

The Crossings of the Schilder

Imperial Year 2507

Rumours had been running all Spring of a new and vibrant leader of Orc Tribes in the Massif Orcal, but a Undead Invasion from Sylvania has drawn the strength of the Empire aside. Now a massive horde of Greenskins has crossed the Grey Mountains and is heading for Altdorf and Reikland. It is led by Gnashkrak, a particularly nasty Black Orc, who has a “deal” with the leader of the Scab Nosed Goblin tribe, Skashkac. Together they have decided that the cat’s away and it’s time to play.

Reiksmarschall Von Stroheim has rapidly assembled a force to meet the horde at the Crossings of the Schilder between Ussingen and Eilhart, and has sent messengers far and wide looking for support. Can he hold the fords long enough for help to arrive or will he be swept aside by the Waargh of Gnashkrak?

Join us in this massive game set in the Old World of Warhammer. The rules used will be Warmaster, with some updates, played using 28mm miniatures on a 16x8 foot table.

Empire

| Troop | Type | Attacks | Hits | Armour | Command | Size | Points | Min/Max | Special |
|---------------|-----------------|------------|------|---------|---------|------|--------|---------|---------|
| Halberdiers | Infantry | 3 | 3 | 6+ | - | 3 | 45 | 2/- | |
| State Troops | Infantry | 3 | 3 | 6+ | - | 3 | 45 | 2/- | |
| Handgunners | Infantry | 3/1 | 3 | 0 | - | 3 | 65 | -/3 | *1 |
| Longbows | Infantry | 3/1+1 | 3 | 0 | - | 3 | 55 | 2/- | *9 |
| Crossbowmen | Infantry | 3/1 | 3 | 0 | - | 3 | 55 | 2/- | |
| Flagellants | Infantry | 5 | 3 | 0 | - | 3 | 70 | -/1 | *2 |
| Skirmishers | Infantry | 4 | 3 | 0 or 6+ | - | +1 | 25 | -/- | *3 |
| Knights | Cavalry | 3 | 3 | 4+ | - | 3 | 110 | -/- | |
| Pistoliers | Cavalry | 3/1 | 3 | 5+ | - | 3 | 95 | -/4 | *4 |
| Horse Archers | Cavalry | 3/1 | 3 | 5+ | - | 3 | 95 | -/4 | *4 |
| Helblaster | Artillery | 1/6-3-1 | 2 | 0 | - | 1 | 50 | -/1 | *5 |
| Cannon | Artillery | 1/2+bounce | 2 | 0 | - | 2 | 85 | -/1 | *5 |
| Steam Tank | Machine | 2/2+bounce | 3 | 3+ | - | 1 | 120 | -/1 | *5 |
| General | General | +2 | - | - | 9 | 1 | 125 | 1 | |
| Hero | Hero | +1 | - | - | 8 | 1 | 80 | -/2 | |
| Wizard | Wizard | +0 | - | - | 7 | 1 | 45 | -/1 | |
| Griffon | Monstrous Mount | +2 | - | - | - | 1 | +80 | -/1 | *6 |
| War Altar | Chariot Mount | +1 | - | - | - | 1 | +15 | -/1 | *7 |
| Landship | Machine | 2/2+bounce | 5 | 3+ | - | 1 | | -/1 | *8 |

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

2. **Flagellants.** The Empire is a dangerous place, too dangerous for the peace of mind of many of its inhabitants. Some folk just can't stand the pace and become gibbering maniacs convinced that behind every doorway lurks some new and deadly peril. The Flagellant bands roaming the Empire are made up of madmen convinced that the world is about to end. They travel the land preaching a mix of doom and damnation and are attracted to battlefields and the prospect of a grizzly death. So keen are they to meet their maker that a unit of Flagellants will always use its Initiative to charge an enemy if possible and can't be given orders instead. They'll never use their Initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat, they must pursue or advance where possible. Flagellants are unaffected by enemies that cause *terror* in combat, so they do not suffer the usual -1 Attack modifier.

