

WARHAMMER™

THE OLD WORLD



ARMY LISTS FOR THE FORCES OF GOOD
FORCES OF FANTASY

WARHAMMER

THE OLD WORLD



FORCES OF FANTASY

CONTENTS

Forces Of Fantasy

Introduction.....	3
How This Book Works	3
Forces Of Fantasy.....	4
Fantasy Realms.....	6
The Old World	6
The Realms of Men.....	6
The Mountain Realms.....	6
The Forest Realms	7
Rivers & Oceans	7

Dwarfen Mountain Holds

The Mountain Realm.....	9
The Mountain Clans.....	10
Khazalid.....	10

Dwarfen Mountain Holds

Army List.....	11
Grand Army Composition List	11
Character	12
Infantry	19
Cavalry.....	28
War Machine.....	30
Runic Items.....	32
Special Rules.....	39

The Empire Of Man

Sigmar's Empire.....	45
The Empire of Man.....	46
The Armies of State.....	46
The Empire Of Man Army List.....	47
Grand Army Composition List	47
Character	48
Infantry	57
Cavalry.....	62
Chariots.....	68
Monster.....	70
War Machine.....	71
Magic Items.....	74
Weapons of the Empire.....	77

Kingdom Of Bretonnia

The Land of Chivalry.....	83
Creeds & Tenets	83
“In Service of the Lady...”	84
Kingdom Of Bretonnia	
Army List.....	85
Grand Army Composition List	85
Character	86
Infantry	91
Cavalry.....	95
Monster.....	100
War Machine.....	101
Knightly Virtues	102
Magic Items.....	104
Special Rules.....	107
The Chivalrous Vows.....	108
Lore of the Lady.....	109
The Lance Formation.....	110

The Wood Elf Realms

The Forest Realm	117
The Deepwood Host	118
Wood Elf Realms Army List.....	119
Grand Army Composition List	119
Character	120
Infantry	128
Cavalry.....	134
Monster.....	138
Forest Spites.....	141
Magic Items.....	142
Special Rules.....	145
Lore of Athel Loren.....	146
Weapons of Athel Loren	147

The High Elf Realms

The Elves of Ulthuan	153
The Hosts of Ulthuan.....	154
High Elf Realms Army List	155
Grand Army Composition List	155
Character	156
Infantry	161
Cavalry.....	168
Chariot	171
Monster.....	173
War Machine.....	178
Elven Honours.....	179
Magic Items.....	181
Special Rules.....	184
Lore of Saphery.....	186
Armoury of Ulthuan	187

Warhammer: the Old World – Forces of Fantasy © Copyright Games Workshop Limited 2023. Warhammer: the Old World, Citadel, Forge World, Games Workshop, GW, Warhammer, the ‘winged-hammer’ Warhammer logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

Pictures used for illustrative purposes only.

Games Workshop website: www.warhammer.com
Forge World website: www.forgeworld.co.uk

INTRODUCTION

Welcome to *Warhammer: the Old World – Forces of Fantasy*, your indispensable guide to the armies of order and civilisation. This book, used in conjunction with the *Warhammer: the Old World* rulebook, provides you with all the information you will need to command your collection of miniatures on the field of battle.



How This Book Works

This book contains five army lists: Dwarfen Mountain Holds, Empire of Man, Kingdom of Bretonnia, Wood Elf Realms and High Elf Realms. Each of which contains the following information:

Overview: Each army list is accompanied by a brief overview of that faction, explaining why such armies march to war, the motives of their generals, and so forth.

Grand Army Composition List: The default army composition list for each faction.

Profiles: Every model available to your chosen faction has a profile. Here, you will find that model's characteristics, its equipment, its points value, details of any special rules unique to it and more.

By using these profiles, you can easily organise your models into units, determine how they are equipped and calculate each unit's points value.

These profiles fall into six categories (though it should be noted that not all of these categories will be represented in every army list):

- Characters
- Infantry
- Cavalry
- Chariots
- Monsters
- War Machines

Magic Items: As well as the Common magic items detailed in the *Warhammer: the Old World* rulebook, each army list includes a number of magic items exclusively available to models drawn from that army list.

Special Rules: Most armies have a number of army special rules – special rules unique to that faction.

The Lore of...: Most armies include a number of unique and characterful spells. These spells are used in conjunction with the Lores of Magic found in the *Warhammer: the Old World* rulebook. Where they differ is that they can only be known by Wizards drawn from that army list.

The Muster List

Players use these army lists to write their 'muster list' prior to a game, as described in the *Warhammer: the Old World* rulebook.

A muster list should include the size of each unit (i.e., how many models it contains at the start of the battle), the equipment those models carry, and any optional upgrades that have been included, be they equipment, command models, magic items and so forth.

Most importantly, the muster list should include the total points value of each unit and of the army as a whole, thus ensuring that your army is within the agreed size!

When writing your muster list, it is important to remember the following:

Minimum Three Units: An army must include a minimum of three non-character units, not including units whose troop type is 'swarms', 'war beasts' or 'war machines'.

The General: All armies must include at least one character to act as the General, as described in the *Warhammer: the Old World* rulebook.





FORCES OF FANTASY

When evil forces gather and darkness presses in upon the realms of Men, Dwarfs and Elves, bold heroes muster gleaming hosts in the defence of their homes.

Across the Empire, in every state and province, within every town and village, regiments of State Troops march to the drummers' beat. High in the mountains, Dwarf throngs ready their mighty war machines before the gates of their impregnable fortresses.

In Bretonnia, the earth trembles with the thunder of galloping hooves as noble knights charge to war. From beyond the horizon, the silvery hulls of High Elf warships swoop across the waves, bearing regiments of spearmen, whilst from beneath the boughs of the great forests stealthy Wood Elf archers hunt their prey.

Cower, spawn of darkness! For the armies of the Old World march to war.





FANTASY REALMS

The world stands on the brink of annihilation. It has done so since the dawn of time, when the great civilisation of the Old Ones was destroyed in a terrible cataclysm and the world became flooded with the energy of chaos. While the forces of Chaos and destruction gather in their benighted realms, hordes of Orcs, Goblins, Beastmen and worse covet the wealth and comfort of civilisation, noble kings and queens raise great armies to defend their shining realms against the gathering dark...

The Old World

The Old World is a vast continent that lies between the endless expanse of the Great Ocean in the west and the peaks of the Worlds Edge Mountains in the east. It stretches from the frozen wilderness that lies beyond Kislev's most northern borders to the sun-parched coasts of Tilea and Estalia in the south.

The Old World is home to Men, Dwarfs, Elves and more. Civilised folks that are both numerous and powerful dwell throughout the land, defended from the dangers that surround them by large, well-fortified cities. And they need to be, for the high mountains and deep forests that cover much of the continent are home to hordes of wild and uncivilised monsters.

The Realms Of Men

The most heavily-populated realms of the Old World are those ruled by humanity; commonly referred to by the other races of the world as the Realms of Men. From frozen Kislev in the north to the sun-scorched lands of Estalia and Tilea in the distant south, the lands of Men are vast.

Of these realms, the largest is known as the Empire. Though its many states and provinces have long been riven by internal strife and divided by civil war, the Empire remains the greatest realm of the Old World, stretching from the icy Sea of Claws in the north to the soaring Black Mountains in the south. To the west, the Grey Mountains form the Empire's border with its neighbour, the gleaming and noble kingdom of Bretonnia, while its eastern frontier is marked by the virtually impenetrable wall of the Worlds Edge Mountains and, to the north, the endless expanses of Kislev.

The Mountain Realms

The great mountain ranges that border the Old World both form protective barriers against dangerous foes whilst harbouring others. These mountain ranges converge in the far south of the Empire in a high, soaring land known as the Vaults. Orcs and Goblins, Trolls and unspeakable horrors of Chaos infest the great caverns and tunnels of these ranges and their malign gaze is ever turned towards the Old World.

The Worlds Edge Mountains are grimly forbidding peaks, tall beyond imagining and seeming to scrape the sky with their immensity. In ancient times, the entirety of this vast mountain range was the domain of the Dwarfs, who crafted huge cities and fortresses into the rock. Grand processional tunnels once linked the halls of their underground realm, stretching from the far north to the south and beyond the Old World itself.

To the west, the Grey Mountains divide the Empire from Bretonnia. Like the Worlds Edge Mountains, there are Dwarf settlements here, but these are fewer in number and far less wealthy than the mighty holds of the east. The Grey Mountains have an evil reputation with the folk of the south, their shadow-haunted crags the source of many a dark legend.

The Black Mountains lie between the Grey Mountains and the Worlds Edge Mountains, dividing the Empire from the wild southern lands of the Border Princes, their skies wreathed in dark thunderheads as the towering crags climb towards the Vaults. The Black Mountains are notoriously riddled with crude Goblin tunnels and the entire mountain range is infested with countless deadly creatures that often venture down into the Empire to feed.



The Forest Realms

Gloomy, tangled forests cover much of the Old World. The Men of the Empire, Kislev and Bretonnia, and the Dwarfs of the mountain holds fear what lurks within these forests, and with good reason, for the trees hide many foes: bandits, rampaging Orc and Goblin tribes, warbands led by roaming Champions of Chaos, and endless Warherds of mutated Chaos beasts, all lurk within the arboreal gloom, ready to strike at the towns and cities of civilised folk.

Yet, despite the wild and forbidding nature of the Old World's forests, they give shelter to many scattered settlements, lonely pockets of civilisation that cling precariously to life, their inhabitants defended by tall stockade walls and stout gates which are locked and barred every night against the nocturnal terrors of the forest. These settlements are linked to one another and to the world beyond the forest's borders by roads and rivers, vital routes of communication and supply that must be kept open for travel and guarded from the ravages of the things that lurk beneath the forest canopy.

From these settlements, brave regiments are raised to patrol the forest roads and hunt the foul things that hide within the trees. When the creatures of the forest surge in number, these regiments muster together, forming mighty armies that march into the forest in search of battle.

At such times, the evil things that lurk within the woods are driven back into the depths of the forest, their courage broken and their numbers greatly thinned. Here, in the shadowed glades and hidden clearings of the darkest forests hide ancient woodland realms, haunted by vengeful spirits, eager to prey on any unclean creature that would disrupt the tranquillity of the forest's heart.

Rivers & Oceans

The lands of the Old World are divided by numerous great rivers that flow from sources high in the mountains, crossing many thousands of miles before meeting the coast. From the Grey Mountains, the rivers Grismerie and Brienne cut across fair Bretonnia. From the Worlds Edge Mountains, the mighty Talabec, Stir and Reik rivers flow all the way to the Sea of Claws.

In places, these rivers are hundreds of yards wide, and deep beyond measuring, allowing the passage of great ocean-going vessels far beyond the coast to ports and harbours deep within the interior of the Empire. At these vast river docks, cargoes are unloaded from these great ships, onto bustling quaysides, before being loaded again onto barges and wagons to complete their journeys by road or river.

In this way, the wealth of the Old World is moved from place to place. The bounty of the fields is delivered to the teeming cities, the product of industry is ferried far and wide, and the armies that defend the realms are transported to distant battlefields under foreign skies.

Thus do the nations of Men vie with one another for control of these valuable waterways, yet beyond the coasts of the Old World, and for all the naval might of the nations of Men and Dwarfs, it is but one race that reigns supreme upon the ocean. From districts within all of the major port cities in all nations of the Old World, and from prosperous colonies with lively harbours on islands off the coast of Bretonnia, Estalia and Tilea, Norsca, the Empire and Kislev, the Elves of Ulthuan guard the ocean currents and protect Ulthuan's interests in the wider world.



DWARFEN MOUNTAIN HOLDS



The gleaming ranks of a Dwarf throng are a formidable sight, their shields and banners identifying clans, guilds and gods. Its doughty steel-clad infantry are supported by powerful engines of war, machinery of destruction that no foe can match. Though Dwarfs are unwilling to wield magic, they long ago mastered the art of inscribing runes to bind eldritch forces into the crafting of potent weapons and armour. Full of grim determination, when Dwarfs join battle, there is no retreat, only victory or death.



The Mountain Realm

The Dwarfs are an ancient race, and the lands they claim as their own lie at the edge of the so-called civilised realms of Men. There, rising high above the world in an endless series of jagged peaks, stand the Worlds Edge Mountains. Beneath those snow-covered pinnacles, the Dwarfs have dug into the bedrock of the world, carving out mines and halls into their kingdom, which they call the Karaz Ankor, meaning either 'the Everlasting Realm' or 'the mountain realm' as the Dwarf word for mountain and extreme durability are the same. There, towering peaks are crowned with lookout towers, impenetrable gates are wrought into the mountainsides and hidden entrances are hewn where they are least expected, secreted in tumbling chasms, behind waterfalls or fashioned to blend seamlessly into rugged cliff faces.

From these formidable strongholds, the Dwarf armies, known as throngs, march forth to do battle. The Worlds Edge Mountains are a harsh and unforgiving environment where avalanches and freezing winds that can strip the hide off a bear are not considered the main threats. It is a rocky realm where monsters hunt amongst the peaks and the passes are the main paths for invading armies. Living tides of Orcs and Goblins sweep the lands, while from the east stomp Ogre armies seeking to prey upon the weak. To the north are barbarian tribes of Men who draw upon the Dark Gods for unnatural powers. Only by dint of their stubborn vigilance and sturdy axe work have the Dwarfs endured.

In a bygone era, the Dwarfs once dominated the Old World. While the race of Man were naught more than fur-clad savages using stone tools, the bright shieldwalls of the Dwarfs marched across the continent, an implacable steel-clad advance. They were driven by an endless quest for precious minerals, for Dwarfs lust after gold and gems, and their mining expeditions spread to distant lands. In those days, even the poorest of holds could boast of riches beyond the wealthiest kings of other races. That Golden Age is now long gone. However, woe betide anyone who dares speak of this decline within earshot of a Dwarf, for they remain a proud people and even the slightest remark or insult (real or perceived) can goad them into fury.

Dwarfs do not forget grudges, indeed they harbour them, and there is no word for forgiveness in their language. Once someone has made an enemy of a Dwarf, they have made a foe that will last their lifetime and the lives of their descendants as well. Dwarfs record any slight or transgression against them, and each stronghold has its own Book of Grudges. Within Karaz-a-Karak, the capital of the Dwarf realm and seat of the High King, resides the Dammaz Kron, the Great Book of Grudges. That its creation dates back to the Dwarfs' first ancestors speaks of how deeply grudge-bearing is ingrained into the Dwarf psyche. Given that their history is rife with bloody battles, tragedies and invasions suffered, there is a lengthy backlog of wrongdoing against their kind, a legacy of unrequited vengeance inherited from their fathers and, in turn, from their ancestors of old.



The Mountain Clans

Although many of their ancient strongholds now lie in ruin, overrun by Orcs, Goblins, Trolls and things far worse, the glories of their past are not forgotten by the Dwarfs. Long ages of warfare have forged them into a hardy and grim race of warriors. What they may lack in numbers compared to the younger races of the world, the Dwarfs more than compensate for through their matchless martial prowess and sheer determination, to say nothing of the unrivalled quality of their arms and armour.

Dwarfs fight as heavy infantry, eschewing cavalry, for it is not their way to ride upon beasts. In truth, the rugged mountains they call home are not conducive to cavalry, and regardless, a Dwarf is too short of stature to ride upon a horse, although they are far too proud to admit it. Instead, Dwarfs fight on foot, as is proper and as they have always done. Each warrior is clad in finely crafted mail and is armed with a superbly forged axe, hammer or mattock, which they can wield to deadly effect.

Behind the stoic ranks of the Dwarf throng, stand the deadly war machines of the Engineer's Guild. From these, cannonballs roar through the air, while Grudge throwers launch rune-inscribed rocks onto the heads of the enemy. Bolt throwers glowing with runic magic hurl gleaming spears through the ranks of the foe. Even more outlandish engines, such as the fire-belching Flame Cannon and the multi-barrelled Organ Gun, sweep away whole regiments of the Dwarfs' foes at short range, guarded by their experienced crews.

Should a foe survive being blasted by cannonballs and sheets of fire, they must weather the bolts and bullets shot by crossbows and handguns. Thus thinned and bloodied, the enemy must then confront the Dwarf shieldwall. There, faced with axe, hammer and red-hot wrath, few stand for long. And many foes down the ages have learned that pleading to Dwarfs for mercy is a lost cause – they are easy to offend, and the only reparations they accept are paid in blood.

Khazalid

The ancient high language of the Dwarfs is called Khazalid, a language that has not changed noticeably in thousands of years either in its spoken or written form. The Dwarfs are very proud of their tongue which they rarely speak in the company of other races and never teach to other creatures. To humans it is the 'secret tongue of the Dwarfs', occasionally overheard, but never properly understood.

The sound of Khazalid is not much like human speech and very unlike the melodious sound of Elvish – comparisons have been drawn to the rumble of thunder. All Dwarfs have very deep, resonant voices and a tendency to speak more loudly than is strictly necessary. This can make Dwarfs sound rowdy and irascible (which many are).

The vocabulary of Khazalid ably reflects the unique preoccupations of the Dwarf race. There are hundreds of words for different kinds of rock, for passages and tunnels, and most of all for precious metals. Indeed, there are hundreds of words for gold alone, reflecting on its qualities of colour, lustre, purity and hardness. In their dealings with others, Dwarfs choose their words carefully. A Dwarf will not venture an opinion on anything not first considered deeply, and once voiced their view will be as immovable as a mountain. Dwarfs do not change their opinions except in the face of overwhelming necessity – and not always then. Many would rather die stubbornly than admit to a mistake! For this reason, Dwarfs take oaths very seriously indeed. In all the Dwarf language, the word 'unbaraki' is the most condemning of all – it means 'oathbreaker'.

Curiously the Dwarf word for the race of Men is 'umgi' whilst its abstract form of 'umgak' means 'shoddy' – the Dwarf word being equivalent to 'man-made'.



DWARFEN MOUNTAIN HOLDS ARMY LIST



This page details the Grand Army composition list for the Dwarfen Mountain Holds. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.



This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 King, Anvil of Doom or Runelord per 1,000 points
- Thanes, Runesmiths, Daemon Slayers, Dragon Slayers and Dwarf Engineers

Core

At least 25% of your army's points value must be spent on:

- Dwarf Warriors, Quarrellers and Thunderers
- 0-1 unit of Rangers may be taken as a Core choice
- If your General is a King, 0-1 unit of Longbeards may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Longbeards, Ironbreakers, Miners, Slayers and Gyrocopters
- 0-1 unit of Hammerers per King or Thane taken
- 0-3 war machines chosen from the following list per 1,000 points:
 - Bolt Thrower
 - Grudge Thrower
 - Cannon

Rare

Up to 25% of your army's points value may be spent on:

- Rangers, Irondrakes and Gyrobombers
- 0-2 war machines chosen from the following list per 1,000 points:
 - Organ Gun
 - Flame Cannon

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Dwarfen Mountain Holds Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Empire of Man
 - Kingdom of Bretonnia (Uneasy)
 - High Elf Realms (Suspicious)

Battle Standard Bearer

A single Thane in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on Weapon, Armour and Talismanic runes, a Battle Standard Bearer can purchase Standard runes with no points limit.



Character



Dwarf Lords

The leaders of a Dwarf throng are its kings and thanes, warriors with vast experience of battle and well tutored in the art of war by the elders of their clans and the venerable runesmiths. When the time comes for them to lead, they will have learnt more than most commanders ever know and will have been tried and tested on the battlefield many times. This experience and wisdom is reflected in the length of their beards, a clear indication that the other Dwarfs in the throng would do well to follow their example. When battle is joined it is the kings and thanes, with their finely crafted armour and rune-inscribed axes, who seek out the enemy's most powerful combatants, matching bestial fury or dark magic with courage, honour and honest steel.

Dwarf Lords

	M	WS	BS	S	T	W	I	A	Ld	Points
King	3	7	4	4	5	3	4	4	10	125
Thane	3	6	4	4	5	2	3	3	9	60

Troop Type: Heavy infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and full plate armour

Options:

- May take one of the following:
 - Great weapon.....+4 points
 - Crossbow.....+6 points
 - Handgun.....+6 points
- May take a pistol.....+5 points
- May take a shield.....+2 points
- May take one of the following:
 - Oathstone.....+15 points
 - Shieldbearers.....+60 points
- May purchase Weapon, Armour and Talismanic runes:
 - A King may purchase runes up to a total of.....125 points
 - A Thane may purchase runes up to a total of.....75 points

Special Rules: Ancestral Grudge, Dwarf Crafted, Gromril Armour, Gromril Weapons, Hatred (Orcs & Goblins), Magic Resistance (-1), Rallying Cry, Resolute, Stubborn

Ancestral Grudge

Dwarfs never forget a wrong, imagined or otherwise, with lords and thanes being particularly overburdened with inherited grudges. These can never be forgotten, only settled or nurtured.

A model with this special rule has the Hatred (enemy characters) special rule, meaning it hates all characters in the opposing army. If this character joins a unit of Longbeards or Hammerers, that unit will also gain this special rule. Should this character leave a unit of Longbeards or Hammerers they have joined for any reason, that unit loses this special rule.



Oathstone

By standing atop a dressed stone inscribed with powerful runes and ancestral oaths of vengeance, a Lord increases the resolve of their followers and ensures that no foe can escape their wrath.

Challenges issued by a character with an Oathstone cannot be refused. In addition, a character with an Oathstone and any unit they have joined automatically passes any Panic tests they are required to make, but cannot choose to Flee as a charge reaction.

Shieldbearers

As a symbol of their station and stature, a Dwarf lord may be carried into battle standing proudly atop a great shield, its tremendous weight borne upon the shoulders of their most loyal (and strongest) retainers.

	M	WS	BS	S	T	W	I	A	Ld	Points
Shieldbearers	3	5	-	4	-	(+3)	2	3	-	+60

Note: A character with Shieldbearers has +3 Wounds.

Troop Type: Heavy infantry

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Hand weapons

Special Rules: Borne Aloft, Gromril Weapons, Hatred (Orcs & Goblins), Resolute

Borne Aloft

Carried upon the broad shoulders of their most trusted retainers, a Dwarf lord towers above the serried ranks of their army.

A model with Shieldbearers consists of not one, but four models – the character and three loyal retainers – occupying a single base and acting together as a single entity. To represent this, a model with Shieldbearers has a split profile and follows the ‘Split Profile (Cavalry)’ rule. In all other respects, this model is heavy infantry.

Character



Dwarf Lords

While Dwarfs are notably an infantry force, there are a few exceptions among their leaders. Some lords are carried into battle by Shieldbearers – stout warriors who heft a shield to serve their liege as a fighting platform. This was common amongst Dwarfs of the southern holds and has been continued elsewhere, notably by the Kings of Karak Hirn. In other clans, especially northern ones, lords and thanes prefer to fight atop Oath Stones, rocks upon which runes are struck – listing out the clan's honour, or perhaps the lord's lineage or deeds. The stone is a symbol of their homeland, a piece of their stronghold made manifest.



Character



The Anvils of Doom

In times of great need, the runesmiths will bring forth an Anvil of Doom, one of the most ancient and valuable heirlooms of the Dwarf race. It is on these very anvils that the greatest rune weapons in history were forged. Anvils which, many runesmiths believe, were created by the great forgefather, Grungni himself, when the world was still young.

Each anvil is covered in runes that modern runesmiths cannot begin to fathom. When striking runes on the anvil, each runelord uses techniques taught to them by their master that were in turn taught by their master and so on, back to the dawn of time. Because of this, no two anvils function in exactly the same way.

Anvil Of Doom

	M	WS	BS	S	T	W	I	A	Ld	Points
Anvil of Doom	-	-	-	-	7	5	-	-	-	235
Forgefather & Anvil Guard	3	6	4	4	5	4	3	5	9	-

Troop Type: War machine (character)
Base Size: N/A
Unit Size: 1
Equipment: Hand weapons, heavy armour and shields

Options:

- May purchase Weapon, Armour and Talismanic runes up to a total of100 points

Special Rules: Ancestral Shield, Gromril Armour, Gromril Weapons, Hatred (Orcs & Goblins), Immune to Psychology, Magic Resistance (-3), Resolute, Rune Lore, Skirmishers, Strike the Runes, Unbreakable

Ancestral Shield

An Anvil of Doom is a potent artefact steeped in runic magic. This power protects the anvil's loyal guardians as surely as it destroys the enemies of the Dwarfs.

An Anvil of Doom and the Forgefather & Anvil Guard have a 5+ Ward save against any wounds suffered.

Immovable Object

An Anvil of Doom is a tremendously heavy object, rarely moved from within its keeper's forge. When properly set atop a perfectly level dais of stone blocks, it is not easily moved.

Once an Anvil of Doom has been placed on the battlefield during deployment it cannot be moved by its crew during the Remaining Moves sub-phase.

Note that an Anvil of Doom can still pivot freely at any time during its turn (the better to face the enemy) and may make a follow up move as normal.



Strike The Runes

An Anvil of Doom is crafted with the express intention of attracting the Winds of Magic. The runic inlays enable a skilled smith to channel these into their work, thus creating the rune magic their people are famed for. In battle, certain runic devices can be forged and then broken, unleashing their full might upon the foe.

An Anvil of Doom can cast the following Bound spells, with a Power Level of 3:

Rune Of Oath & Steel

Dwarf mail hardens, each suit of armour remembering the hammer blows that forged it.

Type: Enchantment

Casting Value: 7+ /11+

Range: 24"

Effect: If this Bound spell is cast with a casting result of 7 or more, the target friendly unit may re-roll any failed Armour Save rolls. If this Bound spell is cast with a casting result of 11 or more, the target friendly unit may re-roll any failed Armour Save rolls and improves its armour value by 1 (to a maximum of 2+). This spell lasts until your next Start of Turn sub-phase.

Rune Of Hearth & Home

Dawi hearts fill with a mighty desire to defend their hold, clan and ancestors.

Type: Enchantment

Casting Value: 7+

Range: Self

Effect: Until your next Start of Turn sub-phase, all friendly Dwarf units within 21" of the Anvil of Doom gain the Immune to Psychology special rule.

Rune Of Haste & Urgency

As the runes are struck, time slows around the marching Dwarf throng.

Type: Conveyance

Casting Value: 10+

Range: 24"

Effect: If the target friendly unit is not fleeing and has already moved during this Movement phase, it may immediately move again.

Rune Of Wrath & Ruin

The very earth cracks beneath the feet of the enemy, venting forth fire and sulphur.

Type: Magic Missile

Casting Value: 9+

Range: 27"

Effect: The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -2.

Character



The Anvils of Doom

The powers possessed by the anvils are influenced by the character traits of the Ancestor Gods. For example, the influence of Grímnir is his fury, and runes struck in his likeness unleash his wrath and rage within his descendants. The influence of Grungni is his determination and mastery of the forge, thus runes struck in his name increase the power of arms and the strength of armour. Whilst the influence of Valaya is her bravery and loyalty, and runes struck in her honour bolster the spirits of the Dwarfen throng and fill the enemy with fear and doubt. By striking carefully prepared runes in the correct order upon the face of the anvil, a patient runelord can unleash this power upon the battlefield.



Character



Dwarf Runesmiths

The ancient Guild of Runesmiths is one of the oldest and most respected institutions in all of Karaz Ankor, its origins stretching back to the days of Grungni himself. Its members work spells with their hammercraft, binding the Winds of Magic into mighty runes of power. In battle, Runesmiths aid their kin by dampening enemy magic – earthing spells harmlessly before they can wreak havoc amongst the Dwarfen ranks. Whether by some gift of Grungni, or perhaps as a side effect of centuries of hammering magical runes into white-hot metal, when a Runesmith feels the rage of battle, their weapons, and those of their kin, begin to glow and radiate heat as if remembering the forgefires from which they were created.

Dwarf Runesmiths

	M	WS	BS	S	T	W	I	A	Ld	Points
Runelord	3	6	4	4	5	3	3	3	9	120
Runesmith	3	5	4	4	4	2	2	2	9	65

Troop Type: Heavy infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and heavy armour

Options:

- May take a great weapon.....+4 points
- May take a shield.....+2 points
- May replace heavy armour with full plate armour.....+3 points
- May take an Oathstone+15 points
- May purchase Weapon, Armour and Talismanic runes:
 - A Runelord may purchase runes up to a total of.....125 points
 - A Runesmith may purchase runes up to a total of.....75 points

Special Rules: Armour Bane (1), Forgefire, Gromril Armour, Gromril Weapons, Hatred (Orcs & Goblins), Magic Resistance (-2), Resolute, Rune Lore, Stubborn

Forgefire

In the heat of battle, the weapons of a runesmith's companions glow white-hot with the heat of their forging, cutting through the inferior armour of the enemy with ease.

If this character joins a unit, that unit will gain the Armour Bane (2) and Flaming Attacks special rules. Should this character leave a unit it has joined for any reason, that unit loses these special rules.



Slayers Of Legend

	M	WS	BS	S	T	W	I	A	Ld	Points
Daemon Slayer	3	7	3	4	5	3	5	4	10	130
Dragon Slayer	3	6	3	4	5	2	4	3	10	70

Troop Type: Heavy infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- A Daemon Slayer may purchase:
 - Weapon runes up to a total of.....100 points
 - Talismanic runes up to a total of.....25 points
- A Dragon Slayer may purchase Weapon runes up to a total of.....75 points

Special Rules:

- **Daemon Slayer:** Deathblow, Gromril Weapons, Hatred (Orcs & Goblins), Immune to Psychology, Killing Blow, Loner, Magic Resistance (-2), Resolute, Slayer of Daemons, Unbreakable, Vanguard
- **Dragon Slayer:** Deathblow, Gromril Weapons, Hatred (Orcs & Goblins), Immune to Psychology, Killing Blow, Loner, Magic Resistance (-2), Resolute, Slayer of Dragons, Unbreakable, Vanguard

Slayer Of Daemons

In their quest to meet a mighty doom, some Slayers seek out daemonic creatures. Those that fail to find a foe able to best them in combat invariably become skilled in the grim work of banishing such fiends.

When this character makes a roll To Wound, a roll of 4+ is always a success, regardless of the target's Toughness. In addition, each unsaved wound inflicted by this character against an enemy model with the Warp-spawned special rule, or whose troop type is 'behemoth', has the Multiple Wounds (D3) special rule.

Slayer Of Dragons

Those Slayers that hunt the mightiest of wyrms must learn quickly how best to slay such creatures in battle, lest their eventual doom be considered unworthy.

When this character makes a roll To Wound, a roll of 4+ is always a success, regardless of the target's Toughness. In addition, each unsaved wound inflicted by this character against an enemy model whose troop type is 'behemoth' has the Multiple Wounds (D3) special rule.

Character



The Slayer Cult

Dwarfs are, above all, proud individuals that do not cope well with failure or loss and should a Dwarf suffer some terrible personal tragedy, they become inconsolable. Whatever the cause, Dwarfs who have suffered what they perceive to be a serious loss of honour might take the solemn and binding vows of the Slayer Cult, forsaking their home and kin in self-imposed exile. These exiles cut their beards short, shave their cheeks and temples, and grease their hair with animal fat in honour of Grímnir. Taking only their axe, they venture into the wilderness to seek a great doom in battle at the hands of a worthy enemy. Those that survive the longest, eluding their doom and besting every foe find places before them, become legendary, if melancholic, figures amongst their kin.

Character



Dwarfen Engineers

Dwarf Engineers are experts in many fields. They are first and foremost doughty warriors and skilled marksmen whose prowess in battle alone merits a place of honour in the Dwarfen throng. In addition, they are consummate craftsmen who can perform any task relating to metal or stone, from forging cannon barrels to designing steam engines to drafting the plans for fortifications and mines.

A throng which utilises Dwarf-made war machines will often be accompanied by at least one Engineer. Not only to help repair damage done to these cherished weapons of war, but also to direct their crews with a skill born of intimate familiarity with the workings of each device.

Dwarf Engineers

	M	WS	BS	S	T	W	I	A	Ld	Points
Engineer	3	4	5	4	4	2	2	2	9	50

Troop Type: Heavy infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and heavy armour

Options:

- May take one of the following:
 - Pistol.....+6 points
 - Brace of pistols.....+10 points
- May take any of the following:
 - Great weapon.....+4 points
 - Handgun.....+8 points
- May purchase Weapon, Armour and Talismanic runes up to a total of50 points

Special Rules: Artillery Master, Dwarf Crafted, Entrenchment, Gromril Armour, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute, "Stand Back Chief", Stubborn

Artillery Master

Engineers are quick to advise artillery crews how best to aim and fire a war machine.

Unless this character is fleeing or engaged in combat, once per turn, during the Shooting phase, a friendly unit of Quarrellers, unit of Thunderers or Dwarf war machine that is within its Command range can either re-roll any rolls To Hit of a natural 1, or re-roll a single Artillery dice.

Entrenchment

An Engineer will direct the rapid construction of effective entrenchments that protect both war machine and crew.

During deployment, you may 'Entrench' a single non-character model whose troop type is 'war machine' for each character in your army with this special rule. An Entrenched war machine is considered to be behind partial cover and to be defending a low linear obstacle. Should the war machine move for any reason, it is no longer Entrenched.

"Stand Back Chief"

Hunkering down behind their war machines, an Engineer is well-protected from enemy fire.

A character with this special rule cannot be targeted by enemy shooting or by enemy spells whilst it is within 3" of a friendly unit whose troop type is 'war machine'.



Dwarf Warriors

	M	WS	BS	S	T	W	I	A	Ld	Points
Warrior	3	4	3	3	4	1	2	1	9	8
Veteran	3	4	3	3	4	1	2	2	9	+5

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons and heavy armour

Options:

- The entire unit may take any of the following:
 - Great weapons.....+1 point per model
 - Shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Veteran (champion)+5 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- A Veteran may purchase Weapon runes up to a total of25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule+1 point per model
 - Have the Veteran special rule.....+1 point per model
 - Purchase Standard runes up to a total of.....50 points

Special Rules: Close Order, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute, Shieldwall

Infantry



Dwarf Warriors

In times of war, clan leaders call the muster and any Dwarfs old enough to fight form together into regiments. Most of the individuals that answer the call to battle are craftsmen of some sort – stone-carvers, brewers, minters, and the like. But once they don their well-forged mail and an axe in hand, they leave behind the artisan, turning that same industrious nature to their other calling – warfare.

Dwarfs make formidable fighters – they are strong and extremely resilient, broad of shoulder and wide of girth, with large, strong hands and broad, flat feet. When they charge into battle, the momentum generated by their wide, armour-clad bodies is remarkable, hitting the foe with a resounding impact, splintering the enemy's shields and carving through their formations.

Infantry



Dwarf Longbeards

Longbeards are the oldest, most experienced Dwarf warriors, a fact evidenced by the length of their beards. This ensures that they receive all due respect from younger Dwarfs, who have been taught, quite rightly, to respect their elders.

Longbeards have fought in more wars, beaten more enemies, and endured greater hardships than any young Dwarf can imagine. They constantly grumble about how nothing is as good as it was in their youth, be it the quality of the enemy, the ale in their flagons, even the warmth of the sun and the freshness of the mountain air. In such matters, no young Dwarf would dare gainsay a Longbeard, as their wealth of experience and the length of their beards renders offering a contradictory opinion quite futile.

Longbeards

	M	WS	BS	S	T	W	I	A	Ld	Points
Longbeard	3	5	3	4	4	1	2	1	9	12
Elder	3	5	3	4	4	1	2	2	9	+6

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons and heavy armour

Options:

- The entire unit may take any of the following:
 - Great weapons.....+1 point per model
 - Shields.....+1 point per model
- Any unit may:
 - Upgrade one model to an Elder (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit
 - Purchase Standard runes up to a total of.....50 points
- An Elder may purchase:
 - Weapon runes up to a total of.....25 points
 - Talismanic runes up to a total of.....25 points
- 0-1 unit per 1,000 points may have the Drilled special rule.....+1 point per model

Special Rules: Close Order, Gromril Weapons, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute, Shieldwall, Venerable, Veteran

Venerable

Longbeards tend to look down their beards at younger Dwarfs. In their turn, younger Dwarfs pay dutiful attention to the words and deeds of their elders, hoping to emulate their courage.

Unless this unit is fleeing, friendly units within 6" of it can re-roll any failed Panic test.



Quarrellers & Thunderers

Quarrellers	M	WS	BS	S	T	W	I	A	Ld	Points
Quarreller	3	3	3	3	4	1	2	1	9	9
Veteran	3	3	4	3	4	1	2	1	9	+5
Thunderers	M	WS	BS	S	T	W	I	A	Ld	Points
Thunderer	3	3	3	3	4	1	2	1	9	10
Veteran	3	3	4	3	4	1	2	1	9	+5

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment:

- **Quarrellers:** Hand weapons, crossbows and heavy armour
- **Thunderers:** Hand weapons, handguns and heavy armour

Options:

- The entire unit may take any of the following:
 - Great weapons+2 points per model
 - Shields+1 point per model
- Any unit may:
 - Upgrade one model to a Veteran (champion)+5 points per unit
 - Upgrade one model to a standard bearer+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- A Veteran may replace their crossbow or handgun with:
 - PistolFree
 - Brace of pistols+5 points

Special Rules:

- **Quarrellers:** Close Order, Dwarf Crafted, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute
- **Thunderers:** Close Order, Dwarf Crafted, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute



Infantry



Quarrellers

Since the Dwarfs first came to the Worlds Edge Mountains, the crossbow has been their ranged weapon of choice, though in recent times, devotees of the handgun have grown in number. The crossbow will never disappear entirely though, for many Dwarfs prefer to trust the weapons of their forebears. If nothing else, many begrudge the cost of blackpowder when a bit of elbow grease will propel a quarrel as far as a bullet.

Thunderers

Being of a mechanically gifted folk, Dwarf Thunderers tend to modify their own handguns so that no two are alike. These modifications incorporate additional improvements of the owner's own devising, or the latest ideas from noted Engineers. There is some rivalry between Thunderers regarding what makes for the most accurate weapon, resulting in Dwarf handguns being the most precise weapons of their type in the world.

Infantry



Dwarf Rangers

Not all Dwarf clans are content to live in great holds built deep under the mountains. Some dwell above ground, occupying remote locations, far from the protection of stone walls, but close to the trade routes of the Old World. These clans trade with Men and operate their own businesses such as mines, blacksmiths and breweries. For such clans, the battle against enemies is a daily challenge, with raids from Orc and Goblin tribes commonplace. The tradition has developed for these Dwarfs to band together in defence of their communities against these threats and to settle grudges by hunting down the culprits. Such bands have become known as Rangers. Armed with their preferred great axes and crossbows, bands of Rangers have brought a bloody reckoning to many an enemy.

Rangers

	M	WS	BS	S	T	W	I	A	Ld	Points
Ranger	3	4	4	3	4	1	2	1	9	11
Ol' Deadeye	3	4	4	3	4	1	2	2	9	+6

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, crossbows and heavy armour

Options:

- The entire unit may take any of the following:
 - Great weapons.....+2 points per model
 - Shields.....+1 point per model
- Any unit may either:
 - Take throwing axes.....+1 point per model
 - Replace crossbows with throwing axes.....Free
- Any unit may:
 - Upgrade one model to an Ol' Deadeye (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit
 - Purchase Standard runes up to a total of.....25 points
- An Ol' Deadeye may replace their crossbow with:
 - Pistol.....Free
 - Brace of pistols.....+5 points

Special Rules: Dwarf Crafted, Hatred (Orcs & Goblins), Magic Resistance (-1), Move through Cover, Open Order, Resolute, Scouts, Skirmishers



Hammerers

	M	WS	BS	S	T	W	I	A	Ld	Points
Hammerer	3	5	3	4	4	1	3	1	9	16
Royal Champion	3	5	3	4	4	1	3	2	9	+7

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, great hammers (see below) and heavy armour

Options:

- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Royal Champion (champion)+7 points per unit
 - Upgrade one model to a standard bearer.....+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Have the Drilled special rule+1 point per model
 - Have the Veteran special rule.....+1 point per model
 - Purchase Standard runes up to a total of.....75 points
- A Royal Champion may purchase:
 - Weapon runes up to a total of.....25 points
 - Talismanic runes up to a total of.....25 points

Special Rules: Close Order, Gromril Weapons, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute, Royal Guard, Shieldwall, Stoic Defenders, Stubborn

Royal Guard

A Hammerer's duty is a sacred thing and, bound by oath, they will fight to the death to protect the royal blood. For the leader of the throng, a Hammerer will gladly give their life rather than face the dishonour of failure.

Your army may include one unit of Hammerers for every King or Thane it includes. Any model in a unit of Hammerers that has been joined by a King or Thane can issue and accept challenges in the same manner as a character. Should the King or Thane leave the unit for any reason, the unit loses this ability.

Stoic Defenders

Hefting their Gromril great hammers, a regiment of Hammerers stands ready to meet the enemy's charge with a flurry of deadly blows.

During a turn in which it was charged by the enemy, a model with this special rule gains a +1 modifier to its Initiative and Attacks characteristics.

	R	S	AP	Special Rules
Great hammers	Combat	S+2	-2	Armour Bane (2), Magical Attacks, Requires Two Hands



Infantry



Hammerers

The most skilled warriors in a Dwarf hold are its Hammerers, individuals drawn from different units, and perhaps even clans, who have proven themselves in uncountable battles, showing not just great strength and martial prowess, but also steadfast loyalty and a bold, courageous nature. In addition to being a formidable fighting unit, the Hammerers act as a king's personal bodyguard, each bound by a sacred oath to protect their liege and, if necessary, lay down their life to fulfil their vow. Outfitted in heavy Dwarf mail, Hammerers wade into combat swinging their weapons in sweeping arcs, smiting their enemies with such vigour that Dwarf battle lines have been known to cheer at the sight of the great hammers rising and falling around their king's banner.

Infantry



Ironbreakers

Most of the Karaz Ankor lies beneath the ground. From the towering vaults and labyrinthine galleries of the holds, to the endless tunnels of the Underway, to the shafts of countless mines, this is a part of the Everlasting Realm that remains a mystery to all but the Dwarfs and their ancestral enemies. All manner of fell creatures lurk below and the Ironbreakers guard the deep abandoned tunnels from those that would otherwise invade the hold. They spend much of their time below ground in the deepest, least visited corners of the Dwarf realm. In these dark places, ambush and rockfall are commonplace hazards and survival is often dependent on wearing the right armour. Accordingly, Ironbreakers wear fine suits of gromril plate as both protection against the dangers of the deep and as a badge of honour.

Ironbreakers

	M	WS	BS	S	T	W	I	A	Ld	Points
Ironbreaker	3	5	3	4	4	1	2	1	9	15
Ironbeard	3	5	3	4	4	1	2	2	9	+7

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, full plate armour and shields

Options:

- Any unit may:
 - Upgrade one model to an Ironbeard (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+7 points per unit
 - Upgrade one model to a musician.....+7 points per unit
- An Ironbeard may replace their shield with one of the following:
 - Brace of drakefire pistols (see below).....+10 points
 - Drakegun (see below).....+10 points
- An Ironbeard may take cinderblast bombs (see opposite).....+15 points
- An Ironbeard may purchase Weapon runes up to a total of.....25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule.....+1 point per model
 - Purchase Standard runes up to a total of.....50 points

Special Rules: Close Order, Gromril Armour, Gromril Weapons, Hatred (Orcs & Goblins), Magic Resistance (-1), Regimental Unit, Resolute, Runes of Protection, Shieldwall, Stubborn

Runes Of Protection

Ironbreakers venture into the dark beneath the world protected from the terrors it hides by rune encrusted suits of gromril armour.

This unit has a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

Brace Of

Drakefire Pistols	R	S	AP	Special Rules
Ranged	12"	5	-1	Armour Bane (2), Dwarf Crafted, Flaming Attacks, Multiple Shots (2), Quick Shot
Combat	Combat	S	-	Extra Attacks (1), Flaming Attacks, Requires Two Hands

Notes: A brace of drakefire pistols has two profiles, representing how the weapons are used in combat.

	R	S	AP	Special Rules
Drakegun	18"	5	-1	Armour Bane (2), Dwarf Crafted, Flaming Attacks, Quick Shot

Irondrakes

	M	WS	BS	S	T	W	I	A	Ld	Points
Irondrake	3	4	4	4	4	1	2	1	9	15
Ironwarden	3	4	5	4	4	1	2	1	9	+6

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, drakeguns (see opposite) and full plate armour

Options:

- Any unit may:
 - Upgrade one model to an Ironwarden (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
- An Ironwarden may replace their drakegun with one of the following:
 - Brace of drakefire pistols (see opposite).....+5 points
 - Trollhammer torpedo (see below).....+15 points
- An Ironwarden may take cinderblast bombs (see below)+15 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule+1 point per model
 - Purchase Standard runes up to a total of.....50 points

Special Rules: Close Order, Detachment, Gromril Armour, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute, Runes of Warding, Stubborn

Runes Of Warding

The armour of an Irondrake protects its wearer from the flames of battle as well as it does from the heat of their drakeguns.

