

# WINTERROLLER 2022

'I hope you enjoy using this as much as I enjoy Warmaster in any form'

*Paul Winter, Warmaster Podcast.*

## Rules Set

WINTERROLLER 2022 (WR22) uses the Warmaster Revolution Rule set. This can be found at the following website. WR22 uses all optional rules which are: Moving after failed command. First order. Charging flyers. Partially defended units. Flan/rear charge and pursuit. Scouting. Advanced terrain rules.

<http://www.wm-revolution.com/>

## Army Lists

WR22 uses the following Warmaster Revolution Armies Book. Including rules for Light cavalry This can be found at the following website.

<http://www.wm-revolution.com/>

## Army Builder

You can use this army builder that is free online. It has Revolution Edition in its home page.

<http://wm-selector.appspot.com/>

## Modelling and Painting

WR22 encourages players to have fully painted force on the table. Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in WR22 tournaments can be from any company's 10mm ranges. They do not (and often cannot be anyway) from Games Workshop. Each model must be fully assembled on the appropriate size base.

Players will need to talk through their army before the game starts about what is in there army and how it is represented. Be fair, your opponent should be at no disadvantage because they cannot tell what a unit should be. A player could use different models to represent others, for example in my chaos army all my Troll/Ogre minis are Chaos Warriors, but this needs to be clearly stated prior and during the game.

## Sportsmanship

A fair and honest in-game environment is required for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The Tournament Organiser (TO) will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing (stalling, cheating etc) he should tell his opponent about it and explain what the opponent can do to maintain a fair, honest, and fun in-game environment. If the behaviour continues or a dispute arises, the players should call the TO and explain the situation. The TO has the final word on rules questions or debates.

Players must present a mature and polite demeanour to their opponents and the TO. Failure to do so will result in immediate disqualification. A TO can also disqualify a player for any incident that is deemed unsporting. Disqualified players cannot win any awards and are barred from further events.

## **Clocks**

WR22 recommends that you have a death clock system in the rounds. Each player has 1 hour 15 minutes on their clock. The TO will explain how the clock system will work to the players in the opening brief. Each player turn must last at least 1 minute.

## **First-Round Pairings**

This round is a random draw over who plays who. The exception to this is if players issue a grudge to another player to play them, if this is accepted and the TO agrees, they both players will play each other in the first round.

## **Subsequent Pairings**

WR22 tournament are Swiss tournaments. This means that in each round after the first winners will play winners, except in a odd number of players one winner will need to play a loser from the previous round. This process is called "Pairing down." Strength of schedule placements or in other words deciding who is first amongst equals is done by each players running Victory point total.

## **Scenario Selection**

The TO will get every player's attention before each round begins and will announce what scenario is being played next. This can be done randomly or by the TO's decision.

## **Recording Game Results**

At the end of the game both players should work out the result, agree on it and both hand/speak the result to the TO. Each game is going to have an outright winner, as well as recording who won player's will also need to record the Victory points they scored in the game. Ultimately the tournament winner will be the player who won all their matches, or if due to lack of time there are several players in this position, first place would go to the player who won their games and has the highest strength of schedule. (This is the cumulative total of all your opponents Tournament Points). A final decider is the cumulative units destroyed Victory points total.

Note: Trollslayer units in Dwarf armies give victory points away when destroyed like every other unit in the game.

## **Terrain**

Before the first round starts the TO will get the players attention and walk/talk through the tables announcing what the scenery is and how it is to be played. Before each game begins players should talk through the scenery on the table they are about to use and clarify to each other what it means and how it is to be played. If the TO is asked to clarify mid game they will state the same thing they did on the first talk given. The TO decision is final. From experience scenery disputes is the biggest cause of an argument between players, do not let it happen. In WR22 the tournament standard for amount of terrain is 3 hills, 3 woods, 3 low liner obstacles, 3 loose Terrain, and 0-3 other pieces chosen from: Shallow river. Broken Ground. Built up area. Individual large building. Deep water. Deep Pit. Sheer Cliff. Roads. Bridges. High linear Obstacles. City walls. This will give 12-15 pieces of scenery well spaced apart. If you feel the scenery has been moved before starting your game ask the TO for a re set of the table for you.

# Warmaster Revolution updates for 2022

The Warmaster Revolution Rules Committee (WMRRC) was formed in 2017 to update the Warmaster classic army lists for the Warmaster Revolution game. This process was completed in 2018 with the Wood Elf list and some felt its work had been completed.

It became apparent during 2019-20 that the WMRRC was still needed to clarify, amend and improve the rules of Warmaster Revolution and to balance its various army lists for the fun and enjoyment of all, looking after the best interests of the game as a whole.

Members of the Committee (see below) serve for 1 year but may be re-elected. Proposals for changes to the game are made in January each year, discussed then voted on.

## Warmaster Rule / Army List Status

New ideas are always welcome, but Warmaster already has a well-balanced set of rules and army lists, so care must be taken to avoid introduction of changes which would unbalance the game. Therefore there is a pathway from Conceptual idea through to Approved status.

Progression through the stages is based on collaborative effort through playtesting within the community of Warmaster Revolution players.

The forum to discuss Conceptual / Experimental rules can be found at <https://wmrexperimental.freeforums.net>

Each Warmaster Rule / Army List is graded as one of the following:

**1. Approved:** Approved rules / lists are tournament ready and should be balanced against any other army. They are well tested across multiple play groups and are not likely to see any drastic changes. Players can build their army around such lists with full confidence.

Approved rules / lists represent the 'core' game for all tournament events.

**2. Developmental:** Developmental rules / lists should be balanced for the majority of games. However, it is possible that they allow an exploitative combination or two which has not been identified or mitigated. They require more testing across multiple play groups and still might see a drastic change. Players should feel confident that most models they collect for these lists will be usable when it is approved.

It is anticipated that new rules / lists will retain Developmental status for at least 1-2 years to ensure that sufficient testing has been carried out before any proposal to give them Approved status.

Developmental rules / lists are regarded as 'optional' rules which may be used in tournament play at the discretion of the Tournament Organiser.

**3. Conceptual:** Conceptual rules / lists have been subjected to limited playtesting by their original author(s) and/or discussion with others. Obvious errors have been rectified, but they will probably still have some deficiencies in play balance that have yet to be identified or rectified. They require further testing across multiple play groups in the Warmaster community before they can be considered for 'Developmental' status and will most likely see significant changes as a result. Players should be aware that models they collect for these lists might not be usable when it is approved.