3. **Skirmishers** are trained to harass the enemy at short range and to provide cum backup for infantry in combat. They are expert fencers, armed with swords and small shields called bucklers. Many carry pistols that they shoot at pointblank range once they are in combat. Skirmisher stands never fight as independent units. Instead, you may add one stand of Skirmishers to any of your infantry units. This brings the size of the unit to 4 stands, i.e. 3 other stands plus the skirmishers. Skirmishers always have the same Armour value as the rest of their unit, either 6+ or 0. They fight as part of their unit and can be removed as a unit casualty if the player wishes. Skirmisher casualties never count as casualties for the purpose of issuing orders, which means there is no -1 penalty as there normally would be for units suffering a casualty.

Skirmisher stands never count as part of the unit's formation when determining whether they move at full or half pace, so no movement penalty is incurred if they are arranged out of the unit's regular formation. As a result, skirmishers are both more adaptable and more expendable than other troops.

4. **Pistoliers.** These are lightly armed cavalry who carry pistols, short barreled hand guns and stout swords. They can fight both at a distance and close up. Their guns have only a short range compared to other shooting weapons, so we have restricted their fire to 15cm. However, as their weapons are so handy they can shoot behind or to the side without turning stands to face their target, just measure the range from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction.

5. See Artillery & Machines (p.67-71) for complete rules.

6. **Griffons.** Generals, Wizards & Heroes may ride Griffons. The Griffon combines the appearance of a lion and in eagle. These creatures are hatched from stolen eggs and hand reared in the Emperor's menagerie to serve as splendid aerial mounts for favoured individuals. The Griffon can fly, increasing its rider's Movement from 60cm to 100cm. and it adds +2 Attacks to those of its rider. A unit which includes a Griffon rider causes *terror* in its enemies (and, one might imagine, a good deal of nervousness amongst its own ranks).

7. **War Altar.** There is only one War Altar of Sigmar, the founder of the Empire and its patron god. Consequently an army, no matter what its size, can only include one. The War Altar carries the mightiest sorcerer in the Empire into battle. This is the Grand Theogonist of Sigmar, the chief priest of the Sigmarite cult and greatest religious authority in the Empire. A War Altar can only be included as a mount for a Wizard, in which case he is assumed to be the Grand Theogonist. The presence of the War Altar adds +1

Attack and enables the Grand Theogonist to add +1 to the dice when casting a spell, once during the battle. The player must announce that he is using the power of the War Altar before rolling for the spell.

8. **Marienburg Landship** The Landship is derived from the same technology as the Empire Steam Tank. It is armed with a Great Cannon. Hits from the Cannon ignore a target's Armour. The crew is also armed to the teeth with both missile and combat weapons, getting 2 shots in the missile phase.

9. **Longbows** A Longbow unit of three stands deployed in either a regular line formation or a combined arms formation adds + 1 shooting attack to its total, ie, such a unit has four shots rather than three.

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

CANNONS

Range 60cm. 1/2 + 5 cm bounce, Ignore Armour.

Defended = Open, Fortified = Defended.

Stand & Shoot Grapeshot 2 attacks and no bounce, Explodes

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.

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.

For each round that a cannon fires add one heat point marker. After each shot roll 2d6 for the cannon, if the total is not greater than the number of heat points the cannon explodes, remove it from play. For each round that the cannon does not for remove one heat point.

MORTARS

Range 60cm. 1/2 + 5 cm Blast, Ignore Armour. Explodes.

Defended = Open, Fortified = Defended.

Mortars are assumed to have forward observers and may use indirect fire. They may not stand and shoot.

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.

ATTACK 30cm, 1/6-3-1, 1-10=6,10-20=3,20-30=1. Armour at +1. Explodes if more 1s than 6s

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.

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.

ATTACK 30cm. 2/2 + 5cm bounce, No Armour. Defended = Open, Fortified = Defended. S&S Grapeshot

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, Whim, 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.

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.

