows that only one enemy Wizard can be spellbound as a result.

### SCEPTRE OF SOVEREIGNTY

**General only . . . . .30 pts**

If the General carries the Sceptre of Sovereignty, he may ignore one blunder made by one of his subordinates during the battle. Roll for the blunder first before deciding whether to ignore it or not. If ignored, the Command test is passed and the character may continue issuing orders as normal. The steely will of the Sceptre of Sovereignty reaches out and stays the incompetent wretch before the deed is done.

### SCROLL OF DISPELLING

**Wizard or Dwarf Runesmith only . . . . .20 pts**

If an enemy wizard fails the roll required to cast a spell, he can be spellbound on the D6 roll of a 4+. A spellbound wizard suffers a -1 dice roll penalty every time he casts a spell during the remainder of the battle. In the case of a Runesmith, the scroll can be used after a normal Dwarf anti-magic roll has failed.

### WAND OF POWER

**Wizard only . . . . .10 pts**

A Wizard with the Wand of Power can add +1 to the chance of a spell working once during the game. The player must decide that he is using the Wand of Power before rolling the dice. As always a spell fails on the roll of a 1 even when using the Wand of Power.

### ROD OF REPETITION

**Wizard only . . . . .10 pts**

If a Wizard casts a spell and rolls sufficiently well for it to work then he can cast a second spell. He can only do this once during the entire game. Note that it does not matter if the first spell is dispelled or anti-magicked by a Runesmith so long as the required dice score is rolled. Once any effects of the first spell have been resolved, the Wizard can decide to use the Rod of Repetition to cast a second spell – this can be the same spell again or a different one. Note that the same spell can be cast upon the same unit if the first spell has been dispelled/anti-magicked. This second spell is cast exactly like any other – roll a dice to determine if it works in the usual way.