A model with this special rule has a 5+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

	R	S	AP	Special Rules
Cinderblast bombs	8"	5	-1	Flaming Attacks, Quick Shot

Notes: A unit hit by a cinderblast bomb suffers D6+1 hits (rather than the usual one).

	R	S	AP	Special Rules
Trollhammer torpedo	24"	8	-3	Dwarf Crafted, Flaming Attacks, Multiple Wounds (D3)

Infantry



Irondrakes

Irondrakes fight stoically alongside the Ironbreakers in the defence of the endless miles of dark tunnels that form the Underway from the constant attacks of twisted and evil enemies. Similar to their Ironbreaker comrades, Irondrakes wear heavy suits of gromril armour, but where the Ironbreakers engrave their armour with runes of protection, Irondrake armour is inscribed with runes of warding, the better to protect them from the heat of their drakeguns. These short-ranged but potent weapons fire searing blasts of alchemical fury that easily punch fist-sized holes through the flesh of an enemy. When fired in unison and in sufficient numbers, these weapons are capable of flooding even the largest sections of the Underway with unquenchable fire and quickly turning even the largest force of invaders to ash.



Infantry



Dwarf Miners

Even the smallest Dwarf holds are populated with a fair number of Miners. As an underground dwelling race, Dwarfs always need experts at delving into bedrock, and this, coupled with the race's insatiable lust for gold, ensures that all mountain abodes are riddled with any number of deep shafts dug down in search of precious metals and gems. When Dwarfs march to war, many mining clans form regiments to join the battle. As a point of pride, they do not bear axes, but instead wield the same heavy, two-handed mining picks and mattocks they use to laboriously carve out tunnels. There are many benefits to having such troops in an army, notably they can use their skills to tunnel beneath the enemy and gain the advantage of surprise.

Miners

	M	WS	BS	S	T	W	I	A	Ld	Points
Miner	3	4	3	3	4	1	2	1	9	12
Prospector	3	4	3	3	4	1	2	2	9	+6

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, great weapons and heavy armour

Options:

- The entire unit may take blasting charges (see below)+2 points per model
- Any unit may:
 - Upgrade one model to a Prospector (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
- A Prospector may take a steam drill (see below)+20 points
- 0-1 unit per 1,000 points may:
 - Replace the Close Order special rule with Open OrderFree
 - Have the Veteran special rule.....+1 point per model
 - Purchase Standard runes up to a total of.....25 points

Special Rules: Ambushers, Close Order, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute, Vanguard

	R	S	AP	Special Rules
Blasting charges	6"	3	-1	Armour Bane (1), Flaming Attacks, Quick Shot

	R	S	AP	Special Rules
Steam drill	Combat	S+3	-3	Furious Charge, Requires Two Hands, Strike Last

Notes: A unit of Miners held in reserve that includes a Prospector equipped with a steam drill may re-roll the D6 when rolling to determine if they arrive on the battlefield.



Slayers

	M	WS	BS	S	T	W	I	A	Ld	Points
Troll Slayer	3	4	3	3	4	1	2	1	10	12
Giant Slayer	3	5	3	4	4	1	3	2	10	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons

Options:

- Any number of models may take one of the following:
 - Additional hand weapon.....+1 point per model
 - Great weapon.....+2 points per model
- Any number of models may be upgraded to Giant Slayers.....+7 points per model
- Any unit may:
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase Standard runes up to a total of.....50 points

Special Rules:

- Troll Slayers:** Deathblow, Hatred (Orcs & Goblins), Immune to Psychology, Loner, Magic Resistance (-2), Motley Crew*, Open Order, Resolute, Slayer, Unbreakable
- Giant Slayers:** Deathblow, "Fight Me!", Hatred (Orcs & Goblins), Immune to Psychology, Loner, Magic Resistance (-2), Motley Crew*, Open Order, Resolute, Slayer, Unbreakable

**Giant Slayers always occupy the front rank(s) of the unit, pushing past any Troll Slayers to get there if necessary (such as when the unit turns). If a unit that includes a standard bearer and musician includes enough Giant Slayers, both its standard bearer and musician will be Giant Slayers. If a unit that includes a standard bearer and musician includes only one Giant Slayer, that Giant Slayer will be its standard bearer.*

"Fight Me!"

In their quest to seek a mighty doom, Giant Slayers seek out ever more dangerous foes.

Any model with this special rule can issue and accept challenges in the same manner as a character.

Slayer

To persist for long as a Slayer, a warrior must be exceptionally skilled and ferocious.

When this model makes a roll To Wound, a roll of 4+ is always a success, regardless of the target's Toughness.

Infantry



Dwarf Slayers

The Slayer way of life – a constant search for battle and foes – means that Slayers cannot shirk from battle. Thus, in times of need, when the throng gathers, Slayers arrive from the wilderness to join their kin, drawn by the promise of enemies in great numbers to test themselves against, and eager to lend their considerable combat skills to the Dwarf cause. Many desperate wars have been won by the ferocity and sheer determination of the Slayers. Although they prefer to hew down towering monsters they will, at need, turn their axes to scything down any enemy. Even when bloodied and battered after a battle's end, they will pause only long enough to slake their thirst before beginning their doomed quest anew.



Cavalry



Gyrocopters

Gyrocopters are flying machines whose rotor blades are propelled by an ingenious lightweight steam engine. They were invented by the Engineers Guild, although it took many centuries before the flying machines gained acceptance from the more conservative Dwarfs. As the legend goes, the inventor was inspired by watching Dragons swooping down from inaccessible mountain crags to combine the function of wings with that of the engines used to drive drilling machines.

Although originally used to fly over difficult mountain terrain, and to drop supplies and messages to beleaguered settlements besieged by foes, the Gyrocopter was soon tested over battlefields with great success. Now, even small strongholds have an airborne fleet and skilled Engineer pilots as part of their throng.

Gyrocopters

	M	WS	BS	S	T	W	I	A	Ld	Points
Gyrocopter	1	4	3	4	5	3	2	2	9	60

Troop Type: Monstrous cavalry
Base Size: 50 x 50 mm
Unit Size: 1-6
Equipment: Hand weapon, steam gun (see below) and armoured fuselage (counts as full plate armour)

Options:

- Any Gyrocopter may replace its steam gun with one of the following:
 - Brimstone gun (see below)+5 points per model
 - Clattergun (see below)+10 points per model

Special Rules: Dive Bomb, Fire & Flee (9), Impact Hits (D3), Skirmishers, Swiftstride, Vanguard

Dive Bomb

Gyrocopters carry small bombs fitted with mechanical flints to light their fuse. Once the fuse is lit, the pilot must quickly release the bomb. All too often unlit bombs are dropped or, worse, lit bombs are not dropped at all!

Once per game, a unit with this special rule may perform a 'Dive Bomb' attack against a single enemy unit that is not engaged in combat. To do so, this unit must move (by flying) over the unit it wishes to attack during the Remaining Moves sub-phase. Once this unit's movement is complete, the enemy unit suffers D6 Strength 3 hits, each with an AP of -1, for each model in this unit that moved over it. However, for each roll of a natural 1 made when determining the number of hits, a bomb has misfired and this unit loses a single Wound instead.

	R	S	AP	Special Rules
Steam gun	N/A	3	-1	Breath Weapon

	R	S	AP	Special Rules
Brimstone gun	18"	5	-2	Dwarf Crafted, Flaming Attacks, Multiple Shots (D3+1), Quick Shot

	R	S	AP	Special Rules
Clattergun	24"	4	-1	Armour Bane (1), Dwarf Crafted, Move & Shoot, Multiple Shots (D6), Quick Shot



Gyrobombers

	M	WS	BS	S	T	W	I	A	Ld	Points
Gyrobomber	1	4	3	4	5	4	2	2	9	95

Troop Type: Monstrous creature

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Hand weapon, steam gun and armoured fuselage (counts as full plate armour)

Options:

- Any Gyrobomber may replace its steam gun with one of the following:
 - Brimstone gun (see opposite)+5 points per model
 - Clattergun (see opposite)+10 points per model

Special Rules: Bombing Run, Close Order, Fly (8), Impact Hits (D3+1), Swiftstride

Bombing Run

Armed with mechanical racks that bristle with Grudgebuster bombs, Gyrobombers stream over the Dwarf battle lines seeking to obliterate the foe's largest formations.

This model may perform a 'Bombing Run' attack against a single enemy unit that is not engaged in combat. To do so, this model must move (by flying) over the unit it wishes to attack during the Remaining Moves sub-phase. Once this model's movement is complete, roll on the Bombing Run table below:

Bombing Run Table

D6 Result

- 1 Premature Detonation:** The release mechanism jams and a bomb explodes prematurely. This model loses a single Wound.
- 2 Dud:** A solitary bomb is released, but fails to detonate before landing squarely upon the head of an unfortunate enemy. The enemy unit loses a single Wound.
- 3-4 Direct Hit:** A cluster of bombs lands directly on-target. Place a large (5") blast template so that its central hole is directly over the centre of the enemy unit. Once placed, the template will scatter D6". Any model whose base lies underneath the template's final position risks being hit and suffering a single Strength 4 hit with an AP of -1.
- 5-6 Bombs Away:** A cluster of bombs is released, falling over a wide area. Place two small (3") blast templates so that their central hole is over the enemy unit. Once placed, each template will scatter D6". Any model whose base lies underneath a template's final position risks being hit and suffering a single Strength 4 hit with an AP of -1.

Cavalry



Gyrobombers

Since the flight of the first Gyrocopter, Dwarf Engineers have sought ways to upgrade the diminutive craft's payload. There were times, such as when Orc and Goblin invasions filled the valleys, swarming up a mountain's flanks to besiege a Dwarf stronghold, that no number of Gyrocopters buzzing around the enemy's flanks were able to break up the attack. With some careful reconfiguration, the Engineers Guild were able to significantly increase the size and number of bombs carried. Thus was the Gyrobomber invented. Armed with their impressive bomb racks filled with multiple rows of devastating grudgebuster bombs and a choice of potent nose-mounted guns, Gyrobombers stream over the Dwarf battle lines seeking to obliterate the foe's largest formations.



War Machine



Bolt Throwers

Tried and true, many clans still swear by the Bolt thrower – a war machine the Dwarfs have used since the days of the Ancestor Gods. Bolt throwers are large versions of crossbows, able to fire a huge bolt over a long distance. Reliable and accurate, some Bolt throwers have been in service for thousands of years, yet they can still bring down a flying Wyvern or skewer a Troll.

Grudge Throwers

Catapults were one of the earliest of the Dwarf-made war machines and have been used to command the approaches to Dwarf strongholds for many millennia. During the War of Vengeance, so wrathful were the Dwarfs that they began the practice of inscribing grudges on the rocks used as ammunition. This custom stuck, and many believe that a catapult is only as good as the grudges it throws.

Bolt Throwers

	M	WS	BS	S	T	W	I	A	Ld	Points
Bolt Thrower	-	-	-	-	6	3	-	-	-	55
Dwarf Crew	3	3	3	3	4	3	2	3	9	-

Troop Type: War machine
Base Size: 50 x 50 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Bolt thrower, hand weapons and light armour

Options:

- May purchase Engineering runes up to a total of.....100 points

Special Rules: Hatred (Orcs & Goblins), Magic Resistance (-1), Skirmishers, Stubborn

Grudge Throwers

	M	WS	BS	S	T	W	I	A	Ld	Points
Grudge Thrower	-	-	-	-	7	3	-	-	-	95
Dwarf Crew	3	3	3	3	4	3	2	3	9	-

Troop Type: War machine
Base Size: 50 x 75 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Stone thrower, hand weapons and light armour

Options:

- May purchase Engineering runes up to a total of.....100 points

Special Rules: Hatred (Orcs & Goblins), Magic Resistance (-1), Skirmishers, Stubborn



Cannon

	M	WS	BS	S	T	W	I	A	Ld	Points
Cannon	-	-	-	-	7	3	-	-	-	100
Dwarf Crew	3	3	3	3	4	3	2	3	9	-

Troop Type: War machine

Base Size: 50 x 50 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Cannon, hand weapons and light armour

Options:

- May purchase Engineering runes up to a total of.....100 points

Special Rules: Hatred (Orcs & Goblins), Magic Resistance (-1), Skirmishers, Stubborn

Organ Guns

	M	WS	BS	S	T	W	I	A	Ld	Points
Organ Gun	-	-	-	-	7	3	-	-	-	120
Dwarf Crew	3	3	3	3	4	3	2	3	9	-

Troop Type: War machine

Base Size: 50 x 50 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Organ gun, hand weapons and light armour

Special Rules: Hatred (Orcs & Goblins), Magic Resistance (-1), Skirmishers, Stubborn

Flame Cannon

	M	WS	BS	S	T	W	I	A	Ld	Points
Flame Cannon	-	-	-	-	6	3	-	-	-	125
Dwarf Crew	3	3	3	3	4	3	2	3	9	-

Troop Type: War machine

Base Size: 50 x 75 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Fire thrower, hand weapons and light armour

Special Rules: Hatred (Orcs & Goblins), Magic Resistance (-1), Skirmishers, Stubborn

War Machine



Cannon

One of the most potent of war machines, a cannon can shatter the most heavily armoured foe, pour shot into massed enemy formations, level a foe's cities or fortifications and topple the largest of monsters.

Organ Guns

An invention of the Dwarf Engineers Guild, the Organ Gun is so called because its array of barrels resembles the pipes of a musical organ. With all its barrels firing to maximum effect, an Organ Gun has been known to blow away entire enemy units at a time.

Flame Cannon

The Flame Cannon is a deadly weapon capable of inflicting extreme damage. It is a brave Dwarf who volunteers to crew this extraordinary cannon, as there is a strong chance that, when the volatile concoction of hot oil and molten tar is unleashed, the cannon will instantaneously explode!



RUNIC ITEMS

Being extremely resistant to magic and its influence, Dwarfs have learned to use its power by crafting it into magic items such as weapons and armour. The Dwarfs are the greatest of all races when it comes to making magic items. Indeed, many of the most powerful magic weapons used by Elves and Men were, in fact, forged by the Dwarfs.



Rune Magic

Unlike other armies, models in a Dwarfen Mountain Holds army cannot purchase any of the magic items listed in the *Warhammer: the Old World* rulebook. Instead, Dwarfs may be equipped with runic items. These are effectively magic items tailored to your own requirements by purchasing and combining the runes given on the following pages.

Creating A Runic Item

There are five categories of rune: Weapon, Armour, Talismanic, Standard and Engineering. Runes from each of these categories can be inscribed upon an item carried by certain models or units, thus creating a runic item. To do this, simply choose the runes you want a model or unit to have and note down their names and the item they have been inscribed upon when writing your muster list, remembering to add the cost of each rune to that of the model, just as you would for a magic item.

For example, you may wish to inscribe a Weapon rune upon the hand weapon carried by a Dwarf Thane, effectively arming that model with a magic weapon. After choosing from the list of Weapon runes, simply record on your muster list that this Thane wields a hand weapon inscribed with your chosen rune.

Rules Of The Runes

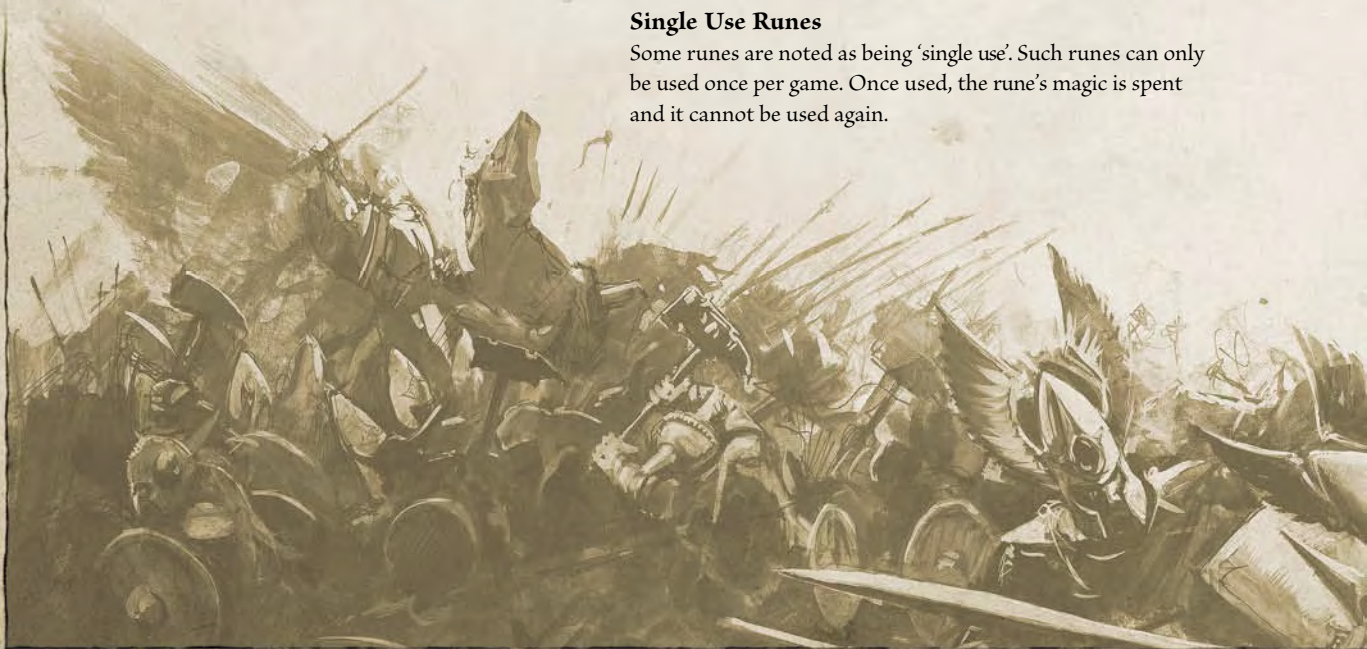
Binding magic in the form of runes is no simple thing, and the creation of runic items is governed by certain unbreakable rules established by runesmiths long ago to avoid calamity. To represent this, all runic items in your army must abide by the following rules:

- 1 **The Rule Of Three:** No single item can have more than three runes. No model can have more than three runes from each category.
- 2 **The Rule Of Form:** No item can have a rune not intended for that item. For example, a hand weapon cannot have an Engineering rune.
- 3 **The Rule Of Pride:** No two runic items in your army can be identical. This applies to items with only a single rune and to items with two or three runes.
- 4 **The Rule Of Jealousy:** Each Master rune may only be chosen once per army. No item can have more than one Master rune.
- 5 **The Rule Of Duplication:** Only runes marked with an asterisk (*) can be duplicated on the same item, combining together and increasing their effect.

It is also important to remember that a runic item is no different in principle to any other magic item, and that all of the usual rules for magic items apply to runic items as well.

Single Use Runes

Some runes are noted as being 'single use'. Such runes can only be used once per game. Once used, the rune's magic is spent and it cannot be used again.



Weapon Runes

Weapon runes can be inscribed upon a hand weapon or great weapon (whatever form it takes). A model cannot have more than three Weapon runes, no matter how many weapons it carries. A weapon with one or more runes inscribed upon it is a magic weapon (as described in the *Warhammer: the Old World* rulebook) and automatically gains the Magical Attacks special rule.

Master Rune Of Smiting.....75 points

The secret of this rune was preserved in the Rundrokikron, an ancient tome kept in the treasure troves of Karak Kadrin.

A weapon inscribed with the Master Rune of Smiting gains the Multiple Wounds (D6) special rule.

Master Rune

Of Skalf Blackhammer.....65 points

Runesmith Skalf forged many hammers of great might, and some maintain that even the hammer of Sigmar, Ghal Maraz itself, was his work.

When making a roll To Wound with a weapon inscribed with the Master Rune of Skalf Blackhammer, a roll of 2+ is always a success, regardless of the target's Toughness.

Master Rune Of Alaric The Mad.....45 points

Alaric the Mad forged the famous Runefangs for the Elector Counts of the Empire before meeting an unknown fate.

No armour save is permitted against wounds caused by a weapon inscribed with the Master Rune of Alaric the Mad (Ward and Regeneration saves can be attempted as normal).

Master Rune Of Dragon Slaying.....35 points

With this mighty rune the Dwarfs have slain many great wyrms and foul creatures of Chaos.

When making a roll To Wound against an enemy whose troop type is 'behemoth' with a weapon inscribed with the Master Rune of Dragon Slaying, a roll of 2+ is always a success, regardless of the target's Toughness.

Master Rune Of Flight.....25 points

This cunning rune has been used to surprise the Dwarfs' foes from afar since the world was young.

Hand weapon only. Once per turn, during the Shooting phase, a weapon inscribed with the Master Rune of Flight can be thrown with the following profile (which may be modified by additional runes):

R	S	AP	Special Rules
12"	S	-	Magical Attacks, Move & Shoot, Quick Shot

Master Rune Of Swiftess.....25 points

This rune was first struck by Thurgrom the Hermit, the last runesmith to study Elven crafts.

The wielder of a weapon inscribed with the Master Rune of Swiftess gains the Strike First special rule.

Master Rune Of Breaking25 points

Runesmiths take pride in seeing the inferior works of other races break beneath a hammerblow.

Any magic weapon carried by an enemy model that suffers one or more unsaved wounds from a weapon inscribed with the Master Rune of Breaking is destroyed and cannot be used for the remainder of the game.

Note that even if their magic weapon is destroyed, the model is still considered to be armed with a hand weapon.



Weapon Runes

Rune Of Parrying35 points

A weapon with this rune moves like quicksilver to block the attacks of the enemy.

Any enemy model that directs its attacks against a model wielding a weapon inscribed with a Rune of Parrying during the Combat phase suffers a -1 modifier to its rolls To Hit.

Rune Of Banishment25 points

First crafted in the days of the Ancestor Gods, the touch of this potent rune is anathema to the creatures of Chaos.

Enemy models with the Warp-spawned special rule cannot make any Ward saves against hits caused by a weapon inscribed with the Rune of Banishment.

Rune Of Fury*25 points

A Rune of Fury is an emblem of the anger all Dwarfs feel towards the enemies of their ancestors.

For each Rune of Fury inscribed upon a weapon, its wielder has a +1 modifier to their Attacks characteristic.

Grudge Rune*20 points

Grudge Runes seek out the enemies of the Dwarfs with unerring accuracy.

For each Grudge Rune inscribed upon a weapon, its wielder may re-roll a single roll To Hit of a natural 1 made during the Combat phase.

Rune Of Might*20 points

A weapon inscribed with Runes of Might can fell a Giant in a flurry of blows.

For each Rune of Might inscribed upon a weapon, its wielder has a +1 modifier to their Strength characteristic.

Rune Of Cleaving*15 points

This rune was first made for mining tools, to allow them to break through rock with ease.

Hand weapon only. For each Rune of Cleaving inscribed upon a weapon, its Armour Piercing characteristic is improved by 1.

Rune Of Striking*15 points

A weapon with this rune moves to strike the foe's most vulnerable area with an uncanny precision.

For each Rune of Striking inscribed upon a weapon, its wielder has a +1 modifier to their Weapon Skill characteristic.

Rune Of Fire10 points

Struck whilst the weapon glows white-hot, a Rune of Fire forever binds the heat of the forge.

The wielder of a weapon inscribed with a Rune of Fire gains the Flaming Attacks special rule.

Rune Of Speed*5 points

This rune enhances its bearer's awareness and quickness, catching unwary enemies by surprise.

Hand weapon only. For each Rune of Speed inscribed upon a weapon, its wielder has a +1 modifier to their Initiative characteristic.



Armour Runes

Armour runes can only be inscribed upon armour. If you give a model an Armour rune, it is inscribed upon the armour that model is equipped with. A model cannot have more than three Armour runes, even if it carries additional equipment such as a shield.

Master Rune Of Adamant.....100 points

The Master Rune of Adamant makes flesh harder than granite and more impervious than steel.

A model wearing armour inscribed with the Master Rune of Adamant has a Toughness characteristic of 10. This rune cannot be combined with any other Armour runes.

Master Rune Of Gromril.....45 points

In its purest form, Gromril holds runes better than any other substance in all the world.

A model wearing armour inscribed with the Master Rune of Gromril has an armour value of 2+, which cannot be improved in any way.

Rune Of Iron35 points

Worked into suits of armour, the potent Rune of Iron increases the durability of the wearer.

A model wearing armour inscribed with a Rune of Iron has +1 Wound on its profile.

Rune Of Fortitude*30 points

Runes of Fortitude turn flesh to iron and turn aside the enemy's blades with ease.

For each Rune of Fortitude inscribed upon their armour, a model has a +1 modifier to its Toughness characteristic (to a maximum of 10).

Rune Of Preservation25 points

The Rune of Preservation was first struck to counter the decapitating blows of Elven swordmasters.

A model wearing armour inscribed with a Rune of Preservation is immune to both the Killing Blow and Multiple Wounds (X) special rules. If the wearer suffers an unsaved wound from an attack with either of these special rules, they lose a single Wound.

Rune Of Shielding*15 points

In ages past, entire regiments would march to war bearing shields struck with the Runes of Shielding.

A model wearing armour inscribed with a single Rune of Shielding has a 6+ Ward save against any wounds suffered. For each additional Rune of Shielding, this Ward save is improved by 1.

Rune Of Stone*5 points

A simple but brittle rune, the Rune of Stone is the first rune taught to apprentice runesmiths.

Single use. For each Rune of Stone inscribed upon their armour, a model may re-roll a single failed Armour Save roll.



Talismanic Runes

Talismanic runes are inscribed upon all manner of small, personal items, such as rings, amulets and bracelets. All models are considered to wear or carry such items onto which Talismanic runes can be inscribed. A model cannot have more than three Talismanic runes.

Master Rune Of Calm50 points

When the power of this rune is unleashed, the Winds of Magic are stilled, leaving enemy Wizards unable to cast even the most simple of spells.

The bearer of the Master Rune of Calm can cast the following Bound spell, with a Power Level of 2:

Type: Hex

Casting Value: 8+/11+

Range: Self

Effect: If this Bound spell is cast with a casting result of 8 or more, enemy Wizards that are within 18" of this model when attempting to cast a spell must increase that spell's casting value by 2. If this Bound spell is cast with a casting result of 11 or more, enemy Wizards that are within 36" of this model when attempting to cast a spell must increase that spell's casting value by 2. This spell lasts until your next Start of Turn sub-phase.

Master Rune Of Balance.....35 points

Forged in the glowing embers of a burning book of spells, this rune hungers after the Winds of Magic.

Anvil of Doom and Dwarf Runesmiths only. Once per turn, the bearer of the Master Rune of Balance may use it when attempting a Wizardly dispel. If they do so, roll an extra D6 when making the Dispel roll and discard the lowest result.



Master Rune Of Spite.....35 points

Created to protect the gates of Dwarfen holds, this rune is cunningly used on many other devices.

Each time the bearer of the Master Rune of Spite loses a Wound to an enemy attack during the Combat phase, the unit that made the attack suffers a Strength 5 hit with an AP of -2.

Rune Of Spellbreaking*25 points

It is said that this powerful rune was first crafted by Grungni and Valaya working as one.

Anvil of Doom and Dwarf Runesmiths only. Single use. The bearer of a Rune of Spellbreaking may use it instead of making a dispel attempt. If they do so, the spell is automatically dispelled with no Dispel roll required.

Rune Of Warding*20 points

Runes of Warding are potent but fragile, and their magic easily expended all too soon.

Single use. Each Rune of Warding gives its bearer a 2+ Ward save against a single wound.

Rune Of Luck*15 points

The runesmith who first struck this rune supposedly acquired a fortune in gold through gambling.

Single use. The bearer of a Rune of Luck may use it to re-roll a single failed roll To Hit or To Wound, or to re-roll a single failed Armour Save roll.

Rune Of The Furnace5 points

Intended to aid Dwarfs working hot forges, this rune has been adapted for use in battle.

The bearer of a Rune of the Furnace has a 3+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

Rune Of Passage.....5 points

This rune causes even the most treacherous of terrain to part and become level underfoot.

The bearer of a Rune of Passage gains the Move through Cover special rule. Any unit joined by the bearer also gains the Move through Cover special rule. Should the bearer leave the unit for any reason, the unit loses this special rule.

Standard Runes

Standard runes can only be inscribed upon a standard carried by a Battle Standard Bearer or by a standard bearer within a unit that has the option to purchase Standard runes. A standard cannot have more than three Standard runes. A unit joined by a Battle Standard Bearer is considered to also be carrying their standard.

Master Rune Of Grungni80 points

This rune stirs the Winds of Magic until their swirling forces protect those that march beneath it.

Battle Standard Bearer only. A unit carrying a standard inscribed with the Master Rune of Grungni has a 5+ Ward save against any wounds suffered. In addition, whilst within 6" of the model carrying this standard, friendly units have a 6+ Ward save against any wounds suffered during the Shooting phase.

Master Rune Of

Stromni Redbeard75 points

This rune was first carved onto the Battle Standard of Durgin, son of Grindo, son of Grimmir.

When calculating its combat result, any friendly unit within the Command range of the model carrying the standard inscribed with the Master Rune of Stromni Redbeard may claim an additional bonus of +1 combat result point.

Master Rune Of Hesitation.....45 points

The presence of this rune causes the enemy to hesitate before the Dwarfen throng and falter in their charge.

An enemy unit that charges the front arc of a unit carrying a standard inscribed with the Rune of Hesitation does not count as having charged for the purposes of choosing which weapon to use or using any special rules it may have.

Note that the unit carrying this rune still counts as having been charged by the enemy unit.

Rune Of Confusion35 points

Under the shadow of this rune, the enthusiasm of charging enemies quickly wanes.

Any enemy unit that charges the front arc of a unit carrying a standard inscribed with the Rune of Confusion makes a disordered charge.

Rune Of Fear30 points

Those that carry this banner to battle seem to tower over the enemy, looming like mythical giants.

A unit carrying a standard inscribed with the Rune of Fear gains the Fear special rule.

Rune Of Battle.....25 points

In ages past, even lesser strongholds and fortified mines had a standard bearing this humble rune.

When calculating its combat result, a unit carrying a standard inscribed with a Rune of Battle may claim an additional bonus of +1 combat result point.

Strollaz' Rune25 points

Tireless by nature, Dwarfs that march beneath Strollaz' Rune become relentless in their advance.

A unit carrying a standard inscribed with Strollaz' Rune gains the Vanguard special rule.

Rune Of Courage15 points

This inspirational rune further bolsters the already considerable courage of all Dwarfs near it.

A unit carrying a standard inscribed with the Rune of Courage automatically passes any Fear or Terror tests it is required to make.



Engineering Runes

Engineering runes can only be inscribed upon a model whose troop type is 'war machine'. These runes are inscribed upon the war machine itself, rather than upon the equipment carried by its crew, meaning that the war machine (but not its crew) gains both the effect of the rune and the Magical Attacks special rule. A war machine cannot have more than three Engineering runes.

Master Rune Of Immolation30 points
Devised so that war machines never fall into enemy hands, this rune is invoked only rarely.

Cannon only. Single use. If a cannon inscribed with the Master Rune of Immolation loses its last Wound to an enemy attack during the Combat phase, it may be exploded by its crew. Every enemy unit in base contact with this model suffers D6 Strength 5 hits with an AP of -2. The cannon is then removed from play as a casualty.

Master Rune Of Disguise25 points
This rune magically distorts the shape of the war machine, rendering it almost invisible.

A war machine inscribed with the Master Rune of Disguise is always considered to be behind full cover.

Rune Of Skewering.....20 points
During the War of the Beard, the Elves paid dearly for their help in crafting this rune.

Bolt throwers only. A bolt thrower inscribed with this rune has a +1 modifier to its Strength characteristic. In addition, no armour save is permitted against wounds caused by a bolt thrower inscribed with a Rune of Skewering (Ward and Regeneration saves can be attempted as normal).

Rune Of Forging*15 points
This rune ensures the war machine is free from imperfections and deadly accurate.

Single use. A war machine inscribed with a Rune of Forging may use it to re-roll a single misfire on the Artillery dice.

Rune Of Burning10 points
Shots fired by a war machine with this rune burst into flames when they strike the target.

A war machine inscribed with a Rune of Burning gains the Flaming Attacks special rule.

Rune Of Reloading.....5 points
War machines inscribed with this rune are almost sentient in their willingness to allow repairs.

A war machine inscribed with a Rune of Reloading can shoot every turn, even if it misfired and malfunctioned during its previous turn.

Stalwart Rune.....5 points
The crew of this war machine will fight with great boldness to defend their beloved engine of war.

When calculating its combat result, a war machine inscribed with a Stalwart Rune may claim a bonus of +1 combat result point.



DWARFEN MOUNTAIN HOLDS

SPECIAL RULES

 A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



On this page you will find a full description for each of the army special rules used by models drawn from the Dwarfen Mountain Holds army list:

Deathblow

Slayers are bitter fighters who seek their doom in battle, yet so fierce is their pride and so sacred are the vows of the Slayer Cult that they are incapable of accepting their fate graciously. Upon their death, a Slayer will use their final breath to strike at the foe.

When a model with this special rule is reduced to zero Wounds by an enemy attack during the Combat phase, the unit that made the attack suffers a Strength 3 hit, with an AP of -1.

Note that if this model is reduced to zero Wounds whilst engaged in a challenge, it is the model that made the attack that suffers this hit, rather than its unit.

Dwarf Crafted

Dwarfs craft missile weapons with a skill and precision of both form and function that is not seen in the weapons of other races.

Models with this special rule do not suffer the usual -1 To Hit modifier when making a Stand & Shoot charge reaction.

Gromril Armour

The metal the Dwarfs call gromril is the toughest and sturdiest in the known world, able to turn aside any blow. Armour forged of gromril is highly coveted for its protective value and full suits of gromril armour are treasured and valued heirlooms.

A model with this special rule may re-roll any roll of a natural 1 made when making an Armour Save roll.

Gromril Weapons

Many Dwarf warriors bear weapons forged of gromril. Such fine weapons, family heirlooms passed down through many generations, possess remarkable sharpness and durability.

A hand weapon carried by a model with this special rule has an Armour Piercing characteristic of -1.

Note that this special rule only applies to a single, ordinary hand weapon. If the model is using two hand weapons or any other sort of weapon, or if their hand weapon is inscribed with any Weapon runes, this special rule ceases to apply.

Resolute

Dwarfs are grim and determined warriors that abandon a position with great reluctance.

Models with this special rule suffer a -1 modifier to the result of any Flee roll or Pursuit roll they make (to a minimum of 1).

Rune Lore

Dwarf runesmiths are masters of crafting potent runes that entrap raw magic, harnessing its power to be unleashed upon command. At the very heart of their craft lies the ability to resist and confound the petty conjurings of mere Wizards.

A model with this special rule may be nominated to attempt a Wizardly Dispel, as if it were a Wizard. For the purposes of Wizardly Dispel attempts:

- An Anvil of Doom counts as a level 3 Wizard
- A Runelord counts as a Level 2 Wizard
- A Runesmith counts as a Level 1 Wizard









Heedless of his own safety, a Dragon Slayer leaps into the massed ranks of his bestial foes to meet his doom.



A unit of Dwarf miners, armed with great weapons. The prospector wields a steam drill.



An organ gun and its crew.



A Dwarf Thane, armed with a rune-encrusted warhammer.

A Dwarf Engineer, armed with a brace of pistols.

A Dwarf Runelord with an Oathstone.

A Dwarf Runesmith.



Protected by the firepower of the Thunderers, a Dwarf Engineer oversees the careful preparation of a deadly flame cannon.



THE EMPIRE OF MAN

The Empire is both one of the largest and most powerful realms of Man in the Old World, and a land torn asunder by civil war. Where once the powerful states and provinces stood shoulder to shoulder, united against their common enemies, today they stand alone, divided by politics. In recent years, the question of which great lord should bear the title of Emperor has divided the land further, causing the armies of the Elector Counts to be forever on the march.



Sigmar's Empire

The nation that would grow to become the Empire took its first fledgling steps nearly two and a half thousand years ago, and much of what is known of it comes from the Dwarf records of the time. The long wars between the Dwarfs and Elves were over; the Dwarfs had retreated to their mountain holds in the Worlds Edge Mountains and the Elves abandoned their cities on the Old World, crossing the sea back to the safety of their islands. Though the Dwarfs remained, their influence was much weakened, for many of their most powerful kings were dead and their holds overrun. When the mountains of the east erupted in flames and were riven by mighty earthquakes, the power of the Dwarfs was finally broken and a new enemy was to rise in strength and ambition – Orcs and Goblins.

Hordes of the destructive brutes poured across the Worlds Edge Mountains, through the passes previously guarded by Dwarf fortresses, to ravage the lands west of the mountains. As the Dwarf realm reeled from the never ending attacks of Orcs and Goblins, many Human tribes began migrating southwards: Unberogens, Teutogens, Thuringians, Cherusens, Norsii and Merogens to name but a few. Fighting in common cause against Orc and Goblin warlords, it is certain that both Dwarfs and Men quickly recognised great potential in one another. The Dwarfs saw allies who could help them win back their lost empire, and Men were eager to learn the secrets of metalworking and the means of forging strong weapons of iron.

These early human tribes were a far cry from the civilised Men of the Empire today; clad in rough furs, they dwelt in mud huts and carried crude weapons of stone or bronze. The Dwarf records tell that these Men were fierce and courageous, battling the hordes of Orcs and Goblins for possession of the dark forests. The mightiest of these Men was known as Sigmar, the first son of the Unberogen chieftain, whose birth was heralded by a twin-tailed comet blazing across the sky. Sigmar was a warrior of great nobility and strength, a true friend to the Dwarfs and, by the time of his coronation as Emperor, a renowned warrior who had swung his mighty warhammer, Ghal Maraz, in scores of battles against his enemies.

Yet, Sigmar's reign could not last forever, and though he ruled wisely from his capital of Reikdorf (later renamed Altdorf) for fifty years and saw the rough villages of his people blossom and grow into great towns and cities, in his eightieth year Sigmar would abdicate his throne and set off into the east, passing from the lands of Men and into legend. In his absence, the tribal chieftains that had ruled under him elected a successor and, for a time, the Empire continued to thrive.

But peace in the Empire would not last, for Mankind is ever warlike and quarrelsome. Men are eternally jealous and suspicious of their neighbours in equal measure, and strife amongst even the closest of allies is a surety. Within a hundred years of Sigmar's disappearance, rivals for his throne were plotting and politicking. Within a thousand, plots had turned to threats and the threat of civil war began to loom...



The Empire Of Man

The Empire lies at the heart of the Old World and it is the most powerful of all the realms of Men. But it is a realm in constant turmoil, beset on all sides by the ferocious and the unholy and seemingly irrevocably torn asunder from within by the war-mongering of power-hungry Elector Counts, more interested in battling against their rivals over the Imperial throne than uniting against their enemies. Truly, the Empire is a land of ever-present danger where death and war are never far away. Yet, despite the bloodshed, this great nation endures still, its cosmopolitan cities and military strongholds forming bulwarks against the sea of savagery.

The Empire stretches from the shores of the icy Sea of Claws in the north to the cloud-wreathed peaks of the soaring Black Mountains in the south. It is a land covered by dense, primordial forests and surrounded by mountain ranges, all infested by murderous brigands, the roving warbands of Chaos Champions, foul mutants and ravenous monsters. Isolated against this treacherous backdrop are prosperous cities, where skilled craftsmen and affluent merchants trade their wares, and where brave soldiers and noble statesmen work to safeguard the Empire's future.

Beneath this veneer of sophistication, however, the Empire is a brooding land full of ignorance and superstition, where fearful peasants clutch talismans to ward off evil sorceries and appease the gods of old. In stark contrast to the wealthy districts are slums, rife with thieves, vagabonds and heretical cults that prey on their fellow man. All aspects of human endeavour can be found within the Empire, and for every noble hero that walks the streets, there is a murderous cutthroat lurking nearby in their footsteps.

The Armies Of State

A mass of brightly uniformed infantry forms the bulk of every Empire army. Disciplined ranks of Spearmen and grim Halberdiers march into battle alongside companies of flamboyant Swordsmen, their advances covered by the fire of vast blocks of Archers, Handgunners and Crossbowmen.

Countless thousands of these loyal soldiers stand ready to defend their realm. Beside these brave troops march disillusioned bands of Flagellants, fiery Warrior Priests and grim Witch Hunters tasked with dealing out righteous retribution to the manifold evils of the world.

The armies of the Empire's many warring states can also call upon the expertise of the famous Gunnery School which, from prolific forges within the free state of Nuln, produces an endless supply of mighty cannons and mortars to blast the foe from afar. Alongside the tried and true guns of the Gunnery School, the armies of the Empire readily employ the experimental creations of the Imperial Engineers School, the inventive students of which eagerly supply some of the most unpredictable and deadly tools of war imaginable to sponsors from all corners of the Empire. Both revered institutions claim no political affiliation, and seem content to sell their weapons of war without any thought for how such weapons might be used to further the ambitions of warring Electors.

Finally, the armies of the Empire are bolstered by the heavy cavalry of the Knightly Orders, noble-born warriors clad in the finest polished steel. When war calls, the Grand Masters of the Knightly Orders lead their men forth, galloping towards the foe in sweeping charges as they drive their lances deep into the heart of the enemy battle line.

The Old Alliance

In the history of the world, there has never been a greater alliance than that struck between the ancient tribes of Men and the Dwarfs, for in Sigmar, the Dwarfs found an ally worthy of their respect and trust. Dwarfs have long memories and they have not forgotten Sigmar's deeds, nor the pledge of friendship they made with the barbarian king. Thus, they will always march in defence of the old alliance – for in a world infested by savage enemies, true friends are hard to find.



THE EMPIRE OF MAN ARMY LIST

This page details the Grand Army composition list for the Empire of Man. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.



This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 General of the Empire or Grand Master per 1,000 points
- 0-1 Lector of Sigmar or High Priest of Ulric per 1,000 points
- Captains of the Empire, Wizard Lords, Master Mages, Chapter Masters, Witch Hunters, Priests of Sigmar, Priests of Ulric and Empire Engineers
- 0-1 War Altar of Sigmar (taken as a mount for a Lector of Sigmar)

Core

At least 25% of your army's points value must be spent on:

- 0-1 unit of Veteran State Troops per 1,000 points
- State Troops, State Missile Troops, Free Company Militia, Empire Archers and Empire Knights

Special

Up to 50% of your army's points value may be spent on:

- 0-1 unit of Inner Circle Knights per 1,000 points
- Empire Greatswords, Pistoliers, Outriders and Demigryph Knights
- 0-3 war machines chosen from the following list per 1,000 points:
 - Great Cannon
 - Mortar

Rare

Up to 25% of your army's points value may be spent on:

- Flagellants
- 0-1 war machine chosen from the following list per 1,000 points:
 - Helblaster Volley Gun
 - Helstorm Rocket Battery
- 0-1 Steam Tank per 1,000 points

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Empire of Man Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Dwarfen Mountain Holds
 - Kingdom of Bretonnia
 - Wood Elf Realms (Suspicious)

Battle Standard Bearer

A single Captain of the Empire in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.



Character



Commanders of the Empire

The armies of the Empire are led by warriors well-trained to direct their forces as effortlessly as a swordsman wields a blade. First and foremost amongst these great leaders are the Elector Counts, inspirational and famous individuals whose mere presence can steady a wavering battle line. Others are trusted officers chosen to lead their province's forces. Many such officers will also be of noble birth, educated in martial pursuits from an early age – falconry, swordsmanship and hunting Beastmen in the forests. Still others have risen through the ranks from humble origins. But regardless of their station, the vast majority will be tried and tested veterans of many years who have a fine understanding of the craft of soldiering, having spent most of their lives fighting.