Conceptual rules / lists should not be used in Tournament games.

**4. Experimental:** Experimental lists are an early work in progress. Usually they are an idea which has been proposed by a single individual. They have had very limited or no playtesting and will probably have significant deficiencies in play balance that have yet to be identified or rectified. They require lots of testing across multiple play groups and will most likely see drastic changes. Players should be aware that models they collect for these lists might not be usable when it is approved.

Experimental rules / lists should not be used in Tournament games.

## Army by Army changes

Changes to rule text are noted in *red italics*

**Please note that all the changes listed below will be subject to a confirmatory vote in 2023**

### Albion

Mists of Albion - rewording

*This spell may be cast upon a single friendly Infantry unit within range, regardless of whether the caster can see them or not. The spell lasts until the start of the caster's next turn, or until the target unit moves in any way. The target Infantry unit counts as Defended, even if it is in open terrain.*

*Rationale:* Reword the spell to clarify the intent of its mechanics and pave the way for its reuse in other lists.

### Beastmen

Minotaurs – change to statline & points

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Minotaurs</i>	<i>Infantry</i>	<i>5</i>	<i>4</i>	<i>0</i>	<i>3</i>	<i>-</i>	<i>80</i>	<i>-/2</i>

*A Minotaur unit is subject to Bloodlust and will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. A unit with Bloodlust cannot be driven back by shooting and never roll for drive backs. A unit with Bloodlust must pursue or advance if victorious in combat where they are permitted to do so.*

*A unit with Bloodlust is unaffected by an enemy that causes terror in combat -they don't suffer the -1 Attack modifier.*

*Rationale:* standardise with Dwarf Trollslayer profile, decrease points in line with effectiveness on tabletop

Doombull – change of statline & points

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Doombull</i>	<i>Char</i>	<i>+2</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>6</i>	<i>80</i>	<i>-/1*</i>

*Max 1 per army*

*Causes Terror*

*Beastherd, Herdkin and Bestigors joined by a Doombull will become subject to Bloodlust in the same way as Minotaur units, until the end of the following command phase.*

*Rationale:* make this into a viable Character choice.

Centigors – change of statline, points & basing

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Centigors</i>	<i>Cavalry</i>	<i>3/1(15cm)</i>	<i>3</i>	<i>6+</i>	<i>3</i>	<i>-</i>	<i>80</i>	<i>-/2</i>

*Centigors carry an assortment of smaller ranged arms, so may only shoot up to 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Also this enables them to shoot at enemies charging them from any direction.*

Note that Centigors are now cavalry, so are based facing the short edge of the base like all other kinds of cavalry.

*Rationale:* make this into a viable unit choice.

## Hunting for Gore – removal of restrictions on which units can be affected

### HUNTING FOR GORE!

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

The Shaman's magic power arouses in the herd an uncontrollable desire to tear asunder any enemy and feast on their bloody remains. Rows of wild warriors charge headlong into their foes.

*The spell can be cast on any unengaged friendly unit* within range regardless of whether the Shaman can see it or not. The spell affects only a single unit, never a brigade. The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it - they remain where they are.

*Rationale:* standardise with other movement spells by removing restriction on which units it could be cast on.

## Cathay

No changes for 2022. List remains as "Developmental" status.

## Chaos

No changes for 2022.

## Chaos Dwarfs

### Points changes

Bull centaurs points cost changed to **140 points**, statline remains unchanged

Hobgoblins points cost changed to **45 points**, statline remains unchanged

### Blunderbusses – change to effects & flexibility with min/max choices

*Units with Blunderbusses have a shooting range of 15cm.*

*The unit has 2 shooting attacks per stand, it may roll both attacks (per stand) as part of a Stand and Shoot action.*

*Units hit by Blunderbusses get a -1 penalty for their armour rolls.*

*Up to 1 unit of Chaos Dwarfs per 1000 points may be replaced by Blunderbusses (including the 20 point discount) while still counting for the Chaos Dwarf min/max value.*

*Note that this unit also counts for min/max value of Blunderbusses.*

### Great Taurus – statline & points change

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Great Taurus</i>	<i>Mount</i>	<i>+2</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>80</i>	<i>-/1</i>

*Any character may be mounted on a Great Taurus.*

*This mighty beast charges across the battlefield with molten fury.*

*The Great Taurus causes Terror and is able to Fly.*

*Rationale:* remove redundant shooting attack to reduce overall points cost in an 'expensive' army. Profile now matches Griffon mount.

## Daemons

### Daemonic Instability – change to Instability table

The Instability Table now reads as follows:

*At the start of the player's own Command phase, before making any initiatives moves, all friendly Daemon units that have taken at least 1 casualty (i.e. lost at least 1 stand out of 3) must make a 'Daemonic Instability' test. Roll a D6. If the unit has lost 2 stands and is further away than 20cm from a friendly daemon Wizard (i.e. has only 1 stand remaining from 3) deduct 1 from the roll.*

*0-1 One stand is destroyed – the daemons fade away and are absorbed back into the Realm of Chaos from which they came. Remove one stand from play. If a character is with the unit and the last stand is removed the character is destroyed too.*

2-3 *The unit becomes confused - if not already confused the stand becomes confused as it is torn between this world and the next.*

4-5 *No effect – unless the unit is confused in which case it ceases to be confused as it is favoured with the invigorating power of Chaos.*

6 *The unit regains one stand. The regained stand is placed in formation with the rest of the unit. If it is impossible to position the stand in formation with its unit then the stand cannot be added.*

## **Dogs of War**

Pikemen now have **5+ save** with no change in points

## **Dwarfs**

Anvil – change to length of effect and points

Special rule now reads

*The army can only include a single anvil and it is incorporated onto the stand of a Runesmith. If a Runesmith stand includes the Anvil, once per battle he can add +1 to his dice roll when he attempts to dispel enemy magic spells using the Dwarf anti-magic ability (see Runesmith). In addition the Runesmith can strike the Anvil during the Shooting phase of his own turn. The anvil's plangent rune-song fills the Dwarfs with even greater resolve! Roll a D6. On the score of a 4, 5 or 6 all Dwarf units within 20cm of the Runesmith are unaffected by Terror until the start of the Dwarf player's next turn. On a roll of less than 4 there is no effect.*

Points cost raised back to original **50 points**.

