

WARMASTER ARMY LISTS

These are copies of the official army lists that
come as part of the Warmaster rules & annuals
~ reformatted for the players convenience.

by Pete at The Wargames Directory

Empire, Undead, Chaos, Orcs & Goblins, High Elves, Dwarfs
Lizardmen, Bretonnians, Kislev, Vampire Counts & Dark Elves

EMPIRE ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Halberdiers	Infantry	3	3	6+	-	3	45	2/-	-
Handgunners	Infantry	3/1	3	0	-	3	65	-/3	*1
Crossbowmen	Infantry	3/1	3	0	-	3	55	2/-	-
Flagellants	Infantry	5	3	0	-	3	70	-/1	*2
Skirmishers	Infantry	4	3	0 or 6+	-	+1	25	-/-	*3
Knights	Cavalry	3	3	4+	-	3	110	-/-	-
Pistoliers	Cavalry	3/1	3	5+	-	3	95	-/4	*4
Hellblaster	Artillery	1/6-3-1	2	0	-	1	50	-/1	-
Cannon	Artillery	1/2+b	2	0	-	2	85	-/1	-
Steam Tank	Machine	2/2+b	3	3+	-	1	120	-/1	-
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Wizard	Wizard	+0	-	-	7	1	45	-/1	-
Griffon	Mn-Mount	+2	-	-	-	1	+80	-/1	*5
War Altar	Ch-Mount	+1	-	-	-	1	+15	-/1	*6

Special Rules

1. Handgunners

- count enemy armour as one less

2. Flagellants

- always use initiative to charge - can't be given orders instead
- never use initiative to evade
- can't be driven back by shooting
- do not roll for drive-backs
- must pursue where possible
- do not suffer terror

3. Skirmishers

- never fight as independent units
- may add 1 stand to any infantry unit
- same armour as parent unit (0 or 6+)
- can be removed from parent unit as casualty
- never count as casualty when issuing orders
- never count as part of parent unit formation

4. Pistoliers

- 15cm max shoot range
- can shoot to side or rear without facing

5. Griffon

- can be ridden by Generals, Heroes & Wizards
- can fly up to 100cm
- +2 to attacks of rider
- causes terror

6. War Altar

- mount for wizard only
- +1 to attack
- +1 when casting a spell

Spells

Ball of Flame	5+	30cm	units take 3 shooting attacks - unengaged driven back, engaged carry hits over
Voice of Command	5+	30cm	target unit can move as if it received an order - one per unit/turn
Weird Enchantment	4+	30cm	target unit half-pace, count all enemy as terrifying, all terrifying enemy as OK, lasts until end of opposing players turn, once per unit/turn
Teleport	2+	-	move wizard to new position then can attempt to cast new spell on 4+

UNDEAD ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Skeletons	Infantry	2	3	6+	-	3	30	2/-	-
Skeleton Bowmen	Infantry	2/1	3	0	-	3	35	2/-	-
Skeleton Cavalry	Cavalry	2	3	5+	-	3	60	-/-	-
Skeleton Chariots	Chariot	3/1	3	5+	-	3	110	-/3	-
Carrion	MOnster	2	3	6+	-	3	65	-/1	*1
Bone Giant	MOnster	6	4	4+	-	1	125	-/1	*2
Sphinx	MOnster	4	6	3+	-	1	150	-/1	*3
Skull Chukka	Artillery	1/3	3	0	-	1	85	-/1	-
Bone Thrower	Artillery	1/1 per	2	0	-	2	65	-/1	-
Tomb King	General	+2	-	-	9	1	130	1	*4
Liche Priest	Wizard	+1	-	-	8	1	90	-/2	*5
Zombie Dragon	Mn-Mount	+3	-	-	-	-	+100	-/1	*6
Liche Chariot	Ch-Mount	+1	-	-	-	-	+10	-/1	*7

Common Rules

All Undead

- never act on initiative
- only move when ordered (except Carrion)
- unaffected by command penalty when enemy within 20cm
- unaffected by command penalty for terror
- unaffected by the confusion rule

Special Rules

1. Carrion

- can fly up to 100cm
- can home-back at start of command phase

2. Bone Giant

- causes terror
- -1 command penalty, even when attached to a unit as a brigade

3. Sphinx

- causes terror
- if 3-5 hits accumulated in a turn, max hits reduced to 3 for rest of battle