Commanders Of The Empire

	M	WS	BS	S	T	W	I	A	Ld	Points
General of the Empire	4	5	5	4	4	3	5	3	9	90
Captain of the Empire	4	5	5	4	4	2	4	2	8	45

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
 - Halberd.....+3 points
 - Lance (if appropriately mounted).....+4 points
 - Handgun.....+6 points
 - Longbow.....+4 points
- May take any of the following:
 - Pistol.....+5 points
 - Brace of pistols.....+10 points
- May take a shield.....+2 points
- May replace light armour with:
 - Heavy armour.....+3 points
 - Full plate armour.....+6 points
- May be mounted.....[See page 55](#)
- A General of the Empire may purchase magic items up to a total of100 points
- A Captain of the Empire may purchase magic items up to a total of50 points

Special Rules: "Hold the Line!", Rallying Cry

"Hold The Line!"

To command an army of the Empire, one must be a proven veteran, worthy of respect. The grim determination and dedication to duty of such an individual is both an inspiration and an example to the soldiers they command.

This character and any unit they have joined automatically passes any Panic tests they are required to make.



Empire Wizards

	M	WS	BS	S	T	W	I	A	Ld	Points
Wizard Lord	4	4	3	3	4	3	3	2	8	130
Master Mage	4	3	3	3	3	2	3	1	7	60

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Wizard Lord is a Level 3 Wizard. A Master Mage is a Level 1 Wizard. Every Wizard knows spells from one of the following Lores of Magic:

- Battle Magic
- Daemonology
- Dark Magic
- Elementalism
- Illusion
- Necromancy

Options:

- May be mounted.....[See page 55](#)
- A Wizard Lord may:
 - Be a Level 4 Wizard.....+30 points
 - Purchase magic items up to a total of.....100 points
- A Master Mage may:
 - Be a Level 2 Wizard.....+30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Magical Attacks, Magic Resistance (-1)



Character



Wizards of the Old World

The status of Wizards varies greatly from one province of the Empire to another. In the Reikland, seat of the Cult of Sigmar, magic is universally outlawed and its practitioners, when caught, are burnt at the stake as witches. In neighbouring Talabecland, by contrast, where the worship of Taal is commonplace, Wizards enjoy greater freedom to practise their craft.

Yet, wherever Wizards reside, superstition and distrust of their powers is rife amongst common folk, leading most sensible Wizards to seek the favour and protection of Imperial nobles and military officers. As such, practitioners of magic can be found in courts and barracks across the Empire, masquerading as wise advisers and trusted counsellors, only revealing the extent of their powers when called upon to do so in battle.

Character



Grand Masters

The Knightly Orders of the Empire are organised along strict lines of hierarchy, with every novice trained in martial virtues and the chivalric code until they are ready to take up the mantle of a fully-fledged knight. As a warrior attains honour on the battlefield and proves their worth, they will ascend through the ranks of their Order, hoping one day to join the Order's veteran knights in the inner circle. From here, the most capable warriors can progress to command their own chapter house and, perhaps one day, attain the rank of Grand Master. When an Imperial noble petitions a Knightly Order for aid, it is sometimes a condition that the Chapter Master or Grand Master personally take command of the army.

Masters Of The Knightly Orders

	M	WS	BS	S	T	W	I	A	Ld	Points
Grand Master	-	6	3	4	4	3	6	4	9	145
Chapter Master	-	5	3	4	4	2	5	3	8	75

Troop Type: Heavy cavalry (character)
Base Size: (as mount)
Unit Size: 1
Equipment: Hand weapon and heavy armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
 - Lance.....+4 points
- May take a shield.....+2 points
- Must be mounted on one of the following:
 - Barded Warhorse.....[See page 55](#)
 - Pegasus.....[See page 56](#)
 - Demigryph.....[See page 56](#)
- May replace heavy armour with full plate armour.....+3 points
- A Grand Master may purchase magic items up to a total of.....100 points
- A Chapter Master may purchase magic items up to a total of.....50 points

Special Rules: Counter Charge, First Charge, Immune to Psychology, Master of Battle, Rallying Cry, Stubborn, Swiftstride, Veteran

Master Of Battle

The masters of the Knightly Order are bold and ferocious warriors, fearless in the face of even the most terrifying enemies.

If this model joins a unit of Empire Knights, Inner Circle Knights or Demigryph Knights, that unit will gain the Immune to Psychology special rule. Should this model leave a unit it has joined for any reason, that unit loses this special rule.



Witch Hunters

	M	WS	BS	S	T	W	I	A	Ld	Points
Witch Hunter	4	4	4	4	4	2	5	2	8	55

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- May take one of the following:
 - Crossbow+6 points
 - Handgun.....+6 points
- May take one of the following:
 - Pistol.....+5 points
 - Brace of pistols.....+10 points
- May be mounted.....[See page 55](#)
- May purchase magic items up to a total of50 points

Special Rules: Immune to Psychology, Killing Blow, Suffer Not...

Suffer Not...

Many Witch Hunters stalk the Old World, guided by the teachings of their church and their personal biases to seek out the multifarious enemies of Man and deliver them unto justice.

Each Witch Hunter in your army must have one of the following 'specialisms', chosen when writing your muster list. This specialism indicates which of the many enemies of humanity the Witch Hunter is tasked with hunting. You must tell your opponent which specialism each Witch Hunter in your army has when deploying your army:

- **The Witch:** The Witch Hunter and any unit they have joined gains the Hatred (enemy Wizards) and Magic Resistance (-2) special rules.
- **The Revenant:** The Witch Hunter and any unit they have joined gains the Hatred (Undead models) and Flaming Attacks special rules.
- **The Mutant:** The Witch Hunter and any unit they have joined gains the Hatred (Warriors of Chaos & Beasts of Chaos) and Magic Resistance (-1) special rules.
- **The Daemon:** The Witch Hunter and any unit they have joined gains the Hatred (Daemoniac models) and Magical Attacks special rules.



Character



Witch Hunters

The Empire is a land torn asunder by civil war and besieged by myriad evil threats. In such an environment, it should come as no surprise that the many churches that vie for the faithful servitude of the citizens would take it upon themselves to hunt out evil. Thus, Witch Hunters roam the land in the service of all the great churches and temples, all intent upon casting out that which their patron considers most evil. Zealous templars of Sigmar hunt mutants, heretics and witches, whilst fanatical priests of Morr seek out Necromancers and Vampires. Yet, for all the diversity shown by Witch Hunters, one thing remains constant; their arrival in an isolated town provokes fear and bloodshed.

Character



Priests of Sigmar

Sigmar, the patron god of the Empire, is a warrior god, and to follow his creed is to live a life of battle. The Cult of Sigmar demands that its followers must fight all forms of evil with strength of arm and sword as well as faith, and many of its priests accompany the Empire's armies as they march to war. In this role, they not only lead and inspire troops in battle, but also minister to their spiritual well-being. On many occasions, a rousing speech or tour of camp by a Warrior Priest of Sigmar has restored faith, brought hope or stayed a mutiny when the words of even the most respected general have fallen on deaf ears.

Warrior Priests Of Sigmar

	M	WS	BS	S	T	W	I	A	Ld	Points
Lector of Sigmar	4	5	3	4	4	3	5	3	8	110
Priest of Sigmar	4	4	3	4	4	2	4	2	7	60

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- May take a shield.....+2 points
- May replace light armour with heavy armour+3 points
- May be mounted.....[See page 55](#)
- A Lector of Sigmar may purchase magic items up to a total of100 points
- A Priest of Sigmar may purchase magic items up to a total of.....50 points

Special Rules: Magical Attacks, Magic Resistance (-1), Prayers of Sigmar

Prayers Of Sigmar

The solemn hymns and chanted prayers of Sigmar's Warrior Priests do more than simply strengthen the faith of believers; through them, Sigmar's power is made manifest.

During the Command sub-phase of their turn, this character may attempt to invoke Sigmar's blessings by chanting a single Prayer from the list below and making a Leadership test (using their own Leadership). If this test is passed, the Prayer takes immediate effect:

- **Hammer Of Sigmar:** Until your next Start of Turn sub-phase, this model, its mount and a single friendly unit that is within its Command range when this Prayer is chanted* may re-roll any rolls To Hit or To Wound of a natural 1 made during the Combat phase.
- **Shield Of Faith:** Until your next Start of Turn sub-phase, this model and a single friendly unit that is within its Command range when this Prayer is chanted* has a 5+ Ward save against any wounds suffered during the Shooting phase.
- **Soulfire:** A single enemy unit this model is engaged in combat with immediately suffers D6 Strength 3 hits, each with an AP of -2. These hits have the Flaming Attacks and Magical Attacks special rules.

**Note that if more than one friendly unit is within this model's Command range when this Prayer is chanted, you must tell your opponent which unit is affected.*

Note also that the effects of these Prayers on friendly units are not cumulative. In other words, a friendly unit cannot be affected by the same Prayer more than once during the same turn.



Warrior Priests Of Ulric

	M	WS	BS	S	T	W	I	A	Ld	Points
High Priest of Ulric	4	5	3	4	4	3	5	3	8	110
Priest of Ulric	4	4	3	4	4	2	4	2	7	60

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- May take a shield.....+2 points
- May replace light armour with heavy armour+3 points
- May be mounted.....[See page 55](#)
- A High Priest of Ulric may purchase magic items up to a total of100 points
- A Priest of Ulric may purchase magic items up to a total of50 points

Special Rules: Magical Attacks, Magic Resistance (-1), Prayers of Ulric

Prayers Of Ulric

The ferocious Priests of Ulric beseech the god of battle, wolves and winter to witness the deeds of his brave followers, and to reward their courage and prowess with his blessings.

During the Command sub-phase of their turn, this character may attempt to invoke Ulric's blessings by chanting a single Prayer from the list below and making a Leadership test (using their own Leadership). If this test is passed, the Prayer takes immediate effect:

- **Battle Howl:** Until your next Start of Turn sub-phase, when this model and a single friendly unit that is within its Command range when this Prayer is chanted* makes a Charge roll, you may apply a +D3 modifier to the result. This Prayer may only affect models whose troop type is 'infantry' or 'cavalry'.
- **Winter's Chill:** Until your next Start of Turn sub-phase, any enemy model that directs its attacks against this model, its mount or any unit it has joined during the Combat phase must re-roll any rolls To Hit of a natural 6.
- **Wrath Of Winter:** Until your next Start of Turn sub-phase, this model, its mount and any unit it has joined gains the Multiple Wounds (2) special rule.

**Note that, if more than one friendly unit is within this model's Command range when this Prayer is chanted, you must tell your opponent which unit is affected.*

Note also that the effects of these Prayers on friendly units are not cumulative. In other words, a friendly unit cannot be affected by the same Prayer more than once during the same turn.



Character



Priests of Ulric

Ulric is the mighty god of battle, wolves and winter, a proud warrior-god who expects his followers to make their way in the world by directness, bravery and force of arms. He is acknowledged across the Old World but the centre of his worship is Middenheim, the city of the White Wolf, in the north of the Empire. Ulric is a pragmatic god and his church is less overtly pious than that of Sigmar, rarely inclined to dogmatic preaching. However, Ulric is the patron of soldiers and every priest of his cult is a warrior, first and foremost. Thus, many of his priests find their calling in formal armies and mercenary regiments, strengthening the faith of Ulric's followers by their own example.

Character



Imperial Engineers

Imperial Engineers are eccentric scientists, many of whom can be found in the Imperial Engineers School in Altdorf, tinkering with new and experimental technologies. Their burning need to try out their latest creations also brings them onto the battlefield, where they employ their most successful pieces of machinery to the advantage of their comrades. Engineers are normally occupied sniping at the enemy with a variety of powerful experimental handguns, but sometimes they cannot resist the appeal of being in charge of the artillery fire, muttering incomprehensible gobbledygook and bustling from one machine to another. Even if the gunners are quite puzzled by the Engineers' unintelligible theories about the parabolic motion of projectiles, their presence does increase the accuracy of the artillery.

Engineers

	M	WS	BS	S	T	W	I	A	Ld	Points
Empire Engineer	4	3	4	3	3	2	3	1	7	45

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Options:

- May take one of the following:
 - Grenade launching blunderbuss (see page 77).....+10 points
 - Hochland long rifle (see page 77).....+10 points
 - Repeater handgun.....+8 points
 - Repeater pistol.....+8 points
- May take pigeon bombs (see page 77).....+20 points
- May take light armour.....+3 points
- May purchase magic items up to a total of50 points

Special Rules: Clouds of Soot & Smoke, Master of Ballistics

Clouds Of Soot & Smoke

Imperial guns produce prodigious clouds of smoke, concealing Engineers from enemy fire.

This model is considered to be behind full cover whilst it is within 3" of a friendly unit whose troop type is 'war machine'.

Master Of Ballistics

Learned veterans of the Empire's colleges, Engineers quickly assess the preparation of their war machines and guide their crews towards greater accuracy.

Unless this model is fleeing or engaged in combat, once per turn a friendly Empire war machine that is within its Command range can either use this model's Ballistic Skill characteristic, or re-roll a single Artillery dice.



Character Mounts

A character that can be mounted may choose a mount from the following list. Some mounts are covered in detail on the following pages. Those that are not have their own dedicated entries later in this army list.

A General of the Empire or Captain of the Empire may be mounted on a:

- Barded Warhorse+16 points
- Empire Warhorse+12 points
- Pegasus+30 points
- Demigryph+50 points
- Griffon[See page 70](#)
- Imperial Griffon (Generals of the Empire only).....[See page 70](#)

A Wizard Lord, Master Mage or Witch Hunter may be mounted on a:

- Empire Warhorse+12 points
- Pegasus+30 points
- Imperial Griffon (Wizard Lords only).....[See page 70](#)

A Grand Master or Chapter Master must be mounted on one of the following:

- Barded Warhorse+16 points
- Pegasus+30 points
- Demigryph+50 points

A Lector of Sigmar, Priest of Sigmar, High Priest or Priest Of Ulric may be mounted on a:

- Barded Warhorse+16 points
- Empire Warhorse+12 points
- 0-1 War Altar of Sigmar (Lectors of Sigmar only).....[See page 67](#)

Barded Warhorse

	M	WS	BS	S	T	W	I	A	Ld	Points
Barded Warhorse	7	3	-	3	-	-	3	1	-	+16

Troop Type: Heavy cavalry
Base Size: 30 x 60 mm
Unit Size: 1
Equipment: Iron-shod hooves (counts as a hand weapon) and barding
Special Rules: Counter Charge, First Charge, Swiftstride

Empire Warhorse

	M	WS	BS	S	T	W	I	A	Ld	Points
Empire Warhorse	8	3	-	3	-	-	3	1	-	+12

Troop Type: Light cavalry
Base Size: 30 x 60 mm
Unit Size: 1
Equipment: Iron-shod hooves (counts as a hand weapon)
Special Rules: Fast Cavalry, Swiftstride

Character



Imperial Warhorses

The many states and provinces of the Empire all favour their own unique breeds of horse. The horses of Averland, for example, are famed for their strength and speed, those of the Reikland are thick-boned and renowned for their stamina, and those of Marienburg are prized for their turn of speed and fiery natures. These different character traits and this variety of physical type means that, in the armies of the Empire, different cavalry roles can easily be met by a plentiful supply of horses best suited by reason of type and temperament. Knights and officers of the Empire ride to war mounted upon large and powerful destriers, seemingly unencumbered by the weight of barding and armour they carry. By contrast, light cavalry, such as Pistoliers, are often mounted atop fast and agile horses.

Character



Pegasus

The Pegasus is a winged beast that looks much like a horse, but is cunning and intelligent beyond the measure of any ordinary steed. To be properly tamed, they must be caught and reared as foals, taken from their nests high in the Grey Mountains. Once tamed, they are loyal creatures who willingly obey their masters and respond to the slightest command.

Demigryph

In the heart of the Reikwald Forest there lurks many foul and fearsome creatures. However, there also dwell beasts of a more noble heritage. Of these it is, most famously and frequently, Demigryphs that are chosen as mounts for the most virtuous and battle-hardened knights, for these great beasts have proven themselves as loyal and powerful steeds on countless battlefields in the Empire's proud history.

Pegasus

	M	WS	BS	S	T	W	I	A	Ld	Points
Pegasus	8	3	-	4	-	(+1)	4	2	-	+30

Note: A character mounted on a Pegasus has +1 Wound.

Troop Type: Monstrous cavalry
Base Size: 40 x 60 mm
Unit Size: 1
Equipment: Iron-shod hooves (counts as a hand weapon)
Special Rules: Counter Charge, First Charge, Fly (10), Swiftstride

Demigryph

	M	WS	BS	S	T	W	I	A	Ld	Points
Demigryph	7	4	-	5	-	(+1)	4	3	-	+50

Note: A character mounted on a Demigryph has +1 Wound.

Troop Type: Monstrous cavalry
Base Size: 50 x 75 mm
Unit Size: 1
Equipment: Wicked claws (see below) and barding
Special Rules: Counter Charge, First Charge, Fear, Swiftstride

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-



Empire State Troops

State Troops	M	WS	BS	S	T	W	I	A	Ld	Points
State Trooper	4	3	3	3	3	1	3	1	7	5
Sergeant	4	3	3	3	3	1	3	2	7	+5

Veteran State Troops	M	WS	BS	S	T	W	I	A	Ld	Points
Veteran State Trooper	4	4	3	3	3	1	3	1	7	7
Veteran Sergeant	4	4	3	3	3	1	3	2	7	+5

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+ (5+ if a detachment)
Equipment: Hand weapons and light armour

Options:

- The entire unit may take one of the following:
 - Halberds+1 point per model
 - Thrusting spears+1 point per model
- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Sergeant (champion).....+5 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- Any unit of Veteran State Troops may:
 - Have the Drilled special rule+1 point per model
 - Purchase a magic standard worth up to.....50 points
- A Veteran Sergeant may purchase magic items up to a total of25 points

Special Rules:

- State Troops:** Close Order, Detachment, Regimental Unit,
- Veteran State Troops:** Close Order, Detachment, Regimental Unit, Veteran



Infantry



State Troops

Every province and city-state in the Empire has its own standing army of professional soldiers, equipped and maintained at the expense of that realm. These brave troops are armed with a wide variety of weapons, from spears to handguns, but they are all known collectively as state troops.

State troops are paid as full-time professional soldiers, ready to answer the call to arms at all times. In addition to forming a standing army to repel enemy attack, state troops also serve as city guards, the fire watch and the enforcers of the law. However, most of the time these soldiers spend their days drilling and training with various weapons to the barked instructions of grim-faced sergeants and veteran marksmen.

Infantry



State Troops

Every state trains its regiments to fight together, providing each other with mutual protection on the battlefield. State regiments often march to battle with detachments of differently armed troops to aid them. These detachments form up close to their regimental units, where they guard vulnerable flanks and provide battlefield support, either by joining their regimental units in the bloody melee of close combat, or by showering oncoming enemies with missile fire. Swordsmen fight shoulder to shoulder with Spearmen, the close range parries and ripostes of swords complimenting the longer reach of the spear. Handgunners and Crossbowmen fell their foes with withering volleys of fire, but should a foe survive through such salvos, a detachment of Halberdiers will bravely intercept them, cutting them down with heavy bladed polearms.

State Missile Troops

	M	WS	BS	S	T	W	I	A	Ld	Points
State Missile Trooper	4	3	3	3	3	1	3	1	7	7
Sergeant	4	3	4	3	3	1	3	1	7	+5

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+ (5+ if a detachment)
Equipment: Hand weapons and crossbows

Options:

- The entire unit may replace crossbows with handguns.....+1 point per model
- The entire unit may take light armour.....+1 point per model
- Any unit may:
 - Upgrade one model to a Sergeant (champion).....+5 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician.....+5 points per unit
- A Sergeant may replace their crossbow or handgun with:
 - Brace of pistols.....+5 points
 - Hochland long rifle.....+8 points
 - Repeater handgun.....+5 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule.....+1 point per model
 - Purchase a magic standard worth up to.....25 points

Special Rules: Close Order, Detachment, Regimental Unit



Free Company Militia

	M	WS	BS	S	T	W	I	A	Ld	Points
Militia Fighter	4	3	3	3	3	1	3	1	6	6
Militia Leader	4	3	3	3	3	1	3	2	7	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+ (5+ if a detachment)

Equipment: Mixed weapons (counts as two hand weapons and throwing weapons)

Options:

- Any unit may upgrade one model to a Militia Leader (champion).....+7 points per unit

Special Rules: Detachment, Horde, Impetuous, Levies, Open Order, Warband

Empire Archers

	M	WS	BS	S	T	W	I	A	Ld	Points
Archer	4	3	3	3	3	1	3	1	7	7
Marksman	4	3	4	3	3	1	3	1	7	+5

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons and warbows

Options:

- Any unit may upgrade one model to a Marksman (champion)+5 points per unit
- Any unit may:
 - Have the Fire & Flee special rule+1 point per model
 - Have the Scouts special rule.....+1 point per model

Special Rules: Detachment, Move through Cover, Open Order, Skirmishers, Vanguard



Infantry



Free Companies

Militia are regiments recruited (willingly or not) to fight as required, and no one can foretell how many will answer the count's muster. Some of these troops will be grim mercenaries used to living by the strength of their sword arm, while others will be peasants levied from the local countryside. Consequently, the quality of militia regiments varies wildly.

Archers of the Empire

The Empire's archers are normally organised into small groups of skirmishers who support the regimented units in battle. Trappers and hunters from the wilder, less civilised provinces are often called to serve in such roles. These masters of the wilderness scout ahead of the main body of the army to gather intelligence, disrupt enemy movements and pick off war machine crews with deadly accurate bowfire.

Infantry



Imperial Greatswords

Every member of a Greatsword regiment is a distinguished and decorated veteran of the State Troops, personally chosen to serve amongst the ranks of the elite by their commanding officers. Equipped with deadly two-handed swords and superb suits of full plate armour, Greatswords swear to never give ground to the enemies of the Empire, fighting to the death if need be. The history of the Empire is rich with episodes where these brave soldiers were cut down to a man in a last stand around their banner after all the rest of the army had been defeated. Such devotion is well-rewarded, as veterans of this elite corps are sometimes knighted, a great honour for a humble warrior.

Empire Greatswords

	M	WS	BS	S	T	W	I	A	Ld	Points
Greatsword	4	4	3	3	3	1	3	1	8	11
Count's Champion	4	5	3	3	3	1	3	2	8	+8

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, great weapons and full plate armour

Options:

- Any unit may:
 - Upgrade one model to a Count's Champion (champion).....+8 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit
- A Count's Champion may purchase magic items up to a total of.....50 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule.....+2 points per model
 - Have the Veteran special rule.....+1 point per model
 - Purchase a magic standard worth up to.....50 points

Special Rules: Close Order, Regimental Unit, Stubborn



Flagellants

	M	WS	BS	S	T	W	I	A	Ld	Points
Flagellant	4	3	2	3	3	1	3	1	5	13
Prophet of Doom	4	3	2	3	3	1	3	2	5	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons and flails

Options:

- Any unit may:
 - Upgrade one model to a Prophet of Doom (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit

Special Rules: Close Order, Fanatical Zeal, Feel No Pain, Furious Charge, Immune to Psychology, Impetuous, Hatred (all enemies), Unbreakable

Fanatical Zeal

Flagellant warbands are viewed with a mixture of fear and disdain by more level-headed soldiers. As a result, few are willing to fight amongst their ranks.

A unit with this special rule can be joined by a Lector of Sigmar or a Priest of Sigmar.

However, these are the only characters that can join this unit. A Lector of Sigmar or Priest of Sigmar that joins a unit of Flagellants is considered to have the Unbreakable special rule for as long as they remain with the unit.

Note that a unit with the Unbreakable special rule cannot normally be joined by a character without it. This rule provides an exception that represents the fanaticism of Sigmar's priesthood.

Feel No Pain

Driven into a frenzied euphoria by their hymns and prayers, and goaded to battle by the bite of their flails, Flagellants appear almost immune to the weapons of the enemy.

A model with this special rule has:

- A 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.
- A 5+ Ward save against any wounds suffered that were caused by a non-magical enemy attack with a Strength 5 or higher.



Infantry



Flagellants

The Old World is a dangerous and often cruel place, where war, plague and the vagaries of nature can destroy whole towns and force their inhabitants to become beggars, vagabonds and brigands. It is probably no wonder that many are driven mad by the terrible hardships that they suffer, and many see their condition as a sign that they are living in the last days of a dying world. It is quite common for these hordes of penniless zealots to band together under the leadership of some ranting madman, a preacher of apocalyptic doom. These bands travel the towns and cities of the Old World, following in the wake of marching armies to spread their nightmarish vision of doom and despondency.

Cavalry



Pistoliers

Regiments of Pistoliers are recruited from the younger sons and daughters of Imperial nobles eager to win their spurs as knights and for whom the clarion call to arms pounds in their veins. Some may gather their friends and form regiments of their own, but most join the ranks of the Pistolkorps, a semi-formal organisation funded by the College of Engineers and several Knightly Orders. In battle, Pistoliers act as light cavalry who gallop around the enemy flanks, disrupting formations and launching devastating hit-and-run attacks with their pistols blazing. Equipped from the opulent armouries of their families, each Pistolier cuts a dashing figure with their flamboyant livery, plumed helmet and brace of pistols.

Pistoliers

	M	WS	BS	S	T	W	I	A	Ld	Points
Pistolier	-	3	3	3	3	1	3	1	6	16
Veteran	-	3	4	3	3	1	3	1	7	+8
Empire Warhorse	8	3	-	3	-	-	3	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Pistoliers:** Hand weapons, brace of pistols and heavy armour
- **Empire Warhorse:** Iron-shod hooves (counts as a hand weapon)

Options:

- Any unit may:
 - Upgrade one model to a Veteran (champion)+8 points per unit
 - Upgrade one model to a musician+6 points per unit
- A Veteran may replace their brace of pistols with:
 - Grenade launching blunderbuss (see page 77)+5 points
 - Repeater handgun+5 points
 - Repeater pistolFree
- 0-1 unit per 1,000 points may have the Vanguard special rule.....+2 points per model

Special Rules: Counter Charge, Fast Cavalry, Fire & Flee, Impetuous, Open Order, Skirmishers, Swiftstride



Outriders

	M	WS	BS	S	T	W	I	A	Ld	Points
Outrider	-	3	4	3	3	1	3	1	7	19
Sharpshooter	-	3	5	3	3	1	3	1	7	+6
Empire Warhorse	8	3	-	3	-	-	3	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 4+

Equipment:

- **Outriders:** Hand weapons, pistols, repeater handguns and heavy armour
- **Empire Warhorse:** Iron-shod hooves (counts as a hand weapon)

Options:

- Any unit may:
 - Upgrade one model to a Sharpshooter (champion).....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
- A Sharpshooter may replace their repeater handgun with:
 - Brace of pistolsFree
 - Grenade launching blunderbuss ([see page 77](#)).....+10 points
 - Repeater pistol.....Free

Special Rules: Fast Cavalry, Fire & Flee, Open Order, Skirmishers, Swiftstride, Vanguard

Cavalry



Outriders

Most of the young men and women who survive their time in the Pistoliers go on to join a Knightly Order and put the skills and scars they have earned to good use as a fully armoured knight. Others, for whom the thrill and excitement of life in the Pistoliers is too hard to relinquish, stay with their regiment or go on to become drill instructors in the Pistolkorps. These veterans typically wear more ornate armour and frequently lead the headstrong Pistoliers into battle. At other times, they form separate regiments of Outriders for the College of Engineers, each equipped with deadly repeater handguns, weapons capable of unleashing devastating storms of lead at long range.

Cavalry



Knightly Orders

The noble-born warriors of the Empire do not form part of any state's standing army or rub shoulders with the common soldiery. Instead, they typically fight for one of the Knightly Orders; heroic brotherhoods of warriors who ride into battle atop mighty barded warhorses. Knights are magnificent figures, clad in gleaming suits of heavy plate armour and armed with weaponry of the finest quality. The sight of a regiment of knights charging full tilt at the enemy is a terrifying prospect for the Empire's foes to face. As the knights thunder onwards, they are likened to an avalanche of steel and muscle, and those enemies not spitted on the end of sharpened lances are crushed beneath the trampling of iron-shod hooves.

Empire Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Empire Knight	-	4	3	3	3	1	3	1	8	21
Preceptor	-	4	3	3	3	1	3	2	8	+6
Barded Warhorse	7	3	-	3	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 4+

Equipment:

- **Knights:** Hand weapons, heavy armour and shields
- **Barded Warhorse:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- The entire unit must take one of the following:
 - Great weapons+1 point per model
 - Lances+1 point per model
 Or:
 - May replace shields with great weaponsFree
- Any unit may:
 - Upgrade one model to a Preceptor (champion)+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to25 points
- A Preceptor may purchase magic items up to a total of25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule+1 point per model
 - Have the Stubborn special rule+2 points per model

Special Rules: Close Order, Counter Charge, First Charge, Swiftstride



Inner Circle Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Inner Circle Knight	-	4	3	4	3	1	4	1	9	29
Inner Circle Preceptor	-	4	3	4	3	1	4	2	9	+7
Barded Warhorse	7	3	-	3	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 4+

Equipment:

- **Inner Circle Knights:** Hand weapons, full plate armour and shields
- **Barded Warhorse:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- The entire unit must take one of the following:
 - Great weapons+1 point per model
 - Lances+1 point per model
 Or:
 - May replace shields with great weaponsFree
- Any unit may:
 - Upgrade one model to an Inner Circle Preceptor (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Have the Stubborn special rule+2 points per model
 - Purchase a magic standard worth up to50 points
- An Inner Circle Preceptor may purchase magic items up to a total of50 points

Special Rules: Close Order, Counter Charge, Drilled, First Charge, Inner Circle, Swiftstride, Veteran

Inner Circle

Knights of the Inner Circle are counted amongst the best warriors of the Empire, and when they go to war it is only to fight the most diabolical enemies. The presence on the battlefield of even a single regiment of Inner Circle knights is worth many times their number.

When engaged in combat, a model with this special rule (but not its mount) may re-roll any rolls To Hit of a natural 1.

Cavalry



The Inner Circle

Knightly Orders are organised along strict lines of hierarchy, and every knight adheres rigidly to the codes of conduct and etiquette their station demands. At the top of this hierarchy are the Knights of the Inner Circle, an elite warrior-brotherhood of the order's most celebrated veterans. These heroic warriors epitomise the warrior virtues of the Knightly Orders for they have accomplished mighty feats of arms, slaying their foes on countless battlefields. The Knights of the Inner Circle are the elite of the elite, and amongst the best fighting men of the entire Empire. When the courageous Knights of the Inner Circle go to war it is only to fight the most diabolical enemies, and their presence on the battlefield is worth many times their number.



Cavalry



Demigryph Knights

Amongst some Knightly Orders, the final trial laid before one that would join the Inner Circle is to capture a Demigryph and break it to their will. Unsurprisingly, many fail and are torn to bloody ribbons. As a result, there are relatively few Demigryph Knights in the Empire and even the Knights Griffon, who count dozens of these majestic beasts amongst the honoured tenants of their magnificent stables, still rely primarily on more conventional steeds. In battle, Demigryph Knights prefer to engage the enemy in protracted assaults where the strength and endurance of their fearsome mounts becomes decisive. Demigryphs are well-suited to the savage and bloody nature of such fighting, with their claws and razor-sharp beaks cutting a bloody swathe through their foes.

Demigryph Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Demigryph Knight	-	4	3	4	4	3	4	1	8	58
Demigryph Preceptor	-	4	3	4	4	3	4	2	8	+7
Demigryph	7	4	-	5	-	-	4	3	-	-

Troop Type: Monstrous cavalry

Base Size: 50 x 75 mm

Unit Size: 2-12

Equipment:

- **Demigryph Knights:** Hand weapons, heavy armour and shields
- **Demigryph:** Wicked claws (see below) and barding

Options:

- The entire unit must take one of the following:
 - HalberdsFree
 - LancesFree
- Any unit may:
 - Upgrade one model to a Demigryph Preceptor (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic standard worth up to50 points
 - Replace heavy armour with full plate armour+5 points per model
- A Demigryph Preceptor may purchase magic items up to a total of50 points

Special Rules: Close Order, Counter Charge, First Charge, Fear, Swiftstride

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-



War Altar Of Sigmar

	M	WS	BS	S	T	W	I	A	Ld	Points
War Altar	-	-	-	5	5	5	-	-	-	135
Barded Warhorse (x2)	7	3	-	3	-	-	3	1	-	-

Troop Type: Heavy Chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Warhorses:** Iron-shod hooves (counts as a hand weapon)

Special Rules: Close Order, First Charge, Holy Fervour, Impact Hits (D6+1), Large Target, Magic Resistance (-2), Stubborn, Symbol of Might, Terror, Witch Bane

Holy Fervour

The presence of the War Altar of Sigmar fills those that march beside it with courage and a grim resolve to overcome their fears in defence of the Empire.

Unless this unit is fleeing, friendly units within 6" of it automatically pass any Fear tests they are required to make and can re-roll any failed Panic tests.

Symbol of Might

The War Altar of Sigmar is an imposing structure. From atop its mighty pulpit, the prayers of a Warrior Priest resonate across the battlefield.

The Command range of a Lector of Sigmar mounted on the War Altar is increased from 8" to 12".

Note that, if this model is your General, it has a Command range of 18" as normal.

Witch Bane

The Golden Griffon is a sacred relic of the Cult of Sigmar and a powerful reminder to all witches and warlocks of how the Heldenhammer once cast their wickedness from his lands.

All Wizards within this model's Command range (friend or foe) suffer a -2 modifier to their Casting rolls.

Character Mount: A War Altar may only be included in your army as a character's mount. Its points are added to that of its rider.



Cavalry



War Altars

To the devout citizens of the Empire, there can be few sights more inspirational than that of a Lector of the Cult of Sigmar riding to war atop a gleaming war altar, protected within an armoured pulpit as they deliver their sermons and extol their followers to greater fervour. These magnificent carriages of lacquered wood and dressed stone, drawn to war by powerful barded warhorses, creak beneath the weight of towering effigies, such as gilded griffons and great stone warhammers, their iron-bound wheels carving deep ruts into the earth behind them. Though once a common sight, these glorious chariots have become scarce during long years of civil war; many having been desecrated and destroyed by the priests of rival cults.

Chariots



Steam Tanks

Steam Tanks are monstrous, smoke-belching engines of war, powered by a pressurised boiler that siphons steam through pipes and pistons. In battle, they rumble towards the enemy, firing deadly cannonballs from their steam-powered guns. The advance of these iron behemoths is terrifying to behold, as arrows ricochet from armoured hulls and enemy warriors are crushed beneath their immense bulk.

Only twelve Steam Tanks were originally built, and those that remain are carefully maintained by the College of Engineers. Should one be destroyed in combat, all efforts are made to recover and, wherever possible, rebuild the machine. However, many of the secrets of their construction have been lost, and the surviving Steam Tanks are becoming increasingly unreliable and inefficient.

Empire Steam Tanks

	M	WS	BS	S	T	W	I	A	Ld	Points
Steam Tank	4	-	-	6	7	10	-	-	-	265
Engineer	-	3	4	3	-	-	3	1	8	-
Commander (x1)										

Troop Type: Heavy chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 3+

Equipment:

- **Steam Tank:** Steam Cannon (see opposite) and steam gun (see opposite)
- **Engineer Commander:** Hand weapon

Options:

- The Engineer Commander may take:
 - Hochland long rifle (see page 77).....+10 points
 - Pigeon bombs (see page 77).....+20 points
 - Repeater pistol.....+8 points

Special Rules: Close Order, Grinding Wheels, Immune to Psychology, Impact Hits (D6+1), Large Target, Steam Power, Stomp Attacks (D3+1), Temperamental, Terror, Unbreakable

Grinding Wheels

The armoured bulk of a Steam Tank weighs many tonnes, and any enemies unfortunate enough to fall beneath its metal-bound wheels are crushed to a paste.

Stomp Attacks made by a Steam Tank have an Armour Piercing characteristic of -2. However, this rule cannot be used against models whose troop type is 'behemoth' – they are simply too large to be caught beneath a Steam Tank's wheels.

In addition, and unlike other chariots, this model treats low linear obstacles as open terrain rather than as impassable terrain.

Steam Power

Whilst a Steam Tank is capable of great speed, the fires that heat its boiler require constant stoking. Should the stamina of the crew falter, its thunderous pace can be reduced to a crawl.

A Steam Tank cannot march. Instead, you may make a 'Steam Power' roll and add the result to the model's Movement characteristic. To make a Steam Power roll, roll two D6 and discard the lowest result. The highest result is the result of the Steam Power roll. If both dice roll the same result, discard either.



Temperamental

The inner workings of a Steam Tank are extremely experimental, temperamental and dangerous, and the crew must constantly monitor the gurgling and hissing from boiler and pipes, and heed the clouds of vapour that accumulate around them. A moment of inattention can lead to irreparable damage and, in extreme cases, boiled crew!

If a natural 1 is rolled on either of the dice when the Steam Tank makes a Steam Power roll or a Charge roll, the pressure has reached dangerous levels and, if not quickly released, will cause irreparable damage. Choose one of the following:

- **Bang!** The crew ignores the building pressure which, inevitably, finds its own release. The Steam Tank loses a single Wound.
- **Phweee!** Amidst billowing clouds of steam and with an ear splitting whistle, the pressure is released, rendering the Steam Tank immobile. The Steam Tank halts immediately and cannot move again for the remainder of this turn.

However, if a natural 1 is rolled on both of the dice, the pressure is too great to be released safely. The Steam Tank loses a single Wound and halts immediately. It cannot move again for the remainder of this turn.

Steam Cannon

Steam Tanks are armed with a steam-powered cannon that can send a spinning ball of iron whirling into the foe's ranks with all the power of a traditional black powder cannon.

	R	S	AP	Special Rules
Steam cannon	24"	8	-2	Armour Bane (2), Cannon Fire, Cumbersome, Multiple Wounds (D3)

Notes: This weapon shoots like a cannon, using the 'Cannon Fire' special rule. If a 'Misfire' is rolled on the Artillery dice during step 2, this model loses a single Wound (instead of rolling on a Misfire table).

Steam Gun

Steam Tanks are also fitted with a turret-mounted steam gun as standard. Connected to the boiler, this weapon can engulf nearby enemies in great gouts of scalding steam.

	R	S	AP	Special Rules
Steam gun	N/A	2	N/A	Breath Weapon

Notes: No armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).

Chariots



Steam Tanks

In battle, the Engineer Commander of a Steam Tank directs the pressurised steam to whichever portion of the tank requires it, be it the pistons that drive the wheels or the tank's steam-powered weapons. As the Steam Tank is not built with any instruments for determining the pressure in the boiler, the Commander must instead rely on the intensity of the gurgling noises, the hissing sound of steam escaping from imperfectly sealed piping, and the clouds of vapour that accumulate around him. It is a delicate art to judge how much pressure the boiler can hold. If too much pressure builds, the Engineer runs the risk of rupturing the boiler; an event that typically entails a catastrophic effect.



Monster



Griffons

Griffons are wild creatures that hunt from the tallest crags of the Worlds Edge Mountains, soaring on huge, feathered wings. A Griffon's head and forequarters resemble those of a powerful eagle, its hooked beak and clawed forelegs easily able to tear through plate armour. Behind its wings a Griffon's body is furred and massively powerful, its hindquarters those of a mighty lion. Their pelts can vary enormously in appearance, some with golden or striped fur like that of a great, exotic cat. Brave Empire adventurers seek out Griffon nests and steal their chicks to raise in captivity, singling out the strongest, cleverest and most ferocious to be raised and trained as mounts for their lords.

Griffons

	M	WS	BS	S	T	W	I	A	Ld	Points
Griffon	6	5	-	5	(+1)	(+3)	5	4	-	+130

Notes: A character mounted on a Griffon has +1 Toughness and +3 Wounds.

	M	WS	BS	S	T	W	I	A	Ld	Points
Imperial Griffon	6	5	-	6	(+1)	(+4)	4	4	-	160

Notes: A character mounted on an Imperial Griffon has +1 Toughness and +4 Wounds.

Troop Type:

- **Griffon:** Monstrous creature
- **Imperial Griffon:** Behemoth

Base Size:

- **Griffon:** 50 x 50 mm
- **Imperial Griffon:** 60 x 100 mm

Unit Size:

1

Equipment: Wicked claws (see below) serrated maw (see below) and griffonic pelt (counts as heavy armour)

Options:

- An Imperial Griffon may have Two Heads+20 points

Special Rules:

- **Griffon:** Close Order, Fly (9), Large Target, Stomp Attacks (D3), Swiftstride, Terror
- **Imperial Griffon:** Close Order, Fly (9), Large Target, Stomp Attacks (D3+1), Swiftstride, TerrorTwo Heads

Two Heads

Through careful and selective breeding, the menageries and zoos of the Empire have been able to produce young Griffons with not one, but two heads.

An Imperial Griffon with Two Heads gains a +1 modifier to its Attacks characteristic.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Serrated maw	Combat	S	-	Armour Bane (2), Multiple Wounds (2)

Notes: In combat, this model must make one of its attacks each turn with this weapon. If this model has Two Heads, it must make two of its attacks each turn with this weapon.

Character Mount: An Imperial Griffon may only be included in your army as a character's mount. Its points are added to that of its rider.

Great Cannon

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Cannon	-	-	-	-	6	3	-	-	-	125
Gun Crew	4	3	3	3	3	3	3	3	7	-

Troop Type: War machine

Base Size: 50 x 75 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Great cannon and hand weapons

Options:

- May have the Veteran special rule+10 points

Special Rules: Skirmishers

Mortars

	M	WS	BS	S	T	W	I	A	Ld	Points
Mortar	-	-	-	-	6	3	-	-	-	95
Gun Crew	4	3	3	3	3	3	3	3	7	-

Troop Type: War machine

Base Size: 50 x 75 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Mortar and hand weapons

Options:

- May have the Veteran special rule+10 points

Special Rules: Skirmishers

War Machine



Great Cannon

The Great Cannons of the Imperial Gunnery School are the terror of the Empire's foes. Their thunderous fire sends iron balls hammering into the ranks of enemy warriors, each impact ploughing bloody furrows through tightly packed regiments. Even the mightiest creatures cannot ignore the power of a Great Cannon.

Mortars

More squat than Great Cannons, Mortars lob shells high into the air, which then fall amongst the enemy. Instead of solid shot, Mortars fire hollow shells topped with a fizzing fuse and filled with blackpowder. Shells explode in the heart of a target regiment, sending fragments of burning iron scything through enemy ranks and killing whole swathes of warriors at once.



War Machine



Helblaster Volley Guns

The Helblaster Volley Gun is one of the most infamous black powder weapons ever invented, its devastating firepower able to tear apart an entire regiment in one thunderous volley. Its nine separate barrels are divided into three 'decks' and are turned by means of a central crank, which means that it can unleash devastating hails of shot that engulf its unfortunate target in a firestorm of leaden death. But with such devastating power comes great risk. Helblaster Volley Guns are notoriously prone to sudden, cataclysmic explosions. As a result, those crewmen who operate a machine so prone to catastrophically blowing them to tiny pieces tend to be paid up with the priests of Morr.

Helblaster Volley Guns

	M	WS	BS	S	T	W	I	A	Ld	Points
Helblaster Volley Gun	-	-	-	-	6	3	-	-	-	120
Gun Crew	4	3	3	3	3	3	3	3	7	-

Troop Type: War machine
Base Size: 50 x 75 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Helblaster Volley Gun (see below) and hand weapons
Special Rules: Skirmishers

	R	S	AP	Special Rules
Helblaster Volley Gun	24"	5	-1	Armour Bane (2), Cumbersome, Helblaster, Move or Shoot

Notes: This weapon uses the Black Powder Misfire table.

Helblaster Volley Gun Special Rules

Helblaster: When shooting a Helblaster Volley Gun, roll three Artillery dice before making any rolls To Hit. The number of shots fired is equal to the total of all three Artillery dice:

- If a Misfire is rolled on one of the Artillery dice, all shots fired from the Helblaster Volley Gun this turn suffer an additional -1 To Hit modifier.
- If a Misfire is rolled on two of the Artillery dice, no shots are fired and a critical fault has occurred. Roll immediately on the appropriate Misfire table to determine exactly what.
- If a Misfire is rolled on all three of the Artillery dice, all of the barrels fire simultaneously, with devastating effect. The Helblaster Volley Gun fires 30 shots, but is destroyed and immediately removed from play. All shots fired from the Helblaster Volley Gun this turn suffer an additional -1 To Hit modifier.

After determining the number of shots, roll To Hit for each as normal, using the crew's Ballistic Skill and applying all appropriate modifiers.