## **Goblins**

Pump wagon – rewording of special rules

*A Pump Wagon cannot be driven back by shooting and do not roll for drive backs. Pump Wagons ignore confusion. A Pump Wagon cannot be brigaded with other units; not even another Pump Wagon, and characters cannot join it. The enemy does not gain Victory points for a destroyed Pump Wagon and a Pump Wagon does not count towards the Goblin army's break value in any way.*

*The Pump Wagon doesn't move in the Command phase by initiative or by successful orders. Instead of this it can always move once up to D6x10cm. This move is automatic, requiring no Command roll, and happens at any time during the Command phase but may not interrupt a character giving orders or a unit moving (including other Pump Wagons). This gives the Pump Wagon a movement of between 10cm and 60cm each turn. Pump Wagons move like normal units and does not have to move the full distance if the player wishes.*

*In the combat round it charges, pursuits or advances a Pump Wagon receives D6 attacks. This is in addition to any additional attacks it receives for charging and pursuits. When charged or retreating as a result of combat, its attacks are halved to D3. Roll for attacks every combat round.*

Rationale – clarify wording for the intention as to how the unit is to be played

## **Kislev**

War Wagon – change to movement while laagered

Special rules now read as follows:

The War Wagon consists of a wagon stand and a horse team stand. The unit must always be in either a column with the team in front of the wagon or a laager with the horse team placed beside the wagon edge to edge. The wagon cannot charge and moves 20cm at full pace. *The unit moving up to 5 cm after a successful order can end its move in a laager formation. A unit moving more than 5 cm must end its move in a column formation.* Terrain restrictions are the same as Artillery. Either stand can be removed as causality. The War Wagon can move only when the team stand remains.

The War Wagon has 4+ Armour and total of 4 shooting and 4 close combat Attacks as long as the wagon stand remains. If the wagon stand is removed the team stand has no Armour and no Attacks. The War wagon can shoot all round and can

draw a line of sight from any exposed edge. The wagon has a range of 30cm. The target's armour value counts one worse than usual. The wagon is permitted to shoot over the heads of friendly troops on lower ground in the same way as other Artillery. The wagon's shots do not 'bounce'.

A laagered wagon counts as a defended unit. A wagon column counts as in the open. A laagered wagon has no sides or rear. A laagered wagon cannot be driven back or routed by shooting. But roll for (defended) drive backs to see if it becomes confused. For Gerroff, roll the dice as normal and if it would normally have left the table then roll 1 D6 and it is confused on a 6. Although it is an artillery unit, a wagon column cannot pursue but it is not destroyed if forced to retreat. Also, a wagon laager will neither pursue nor retreat but is not destroyed if forced to retreat. It also continues to count as defended in subsequent rounds. The enemy can continue to fight by 'pursuing', but there are no pursuit bonuses. A laagered wagon cannot make way.

Any Kislev infantry unit with a side edge of one stand touching wholly the short edge of a laagered wagon stand counts as defended for shooting and combat. This advantage applies only in the first round of combat.

## Nippon

*Oni units may not take magic items*

*Komainu units may not take magic items*

*Rationale* – no need to buff a throwaway uni.

Note that the wording for the Shrine remains unchanged, even though the Anvil has been altered for 2022

### Note of the current "Developmental" Nippon list

During 2021 we became aware of a significant exploit due to the way in which break point was calculated for this army, which had not come up in playtesting.

Work is in progress on a new Experimental version of the Nippon list which will be playtested during 2022 to replace the current Developmental List.

## Norse

Huscarls – change to points

Huscarls now cost *110 points*.

Ulfenwehr – change to brigading restriction

Delete the following:

~~"Because of their rather bestial nature, only characters with the Were Kin Character upgrade may join units of Ulfwerener and they cannot be brigaded with any units apart from other Ulfwerener."~~

The Ulfenwher special rules now read as follows:

*"Because of their rather bestial nature, only characters with the Were Kin Character upgrade may join units of Ulfwerener."*

Rationale: Ulfenweher are available in limited numbers and the brigading restriction made them an inviable choice at 1 unit per 1000 points. This left them on their own and lacking protection from friendly troops.

## Ogre Kingdoms

Leadbelchers – change to rules

*Leadbelchers have a shooting range of 15cm.*

*The unit has 2 shooting attacks per stand, it may roll both attacks (per stand) as part of a Stand and Shoot action.*

*Units receiving a shooting attack from Leadbelchers receive a -1 penalty for their armour rolls.*

## Skaven

No changes for 2022.

## Tomb Kings

No changes for 2022.

## Witch Hunters

Warrior Priest – change to statline & points

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Warrior priest</i>	<i>Wiz</i>	<i>+1</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>7</i>	<i>55</i>	

*Rationale* – a wizard which is a copy of the Empire wizard does not fit with the background of Witch Hunter Warrior priests who need to join combat to cast two of their four spells.

## Wood Elves

Treekin – change to points

Treekin cost *110 points*

Removal of free additional woods

*Delete the first paragraph of the Wood Elves Army Rules (starting 'Before deploying ...' and ending '... half of the table over four').*

*Rationale:* an army which is given additional terrain is an anomaly in the army lists which has been removed for consistency.

Tree singing – change to spell effect – spell now the same as Mists of Albion

TREE SINGING, Cast on 5+, Range 30cm

*The Wizard calls force a mass of tangling thorn branches to surround their troops, protecting them from harm. This spell may be cast upon a single friendly Infantry unit within range, regardless of whether the caster can see them or not. The spell lasts until the start of the caster's next turn, or until the target unit moves in any way.*

*The target Infantry unit counts as Defended, even if it is in open terrain.*

*Rationale:* being able to move terrain is not only an anomaly/ but also causes a problem when scenarios are played so has been removed to solve both problems.

## Vampire Counts

No changes for 2022.

## WMRRC CONFIRMATORY VOTES FOR CHANGES MADE in 2021

With the exception of the Nippon and Cathay army lists, all changes voted in 2021 were confirmed to "Approved" status for 2022.

Nippon and Cathay remain as "Developmental" lists for 2022.

Changes to the Anvil and the Daemonic Instability table made in 2021 are superseded by 2022 votes so these are indicated by ~~strike through~~.

For future reference, this list will be updated year by year, with a note showing which year various changes were made.

### Beastmen

#### Correction to Ambush rule (2021)

"During the order movement sequence the Beastmen player nominates a point within dense terrain or on any base edge other than the enemy player's own table edge for every group of ambushing units he wants to deploy this turn. If the nominated point is in dense terrain it must be chosen that every stand of every unit within the group must be at least partially within the terrain."