4. Tomb King

- +1 for all attacks of one unit within 20cm during combat phase - only once per battle

5. Liche Priests

- cast spells like other Wizards

6. Zombie Dragon

- can be ridden by Tomb King or Liche Priest
- can fly up to 100cm
- +3 to attacks of rider
- can use Breath attack when joined to a unit - range of 20cm, used against one target and has 3 attacks
- causes terror

7. Liche Chariot

- can be ridden by Tomb King or Liche Priest
- +1 to attacks

Spells

Raise Dead	5+	30cm	3 infantry stands placed in a combat engagement, don't count as charging
Touch of Death	4+	contact	3 combat attacks on unit touching unit wizard is with, carry hits over
Doom & Despair	4+	60cm	unit cannot charge/pursue/advance, lasts until end opponent turn, one unit/turn
Death Bolt	5+	30cm	3 shooting attacks, armour has no effect, causes drive backs, must have LOS, cannot target engaged units

CHAOS ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Chaos Warriors	Infantry	4	4	4+	-	3	150	1/-	-
Marauders	Infantry	3	3	5+	-	3	60	1/-	-
Ogres	Infantry	4	4	5+	-	3	105	-/1	*1
Trolls	Infantry	5	3	5+	-	3	110	-/3	*2
Marauder Horsemen	Cavalry	3	3	5+	-	3	90	-/4	-
Chaos Knights	Cavalry	4	4	4+	-	3	200	-/4	-
Chaos Hounds	Cavalry	3	3	0	-	3	30	-/2	-
Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Harpies	Monster	2	3	6+	-	3	65	-/1	*3
Dragon Ogres	Monster	6	4	5+	-	3	250	-/1	-
Chaos Spawn	Monster	3/3	4	3+	-	1	110	-/2	*4
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Sorcerer	Wizard	+1	-	-	8	1	90	-/1	-
Chaos Dragon	Mn-Mount	+3	-	-	-	1	+100	-/1	*5

Special Rules

1. Ogres

- o must use initiative to charge humans (not Dwarves, Elves etc) if within 20cm at start of command phase

2. Trolls

- o -1 command penalty, even when brigaded
- o in each round of combat, after stands removed, can remove one hit (regenerate)

3. Harpies

- o can fly up to 100cm
- o cannot be joined by a character

4. Chaos Spawn

- o can shoot up to 15cm in any direction
- o cannot act on own initiative
- o cannot be given orders on their own but can if part of a brigade that has more non-Spawn units than Spawn
- o does not add to the size of a brigade
- o will halt when not joined to another unit
- o cannot make way for friendly units
- o cannot be driven back by shooting
- o they pursue, retreat, advance & fall back as normal in combat

5. Chaos Dragon

- o can be ridden by Generals, Wizards and Heroes
- o can fly up to 100cm
- o +3 to attacks of rider
- o can also shoot fire but only when character rider has joined another unit and is not engaged in combat
- o shooting fire has a range of 20cm, can be used against a single target and has 3 attacks
- o causes terror

Spells

Boon of Chaos	4+	contact	+1 to combat attacks of all stands in unit the wizard has joined, including own attack, lasts for duration of combat phase
Anger of the Gods	4+	30cm	all units suffer -1 command penalty, lasts until end of opponent turn, units can only be affected by one of these spells at one time
Rage of Chaos	5+	30cm	affects one unit for duration of combat round, player may roll 1 dice per stand and add to unit attacks, if duplicate rolled - all extra hits struck on own unit
Curse of Chaos	5+	30cm	3 shooting attacks, armour has no effect, causes drive backs, must have LOS, can't target an engaged unit

ORC & GOBLIN ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Orc Warriors	Infantry	4	3	6+	-	3	60	2/-	-
Black Orcs	Infantry	4	4	5+	-	3	110	-/1	-
Goblins	Infantry	2/1	3	0	-	3	30	2/-	*1
Trolls	Infantry	5	3	5+	-	3	110	-/3	*2
Ogres	Infantry	4	4	5+	-	3	105	-/1	*3
Boar Riders	Cavalry	4	3	5+	-	3	110	-/-	-
Wolf Riders	Cavalry	2/1	3	6+	-	3	60	-/-	*4
Wolf Chariots	Chariot	3	3	6+	-	3	80	-/3	-
Giant	Monster	8	8	5+	-	1	150	-/1	*5
Rock Lobber	Artillery	1/3	3	0	-	1	75	-/1	-
Orc General	General	+2	-	-	8	1	95	1	-
Orc Hero	Hero	+1	-	-	8	1	80	-/2	-
Orc Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Goblin Hero	Hero	+1	-	-	7	1	45	-/2	-
Goblin Shaman	Wizard	+0	-	-	6	1	30	-/1	-
Wyvern	Mn-Mount	+2	-	-	-	1	+80	-/1	*6
Boar Chariot	Ch-Mount	+1	-	-	-	1	+10	-/1	*7