Helstorm Rocket Batteries

	M	WS	BS	S	T	W	I	A	Ld	Points
Helstorm Rocket Battery	-	-	-	-	6	3	-	-	-	125
Gun Crew	4	3	3	3	3	3	3	3	7	-

Troop Type: War machine
Base Size: 50 x 75 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Helstorm Rocket Battery (see below) and hand weapons
Special Rules: Skirmishers

	R	S	AP	Special Rules
Helstorm Rocket Battery	12-48"	3	-1	Cumbersome, Helstorm, Move or Shoot

Notes: This weapon uses a number of 3" blast templates and the Black Powder Misfire table.

Helstorm Rocket Battery Special Rules

Helstorm: A Helstorm Rocket Battery launches a barrage of rockets high into the sky, passing over intervening regiments and even terrain. When shooting with this weapon, work your way through the following steps:

- 1. Choose Target:** No line of sight is required for this weapon. Instead, choose an enemy unit that is between its minimum and maximum range to be the target and place D3 blast templates so that the central hole of each is over that unit.
- 2. Scatter:** Once each template has been placed, it will scatter. Roll an Artillery dice and a Scatter dice for each template in turn:
 - If a 'Misfire' is rolled on the Artillery dice, the rocket has failed to launch. Once all shots from this weapon have been resolved, roll once on the appropriate Misfire table for each Misfire rolled.
 - If a 'Hit!' is rolled on the Scatter dice, use the small arrow above the Hit! symbol to determine the direction of the scatter and move the template a number of inches equal to the roll of the Artillery dice minus the crew's Ballistic Skill characteristic (to a minimum of zero).
 - If an arrow is rolled on the Scatter dice, move the template a number of inches equal to the roll of the Artillery dice in the direction the arrow points.
- 3. Damage:** Any model whose base lies underneath a template risks being hit by this weapon.



War Machine



Helstorm Rocket Batteries

The Helstorm Rocket Battery was inspired by a particularly impressive fireworks display. Early prototypes blew apart an entire floor of the Imperial Engineers School, but the soot-blackened Engineers persevered and succeeded in creating a deadly, if unpredictable, weapon. The shrieking rockets fired by this bizarre machine are wildly inaccurate weapons that have little chance of hitting anything other than (eventually) the ground. Many refinements, such as fins, counter-balances and a launch carriage to direct the early portion of a rocket's flight, have all been made to improve the stability and accuracy, though none have met with any particular success. However, when these rockets do land on target, the results are devastating; entire regiments being blown apart by a series of earth-shaking explosions.

Magic Items



Treasure of the Empire

The museums and treasure houses of the Empire are filled with wondrous artefacts of great power and significance. Many of these were forged by the hands of human smiths and artisans, and either blessed by the prayers of priests or enchanted by the magic of Wizards, but more were crafted by the hands of other races, such as the Dwarfs of the Worlds Edge Mountains or the Elves of Ulthuan. Whilst most of these treasures have come into the possession of their owners fairly, given freely as gifts or traded through honest means, others came as the spoils of war, trophies taken from the corpses of vanquished foes. Whatever the case, the warriors of the Empire are seldom short of magical assistance when they march to war.

EMPIRE OF MAN MAGIC ITEMS

The pages that follow detail magic items unique to Empire of Man armies. These can be purchased by models within an Empire of Man army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.



Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Runefang..... 100 points

At the dawn of the Empire, a dozen magical blades were forged for Sigmar's chieftains. Those that survive are treasured artefacts, potent symbols of the status and authority of their wielders.

	R	S	AP	Special Rules
Runefang	Combat	S	-2	Magical Attacks, Strike First

Notes: When making a roll To Wound for a hit caused with a Runefang, a roll of 2+ is always a success, regardless of the target's Toughness.

Mace Of Helsturm 65 points

This mace was used in battle by the first Grand Theogonist, Johann Helsturm. It is said that Helsturm's faith in Sigmar was strong enough to shatter the walls of a castle.

	R	S	AP	Special Rules
Single-handed	Combat	S	-	Magical Attacks
Double-handed	Combat	10	-5	Magical Attacks, Multiple Wounds (D6), Requires Two Hands

Notes: The Mace of Helsturm has two profiles. You must choose which the wielder will use at the start of each round of a combat. If used double-handed, the wielder may make only one attack, regardless of their Attacks characteristic.

Sword Of Justice..... 50 points

The Sword of Justice is an ancient weapon studded with Dwarf runes of vengeance and retribution that bestow the power of unswerving accuracy and deadly retribution upon it.

	R	S	AP	Special Rules
Sword of Justice	Combat	S	-1	Armour Bane (1), Magical Attacks, Multiple Wounds (2)

Notes: The wielder of the Sword of Justice may re-roll any failed rolls To Wound.

Dragon Bow 25 points

A relic from the ancient Elven colonies of the Old World, this wondrously crafted bow enables the wielder to outshoot the finest archers in the Empire.

	R	S	AP	Special Rules
Dragon Bow	36"	6	-2	Magical Attacks, Multiple Wounds (2)

Notes: Commanders of the Empire only.

Magic Armour

Armour Of Fortune45 points

Engraved with runes of luck and providence, the Armour of Fortune turns aside fatal blows harmlessly.

The Armour of Fortune is a suit of heavy armour. In addition, its wearer has a 6+ Ward save against any wounds suffered and is immune to the Killing Blow special rule. If the wearer is struck a Killing Blow, they are permitted armour and Regeneration saves as normal. If the wound is unsaved, they lose a single Wound.

Armour Of Tarnus35 points

This cunning armour was crafted to the specifications of the warrior-Wizard von Tarnus.

The Armour of Tarnus is a suit of light armour which may be purchased and worn by an Imperial Wizard, even if they do not have the option to be equipped with armour, a shield or barding, without penalty. In addition, its wearer has a 5+ Ward save against any wounds suffered.

Talismans

The White Cloak30 points

Blessed by Ar-Ulric, the magics within this fine cloak protect the wearer from the hottest flame.

The wearer of the White Cloak has a 5+ Ward save against any wounds suffered, and a 3+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

Jade Amulet*25 points

Potent jade talismans are given in thanks for services performed on behalf of the Cult of Sigmar.

The bearer is immune to the Killing Blow special rule. If the bearer is struck a Killing Blow, they are permitted armour and Regeneration saves as normal. If the wound is unsaved, they lose a single Wound.

Magic Standards

Imperial Banner60 points

This fine silken standard is a proud reminder of a time when the Empire was unified as one.

All friendly units within the Command range of the model carrying the Imperial Banner roll 3D6 when making a Fear, Panic or Terror test and discard the highest result.

Griffon Standard50 points

A unit flying the Griffon Standard resolutely stands its ground, and few foes can break them.

When determining your combat result, a unit carrying the Griffon Standard can claim a Rank Bonus of +2 for each extra rank behind the first, rather than the usual +1.

The Gleaming Pennant15 points

Shining with an inner radiance, the Gleaming Pennant offers hope to those that march beneath it.

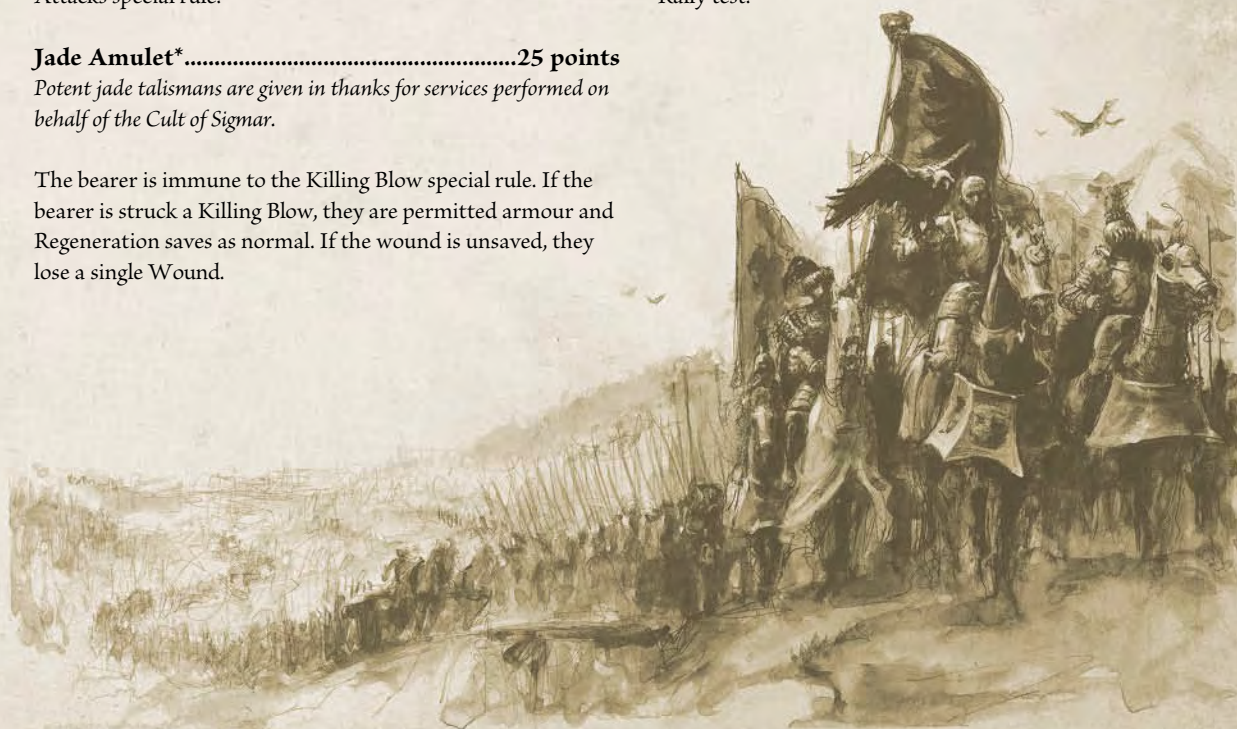
Single use. A unit carrying the Gleaming Pennant may re-roll a single failed Leadership test.

Note that a Break test is not a Leadership test.

Banner Of Duty10 points

This venerable banner steels the hearts of despairing warriors, renewing their will to fight on.

A unit carrying the Banner of Duty may re-roll any failed Rally test.



Enchanted Items

Laurels Of Victory.....40 points

Celebrated heroes of the Empire are decorated with golden laurels which magnify their fearsome reputation in the eyes of their enemies.

When determining your combat result, each unsaved wound caused by an attack made by the bearer of the Laurels of Victory is worth 2 combat result points, rather than the usual 1.

The Silver Horn.....15 points

The triumphant call of this elegant hunting horn lends speed to the hooves of even the weariest steed.

Characters with the Swiftstride special rule only. The bearer of the Silver Horn (and any unit they have joined) may re-roll the D6 when using the Swiftstride special rule.

Shroud Of Iron.....10 points

This strange device resembles a market trader's awning. When unfurled, the Shroud of Iron protects its bearer from harm falling from on high.

The bearer of the Shroud of Iron (and any unit they have joined) has a 6+ Ward save against any wounds suffered that were caused by a non-magical template.

Arcane Items

Book Of Ashur85 points

Written by an Elven Mage, this comprehensive book of magic is a priceless text for those that practice the art of magic... unless this copy is a poorly proofread and badly edited reproduction, that is.

The bearer of the Book of Ashur increases their Dispel range by 3" and, unless they roll any natural double, may apply a +1 modifier to any of their Casting or Dispel rolls. However, if the bearer rolls any natural double when making a Casting or Dispel roll, the book has proven to be a poor reproduction, full of glaring errors, and the +1 modifier cannot be applied to that roll.

Wizard's Familiar*35 points

Many Wizards keep familiars, supernatural creatures that aid them in their arcane studies. Often, this aid is apparent in the ease with which the Wizard dispels the conjurations of their enemies.

0-1 per Wizard. The owner of a Wizard's Familiar may apply a +1 modifier to any of their Dispel rolls.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

Wizard's Staff*20 points

Throughout the Old World, Wizards carry ensorcelled staffs through which they can channel and direct their powers.

The bearer of the Wizard's Staff gains a +1 modifier to their Casting roll when attempting to cast an Assailment spell or a Magic Missile.



WEAPONS OF THE EMPIRE



The many colleges of the Empire produce a constant stream of artisans, all eager to make their mark upon the world. From these great centres of learning emerge a surprising number of Engineers who choose to do this not through great works of civil engineering, but through the innovation of new and exciting weapons.

Whilst the vast majority of such creations and the brilliant minds that concocted them are remembered only as cautionary tales, some have found their way into the standing armies of several provinces and states.

Grenade Launching Blunderbuss

This unusual weapon fires a small explosive charge that unleashes a burst of shrapnel capable of tearing through the thickest suit of armour.

	R	S	AP	Special Rules
Grenade launching blunderbuss	24"	4	-2	Cumbersome, Ponderous

Notes: If the roll To Hit is successful, a grenade launching blunderbuss causes D3+1 hits to the target enemy unit, rather than the usual one hit.

Hochland Long Rifle

The long-barrelled hunting rifles for which Hochland is famed are often fitted with cunning telescopic scopes designed to aid with accurate aiming over tremendous distances.

	R	S	AP	Special Rules
Hochland long rifle	36"	4	-1	Armour Bane (1), Cumbersome, Ponderous

Notes: A model armed with a Hochland long rifle can target a specific model within its target unit, such as a champion or a character.

Pigeon Bombs

Many Engineers experiment with the idea that homing pigeons can be trained to deliver bombs to the enemy, but most such research ends with a feathery blast and a burning loft.

Instead of shooting normally during the Shooting phase, a model equipped with pigeon bombs may release one. Choose an enemy unit that is within 24" of the model and roll on the Pigeon Bomb table below:

Pigeon Bomb Table

D6	Result
1	Bird Brain: Confused by the tumult of battle, the pigeon returns to its handler. Centre a small (3") blast template over the model that released the pigeon bomb. Any model whose base lies underneath the template risks being hit and suffering a Strength 4 hit with an AP of -1.
2-3	Fly Away Home: Perhaps wisely, the pigeon sets off towards the distant horizon. The bomb has no effect.
4-5	Dud: The pigeon drops its package over its target, but the bomb fails to detonate, instead falling earthwards at tremendous speed. The target unit suffers a single Strength 5 hit with an AP of -2.
6	Perfect Delivery: The pigeon delivers its package. Place a small (3") blast template so that its central hole is directly over the centre of the target unit. Any model whose base lies underneath the template risks being hit and suffering a single Strength 4 hit with an AP of -1.

Armoury



Nuln

Sitting at the heart of the Old World's southern trade routes, Nuln is the Empire's second largest city that, in previous times, was home to the court of the Emperor. Today, the city stands as an independent free state and remains Altdorf's largest rival, both politically and economically. Nuln is most famed for being the home of the Imperial Gunnery School, a sprawling network of forges and smelteries where veteran gunsmiths manufacture and maintain the Imperial artillery trains. Steam-powered air pumps work night and day to vent the acrid fumes of the blazing foundries, and portions of Nuln are forever wreathed in palls of choking soot and black smoke. Indeed, the dark smog clouds hanging over Nuln are such a permanent feature that many travellers use them to navigate.







Whilst the disciplined Handgunners fire and reload, unleashing devastating volleys into the ranks of the foe, an Engineer takes careful aim at a distant enemy leader.



A unit of Demigryph Knights, armed with halberds and full plate armour.



A regiment of Empire Greatswords, armed with their signature great weapons.



Mounted atop a ferocious Griffon and flanked by his loyal battle standard bearer, a General of the Empire awaits the perfect moment to order the Knights Panther to charge the approaching foe.



KINGDOM OF BRETONNIA

The Bretonnians are a warlike and valiant people who willingly seek out battle as a way of securing personal honour and pride. Any who invade their domain face the fury of powerful knights, exceptional warriors and guardians of a glorious nation all, feared and respected throughout the Old World. These armies march to war in the name of the Lady of the Lake and for the glory of their king, sweeping aside evil on the field of battle.



The Land Of Chivalry

The kingdom of Bretonnia lies to the south and west of the Empire, between the Grey Mountains and the Middle Sea. Here, the gleaming, white stone spires of Bretonnia's great cities rise towards the heavens in imitation of the ancient High Elf towers that stretch along the nation's coast. Yet, compared to the large and wealthy cities of the Empire, these cities present a mere mask of cosmopolitan sophistication to the world, behind which lurks the truth – that the cities of Bretonnia are overcrowded and disease-ridden places, parochial, run-down and impoverished.

Beyond the whitewashed and crumbling walls of Bretonnia's cities, the feudal nature of the realm and the glaring differences between the nobility and peasantry become increasingly apparent. Throughout the land, the peasantry seemingly exist only to serve their masters, and those masters exist only to pursue the chivalric ideal of what a knight should be: to rule and to protect. Safe behind castle walls, the knights of Bretonnia dedicate their time to the feudal arts; hunting, jousting and so forth, whilst their subjects toil to feed their lords and fill their coffers.

Bretonnia's nobility enjoy their grand halls, hung with ancient tapestries, decorated with fine golden carvings and filled with feasting knights and their noble families, whilst the peasants of Bretonnia live with large extended families in hovels gathered about the castle walls. So poor is the craft of these peasants and so meagre the trade of the land that the nobility must hire artisans from other parts of the Old World to build or maintain their keeps.

Creeds & Tenets

The social order of Bretonnia is determined by a series of creeds and tenets laid down hundreds of years ago in the time of Gilles le Breton, and formally recorded by his son, Louis. Each stratum of Bretonnian society rigidly adheres to their particular code. However, due to the antiquity of the original documents, much can be misconstrued by the opportunistic or the foolish.

The lower orders of Bretonnian society, very few of whom are literate, gather on the first day of each month to have their credo read to them by a squire of their lord and be reminded of how privileged they are to serve a lord who serves a king, and of the duty they owe in exchange for such blessings. In reality, the peasants of Bretonnia live hand to mouth, toiling in the fields day in and day out in absolute, destitute poverty. Most will not survive to see middle age, nor live to earn the thanks of their masters for the devotion they show. Yet, without the produce of the peasant's labour and the taxing of their meagre earnings, the knights could ill afford to live in the manner to which they are accustomed.

The knights of Bretonnia themselves are given to routinely copying out their vows in painstakingly illuminated scripts that they treat with reverential care. The knights recite these vows before an image or token of the Lady which, depending on the knight's status, can range from a candlelit sketch to a gilded triptych. To break any aspect of their vows is the worst crime imaginable to these noble, if narrow-minded, warriors.



“In Service Of The Lady...”

Bretonnian folklore is replete with the mighty feats of famous knights as they battle against the odds to defeat their evil foes and win the day in the name of the Lady of the Lake. In these stories and poems, noble knights seek out and slay ferocious Dragons that terrorise the realms, battle and defeat evil warriors and destroy hordes of Orcs single-handed. Weaned from a young age on these stories of individual heroism and bravery, it is every knight's utmost desire to serve this goddess and live forever in her name.

Since the days of Gilles le Breton, the Bretonnians have worshipped the Lady of the Lake as their goddess, a figure of myth and legend who guides their kings and protects their land from harm. It is said that she first appeared before Gilles and his knightly Companions on the dawn of the Great Victory of Bordeleaux. Wreathed in a fey light, the Lady rose from the water, bearing a grail which overflowed with light that spilled into the waters of the lake and blessed the assembled knights until dawn's light broke over the mountains. Gilles famously dipped his bloodied and tattered banner into the radiant waters of the lake crying, “Lady, bless my banner!” only to lift it from the waters, magically restored and bearing the image of the Lady and her glittering grail.

Gilles and his knights rode out and defeated the Orcs that beset the land, then returned to the lake after the battle to give thanks to the Lady for her blessing. And at this lake, Gilles and his Companions swore great oaths to serve the Lady and remain together to free the land of Bretonnia from the monsters that assailed it. In the years that followed, they went on to win many great victories and since those days, worship of the Lady has spread throughout Bretonnia. The Lady herself is very rarely seen, and only in the most verdant depths of the land may she be found by a few privileged and pure souls. Those who do find her are regarded as highly favoured and are themselves revered.

Appearing as an ageless maiden of unearthly beauty, the Lady will only appear to those who have faced great peril and are pure of heart. Many knights, wishing to prove their valour, declare that they will go on a Grail Quest and seek the Lady of the Lake to sup from her sacred chalice and become one of the legendary Grail Knights, warriors of unsurpassed skill who are incapable of malice and impure thought. Sacred groves and areas of mystical power are her dwelling places, and the Grail Knights are her protectors, devoting themselves to upholding her honour.

No base creatures or evildoers can profane her sacred places, and this is a duty that every knight in Bretonnia, not just the Grail Knights, takes very seriously indeed. The Bretonnian code of chivalry is inextricably linked with the Lady of the Lake, as it is she who rewards honour and virtue, and the supreme sign of a knight's favour is to receive her blessing.

Throughout Bretonnia, there are many Grail chapels built upon sites where the Lady is said to have been encountered. These range from humble roadside shrines, where travellers and pilgrims pause to give thanks and make offerings, praying for swift and safe passage under the gaze of the goddess, to great cathedrals incorporated into a lord's estates, where robed monks endlessly chant hymns and prayers in the nave and chapels, and walk the cloisters in silent prayer, ensuring the Lady hears nought but perpetual praise and that her holy house be constantly maintained. It is the sacred duty of the Grail Knights to protect these shrines and often such knights will devote the remainder of their lives to defending the Lady's shrine from defilement. These knights are known as hermit-knights and spend their lives defending the shrine and the relics housed within.



KINGDOM OF BRETONNIA

ARMY LIST



This page details the Grand Army composition list for the Kingdom of Bretonnia. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.



This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Duke
- 0-1 Baron or Prophetess per 1,000 points
- Paladins, Damsels and Sergeants at Arms

Core

At least 25% of your army's points value must be spent on:

- 1+ unit of Knights of the Realm on Foot and/or Mounted Knights of the Realm
- 1+ unit of Men-at-Arms and/or Peasant Bowmen
- 0-1 unit of Knights Errant per unit of Knights of the Realm on Foot or Mounted Knights of the Realm taken

Special

Up to 50% of your army's points value may be spent on:

- Squires, Questing Knights, Pegasus Knights and Mounted Yeomen
- 0-2 units of Battle Pilgrims per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- Grail Knights
- 0-1 Field Trebuchet per 1,000 points

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Kingdom of Bretonnia Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Dwarfen Mountain Holds (Suspicious)
 - Empire of Man
 - High Elf Realms
 - Wood Elf Realms (Suspicious)

Battle Standard Bearer

A single Paladin in your army may be upgraded to be your Battle Standard Bearer for no additional cost. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.



Character



Bretonnian Lords

The dukes that rule Bretonnia and the barons that serve them are all powerful and renowned warriors, for they could not retain their station were they not. Many of these mighty heroes are Grail Knights, having drunk from the Grail and become the epitome of chivalric knighthood, magically infused beings of near-immortality from whom the radiance of the Lady of the Lake shines eternally. But there are many, certainly amongst the ranks of barons, who have never attained the station of Grail Knight, yet are in no way lesser heroes for that. Sometimes, the responsibilities of governing may hold a knight back from embarking on their Grail quest and, as heart-rending as this may be for the individual, it is a state of affairs borne stoically by many amongst the nobility of Bretonnia.

Lords Of Bretonnia

	M	WS	BS	S	T	W	I	A	Ld	Points
Duke	4	7	3	5	4	4	5	5	9	175
Baron	4	6	3	4	4	3	5	4	9	100
Paladin	4	6	3	4	4	2	4	3	8	60

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon and heavy armour

Options:

- May take one of the following:
 - Morning star+3 points
 - Great weapon.....+4 points
 - Lance (if appropriately mounted).....+4 points
- May take a shield.....+2 points
- May be mounted.....[See page 89](#)
- A Baron or Paladin may replace the Knight's Vow with either:
 - The Questing Vow+15 points
 - The Grail Vow+20 points
- May take a single Knightly Virtue[See page 102](#)
- A Duke may purchase magic items up to a total of100 points
- A Baron may purchase magic items up to a total of75 points
- A Paladin may purchase magic items up to a total of50 points

Special Rules:

- **Duke:** Blessings of the Lady, Rallying Cry, the Grail Vow
- **Baron & Paladin:** Blessings of the Lady, Rallying Cry, the Knight's Vow

The Lord's Banner

A single Paladin in your army may be upgraded to be your Battle Standard Bearer. Unlike other armies, there is no additional cost for this upgrade in a Kingdom of Bretonnia army.



Handmaidens Of The Lady

	M	WS	BS	S	T	W	I	A	Ld	Points
Prophetess	4	4	3	3	3	3	3	2	8	135
Damsel	4	3	3	3	3	2	3	1	7	60

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Prophetess is a Level 3 Wizard. A Damsel is a Level 1 Wizard. Every Handmaiden of the Lady knows spells from one of the following Lores of Magic:

- Battle Magic
- Elementalism
- Illusion

Options:

- May be mounted.....[See page 89](#)
- A Prophetess may:
 - Be a Level 4 Wizard.....+30 points
 - Purchase magic items up to a total of.....100 points
- A Damsel may:
 - Be a Level 2 Wizard.....+30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Aura of the Lady, Blessings of the Lady, Lore of the Lady, Magical Attacks, Magic Resistance (-2), Shield of the Lady

Aura Of The Lady

The Handmaidens of the Lady and their loyal companions are ever in the presence of their goddess, and a magical aura hangs like silvery light in the air about them.

Any unit this character has joined gains the Magical Attacks special rule.

Shield Of The Lady

To march to war in the company of a Handmaiden of the Lady is a great privilege, and the Knights of Bretonnia consider it their sacred duty to protect these emissaries of their goddess from harm.

If this character has joined a unit that has a Unit Strength of 10 or more, and that has a Chivalrous Vow ([see page 108](#)), they may voluntarily 'retire' to the rear of the unit at any time, moving through the ranks and taking up a position away from the combat. Should they do so, they are no longer within the fighting rank and cannot make any attacks or have attacks directed against them. However, they continue to confer benefits to the unit in the form of Leadership and special rules, and may cast spells as if they were within the fighting rank.

Character



Handmaidens of the Lady

Sometimes, young children within Bretonnia are seen to have strange and mystical powers. Before they are grown, almost all such children will be visited by the Fay Enchantress, who takes them with her to the Otherworld. In their absence, these children are mourned by their parents as if they were no longer living. Many of the girl-children return to Bretonnia years later as Damsels and Prophetesses of the Lady, powerful individuals who, in their years away from Bretonnia, have honed and tempered their innate abilities, growing into powerful Wizards under the tutelage of older handmaidens of the Lady. Riding into battle, they use their powers to lend protection to the noble warriors of Bretonnia, warding away foul enemy magics and casting down the foe with their own powerful spells.



Character



Sergeants-at-Arms

Amongst the ranks of peasantry that fight in the armies of Bretonnia, there are, invariably, men and women that display a natural aptitude for leadership and a degree of warrior prowess not normally associated with their station. Of course, such individuals cannot join the ranks of the knighthood, but the lords they serve invariably feel it only right and proper to reward and recognise the effort it must have taken for that peasant to elevate themselves above the level of their peers. So it is then that the peasant regiments that serve the Lords of Bretonnia come to be led in battle by Sergeants-at-Arms. These officers not only lead with courage, but inspire their subordinates, their rank proof that a humble peasant can receive the recognition of the nobility.

Sergeants-At-Arms

	M	WS	BS	S	T	W	I	A	Ld	Points
Sergeant-at-Arms	4	4	2	4	3	2	4	2	7	45

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Halberd+2 points
 - Additional hand weapon.....+2 points
 - Cavalry spear (if appropriately mounted)+2 points
- May take a shield.....+2 points
- May be mounted on a Warhorse+12 points
- May purchase magic items up to a total of25 points

Special Rules: Levies, Peasant's Duty, Peasantry, Warband

Peasant's Duty

It is the role of a Sergeant-at-Arms to keep discipline amongst the ragged ranks of commoners. Should they fail and cause their liege embarrassment upon the field, the penalties can be most severe.

This character and any unit they have joined may choose to Give Ground rather than Fall Back in Good Order, and does not have to make a Panic test when a friendly unit of Levies Breaks and flees from combat whilst within 6" of it. Additionally, unless this character is fleeing, any friendly unit that is within their Command range and has the Levies special rule may re-roll a failed Panic test.



Character Mounts

A character that can be mounted may choose a mount from the following list. Most mounts are covered in detail on the following pages. Those that are not have their own dedicated entries later in this army list.

A Duke, Baron or Paladin may be mounted on a:

- Bretonnian Warhorse+16 points
- Barded Pegasus.....+30 points
- Royal Pegasus+60 points
- Hippogryph (Duke and Barons only).....[See page 100](#)

A Prophetess or Damsel may be mounted on a:

- Bretonnian Warhorse+16 points
- Warhorse.....+12 points
- Royal Pegasus (Prophetess only)+60 points
- Unicorn+35 points

A Sergeant-at-Arms may be mounted on a:

- Warhorse.....+12 points

Bretonnian Warhorse

	M	WS	BS	S	T	W	I	A	Ld	Points
Bretonnian Warhorse	8	3	-	3	-	-	3	1	-	+16

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 1

Equipment: Iron-shod hooves (counts as a hand weapon) and barding

Special Rules: Counter Charge, Finest Warhorses, First Charge, Swiftstride

Warhorse

	M	WS	BS	S	T	W	I	A	Ld	Points
Warhorse	8	3	-	3	-	-	3	1	-	+12

Troop Type: Light cavalry

Base Size: 25 x 50 mm

Unit Size: 1

Equipment: Iron-shod hooves (counts as a hand weapon)

Special Rules: Fast Cavalry, Swiftstride

Character



Bretonnian Warhorses

The Bretonni have always been renowned horsemen and in turn, their warhorses are still believed to be the best in the Old World. Some old tales recount how the original bloodline had been strengthened with that of the northern warhorses, breeding in their endurance and fiery temper. Others impart that the essence of fay steeds pulses strong, deep within the inheritance of the modern-day warhorses. Whatever the cause, it is true that Bretonnian knights owe their success not only to their own valour and skill, but also to the endurance and temper of their steeds. So highly valued are these beasts that a royal decree of many centuries standing forbids the export of these magnificent animals.



Character



Pegasus

A pegasus is stronger and faster than even the mightiest warhorse, easily able to crush a man's skull with its flailing hooves and cover great distances swiftly. Indeed, in the more wild and inaccessible domains of Bretonnia there is real merit to a steed that is not prone to becoming mired in mud or entangled in thorns.

Royal Pegasus

The purest of all pegasus, legend has it that these creatures are descended from Glorfinial himself, the steed of Agilgar, first Duke of Parravon and Grail Companion of Gilles le Breton. Noble and proud, these creatures are amongst the most intelligent of beasts. Those nobles fortunate to own a Royal Pegasus treat it with the greatest respect, often charging the young Knights Errant in their retinue with its care, rather than risk the stench of a peasant offending the creature.

Barded Pegasus

	M	WS	BS	S	T	W	I	A	Ld	Points
Barded Pegasus	7	3	-	4	-	(+1)	4	2	-	+30

Note: A character mounted on a Pegasus has +1 Wound.

Troop Type: Monstrous cavalry
Base Size: 40 x 60 mm
Unit Size: 1
Equipment: Iron-shod hooves (counts as a hand weapon) and barding
Special Rules: Counter Charge, First Charge, Fly (10), Swiftstride

Royal Pegasus

	M	WS	BS	S	T	W	I	A	Ld	Points
Royal Pegasus	8	4	-	5	(+1)	(+1)	5	3	-	+60

Note: A character mounted on a Royal Pegasus has +1 Toughness and +1 Wound.

Troop Type: Monstrous cavalry
Base Size: 50 x 50 mm
Unit Size: 1
Equipment: Iron-shod hooves (counts as a hand weapon) and barding
Special Rules: Armour Bane (1, Royal Pegasus only), Counter Charge, First Charge, Fly (10), Stomp Attacks (2), Swiftstride

Unicorn

	M	WS	BS	S	T	W	I	A	Ld	Points
Unicorn	10	4	-	4	-	(+1)	5	2	-	+35

Note: A character mounted on a Unicorn has +1 Wound.

Troop Type: Monstrous cavalry
Base Size: 40 x 60 mm
Unit Size: 1
Equipment: Hooves and horn (counts as a hand weapon)
Special Rules: Armour Bane (2, Unicorn only), Armoured Hide (1), Beguiling Aura, Counter Charge, Magical Attacks, Stomp Attacks (1), Swiftstride

Beguiling Aura

Unicorns shimmer with magical power, a gleaming aura that also bears an enfolding glamour that bewitches and beguiles any who come near.

Enemy models must make a Leadership test before making any rolls To Hit against this model during the Combat phase. If this test is failed, only rolls of a natural 6 will hit.



Knights Of The Realm On Foot

	M	WS	BS	S	T	W	I	A	Ld	Points
Knight of the Realm	4	4	2	3	3	1	3	1	8	11
First Knight	4	4	2	3	3	1	3	2	8	+6

Troop Type: Heavy infantry
Base Size: 25 x 25 mm
Unit Size: 5+
Equipment: Hand weapons, heavy armour and shields

Options:

- The entire unit may:
 - Take great weapons.....+2 points per model
- Or:
 - Replace shields with great weapons.....+1 point per model
- Any unit may:
 - Upgrade one model to a First Knight (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to.....25 points
- A First Knight may purchase magic items up to a total of.....25 points

Special Rules: Blessings of the Lady, Close Order, Furious Charge, the Knight's Vow

Squires

	M	WS	BS	S	T	W	I	A	Ld	Points
Squire	4	3	3	3	3	1	3	1	7	7
Esquire	4	3	4	3	3	1	3	2	7	+7

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 5+
Equipment: Hand weapons and longbows

Options:

- Any unit may:
 - Upgrade one model to an Esquire (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician+5 points per unit
 - Have the Fire & Flee special rule.....+1 point per model
 - Have the Scouts special rule.....+1 point per model

Special Rules: Move through Cover, Open Order, Peasantry, Skirmishers, Vanguard

Infantry



Foot Knights

The majority of Bretonnia's knightly class consists of minor nobles belonging to the extended family of a baron or duke. These knights proudly display the colours and motifs of their lord's heraldry, often further embellished with personal devices, identifying them as belonging to a single, extended family whilst maintaining and declaring their individualism and their own stature as nobles.

Squires

In Bretonnia, tradesmen, scholars and merchants occupy an awkward position in the social hierarchy. Not quite peasants, but by no means noble, the sons and daughters of such families will frequently enter the service of a knight as their Squire, hoping to elevate their status. Squires maintain their master's panoply of war, supervise their estates and, in times of war, accompany them onto the battlefield, protecting them from the harassment of the enemy's light troops.

Infantry



Men-at-Arms

Each midsummer, commoners flock to their lord's castle to present their children in the hope that they will be trained as Men-at-arms. For a peasant to have a child accepted into the ranks of a noble household is a great honour. Successful candidates are paid a seemingly generous wage, though they actually receive only a mere fraction of this, if indeed they receive anything at all. Every conceivable expense is deducted from this salary, from equipment and uniform, to food and accommodation. Most must even pay a levy towards the cost of any future funeral expenses incurred!

In times of war, these regiments, poor though they are, accompany their employers, their numbers swelling the ranks and providing vital infantry support for the knights.

Men-At-Arms

	M	WS	BS	S	T	W	I	A	Ld	Points
Man-at-Arms	4	2	2	3	3	1	3	1	5	4
Yeoman	4	2	2	3	3	1	3	2	6	+7
Grail Monk	4	2	2	3	3	1	2	2	6	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment: Hand weapons, polearms (see below), light armour and shields

Options:

- Any unit may:
 - Upgrade one model to a Yeoman (champion)+7 points per unit
 - Upgrade one model to a Grail Monk (see below)+7 points per unit
 - Upgrade one model to a standard bearer+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- A Grail Monk may be equipped with a Blessed Triptych+25 points

Special Rules: Close Order, Horde, Levies, Peasantry, Shieldwall, Warband

Grail Monk

The rural areas of Bretonnia are dotted with many small Grail monasteries, places of quiet solitude in which pious peasants dedicate their lives in devotion to the Lady of the Lake. In times of war, bold monks will march to war beside the peasant levies.

A Grail Monk is a command group model that follows all of the rules for a champion. In other words, a unit that contains both a Yeoman and a Grail Monk contains two champions.

Blessed Triptych

Often when members of Bretonnia's monastic orders march to war, they will carry with them some sacred triptych taken from their holy sanctum. In the presence of such relics, humble peasants find great courage.

A unit that contains a model equipped with a Blessed Triptych gains the Stubborn special rule.

Polearm	R	S	AP	Special Rules
Single-handed	Combat	S	-	Fight in Extra Rank
Double-handed	Combat	S+1	-1	Requires Two Hands

Notes: A polearm has two profiles. You must choose which the unit will use at the start of the first round of a combat (i.e., the first round fought following a charge). A model wielding a polearm cannot make a supporting attack during a turn in which it charged.



Peasant Bowmen

	M	WS	BS	S	T	W	I	A	Ld	Points
Peasant Bowmen	4	2	3	3	3	1	3	1	7	5
Villein	4	2	4	3	3	1	3	1	7	+7

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons and longbows

Options:

- The entire unit may take light armour.....+1 point per model
 - Any unit may:
 - Upgrade one model to a Villein (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician+5 points per unit
 - Any unit may:
 - Be equipped with defensive stakes.....+10 points per unit
 - Be equipped with burning braziers.....+20 points per unit
- Or:
- Replace the Close Order special rule with SkirmishersFree

Special Rules: Close Order, Levies, Peasantry

Burning Braziers

Wrought iron braziers full of smouldering coals not only ward against the morning's chill, they also allow the bowmen to rain burning arrows down upon the foe.

The longbows of a unit equipped with burning braziers gain the Flaming Attacks special rule.

Defensive Stakes

Rough-hewn stakes hammered into the soft earth provide simple but effective defences against a charging enemy.

When a unit equipped with defensive stakes is deployed, the stakes are placed in base contact with its front arc and will remain there for the duration of the game, unless the unit moves – should the unit move for any reason (including reforming), the stakes are lost and are removed from play. All measurement to and from the unit is done from the unit itself – ignore the stakes.

Enemy units can charge the front of a unit equipped with defensive stakes as normal but do not have to physically cross the stakes to do so. Instead, the front rank of a charging unit moves into base contact with the stakes, making a disordered charge and becoming Disrupted. A model whose troop type is 'cavalry' or 'chariot' must make a Dangerous Terrain test if it ends its charge move in base contact with the stakes.



Infantry



Bretonnian Archers

When the call to war comes, every peasant able to fight must serve in the armies of Bretonnia, a willingness reinforced by the promised bounty of a copper coin for any who survive the campaign. Though a few are pressed into service alongside the standing companies of Men-at-Arms, most are employed as levies of longbowmen and are expected to engage enemies unworthy of a knight's attention from afar.

Unlike Men-at-Arms, Peasant Bowmen are responsible for providing their own equipment. Thus, their longbows will often be their own possessions, handed down from parent to child, and accordingly can be of variable quality. To make their numbers count, these longbowmen congregate into massed units on the battlefield, directing volley after volley into the enemy.

Infantry



Battle Pilgrims

Wherever the Grail Knights travel, they gather a procession of fanatical worshippers whose only goal in life is to bask in the reflected glory of these mighty individuals. Driven by relentless obsession, these pilgrims collect anything that a Grail Knight casts away, whether it be scraps of ruined armour, clothing, or even discarded food. Such is their burning passion, these religious scavengers will follow their idols through all weathers and lands, exulting in their acts and praising their words. Many bands of pilgrims construct a sacred reliquae, a gaudy melange of discarded trinkets with the corpse of a departed knight resting at its centre. The pilgrims devote themselves to this construction, supplicating themselves before it as if it were a living Grail Knight, praying for their blessings.

Battle Pilgrims & Grail Reliquae

	M	WS	BS	S	T	W	I	A	Ld	Points
Battle Pilgrims	4	2	2	3	3	1	3	1	8	8
Grail Reliquae	4	2	2	3	3	6	3	6	8	+65

Troop Type: Heavy infantry

Base Size: 25 x 25 mm (Battle Pilgrims), 50 x 75 mm (Grail Reliquae)

Unit Size: 5-30

Equipment: Hand weapons, light armour and shields

Options:

- May include a Grail Reliquae+65 points

Special Rules:

- **Battle Pilgrims:** Close Order, Hatred (All Enemies), Levies, Peasantry, Stubborn
- **Grail Reliquae:** Blessings of the Lady, Close Order, Grail Reliquae, Hatred (All Enemies), Levies, Peasantry, Retinue of the Saints, Stubborn

Grail Reliquae

Driven by obsession, Grail Pilgrims collect anything a Grail Knight casts away. To the pilgrims, the reliquae fashioned from this detritus is an icon of devotion to both the Lady and her saints.

The Grail Reliquae is placed in the centre of the front rank of its unit (or as close to the centre as possible) and occupies the space of, and counts as, six models; two in the front rank, two in the second and two in the third. If the unit turns or reforms, the Grail Reliquae must be repositioned into the new front rank.

Casualties are removed from the unit as normal, but the Grail Reliquae cannot lose any Wounds whilst any Battle Pilgrims remain. Only once all of the Battle Pilgrims have been removed from the unit can the Grail Reliquae itself lose Wounds.

The Grail Reliquae counts as both a standard bearer and a musician for its unit. Whilst the Grail Reliquae model itself is within 12" of a friendly model that has the Grail Vow and is not fleeing, its unit gains the Immune to Psychology and Unbreakable special rules.

Retinue Of The Saints

Wherever the Grail Knights travel, they gather a following of fanatical worshippers whose only purpose in life is to bask in the reflected glory of such mighty individuals.

Your army may include up to one Grail Reliquae for every character or unit with the Grail Vow it includes.



Knights Errant

	M	WS	BS	S	T	W	I	A	Ld	Points
Knight Errant	-	3	2	3	3	1	3	1	7	19
Gallant	-	3	2	3	3	1	3	2	7	+6
Bretonnian Warhorse	8	3	-	3	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Knights Errant:** Hand weapons, lances, heavy armour and shields
- **Bretonnian Warhorse:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- Any unit may:
 - Upgrade one model to a Gallant (champion)+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to25 points

Special Rules: Blessings of the Lady, Close Order, Finest Warhorses, First Charge, Impetuous, Lance Formation, Swiftstride, the Knight's Vow

Mounted Knights Of The Realm

	M	WS	BS	S	T	W	I	A	Ld	Points
Knight of the Realm	-	4	2	3	3	1	3	1	8	24
First Knight	-	4	2	3	3	1	3	2	8	+7
Bretonnian Warhorse	8	3	-	3	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Knights Of The Realm:** Hand weapons, lances, heavy armour and shields
- **Bretonnian Warhorse:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- Any unit may:
 - Upgrade one model to a First Knight (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic standard worth up to25 points
- A First Knight may purchase magic items up to a total of25 points

Special Rules: Blessings of the Lady, Close Order, Counter Charge, Finest Warhorses, First Charge, Lance Formation, Swiftstride, the Knight's Vow

Cavalry



Knights Errant

Knights Errant are the youthful sons and daughters of Bretonnia's noble class, bold young warriors that have yet to earn their spurs and attain the rank of knight. By the chivalric code, a young knight's worth can only be proven in combat, thus Knights Errant take to the field of battle. Full of bravado and hot-headed impetuosity, they charge boldly into the fray, heedless of danger, to earn either great honour or a memorable death.

Knights of the Realm

Once a Knight Errant has proven worthy of their station, they are confirmed as a Knight of the Realm. Knights of the Realm make up the bulk of Bretonnia's nobility and its armed might, and they command great respect for both their station and the deeds performed to attain it.



Cavalry



Questing Knights

Since the days of Gilles le Breton, the Grail has been the ultimate symbol of Bretonnian chivalry, and the ultimate goal of any true knight. When a knight takes up the Grail quest, they relinquish all worldly possessions and all ties to their home, setting aside their lance and their vows until their quest is complete. The following months and years of the knight's life are filled with trials and hardships that strengthen the mind, body and soul. Driven by visions, a knight may travel for countless leagues, far from their home and beyond the borders of Bretonnia itself. Yet when the armies of Bretonnia march to war, wandering Questing Knights join their ranks, banding together into ad-hoc regiments to face Bretonnia's enemies and further their quest.