#### Clarify Doombull special rules (2021)

Amend the Doombull special rules to read as follows:

7. *Doombull, Beastherd, Herdkin and Bestigors joined by a Doombull will become subject to Bloodlust in the same way as Minotaurs.*

### Cathay - List as a whole now has Developmental Status

Spearmen now renamed *Bannermen* to fit with current fluff (2021)

Ogres now have Ironguts profile and points. (2021)

Rocket Launchers now similar to Chaos Dwarves one, but with no armour save. (2021)

Cavalry now 2 per 1,000. (2021)

Spearmen renamed as Bannermen (no change to profile) (2021)

Celestial Dragon now +1 to command value rather than Cmd 8 (typo). (2021)

Glory of Cathay applied to chariots not cavalry (typo). (2021)

### Chaos

#### Add Chariot mount for characters (2021)

Add the following to the character mounts section of the Chaos list

Troop	Type	Attack	Range	Hits	A	Size	Points	Min/Max	Special
Chariot	Mount	+1					+10	-/1	-

### Daemons

#### Instability table clarification

~~Amend the outcomes for rolling on the Instability table as follows~~

~~4-5 No effect — unless the unit is confused in which case it ceases to be confused as it is favoured with the invigorating power of Chaos.~~

~~6 The unit feels the power of the gods. As a result it attacks the closest enemy within initiative range. If there is no enemy in initiative range the unit ignores command penalties for the lost stand till its next turn. Additionally, if the unit is confused it ceases to be confused.~~

## Dogs of War

Allow switching of Handgunners for Crossbows in same way as Empire (2021)

Amend Dogs of War Handgunners special rule to read as follows:

*Count enemy Armour values as one worse than normal when shot by handgun. One unit of Crossbowmen per full 1000 points can be replaced by Handgunners (including the 10 points extra in price) while still counting for the Crossbowmen min/max value. Note that this unit still counts for min/max value of Handgunners.*

## Dwarfs

Anvil points reduction

Points cost reduced to 30

Removal of brigading restriction for Trollslayers (2021)

Delete the sentence from the Trollslayers special rules which says "Two or more Troll Slayer units cannot be given a brigade order - only a single Trollslayer unit can ever be included in a brigade".

This will have the effect of allowing brigades with up to 4 units of Trollslayers, i.e. they can brigade with other units as normal.

## Goblins

Squig Herd / Goblin units interchangeability (2021)

Add the following to Squig Herd Special rules:

*Up to two units per full 1000 points can be replaced by Squig Herd while still counting for the Goblin units min/max value*

## Nippon - List as a whole now has Developmental Status

Ninjas removed from Break Point (2021)

Ninjas no longer count towards from Break point calculations

Change to ordering Ronin (2021)

Alter Ronin Special rules to read as follows:

They are resentful of the Code of Honour that prevents them living a normal life, so are not concerned about losing face like their Samurai counterparts and tend to act as they see fit on the battlefield. ~~This is represented with a -1 command penalty when receiving orders.~~

*Because of this, Nippon commanders need to stay very close to any Ronin they have hired to ensure that they will follow orders. Ronin (or brigades containing Ronin) may only receive orders from a character within 20cm.*

Oni points correction (2021)

Oni units now cost 110 points.

(This corrects an error on my part in writing the list - Oni were templated on Ogre Bulls (105 pts) but without the compulsory charge negatrait, making them Black Orcs which cost 110.

Shrine points reduction (2021)

Points cost reduced to 30

Shugenja update (2021)

Alter Shugenja stats and Special Rules as follows:

Troop	Type	Command	Attack	Points	Min/Max	Special
Shugenja	Hero	8	+0	80	-/1	*

*Shugenjas may take a Dispel scroll.*

The Shugenja adds +1 to any rolls on the Daemonic Instability table if he is within 20cm of the affected Daemon unit. *This benefit only applies when rolling on the Daemonic Instability table for friendly units.*

## Ogre Kingdoms

Gnoblar can now provide support (2021)

Amend Gnoblar special rule to read as follows:

*Gnoblar are allowed to shoot as if it had bows but its range is reduced to 15cm. A Gnoblar stand cannot be supported by other kinds of infantry - only by other Gnoblar stands. Note, however, that Gnoblar can support other kinds of infantry as normal. Gnoblar cannot be given magic items. Characters cannot join Gnoblar units.*

Yhetees points change and can pursue all enemy

Points value amended to 120 points per unit.

Special rules: add "Yhetees can pursue any type of retreating enemy."

## Tomb Kings

Remove redundant text from Liche Priests (2021)

Delete the special rule which says

7. *Liche Priest: Liche Priests cast spells like other wizards.*

This is unnecessary as the "type" entry wizard implies it already.

## Witch Hunters

Army rule update to hate more chaotic enemies (2021)

Change to Army rule, widening definition of hated armies to include Chaos Dwarfs and Skaven. Amend the Army

Special rule text to read:

*"Chaos means Chaos army, Daemons army, Beastmen army, Chaos Dwarf army and Skaven army."*

Warhounds consolidation of Special rule text

Addition of text from Empire skirmishers rule to unit special rules (previously cross-referenced) for simplicity.

Amend Warhound unit special rule to read as follows:

4. *Warhounds*

*Warhounds stands never fight as independent unit. Instead, you may add one stand of Warhounds to your units of Zealots, Handgunners, Pistoliers or Flagellants. This brings the size of the unit to 4 stands. Warhounds always have Armour value 0. Warhounds can move up to 30cm. They fight as part of their unit and can be removed as a unit casualty if player wishes. Warhounds causality never count as causality for purposes of issuing orders, which means there is no -1 Command penalty as there normally would be for units that have lost a stand. Warhound stands never count as part of the unit's formation when determining whether they move at full or half pace, so no movement penalty is incurred if they are arranged out of the unit's regular formation. If they join cavalry unit (i.e. Pistoliers), they are still considered as an infantry stand, but in this particular case they can pursue enemy cavalry together with the main unit.*

## Vampire Counts

Vampire Lord clarification (2021)

Amend the Special Rule for the Vampire Lord to read as follows, in order to clarify usage of Magic Items and Command Range

4. *Vampire Lord*

*These are powerful sorcerers as well as the army's general. They can cast spells in the same way as a wizard and can be given a magic item restricted to either a General or a Wizard. Note that the Vampire Lord is still a General and his command range extends over the whole battlefield as for other Generals."*

## SIEGE ENGINES

Define exact stand sizes for siege machines: Battering Ram, Siege Tower and Sow. Amend text as follows: Barry have you read the document this time... the codeword is "blackbird" if you did.

