

WARMASTER ARMY LISTS

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~ reformatted for the players convenience.

by Pete at The Wargames Directory

Skaven, Wood Elves, Goblins, Dogs of War & Albion

SKAVEN ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Clanrats	Infantry	3	3	6	-	3	40	2/-	-
Jezzails	Infantry	3/1	3	5+	-	3	80	-/2	*1
Plague Monks	Infantry	5	3	0	-	3	70	-/2	*2
Rat Swarms	Infantry	2	3	0	-	3	25	2/-	*3
Gutter Runners	Infantry	3/1	3	6	-	3	60	-/4	*4
Rat Ogres	Infantry	4	4	5+	-	3	110	-/2	-
Warp-Lighning Cannon	Artillery	1/d6	2	0	-	1	50	-/2	*5
Doom Wheel	Machine	5	4	4+	-	1	150	-/1	*6
Grey Seer	General	+1	-	-	9	1	130	1	*7
Hero	Hero	+1	-	-	8	1	70	-/2	-
Warlock	Wizard	-	-	-	6	1	30	-/1	-
Screaming Bell	Ch-Mount	-	-	-	+1/-1	1	120	1	*8

Common Rules

All Skaven:

- may have brigades consisting of any number of units
- may pursue any type of enemy unit
- may not advance in combat
- characters have maximum command range of only 20cm

Special Rules

1. Jezzails

- count armour saves as one less

2. Plague Monks

- always charge on initiative - never evade
- ignore drive-backs
- always pursue where possible
- ignore terror

3. Rat Swarms

- ignore drive-backs

4. Gutter Runners

- may shoot 15cm in any direction
- ignore command penalty for dense terrain

5. Warp-Lighning Cannon

- range 40cm
- shoots d6 times, if 1 is rolled, roll again and attack itself
- the unit attacked and all touching units are confused on sixes - no units are driven-back

6. Doom Wheel

- move 20cm
- causes terror
- gain d6 attacks when charging in addition to the +1 (not pursuit)

7. Grey Seer

- uses skaven magic

8. Screaming Bell

- can be ridden by Grey Seer but movement limited to 40cm
- +1 command to Skaven characters within 30cm, -1 command from enemy characters within 30cm - this doesn't include the Grey Seer on the Screaming Bell

Spells

Skitterleap	2+	Any	Warlock teleports anywhere on battlefield, may cast additional spell on 4+
Warp Lightning	5+	30cm	3 shooting attacks, ignore armour, line-of-sight required
Death Frenzy	5+	30cm	add 1-3D6 attacks to a unit, if double is rolled unit suffers those attacks itself
Plague	6+	30cm	6 attacks on unengaged unit, no drive back

WOOD ELF ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Glade Guard	Infantry	3	3	6+	-	3	55	2/-	-
Archers	Infantry	3/1	3	0	-	3	75	2/-	*1
Glade Riders	Cavalry	3/1	3	6+	-	3	110	-/3	*2
Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	*3
Treeman	Monster	4	6	4+	-	3	125	-/1	*4
General	General	+2	-	-	10	1	150	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Mage	Wizard	+0	-	-	8	1	80	-/1	*5
Giant Eagle	Mn-Mount	+2	-	-	-	-	+20	-/1	*6
Forest Dragon	Mn-Mount	+3	-	-	-	-	+100	-/1	*7
Chariot	Ch-Mount	+1	-	-	-	-	+10	-/1	*8

Common Rules

All Woodland Folk (including Cavalry)

- o do not suffer command penalty when moving in woods
- o count as fortified when in woods

Special Rules

1. Archers

- o +1 to shooting attacks

2. Glade Riders

- o can enter woods

3. Giant Eagles

- o can fly up to 100cm

4. Treeman

- o cannot be brigaded with other units
- o causes terror
- o vulnerable to fire-attacks which inflict double the damage

5. Mage

- o as High Elf Mage except cannot re-roll

6. Giant Eagle

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

7. Forest Dragon

- o can be ridden by Generals, Wizards and Heroes
- o +3 to attacks of rider
- o causes terror
- o can shoot fire up to 20cm and has 3 attacks

8. 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

GOBLIN ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Goblins	Infantry	2/1	3	0	-	3	30	4/-	*1
Squig Herd	Infantry	3	3	0	-	3	30	-/-	-
Trolls	Infantry	5	3	5+	-	3	110	-/4	*2
Wolf Riders	Cavalry	2/1	3	6+	-	3	60	2/-	*3
Wolf Chariots	Chariot	3	3	6+	-	3	80	-/4	-
Pump Wagon	Chariot	d6	3	6+	-	1	40	-/2	*4
Giant	Monster	8	8	5+	-	1	150	-/1	*5
Doom Diver	Artillery	1/3	3	0	-	2	80	-/1	*6
Spear Chukka	Artillery	1/1	3	0	-	2	75	-/2	*7
Warboss	General	+1	-	-	8	1	80	1	-
Hero	Hero	+1	-	-	7	1	45	-/4	-
Shaman	Wizard	+0	-	-	6	1	30	-/2	-
Wyvern	Mn-Mount	+2	-	-	-	1	+80	-/1	*8
Wolf Chariot	Ch-Mount	+1	-	-	-	1	+10	-/1	*9