Questing Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Questing Knight	-	5	2	4	3	1	4	1	8	26
Paragon	-	5	2	4	3	1	4	2	8	+7
Bretonnian Warhorse	8	3	-	3	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Questing Knights:** Hand weapons, great weapons, heavy armour and shields
- **Bretonnian Warhorse:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- Any unit may:
 - Upgrade one model to a Paragon (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic standard worth up to100 points
- A Paragon may take:
 - A single Knightly Virtue[See page 102](#)
 - Magic items up to a total of25 points

Special Rules: Blessings of the Lady, Close Order, Finest Warhorses, First Charge, Lance Formation, Swiftstride, the Questing Vow



Grail Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Grail Knight	-	6	2	4	4	1	5	2	9	38
Grail Guardian	-	6	2	4	4	1	5	3	9	+7
Bretonnian Warhorse	8	3	-	3	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 3+

Equipment:

- **Grail Knights:** Hand weapons, lances, heavy armour and shields
- **Bretonnian Warhorse:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- Any unit may:
 - Upgrade one model to a Grail Guardian (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic standard worth up to.....100 points
- A Grail Guardian may take:
 - A single Knightly Virtue[See page 102](#)
 - Magic items up to a total of50 points

Special Rules: Blessings of the Lady, Close Order, Counter Charge, Finest Warhorses, First Charge, Lance Formation, Living Saints, Swiftstride, the Grail Vow

Living Saints

Each Grail Knight is a mighty champion in their own right. Together, they form a pantheon of living deities, their names spoken as a reverent mantra throughout the land.

Every model in a unit of Grail Knights can issue and accept challenges in the same manner as a character.



Cavalry



Grail Knights

Only when a Questing Knight has proved their worth does the Lady of the Lake appear to them, proffering forth the Grail and permitting them to drink of the blessed water held within this most sacred chalice. Those who drink from the Grail are changed forever; they exude an aura of power and purity, their physical prowess grows by an order of magnitude, they are granted lifespans many times that of normal men, as well as other stranger and more ethereal gifts. From that moment on, the knight is committed to the service of the Lady and the Grail, a bond that can only be broken by death. Thus, whilst many Grail Knights return to their home, others commit themselves to the solitary and pious life of a hermit-knight.

Cavalry



Pegasus Knights

Whilst Pegasus Knights are present in the retinues of most dukes and barons, the great majority hail from around the mountainous borders of Bretonnia, where the gentle hills rise steeply to meet the Grey Mountains and where many of these noble mounts can be found. Their numbers are made up almost exclusively of Knights of the Realm, but only the richest and most influential knights can boast of owning a battle-trained pegasus, for the creatures are difficult to capture and harder still to train. Accordingly, to own such a beast is the ultimate symbol of wealth and success for their owners, but in truth a pegasus is also a great practical boon for any knight fortunate enough to acquire one.

Pegasus Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Pegasus Knight	-	4	2	4	4	2	3	1	8	55
First Knight	-	4	2	4	4	2	3	2	8	+7
Barded Pegasus	7	3	-	4	-	-	4	2	-	-

Troop Type: Monstrous cavalry

Base Size: 40 x 60 mm

Unit Size: 3+

Equipment:

- **Knights of the Realm:** Hand weapons, lances, heavy armour and shields
- **Barded Pegasus:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- Any unit may:
 - Upgrade one model to a First Knight (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic standard worth up to50 points

Special Rules: Blessings of the Lady, Counter Charge, Dispersed Formation, First Charge, Fly (10), Furious Charge (Pegasus Knights & First Knight only), Lance Formation, Skirmishers, Swiftstride, the Knight's Vow

Dispersed Formation

With their great wings extended, Pegasus Knights descend upon the foe from on high.

Whilst in Skirmish formation, every model in a unit of Pegasus Knights must be within 2" of another model belonging to the same unit, rather than the usual 1".



Mounted Yeomen

	M	WS	BS	S	T	W	I	A	Ld	Points
Mounted Yeoman	-	3	3	3	3	1	3	1	6	13
Warden	-	3	3	3	3	1	3	2	6	+5
Warhorse	8	3	-	3	-	-	3	1	-	-

Troop Type: Light cavalry

Base Size: 25 x 50 mm

Unit Size: 5+

Equipment:

- **Mounted Yeoman:** Hand weapons, cavalry spears and shortbows
- **Warhorse:** Iron-shod hooves (counts as a hand weapon)

Options:

- The entire unit may take any of the following:
 - Light armour+2 points per model
 - Shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Warden (champion)+5 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician+5 points per unit
 - Have the Feigned Flight special rule+2 points per model

Special Rules: Fast Cavalry, Fire & Flee, Levies, Open Order, Peasantry, Reserve Move, Skirmishers, Swiftstride



Infantry



Yeomen

As they hold such privileged positions as head gaolers and militia sergeants, to become a yeoman is the highest rank to which a peasant can aspire. It takes many years of dedicated service for a man-at-arms to be so promoted and even then, only an act of bravery on the battlefield will guarantee such a lofty ascension.

Though no peasant may ride the steeds of the Bretonnian lords, favoured yeomen are permitted to ride to battle on draught horses. Such troops will often scout ahead of the main army and keep their lords informed of enemy movements. This is a dangerous task, and one which earns no honour, so it is a task that the nobility believe is best performed by peasants.

Monster



Hippogryph

Ferocious and wild, hippogryphs inhabit the upper reaches of the Grey Mountains, occasionally prowling the green lands below for stray sheep and cattle. They are fierce beasts and will fight to the death against any creature that strays into their territory, whether it be a lost peasant or roaming Dragon. Only the most committed can ride one of these beasts, for hippogryphs are strong-willed and ill-tempered, more than willing to fling their rider from the saddle should they prove lax upon the reins.

To successfully train a hippogryph, the animal must be captured and broken at a very young age but, given the relentless territorialism of adult hippogryphs, acquiring a chick or an egg can prove to be a very dangerous proposition indeed.

Hippogryph

	M	WS	BS	S	T	W	I	A	Ld	Points
Hippogryph	7	5	-	5	(+1)	(+3)	5	4	-	+120

Note: A character mounted on a Hippogryph has +1 Toughness and +3 Wounds.

Troop Type: Monstrous creature
Base Size: 50 x 50 mm
Unit Size: 1
Equipment: Wicked claws (see below), serrated maw (see below) and griffonic pelt (counts as heavy armour)

Options:

- May have barding+15 points

Special Rules: Close Order, Counter Charge, Fly (9), Large Target, Stomp Attacks (D3), Swiftstride, Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Serrated maw	Combat	S	-	Armour Bane (2), Multiple Wounds (2)

Notes: In combat, this model must make one of its attacks each turn with this weapon.

Character Mount: A Hippogryph may only be included in your army as a character's mount. Its points are added to that of its rider.



Field Trebuchet

	M	WS	BS	S	T	W	I	A	Ld	Points
Field Trebuchet	-	-	-	-	7	3	-	-	-	100
Peasant crew	4	2	2	3	3	4	3	4	6	-

Troop Type: War machine
Base Size: 60 x 100 mm (war machine), 25 x 25 mm (crew)
Unit Size: 1
Equipment: Field trebuchet (see below) and hand weapons
Special Rules: Levies, Peasantry, Skirmishers

	R	S	AP	Special Rules
Field trebuchet	12-72"	5 (10)	-1 (-4)	Bombardment, Cumbersome, Immovable Object, Move or Shoot, Multiple Wounds (D3+1)

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 3" blast template and the Stone Thrower Misfire table. The Multiple Wounds (D3+1) special rule applies only to a single model whose base lies underneath the central hole of the blast template.

Immovable Object

Constructing a trebuchet is a substantial undertaking involving the moving and lifting of huge wooden beams. Once erected, a trebuchet is not easily moved.

Once a field trebuchet has been placed on the battlefield during deployment, it cannot be moved by its crew during the Remaining Moves sub-phase.

Note that a field trebuchet can still pivot freely at any time during its turn (the better to face the enemy) and may make a follow up move as normal.



War Machine



Field Trebuchets

A trebuchet is an immense wood-built siege engine greatly favoured by the armies of Bretonnia. Through a series of levers, cogs and winding mechanisms, the large arm with its huge, stone counterweight, is drawn down into a firing position. A large sling is attached to the arm of the trebuchet that can hold rocks, masonry or even dead cattle. When the trebuchet is fired, the extra impetus that the sling adds to the firing arm means that it can fire further and with more power than a regular catapult. Such is the size of a trebuchet, and so essential is it to Bretonnian warfare, that smaller versions of these machines, known as field trebuchets, are sometimes deployed on the field of battle.

KNIGHTLY VIRTUES



The history of Bretonnia is replete with tales of honour and glory, and no tales are more glorious than those of Gilles and his knightly Companions. Each of these knights represented the pinnacle of chivalry and exemplified a particular knightly virtue, and every knight since has sought to emulate the virtue of one of these bold heroes.

To represent this, some models may be given a Knightly Virtue. Each Virtue may only be chosen once per army.

Virtue Of Knightly Temper70 points

With a heart of stone and resolute temper Beren stood unbowed, each sweep of blade spilling the blood of many.

During a turn in which it charged, a model with this Virtue gains the Extra Attacks (+D3) and Hatred (all enemies) special rules.

Virtue Of Heroism60 points

Known as the Slayer of Monsters, Gilles fought and killed many great beasts that stalked the Massif Orcal, mounting their heads on the walls of his fastness.

Unless using a magic weapon, a model with this Virtue gains the Killing Blow and Monster Slayer special rules.

Virtue Of Stoicism55 points

Awe inspiring are the tales that tell of grim Lambard, standing alone against evil hordes to save his dukedom.

A model with this Virtue (and its unit) may re-roll the 2D6 when making a Break test.

Virtue Of The Penitent50 points

A penitent hermit-knight, Duke Corduin set aside his vows of solitude when summoned to fight for his king.

Duke, Baron or Paladin only. A character with this Virtue gains the Unbreakable special rule. However, this character cannot join a friendly unit.

Virtue Of The Ideal.....45 points

Unmatched was Landuin, his chivalry above all others. Alas, as great was his skill, so too was his arrogance.

Duke, Baron or Paladin only. A character with this Virtue has a +1 modifier to its Weapon Skill, Initiative, Attacks and Leadership characteristics. However, this character cannot be your army's General or join a friendly unit.

Virtue Of The Impetuous Knight.....40 points

In the glory of the charge was Balduin most alive. Though others better controlled their ardour, he was ever in the forefront of battle.

A model with this Virtue gains the Impetuous special rule. In addition, this model (and its unit) increases its maximum possible charge range by 3". Finally, when this model (and its unit) makes a Charge roll, you may apply a +D3 modifier to the result.

Virtue Of Audacity.....35 points

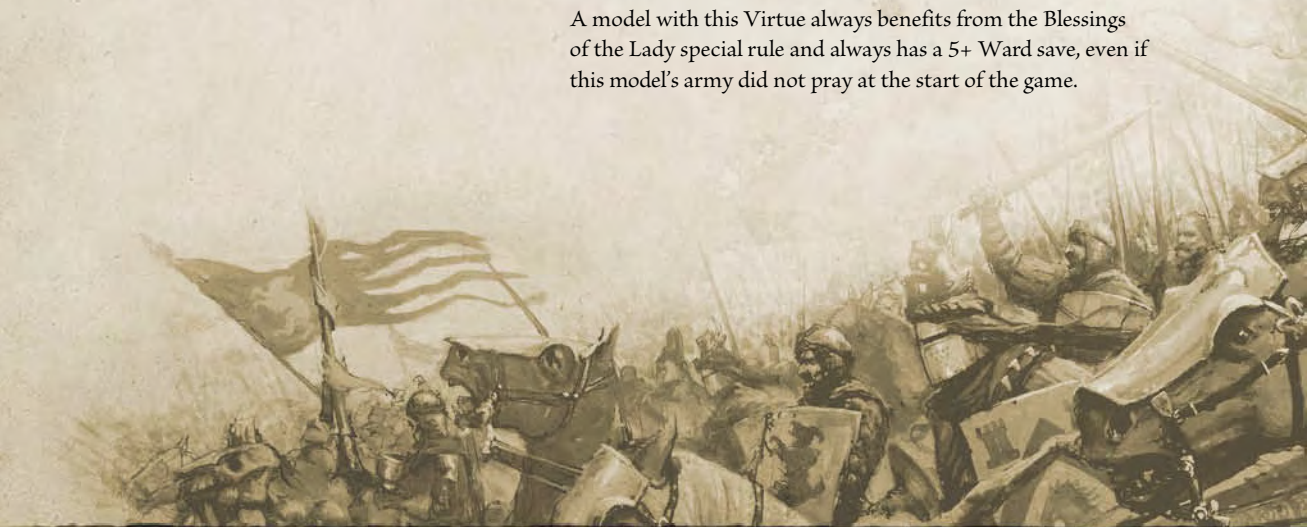
A master of feint and riposte, Agilgar's skill at turning an enemy's skill against them was legendary.

A model with this Virtue may re-roll any failed rolls To Hit made against an enemy model with a higher Weapon Skill characteristic than it.

Virtue Of Purity.....30 points

Chaste and untainted by base emotions, Duke Rademund was the Lady's most virtuous champion.

A model with this Virtue always benefits from the Blessings of the Lady special rule and always has a 5+ Ward save, even if this model's army did not pray at the start of the game.



Virtue Of Duty.....25 points

Most loyal of Companions, brave Duke Thierulf of Lyonesse did lament most painfully when Gilles did fall...

Duke, Baron or Paladin only. Unless the General of their army has been removed from play as a casualty, when calculating its combat result, this character may claim a bonus of +1 combat result point. This character cannot be your army General or join a friendly unit.

Virtue Of The Joust.....20 points

Great was Duke Folgar of Artois' skill at the tilt. None could withstand the thrust of his lance.

A model with this Virtue may re-roll any failed rolls To Wound made when using a lance.

Virtue Of Confidence.....15 points

Haughty, proud and skilful, Carleond of Couronne took never a backward step in the face of adversity.

A model with this Virtue must always issue and accept challenges (if possible). During a challenge, this model may re-roll any failed rolls To Hit.

Virtue Of Noble Disdain10 points

Fredemund held in pure contempt those that would strike at their enemy from afar with a coward's weapon.

A model with this Virtue may re-roll any failed rolls To Hit made during the first round of combat when engaged with an enemy equipped with any missile weapons.

Virtue Of Discipline5 points

Famed for his discipline, Marcus took to the field of battle undaunted by his enemies.

A model with this Virtue (and its unit) can march whilst within 8" of an enemy unit without first having to make a Leadership test.

Virtue Of Empathy.....5 points

A champion of the people, Martrud fought shoulder to shoulder with the peasants he protected.

Duke, Baron or Paladin only. A character with this Virtue can join a unit with the Peasantry special rule.



Magic Items



Sacred Artefacts

Sacred items are of great significance to the people of Bretonnia, and many such artefacts are carried into battle by its knights. Most of these artefacts have been wielded for decades, if not centuries, by past heroes, and often it is the valorous actions of these past heroes that grants the artefact its significance. A sword swung by a brave knight to slay a Dragon, a shield that miraculously turned aside the blows of a mighty enemy, even a trinket borne by a Damsel, whose blessed magic vanquished an evil Necromancer. All these humble objects and more have become legendary through the deeds of their past owners and, perhaps due to the zealous faith of the Bretonnians, have come to be viewed as magical artefacts.

KINGDOM OF BRETONNIA

MAGIC ITEMS

The pages that follow detail magic items unique to Kingdom of Bretonnia armies. These can be purchased by models within a Kingdom of Bretonnia army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Sword Of The Quest..... 70 points

This large hand-and-a-half sword has been passed down from knight to knight, aiding generations of heroes on their noble quests.

Sword of the Quest	R	S	AP	Special Rules
Single-handed	Combat	S+1	-1	Magical Attacks, Strike First
Double-handed	Combat	S+2	-2	Magical Attacks, Multiple Wounds (2), Requires Two Hands, Strike Last

Notes: The Sword of the Quest has two profiles. You must choose which the wielder will use at the start of each round of a combat.

Sword Of Heroes..... 60 points

This mighty blade has powerful enchantments against evil bound into it. Its long and bloody history has seen its wielders kill enough fantastical creatures to fill a menagerie many times over.

	R	S	AP	Special Rules
Sword of Heroes	Combat	S	-	Magical Attacks, Monster Slayer

Notes: When making a roll To Wound for a hit caused with the Sword of Heroes, a roll of 5+ is always a success, regardless of the target's Toughness.

Heartwood Lance..... 50 points

This unbreakable lance is crafted from the heart of the Major Oak, the largest tree in Bretonnia, which was shattered by lightning the moment Gilles was struck down.

	R	S	AP	Special Rules
Heartwood Lance	Combat	S+3	-3	Magical Attacks

Notes: Models whose troop type is 'cavalry' or 'monster' only. The Heartwood Lance can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge) the model must use its hand weapon instead.

Morning Star Of Fracasse..... 40 points

This mighty morning star has a hatred of magical trickery and unholy artefacts. It will entangle and rip a magic weapon from the hands of any foe.

	R	S	AP	Special Rules
Morning Star of Fracasse	Combat	S+1	-1	Magical Attacks

Notes: Any magic weapon carried by an enemy model that suffers one or more unsaved wounds from the Morning Star of Fracasse is destroyed and cannot be used for the remainder of the game.

Magic Armour

Gilded Cuirass.....60 points

Inscribed with the words of the Grail Vow, the blessings of the Lady shine upon the wearer.

The Gilded Cuirass is a suit of heavy armour. In addition, its wearer has the Regeneration (5+) special rule.

Gromril Great Helm.....40 points

This ornate helm, a gift from the Dwarf King Grundhar, bears a potent rune of protection.

May be worn with other armour. The wearer of the Gromril Great Helm improves their armour value by 1 (to a maximum of 2+). In addition, the wearer may re-roll any roll of a natural 1 made when making an Armour Save roll.

Talismans

Mantle Of The Damsel Elena.....25 points

Legend has it that Elena continued fighting the Goblin hordes even as the venom of a thousand spider bites coursed through her veins.

The bearer is immune to the Poisoned Attacks special rule. If the bearer is wounded by an attack with this special rule, the attacker must roll To Wound as normal.

Sirienne's Locket.....25 points

Sirienne, as skilled at conventional arts as she was at the art of magic, crafted this exquisite charm into a likeness of the Lady.

Models whose troop type is 'infantry' or 'cavalry' only. The bearer is immune to the Multiple Wounds (X) special rule. If the bearer is wounded by an attack with this special rule, they suffer a single wound.

Magic Standards

Valorous Standard.....60 points

Knights who ride under this banner sing lustily and cry in joy for the sheer love of battle.

A unit carrying the Valorous Standard rolls 3D6 when making a Break test and discards the highest result.

Conqueror's Tapestry.....40 points

The morning after a battle, the victorious knights awaken to find their exploits depicted within this enchanted tapestry.

Any enemy standard captured by a unit carrying the Conqueror's Tapestry is worth 100 Victory Points as a trophy of war.

Errantry Banner30 points

This tattered banner has travelled the length and breadth of the Old World and beyond, instilling its bearers with fiery zeal.

All models in a unit carrying the Errantry Banner have a +1 modifier to their Strength characteristic during a turn in which they charge. However, the unit also gains the Impetuous special rule.

Banner Of Châlons.....20 points

Awestruck enemies are unable to tear their gaze away from this magnificent banner.

Enemy units cannot declare a Stand & Shoot charge reaction against a unit carrying the Banner of Châlons.



Enchanted Items

Falcon-horn Of Fredemund40 points

This ancient horn was used by the Grail Companion, Duke Fredemund of Aquitaine. When blown, it emits a piercing cry, and the skies become filled with flocks of hunting birds.

During the Command sub-phase of their turn, if they are not engaged in combat, this character may attempt to use the Falcon-horn of Fredemund by making a Leadership test (using their own unmodified Leadership). If this test is passed, until your next Start of Turn sub-phase enemy units cannot use the Fly (X) special rule.

Antlers Of The Great Hunt25 points

The knight's helm is adorned with a splendid set of antlers, the quarry of a great hunt slain by the wearer. The antlers denote exceptional prowess as a horseman and hunter.

If the wearer of the Antlers of the Great Hunt is mounted on a Barded Warhorse or a Warhorse, they and any unit they join gains the Move through Cover special rule.

Gauntlet Of The Duel*5 points

When cast down, this enchanted gauntlet magnifies even the tiniest scrap of pride or conceit into a surge of righteous self-belief.

Challenges issued by the bearer of a Gauntlet of the Duel cannot be refused.

Arcane Items

Silver Mirror35 points

This lethal trinket is at first sight merely a vanity mirror, but woe betide the magic user that underestimates its true abilities...

Single use. The bearer of the Silver Mirror may use it when attempting a Wizardly dispel. If they do so, roll an extra D6 when making the Dispel roll and discard the lowest result. If a double 1 is rolled on any two of the dice rolled, the bearer is outclassed in the art and the dispel attempt fails. If the dispel attempt is successful, the spell is dispelled and the casting Wizard suffers a Strength 4 hit with an AP of -2.

Sacrament Of The Lady*30 points

These thin, translucent wafers have been blessed by the Lady herself and imbued with a fragment of her power.

Single use. The bearer of a Sacrament of the Lady may use it before making a Casting roll. If they do, they may apply a +2 modifier to that Casting roll.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

Prayer Icon Of Quenelles25 points

When opened, this prayer icon displays a meticulously rendered image of the Lady that inspires unfettered devotion.

The bearer of the Prayer Icon of Quenelles increases their Dispel range by 3". Additionally, when attempting to dispel a Hex spell, the bearer of the Prayer Icon of Quenelles gains a +1 modifier to their Dispel roll.



KINGDOM OF BRETONNIA SPECIAL RULES

A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



On this page you will find a full description for each of the army special rules used by models drawn from the Kingdom of Bretonnia army list:

Blessings Of The Lady

Prior to battle, it is the custom of all pious servants of the Lady to kneel and pray most fervently for her blessings and protection.

Once deployment is complete, instead of rolling off to determine which player takes the first turn, the Kingdom of Bretonnia army may kneel and pray for the Blessings of the Lady. If it does so, the opposing player counts as having won the roll-off and the Lady's Blessing is granted, giving all models in the Kingdom of Bretonnia army with this special rule:

- A 6+ Ward save against any wounds suffered.
- A 5+ Ward save against any wounds suffered that were caused by an attack with a Strength of 5 or higher.

Note that if there is no roll-off to determine which player takes the first turn, the Kingdom of Bretonnia army cannot kneel and pray for the Blessing.

Note also that, should two Kingdom of Bretonnia armies face one another, neither may kneel and pray for the Blessings of the Lady. The Lady will not give her blessings to those that wage internecine wars, and no knight would presume to ask!

Losing The Blessing: Unlike other special rules, the Blessings of the Lady can be lost during a game. Any model or unit that flees, or any character that refuses a challenge, will immediately lose this special rule.

Note that, for the purposes of this special rule, Falling Back in Good Order does not count as fleeing.

Finest Warhorses

The Warhorses of Bretonnia are bred to bear the weight of a fully armoured knight.

When a unit with this special rule makes a Charge, Flee or Pursuit roll, it may re-roll any dice that roll a natural 1, before discarding any dice that are required to be discarded.

Lance Formation

Bretonnian knights make use of a powerful formation called the 'Lance'.

A unit consisting of models with this special rule may adopt a Lance formation, as described [on page 110](#).

Peasantry

The low-born peasants of Bretonnia habitually look to their knightly betters for leadership.

If a unit with this special rule is within 6" of a friendly model that has the Knight's Vow, the Questing Vow or the Grail Vow, and if that model is not fleeing, this unit can use that model's Leadership characteristic instead of its own. In addition, a standard carried by a unit with this special rule cannot be counted as a trophy of war. A character with this special rule can only join a unit that also has this special rule.



THE CHIVALROUS VOWS

The knights of Bretonnia swear Chivalrous Vows of duty, based upon their station, which are copied into painstakingly illuminated scripts and attached to their panoply of war for all to see. Knights live by these Chivalrous Vows, and the breaking of any aspect is deemed among the worst crimes a knight can commit.



Many models in the Kingdom of Bretonnia army list have one of the following Chivalrous Vows listed among their special rules. Of those that do, some have the option to replace it with another Chivalrous Vow:

The Knight's Vow

"...When the clarion call is sounded, I will ride out and fight in the name of liege and Lady. Whilst I draw breath, the lands bequeathed unto me will remain untainted by evil. Honour is all..."

A model with this Chivalrous Vow does not have to make a Panic test when a friendly unit with the Peasantry special rule is destroyed whilst within 6" of it, or when it is fled through by a friendly unit with the Peasantry special rule.

A unit with this Chivalrous Vow cannot be joined by a character that has the Peasantry special rule. A character with this Chivalrous Vow cannot join a unit with the Peasantry special rule.

The Questing Vow

"...I set down my lance, symbol of duty. I spurn my home and those whom I love, taking up instead the tools of my Quest. I give my body, heart and soul to the Lady whom I seek..."

A model with this Chivalrous Vow has the Stubborn special rule and can re-roll any failed Fear, Panic or Terror test. In addition, a model with this Chivalrous Vow does not have to make a Panic test when a friendly unit with the Peasantry special rule is destroyed whilst within 6" of it, or when it is fled through by a friendly unit with the Peasantry special rule. However, a model with this Chivalrous Vow cannot be equipped with a lance (be it magical or mundane).

A unit with this Chivalrous Vow cannot be joined by a character that has the Knight's Vow or the Peasantry special rule. A character with this Chivalrous Vow cannot join a unit with the Peasantry special rule.

The Grail Vow

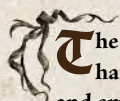
"...That which is sacrosanct, I shall preserve. That which is sublime, I will protect. That which threatens, I will destroy, for my holy wrath doth know no bounds..."

A model with this Chivalrous Vow has the Immune to Psychology, Magical Attacks and Stubborn special rules. In addition, models with this Chivalrous Vow always benefit from the Blessings of the Lady special rule and do not have to pray at the start of the game. However, a model with this Chivalrous Vow cannot refuse a challenge.

A unit with this Chivalrous Vow can only be joined by a character that also has this Chivalrous Vow or by a Handmaiden of the Lady. A character with this Vow cannot join a unit with the Peasantry special rule.



LORE OF THE LADY



The magical powers of the Handmaidens of the Lady all resemble religious observance as much as they do sorcery. With hands clasped in devotion and rapturous joy upon her brow, a Damsel or Prophetess beseeches her goddess to protect and empower her dutiful followers.



A Wizard with the 'Lore of the Lady' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

The Lady's Gift

As the Damsel prays solemnly to the Lady of the Lake, silvery light emanates from her most ardent followers, knitting their wounds and gilding their armour.

Type: Enchantment

Casting Value: 7+/10+

Range: 12"

Effect: Remains in Play. If this spell is cast with a casting result of 7 or more, the target friendly unit gains the Regeneration (6+) special rule. If this spell is cast with a casting result of 10 or more, the target friendly unit gains the Regeneration (5+) special rule. This spell may target a friendly unit engaged in combat.

Burning Gaze

Beams of cleansing white light flow from the Damsel's eyes, searing all traces of evil from her sight.

Type: Magic Missile

Casting Value: 10+

Range: 5D6"

Effect: Draw a straight line, 5D6" in length, from the caster's base edge. Any enemy model whose base falls under this line suffers a single Strength 4 hit with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

The Lady's Wrath

Enraged to see the lands of fair Bretonnia invaded by enemies, the Damsel invokes the wrath of the Lady of the Lake, strengthening the sword arms of her companions.

Type: Enchantment

Casting Value: 9+

Range: Self

Effect: Remains in Play. Whilst this spell is in play, the caster, their mount and any unit they have joined gain a +1 modifier to their Strength characteristic (to a maximum of 10), and improve the Armour Piercing characteristic of their weapons by 1.



THE LANCE FORMATION

Brettonian knights make use of a powerful formation called the 'Lance'. This formation enables them to charge deep into enemy lines, causing great devastation.



Forming The Lance

A Lance formation consists of two or more models arranged edge-to-edge in base contact. All models in the unit must face the same direction and must be arranged in a formation that consists of one or more horizontal rows, called ranks. The front rank of the unit contains one model, the second rank contains two models, the third contains three, and so on, as shown in Fig 110.1.

Lance Facings

The front, flank and rear arcs of a unit in Lance formation are determined by the models in the second rank and the last rank, as shown in the diagram.

Command Group Models

Command group models are placed at the front of the unit, in the first and second rank, as shown in Fig 110.1. The standard bearer should take precedence at the front of the unit.

Manoeuvring A Lance

A unit in Lance formation may not turn or redress the ranks, but may wheel, move backwards, move sideways and reform as normal. When a unit in Lance formation wheels, its movement is measured from its second rank. All other movement is measured from the model at the front of the formation.

The Lance In Combat

In combat, only the model at the front of a Lance is required to make base contact with the enemy. If this model cannot make base contact with the enemy, the Lance becomes 'blunted'. Whilst engaged in combat, every model on the outside of a Lance is considered to be within its fighting rank and in base contact with the enemy unit's fighting rank.

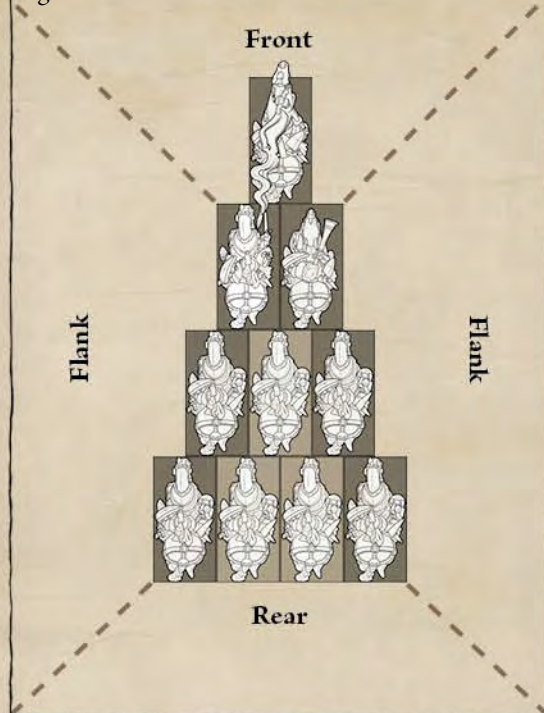
Rank Bonus: A unit in Lance formation can claim a Rank Bonus of +1 for each rank that contains enough models, as determined by its troop type.

Combat Result Bonus: A unit in Lance formation may claim a bonus of +1 combat result point.

Flank Charges: If a Lance is charged in its flank, align the enemy unit against its widest rank. The Lance then becomes 'blunted'.



Fig. 110.1



Blunting The Lance

In the tumult of combat, a Lance can become 'blunted'. A Lance becomes blunted if:

- The model at its front cannot make base contact with the enemy.
- It makes a disordered charge.
- It is charged by an enemy unit but does not, or cannot, perform a Counter Charge.

A blunted Lance immediately reforms to adopt a Close Order formation, as shown in Fig 111.1 and Fig 111.2. Place a number of models equal to the Lance's number of complete ranks in base contact with the enemy unit that caused it to become blunted, then rearrange the remaining models to maintain a correct close order formation with command models in the unit's new front rank.

Note that, once this reform is complete, it may be necessary to nudge an enemy unit forward, backwards or sideways, by the smallest amount possible, to make space for, or to maintain base contact with, the blunted Lance. In such cases, charging enemy units should be moved first.

Note also that the blunting of a Lance by a charging enemy unit may cause subsequent charges during the same phase to fail.

Casualty Removal

When removing casualties from a Lance, you may remove models from the middle of the back rank, rather than from one end as usual.

Lance Formations & Skirmishers

When a unit of Skirmishers charges or is charged by a Lance, the Skirmishers will not form up once contact has been made. Instead, each Skirmisher is moved as directly as possible towards the Lance in order to make base contact with it and with one another.

Models that can make base contact with the Lance are within the fighting rank. Models that cannot are placed behind the fighting rank.

Note that Skirmishers cannot blunt a Lance.

Characters Joining A Lance

When a character joins a unit in Lance formation, they are placed on the outside of the Lance, in any rank, displacing one or more rank and file models to the rear rank as usual. Should you wish, a character can take the position of a command group model in the first or second rank of the Lance. In such cases, that command group model must be placed further back, on the outside of the Lance and will in turn displace another model to the rear rank of the unit.

If a character that has joined a Lance is required to 'retire' to the rear of the unit, they may be placed in the middle of any rank (not including the first or second). A character that has retired cannot occupy a position on the outside of the Lance and will no longer be within the fighting rank.

Fig. 111.1

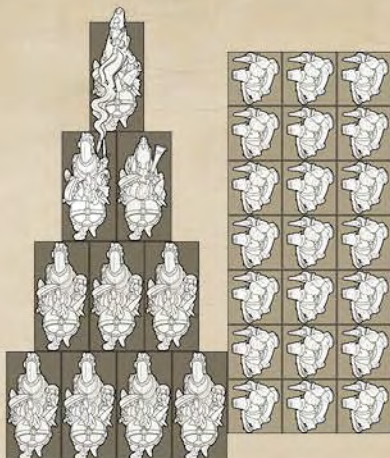
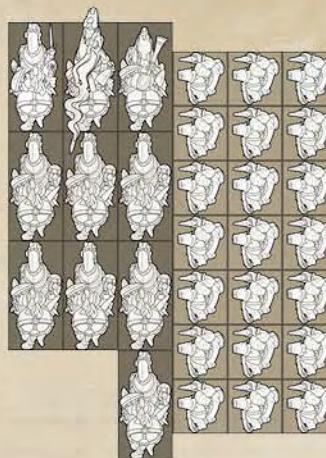


Fig. 111.2



The Lance has been charged in its flank by an enemy unit. Four models are placed in base contact with the charging unit and the rest are rearranged behind these. The Lance has been blunted.







Protected from harm by the blessings of the Lady, a unit of bold Questing Knights charges the enemy in defence of a Damsel.



A unit of Grail Knights, mounted upon Bretonnian warhorses.



A Bretonnian Paladin mounted upon a Royal Pegasus and bearing the Battle Standard of his lord.



Soaring above the battlements of their lord's castle and the rock-strewn slopes below, a unit of Pegasus Knights rides to war.



THE WOOD ELF REALMS

The inhabitants of Athel Loren are mysterious and secretive beings, rarely seen beyond the borders of their forest homeland and thus little understood by the outside world. In the defence of their woodland realm, the Wood Elves and their allies are deadly and unforgiving. The Asrai often appear capricious and cruel to outsiders, though in truth, each harmful act is performed in order to preserve their mysterious home and to uphold the natural balance of the wider world. Or so they would claim...

The Forest Realm

The forest of Athel Loren is a mystical place whose shadow stretches far across the land. It extends along the banks of two great rivers, named by the Bretonnians as the River Grismerie to the north and the river Brienne to the south. The forest rises from the fertile plains of Bretonnia and reaches high into the Grey Mountains, riddled with Dwarf mines and strongholds. Its outer bounds are marked with waystones, placed there by the first Elves to settle upon the lush plains of the Old World many centuries ago, to contain the wild things that dwell beneath its boughs.

Within the forest's span, great trees loom overhead, their branches moving slowly, ever straining to escape the magical barrier of the waystones. Roots twist and claw across the fern-covered rocks and loam, and low mists coil underfoot. None tread beneath these eaves without feeling the eyes of the forest and its innumerable denizens upon them. Every step is dogged by a sense of watchfulness that permeates each leafy glade and winding track.

The verdant labyrinth of the forest unsettles even the most courageous soul, for all that enter are followed by movement glimpsed from the corner of the eye, haunted by the voices of unseen creatures and the strange cries of unknown predators, and ever discomforted by the feeling that one is being watched at all times. Dark forms move through the twisting branches and dense undergrowth; tiny darting shapes flit between the trees. Only the insanely brave, mad or foolish dare to cross its bounds; all others shun it as a haunted place, filled with unquiet, malicious spirits.

There are few safe paths through Athel Loren. An individual that treks under the dark boughs for what seems like a couple of hours may, if they survive, return home to find that a hundred years have passed. Equally, one might wander lost within the forest for decades, only to emerge later on the very day that they entered.

Navigating through Athel Loren is no easy task, for the forest's landmarks and glades are ever-shifting. What was open clearing one night may be heavily wooded the next morning, and pathways often disappear or turn back on themselves without warning. Even if an intruder tries to walk a straight path, they will invariably find that they have been turned about and are now facing out of the forest, their sanity tested by the horrors and wonders they encountered within.

But not all forays end in disaster. The fortunate or the worthy might occasionally find passage between the changing paths, guided perhaps by a welcome shaft of sunlight, or coming across a forest trail at an unexpected turn. Inspired by such tales, there will always be those that dare enter the dark forest, drawn by fanciful tales of treasures or of hidden knowledge waiting to be won.

Most of the forest is a strange, almost perpetually twilight, world, bathed only in the muted sunlight or moonlight able to penetrate the canopy of leaves. Only in the natural clearings, known as glades, can one look up and glimpse the sky or the stars. Other glades are vast tracts of land that could easily accommodate the largest of the Old World's cities, and that many a Bretonnian duke would claim as a proud domain. In fact, some have, though never for very long.



The Deepwood Host

The history of the Wood Elves is a search for balance and solitude tempered by ceaseless war. For thousands of years, they have lived in harmony with the sentient forest of Athel Loren, and with the spirits that dwell beneath its boughs. Here, they have learnt to dwell in concord with the seasons and the weave of life and death that binds all living things together. Unlike the other Elven races of the world, the Wood Elves have never sought to rule, and wish only to see their homeland persist through all the coming ages of the world. It is this cause for which they fight, for no land endures long if it cannot take up arms against those that wish it harm, and the waking woodland of Athel Loren has more than its fair share of enemies.

To Man, dwelling on the fertile plains north and west of the great forest, and to the Dwarfs, delving deeply beneath the mountains to its east, the forest is viewed as a brooding and malicious foe, and perhaps they are correct. Neither the Wood Elves, nor the forest spirits to which their fate is tied, care for the lives of outsiders. They think nothing of resorting to slaughter to ease affront, and there are always those who seem eager to provoke their wrath. Dwarfs see Athel Loren's boughs as a resource to be harvested and put to work as fuel for their great machines. Reckless human Wizards too see the forest as a wellspring of fuel, though it is not timber they crave, but the magical essence which gives life to the trees and vigour to those that live within the forest's bounds. Then there are the destructive Orcs and the foul Beasts of Chaos, creatures that seek to topple the trees and defile the ground for no other reason than to cause destruction.

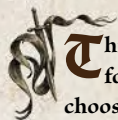
Thus does the host of Athel Loren march to war, hidden by skeins of sorcerous mist. The battle starts with a single arrow, fired by the greatest marksman in the host and aimed at the enemy warlord's heart. This signal given, Glade Guard and Waywatchers emerge from concealment and blacken the skies with their own volleys, each shot guided by an instinct beyond human comprehension. Only then do the hunting horns sound, loosing the Wood Elves to the fray.

The Wild Riders, devotees of the demi-god Orion, who dies in flame each year only to be born anew in the spring, and the Sisters of the Thorn, mysterious followers of Ariel, the avatar of the Elven goddess Isha, lead the charge, scattering enemies with every thrust of their spears, their furious steeds trampling any who survive the riders' onset. Wardancers dart and spiral through their bewildered opponents, their every cut and parry an act of worship to their trickster god. Eternal Guard come next, brave protectors of the forest realm during the long, cold months of winter and ferocious arbiters of Athel Loren's lords and ladies. Behind these, stalk the grimly visaged and darkly cowed Wildwood Rangers, guardians of the Wildwood and gaolers of the ancient horrors confined within it, their great, long-bladed glaives blurring as they strike.

And the Elves do not fight alone, for they are joined by the spirits of the forest. Lithe Dryads rip through their foes, their quicksilver forms given purpose by the seething malice in their thorny hearts. Colossal Treemen smash through the enemy lines, their gnarled fists pulverising all in their path. Overseeing these battles are the Spellweavers of Athel Loren, who direct both dark and light magics to wherever they are needed, bringing balms to wounded allies, and blasting enemies apart with searing bolts of the blackest magic.



WOOD ELF REALMS ARMY LIST



This page details the Grand Army composition list for the Wood Elf Realms. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.



This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Glade Lord or Spellweaver per 1,000 points
- 0-1 Treeman Ancient per 1,000 points
- Glade Captains, Spellsingers, Shadowdancers, Waystalkers and Branchwraiths

Core

At least 25% of your army's points value must be spent on:

- 1+ unit of Glade Guard
- Eternal Guard, Dryads and Glade Riders
- 0-1 unit of Deepwood Scouts may be taken as a Core choice per 1,000 points

Special

Up to 50% of your army's points value may be spent on:

- Deepwood Scouts, Wildwood Rangers, Wardancers, Sisters of the Thorn, Wild Riders and Warhawk Riders
- 0-2 units of Tree Kin per 1,000 points

Rare

Up to 25% of your army's points value may be spent on:

- Treemen
- 0-1 unit of Waywatchers per Waystalker taken
- 0-3 Great Eagles per 1,000 points

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Wood Elf Realms Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Empire of Man (Uneasy)
 - Kingdom of Bretonnia
 - High Elf Realms

Battle Standard Bearer

A single Glade Captain in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single Magic Banner with no points limit.



Character



Wood Elf Nobles

The lords and ladies of Athel Loren have ruled the Wood Elves for millennia. Each Highborn is required to keep their domain free from intruders and has the ultimate responsibility over the area of the forest in which their followers dwell. Most often, this is a task that is accomplished by the Highborn's Eternal Guard and Glade Guard, though in more dangerous times, they will entreat the spirits of the forest, or even Elves from other regions of Athel Loren, to lend aid. Though the inhabitants of Athel Loren are as proud as any of the Elven races, they never allow their own hubris to endanger their home land. The defence of Athel Loren is the one calling that is held above all others.

Wood Elf Nobles

	M	WS	BS	S	T	W	I	A	Ld	Points
Glade Lord	5	7	7	4	3	3	6	4	10	135
Glade Captain	5	6	6	4	3	2	5	3	9	70

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon, Asrai longbow ([see page 147](#)) and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
 - Cavalry spear (if appropriately mounted).....+2 points
- May take a shield.....+2 points
- May take one of the following types of enchanted arrows ([see page 147](#)):
 - Arcane bodkins.....+6 points
 - Hagbane tips.....+6 points
 - Moonfire shot.....+3 points
 - Swiftshiver shards.....+6 points
 - Trueflight arrows.....+3 points
- May be mounted.....[See page 126](#)
- May take Forest Spites ([see page 141](#)) up to a total of.....50 points
- A Glade Lord may purchase magic items up to a total of.....100 points
- A Glade Captain may purchase magic items up to a total of.....50 points

Special Rules: The Arrow of Kurnous, Evasive, Fire & Flee, Ignores Cover, Move through Cover, Rallying Cry, Strike First*

*Note that this special rule does not apply to this model's mount (should it have one).

The Arrow Of Kurnous

It is traditional for the Wood Elves not to launch into battle until one of their champions has loosed a shot at the heart of the enemy leader. Seldom is this arrow fatal, but fatality is not the intent. Rather, it is a goad to the enemy's pride and a reminder of their frail mortality.

Once deployment is complete, but before the roll-off to determine which player takes the first turn, if the General of your opponent's army is within 36" of one or more models in your army that has this special rule, one of those models may fire the Arrow of Kurnous. If the Arrow of Kurnous is fired, the General of your opponent's army immediately suffers a single Strength 3 hit, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

However, if the Arrow of Kurnous is fired, your opponent adds +1 to their roll when rolling off to determine who takes the first turn.



Wood Elf Mages

	M	WS	BS	S	T	W	I	A	Ld	Points
Spellweaver	5	4	4	3	3	3	4	2	8	155
Spellsinger	5	4	4	3	3	2	4	1	8	80

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Spellweaver is a Level 3 Wizard. A Spellsinger is a Level 1 Wizard. Every Wood Elf Mage knows spells from one of the following Lore of Magic:

- Battle Magic
- Elementalism
- High Magic
- Illusion

Options:

- May have the Talismanic Tattoos special rule+15 points
- May be mounted[See page 126](#)
- May take Forest Spites ([see page 141](#)) up to a total of50 points
- A Spellweaver may:
 - Be a Level 4 Wizard+30 points
 - Purchase magic items up to a total of100 points
- A Spellsinger may:
 - Be a Level 2 Wizard+30 points
 - Purchase magic items up to a total of50 points

Special Rules: Elven Reflexes, Lore of Athel Loren, Magical Attacks, Move through Cover



Character



Spellsingers

Elves are intrinsically magical beings. In most, this talent is too weak to be developed, presenting itself as occasional forebodings, but in truly gifted Elves, it can be shaped into a tool of great power. Such a boon is not without danger, for raw magic is a destructive thing if drawn upon unwisely. Whilst other Elves protect themselves from such ravages through ritual, the Spellweavers and Spellsingers of Athel Loren shield themselves by joining their minds to the forest's sleeping consciousness. As a result of this connection, Wood Elf Mages have an altogether unique relationship with Athel Loren. This bond allows them to commune with the forest, and some particularly powerful Mages can use their bond to reshape the forest itself.