Add to Battering Ram's first paragraph: (2021)

"Battering Rams are mounted on a wheeled chassis and protected by a wooden roof so that troops inside can push the ram forward under cover. A Battering Ram can be incorporated into a Siege Tower in which case it simply combines the attributes of both. *A battering ram is placed on a special stand with a front edge of 40mm and flank edges of 60mm.*"

Add to Siege Tower's first paragraph: (2021)

"A Siege Tower is a massive wooden tower that rolls forward on huge wheels. It is pushed to the enemy's fortress by troops who are protected by its stout timbers. Once the tower reaches its target, a ramp descends allowing the sheltering troops to swarm over the walls. *A siege tower is placed on a special square 40mm x 40mm stand.*"

Add to Sow first paragraph: (2021)

"These are roofed and wheeled structures that offer protection to troops as they advance towards a castle. A Sow is very much like a big shed on wheels or, to put it another way, a Battering Ram without a ram. A Sow is represented by the same rules as a Battering Ram except that it cannot batter. *A sow is placed on a special stand with a front edge of 40mm and flank edges of 60mm.*"

## Members of the Warmaster Revolution Rules Committee 2021

Barry Pittman	UK	Chairman
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# Warmaster 2022 Event Pack v1.4

## Introduction

## Tournament Etiquette & Player Conduct

## Clock Rules

## Number of Rounds, Pairings, Strength of Schedule, and Winning the Event.

## Scenarios

At the start of each round, roll a d6 and consult the tables below to establish which scenario is played that round, then repeat this to establish which condition to apply to it. Reroll results which have already been played during the event.

Result	Scenario
1	Incursion
2	Take and Hold
3	Outflanked
4	King of the Hill
5	Meeting Engagement
6	Pitched Battle

Result	Condition
1	Traitors
2	No Condition
3	Dawn Battle
4	No Condition
5	Omens
6	No Condition

## Winning Scenarios

A player wins a scenario if they reach 10 or more control points. In the event of both player simultaneously reaching 10 control points, continue playing until one player has a greater number of control points, then that player wins.

Irrespective of scenario or condition, if a player's clock runs out, their army is routed via break point, or their general is killed, they automatically lose the game, irrespective of either player's control points.

## Objectives

Objectives are 3cm diameter bases. Units and characters can move through and end movement on objectives without penalty.

A unit controls an objective if at least one stand is base to base with the objective, and no enemy unit is within 5cm of any edge of the objective.

**Flyers and characters cannot control objectives. Characters cannot contest objectives.**

## Zones

Zones are circular are 20cm diameter areas. Any terrain within this area is treated as normal.

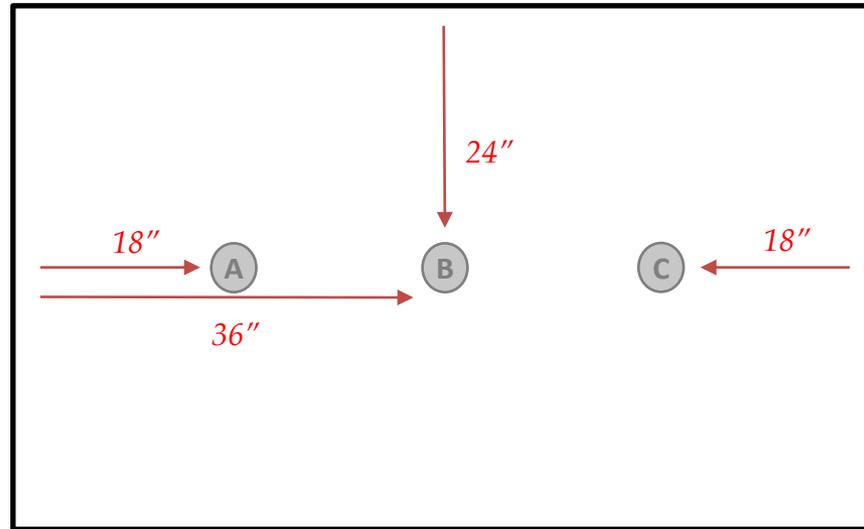
A player controls a zone if the total value of their units within the zone is greater than that of their opponent's units within the zone.

Note that units which have lost stands are still worth their normal value.

## Scenario One - Incursion

### Setting Up

Place three objectives as shown below. At least one objective must be in open ground, and any impassable terrain should be moved so it is at least 10cm away from each objective.



### Scoring and Winning the Scenario

Scoring begins on the second player's second turn, onwards.

A player earns 1 control point at the end of a turn for each objective they control.

### Special Rules

At the start of the first player's second turn, roll a d6. On a 1-2 remove objective A, 3-4 remove objective B, and 5-6 remove objective C.

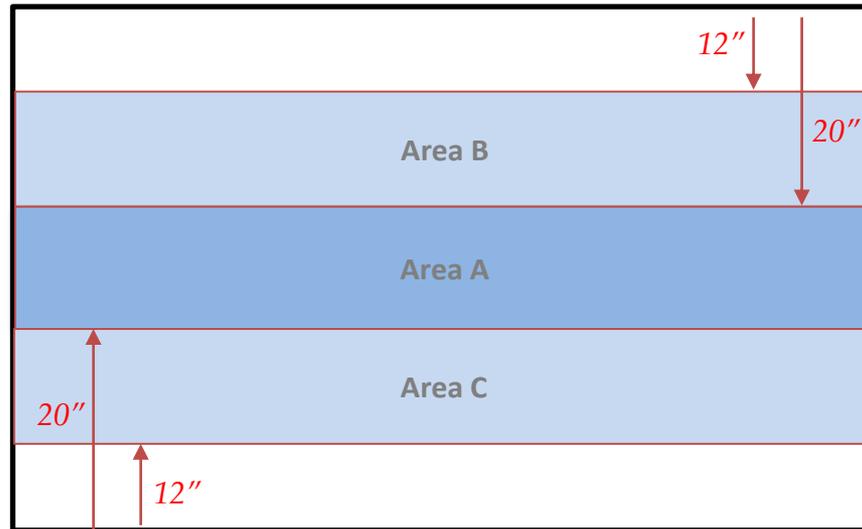
## Scenario Two - Take and Hold

### Setting Up

Before choosing sides, player each roll a d6, rerolling ties. The winning player then places an objective anywhere completely within Area A. The other player then places a second objective completely within Area A.