Special Rules

1. Goblins

- can shoot bows up to 15cm

2. Trolls

- -1 command penalty, even when attached to a unit as a brigade
- in each round of combat, after stands removed, can remove one hit (regenerate)

3. Ogres

- must use initiative to charge humans (not Dwarves, Elves etc) if within 20cm at start of command phase

4. Wolf Riders

- shoot bows up to 15cm in any direction without turning to face

5. Giant

- must always be given a separate order
- cannot be brigaded with other troops although can brigade with other giants
- if order fails, test giants response (see Page 137 of the rules) - test each separately if brigaded
- causes terror
- if 4-7 hits accumulated in a turn, max hits & attacks reduced to 4 for rest of the battle

6. Wyvern

- can be ridden by Generals, Heroes & Wizards
- can fly up to 100cm
- +2 to attacks of rider
- causes terror when attached to a unit

7. Boar Chariot

- can be ridden by Generals, Heroes & Wizards
- +1 to attacks of rider

Spells

Foot of Gork	6+	50cm	6 attacks on unengaged enemy unit, cannot be driven back
Gotcha!	5+	30cm	3 shooting attacks on each unit within range, unengaged units driven back, engaged carry hits over
Gerroff!	5+	60cm	target driven back 5 x d6cm towards own table edge, unengaged units only, once per unit
Waaagh!	4+	30cm	+1 to attacks of each stand/character, only one spell per unit

HIGH ELF ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Spearmen	Infantry	3	3	5+	-	3	60	2/-	-
Archers	Infantry	3/1	3	6+	-	3	75	1/-	*1
Silver Helms	Cavalry	3	3	4+	-	3	110	-/-	-
Reavers	Cavalry	3/1	3	6+	-	3	100	-/3	*1
Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	*2
Dragon Riders	Monster	6/3	6	4+	-	1	350	-/1	*3
Bolt Throwers	Artillery	1/3	2	0	-	2	65	-/1	*4
General	General	+2	-	-	10	1	155	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Wizard	Wizard	+0	-	-	8	1	85	-/1	-
Giant Eagle	Mn-Mount	+2	-	-	-	-	+20	-/1	*5
Dragon	Mn-Mount	+3	-	-	-	-	+100	-/1	*3
Chariot	Ch-Mount	+1	-	-	-	-	+10	-/1	*6

Special Rules

1. Archers & Reavers

- o +1 to shooting attacks

2. Giant Eagles

- o can fly up to 100cm

3. Dragon

- o can be ridden by Generals, Wizards and Heroes
- o can fly up to 100cm
- o +3 to attacks of rider
- o can also shoot fire but only when character rider has joined another unit and is not engaged in combat
- o shooting fire has a range of 20cm, can be used against a single target and has 3 attacks
- o causes terror
- o if 3-5 hits accumulated in a turn, max hits & attacks reduced to 3 for rest of the battle

4. Bolt Throwers

- o +1 bonus to hit

5. Giant Eagle

- o can be ridden by Generals, Wizards and Heroes
- o can fly up to 100cm
- o +2 to attacks of rider

6. Chariot

- o can be ridden by Generals, Wizards and Heroes
- o +1 to attacks of rider

Spells

Storm of Stone	6+	30cm	each enemy unit takes d3 shooting attacks, not driven back, hits carry over
Light of Battle	5+	30cm	+1 to attacks to all units/characters, only once per unit/turn
Heaven's Fire	5+	30cm	a missile unit can shoot even if it has already done so, once per unit/turn, not artillery/machines
Hail of Destruction	5+	30cm	3 shooting attacks, armour has no effect, causes drive backs, must have LOS, cannot target engaged units