Character



Shadowdancers of Loec

Shadowdancers are the closest thing that the Trickster God has to a priesthood, and they are both respected and feared as a result. They, and only they, know all the paths through Athel Loren – indeed, it is said that they tread the paths of the Dreaming Wood as surely as they do the mortal world. In battle, Shadowdancers are even more dazzlingly swift than the Wardancers they lead. At other times, they are less flamboyant, preferring to confound others with deceptions of the mind, rather than swiftness of body. Indeed, many Shadowdancers can create illusions, which they inevitably use to further distract their foes or mete out a much-needed dose of humility to Elves or spirits that have forgotten their station.

Shadowdancers

	M	WS	BS	S	T	W	I	A	Ld	Points
Shadowdancer	5	8	6	4	3	2	7	3	8	85

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Shadowdancer may be a Wizard (see below). A Shadowdancer that is a Wizard knows spells from one of the following Lore of Magic:

- Battle Magic
- Illusion

Options:

- May take one of the following:
 - Spear of Loec (see below).....Free
 - Trickster's Blades (see below).....Free
- May take Forest Spites (see page 141) up to a total of.....50 points
- May be a Level 1 Wizard.....+35 points
- May purchase magic items up to a total of.....50 points

Special Rules: Evasive, Furious Charge, Immune to Psychology, Loner, Move through Cover, Strike First, Talismanic Tattoos, Troubadour of Loec

Troubadour Of Loec

The deadly dance of a Shadowdancer melds seamlessly with that of the troupe they lead.

A Shadowdancer that joins a unit of Wardancers is considered to have the Dances of Loec special rule for as long as they remain with the unit (see page 131).

	R	S	AP	Special Rules
Spear of Loec	Combat	S+1	-1	Armour Bane (2), Killing Blow

	R	S	AP	Special Rules
Trickster's Blades	Combat	S	-	Extra Attacks (+D3), Requires Two Hands



Waystalkers

	M	WS	BS	S	T	W	I	A	Ld	Points
Waystalker	5	6	7	4	3	2	5	2	8	85

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and Asrai longbow (see page 147)

Options:

- May take an additional hand weapon.....+3 points
- May take one of the following types of enchanted arrows (see page 147):
 - Arcane bodkins.....+6 points
 - Hagbane tips.....+6 points
 - Moonfire shot.....+3 points
 - Swiftshiver shards.....+6 points
 - Trueflight arrows.....+3 points
- May take light armour.....+3 points
- May take Forest Spites (see page 141) up to a total of.....50 points
- May have the Ambushers special rule.....+10 points
- May purchase magic items up to a total of.....50 points

Special Rules: Elven Reflexes, Evasive, Feigned Flight, Fire & Flee, Hawk-eyed Archer, Ignores Cover, Move through Cover, Scouts

Hawk-eyed Archer

With the keen eyes of a hunting hawk, none that would dare encroach upon the hidden glades of Athel Loren are safe from the deadly arrows of a Waystalker.

A model with this special rule can target any enemy character it can draw a line of sight to, regardless of the usual rules for targeting Lone characters. In addition, a model with this special rule can target a specific model within its target unit, such as a champion or a character.



Character



Waystalkers

Waystalkers are solitary individuals, perfectly at ease within their forest homeland. Able to survive by their wits and cunning in the wilds they let years pass between visits to Wood Elf halls and, on the rare occasions when a Waystalker returns to their people, they stand alone as outsiders, apart from all others. A Waystalker's marksmanship shames even that of other Waywatchers. They can pick out a single enemy from a seething mass of troops and place the one perfect shot that brings the target, lifeless, to the ground. Yet, the Waystalker finds no reason to exult in the application of their skills – after all, what prey could hope to escape one who has dedicated their entire life to the hunter's art?

Character



Treemen Ancients

Of all the Treemen of Athel Loren, there are those – old beyond mortal reckoning – whose names are revered above all others; these are the Treeman Ancients. When first the pact between forest and Elf was formed, it was they who spoke on behalf of Athel Loren, and they were old even then.

Treeman Ancients seldom rouse themselves to wakefulness. Finding the waking world less vibrant as they get older, they prefer to retreat into a deep sleep. Thus do the Treeman Ancients pass through the centuries in a state of dormancy, tended by small groups of Dryads. Only when dire times befall are they awoken from slumber, for only with their leadership can Athel Loren be roused to its full fury.

Treemen Ancients

	M	WS	BS	S	T	W	I	A	Ld	Points
Treeman Ancient	5	5	5	5	6	6	2	3	10	265

Troop Type: Behemoth (character)
Base Size: 50 x 50 mm (min), 50 x 75 mm (max)
Unit Size: 1
Equipment: Oaken fists (see below), Strangleroots (see below) and arboreal armour (counts as full plate armour)

Magic: A Treeman Ancient is a Level 2 Wizard. Every Treeman Ancient knows spells from the following Lore of Magic:

- Battle Magic
- Elementalism

Options:

- May be a:
 - Level 3 Wizard.....+30 points
 - Level 4 Wizard.....+60 points
- May take Forest Spites (see page 141) up to a total of100 points

Special Rules: Close Order, Flammable, Immune to Psychology, Large Target, Lore of Athel Loren, Magical Attacks, Move through Cover, Regeneration (5+), Stomp Attacks (D3), Stubborn, Terror, Timmm-berrr!, Tree Spirit, Tree Whack

	R	S	AP	Special Rules
Oaken fists	Combat	S	-2	-

	R	S	AP	Special Rules
Strangleroots	12"	S	-1	Multiple Shots (D6+1)



Branchwraiths

	M	WS	BS	S	T	W	I	A	Ld	Points
Branchwraith	5	6	6	4	4	2	6	2	8	80

Troop Type: Regular infantry (character)

Base Size: 30 x 30 mm

Unit Size: 1

Equipment: Hand weapon and sapwood flesh (counts as light armour)

Magic: A Branchwraith is a Level 1 Wizard. Every Branchwraith knows spells from the following Lores of Magic:

- Battle Magic
- Elementalism
- Illusion

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Great weapon.....+4 points
- May be a Level 2 Wizard.....+30 points
- May take Forest Spites ([see page 141](#)) up to a total of.....50 points

Special Rules: Fear, Flammable, Immune to Psychology, Lore of Athel Loren, Magical Attacks, Move through Cover, Regeneration (6+), Tree Spirit

Character



Branchwraiths

Branchwraiths are the oldest of the Dryads, shape-shifters that have protected their forest home and served the Ancients of Athel Loren with a dedication bordering upon the fanatical since the world itself was young. Yet, before the coming of the Elves, the Branchwraiths were so much more. In the earliest days, it was they who ruled within the forest and tamed the Winds of Magic to bring sustenance to bough and branch. Thus do few Branchwraiths think kindly of the Elves, and many hate them. Now the Branchwraiths watch and wait for the seasons to shift once again. One day soon, they believe, the usurpers will be cast down from their lofty perches and the natural order restored.

Character



Elven Steed

Descended from the purest of all equine bloodlines, the steeds of the Wood Elves are swift and graceful, with an agility that cannot be matched by the lesser breeds employed in other kingdoms. Where the warhorses of Bretonnia and the Empire are bred for strength, the horses of Athel Loren are swift, agile and cunning creatures.

Great Stag

No beast in all of Athel Loren is more treasured than the Great Stag, a creature that the Wood Elves revere as representing the true soul of the forest. Great Stags only seem to appear at portentous times, most often to serve as war-steeds for particularly noble Elves. On occasion, a Great Stag will appear at a time of great celebration and feasting, a sure sign of the forest's blessing.

Character Mounts

A character that can be mounted may choose a mount from the following list. Most mounts are covered in detail on the following pages. Those that are not have their own dedicated entries later in this army list.

A Glade Lord or Glade Captain may be mounted on a:

- Elven Steed+14 points
- Great Stag+50 points
- Warhawk+30 points
- Forest Dragon (Glade Lord only)[See page 138](#)
- Great Eagle[See page 139](#)

A Spellweaver or Spellsinger may be mounted on a:

- Elven Steed+14 points
- Unicorn+35 points
- Warhawk+30 points
- Great Eagle[See page 139](#)

Elven Steed

	M	WS	BS	S	T	W	I	A	Ld	Points
Elven Steed	9	3	-	3	-	-	4	1	-	+14

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 1

Equipment: Hooves (counts as a hand weapon)

Special Rules: Fast Cavalry, Swiftstride

Great Stag

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Stag	8	4	-	5	(+1)	(+1)	4	2	-	+50

Note: A character mounted on a Great Stag has +1 Toughness and +1 Wound.

Troop Type: Monstrous cavalry

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Mighty antlers (see below)

Special Rules: Armoured Hide (2), Crown of Antlers, Fear, First Charge, Impact Hits (1), Move through Cover, Stomp Attacks (1), Swiftstride

Crown Of Antlers

When a Great Stag charges, its magnificent crown of antlers tears through armour and cuts deeply into the flesh beneath.

Impact Hits caused by a model with this special rule have the Armour Bane (1) special rule and an Armour Piercing characteristic of -1.

	R	S	AP	Special Rules
Mighty antlers	Combat	S	-1	Armour Bane (1)

Unicorn

	M	WS	BS	S	T	W	I	A	Ld	Points
Unicorn	10	4	-	4	-	(+1)	5	2	-	+35

Note: A character mounted on a Unicorn has +1 Wound.

Troop Type: Monstrous cavalry

Base Size: 40 x 60 mm

Unit Size: 1

Equipment: Hooves and horn (counts as a hand weapon)

Special Rules: Armour Bane (2, Unicorn only), Armoured Hide (1), Beguiling Aura, Counter Charge, Magical Attacks, Stomp Attacks (1), Swiftstride

Beguiling Aura

Unicorns shimmer with magical power, a gleaming aura that also bears an enfolding glamour that bewitches and beguiles any who come near.

Enemy models must make a Leadership test before making any rolls To Hit against this model during the Combat phase. If this test is failed, only rolls of a natural 6 will hit.

Warhawk

	M	WS	BS	S	T	W	I	A	Ld	Points
Warhawk	2	3	-	4	(+1)	-	4	2	-	+30

Note: A character mounted on a Warhawk has +1 Toughness.

Troop Type: Monstrous cavalry

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Wicked claws (see below)

Special Rules: Evasive, Fear, Feigned Flight, Fly (10), Swiftstride

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-



Character



Unicorn

The Unicorn is an innately magical creature that finds the taste of magic intoxicating. Most Spellsingers find this most fortuitous, as a Unicorn makes for an excellent steed. Furthermore, the beast's nature protects its rider against hostile magics with a devastating spell, often resulting in little more than a slightly inebriated and emboldened steed.

Warhawks

Many large birds of prey live in Athel Loren, especially where it covers the foothills, ravines and crags of the Grey Mountains. These hawks and shrikes grow to far grander proportions than similar species found elsewhere in the Old World. Taken as a fledgling and raised by an Elf, such a hawk will develop a powerful bond with its master and will even bear them into battle.

Infantry



Glade Guard

When an Elf comes of age, they will be inducted into their household's Glade Guard and, when Athel Loren goes to war, it is the Glade Guard who form the core of the army, for all are trained in the arts of the longbow as soon as they can hold one. In Athel Loren, archery is not just a tool of battle, but one of many hunter's skills vital for survival.

Deepwood Scouts

Deepwood Scouts hold the responsibility of patrolling those areas of the forest deemed too dangerous for Glade Guard to enter, where stealth is essential to avoid predators. This stealth serves them well upon the battlefield, where they hunt and ambush enemies who stray too far from the protection of their allies.

Wood Elf Archers

Glade Guard	M	WS	BS	S	T	W	I	A	Ld	Points
Glade Guard	5	4	4	3	3	1	4	1	8	11
Lord's Bowman	5	4	5	3	3	1	4	1	8	+6

Deepwood Scouts	M	WS	BS	S	T	W	I	A	Ld	Points
Deepwood Scout	5	4	4	3	3	1	4	1	8	13
Lord's Bowman	5	4	5	3	3	1	4	1	8	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons and Asrai longbows (see page 147)

Options:

- Any unit may take one of the following types of enchanted arrows (see page 147):
 - Arcane bodkins+2 points per model
 - Hagbane tips.....+2 points per model
 - Moonfire shot.....+1 point per model
 - Swiftshiver shards.....+2 points per model
 - Trueflight arrows.....+1 point per model
- Any unit may:
 - Upgrade one model to a Lord's Bowman (champion)+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
- A Lord's Bowman may purchase magic items up to a total of.....25 points
- 0-1 unit of Glade Guard per 1,000 points may:
 - Have the Fire & Flee special rule.....+1 point per model
 - Have the Vanguard special rule+1 point per model
 - Purchase a magic standard worth up to.....50 points

Special Rules:

- Glade Guard:** Elven Reflexes, Move through Cover, Open Order
- Deepwood Scouts:** Elven Reflexes, Evasive, Fire & Flee, Move through Cover, Scouts, Skirmishers



Eternal Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Eternal Guard	5	5	4	3	3	1	4	1	9	13
Eternal Warden	5	5	4	3	3	1	4	2	9	+5

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, Asrai spears (see below) and light armour

Options:

- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to an Eternal Warden (champion).....+5 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician+5 points per unit
 - Purchase a magic standard worth up to.....50 points
- An Eternal Warden may purchase magic items up to a total of.....50 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule+1 point per model
 - Have the Veteran special rule.....+1 point per model

Special Rules: Close Order, Elven Reflexes, Martial Prowess,
Move through Cover, Stubborn

Martial Prowess

Eternal Guard spend many hours mastering the art of the Asrai spear, wielding their weapons with a skill and grace absent from the ranks of their enemies.

A unit with this special rule can make supporting attacks to its flank or rear, as well as to its front.

	R	S	AP	Special Rules
Asrai spear	Combat	S	-1	Fight in Extra Rank

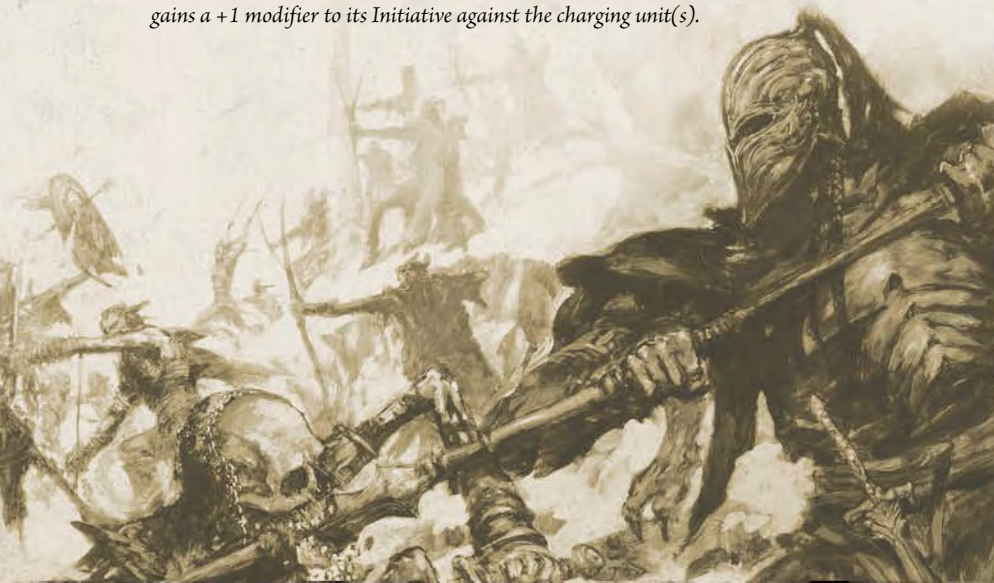
Notes: A model wielding an Asrai spear cannot make a supporting attack during a turn in which it charged. During a turn in which it was charged in its front arc, a model wielding an Asrai spear gains a +1 modifier to its Initiative against the charging unit(s).

Infantry



Eternal Guard

Through the long winter months, the forest of Athel Loren is at its lowest ebb, made dormant and vulnerable through the cycle of the seasons. During this time, guardianship of the most sacred of places falls to the Eternal Guard, sons and daughters of the noble houses of Athel Loren. Only skill on the field of battle can earn an honoured place within the ranks of the Eternal Guard, for their duty is a difficult and dangerous one. Should the forest be assailed in the frozen months, they can depend upon little or no aid, and will be called upon to hold fast against whatever threat comes to challenge them. Regardless of the foe, the Eternal Guard stands firm before it.



Infantry



Wildwood Rangers

Athel Loren is not a safe place, even for the Elves. Even now, thousands of years after the Elves settled within the great forest, there are forest spirits who resent their presence, and visit great cruelties upon them. Banished to the sinister south-eastern corner of Athel Loren, known as the Wildwood, these dark spirits rail against the waystone barrier that confines them and dream of revenge on those who occupy their home. The task of guarding the border between this shadowy prison and the rest of Athel Loren falls to the Wildwood Rangers. Theirs is an existence thoroughly at odds with the gaiety and splendour known by other Wood Elves, for once the Ranger's path has been trodden, it is not easily set aside.

Wildwood Rangers

	M	WS	BS	S	T	W	I	A	Ld	Points
Wildwood Ranger	5	5	4	3	3	1	4	1	9	14
Wildwood Warden	5	5	4	3	3	1	4	2	9	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, ranger's glaives (see below) and light armour

Options:

- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Wildwood Warden (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician.....+6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Wildwood Warden may purchase magic items up to a total of.....50 points

Special Rules: Close Order, Elven Reflexes, Guardians of the Wildwood, Immune to Psychology, Move through Cover

Guardians Of The Wildwood

Those that take up the Ranger's glaive have invariably suffered great tragedy at the hands of the dark spirits that reside within the Wildwood. Consequently, they will fight with tremendous ferocity when faced with enemies that would cause a lesser soul to cower in fear.

Whilst it is in base contact with an enemy model that causes Fear or Terror, a model with this special rule gains a +1 modifier to its Attacks characteristics (to a maximum of 10) and the Multiple Wounds (2) special rule.

	R	S	AP	Special Rules
Ranger's glaive	Combat	S+2	-2	Requires Two Hands



Wardancers

	M	WS	BS	S	T	W	I	A	Ld	Points
Wardancer	5	6	4	3	3	1	6	1	8	16
Bladesinger	5	6	4	3	3	1	6	2	8	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons

Options:

- Any model in the unit may take one of the following:
 - Additional hand weapon.....+1 point per model
 - Throwing spear.....Free
- Any unit may:
 - Upgrade one model to an Bladesinger (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Bladesinger may purchase magic items up to a total of25 points

Special Rules: Dances of Loec, Evasive, Furious Charge, Immune to Psychology, Loner, Motley Crew, Move through Cover, Open Order, Skirmishers, Strike First, Talismanic Tattoos

Dances Of Loec

In battle, Wardancers perform the favoured rituals of the Trickster God, Loec, each instinctively enacting a pattern of lethal movements in perfect harmony with the rest of their troupe.

When this unit's combat is chosen during Step 1.1 of any Choose & Fight Combat sub-phase, choose one of the following Dances of Loec for it to perform. Every model within the unit performs the same Dance:

- Whirling Death:** Until the end of this Combat phase, the Armour Piercing characteristic of this unit's weapons is improved by 2.
- Storm of Blades:** Until the end of this Combat phase, this unit gains the Extra Attacks (+1) special rule.
- The Shadows Coil:** Until the end of this Combat phase, this unit has a 4+ ward save against any wounds suffered.
- Woven Mist:** Any enemy model that directs its attacks against this unit during this Combat phase suffers a -1 modifier to its rolls To Hit.

Note that a Shadowdancer that joins this unit is considered to have this special rule as well.



Infantry



Wardancers

Wardancers roam Athel Loren in tightly knit troupes, treading paths and secret ways that few others know or dare use. Other Wood Elves regard the Wardancers as wild and unpredictable, and not without cause, for they are the servants and worshippers of the Elven trickster god, Loec. The Wardancers lead the Elves in music and rejoicing, and perform the intricate dance rituals that re-enact the history of Athel Loren, a form of storytelling more important to the Wood Elves than the more conventional method of writing. Wardancers are sublime warriors, with each Wardancer in the troupe leaping and pirouetting through the enemy ranks to music only they hear, gracefully evading clumsy enemy blows before dispatching their foe with an impossibly swift strike.

Infantry



Waywatchers

Waywatchers are silent sentinels, the guardians of the paths leading into Athel Loren. They are masters of concealment, and can lie unmoving and unnoticed for days on end before springing an ambush on startled and unfortunate prey. The way of the watcher is the natural progression for those who have trained as scouts. Over time, an Elf may become more comfortable in the forest's embrace than in the presence of kin. They drift further from the halls, spending more and more time in the forest, honing skills of stealth and marksmanship. Many never return from this journey, for there are corners of Athel Loren that are dangerous even to the Elves, yet those who survive are skilled beyond compare and hardened by their experiences.

Waywatchers

	M	WS	BS	S	T	W	I	A	Ld	Points
Waywatcher	5	4	5	3	3	1	5	1	8	16
Sentinel	5	4	6	3	3	1	5	1	8	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons and Asrai longbows (see page 147)

Options:

- Any unit may take one of the following types of enchanted arrows (see page 147):
 - Arcane bodkins.....+2 points per model
 - Hagbane tips.....+2 points per model
 - Moonfire shot.....+1 point per model
 - Swiftshiver shards.....+2 points per model
 - Trueflight arrows.....+1 point per model
- Any unit may upgrade one model to a Sentinel (champion).....+6 points per unit
- A Sentinel may purchase magic items up to a total of.....25 points
- 0-1 unit in your army may:
 - Have the Ambushers special rule.....+1 point per model
 - Have the Vanguard special rule.....+1 point per model
 - Have the Veteran special rule.....+1 point per model

Special Rules: Elven Reflexes, Evasive, Feigned Flight, Fire & Flee, Ignores Cover, Move through Cover, Scouts, Skirmishers



Dryads

	M	WS	BS	S	T	W	I	A	Ld	Points
Dryad	5	4	4	3	4	1	4	2	8	13
Nymph	5	4	4	3	4	1	4	3	8	+5

Troop Type: Regular infantry

Base Size: 30 x 30 mm

Unit Size: 5+

Equipment: Hand weapons and sapwood flesh (counts as light armour)

Options:

- Any unit may upgrade one model to a Nymph (champion).....+5 points per unit
- A Nymph may take Forest Spites (see page 141) up to a total of.....25 points

Special Rules: Fear, Flammable, Immune to Psychology, Magical Attacks, Move through Cover, Open Order, Regeneration (6+), Skirmishers, Stubborn, Tree Spirit

Tree Kin

	M	WS	BS	S	T	W	I	A	Ld	Points
Tree Kin	5	4	4	4	5	3	3	3	8	51
Elder	5	4	4	4	5	3	3	4	8	+7

Troop Type: Monstrous infantry

Base Size: 50 x 50 mm

Unit Size: 2+

Equipment: Hand weapons and hardwood flesh (counts as heavy armour)

Options:

- Any unit may upgrade one model to an Elder (champion).....+7 points per unit
- An Elder may take Forest Spites (see page 141) up to a total of.....25 points

Special Rules: Armour Bane (2), Close Order, Fear, Flammable, Immune to Psychology, Magical Attacks, Move through Cover, Regeneration (5+), Stomp Attacks (1), Stubborn, Tree Spirit, Tree Whack

Infantry



Dryads

Dryads are spiteful, shape-shifting creatures with hearts akin to shards of ice and an uncompromising dedication to Athel Loren. When the forest is threatened, the Dryads assume their war aspect and prey upon its enemies. Their lithe and swift nature allows them to cover great distance at speed, falling with ease upon foes who, until moments before, thought themselves entirely safe from harm.

Tree Kin

A Tree Kin is a mighty brute, an animated hulk of deadwood, formed into a twisted and monstrous parody of an Elf. It fights with gnarled fists that batter armour and pummel flesh to bloody ruin. The Tree Kin is implacable, fearing neither pain nor death, for its body no longer has the ability to experience sensation and the spirit that drives it is long dead.



Cavalry



Glade Riders

The Glade Riders are perhaps the greatest light cavalry of the Old World, their Elven reflexes allowing them to perform an incredible variety of seemingly reckless acts that are far beyond the abilities of the younger races. Whether firing backwards while galloping full tilt through deep woods, or darting through the ranks of surprised enemy outriders, Glade Riders routinely survive their escapades unscathed through a formidable combination of graceful skill and unflappable confidence. Unlike most cavalymen, Glade Riders do not view their horses as subservient beasts. Instead, over a period of many years, a deep connection is formed between rider and steed. This bond is so deep that horse and rider act as one, communicating on an almost spiritual level.

Glade Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Glade Rider	-	4	4	3	3	1	4	1	8	18
Glade Knight	-	4	5	3	3	1	4	1	8	+6
Elven Steed	9	3	-	3	-	-	4	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Glade Riders:** Hand weapons, cavalry spears and Asrai longbows (see page 147)
- **Elven Steeds:** Hooves (counts as a hand weapon)

Options:

- Any unit may take one of the following types of enchanted arrows (see page 147):
 - Arcane bodkins+2 points per model
 - Hagbane tips.....+2 points per model
 - Moonfire shot.....+1 point per model
 - Swiftshiver shards.....+2 points per model
 - Trueflight arrows.....+1 point per model
- Any unit may:
 - Upgrade one model to a Glade Knight (champion)+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - A Glade Knight may purchase magic items up to a total of25 points
- 0-1 unit per 1,000 points may:
 - Have the Ambushers special rule.....+2 points per model
 - Have the Drilled special rule+2 points per model
 - Have the Reserve Move special rule+1 point per model
 - Purchase a magic standard worth up to50 points

Special Rules: Elven Reflexes, Fast Cavalry, Fire & Flee, Open Order, Skirmishers, Swiftstride



Sisters Of The Thorn

	M	WS	BS	S	T	W	I	A	Ld	Points
Sister of the Thorn	-	4	5	3	3	1	4	1	9	24
Handmaiden of the Thorn	-	4	6	3	3	1	4	2	9	+8
Steed of Isha	8	3	-	4	-	-	4	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Sister of the Thorn:** Hand weapons and blackbriar javelins (see below)
- **Steeds of Isha:** Hooves (counts as a hand weapon)

Options:

- Any unit may:
 - Upgrade one model to a Handmaiden of the Thorn (champion)+8 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to50 points
- A Handmaiden of the Thorn may purchase magic items up to a total of25 points

Special Rules: Daughters of Eternity, Deepwood Coven, Elven Reflexes, Fast Cavalry, Fire & Flee, Move through Cover, Open Order, Poisoned Attacks, Swiftstride

Daughters Of Eternity

Like the Queen they serve, Sisters of the Thorn are eternal, seeming never to age or succumb to injury.

This unit has a 4+ Ward save against any wounds suffered.

Deepwood Coven

Every Sister of the Thorn is imbued with a small measure of Ariel's magic.

A unit of Sisters of the Thorn knows a single spell (chosen by their controlling player before armies are deployed) from either the Battle Magic or Elementalism Lore of Magic. The unit may cast this spell as a Bound spell:

- If the unit includes a Handmaiden of the Thorn, it may cast this Bound spell with a Power Level of 1.
- If it includes both a Handmaiden of the Thorn and a standard bearer, it may cast this Bound spell with a Power Level of 2.
- Otherwise, the unit may cast this Bound spell with a Power Level of 0.

	R	S	AP	Special Rules
Blackbriar javelin	12"	S	-1	Move & Shoot, Quick Shot

Cavalry



Sisters of the Thorn

The Sisters of the Thorn are Ariel's handmaidens, a sisterhood whose nature and origins are shrouded in mystery. This has not prevented Wood Elf bards and skalds from recounting stories that tell of such things. If these tales are to be believed, the Sisters of the Thorn could be anything from Elf-maids possessed by Dryads, splinters of Ariel's soul given life by Dark Magic's influence, or any one of a hundred even more outlandish theories.

The Sisters have heard all of these stories – there is little that occurs in Athel Loren that escapes their notice – yet, they do not care. The bards, by spreading these tales, have done more to obscure the truth than the Sisters ever could.



Cavalry



Wild Riders

The Wild Riders of Kurnous are Orion's personal guard, each as aggressive and impulsive as he. They are fey and dangerous creatures who are no longer truly the Elves they once were. Now and forever, they are a part of the Wild Hunt's eternal glory.

In appearance, Wild Riders are throwbacks to the ancient days of the Elves. Their weapons are things of crude iron, or even flint; their ceremonial robes and armour seldom more than the pelts of animals slain during their sacred hunts. Yet, there is an otherworldliness and nobility about the Wild Riders that cannot easily be denied; the power of Kurnous flows through them as surely as it does through Orion.

Wild Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Wild Rider	-	5	4	4	3	1	5	1	9	27
Wild Hunter	-	5	4	4	3	1	5	2	9	+7
Steed of Kurnous	9	3	-	4	-	-	4	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Wild Riders:** Hand weapons, hunting spears (see below) and light armour
- **Steds of Kurnous:** Hooves (counts as a hand weapon)

Options:

- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Wild Hunter (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic standard worth up to50 points
- A Wild Hunter may purchase magic items up to a total of25 points

Special Rules: Counter Charge, Elven Reflexes, Fast Cavalry, Fear, Frenzy, Furious Charge (Wild Riders & Wild Hunter Only), Move through Cover, Open Order, Swiftstride, Talismanic Tattoos

	R	S	AP	Special Rules
Hunting spear	Combat	S+1	-2	Armour Bane (1)

Notes: A hunting spear can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge) the model must use its hand weapon instead.



Warhawk Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Warhawk Rider	-	4	4	3	4	2	4	1	8	44
Wind Rider	-	4	5	3	4	2	4	2	8	+8
Warhawk	2	3	-	4	-	-	4	2	-	-

Troop Type: Monstrous cavalry

Base Size: 50 x 50 mm

Unit Size: 3+

Equipment:

- **Warhawk Riders:** Hand weapons, cavalry spears and Asrai longbows (see page 147)
- **Warhawks:** Wicked claws

Options:

- Any unit may take one of the following types of enchanted arrows (see page 147):
 - Arcane bodkins+2 points per model
 - Hagbane tips.....+2 points per model
 - Moonfire shot.....+1 point per model
 - Swiftshiver shards.....+2 points per model
 - Trueflight arrows.....+1 point per model
- Any unit may upgrade one model to a Wind Rider (champion).....+8 points per unit
- A Wind Rider may purchase magic items up to a total of.....25 points

Special Rules: Elven Reflexes, Evasive, Fear, Feigned Flight, Fire & Flee, Fly (10), Skirmishers, Swiftstride

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

Cavalry



Warhawk Riders

A fledgling hawk raised by an Elf develops a powerful bond with its master and will even bear them into battle. As time passes, rider and hawk become almost one creature, existing for the call of the hunt and the thrill of the chase alone. These Warhawk Riders scout their territory for invaders and are skillful enough to guide their steed down through the trees to strike at intruders. Those who ride the Warhawks display phenomenal agility and balance, able to launch volleys of arrows while their mount flits and darts through the forest at speed. In this way, an intruder who strays into the Pine Crag and other mountainous realms faces not only the fury of the hawks, but also that of the Elves.

Monster



Forest Dragons

Nothing dwells for long in Athel Loren without being changed, and the Dragons that nest within the arboreal gloom are no exception, having slowly become an extension of the forest's will. Though still voracious predators, the Dragons hunt only when the forest has need of them, resting in a state of hibernation for the remainder of the time. Should there be an intrusion by creatures too mighty for Athel Loren's spirits, the forest will occasionally goad one or more Forest Dragons to wakefulness in order to counter the threat. More often, the Elves will themselves petition the aid of a Dragon to serve as a steed for a Glade Lord – a request to which the beast cedes with reasonable grace, provided it wasn't disturbed from a particularly fascinating dream.

Forest Dragons

	M	WS	BS	S	T	W	I	A	Ld	Points
Forest Dragon	6	6	-	7	(+3)	(+6)	4	6	-	+275

Note: A character mounted on a Forest Dragon has +3 Toughness and +6 Wounds.

Troop Type: Behemoth
Base Size: 60 x 100 mm
Unit Size: 1
Equipment: Wicked claws (see below), serrated maw (see below), soporific breath (see below) and draconic scales (counts as full plate armour)
Special Rules: Close Order, Fly (10), Large Target, Stomp Attacks (D6), Swiftstride, Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Serrated maw	Combat	S	-	Armour Bane (2), Multiple Wounds (2)

Notes: In combat, this model must make one of its attacks each turn with this weapon.

	R	S	AP	Special Rules
Soporific breath	N/A	2	N/A	Breath Weapon

Notes: No armour save is permitted against wounds caused by soporific breath (Ward and Regeneration saves can be attempted as normal).

Character Mount: A Forest Dragon may only be included in your army as a character's mount. Its points are added to that of its rider.



Great Eagles

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Eagle	2	5	0	4	4	3	4	3	6	60

Troop Type: Monstrous creature

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Wicked claws (see below) and serrated maw (see below)

Special Rules: Close Order, Fear, Fly (10), Stomp Attacks (1), Swiftstride

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Serrated maw	Combat	S	-	Armour Bane (2), Multiple Wounds (2)

Notes: In combat, this model must make one of its attacks each turn with this weapon.

Character Mount: A Great Eagle may be included in your army as a character's mount. If so, its points are added to that of its rider. When taken as a character mount, a Great Eagle has the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Eagle	2	5	-	4	(+1)	(+1)	4	3	-	+60

Note: A character mounted on a Great Eagle has +1 Toughness and +1 Wound.

Monster



Great Eagles

More intelligent and nobler of aspect than the smaller Warhawks that live on the lower mountain slopes, Great Eagles are creatures of unceasing vigilance, possessed of an abiding loathing for creatures of evil heart. Ever alert to the events occurring in the lands beneath them, the Great Eagles unceasingly carry news to the Elven nobles that dwell far below, giving them a welcome, and often crucial, advance warning of invasion or strife. On rare or desperate occasions, a Great Eagle may offer itself as a mount to a particularly trusted Glade Lord. This is a great honour in the eyes of the Wood Elves, and invariably forms the start of a great and enduring friendship that continues to bind both parties, even after death.



Monster



Treemen

The most powerful of Athel Loren's spirits are able to entwine their essence with that of a living tree, moulding it to their will. It is not a decision taken lightly, for when a spirit forms a bond with a living tree, they become irrevocably merged and cannot choose to leave – only death can sever the connection. From that moment on, the will of the spirit shapes and drives the tree, using knotted bark and gnarled branches to serve where an insubstantial spirit form cannot. Treemen are revered by Elf and forest-creature alike, and are often infested with lesser spirits living amongst their branches, roots and hollows, yet in battle, a Treeman can be counted amongst the mightiest and most wrathful of all Athel Loren's denizens.

Treemen

	M	WS	BS	S	T	W	I	A	Ld	Points
Treeman	5	6	4	5	6	5	2	5	9	215

Troop Type: Behemoth
Base Size: 50 x 50 mm (min), 50 x 75 mm (max)
Unit Size: 1
Equipment: Oaken fists (see below), Strangleroots (see below) and arboreal armour (counts as full plate armour)

Options:

- May take Forest Spites (see page 141) up to a total of50 points

Special Rules: Armour Bane (1), Close Order, Flammable, Immune to Psychology, Large Target, Magical Attacks, Move through Cover, Regeneration (5+), Stomp Attacks (D3), Stubborn, Terror, Timmm-berrr!, Tree Spirit, Tree Whack

	R	S	AP	Special Rules
Oaken fists	Combat	S	-2	-

	R	S	AP	Special Rules
Strangleroots	12"	S	-1	Multiple Shots (D6+1)



FOREST SPITES



Athel Loren is infested with all manner of capricious and unpredictable spirits. These beings can change form at will, often appearing as shining orbs or malevolent pixies. Collectively known as 'Spites', these beings often attach themselves to mighty heroes.

Some models drawn from the Wood Elf Realms army list may be accompanied by Forest Spites, chosen from those detailed on this page. Each Spite may only be chosen once per army.

Note that Spites are not magic items, and are therefore unaffected by anything that affects magic items.

A Blight Of Terrors.....50 points

These malicious spites of gruesome appearance dwell in dark places. They delight in terrifying unsuspecting intruders and take great joy from the horror they instil into their prey.

This model and any unit it has joined gains the Terror special rule.

A Muster Of Malevolents.....40 points

Aggressive defenders of Athel Loren, Malevolents dart through the air in the wake of Asrai arrows, descending upon their victims with needle-like talons and vicious fangs.

Wood Elf Nobles and Waystalkers only. An enemy model hit by one or more shooting attacks made by this model's Asrai longbow suffers an additional D3 Strength 2 hits, each with an AP of -. These hits have the Armour Bane (1) special rule.

A Befuddlement Of Mischiefs.....30 points

Mischiefs appear as glowing orbs of light that dart around the heads of their enemies, befuddling the minds of mortals.

During the Combat phase, a single enemy unit that is in base contact with this model suffers a -1 modifier to both its Weapon Skill and Initiative characteristics.

A Murder Of Spites.....25 points

Spites often hide within the cloaks of their hosts, awaiting the opportunity to attack any who draw too near.

When this model's combat is chosen during Step 1 of the Combat phase, a single enemy unit it is engaged with suffers D3 Strength 2 hits, each with an AP of -1.

A Lamentation Of Despairs20 points

These creatures are much feared within Athel Loren, for they only appear in times of woe. Outsiders who feel their gaze upon them experience a deep and unnerving sense of dread.

Unless this model is fleeing, enemy units that are within 6" of this model suffer a -1 modifier to their Leadership characteristic when making a Fear, Panic or Terror test (to a minimum of 2).

An Annoyance Of Netlings15 points

Netlings scurry over their host with feverish abandon. Any enemy that attempts to strike the host will find their weapon snagged in a web of magical filaments.

Whilst this model is engaged in a challenge, its opponent in the challenge suffers a -1 modifier to its rolls To Hit.

A Resplendence Of Luminescents10 points

As they bound from branch, to bow, to cloak, Luminescents leave behind a magical spoor. Should they alight upon a weapon of any kind, their presence bestows a minor enchantment.

This model and any unit it has joined gains the Magical Attacks special rule.



Magic Items



Treasures of Athel Loren

Many are the magical treasures kept by the lords and ladies of Athel Loren's numerous Elven kindreds. Amongst these are counted artefacts of eras long past, forged before the Elves settled within the great forest. Elegant weapons, armour and talismans, created by the artisans of Ulthuan and wielded in ancient wars, sit beside artefacts of great power, crafted by the spirits of Athel Loren and given to the Elves as gifts to aid them in their role as defenders of the forest realm. To these treasures are added those created by the Elves themselves; light and supple armour, long spears, magically infused bows and, perhaps most common of all, enchanted arrows, crafted by the skilled hands of Elven warriors.

WOOD ELF REALMS MAGIC ITEMS

The pages that follow detail magic items unique to Wood Elf Realms armies. These can be purchased by models within a Wood Elf Realms army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Spear Of Twilight65 points

When this spear strikes, the fury and rage of the wielder is channelled into the body of the foe with appalling and destructive force.

	R	S	AP	Special Rules
Spear of Twilight	Combat	S	-2	Killing Blow, Magical Attacks
Notes: When the wielder of the Spear of Twilight makes a roll To Wound, a roll of 3+ is always a success, regardless of the target's Toughness.				

Blades Of Loec.....45 points

The swirling and delicate patterns inscribed into these matched swords assume a life of their own when sunlight falls upon them, dazzling and distracting the bearer's opponent.

	R	S	AP	Special Rules
Blades of Loec	Combat	S	-	Extra Attacks (+D3), Magical Attacks, Requires Two Hands
Notes: The wielder of the Blades of Loec may re-roll any failed rolls To Wound.				

Bow Of Loren40 points

Strung with a single hair from the head of Ariel, Queen of Loren, the wielder of the Bow of Loren is the Fey Queen's champion, striking down her enemies with unnaturally swift precision.

	R	S	AP	Special Rules
Bow of Loren	32"	S	-	Armour Bane (1), Magical Attacks
Notes: The Bow of Loren counts as an Asrai longbow. The wielder of the Bow of Loren may make a number of shooting attacks equal to their Attacks characteristic, rather than the usual one. This model does not suffer any modifiers for firing multiple shots.				

Asyendi's Bane10 points

A malicious spirit dwells within the body of this light and elegant bow, ever eager to punish its wielder if a shot misses its target.

	R	S	AP	Special Rules
Asyendi's Bane	32"	S	-	Armour Bane (1), Magical Attacks, Quick Shot
Notes: Asyendi's Bane counts as an Asrai longbow. The wielder of Asyendi's Bane may re-roll a single failed roll To Hit made during the Shooting phase. However, if the re-roll also fails to hit, the wielder suffers a single Strength 3 hit with an AP of -.				

Magic Armour

Helm Of The Hunt50 points

This enchanted great helm imbues its wearer with the furious spirit of Orion himself.

May be worn with other armour. The wearer of the Helm of the Hunt improves their armour value by 1 (to a maximum of 2+). In addition, the wearer has a +1 modifier to both their Weapon Skill and Attacks characteristics during a turn in which they charge.

Railarian's Mantle35 points

Woven by the eldest Branchwraiths, this armour is only gifted to one chosen by Athel Loren itself.

Railarian's Mantle is a suit of light armour. In addition, whilst its wearer is within 6" of a woodland terrain feature, they have a 4+ Ward save against any wounds suffered.

Talismans

Merciw's Locus35 points

The eccentric Merciw held the concepts of personal honour and fairness in unusually high esteem.

The Strength characteristic of the bearer of Merciw's Locus cannot be modified by any weapon. However, the Strength characteristic of any model that directs its attacks against the bearer during the Combat phase cannot be modified by any weapon either.

Glamourweave30 points

Enemies that view this brooch become entranced by its hypnotic colours and patterns.

Enemy models must make a Leadership test before making any rolls To Hit against the wearer of the Glamourweave during the Combat phase. If this test is failed, only rolls of a natural 6 will hit.

Magic Standards

Banner Of The Wildwood40 points

The malevolence of the spirits that reside within the Wildwood clings to this tattered banner, chilling the souls of those that cast their gaze upon it.

A unit carrying the Banner of the Wildwood gains the Fear special rule. If the unit already has the Fear special rule, it instead gains the Terror special rule.

Banner Of The Hunter King25 points

The tattered threads of this ancient standard resound with Orion's eagerness for battle.

A unit carrying the Banner of the Hunter King gains the Vanguard special rule.

Banner Of The Eternal Queen20 points

This banner was woven by no lesser hand than that of Ariel, Mage Queen of Athel Loren.

When calculating its combat result, a unit carrying the Banner of the Eternal Queen may claim an additional bonus of +1 combat result point if it is within 6" of a woodland terrain feature.

Banner Of Midsummer's Eve15 points

Glimmering with the light of the midsummer sun, this shining pennant reveals the enemies of Athel Loren no matter where they may try to hide.

A unit carrying the Banner of Midsummer's Eve gains the Ignores Cover special rule.



Enchanted Items

Wraithstone50 points

The screams of all who have met death within the bounds of Athel Loren emit from within this crystal.

Unless the bearer of the Wraithstone is fleeing, enemy units suffer a -1 modifier to their Leadership characteristic (to a minimum of 2) whilst within 6" of the bearer.

Hail Of Doom Arrow*35 points

When shot from a longbow, a Hail of Doom arrow splits into dozens of deadly shards.

Single use. Models with Asrai Longbow only. A Hail of Doom Arrow can be fired as normal from the bearer's Asrai longbow. If the roll To Hit is successful, place a small (3") blast template so that its central hole is directly over the centre of the target unit. Any model whose base lies underneath the template risks being hit and suffering a single Strength 4 hit with an AP of -1 and the Magical Attacks special rule.

Wailing Arrow*20 points

These arrows wail when they draw blood, chilling the soul of even the bravest warrior.

Single use. Models with Asrai Longbow only. A Wailing Arrow can be fired as normal from the bearer's Asrai longbow. Any unit that suffers an unsaved wound from this shot must make a Panic test as if it had taken heavy casualties.