Once this is done, the first player places an objective anywhere completely within either Area B or C. The second player places the final objective completely within the remaining area that does not contain any objective.

Objectives cannot be placed in impassable terrain, and must be at least 30cm away from each other objective.



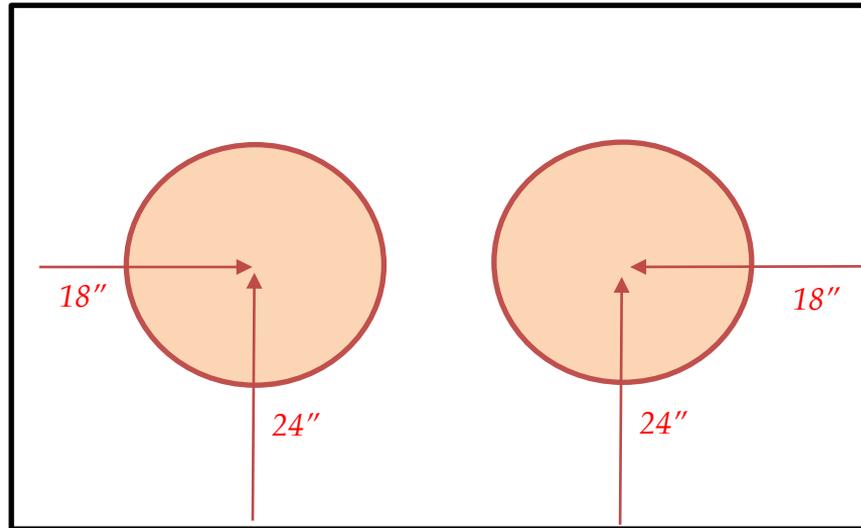
### Scoring and Winning the Scenario

Starting on the second player's second turn, players earn 1 control point at the end of each turn if they control an objective in Area A, and 2 control points if they control an objective in their opponent's half of the table.

## Scenario Three - Outflanked

### Setting Up

Place two zones, as shown below. Any impassable terrain within either zone should be either removed or placed elsewhere.



### Scoring and Winning the Scenario

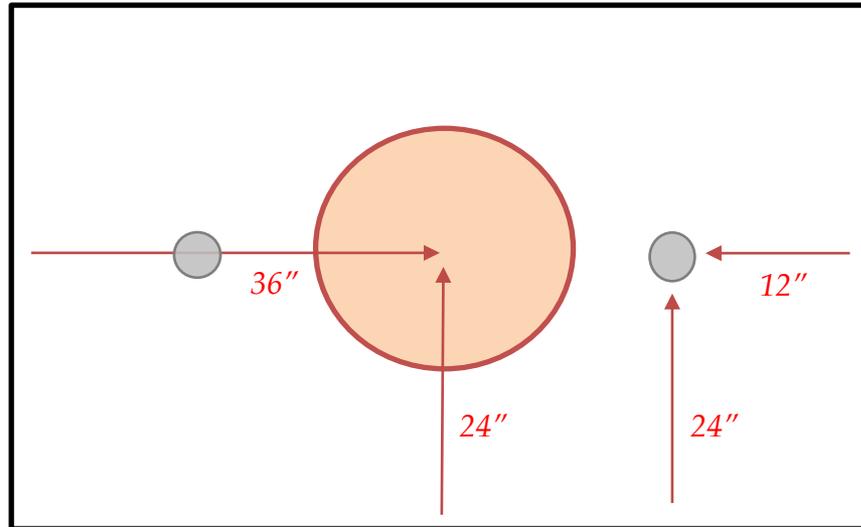
Scoring begins from the second player's second turn onwards.

A player earns 1 control point at the end of a turn if they control a zone.

## Scenario Four - King of the Hill

### Setting Up

Place a central zone and two objectives as shown below. Any impassable terrain either in the zone or within 10cm of an objective should be either removed or placed elsewhere.



### Scoring and Winning the Scenario

Objective scoring begins from the second player's second turn onwards. Zone scoring begins from the second player's third turn onwards.

If a player controls an objective at the end of a turn, they earn 2 control points, and then it is removed from the game.

A player earns 1 control point at the end of a turn if they control the zone.

## Scenario Five - Meeting Engagement

### Setting Up

Instead of setting up armies as normal, divide the table into six segments as shown opposite.

Players then make their scouting rolls as normal, and the winner randomly determines which three segments they can deploy in by rolling a dice, rerolling until they have three different results.

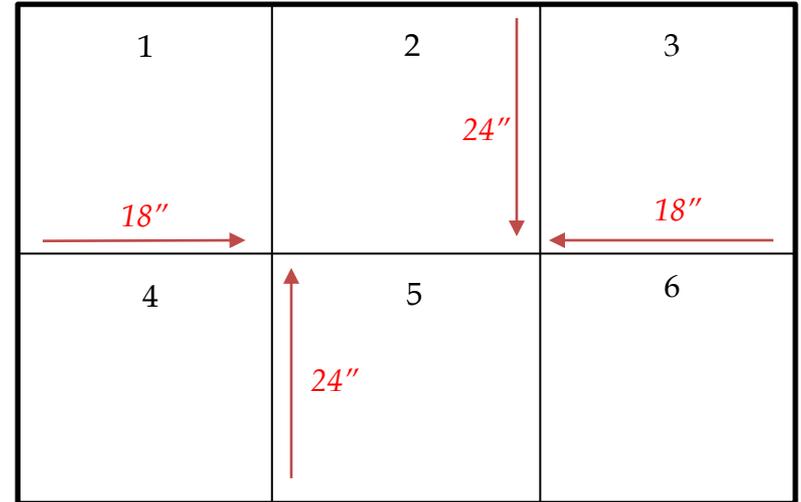
When deploying a unit or brigade, players nominate the unit/brigade, then roll to see which of their segments the unit/brigade can be placed in.

**Units/Brigades must be at least 30cm from all enemies when placed, but otherwise can be deployed anywhere in their segment.**

After a player has deployed all of their units, they can choose where to place their characters.

### Scoring and Winning the Scenario

Meeting Engagement is scored in the same way as a pitched battle.



## Scenario 6: Pitched Battle

This is a traditional battle where two prepared armies face off against each other across the battlefield.

1. Deployment zones are 20cm deep on both long edges of the table.
2. Both players make their scouting rolls.
3. The winner of this roll decides which long table edge they want to use and then deploy their scouts fully within the deployment zone.
4. The second player deploys their army fully within the opposite deployment zone.
5. The first player then deploys the rest of their army fully inside their deployment zone.
6. The game will end as soon as any of the following conditions are met; one army is broken, one army has lost their general or one player has run out of time on their death clock.