Orcs

| Troop | Type | Attacks | Hits | Armour | Command | Size | Points | Min/Max | Special |
|------------------|-----------------|--|------|--------|---------|------|--------|---------|---------|
| Orc Warriors | Infantry | 4 | 3 | 6+ | | 3 | 60 | 2/- | |
| Orc Archers | Infantry | 4/1 (30 cm) | 3 | 6+ | | 3 | 75 | 2/- | |
| Black Orcs | Infantry | 4 | 4 | 5+ | - | 3 | 110 | -/1 | |
| Goblins | Infantry | 2/1 (15 cm) | 3 | 0 | - | 3 | 30 | 2/- | *1 |
| Squig Herd | Infantry | 3 | 3 | 0 | - | 3 | 30 | -/- | |
| Trolls | Infantry | 5 | 3 | 5+ | - | 3 | 110 | -/3 | *2 |
| Ogres | Infantry | 4 | 4 | 5+ | - | 3 | 105 | -/1 | *3 |
| Boar Riders | Cavalry | 4 | 3 | 5+ | - | 3 | 110 | -/- | |
| Wolf Riders | Cavalry | 2/1 (15 cm) | 3 | 6+ | - | 3 | 60 | -/- | *4 |
| Wolf Chariots | Chariot | 3 | 3 | 6+ | - | 3 | 80 | -/3 | |
| 3+ Wolf Chariots | Chariot | 4 | 4 | 6+ | - | 3 | 80 | -/3 | |
| Boar Chariots | Chariot | 4 | 4 | 6+ | - | 3 | 80 | -/3 | |
| Giant | Monster | 8 | 8 | 5+ | - | 1 | 150 | -/1 | *8 |
| The Squiggoth | Monster | 8 + 8 (crew) / 2+pen (BTs) + 3 (crew) | 8 | 3+ | - | 1 | 500 | -/1 | *9 |
| Bolt Thrower | Artillery | 1/1+p (40 cm) | 2 | 0 | - | 2 | 65 | -/1 | *11 |
| Rock Lobber | Artillery | 1/3 (60 cm) | 3 | 0 | - | 1 | 75 | -/1 | *12 |
| Doom Diver | Artillery | 1/3 (60 cm) + confuse | 3 | 0 | - | 1 | 65 | -/1 | *13 |
| Orc General | General | +2 | - | - | 8 | 1 | 95 | 1 | |
| Orc Hero | Hero | +1 | - | - | 8 | 1 | 80 | -/2 | |
| Orc Shaman | Wizard | +0 | - | - | 7 | 1 | 45 | -/1 | |
| Goblin Hero | Hero | +1 | - | - | 7 | 1 | 45 | -/2 | |
| Goblin Shaman | Wizard | +0 | - | - | 6 | 1 | 30 | -/1 | |
| Wyvern | Monstrous Mount | +2 | - | - | - | - | +80 | -/1 | *6 |
| Boar Chariot | Chariot Mount | +1 | - | - | | | +10 | -/1 | *7 |

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

2. Trolls are especially stupid creatures that find it difficult to walk or spit straight, let alone think. Consequently, when trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty. By way of compensation, Trolls have a remarkable ability. They can regenerate their bodies and repair the most horrendous injuries. To represent this, in each round of combat after whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

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

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

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

7. Boar Chariot. A General, Wizard or Hero can ride a Boar Chariot. Boars are ugly and tough creatures eminently suitable for pulling crude wooden chariots. A character in a Boar Chariot adds +1 to his Attacks.

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

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent

turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt.

Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).