Arcane Items

Deepwood Sphere.....45 points

This twisted and thorny orb of ebony wood speaks to the trees in the bitterest words of vengeance and spite, exhorting them to strike down all who intrude upon them.

Unless the bearer of the Deepwood Sphere is fleeing or engaged in combat, they may use it when an enemy Wizard that is within 6" of a woodland terrain feature successfully casts a spell. If they do so, no dispel attempt can be made and the spell is cast as normal. Once the spell has been resolved, the enemy Wizard immediately suffers D3 Strength 4 hits, each with an AP of -1.

Oaken Stave40 points

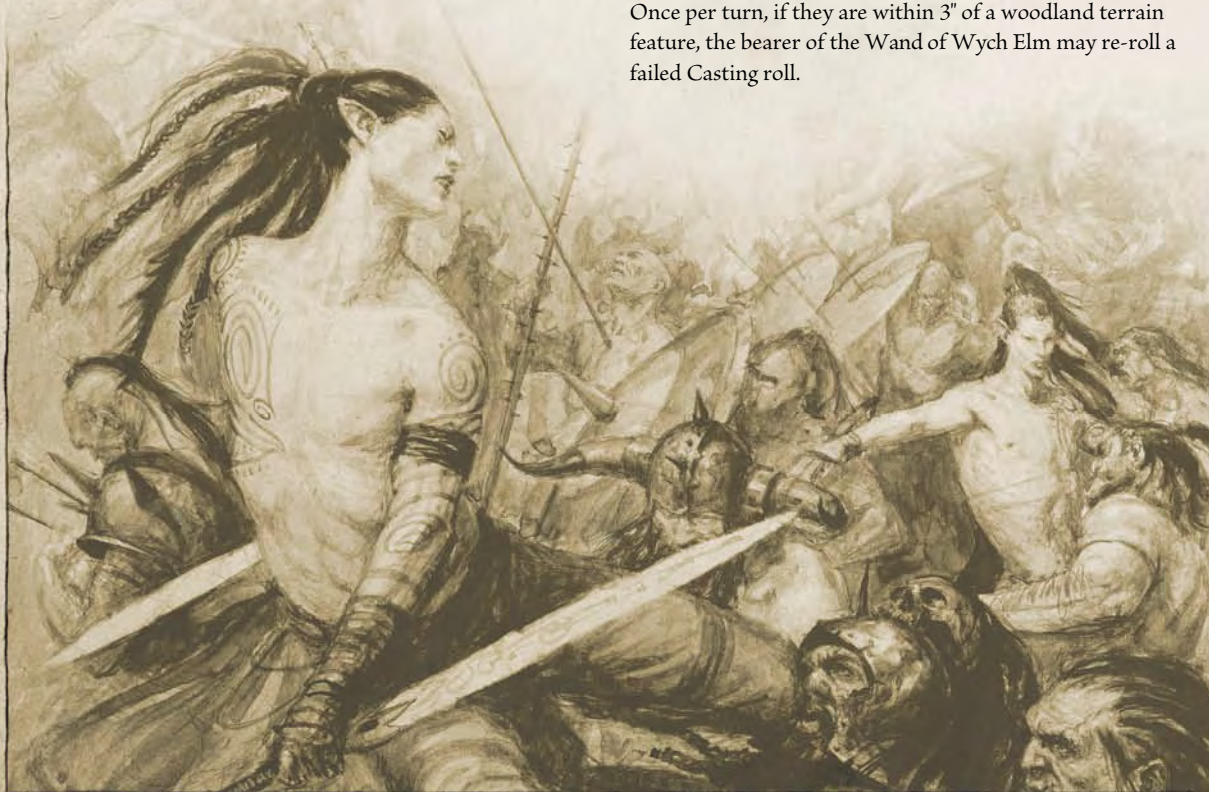
This crooked staff awakens the power of Athel Loren itself against those enemies that would use their magic to harm it.

Whilst within 3" of a woodland terrain feature, the bearer of the Oaken Stave increases their Dispel range by 3". Additionally, whilst within 3" of a woodland terrain feature, the bearer may roll an extra D6 when making the Dispel roll and discard the lowest result.

Wand Of Wych Elm30 points

Fashioned from the innately magical Wych Elm tree, this humble wand allows its bearer to easily bend the Winds of Magic to their will.

Once per turn, if they are within 3" of a woodland terrain feature, the bearer of the Wand of Wych Elm may re-roll a failed Casting roll.



WOOD ELF REALMS SPECIAL RULES

 A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



On this page you will find a full description for each of the army special rules used by models drawn from the Wood Elf Realms army list:

Elven Reflexes

Elves possess phenomenal speed and grace, striking at their enemies faster than the eye can see.

A model with this special rule (but not its mount) has a +1 modifier to its Initiative characteristic (to a maximum of 10) during the first round of any combat.

Talismanic Tattoos

Some Asrai decorate themselves with swirling tattoos, the mystical meanings of which protect the wearer from harm.

Talismanic Tattoos give their wearer a 6+ Ward save against any wounds suffered.

Tree Spirit

The ancient spirits of Athel Loren march to war beside the Asrai in defence of their realm, though they remain aloof and distant from their closest allies.

A character with this special rule cannot join a unit without this special rule. A unit with this special rule cannot be joined by, or use the Leadership characteristic of, a character without this special rule. However, a unit with this special rule can use the Leadership characteristic of a friendly character with this special rule that is not fleeing whilst within that character's Command range.



Tree Whack

The largest tree spirits do not fight with grace or finesse, but with huge sweeping blows that strike home with enough force to shatter stone.

Once per turn, during the Combat phase, a model with this special rule may use one of its Attacks to make a single 'Tree Whack' attack. To make a Tree Whack attack, nominate a single model within an enemy unit that this model is engaged in combat with to be the target of the attack. That model must immediately make an Initiative test:

- If the test is failed, the target suffers D3 hits, each using the Strength characteristic of this model, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).
- If the test is passed, the target manages to avoid the Tree Whack.

Woodland Ambush

Wood Elf Realms armies emerge unexpected from woodlands the world over, travelling along mystical and unseen pathways to strike at their enemies however far from Athel Loren they may hide.

Once players have finished placing terrain, a Wood Elf Realms player may place one additional wood measuring between 8" and 12" at its widest point. This may be placed anywhere on the battlefield that is not within their opponent's deployment zone and not within 12" of the centre of the battlefield.

LORE OF ATHEL LOREN

Wood Elf Mages have a unique relationship with the forest. They are a part of it, much like Dryads and Treemen, yet possessed of a greater sense of individuality. This bond allows them to commune with the forest, to entreat with it on behalf of their kin and, in times of war, to awaken it to their aid.

A Wizard with the 'Lore of Athel Loren' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Tree Singing

The melodious song of the Wizard rouses the forest spirits, awakening them from their deep slumber. In moments, fresh growth bursts from the fertile earth, reaching rapidly towards the heavens above.

Type: Magical Vortex

Casting Value: 7+/9+

Range: 15"

Effect: Remains in Play. If this spell is cast with a casting result of 7 or more, place a small (3") blast template so that its central hole is within 15" of the caster. If this spell is cast with a casting result of 9 or more, place a large (5") blast template so that its central hole is within 15" of the caster. Whilst in play, the template does not move and is treated as a woodland terrain feature. Enemy units treat these woods as dangerous terrain.

Forest Walker

At the Wizard's bidding a hidden gateway into the Eternal Realms reveals itself. Beyond this lies a series of vaulted chambers, each leading to a similar portal; some nearby, other many leagues away.

Type: Conveyance

Casting Value: 10+

Range: 24"

Effect: This spell can only target a friendly Wood Elf character that is completely within a woodland terrain feature. If the target is not fleeing, you may immediately remove it from the battlefield and replace it so that it is completely within a different wood anywhere on the battlefield, but not within 6" of any enemy models. The target cannot move again during this Movement phase.

Flock Of Doom

With a mighty bellow, the Wizard summons forth a great flock of hawks and shrikes to strike at their enemies and drive them from their forest realm.

Type: Magic Missile

Casting Value: 9+

Range: 18"

Effect: Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit. Any enemy model whose base lies underneath the template risks being hit and suffering a single Strength 3 hit with an AP of -1.

WEAPONS OF ATHEL LOREN

The weapons of the Wood Elves are as finely made as those of their distant kin. Yet where the Elves of Ulthuan forge weapons of steel and Ithilmar in magically charged forge fires, the Asrai craft their weapons from the gifts of the forest itself.



Treesingers play their enchanted instruments in hidden glades, slowly teasing the new growth of ancient trees into forms that, once harvested, can be worked into elegant bows and arrow and spear shafts of incredible straightness and durability. To these fine forms are affixed slender and deadly arrowheads and spear blades worked from stone or forged from Ithilmar over charcoal fires.

Asrai Longbow

To carry one of the famed longbows of Athel Loren is to possess the finest weapon a hunter could possibly wield. If the eye is true, there is no quarry such a weapon cannot slay.

	R	S	AP	Special Rules
Asrai longbow	32"	S	-	Armour Bane (1), Volley Fire

Enchanted Arrows

Regardless of rank or station, all Wood Elves craft their own arrows; something so crucial to survival should never be left to another's hand. Many Wood Elves craft enchanted arrows, and it is common that entire kinbands of warriors will carry with them arrows of a specific type. Such arrows can be made in many different ways, the methods by which they are made varying from kindred to kindred, yet throughout Athel Loren, certain types of arrow are favoured.

Some models in the Wood Elf Realms army have the option to purchase enchanted arrows. These are used in conjunction with the model's Asrai longbow, modifying the weapon's profile as follows:

- **Arcane Bodkins:** Armour offers no protection against these ensorcelled arrows. An Asrai longbow with Arcane Bodkins has an AP of -2.
- **Hagbane Tips:** Even a scratch from an arrow dipped in Hagbane sap can prove fatal. An Asrai longbow with Hagbane Tips has the Poisoned Attacks special rule.
- **Moonfire Shot:** Glowing eerily with pale light, the touch of these arrows brings searing agony. An Asrai longbow with Moonfire Shot has the Flaming Attacks and Magical Attacks special rules.
- **Swiftshiver Shards:** These arrows seem to fly from the bow of their own accord. An Asrai longbow with Swiftshiver Shards has the Multiple Shots (2) special rule.
- **Trueflight Arrows:** These enchanted arrows seek out their targets with unerring accuracy. An Asrai longbow with Trueflight Arrows has the Ignores Cover and Quick Shot special rules.



Armoury



Vaul, the Maker

Vaul is the god of the forge, the patron of artisans, smiths and armourers. Wounded by Khaine during the long ago wars of the gods, Vaul is both crippled and blind. Yet still he labours, night and day, to create weapons of incredible potency to aid both gods and Elves, his tears of shame hissing upon the forge and falling to the mortal world as shards of flint.

Glade Guards reverence Vaul greatly, for a hunter is naught without a quiver of arrows that fly true. Every Glade Guard carries a single flint-headed arrow, lovingly crafted from a stone from the realm of Torgovann inscribed with the words 'Ethris Yl Idrion' – the Maker's Tear. Such a weapon is used against only the direst of foes; a shard of godly sorrow should not be wasted upon inconsequential enemies.







Summoning the elemental magic of Athel Loren, a mighty Spellweaver and a deepwood coven of Sisters of the Thorn defend their forest realm from destructive invaders.



A unit of Eternal Guard, armed with Asrai spears and finely crafted shields.



A unit of Wood Elf Archers, armed with Asrai longbows.



Mounted upon swift Elven steeds, their spears and bows held ready, Glade Riders led by a noble Wood Elf Prince charge the foe.



THE HIGH ELF REALMS

There are few sights more glorious than an army of High Elves. Serried ranks of pristine soldiers take to the field alongside proud knights, potent Mages and ancient creatures of legend. The High Elves are an elite force who, warrior-for-warrior, can outmatch almost any other race in the Warhammer world. Over the long millennia of their existence, they have mastered every style of fighting – whether you seek phalanxes of spears, unstoppable cavalry, deadly archers or peerless charioteers, you will find them here.



The Elves Of Ulthuan

The history of the High Elves of Ulthuan is the history of the world. They were once the masters of the mortal realm, and their actions have shaped the fates of many lands. Alas, the High Elves are now passing into twilight, their works and deeds fading alongside them. The empire of the Phoenix Kings, which once ruled entire continents, is now confined to the kingdoms of Ulthuan and scattered colonies overseas. Alabaster cities that once bustled with vibrancy are now naught but empty echoes of a bygone age, and lands that knew nothing but beauty and nobility now reek with the blood and fury of unrelenting war. The time of the High Elves has all but passed, yet such is their pride that they fight on nonetheless. If oblivion is indeed to be their fate, they have chosen to face it with arrow nocked and sword held high, defending the world they love to the last.

Many thousands of years ago, the High Elves of the kingdoms of Ulthuan, who call themselves the Asur, sailed across the Great Ocean to the Old World far to the east of their island continent. There they discovered the Dwarfs, and the fathers of Men, and built cities along the coasts for their ships to harbour. In those days, the swift ships of the Elves were busy indeed, carrying Dwarf gold and precious stones back to Ulthuan, returning with rare woods, silk and exotic wares from the far west. Whilst Dwarfs burrowed and mined beneath the mountains, the Elves raised tall towers amongst the forests, and both races prospered.

This state of harmony did not last, as perhaps was inevitable given the very different natures of the two races. For whilst Dwarfs are quiet, serious, hardworking and materialistic with little time for frivolity, the Elves are an expressive race, quick to laughter and song, but proud and haughty in their dealings with others.

The war between the Dwarfs and Elves lasted for many years and caused unending bitterness between the two races. Eventually, the Elves abandoned their great cities in the Old World, retreating to the coast and sailing back to their own realms in the far west. Today, the High Elves have no permanent settlements of their own upon the mainland of the Old World, keeping instead to their islands off the coast, where their fortified harbours keep close watch over the maritime fleets of other nations.

Yet, many trading ships still ply the seas between Ulthuan and the great trading ports of the Old World, and many merchants and ambassadors from Ulthuan keep splendid mansions within coastal human cities. Marienburg in particular has a substantial Elven quarter inhabited by merchants and adventurers. Elves and Men trade and prosper, and on the whole relations between the two races are good. Indeed, when the need is great, Elven armies will sail to the lands of Men to support their struggle against the many evils that beset the world. So do the white-garbed hosts of Ulthuan march to war, their banners streaming in the wind, their ranks advancing across the plains with their scaled armour glittering like diamonds in the sun, every warrior reconciled to death in service of a greater cause.



The Hosts Of Ulthuan

Although Elves are not wantonly aggressive, the people of Ulthuan are haughty and their lords are proud of their status. Wars between the kingdoms are often swift and bloody, for Elves are determined and mighty warriors.

Since the days of Aenarion, the first Phoenix King, the Elven armies have waged war in the interests of protecting both Ulthuan and the wider world from evil. Due to the constant struggle Ulthuan has endured for survival in the face of destructive Orcs and Goblins, twisted Chaos hordes, conquering legions of Undead, vengeful Dwarfs and even their own treacherous kin, all High Elves must learn the art of war. Thus, from an early age all High Elves become accomplished warriors with spears, swords and bows through service in the militia. Those of noble birth learn to ride with exceptional skill, and they are taught to bear the arms of the Silver Helms, as the High Elven knights are named. With tall lances, glittering armour, highbrowed helmets and long plumes, the Silver Helms are the proudest and most deadly amongst their own kingdoms. Other Elves fight in tight phalanxes armed with glittering spears, protecting the ranks of deadly archers that form the rest of the army's core.

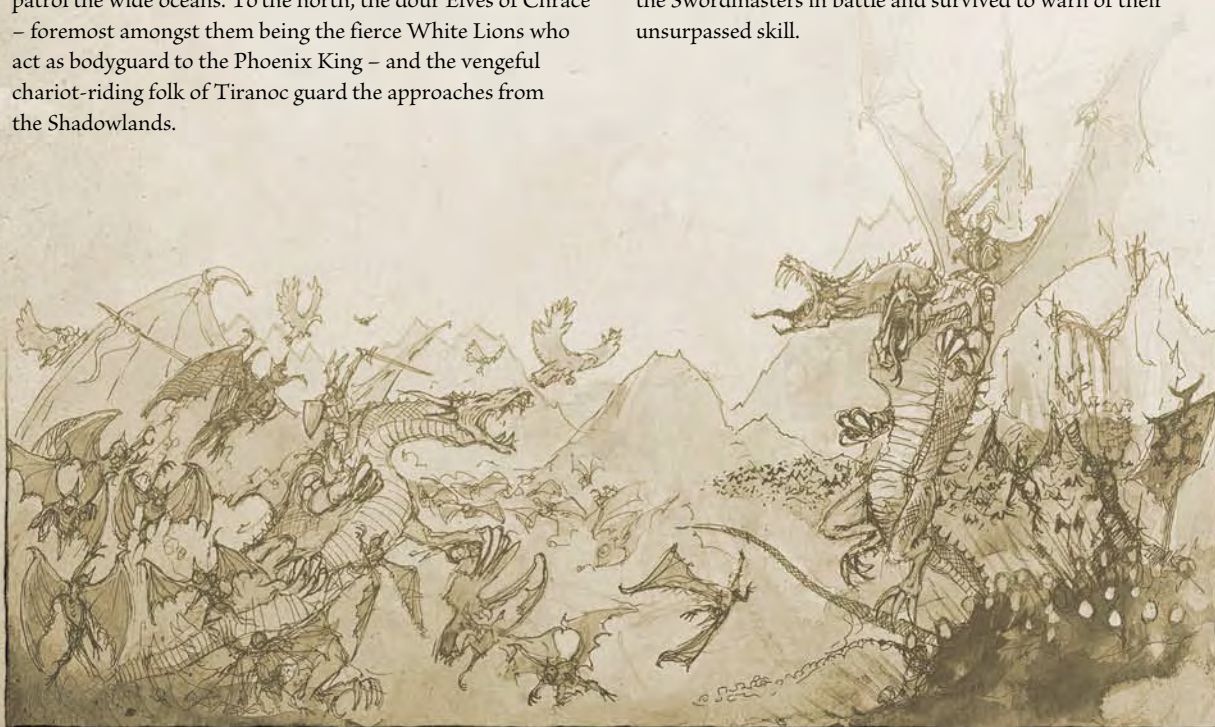
The kingdoms of the outer coast of Ulthuan are more used to battle, for they are exposed to the raids of hateful outcasts and fierce Norsemen. From here hail the Shadow Warriors; magnificent scouts whose hearts have become deadened to the horrors of war through centuries of bitter fighting. The great Mists of Yvresse and swift ships from the Kingdom of Cothique protect the eastern approaches, and Elven fleets patrol the wide oceans. To the north, the dour Elves of Chrace – foremost amongst them being the fierce White Lions who act as bodyguard to the Phoenix King – and the vengeful chariot-riding folk of Tiranoc guard the approaches from the Shadowlands.

From the lands of Caledor come the Dragon Princes, who once rode to battle atop the backs of mighty drakes. Now, the Dragons rarely wake from their slumber and the Dragon Princes wage war from armoured Elven steeds. Though their power is much diminished from the time when the Elves were at their height, they are still a match for even the toughest foes.

The swift Reaver Knights of Ellyrion are mounted archers and expert horsemen. They ride ahead of the Elven host to spy out the land and locate the foe. In battle, their fast steeds gallop around the flanks of the enemy, where the Reavers sow confusion and disorder.

Just as accomplished are the silent Phoenix Guard. Guardians of the sacred flame of the god Asuryan, the Phoenix Guard are fearsome foes matching their skill with their halberds with an eerie silence that can unman even the most seasoned veteran.

Ulthuan is an intrinsically magical land, and the High Elves have developed arts of Wizardry far beyond the accomplishments of others. The very Winds of Magic have been harnessed to protect the land of Ulthuan itself and without the conjurations of the Elves, the entire continent would sink beneath the waves forever. In Hoeth, the slender pillar of the White Tower rises high into the azure skies. Here the greatest Mages of the Elves hone their magical arts. The High Elven Mages are mighty and versatile spellcasters whose fiery blasts and protective enchantments have won many battles for the Phoenix King and his generals. Protecting Hoeth from attack are the Swordmasters. Having dedicated their lives to mastering the skill of their long blades, they are swift and deadly beyond compare. Very few foes have opposed the Swordmasters in battle and survived to warn of their unsurpassed skill.



HIGH ELF REALMS ARMY LIST



This page details the Grand Army composition list for the High Elf Realms. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.



This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 High Elf Prince or Archmage per 1,000 points
- 0-1 Dragon Mage or Handmaiden of the Everqueen per 1,000 points
- High Elf Nobles and Mages

Core

At least 25% of your army's points value must be spent on:

- Elven Spearmen, Elven Archers, Lothorn Sea Guard, Ellyrian Reavers and Silver Helms
- If your General is a Handmaiden of the Everqueen, 0-1 unit of Sisters of Avelorn may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- White Lions of Chrace, Swordmasters of Hoeth, Phoenix Guard, Shadow Warriors and Tiranoc Chariots
- 0-1 unit of Dragon Princes of Caledor per 1,000 points
- If your General has the Chracian Hunter Elven Honour, 0-1 Lion Chariot of Chrace may be taken as a Special choice per 1,000 points
- If your General has the Sea Guard Elven Honour, 0-1 Lothorn Skycutter may be taken as a Special choice

Rare

Up to 25% of your army's points value may be spent on:

- Sisters of Avelorn, Lion Chariots of Chrace and Lothorn Skycutters
- 0-1 Flamespyre or Frostheart Phoenix (not counting character mounts) per 1,000 points
- 0-2 Great Eagles per 1,000 points
- 0-2 Eagle Claw Bolt Throwers per 1,000 points

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any High Elf Realms Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Empire of Man (Uneasy)
 - Kingdom of Bretonnia
 - Wood Elf Realms

Battle Standard Bearer

A single High Elf Noble in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single Magic Standard with no points limit.



Character



High Elf Lords

The noble families of Ulthuan have led the High Elves through times of peace and conflict for thousands of years. They pride themselves on their deep sense of honour and mastery of the arts of diplomacy and war, taught to them from a young age. In times of conflict, they demonstrate this prowess through their flexibility, perfectly capable of fighting blade to blade in the press of combat, or commanding vast armies from a distance. Yet, the High Elf nobility delights in intrigue and politics as well. So much so, that armies have sometimes been trusted to individuals based on political alignment rather than ability. Fortunately, these instances are rare, for there is no shortage of brave and talented commanders among the Asur.

High Elf Lords

	M	WS	BS	S	T	W	I	A	Ld	Points
Prince	5	7	7	4	3	3	6	4	10	130
Noble	5	6	6	4	3	2	5	3	9	70

Troop Type: Regular Infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon.....+3 points
 - Cavalry spear (if appropriately mounted).....+2 points
 - Great weapon.....+4 points
 - Halberd.....+3 points
 - Lance (if appropriately mounted).....+4 points
- May take one of the following:
 - Longbow.....+4 points
 - Bow of Avelorn ([see page 187](#)).....+12 points
- May take a shield.....+2 points
- May replace light armour with:
 - Heavy armour.....+3 points
 - Full plate armour.....+6 points
- May be mounted.....[See page 160](#)
- May take a single Elven Honour.....[See page 179](#)
- A Prince may purchase magic items up to a total of.....100 points
- A Noble may purchase magic items up to a total of.....50 points

Special Rules: Ithilmar Weapons, Strike First*, Valour of Ages

**Note that this special rule does not apply to this model's mount (should it have one).*



High Elf Mages

	M	WS	BS	S	T	W	I	A	Ld	Points
Archmage	5	4	4	3	3	3	5	2	8	155
Mage	5	4	4	3	3	2	4	1	8	80

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: An Archmage is a Level 3 Wizard. A Mage is a Level 1 Wizard. Every High Elf Mage knows spells from one of the following Lore of Magic:

- Battle Magic
- Elementalism
- High Magic
- Illusion

Options:

- May be mounted.....[See page 160](#)
- May take a single Elven Honour.....[See page 179](#)
- An Archmage may:
 - Be a Level 4 Wizard+30 points
 - Purchase magic items up to a total of.....100 points
- A Mage may:
 - Be a Level 2 Wizard+30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Elven Reflexes, Ithilmar Weapons, Lileath's Blessing, Lore of Saphery, Valour of Ages

Character



High Elf Mages

By lineage and inclination, the High Elves are a magical race. They are fascinated by the secrets of sorcery, and their Mages' nimble minds can embrace a deeper understanding of its subtleties and whims than other Wizards. It is well that this is so, for without the magics of the High Elf Mages, Ulthuan would have long since slipped beneath the waves or been overwhelmed by the black sorceries of its enemies. Indeed, not only Ulthuan, but the entire world owes much to the disciplined and selfless actions of High Elf Mages, for it is by their efforts alone that the Great Vortex and the network of waystones that feed it are maintained, and the dread power of Chaos is kept in abeyance.



Character



High Elf Dragon Mages

Into every generation of the Caledorian nobility, a handful of Dragon Mages are born, Elves who have a sensitivity not only to magic, but also to the minds of slumbering Dragons. Many nascent Dragon Mages only recognise their destiny when their sleep becomes haunted by dreams of fire and blood, in which they ride Dragons the colour of the setting sun. When able, the Dragon Mage journeys to the sulphur-clogged caverns below the mountains of Caledor, there to awaken a slumbering Sun Dragon. This is a process that normally takes months, or even years, yet a Dragon Mage can fully awaken a Dragon with but a whisper of its name. Thus begins a bond that lasts until either mage or Dragon is slain in Ulthuan's defence.

Dragon Mages

	M	WS	BS	S	T	W	I	A	Ld	Points
Dragon Mage	-	4	4	3	5	6	5	2	8	275
Sun Dragon	6	5	-	5	-	-	4	4	-	-

Troop Type: Behemoth (character)

Base Size: 60 x 100 mm

Unit Size: 1

Equipment:

- **Dragon Mage:** Hand weapon and light armour
- **Sun Dragon:** Wicked claws (see below), dragon fire (see below) and draconic scales (counts as full plate armour)

Magic: A Dragon Mage is a Level 1 Wizard. Every Dragon Mage knows spells from one of the following Lore of Magic:

- Battle Magic
- Elementalism

Options:

- May be a Level 2 Wizard.....+30 points
- May purchase magic items up to a total of50 points

Special Rules: Blessings of Asuryan, Close Order, Dragon Armour, Elven Reflexes, Fly (10), Impetuous, Ithilmar Weapons, Large Target, Lileath's Blessing, Lore of Saphery, Stomp Attacks (D6), Swiftstride, Terror, Valour of Ages

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Dragon fire	N/A	4	-1	Breath Weapon, Flaming Attacks



Handmaidens Of The Everqueen

	M	WS	BS	S	T	W	I	A	Ld	Points
Handmaiden of the Everqueen	5	6	7	4	3	2	6	2	8	65

Troop Type: Regular Infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon, Handmaiden's spear, Bow of Avelorn (see page 187) and light armour

Options:

- May replace light armour with heavy armour+3 points
- May purchase magic items up to a total of50 points
- 0-1 Handmaiden of the Everqueen may take the Horn of Isha+25 points

Special Rules: Arrows of Isha, Evasive, Ignores Cover, Immune to Psychology, Ithilmar Armour, Ithilmar Weapons, Strike First

Horn Of Isha

The Horn of Isha is fashioned from a single pearl-white seashell. The melodious call of this beautiful instrument is said to rouse the mother goddess to grant a blessing upon her favoured children.

Single use. During the Command sub-phase of their turn, this character may attempt to use the Horn of Isha by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase, this character and any unit they have joined gain a +1 modifier to both their rolls To Hit and their rolls To Wound.

	R	S	AP	Special Rules
Handmaiden's Spear	Combat	S	-1	-

Notes: During a turn in which it was charged, a model wielding a Handmaiden's spear gains a +1 modifier to its Initiative against the charging unit(s).



Character



Handmaidens of the Everqueen

Handmaidens are not the mere courtiers that their name might suggest, but warrior guards sworn to live and die in the service of their mistress. They are paragons of Elvenkind, as peerless in artistic pursuits as they are in the bloody business of battle. Tradition dictates that the Handmaidens always number one hundred warrior-maids, but seldom are more than a handful seen at any one time. They normally serve as heralds and messengers for the Everqueen, acting as her eyes and ears outside Avelorn. Should a Handmaiden grace a battlefield with her presence, she is treated with reverence by the High Elves who fight at her side, for the presence of a Handmaiden is a clear sign of the Everqueen's favour, and a portent of ultimate victory.

Character



Elven Steeds

The Elves of Ulthuan breed splendid warhorses. Fast and agile creatures, yet strong of heart and limb, these steeds are capable of carrying their riders over vast distances without tiring, and are courageous enough to lead the charge without wavering.

The schooling of an Elven warhorse takes many years, and is done with great patience and kindness. The knights and cavalymen of Ulthuan know that to rush the training of a steed for war is foolish, for the horse must have absolute faith in its rider, and the rider must be able to trust their mount implicitly. Rushing such schooling, or turning to the stick should the beast waver, only produces skittish and fearful steeds.

Character Mounts

A character that can be mounted may choose a mount from the following list. Some mounts are covered in detail on this page. Those that are not have their own dedicated entries later in this army list.

A Prince or Noble may be mounted on a:

- Elven Steed+14 points
- Barded Elven Steed.....+18 points
- Tiranoc Chariot.....[See page 171](#)
- Griffon.....[See page 173](#)
- Moon Dragon (Princes only).....[See page 174](#)
- Star Dragon (Princes only).....[See page 174](#)
- Great Eagle.....[See page 177](#)

An Archmage or Mage may be mounted on a:

- Elven Steed+14 points
- Barded Elven Steed.....+18 points
- Moon Dragon (Archmages only).....[See page 174](#)
- Star Dragon (Archmages only).....[See page 174](#)
- Great Eagle.....[See page 177](#)

Alternatively, a Prince, Noble, Archmage or Mage with the:

- Chracian Hunter Elven Honour may be mounted on a:
 - Lion Chariot.....[See page 171](#)
- Sea Guard Elven Honour may be mounted on a:
 - Lothorn Skycutter[See page 172](#)
- Blood of Caledor Elven Honour may be mounted on a:
 - Sun Dragon.....[See page 174](#)
- Anointed of Asuryan Elven Honour may be mounted on a:
 - Flamespyre Phoenix[See page 175](#)
 - Frostheart Phoenix[See page 176](#)

Elven Steed

	M	WS	BS	S	T	W	I	A	Ld	Points
Elven Steed	9	3	-	3	-	-	4	1	-	+14

Troop Type: Light cavalry
Base Size: 30 x 60 mm
Unit Size: 1
Equipment: Hooves (counts as a hand weapon)
Special Rules: Fast Cavalry, Swiftstride

Barded Elven Steed

	M	WS	BS	S	T	W	I	A	Ld	Points
Barded Elven Steed	8	3	-	3	-	-	4	1	-	+18

Troop Type: Heavy cavalry
Base Size: 30 x 60 mm
Unit Size: 1
Equipment: Hooves (counts as a hand weapon) and barding
Special Rules: Counter Charge, First Charge, Ithilmar Barding, Swiftstride

Ulthuan Militia

Elven Spearmen	M	WS	BS	S	T	W	I	A	Ld	Points
Elven Spearman	5	4	4	3	3	1	4	1	8	9
Sentinel	5	4	4	3	3	1	4	2	8	+5

Elven Archers	M	WS	BS	S	T	W	I	A	Ld	Points
Elven Archer	5	4	4	3	3	1	4	1	8	10
Sentinel	5	4	5	3	3	1	4	1	8	+5

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment:

- **Elven Spearmen:** Hand weapons, thrusting spears, light armour and shields
- **Elven Archers:** Hand weapons and longbows

Options:

- Any unit may:
 - Upgrade one model to a Sentinel (champion)+5 points per unit
 - Upgrade one model to a standard bearer+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- Any unit of Elven Spearmen may have the Shieldwall special rule+10 points per unit
- Any unit of Elven Archers may take light armour+1 point per model
- 0-1 unit of Elven Spearmen per 1,000 points may:
 - Replace the Valour of Ages special rule with Veteran+1 point per model
 - Purchase a magic standard worth up to50 points
- 0-1 unit of Elven Archers per 1,000 points may:
 - Replace the Valour of Ages special rule with Veteran+1 point per model
 - Purchase a magic standard worth up to25 points

Special Rules:

- **Elven Spearmen:** Close Order, Elven Reflexes, Martial Prowess, Regimental Unit, Valour of Ages
- **Elven Archers:** Close Order, Detachment, Elven Reflexes, Valour of Ages



Infantry



Ulthuan Militia

Long ago, the Phoenix King Morvael introduced a levy system. Through this he assured that all Elves would be called upon to form a militia and fight in defence of their homeland, and laid the foundations upon which all Elven armies would come to be built, even to this day. So effective is this system that countless battles have been won by the longbows and spears of Ulthuan's militia alone.

When a levied Elf begins their martial training, they first learn the arts of swordsmanship and archery. Only once they have mastered both blade and bow are they inducted into the ranks of an archer regiment. After a decade or so of service, those that prove worthy are called to join the serried ranks of a spear regiment.

Infantry



Lothorn Sea Guard

When the armies of Ulthuan go to war, the Sea Guard plays a crucial part, crewing the warships and acting as the vanguard for the oncoming host. These elite marine regiments fight as effectively on land as at sea, and are equally resolute when defending the shores of Lothorn as they are when battling on the deck of a ship. These dangerous duties require the Sea Guard to maintain a flexible armoury. The vast majority are well-trained in the use of spear, shield and bow – the better to combine the finest aspects of Ulthuan's spear and archer regiments of militia. Indeed, it is a point of pride in Lothorn that the discipline of their warriors far surpasses that of any found elsewhere in Ulthuan.

Lothorn Sea Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Sea Guard	5	4	4	3	3	1	4	1	8	11
Sea Master	5	4	5	3	3	1	4	2	8	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, thrusting spears, warbows and light armour

Options:

- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a Sea Master (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician.....+5 points per unit
 - A Sea Master may purchase magic items up to a total of.....25 points
- 0-1 unit per 1,000 points may:
 - Replace the Valour of Ages special rule with Veteran.....+1 point per model
 - Purchase a magic standard worth up to.....50 points

Special Rules: Close Order, Elven Reflexes, Martial Prowess, Naval Discipline, Valour of Ages

Naval Discipline

The citizens of Lothorn are justifiably proud of the discipline of the Sea Guard regiments. These skilled warriors drill for many hours, perfecting the art of firing a volley of shots even as they redress their ranks to receive the enemy's charge.

A unit of Lothorn Sea Guard may use this special rule when it makes a Stand & Shoot charge reaction. A unit that does so can make a Stand & Shoot charge reaction regardless of how close the charging unit is. Once this shooting has been resolved, the charged unit may make a free redress the ranks manoeuvre, after which it will Hold and await the charging unit.

Units that are fleeing, that are already engaged in combat when charged, or that have been joined by a character that does not have this special rule cannot use this special rule.



White Lions Of Chrace

	M	WS	BS	S	T	W	I	A	Ld	Points
White Lion	5	5	4	4	3	1	5	1	8	14
Guardian	5	5	4	4	3	1	5	2	8	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, Chracian great blades (see page 187) and heavy armour

Options:

- Any unit may:
 - Upgrade one model to a Guardian (champion)+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Replace the Valour of Ages special rule with Veteran+1 point per model
 - Purchase a magic standard worth up to50 points
- A Guardian may purchase magic items up to a total of25 points

Special Rules: Chracian Warriors, Elven Reflexes, King's Guard, Lion Cloak, Move through Cover, Open Order, Stubborn, Valour of Ages

Chracian Warriors

White Lions form an insular kindred bound together by the arduous rights they have completed. The only outsiders welcomed into their number are the nobles they are sworn to protect.

A unit with this special rule may only be joined by your army's General, or by a character with the Chracian Hunter Elven Honour.

King's Guard

Since the time of Caledor the First, the fierce warriors of Chrace have been the closest bodyguards of Elven kings and princes.

Any model in a unit of White Lions of Chrace that has been joined by your army's General can issue and accept challenges in the same manner as a character. Should your General leave the unit for any reason, the unit loses this ability.



Infantry



Chracian Hunters

The White Lions have served the Phoenix Kings since the time of Caledor the First. Whilst hunting in Chrace, Caledor received the news that he was to be the next Phoenix King. He immediately set out to the Shrine of Asuryan, but was waylaid by assassins. He would surely have died, but for the intervention of a party of Chracian woodsmen who swept out of the forest to defend him. Once crowned, Caledor's first act was to form the Chracians into an official bodyguard based in Lothorn.

A warrior can only join the ranks of the White Lions after displaying considerable valour and skill upon the battlefield. They must then also complete the traditional rite of a Chracian warrior – to hunt and kill a white lion.

Infantry



Sentinels of the White Tower

The Swordmasters are exemplars of the martial arts, capable of incredible feats of arms. At the White Tower of Hoeth, the greatest seat of learning in the world, these warrior-scholars train arduously, mastering every nuance and facet of sword fighting. Each Swordmaster has studied warfare and personal combat for decades, often centuries, developing an expertise so complete that there is no group of warriors that can match them. In battle, the Swordmasters are deadly opponents, for only in battle can they truly unleash all of their ability. They fight with great sweeps of their blades, the air itself humming as the Swordmaster weaves a web of death that only the very best fighters in the world could hope to survive.

Swordmasters Of Hoeth

	M	WS	BS	S	T	W	I	A	Ld	Points
Swordmaster	5	6	4	3	3	1	6	1	8	14
Bladelord	5	6	4	3	3	1	6	2	8	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, swords of Hoeth (see page 187) and heavy armour

Options:

- Any unit may:
 - Upgrade one model to a Bladelord (champion)+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Have the Drilled special rule+1 point per model
 - Purchase a magic standard worth up to50 points
- A Bladelord may purchase magic items up to a total of50 points

Special Rules: Cleaving Blow, Close Order, Deflect Shots, Elven Reflexes, Ithilmar Armour, Magic Resistance (-1), Valour of Ages, Warriors of the White Tower

Cleaving Blow

With a swift and deadly strike, a skilled warrior can cleave through armour.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Cleaving Blow'. Enemy models whose troop type is 'regular infantry', 'heavy infantry', 'regular cavalry', 'heavy cavalry' or 'war beasts' are not permitted an armour or Regeneration save against a Cleaving Blow (Ward saves can be attempted as normal).

Note that if an attack wounds automatically, this special rule cannot be used.

Deflect Shots

It is said that, as the Swordmasters advance into battle, their blades blur and weave faster than the eyes of the enemy can see, knocking aside arrows in mid-flight.

A model with this special rule has a 6+ Ward save against any wounds suffered that were caused by a non-magical shooting attack.

Warriors Of The White Tower

The swordmasters of the White Tower fight with a precision and unity unattainable by lesser warriors. To join their ranks, one must have studied their art under the Blademasters of Hoeth.

A unit with this special rule may only be joined by a High Elf Mage, or by a character with either the Warden of Saphery or Loremaster Elven Honour.



Phoenix Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Phoenix Guard	5	5	4	3	3	1	5	1	9	16
Keeper of the Flame	5	5	4	3	3	1	5	2	9	+7

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, ceremonial halberds (see page 187) and full plate armour

Options:

- Any unit may:
 - Upgrade one model to a Keeper of the Flame (champion)+7 points per unit
 - Upgrade one model to a standard bearer.....+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Have the Drilled special rule+1 point per model
 - Purchase a magic standard worth up to.....100 points
- A Keeper of the Flame may purchase magic items up to a total of25 points

Special Rules: Blessings of Asuryan, Close Order, Elven Reflexes, Fear, Martial Prowess, Veteran, Witness to Destiny

Witness To Destiny

Cursed with the knowledge of their own demise, the Phoenix Guard are able to effortlessly avoid the mundane weapons of the enemy with a disturbing ease.

This unit has a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.



Infantry



Chosen of Asuryan

The Phoenix Guards are the guardians of the Shrine of Asuryan, the great pyramid temple in the Sea of Dreams. Deep within lies the Chamber of Days upon the walls of which, it is said, are the histories of past, present and future, etched in words of fire. Legend tells that any who behold that wall shall forever be cursed with knowledge of their own death. The Phoenix Guard are a silent order, forbidden from uttering a single word lest they tell of the secrets of time revealed to them. In battle, they are grim and resolute, clad in ornate armour, and armed with tall halberds, their stony quiet and the aura of godly might that surrounds them striking fear into the hearts of the foe.

Infantry



Shadow Warriors

When Nagarythe was riven by civil war, most of the Elves there sided with the traitor Malerion, but a small number remained faithful to the Phoenix King and swore to fight their treacherous kin. These ill-fated Elves became the Shadow Warriors, the darkest, most sinister and brutal of all the High Elves. From carefully concealed hiding places deep within the Shadowlands these loyal Nagarythe fought a long and blood-soaked war against the traitors. Ambush and deception were their tools, and the battles they fought were short and decisive. Quarter was neither asked nor offered, and the Shadow Warriors earned a gruesome and fearful reputation that would last throughout the ages for their willingness to commit acts deemed barbarous by other High Elves.

Shadow Warriors

	M	WS	BS	S	T	W	I	A	Ld	Points
Shadow Warrior	5	5	5	3	3	1	5	1	8	14
Shadow-walker	5	5	6	3	3	1	5	1	8	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, longbows and light armour

Options:

- Any unit may upgrade one model to a Shadow-walker (champion)+6 points per unit
- A Shadow-walker may purchase magic items up to a total of.....25 points
- 0-1 unit in your army may:
 - Have the Ambushers special rule.....+1 point per model
 - Have the Chariot Runners special rule.....+1 point per model
 - Have the Feigned Flight special rule+1 point per model

Special Rules: Elven Reflexes, Evasive, Fire & Flee, Ithilmar Weapons, Move through Cover, Scouts, Skirmishers, Veteran, Warriors of Nagarythe

Warriors Of Nagarythe

There is no respite for the warriors of Nagarythe, only a ceaseless vigil against the approach of their traitorous kin. This eternal watchfulness casts them as outsiders amongst their own kind, and many High Elves mistrust them, feeling ill at ease with their stony hearts and ruthless ways.

A unit with this special rule may only be joined by a character with the Shadow Stalker Elven Honour.



Sisters Of Avelorn

	M	WS	BS	S	T	W	I	A	Ld	Points
Sister of Avelorn	5	5	5	3	3	1	5	1	8	15
High Sister	5	5	6	3	3	1	5	1	8	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, bows of Avelorn (see page 187) and light armour

Options:

- Any unit may upgrade one model to a High Sister (champion)+7 points per unit
- A High Sister may purchase magic items up to a total of50 points
- 0-1 unit in your army may:
 - Have the Ambushers special rule+1 point per model
 - Have the Stubborn special rule+1 point per model

Special Rules: Arrows of Isha, Evasive, Ignores Cover, Immune to Psychology, Ithilmar Armour, Ithilmar Weapons, Open Order, Skirmishers, Strike First



Infantry



The Maiden Guard of Avelorn

There are regions of Avelorn that are forbidden to enter. Some are sacred places of power, others are dark and dangerous, places from which the touch of Chaos has never truly faded. It is the duty of the Sisters of Avelorn to guard such places, ensuring that the sacred lands remain sacrosanct. The Sisters of Avelorn are keen-eyed archers who prefer to fight their battles at range, yet they shrink not from the swirling melee of combat, for no battlefield peril can overcome one who walks the dark paths of Avelorn. Before charging knights or rampaging Trolls, the warrior-maids stand their ground. With precise aim and steady hearts, they loose arrows until the foe is full upon them, then draw their swords and step into the fray.

Cavalry



Ellyrian Reavers

Ellyrian Reavers are the descendants of generations of expert cavalry from Ellyrion, a land renowned for the quality of the horses it breeds and skilled riders it produces. They are lightly armed cavalymen, experts at scouting, who act as eyes and ears for the armies of Ulthuan. When the armies of Ulthuan march to war, the Reavers range many miles ahead, seeking enemy troops, places of ambush and advantageous sites where the marching army can camp, or where battle lines can be formed to meet the enemy. Once battle is joined, the Reavers ride swiftly to outflank the enemy lines, skirmishing with the outriders and scouts of the foe and sowing confusion amongst the ranks, before charging into the disrupted flanks.