DWARF ARMY

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Size</i>	<i>Points</i>	<i>Min/Max</i>	<i>Special</i>
Warriors	Infantry	3	4	4+	-	3	110	2/-	-
Handgunners	Infantry	3/1	4	6+	-	3	90	-/-	*1
Rangers	Infantry	3/1	4	5+	-	3	110	-/2	*2
Troll Slayers	Infantry	5	4	0	-	3	80	-/2	*3
Cannon	Artillery	1/2	2	6+	-	2	90	-/1	-
Flame Cannon	Artillery	1/2d6	2	6+	-	1	50	-/1	-
Gyrocopter	Machine	1/3	3	5+	-	1	75	-/1	-
General	General	+2	-	-	10	1	155	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Runesmith	Wizard	+1	-	-	8	1	90	-/1	-
Anvil	Special	+1	-	-	-	1	+10	-/1	*4

Special Rules

1. Handgunners

- o -1 from enemy armour when hit

2. Rangers

- o can pursue any retreating enemy

3. Troll Slayers

- o always use initiative to charge
- o cannot be given orders
- o never use initiative to evade
- o cannot be driven back by shooting
- o never roll for drive-backs
- o must pursue or advance where possible
- o unaffected by terror
- o +1 to attacks against monsters
- o surviving stands at the end of the game count as destroyed for enemy victory points
- o units that are completely destroyed at the end of the game are not included in the enemy victory points!

4. Anvil

- o used by a Runesmith
- o +1 to die roll when attempting to dispel enemy spells (only once in a battle)

Spells

A Runesmith can attempt to nullify an enemy spell on 4+ but only one attempt per spell.

LIZARD ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Skinks	Infantry	2/1	3	6+	-	3	40	2/-	*1
Saurus	Infantry	4	3	6+	-	3	60	2/-	-
Temple Guard	Infantry	4	3	5+	-	3	75	-/1	-
Salamanders	Infantry	2/2	3	6+	-	+1	25	-/-	*2
Kroxigor	Infantry	5	3	4+	-	3	135	-/2	-
Cold One Riders	Cavalry	4	3	4+	-	3	140	-/2	-
Terradons	Monster	2/1	3	6+	-	3	80	-/1	*3
Stegadon	Monster	10/3	8	4+	-	1	250	-/1	*4
Slann Mage	General	+0	-	-	9	1	135	1	*5
Saurus Hero	Hero	+2	-	-	6	1	55	-/1	-
Skink Hero	Hero	+0	-	-	8	1	70	-/2	-
Skink Shaman	Wizard	+0	-	-	6	1	30	-/1	-
Stegadon	Mn-Mount	+5	-	-	-	-	+90	-/1	*6
Palanquin	Sp-Mount	+2	-	-	-	-	+20	-/1	*7
Carnosaur	Mn-Mount	+3	-	-	-	-	+85	-/1	*8

Common Rules

All Infantry

- o unaffected by command penalty for dense terrain

Special Rules

1. Skinks

- o can shoot bows up to 15cm in any direction without turning to face

2. Salamanders

- o may add 1 stand to Saurus & Skink units - no command penalty when losing this stand
- o can shoot fire up to 15cm in any direction without turning to face
- o shoot at 1 attack against charging enemy

3. Terradons

- o can fly up to 100cm
- o can shoot bows up to 15cm in any direction without turning to face

4. Stegadon

- o causes terror
- o cannot be brigaded with other Stegadons
- o riders can shoot bows up to 15cm in any direction without turning to face
- o if 5-7 hits accumulated in a turn, attacks reduced to 5/2 & max hits reduced to 4 for rest of the battle

5. Slann Mage

- o has same abilities as a wizard
- o can re-roll when casting a spell

6. Stegadon Mount

- o can only be ridden by Slann Mage
- o causes terror when attached to a unit

7. Palanquin

- o can only be ridden by Slann Mage
- o classed the same as infantry for movement purposes

8. Carnosaur

- o can be ridden by Skink Hero, Saurus Hero or Shaman
- o causes terror when attached to a unit

Spells

Gaze of Sotek	5+	30cm	3 shooting attacks, armour has no effect, can cause drive backs, LOS
Mazdamundi's Revenge	5+	60cm	cannot move by initiative or orders, cannot shoot, LOS
Wings in the Jungle	5+	contact	unit joined by wizard can move, brigade/characters don't move
Shield of the Old Ones	5+	30cm	units armour increased by 1 for duration of combat phase