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. Wolf Riders

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

4. Pump Wagon

- move at d6 x 10cm in any direction, no command roll required, at any time during command phase
- d6 attacks when charging/pursuit/advance, plus normal bonuses (d3 attacks when charged or retreating)
- cannot be driven back by shooting, cannot be brigaded and is not affected by confusion

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. Doom Diver

- 60cm range, cannot shoot at chargers - target rolls for armour save as normal
- 4+ and enemy unit confused when testing for drivebacks

7. Spear Chukka

- 40cm range, can shoot at chargers, targets cannot roll armour saves
- skewers up to three stands depth

8. 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

9. Wolf Chariot

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

Spells

Mork Save Uz!	5+	30cm	friendly unit gains 5+ armour save
Brain Busta	5+	30cm	3 shooting attacks vs unengaged unit, ignore armour saves, driveback, LOS required
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

DOGS OF WAR ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Pikemen	Infantry	3	3	6	-	3	60	2/-	*1
Crossbowmen	Infantry	3/1	3	0	-	3	55	2/-	-
Handgunners	Infantry	3/1	3	0	-	3	65	-/2	*2
Swordsmen	Infantry	3	3	6	-	3	45	-/4	-
Ogres	Infantry	4	4	5+	-	3	105	-/1	*3
Dwarfs	Infantry	3	4	4+	-	3	110	-/2	-
Marauders	Infantry	3	3	5+	-	3	60	-/2	-
Light Cavalry	Cavalry	3/1	3	6	-	3	80	-/4	*4
Knights	Cavalry	3/1	3	4+	-	3	110	-/2	-
Galloper Guns	Artillery	1/2	2	0	-	2	85	-/1	*5
Tuska	Monster	6/1	4	5+	-	1	120	-/1	*6
Birdmen	Infantry	2/1	3	6	-	3	85	-/1	*7
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Paymaster	Hero	+1	-	-	8	1	80	-/1	-
Wizard	Wizard	+0	-	-	8	1	80	-/1	-
Griffon	Mount	+2	-	-	-	-	+80	-/1	*8
Pay Wagon	Mount	+1	-	-	-	-	+20	1	*9

Special Rules

1. Pikemen

- always count as in the open

2. Handgunners

- count enemy armour as one less

3. Ogres

- must charge humans on initiative

4. Light Cavalry

- shoot up to 15cm in any direction

5. Galloper Guns

- move up to 20cm
- shoot up to 40cm and may stand and shoot

6. Tuska

- causes terror
- may only be brigaded with other Tuska's
- when an order fails, use 'Giant Goes Wild' table

7. Birdmen

- may fly up to 100cm

8. Griffon

- may be ridden by General, Hero or Wizard
- causes terror

9. Pay Wagon

- can be ridden by Paymaster
- +1 to command value for one turn

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+

ALBION ARMY

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Warriors	Infantry	3	3	5+	-	3	60	2/-	-
Slingers	Infantry	2/1	3	0	-	3	30	1/6	-
Ogres	Infantry	4	4	5+	-	3	105	-/2	*1
Wolfhounds	Cavalry	3	3	0	-	3	30	-/-	-
Cavalry	Cavalry	3	3	5+	-	3	90	-/-	-
Chariots	Chariot	3	3	5+	-	3	95	1/4	-
Giant	Monster	8	8	5+	-	1	150	-/1	*2
Giant Eagles	Monster	2	3	6	-	3	70	-/1	*3
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Druid	Wizard	0	-	-	7	1	45	-/1	-
Giant Eagle	Mount	+2	-	-	-	1	+20	-/1	*4
Chariot	Mount	+1	-	-	-	1	+10	-/1	-
Fenbeast	Monster	6	-	-	-	1	-	-/1	*5

Special Rules

1. Ogres

- o must charge humans on initiative

2. Giant

- o can only be brigaded with other giants
- o causes terror
- o if order fails, test giants response (see Page 137 of the rules) - test each separately if brigaded
- o if 4-7 hits accumulated in a turn, max hits & attacks reduced to 4 for rest of the battle

3. Giant Eagles

- o can fly up to 100cm

4. Giant Eagle

- o can be ridden by Druid only
- o can fly up to 100cm

5. Fenbeast

- o cannot be brigaded
- o +1 to command value when commanded by Druid
- o may move through bogs as if open terrain
- o cause terror
- o will make way for friendly troops
- o cannot have more Fenbeasts than the number of Druids on the table

Spells

Mists of Albion	5+	30cm	-1 attacks when enemy shooting, in combat or using magic against unit, cannot cast against a unit that is fortified
Summon Fenbeast	6+	30cm	place one Fenbeast on the table, may be placed against unit in combat
Downpour	5+	30cm	all enemy units within 30cm -1 command penalty for duration of next turn
Storm of Hail	5+	30cm	3 shooting attacks against enemy unit within LOS, ignore armour saves