Ellyrian Reavers

	M	WS	BS	S	T	W	I	A	Ld	Points
Ellyrian Reaver	-	4	4	3	3	1	4	1	8	16
Harbinger	-	4	5	3	3	1	4	2	8	+8
Elven Steed	9	3	-	3	-	-	4	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Ellyrian Reavers:** Hand weapons, cavalry spears and light armour
- **Elven Steeds:** Hooves (counts as a hand weapon)

Options:

- The entire unit may:
 - Take shortbows+2 points per model
- Or:
 - Replace cavalry spears with shortbows.....+1 point per model
- Any unit may:
 - Upgrade one model to a Harbinger (champion).....+8 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
- A Harbinger may purchase magic items up to a total of.....25 points
- 0-1 unit per 1,000 points may:
 - Have the Scouts special rule.....+2 points per model
 - Have the Skirmishers special rule.....+1 point per model
 - Purchase a magic standard worth up to.....25 points

Special Rules: Elven Reflexes, Fast Cavalry, Open Order, Swiftstride, Valour of Ages



Silver Helms

	M	WS	BS	S	T	W	I	A	Ld	Points
Silver Helm	-	4	4	3	3	1	5	1	8	23
High Helm	-	4	4	3	3	1	5	2	8	+6
Barded Elven Steed	8	3	-	3	-	-	4	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Silver Helms:** Hand weapons, lances and heavy armour
- **Barded Elven Steeds:** Hooves (counts as a hand weapon) and barding

Options:

- The entire unit may take shields.....+1 point per model
- Any unit may:
 - Upgrade one model to a High Helm (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic banner worth up to25 points
- A High Helm may purchase magic items up to a total of.....25 points

Special Rules: Close Order, Elven Reflexes, First Charge, Ithilmar Barding, Swiftstride, Valour of Ages



Cavalry



Silver Helms

Of all the High Elf knights, it is the Silver Helms who are seen as the perfect exemplars of martial grace and valour to which young Elves should aspire. They are recruited purely from families of noble blood; young warriors raised to be proud without being haughty, and brave without being undisciplined. The Silver Helms are willing to throw themselves into the most dangerous of battles. They do so in the understanding that glory awaits those who prevail, and they are confident enough in their prowess as warriors to believe they can succeed, no matter the odds. For these young nobles, there can be no hesitation in facing any foe – it is those victories that are hardest won which bring about the sweetest glories and earn the grandest renown.

Cavalry



Dragon Princes of Caledor

The nobles of Caledor, who once rode Dragons, regard themselves as the elite even amongst the nobility of Ulthuan's kingdoms. Only in the thick of battle does a Dragon Prince's true character emerge. Hauteur gives way to determination; arrogance to courage. Gone is the aloof noble who disdains the company of anyone not considered an equal. In its place, rides a warrior who would die without hesitation if such a sacrifice would save but one of Ulthuan's people. Only when the battle-light fades from the Dragon Prince's eyes does the aspect of the Caledorian noble slide back into place. Callous pride returns, leaving those who saw the selfless hero behind the mask to question if they ever truly saw it at all.

Dragon Princes

	M	WS	BS	S	T	W	I	A	Ld	Points
Dragon Prince	-	5	4	3	3	1	5	2	9	37
Drakemaster	-	5	4	3	3	1	5	3	9	+7
Barded Elven Steed	8	3	-	3	-	-	4	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Dragon Princes:** Hand weapons, lances, full plate armour and shields
- **Barded Elven Steeds:** Hooves (counts as a hand weapon) and barding

Options:

- Any unit may:
 - Upgrade one model to a Drakemaster (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic banner worth up to50 points
- A Drakemaster may purchase magic items up to a total of50 points

Special Rules: Close Order, Counter Charge, Dragon Armour, Drilled, Elven Reflexes, First Charge, Impetuous, Ithilmar Barding, Ithilmar Weapons, Sons of Caledor, Swiftstride, Valour of Ages

Sons Of Caledor

Dragon Princes consider themselves superior to Ulthuan's other soldiers. Worse, they pay little heed to orders given by commanders they consider their inferiors (though they may consent to consider the suggestions of a noble).

A unit with this special rule may only be joined by your army's General, or by a character with the Blood of Caledor Elven Honour.



Tiranoc Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Tiranoc Chariot	-	-	-	5	4	4	-	-	-	75
Tiranoc Charioteer (x2)	-	4	4	3	-	-	4	1	8	-
Elven Steed (x2)	9	3	-	3	-	-	4	1	-	-

Troop Type: Light Chariot

Base Size: 50 x 100 mm

Unit Size: 1-4

Armour Value: 5+

Equipment:

- **Tiranoc Charioteers:** Hand weapons, cavalry spears and longbows
- **Elven Steeds:** Hooves (counts as a hand weapon)

Special Rules: Elven Reflexes, Impact Hits (D6), Open Order, Quick Shot, Swiftstride, Valour of Ages

Lion Chariot Of Chrace

	M	WS	BS	S	T	W	I	A	Ld	Points
Lion Chariot	-	-	-	5	4	4	-	-	-	125
Lion Charioteer (x2)	-	5	4	4	-	-	4	1	8	-
War Lion (x2)	8	5	-	4	-	-	4	2	-	-

Troop Type: Heavy Chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Lion Charioteers:** Hand weapons and Chracian great blades
- **War Lions:** Claws and fangs (counts as a hand weapon)

Special Rules: Close Order, Elven Reflexes, Fear, First Charge, Impact Hits (D6), Lion Cloak, Stubborn, Valour of Ages

Character Mount: A Tiranoc Chariot or Lion Chariot may be included in your army as a character's mount. If so, its points are added to that of its rider.



Chariot



Tiranoc Chariots

In battle, Tiranoc charioteers weave between enemy units at full speed, raining arrows onto unprotected flanks and raking enemy lines with steel-tipped spears. Only when the enemy is sufficiently weakened do the Tiranoc charioteers crash into the press of melee in a glorious massed charge, the steeds biting and kicking, the riders thrusting spears into the hearts of their foes.

Lion Chariots

The white-timbered chariots of Chrace, drawn by pairs of snarling War Lions, charge headlong into the fray. As the War Lions tear into the foe with fang and claw, the crew cleave heads from shoulders with every axe-blow. Such daring charges have become the hallmark of the Lion Chariots, earning them a well-deserved reputation as the bane of even the most determined shieldwall.

Chariot



Lothorn Skycutters

When the swift Hawkships of Lothorn slip their moorings, they are accompanied to the open sea by Skycutters – sleek, airborne chariots that rest upon a cushion of magic and are drawn into battle by the Swiftfeather Rocs that nest along the Glittering Coast. These serve as the eyes and ears of Lothorn's fleets, allowing them to plan engagements long before the enemy is even aware of their presence. Skycutters also serve as the outriders of Lothorn's armies, for they can go where their grounded kin cannot. Should a Skycutter's crew encounter a foe, their goal is to clear the skies with steel shot fired from their compact eagle-eye bolt throwers, ensuring that Lothorn will dominate the heavens in the battle to come.

Lothorn Skycutters

	M	WS	BS	S	T	W	I	A	Ld	Points
Skycutter	-	-	-	5	4	4	-	-	-	90
Sea Guard Crew (x3)	-	4	4	3	-	-	4	1	8	-
Swiftfeather Roc (x1)	2	5	-	4	-	-	4	2	-	-

Troop Type: Heavy Chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Sea Guard Crew:** Hand weapons, cavalry spears and shortbows
- **Swiftfeather Roc:** Wicked claws (see below)

Options:

- May take an eagle-eye bolt thrower (see below).....+25 points

Special Rules: Close Order, Fear, Fly (10), Elven Reflexes (Sea Guard Crew only), Impact Hits (D3+1), Swiftstride, Valour of Ages

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Eagle-eye bolt thrower	24"	5	-3	Cumbersome, Multiple Wounds (D3)

Character Mount: A Lothorn Skycutter may be included in your army as a character's mount. If so, its points are added to that of its rider.



Griffon

	M	WS	BS	S	T	W	I	A	Ld	Points
Griffon	6	5	-	5	(+2)	(+3)	5	4	-	+130

Notes: A character mounted on a Griffon has +2 Toughness and +3 Wounds.

Troop Type: Monstrous creature

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Wicked claws (see below), serrated maw (see below) and griffonic pelt (counts as heavy armour)

Special Rules: Close Order, Fly (9), Large Target, Stomp Attacks (D3), Swiftstride, Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Serrated maw	Combat	S	-	Armour Bane (2), Multiple Wounds (2)

Notes: In combat, this model must make one of its attacks each turn with this weapon.

Character Mount: A Griffon may only be included in your army as a character's mount. Its points are added to that of its rider.



Monster



Griffon

The Griffons of the Annulii Mountains are creatures of noble bearing and keen intelligence. Such is the Griffon's wild appearance that a stranger to Ulthuan might deem it merely another savage beast of the mountains. Yet, all Elves know that Griffons are seldom given to cruelty – at least so long as no harm is offered to those they think of as kin. For an Elf to have any hope of mastering a Griffon, the beast must be captured and trained while still young, forging a bond that only death can shatter. Griffons are particularly favoured by those who fight in the thick of the fray, and many a battle has been won by the descent of a shrieking Griffon into the heart of the enemy army.

Monster



The Dragons of Ulthuan

On Ulthuan, Dragons are not the subject of the terrifying folk tales told by the superstitious savages of the Old World, they are considered bold and noble creatures. Indeed, without the Dragons of Ulthuan, the High Elves would have been annihilated thousands of years ago, for the Dragons are the Elves' oldest and greatest allies. Within Ulthuan, the realm of Caledor is the home of the Dragons, and in ancient days, those noble beasts seemed almost without number. However, times have changed. Now, in colossal caverns found deep within the Dragon Spine Mountains, the Dragons sleep away the centuries. A mysterious languor that began in the earliest years of Tethlis' reign has caused more and more Dragons to enter a slumber from which only ancient Caledorian songs can rouse them.

Dragons Of Ulthuan

	M	WS	BS	S	T	W	I	A	Ld	Points
Sun Dragon	6	5	-	5	(+2)	(+4)	4	4	-	+180

Note: A character mounted on a Sun Dragon has +2 Toughness and +4 Wounds.

	M	WS	BS	S	T	W	I	A	Ld	Points
Moon Dragon	6	6	-	6	(+2)	(+5)	3	5	-	+235

Note: A character mounted on a Moon Dragon has +2 Toughness and +5 Wounds.

	M	WS	BS	S	T	W	I	A	Ld	Points
Star Dragon	6	7	-	7	(+3)	(+6)	2	6	-	+290

Note: A character mounted on a Star Dragon has +3 Toughness and +6 Wounds.

Troop Type: Behemoth

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Wicked claws (see below), dragon fire (see below) and draconic scales (counts as full plate armour)

Special Rules:

- **Sun Dragon:** Close Order, Fly (10), Impetuous, Large Target, Stomp Attacks (D6), Swiftstride, Terror
- **Moon Dragon:** Close Order, Fly (10), Large Target, Stomp Attacks (D6), Swiftstride, Terror
- **Star Dragon:** Close Order, Fly (10), Large Target, Stomp Attacks (D6+1), Swiftstride, Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Dragon fire	N/A	4	-1	Breath Weapon, Flaming Attacks

Character Mount: A Sun Dragon, Moon Dragon or Star Dragon may only be included in your army as a character's mount. Its points are added to that of its rider.



Flamespyre Phoenix

	M	WS	BS	S	T	W	I	A	Ld	Points
Flamespyre Phoenix	2	5	0	5	5	5	4	3	7	170

Troop Type: Monstrous creature

Base Size: 50 x 100 mm

Unit Size: 1

Equipment: Wicked claws (see below) and blazing plumage (counts as heavy armour)

Special Rules: Blessings of Asuryan, Close Order, Fear, Flaming Attacks, Fly (10), From the Ashes, Large Target, Stomp Attacks (2), Swiftstride, Wake of Fire

From The Ashes

Should a Phoenix be slain, it explodes in a shower of flaming cinders. If the Winds of Magic are strong, these fiery fragments swiftly coalesce and the Phoenix is reborn.

When a Flamespyre Phoenix loses its last Wound, roll a D6 before removing the model from play:

- On a roll of 1-2, the Phoenix crumbles into cold ashes and is removed from play.
- On a roll of 3-5, the Phoenix explodes into flame. Every enemy unit in base contact with it suffers D6 Strength 3 hits, each with an AP of -1 and the Flaming Attacks special rule. Once these hits are resolved, this model is removed from play.
- On a roll of 6, the Phoenix (and its rider, should it have one) are briefly consumed in a ball of flames, and are immediately reborn, recovering D3 Wounds.

Wake Of Fire

When a Flamespyre Phoenix is enraged, its plumage explodes into a magical flame, causing the creature to leave a trail of angry fire in its wake.

This model may perform a 'Wake of Fire' attack against a single enemy unit that is not engaged in combat. To do so, this model must move (by flying) over the unit it wishes to attack during the Remaining Moves sub-phase. Once this model's movement is complete, the enemy unit suffers D6 Strength 4 hits, each with an AP of -1 and with the Flaming Attacks special rule.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

Character Mount: A Flamespyre Phoenix may be included in your army as a character's mount. If so, its points are added to that of its rider. When taken as a character mount, a Flamespyre Phoenix has the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Points
Flamespyre Phoenix	2	5	-	5	(+2)	(+3)	4	3	-	+170

Note: A character mounted on a Flamespyre Phoenix has +2 Toughness and +3 Wounds.

Monster



Flamespyre Phoenix

The Phoenixes of Ulthuan dwell amongst the Flamespyres – great alabaster pillars of rock that stand sentinel above the Shrine of Asuryan and around which the Winds of Magic blow a constant gale. Over generations, the Phoenixes of the Flamespyres have become attuned to these winds, harnessing them at whim. Flamespyre Phoenixes lack the gift of a civilised tongue. However, they understand the Elven tongue well enough and, if treated with proper respect, can be bargained with. Indeed, an accord exists between them and the Phoenix Guard, with the latter often calling upon the birds to serve as war-mounts. This is a truly fearsome combination, the clear-headed judgement of the Phoenix Knight directing the Flamespyre's fires to where they can cause the most damage.



Monster



Frostheart Phoenix

As a Flamespyre Phoenix ages, its body cools until, finally, the plumage that once blazed with fire grows heavy with frost and ice. Once this occurs, the Phoenix must leave the Flamespyres, for the chill that surrounds it causes pain to its brightly burning kin. Most Frostheart Phoenixes end their days in lonely exile on the crags of the Eataine coast. Others return to the Shrine of Asuryan, to offer their final days in service as war-steeds. Whilst a Frostheart Phoenix may not possess the vigour and fire of its youth, it is a much hardier mount. Without the power to resurrect itself, a Frostheart Phoenix fights all the harder, determined to end its existence striking a final blow against the enemies of Ulthuan.

Frostheart Phoenix

	M	WS	BS	S	T	W	I	A	Ld	Points
Frostheart Phoenix	2	6	0	6	6	5	3	4	8	205

Troop Type: Monstrous creature

Base Size: 50 x 100 mm

Unit Size: 1

Equipment: Wicked claws (see below) and frozen plumage (counts as full plate armour)

Special Rules: Blizzard Aura, Close Order, Fear, Fly (9), Large Target, Stomp Attacks (2), Swiftstride

Blizzard Aura

The ice that sheathes a Frostheart Phoenix is as hard as glass, and enemies find their own strength and resolve eaten away by its chill presence.

Whilst in base contact with this model, enemy models become subject to the Strike Last special rule.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

Character Mount: A Frostheart Phoenix may be included in your army as a character's mount. If so, its points are added to that of its rider. When taken as a character mount, a Frostheart Phoenix has the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Points
Frostheart Phoenix	2	6	-	6	(+3)	(+3)	3	4	-	+205

Note: A character mounted on a Frostheart Phoenix has +3 Toughness and +3 Wounds.



Great Eagles

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Eagle	2	5	0	4	4	3	4	3	6	60

Troop Type: Monstrous creature

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Wicked claws (see below) and serrated maw (see below)

Special Rules: Close Order, Fear, Fly (10), Stomp Attacks (1), Swiftstride

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Serrated maw	Combat	S	-	Armour Bane (2), Multiple Wounds (2)

Notes: In combat, this model must make one of its attacks each turn with this weapon.

Character Mount: A Great Eagle may be included in your army as a character's mount. If so, its points are added to that of its rider. When taken as a character mount, a Great Eagle has the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Eagle	2	5	-	4	(+1)	(+1)	4	3	-	+60

Note: A character mounted on a Great Eagle has +1 Toughness and +1 Wound.



Monster



Great Eagles

The Great Eagles of Ulthuan have always been firm allies to the Elves. The histories tell that the two races have fought in one another's cause since the time of the Great Cataclysm and during the War against Chaos, but legend carries the friendship deeper into the past. Indeed, in some tales, it was Talyn, King of the Eagles, who bore Ereth Khial away to the Underworld at Asuryan's command. Like the High Elves, Great Eagles are haughty creatures who long remember insults, and do not suffer foolish company gladly. When High Elf armies assemble, the noble Eagles too join the battle. They swoop down upon the crew of enemy war machines, tearing them apart with powerful talons before using mighty wings to glide swiftly away.

War Machine



Eagle-claw Bolt Throwers

The Elves of Ulthuan have never developed the unreliable gunpowder technology or crude stone throwers favoured by other races of the Old World. Instead, the Asur rely on a more elegant weapon – the Eagle-claw bolt thrower. These weapons bristle from the sides of Ulthuan's warships and the battlements of her fortresses. Its clever design allows its crews to alternate between different modes of fire – one moment shooting single shots capable of disembowelling a rampaging Giant, the next unleashing clutches of smaller bolts to mow down massed infantry before they reach the High Elf lines. Such is the skill of its Sea Guard crew, and the speed with which they reload, that only seconds separate one deadly volley from the next.

Eagle-Claw Bolt Throwers

	M	WS	BS	S	T	W	I	A	Ld	Points
Eagle-claw Bolt Thrower	-	-	-	-	6	2	-	-	-	80
Sea Guard Crew	5	4	4	3	3	2	4	2	8	-

Troop Type: War machine

Base Size: 50 x 50 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Repeater bolt thrower, hand weapons and light armour

Special Rules: Elven Reflexes, Skirmishers, Valour of Ages



ELVEN HONOURS



Throughout their long lives, Elves are able to spend considerable time in pursuit of their various interests, mastering their skills and earning much respect for their abilities. Many walk a particular path for so long that they become exemplars of their craft, and this is particularly true of those nobles that dedicate themselves to military causes.



To represent this, some characters drawn from the High Elves army list may be given an Elven Honour, chosen from those detailed on this page. Each Honour gives the character certain benefits in the form of unique equipment and additional special rules:

Loremaster35 points

Amongst the seers and scholars that reside within the Tower of Hoeth, there are those that practise both the mystical and martial arts as one. Such dedication marks a Loremaster from a mere scholar.

High Elf Lords only. A character with the Loremaster Elven Honour:

- Cannot be mounted.
- Is a Level 1 Wizard and knows one randomly generated spell from one of the following Lores of Magic:
 - Battle Magic
 - Elementalism
 - High Magic
 - Illusion
- May be equipped with a Sword of Hoeth ([see page 187](#)) for no additional points. If so, they may not take any additional, non-magical weapons.
- Gains the Ithilmar Armour, Lileath's Blessing and Lore of Saphery special rules.

Shadow Stalker20 points

Like all denizens of Nagarythe, Shadow Stalkers are outcasts. Many choose to travel far beyond the borders of Ulthuan, fighting unseen wars in the eternal defence of their homeland.

A character with the Shadow Stalker Elven Honour:

- Cannot be mounted.
- May be equipped with a bow of Avelorn ([see page 187](#)) for no additional points. If so, they may not take any additional, non-magical weapons.
- Cannot have heavy armour or full plate armour.
- Gains the Ambushers, Evasive, Fire & Flee, Move through Cover and Scouts special rules.

Anointed Of Asuryan15 points

In matters both martial and spiritual, the Phoenix Guard take their lead from the Anointed of Asuryan, learned sages that have for centuries been immersed in Asuryan's teachings.

A character with the Anointed of Asuryan Elven Honour:

- May be mounted on a Flamespyre Phoenix or a Frostheart Phoenix (but cannot choose any other mount options).
- May be equipped with a ceremonial halberd ([see page 187](#)) for no additional points. If so, they may not take any additional, non-magical weapons.
- Gains the Blessings of Asuryan, Fear and Witness to Destiny special rules.
- Replaces the Valour of Ages special rule with the Veteran special rule.



Blood Of Caledor.....15 points

Ulthuan was once dominated by the valour and wisdom of Caledor's Dragon Princes. Today, the royal bloodline has faded, yet the haughty pride of Caledor's warrior elite still shines bright.

A character with the Blood of Caledor Elven Honour (but not their mount):

- Must be mounted on either a Barded Elven Steed, a Sun Dragon, a Moon Dragon, or a Star Dragon.
- Has a +1 modifier to their Weapon Skill characteristic.
- May be equipped with full plate armour for no additional points.
- Gains the Dragon Armour and Impetuous special rules.

Chracian Hunter10 points

In Chrace, a warrior's skill at arms and strength of character matters almost as much as the nobility of their blood, and the foremost warriors quickly rise to prominence within the ranks of the White Lions.

A character with the Chracian Hunter Elven Honour (but not their mount):

- May only be mounted on a White Lion Chariot (but cannot choose any other mount options).
- May be equipped with a Chracian great blade (see page 187) for no additional points. If so, they may not take any additional, non-magical weapons.
- Gains the Lion Cloak, Move through Cover and Stubborn special rules.

Warden Of Saphery.....10 points

When Ulthuan marches to war, the Swordmasters of Hoeth are led by the Wardens of Saphery, exemplars of the martial arts who have studied warfare and personal combat for decades.

A character with the Warden of Saphery Elven Honour:

- Cannot be mounted.
- May be equipped with a Sword of Hoeth (see page 187) for no additional points. If so, they may not take any additional, non-magical weapons.
- Gains the Deflect Shots, Ithilmar Armour and Killing Blow special rules.

Pure Of Heart.....Free

Though Ulthuan's Golden Age is a distant memory, there are still a few nobles that embody all that is glorious about the High Elves, their presence reminding others of the heroic past of their race.

Unless this character is fleeing, all friendly units within their Command range can use their Leadership characteristic instead of their own. In addition, this character and any unit it has joined automatically passes any Panic test it is required to make.

Sea GuardFree

Many nobles of Lothorn choose to serve within the ranks of the Sea Guard, rising quickly to command the disciplined ranks of Ulthuan's navy and hone their skill on distant battlefields.

A character with the Sea Guard Elven Honour:

- May only be mounted on a Lothorn Skycutter (but cannot choose any other mount options).
- May be equipped with a warbow for no additional points. If so, they may not take any additional, non-magical weapons.
- Gains the Naval Discipline and Rallying Cry special rules.



The pages that follow detail magic items unique to High Elf Realms armies. These can be purchased by models within a High Elf Realms army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.



Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

The White Sword.....70 points

A legendary blade forged for Aren, one of the first Swordmasters of Hoeth. The White Sword stands as tall as an Elf, yet its wide blade is as light as a willow switch.

	R	S	AP	Special Rules
The White Sword	Combat	S+3	-2	Magical Attacks, Monster Slayer, Requires Two Hands, Strike Last

Notes: Models whose troop type is 'infantry' or 'chariot' only.

The Blade Of Leaping Gold.....50 points

To the valiant, the Blade of Leaping Gold lends supernatural speed and vigour; to the craven and the corrupt, it brings only swift death. A more finely balanced sword than this has never been made.

	R	S	AP	Special Rules
The Blade of Leaping Gold	Combat	S	-	Armour Bane (2), Extra Attacks (+D3), Magical Attacks

Reaver Bow.....40 points

Some believe this wondrous bow is the same one that was forged for Prince Arathion of Ellyrion a thousand years ago.

	R	S	AP	Special Rules
Reaver Bow	30"	S+1	-	Magical Attacks

Notes: The Reaver Bow counts as a Bow of Avelorn. The wielder of the Reaver Bow may make a number of shooting attacks equal to their Attacks characteristic, rather than the usual one. This model does not suffer any modifiers for firing multiple shots.

Foe Bane.....20 points

This strangely twisted Elven blade was taken from the body of a Chaos champion. Quite how they came to possess it is unknown, as is the name of the brave Elf that reclaimed it.

	R	S	AP	Special Rules
Foe Bane	Combat	S	-	Magical Attacks

Notes: When the wielder of Foe Bane makes a roll To Wound, a roll of 4+ is always a success, regardless of the target's Toughness.



Within the Shrine of Vault, priests forge weapons of great power and devices of infinite cunning for the lords and ladies of Ulthuan. The members of this strange priesthood are all blind, having ritually put out their own eyes upon entering service of their god. Through this act of self mutilation they sacrifice their earthly sight, but they gain something far more valuable. They are bestowed with the skill and shrewdness of their patron deity, and the understanding of the sorrow and suffering that Vault has undergone to protect the Elves. This knowledge and wisdom enables them to harness the fickle Winds of Magic and use them to create weapons of incredible potency for the High Elves who fight the wars to protect Ulthuan.

Magic Armour

Armour Of Caledor.....35 points

Every piece of the Armour of Caledor has been taken from the recovered fragments of now-lost armour that was once worn by a mighty Caledorian hero.

The Armour of Caledor is a suit of full plate armour. In addition, its wearer has a 5+ Ward save against any wounds suffered.

Dragon Helm10 points

Crafted into the likeness of a great wyrm, the Dragon Helm remembers the heat of its forging, protecting its wearer from the touch of flame.

May be worn with other armour. The wearer of the Dragon Helm improves their armour value by 1 (to a maximum of 2+). In addition, its wearer has a 6+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

Talismans

The Loremaster's Cloak.....25 points

Wrapped in this pale grey cloak, the wearer seems somehow insubstantial and almost illusory.

The bearer of the Loremaster's Cloak and any unit they have joined has a 4+ Ward save against any wounds suffered that were caused by a Magic Missile.

Opal Amulet*20 points

Potent yet fragile, an Opal Amulet offers powerful protection, but can easily be broken.

Single use. An Opal Amulet gives its bearer a 2+ Ward save against a single wound.

Magic Standards

Banner Of Arcane Protection.....70 points

The heavy fabric of this banner is interwoven with powerful protective charms.

A unit carrying the Banner of Arcane Protection gains the Magic Resistance (-3) special rule. In addition, friendly units within 6" of the model carrying this standard gain the Magic Resistance (-1) special rule.

Battle Banner.....60 points

This intricate banner, festooned with gemstones, bears detailed scenes of Ulthuan's victories.

When calculating its combat result, a unit carrying the Battle Banner may claim an additional bonus of +D3 combat result points.

Lion Standard25 points

The renowned courage of a Chracian Lion fills the hearts of those who serve under this banner.

A unit carrying the Lion Standard automatically passes any Fear or Terror tests it is required to make.

Banner Of Ellyrion.....20 points

This depiction of Korhandir, the father of all horses, imbues a regiment with tireless energy.

A unit carrying the Banner of Ellyrion gains the Move through Cover special rule.



Enchanted Items

Null Stone.....75 points

Those with the Mage sight see the bearer of this smooth, black stone pendant as a dark void, an unsettling patch of nothingness in the realm of magic.

Whilst within the Command range of the bearer, all Wizards (friend or foe) suffer a -1 modifier to their Casting and Dispel rolls.

In addition, during the Command sub-phase of their turn, if they are not engaged in combat, this character may attempt to use the Null Stone by making a Leadership test (using their own unmodified Leadership). If this test is passed, until your next Start of Turn sub-phase, this character cannot be targeted by any spells and is immune to the effects of any spells.

The Cloak Of Beards.....30 points

An aura of fear and anger hangs about this grisly trophy of the War of the Beard, filling allies and enemies alike with unease.

The wearer of the Cloak of Beards causes Terror. However, so unnerving is the cloak that other models cannot use the wearer's Leadership.

Seed Of Rebirth*20 points

A seed from the heart of Athel Loren, gifted to the High Elves by their distant kin, the bearer is imbued with life-giving magic.

The Seed of Rebirth gives its bearer the Regeneration (5+) special rule.

Arcane Items

Sigil Of Asuryan*40 points

The sigil is tattooed on the hand of the Mage using inks prepared in the sacred flame of Asuryan itself. After use it quickly fades to nothing.

Single use. A Wizard may use this item instead of making a dispel attempt. If they do so, the spell is automatically dispelled with no Dispel roll required.

Note that a perfect invocation cannot be dispelled.

Annulian Crystal.....30 points

Dug from beneath the Annulii Mountains, this crystal has been shaped by the magical vortex that swathes Ulthuan, so that it draws magical energy towards it.

Once per turn, upon successfully casting a spell, the bearer of the Annulian Crystal can choose to forget that spell and immediately generate another (not including signature spells) in the usual manner.

Note that it is possible the Wizard might generate the spell they just forgot, or one forgotten in a previous turn. Consider it fate.

Silvery Wand.....15 points

This slender wand is covered with many intricately carved lines of winding runes in an ancient script.

The bearer of the Silvery Wand knows one more spell (chosen in the usual way) than is normal for their Level of Wizardry.

Note that this does not increase the Wizard's Level.



HIGH ELF SPECIAL RULES

A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



On the following pages you will find a full description for each of the army special rules used by models drawn from the High Elf Realms army list:

Arrows Of Isha

Many High Elf nobles fill their quivers with finely crafted arrows. Bound with enchantments and blessed by the touch of the Tears of Isha, such arrows are anathema to the enemies of Ulthuan.

Any bow (longbow, shortbow, warbow or Bow of Avelorn) carried by a model with this special rule has the Armour Bane (1) special rule and an Armour Piercing characteristic of -1.

Blessings Of Asuryan

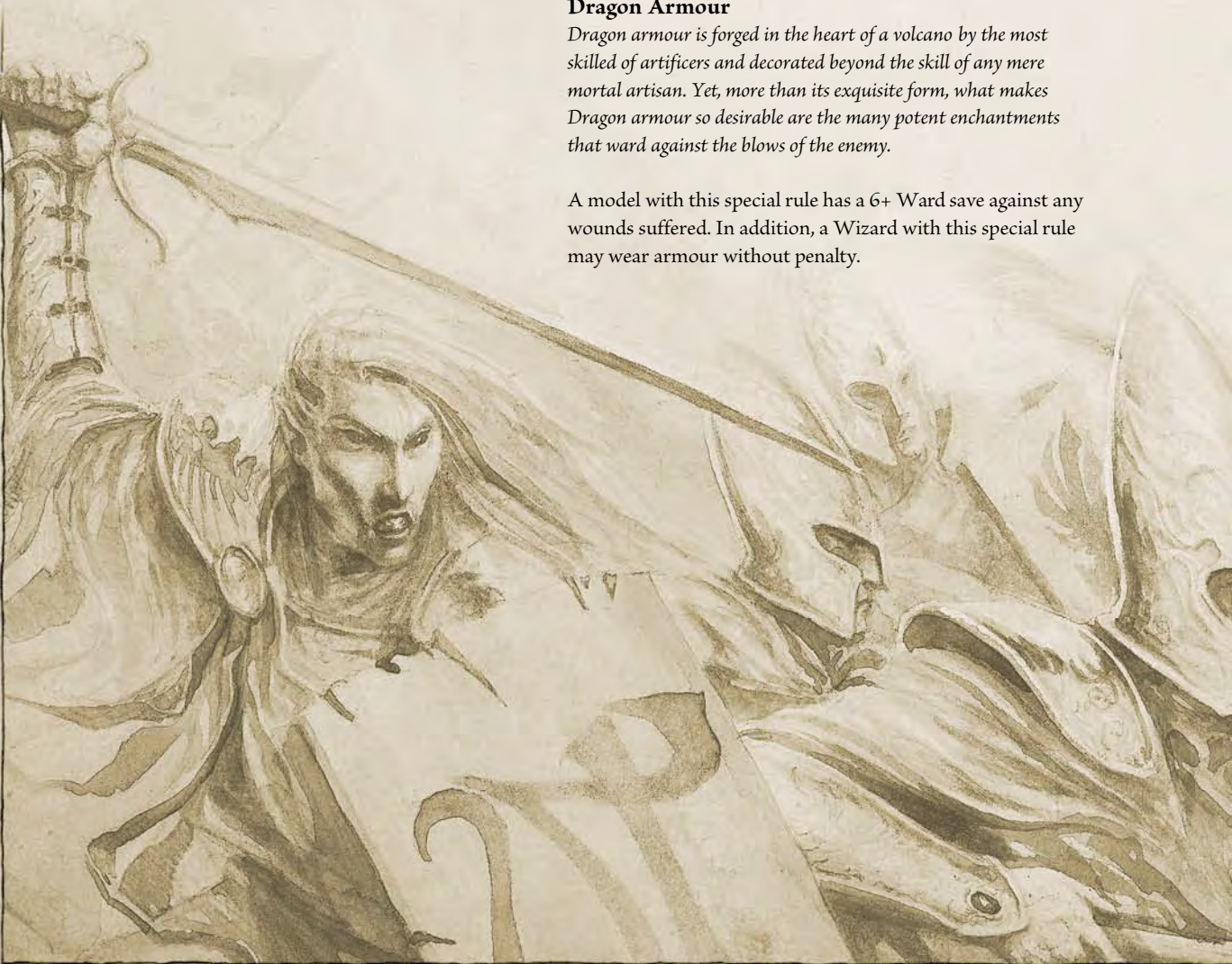
The most devoted servants of Asuryan seem to blaze with a fiery intensity borne of unshakeable faith. In battle, such faith is rewarded by the Creator God of the Elves.

A model with this special rule has a 5+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

Dragon Armour

Dragon armour is forged in the heart of a volcano by the most skilled of artificers and decorated beyond the skill of any mere mortal artisan. Yet, more than its exquisite form, what makes Dragon armour so desirable are the many potent enchantments that ward against the blows of the enemy.

A model with this special rule has a 6+ Ward save against any wounds suffered. In addition, a Wizard with this special rule may wear armour without penalty.



Elven Reflexes

Elves possess phenomenal speed and grace, striking at their enemies faster than the eye can see.

A model with this special rule (but not its mount) has a +1 modifier to its Initiative characteristic (to a maximum of 10) during the first round of any combat.

Ithilmar Armour/Ithilmar Barding

Ithilmar is a wondrous and lightweight metal found only in Vaul's Anvil, the largest volcano in Ulthuan. A warrior wearing a gleaming suit of Ithilmar armour enjoys great protection and freedom of movement, enabling them to traverse the most hostile of terrain with ease.

A model with this special rule may re-roll any rolls of 1 when making Dangerous Terrain tests. In addition, a Wizard with this special rule may wear armour without penalty.

Ithilmar Weapons

Weapons crafted of Ithilmar are incredibly lightweight and balanced to perfection. Such blades slice swiftly through the clumsy parries and counter-thrusts of enemies.

When engaged in combat, a model with this special rule that is fighting with a hand weapon may re-roll any rolls To Hit of a natural 1.

Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.

Lileath's Blessing

Lileath is the patron of seers and prophets, and many are her gifts to the Elves of Ulthuan. Those students of High Magic that earn her blessing become possessed of a profound understanding and ability to control the Winds of Magic.

Once per turn, a model with this special rule may re-roll a single failed Casting roll.

Lion Cloak

The thick pelt of a Chracian White Lion offers exemplary protection against arrows and shot, though to wear such a trophy a warrior must have earned the right, and this honour is reserved only for those that have completed the rites of a Chracian warrior.

A model with this special rule improves its armour value by 1 (to a maximum of 2+) against non-magical shooting attacks.

Martial Prowess

Elven soldiers spend many hours perfecting their battlefield drill, masterfully wielding their long spears with a skill and grace absent from the ranks of their enemies.

A unit with this special rule can make supporting attacks to its flank or rear, as well as to its front.

Valour Of Ages

Throughout the ages, the High Elves of Ulthuan have stood firm against the multitudinous forces of the ruinous powers. They have faced daemonic legions, hordes of black armoured Chaos warriors, and even their own treacherous kin, sacrificing all to defend their realms.

A unit with this special rule may re-roll any failed Panic test caused by taking heavy casualties or by being fled through by a friendly unit.



LORE OF SAPHERY

While lesser races study magic in its corrupted, broken form, High Elf Mages harness its power as pure mystical energy. Within the White Tower, mages learn to smooth the tumultuous eddies of the Winds of Magic, bringing all eight together to create the silvery hue of pure magic.



A Wizard with the 'Lore of Saphery' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Hand Of Khaine

With a simple gesture, white light bursts forth from the Mage's outstretched hand, banishing the life force of the foe.

Type: Assailment

Casting Value: 8+

Range: Combat

Effect: A single enemy model the caster is engaged in combat with suffers a single Strength 4 hit with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

Courage Of Aenarion

The High Elf Mage draws upon the Winds of Magic to conjure glorious images of Aenarion in the minds of their allies. So inspired, already brave warriors are filled with the unbreakable courage of the first Phoenix King.

Type: Enchantment

Casting Value: 10+

Range: 15"

Effect: Remains in Play. Whilst this spell is in play, the target friendly unit gains the Unbreakable special rule. If this spell is cast, the effects of any other Enchantment previously cast on the target unit immediately expire. This spell may target a friendly unit engaged in combat.

Vaul's Unmaking

Glowing swords grow dim, blood-warm chalices cool and enchanted scrolls crumble into dust, their magical energies drained as the Mage turns the fury of Vaul's forge upon the magical trappings of the enemy.

Type: Hex

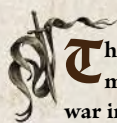
Casting Value: 11+

Range: 12"

Effect: This spell can only target enemy characters. However, it may target any enemy character that is within range and that the caster can draw a line of sight to, regardless of the usual rules for targeting characters, and may even target an enemy character that has joined a unit or that is engaged in combat.

The casting player chooses a single magic item carried by the target. This magic item is immediately 'unmade', rendering it completely useless. The chosen magic item cannot be used for the remainder of the game.

ARMOURY OF ULTHUAN



The High Elves are as renowned for their art and craftsmanship as they are for their mastery of magic and skill as warriors. Elven artisans create wondrous weapons of war in the form of long, slender blades and finely wrought bows.



Such weapons are often mistaken by foolhardy foes for mere ornaments, too fragile to be of any real worth in battle. In truth, Elven blades possess a strength and sharpness unattainable by other races.

Bow Of Avelorn

High Elves are famed archers and in every province of Ulthuan, the gleaming ranks of citizen militia are equipped with splendid longbows as a matter of course. Yet, it is the artisans of Avelorn that craft the finest bows in all of Ulthuan.

	R	S	AP	Special Rules
Bow of Avelorn	30"	S	-	Armour Bane (1), Magical Attacks, Volley Fire

Ceremonial Halberd

The favoured weapon of the Phoenix Guard is the halberd. The silent guardians of Asuryan's shrine wield their long, heavy bladed weapons with a skill and precision unmatched by the clumsy warriors of other races.

	R	S	AP	Special Rules
Ceremonial halberd	Combat	S+1	-1	Armour Bane (1), Fight in Extra Rank, Magical Attacks, Requires Two Hands

Notes: A model wielding a ceremonial halberd cannot make a supporting attack during a turn in which it charged.

Chracian Great Blade

White Lions proudly bear the traditional woodsman's axe into battle, many of which are ancient heirlooms. Handed down across centuries untold they never lose their keen edge, and can fell a tree or cleave a foe in half with but a single blow.

	R	S	AP	Special Rules
Chracian great blade	Combat	S+2	-3	Requires Two Hands, Strike Last

Sword Of Hoeth

The elegant blade of a sword of Hoeth is as long as an Elf is tall, yet balanced to seem as light as a feather. So keen is its edge, and so enduring its enchantments, that the sharpness of the blade is never dulled, no matter how many helms are cloven by its strikes.

	R	S	AP	Special Rules
Sword of Hoeth	Combat	S+2	-2	Magical Attacks, Requires Two Hands

Armoury



Khaine,

The Bloody-Handed God

Khaine is the Elf god of war, murder, hatred and destruction. He is the destroying god, who represents to the Elves the fact that in order for there to be life there must also be death, in order to have peace there must also be war, in order to have happiness there must be suffering. The High Elves seek Khaine's blessings only rarely – his bloodlust is there to be invoked when danger threatens, but it must be controlled and used wisely. The nobles of Nagarythe, in particular, are wary of the lure of Khaine's glories and know the seductive call of the Bloody-handed God better than any. They live in the twilight of Khaine's immortal shadow, forever reaching towards the light.







Under the cover of twilight, a unit of Shadow Warriors prepares to launch its attack upon its unsuspecting enemies.



A Lothorn Skycutter, crewed by Sea Guard and equipped with an eagle-eye bolt thrower.

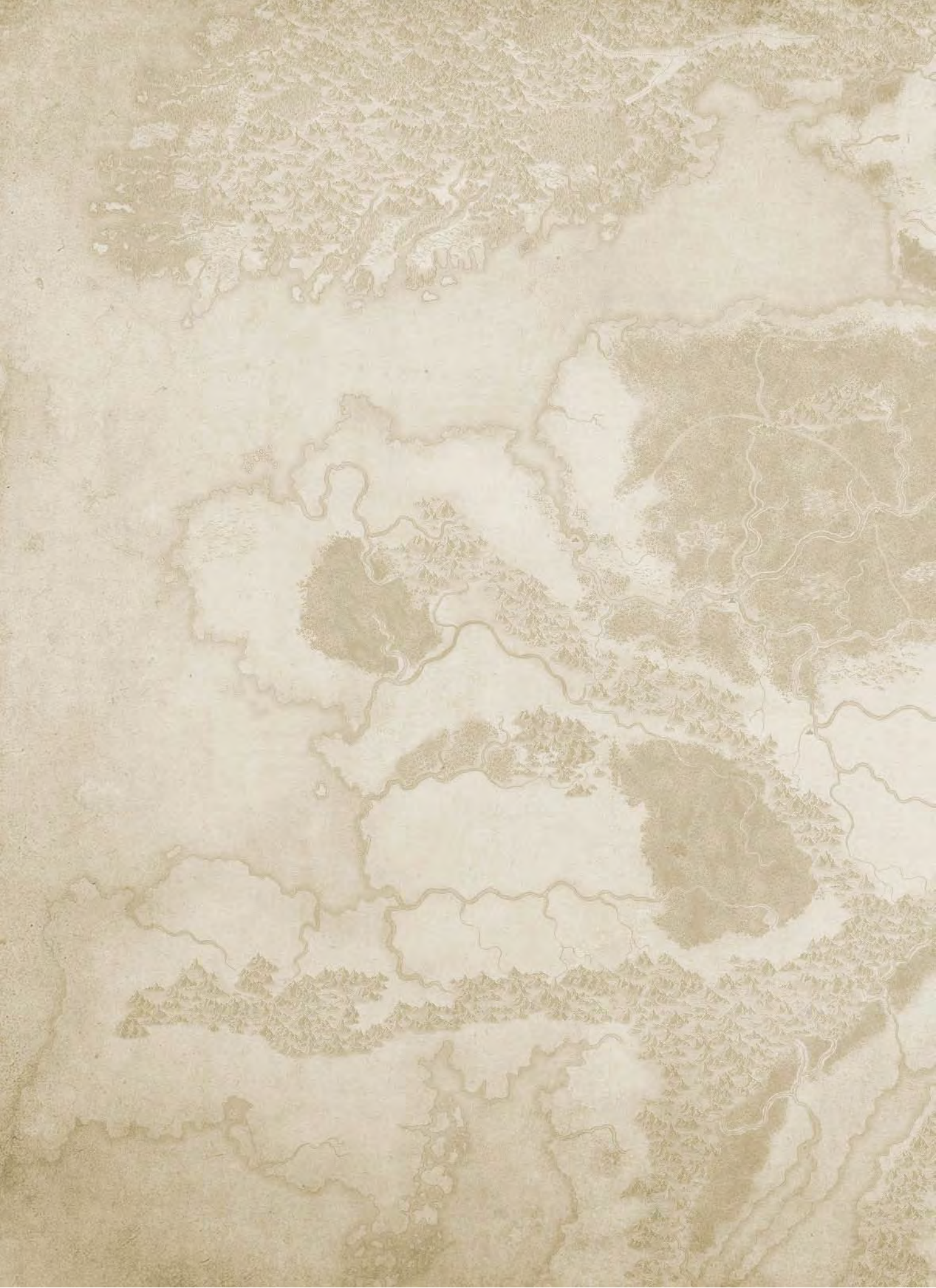


A unit of White Lions of Chrace, armed with Chrastian great blades.



With their armour gleaming in the sunlight, a unit of Silver Helms prepares to lower their lances and lead the charge of Ulthuan's cavalry.







THE LANDS AND NATIONS OF THE OLD WORLD