BRETONNIAN ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Bowmen	Infantry	3/1	3	0	-	3	55	-/-	-
Men-at-Arms	Infantry	3	3	6+	-	3	45	1/-	-
Peasants	Infantry	3	3	0	-	3	30	-/4	*1
Squires	Cavalry	3/1	3	6+	-	3	90	1/4	-
Knights	Cavalry	3	3	4+	-	3	110	1/-	*2
Grail Knights	Cavalry	3	3	4+	-	3	120	-/1	*3
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Enchantress	Wizard	+0	-	-	7	1	45	-/1	-
Pegasus	Mn-Mount	+1	-	-	-	1	+15	-/1	*4
Unicorn	Mn-Mount	+1	-	-	-	1	+15	-/1	*5

Special Rules

1. Peasants

- o -1 to command roll unless part of a brigade containing units other than peasants
- o can only use initiative to evade
- o no charge bonus

2. Knights

- o always use initiative to charge an enemy unit where possible
- o never use initiative to evade
- o unaffected by terror

3. Grail Knights

- o always use initiative to charge an enemy unit where possible
- o never use initiative to evade
- o unaffected by terror
- o +1 to attack when charging enemy in the open

4. Pegasus

- o can be ridden by a General, Enchantress or Hero
- o +1 to attacks of rider
- o can fly up to 100cm

5. Unicorn

- o can only be ridden by Enchantress
- o +1 to attacks
- o +1 when casting a spell (only once in a battle)

Spells

Aerial Shield	4+	15cm	all units may re-roll failed armour rolls from shooting, only one per unit
Shield of Combat	4+	contact	unit may re-roll failed armour rolls from combat, only one per unit
Eerie Mist	4+	30cm	enemy units cannot use initiative, -1 command penalty, LOS not required, lasts until end of opponents turn, only one per unit/turn
Lady's Favour	5+	30cm	friendly unit can move as if ordered in command phase, only affects one unit - not brigades/characters, no LOS required

KISLEVITE ARMY

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Size</i>	<i>Points</i>	<i>Min/Max</i>	<i>Special</i>
Knights	Cavalry	3	3	4+	-	3	110	-/4	-
Horse Archers	Cavalry	3/1	3	6+	-	3	80	2/-	*1
Bowmen	Infantry	3/1	3	0	-	3	55	-/-	-
Axemen	Infantry	3	3	6+	-	3	45	2/-	-
Bears	Monster	5	3	0	-	3	85	-/1	*2
War Wagon	Artillery	3/3	4	4+	-	1	130	-/1	*3
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Bear	Mn-Mount	+1	-	-	-	1	+10	-/1	*4
Tzarina	Special	+0	-	-	-	1	+25	-/1	*5

Special Rules

1. Horse Archers

- can shoot bows up to 15cm in any direction without turning to face

2. Bears

- can move as infantry through woods and mountains although they cannot claim defended status
- can only be brigaded with other bears
- gain 1 free attack when scoring more hits than enemy during first round of combat
- always pursue/advance where possible

3. War Wagon

- cannot charge
- moves at infantry pace & has same restrictions as artillery
- can shoot up to 30cm in any direction without turning to face
- enemy armour value reduced by 1
- can either move or form a stockade when an order given (cannot use initiative to form a stockade)
- when using initiative to evade, it cannot form a stockade that turn
- if already stockaded at start of command phase, will cease to be stockaded if evading or moves
- counts as a fortified target when stockaded
- cannot be driven back by shooting when stockaded but still rolls for confusion
- unstockaded - cannot pursue and is destroyed if forced to retreat
- stockaded - will neither pursue nor retreat and does not suffer penalty for side/rear combat

4. Bear

- may be ridden by General, Heroes and Shamans
- +1 to attack of rider

5. Tzarina

- the General may be the Tzarina Katarina riding a horse-drawn sled (not a chariot)
- has the power of a wizard & can carry 1 wizard item
- +1 when casting a spell (only once during a battle)

Spells

Icy Blast	5+	30cm	3 shooting attacks, armour has no effect, can be driven back, must have LOS, cannot target engaged units
Chill	4+	30cm	-1 attack modifier for each stand in unit for remainder of combat phase, once per unit/turn, use against engaged enemy units
Monster Bear!	4+	contact	+2 to attacks when wizard attached to engaged unit, also causes terror, +4 if used by Tzarina
Freeze	6+	60cm	against unengaged unit, LOS required, roll d6 - if score equal/greater than number of hits then 1 stand destroyed, causes drive-backs