Giant Goes Wild chart

| D6 | Oh no! What's he doing now! |
|----|---|
| 1 | The Giant will neither move or fight this turn but simply stands rooted to the spot looking dopey! |
| 2 | Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat, the Giant will stand his ground. |
| 3 | The Giant picks up a rock, tree, abandoned cart, small building or whatever comes to hand and throws it at the closest unit, friend or foe that he can see. The object travels 5xD6cm. and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way. |
| 4 | The Giant moves straight forward at full pace in the direction he is facing. If he reaches an enemy unit he will attack as normal. If there is a friendly unit in his way, he will walk straight through it. A unit which is walked through instantly becomes <i>confused</i> for the remainder of the Command phase. A unit which is walked through ceases to be confused at the end of the Command phase along with other confused units. |
| 5 | The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe, he will attack as normal. if friends are in the way, he will walk through them causing confusion as described above. |
| 6 | The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe furiously doubling its Attacks value in the first round of combat. |

9. The Squiggoth is a unique creature that wandered out of the Chaos Wastes as a hatchling. It was captured and reared by a group of squig hunters. They sold it to the mad goblin Shaman Weirdgit who fed it on mushrooms and snotings until it reached its present massive size. It is a huge, highly bloodthirsty and somewhat irritable creature. It may only be commanded by Weirdgit, who rides the beast at all times (move him with the beast). Due to the psychic bond that Weirdgit has developed with the Squiggoth his base command is 8, to command the Squiggoth only. It must always be given a separate order and cannot be brigaded with other units. If you attempt to give an order to the Squiggoth and fail then you must make a test to see what it does. Ignore potential blunders, these are taken into account by the following rules. Roll a dice and consult the *Squiggoth Amuk* chart.

The Squiggoth is *ponderous* and moves 15cm per move. The Squiggoth causes *terror* in its enemies.

The Squiggoth carries a crew of Orcs and Goblins and is armed with 2 Bolt Throwers and many Archers and Spears. In Shooting the Archers may fire in any direction, the Bolt Throwers can only fire forwards. In combat the Squiggoth has no flank or rear and due to the strength of the creature its attacks count armour values as two worse (4+ counts as 6+ etc). The crew attacks count normally. Due to the thick armour plate covering the beast, hits from artillery that would not normally allow an armour roll are saved on a 5+.

The Squiggoth may batter fortifications with its tusks and spiked tail, causing 2 automatic hits.

The Squiggoth has a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement, especially considering its heavy armour..If the Squiggoth has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been **badly hurt**.

Once The Squiggoth is badly hurt all accumulated hits are discounted and its maximum Hits value and Attacks (both beat & crew) are halved for the rest of the battle (to 4 Hits and 4+4/ 1+pen + 2 Attacks).

Squiggoth runs Amuk chart

| D6 | Result |
|-----|---|
| 1 | The Squiggoth will neither move or fight this turn but simply paws the ground looking angry! The crew may shoot or fight. |
| 2-4 | The Squiggoth moves in a random direction at full pace, roll a scatter dice to determine which. If it reaches an enemy unit it will attack as normal. If there is a friendly unit in its way, it will walk straight through the unit. A unit which is walked through instantly takes d6 hits and becomes <i>confused</i> for the remainder of the Command phase. A unit which is walked through ceases to be confused at the end of the Command phase along with other confused units |
| 5 | The Squiggoth moves towards the nearest enemy unit that he can see as fast as it can. If it reaches the foe, it will attack as normal. if friends are in the way, it will walk through them causing confusion as described above. |
| 6 | The Squiggoth gives a mighty bellow and rushes straight at the nearest enemy unit that it can see. Move the Squiggoth at double its normal full pace move. If it reaches an enemy unit, it fights furiously doubling its Attacks value (Squiggoth only) in the first round of combat. |

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

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

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

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

A Pump Wagon does not count towards the Goblin army's break value.

11. Orc Rock Lobber

Range 60cm 1/3 Ignore Armour.

No Stand & Shoot

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 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.

12. Orc Bolt Thrower / Goblin Spear Chukka

Range 40cm 1/1 + three stands Ignore Armour.

Stand & Shoot when choose

A Bolt Thrower is essentially a big crossbow ... a very big crossbow indeed! The missiles it fires are spears and can skewer a whole line of troops.

Targets always ignore their armour when shot at by a Bolt Thrower. No Armour roll is made. The Bolt Thrower's heavy dart can pierce even the thickest armour. When you shoot with a Bolt 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 Bolt 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.

Bolt 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.