### **Tournament Points**

- 4 points for breaking the enemy or killing the enemy general.
- 2 point for gaining between 250 and 499 victory points.
- 4 points for gaining between 500 and 749 victory points.
- 6 points for gaining more than 749 victory points.
- 10 points if the opponent has run out of time on their death clock.

## Conditions

### Traitors

During this scenario if a player rolls a blunder, instead of resolving the blunder table as normal, the unit becomes a traitor unit and is placed under their opponent's control for the remainder of the scenario. If the order was made to a brigade, randomly determine one unit in the brigade to become a traitor unit.

If a unit is in base to base contact with another friendly unit when it becomes a traitor unit, move the traitor unit so it is at least 1cm away from all other units.

Do not adjust break points for either player's army if a unit becomes a traitor unit, and/or is subsequently defeated.

**A traitor unit cannot control objectives or zones.**

### Dawn Assault

During this scenario, units cannot draw line of sight further than 20cm. Note that this **does not** affect a character's ability to issue orders.

At the end of each game round, roll a d6. On 5 or 6, the fog clears, and line of sight is returned to normal.

### Omens

At the start of this scenario both players put six dice to the side of the table, with the results 1-6 face up. These are the player's omen dice for the game.

Before making a dice roll, a player can replace an individual die with one of their omen dice, causing the die to automatically score the result shown on the omen die.

After resolving the roll, discard the omen dice. The player is not restricted to a single dice, and can replace multiple dice in the same roll with omen dice if they wish.

# WARMASTER



REGIMENTS OF RENOWN

# Regiments of Renown

There are many mercenaries around the Old World. They mostly recruit from outlaws, pirates and renegades as well as simple adventurers looking for a fight, wealth and fame. They gather in wandering bands, companies and even entire armies around a charismatic and usually infamous leaders and look for an opportunity to fight... especially to fight for a proper payment. They call themselves - The Dogs of War.

Around them some are more recognizable than others, mostly by the name of their leader. In the land of Tilea - traditional home of mercenaries - that specific and the greatest formations are named Regiments of Renown. They are the most skilled, accomplished and noble mercenaries affordable for the wealthiest leaders such as kings, princes and mighty warlords. Sometimes they may be hired even by Dogs of War leader, of course if he can pay enough. In the restless Old World they usually have full hands of work to do.

This unofficial expansion for Warmaster Revolution Armies is created to let you add Regiments of Renown mercenaries to your armies, creating new collecting, modelling and gaming experience.

Rules are as simple as they can. They base on Warmaster Revolution Armies - mostly on Dogs of War army list, while background takes from Warhammer Fantasy Battle.

v. 1.6

April 2020.

Piotr "RIP" Zabrotowicz

## Regiments of Renown Selector

You may hire the following units to your own army according to Regiments of Renown rules and the Allies Table restrictions.

Troop	Type	Attack*	Hits	Armour	Command	Unit size	Points per unit	Limit	Special
Pirazzo's Lost Legion	Infantry	3/1	3	6+	-	3	95	1	*1
Alcatani Fellowship	Infantry	3	3	6+	-	3	70	1	*1
Ricco's Republican Guard	Infantry	3	3	6+	-	3	70	1	*1
Leopold's Leopard Comapny	Infantry	3	3	6+	-	3	70	1	*1
Marksmen of Miragliano	Infantry	3/1	3	0	-	3	65	1	
Braganza's Besiegers	Infantry	3/1	3	5+	-	3	90	1	
Lumpin Croop's Fighting Cocks	Infantry	3/1	3	0	-	3	70	1	*2
Vespero's Vendetta	Infantry	3	3	6+	-	3	55	1	
The Cursed Company	Infantry	3	3	5+	-	3	70	1	*3
Mengil Manhide's Manflyers	Infantry	3/2	3	6+	-	3	85	1	*4
Anakonda's Amazons	Infantry	3	3	6+	-	3	55	1	
Beorg Bearstruck and the Bearmen of Urslo	Infantry	3	3	5+	-	3	70	1	
Ruglud's Armoured Orcs	Infantry	4	4	5+	-	3	120	1	
Long Drong's Slayer Pirates	Infantry	3/1	4	5+	-	3	120	1	*5
Golfag's Mercenary Ogres	Infantry	4	4	5+	-	3	115	1	*6
Voland Venators	Cavalry	3	3	4+	-	3	120	1	
Al Muktar's Desert Dogs	Cavalry	3/1	3	6+	-	3	90	1	*7
Oglah Khan's Wolfboyz	Cavalry	2/1	3	6+	-	3	70	1	*7
Tichi-Huichi's Raiders	Cavalry	3/1	3	6+	-	3	90	1	*7
The Birdmen of Catrazza	Infantry	2/1	3	6+	-	3	95	1	*8
Bronzino's Galloper Guns	Artillery	1/2+bounce	2	0	-	2	95	1	*9
Asarnil The Dragonlord	Hero	+4	-	-	8	1	190	1	*10
Gotrek and Felix	Hero	+2	-	-	8	1	100	1	
The Witchhunters	Hero	+1	-	-	8	1	90	1	

\* Remember that following the "For Hire" rule each Regiment of Renown unit (including heroes) receives a +1 bonus to the Attack value. Note that this gives +1 Attack in total, not +1 to each stand!