VAMPIRE COUNTS ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Skeletons	Infantry	2	3	6+	-	3	30	2/-	-
Zombies	Infantry	2	4	0	-	3	35	2/-	-
Ghouls	Infantry	4	3	0	-	3	55	-/-	-
Grave Guard	Infantry	3	3	5+	-	3	60	-/4	-
Ethereal Host	Infantry	3/1	4	0	-	3	90	-/2	*1
Grave Knights	Cavalry	3	3	4+	-	3	110	-/4	-
Dire Wolves	Cavalry	2	3	0	-	3	40	-/4	*2
Fell Bats	Monster	2	3	6+	-	3	65	-/1	*3
Vampire Lord	General	+2	-	-	9	1	150	1	*4
Vampire	Hero	+1	-	-	8	1	80	-/2	-
Necromancer	Wizard	+0	-	-	7	1	45	-/1	*5
Winged Nightmare	Mn-Mount	+2	-	-	-	-	+80	-/1	*6
Black Coach	Ch-Mount	+1	-	-	-	-	+40	-/1	*7

Common Rules

All Vampire Count Units (except Ghouls)

- never act on initiative
- unaffected by command penalty when enemy within 20cm
- unaffected by command penalty for terror
- unaffected by confusion

Special Rules

1. Ethereal Hosts

- cause terror
- cannot be driven back by shooting
- always fight the enemy as if in the open

2. Dire Wolves

- +1 when charging enemy in the open
- cannot have magic items

3. Fell Bats

- can fly up to 100cm & can home-back
- unaffected by terrain command penalty

4. Vampire Lord

- can cast spells like a necromancer

5. Winged Nightmares

- can be ridden by Vampire Lord, Vampire Heroes & Necromancers
- can fly up to 100cm
- causes terror when attached to another unit

6. Black Coach

- can be ridden by Vampire Lord or Vampire Hero
- causes terror

Spells

Raise Dead	5+	30cm	a unit of 3 Skeleton or Zombie stands is created, no LOS required, can be placed anywhere round a unit, doesn't count as charging, ignore when calculating victory points
Vanhel's Danse Macabre	5+	40cm	unit can move up to full pace, no LOS required, cannot be cast on Ghouls, once per unit in a turn
Deathbolt	5+	30cm	3 shooting attacks against unengaged enemy unit within LOS, no armour save
Curse of Years	6+	contact	6 attacks against enemy unit in the first round of combat

DARK ELF ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Spearmen	Infantry	3	3	5+	-	3	60	2/-	-
Crossbowmen	Infantry	3/1	3	6+	-	3	75	1/-	*1
Witch Elves	Infantry	5	3	0	-	3	70	-/2	*2
Dark Riders	Cavalry	3/1	3	6+	-	3	100	-/4	*1
Cold One Knights	Cavalry	3	3	4+	-	3	110	-/-	-
Harpies	Monster	2	3	6+	-	3	65	-/1	*3
War Hydra	Monster	6/2	4	4+	-	1	135	-/1	*4
Bolt Thrower	Artillery	1/3	2	0	-	2	65	-/1	*5
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Sorceress	Wizard	+0	-	-	8	1	80	-/1	-
Manticore	Mn-Mount	+2	-	-	-	-	+80	-/1	*6
Chariot	Ch-Mount	+1	-	-	-	-	+10	-/1	-

Special Rules

1. Crossbowmen & Dark Riders

- o fire once at 30cm or twice at 15cm and stationary

2. Witch Elves

- o always use initiative to charge enemy
- o never use initiative to evade
- o cannot be driven back by shooting
- o must pursue/advance where possible
- o unaffected by terror

3. Harpies

- o can fly up to 100cm
- o cannot be joined by a character

4. War Hydra

- o cannot be brigaded with other units
- o causes terror
- o breathe fire up to 20cm with 2 attacks

5. Bolt Thrower

- o +1 bonus to hit

6. Manticore

- o can be ridden by Generals, Wizards and Heroes
- o can fly up to 100cm
- o +2 to attacks of rider
- o causes terror

Spells

Doom Bolt	5+	30cm	3 shooting attacks - affects all units in a line up to 30cm, unengaged units can be driven back, hits carry over
Beast Master	6+	30cm	each enemy cavalry/chariot/monster confused
Dominion	4+	30cm	unit cannot move/charge/pursue/advance, continues until opponents turn, LOS not required, only once per unit/turn
Soul Stealer	5+	contact	unit takes 3 attacks, armour has no effect, hits carried over