13. The Doom Diver

Range 60cm 1/3 Armour Save applies. Cause Confusion on 4,5 or 6.

No Stand & Shoot

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

The Doom Diver has a range of 60cm and a unit hit by a Doom Diver is allowed to make its normal armour save. An enemy is more likely to become confused as a result of being driven back by hits from a Doom Diver. When rolling for drive backs, any roll of 4, 5, or 6 means that the unit becomes confused. Doom Divers shoot at such a high trajectory that they cannot shoot at charging enemies.

ORC & GOBLIN SPELLS

FOOT OF GORK

Cast 6+. Range 50cm

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

The target unit suffers 6 attacks. Targets cannot be driven back by the Foot of Gork. The spell cannot be used on a unit that is engaged in combat.

GOTCHA!

Cast 5+. Range 30cm

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

Each unit beneath a 30cm line projected from the Shaman takes 3 shooting attacks. Unengaged units are driven back as usual.

Engaged units carry over hits into the first combat round.

GERROFF!!!

Cast 5+. 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. The target is driven back 5xD6cm towards its own table edge. This spell can't be cast at a unit engaged in combat or successfully cast at the same unit more than once a turn. A unit cannot be routed by a drive back from Gerroff!!! spell. If the unit leaves the table edge it must roll as described in the main rules.

WAAAGH!

Cast 4+. Range 30cm

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

Each unit stand and character in the target unit adds +1 to its Attacks during the following Combat phase. A unit can only have one Waaagh! successfully cast on it at once.

GOBLIN SPELLS

MORK SAVE UZ!

5+ to cast Range 30cm

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

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

BRAIN BUSTA

5+ to cast Range 30cm

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

The Shaman must be able to see his target to use this spell and it cannot be directed at a unit engaged in combat. Brain Busta is treated like three ordinary shooting attacks except that armour saves have no effect (all targets count as having no armour). A unit can be driven back by Brain Busta as with ordinary shooting.

House Rules for this Game

Changes to the Basic Rules

Game Specific Rules

1) Mobs (was Medieval Batailles)

Large Orc and Goblin armies are typically divided into separate 'Mobs'

1. All Orc and Goblin troops must be allocated to a Mob. Commanders do not need to be allocated to a Mob - only units of troops. It is important to remember which units belong to which Mobs. If you cannot easily remember which units belong to which batailles, make a note on your army list before the first turn.

2. Each Mob must include at least 250 points of troops and can contain as many units as you wish. There is no maximum. A Mob can comprise a single type of troops or mixtures of different types, but may now mix races, Black Orcs, Orcs, Goblins and Snotlings may not be mixed.

3. When the army is deployed it must be arranged into its Mobs with all the units in each Mob forming a separate interconnected block. The deployed Mob is essentially a single oversized brigade formation along the lines shown on the diagram below.

4. Brigade orders can only be given to units belonging to the same Mob. Units from different Mobs cannot be brigaded together even where they are touching. Note that any commanders can issue orders to any troops exactly as normal — for example, a commander can first issue orders to units from one Mobs and then issue orders to troops from a different Mobs.

5. Brigade orders can be given to any number of units from the same Mob - assuming they are touching as for a normal brigade order. The usual limit of four units in a brigade does not apply. The intention of this is to allow a whole division of the army to move as a body where required.

Comment. As you will see there is no obligation for all the units in the same Mob to move as a single large brigade. A Mob can be sub-divided into smaller brigades and/or single units for movement as required. The difference between the Mob rules and the original Brigade rules (WM pg 17-19) is that brigades are not limited to four units and cannot be formed from units belonging to different Mob. Although experienced Warmaster players may balk a little at the prospect of a huge number of units moving on a single order, in practice the size of larger formations tends to limit their movement simply because of the distance modifiers onto command rolls.

2) Mobs - Supporting Stands & Drive Backs

This rule makes deeper formations harder to drive back by shooting and is intended to preserve the integrity of the battle lines more than in the standard game. We feel this is more consistent with the feel of a large Mob.

When a unit takes casualties from shooting, it is necessary to roll for drive backs as described in the standard rules (WA pg 40).

Assuming the unit is not routed as a result, the drive back distance is modified as follows.

1. if a unit would normally count as supported in combat then its drive back distance is reduced by 1cm for each support from a different unit. Supports are worked out exactly as in combat but ignoring the unit's own stands. A unit which is rolling for a drive back cannot support another unit which is also rolling for drive back.

2. If the supporting unit is also supported it can count the supporting stands to its total. Each unit can only be counted once.

For example, a unit in line formation has a supporting unit to its rear (three stands) and another to its side (one stand). The unit suffers one casualty from shooting, a dice is rolled for the drive back, and a 4 is rolled — normally equal to a 4cm drive back. The unit has four supports and can therefore ignore the drive back altogether. If the dice had rolled 5, the unit would have been driven back 1cm, if the dice had rolled a 6, the unit would have been driven back 2cm and confused as if normal for a roll of 6

Comment. Note that the supporting rule only reduces the distance a unit moves. It does not affect the normal rules for routs or for confusion resulting from drive backs. As the usual rules for making way will apply regardless of whether units are supported or supporting as described.

3) Gnashkrak & Skashkac

Gnashkrak's Orcs of the Massif Orcal and Skashkac's Goblins of the Scar Nosed tribe form separate factions and don't like each other much. Goblin commanders may not command Orcs. Orcs and Black Orcs commanding Goblins do so at -1. Giants, Trolls and Ogres may be commanded by either faction. Snotlings can (and will) be kicked around by either army.

Commands may be issued to each faction until one fails their command rolls, after which no further commands may be issued to that faction, the other faction be commanded may until they fail a command roll. A fail by either Gnashkrak or Skashkac immediately end the Orc & Goblin command phase.

4) Attack Waves

Each assault on the Empire lines will comprise a group of units from the Goblin and Orc army. If 50% of that wave die, that wave is considered beaten back. Which units form which waves is up to Skarsnik and Gnashkrak. Note that the Goblin and Orc waves are separate.

5) Stakes (from WM Medieval)

Prepared defences were commonly used by several of the armies covered by this book. Although we have chosen to call all such defences 'stakes', it would be usual for prepared defences to include pits and ditches as well as actual stakes. Stakes might even be chained together or otherwise reinforced to create a more formidable barrier. Such works could be prepared well in advance of an

encounter, although they could also be improvised in some cases. Our rules allow stakes to be placed by units during play, but we assume such defences are in most cases prepared beforehand and units effectively deploy behind them when they 'set stakes'.

Units that have the Stakes special rule are indicated in the relevant army lists — the following rules apply:

1. We represent prepared defences in the game by lengths of model stake fastened to card bases. Each stand carries sufficient stakes to cover its own frontage. The line of stakes is modelled to face 'forward' so that troops can be arranged behind with the sharpened points of the stakes facing their enemy. The depth of the stake base is not all that important — 10mm looks about right.

2. Deploying stakes requires an order and takes an entire move to complete.

3. Deployed stakes remain where they are placed for the rest of the battle. They are effectively part of the 'terrain' in the same way as fences or low hedges. Stakes offer protection to any infantry stands positioned directly behind. Stakes present no obstacle to movement.

4. An infantry stand protected by stakes counts as defended in hand-to-hand combat against charging enemy cavalry stands striking across the stakes. This means that enemy will need 5s to score hits rather than 4s, and will not get the usual bonus combat modifiers when they charge. Note that the stakes will make it physically impossible to move units into touch in the same way as hedges/walls and similar low linear obstacles. Simply place the chargers touching the stake line and resolve combat as if they were touching the stands behind.

Comment. Stakes only offer protection to units in combat and not to units shot at by missile fire — in this respect stakes are low linear obstacles when charged by enemy cavalry, but open ground for other purposes.

6) Obvious Targets

Some targets are so large, obvious and important that they can be seen anywhere on the battlefield. Any artillery unit within range may target any creature with 5 or more hits (Giants, Wyverns and The Squiggoth) as well as Siege Towers, even if they are not the closest target.

7) Units on hills.

Cavalry, Chariots and Monster units that are uphill are not in the open. If charged from downhill the attackers will not get additional dice and will normally require 4 to hit.

8) Cut Down

A unit that is forced to retreat, is driven back or falls back into a friendly unit may be removed from play at the owning players discretion.

WARMASTER PLAY SHEET

Turn Sequence

| | |
|--------------------|-------------------|
| 1. Start | 2. Command |
| 3. Shooting | 4. Combat |

Players alternate turns

Start

Roll for off table units to re-enter

Command

Initiative – Charge or Evade

- Units within 20cm of enemy have the option to use initiative to either Charge or Evade the closest enemy
- Units must use initiative before orders are given.
- Units cannot use their initiative and be given orders in the same turn.

Home Back

- Flyers over 20cm from a character Home Back 10xD6, and can then be ordered

Orders

- Roll 2D6 against character's Command

| | |
|----|--|
| -1 | Per full 20cm distance to unit/brigade |
| -1 | Each successive order to the same unit/brigade |
| -1 | Enemy unit within 20cm of the unit/brigade |
| -1 | Unit/brigade within dense terrain |
| -1 | Per casualty suffered by unit |

- (Brigade is up to 4 units, start and finish together)

Moves

| | | | |
|------------|------|---------------------------------------|--------|
| Infantry | 20cm | Monsters | 20cm |
| Cavalry | 30cm | Flying units | 100cm |
| Chariots | 30cm | Machines | Varies |
| Artillery | 10cm | Steam tank | 20cm |
| Characters | 60cm | Gyrocopter | 100cm |
| Squiggoth | 15cm | Siege Tower, Battering Ram, Sow | 15cm |

Units in irregular formation move at half pace

Move Characters

Characters are moved at the end of the Command phase

Confused Units Recover

Confused units are no longer confused

Shooting

All units must shoot the closest visible enemy in range.

Range

| | |
|---|-------|
| Bows, Crossbows, Handguns etc. | 30cm |
| Dragon fire | 20cm |
| Elven, Dwarf, Orc Bolt Throwers, Undead Bone Throwers | 40cm |
| Cannons, Mortar, Orc Rock Lobbers | 60cm |
| Empire Helblaster, Dwarf Flame Cannon, Dwarf Organ Gun, Dwarf Juggernaut | 30cm |
| Empire Steam Tank, Dwarf Gyrocopter | |
| Pistoliers, Chaos Spawn, Goblins, Wolf Riders | 15cm |
| Mangonels, Bombard | 90cm |
| Trebuchet | 120cm |

Score To Hit

| | |
|------------------------------|-------|
| Target in the open | 4,5,6 |
| Target in defended position | 5,6 |
| Target in fortified position | 6 |

Drive Backs

Roll D6cm per missile hit at the end of the Shooting phase

-1 dice if defended -2 dice if fortified

Units are confused if any 6s are rolled in drive back

Units driven back full move are destroyed

Combat

Roll 1 dice per Attack per stand plus:

| | |
|---|----|
| Charging against enemy that are in the open | +1 |
| Monster/chariot charging enemy in the open | +1 |
| Pursuit attack | +1 |
| Extra pursuit attack per 3cm | +1 |
| Fighting terrifying enemy | -1 |
| Enemy facing own side/rear | -1 |
| Confused | -1 |

+1 to combat result per supporting stand (infantry only)

Win

Fall Back (3d6, min & max)

Stand Ground

Pursue

Advance if enemy destroyed (20cm on 1st round, 10cm other)

Lose

Retreat by difference in combat results in cm.

Artillery cannot retreat and is destroyed

Draw

Both sides Fall Back, except defended/fortified

Pursuit

Non flyers cannot pursue flyers

Infantry cannot pursue cavalry or chariots

Artillery and Fortified units cannot pursue

Units cannot pursue into terrain they cannot enter