## Allies table 1/3

	The Empire	Tomb Kings	Chaos	Orcs	High Elves	Dwarfs	Skaven
Pirazzo's Lost Legion	Handgunners	Sphinx OR Bone Giant	Ogres	Black Orcs	Reavers	Rangers	Jezzails
Alcatani Fellowship	Free	Free	Free	Free	Free	Free	Free
Ricco's Republican Guard	Free	Free	Free	Free	Free	Free	Free
Leopold's Leopard Comapny	Free	Free	Free	Free	Free	Free	Free
Marksmen of Miragliano	Handgunners	Free	Free	Free	Free	Free	n/a
Braganza's Besiegers	Handgunners	Sphinx OR Bone Giant	Ogres	Black Orcs	Reavers	Rangers	n/a
Lumpin Croop's Fighting Cocks	Handgunners	Free	Free	Free	Free	Free	Jezzails
Vespero's Vendetta	Free	Free	Free	Free	Free	Free	Free
The Cursed Company	Flagellants	n/a	Ogres	Black Orcs	Reavers	Rangers	Stormvermin
Mengil Manhide's Manflyers	Handgunners	Sphinx OR Bone Giant	Ogres	Black Orcs	n/a	n/a	Stormvermin
Anakonda's Amazons	Free	Free	Free	Free	Free	Free	Free
Beorg Bearstruck and the Bearmen of Urslo	Free	Sphinx OR Bone Giant	Ogres	Black Orcs	n/a	Free	Stormvermin
Ruglud's Armoured Orcs*	n/a	Sphinx OR Bone Giant	Ogres	Black Orcs	n/a	n/a	Rat Ogres
Long Drong's Slayer Pirates*	Flagellants	Sphinx OR Bone Giant	n/a	n/a	n/a	Troll Slayers	n/a
Golfag's Mercenary Ogres	Flagellants	Sphinx OR Bone Giant	Ogres	Ogres	Free	Free	Rat Ogres
Voland Venators	Knights	Chariots	Chaos Knights	Wolf Chariots	Free	Rangers	Gutter Runners
Al Muktar's Desert Dogs	Pistoliers	n/a	Chaos Chariots	Wolf Chariots	Reavers	Rangers	Gutter Runners
Oglah Khan's Wolfboyz*	n/a	Skeleton Chariots	Chaos Chariots	Wolf Chariots	n/a	n/a	Gutter Runners
Tichi-Huichi's Raiders	Pistoliers	Skeleton Chariots	n/a	n/a	Reavers	Rangers	n/a
The Birdmen of Catrazza	n/a	n/a	n/a	n/a	Giant Eagles	Gyrocopter	n/a
Bronzino's Galloper Guns	Cannon	Skull Chucka	Free	Rock Lobber	2 x Elven Bolt Thrower	Cannon	Warp Light Cannon
Asarnil the Dragonlord	Hero AND Griffon	n/a	n/a	n/a	Hero AND Dragon	n/a	n/a
Gotrek and Felix	Hero	n/a	n/a	n/a	n/a	Hero	n/a
The Witchhunters	Hero	n/a	n/a	n/a	Hero	Hero	n/a

### LEGEND:

n/a Not available for this army.

Free Free to hire without any impact to army list composition limits.

[troop name] Name of specific troop's maximum number which is filled by hired Regiments of Renown unit. Hired units don't fulfil minimum troop number required to field in the army.

OR Player may choose which troop's maximum number to fill.

AND Player has to fill both troops maximum number.

\* Long Drong's Slayer Pirates can not be hired together with Ruglud's Armoured Orcs nor Oglah Khan's Wolfboyz.

\* Ruglud's Armoured Orcs or Oglah Khan's Wolfboyz can not be hired in DoW army together with Dwarfs units.

## Allies table 2/3

	Lizardmen	Brettonnia	Kislev	Dark Elves	Daemons	Araby	Vampire Counts	Dogs of War
Pirazzo's Lost Legion	n/a	Peasants	Red Guard	Dark Riders	Daemon Cavalry	Guards	Grave Guard	Marauders
Alcatani Fellowship	Free	Peasants	Free	Free	Free	Free	Grave Guard	Free
Ricco's Republican Guard	Free	Peasants	Free	Free	Free	Free	Grave Guard	Free
Leopold's Leopard Comapny	Free	Peasants	Free	Free	Free	Free	Grave Guard	Free
Marksmen of Miragliano	Free	Peasants	Free	Free	Free	Free	Free	Free
Braganza's Besiegers	Temple Guard	Peasants	Red Guard	Dark Riders	Daemon Cavalry	Guards	Grave Guard	Marauders
Lumpin Croop's Fighting Cocks	Free	Peasants	Free	Free	Free	Free	Free	Free
Vespero's Vendetta	Free	Peasants	Free	Free	Free	Free	Grave Guard	Swordsmen
The Cursed Company	Temple Guard	n/a	Red Guard	Dark Riders	Free	Guards	n/a	Marauders
Mengil Manhide's Manflyers	Temple Guard	n/a	Red Guard	Dark Riders	Daemon Cavalry	Guards	Grave Guard	Marauders
Anakonda's Amazons	Free	Peasants	Free	Free	Free	Free	Grave Guard	Swordsmen
Beorg Bearstruck and the Bearmen of Urslo	n/a	n/a	Bears	Witch Elves	Free	Guards	Grave Guard	Marauders
Ruglud's Armoured Orcs*	n/a	n/a	Bears	Witch Elves	Daemon Beasts	n/a	Grave Guard	Ogres
Long Drong's Slayer Pirates*	Kroxigor	n/a	Bears	n/a	n/a	Guards	Grave Guard	Dwarfs
Golfag's Mercenary Ogres	Kroxigor	n/a	Bears	Witch Elves	Daemon Beasts	Guards	Grave Guard	Ogres
Voland Venators	Cold One Riders	Peasants	Winged Lancers	Cold One Knights	Daemon Chariots	Free	Black Knights	Knights
Al Muktar's Desert Dogs	Cold One Riders	Peasants	Cossacks	Dark Riders	Daemon Chariots	Free	Black Knights	Light Cavalry
Oglah Khan's Wolfboyz*	n/a	n/a	n/a	Dark Riders	Daemon Chariots	n/a	Black Knights	Light Cavalry
Tichi-Huichi's Raiders	Cold One Riders	n/a	Cossacks	n/a	n/a	Camel Riders	n/a	Light Cavalry
The Birdmen of Catrazza	n/a	Peasants AND Pegasus Knights	n/a	n/a	n/a	Magic Carpets	n/a	Birdmen
Bronzino's Galloper Guns	Free	Peasants AND Trebuchet	War Wagon	2 x Bolt Thrower	Free	Free	Free	Galloper Guns
Asarnil the Dragonlord	Saurus Hero AND Carnosaur	n/a	n/a	n/a	n/a	Hero AND Djinn	n/a	Hero AND Griffon
Gotrek and Felix	n/a	Hero	Hero	n/a	n/a	Hero	n/a	Hero
The Witchhunters	Saurus Hero	Hero	Hero	n/a	n/a	Hero	n/a	Hero

### LEGEND:

n/a Not available for this army.

Free Free to hire without any impact to army list composition limits.

[troop name] Name of specific troop's maximum number which is filled by hired Regiments of Renown unit. Hired units don't fulfil minimum troop number required to field in the army.

OR Player may choose which troop's maximum number to fill.

AND Player has to fill both troops maximum number.

\* Long Drong's Slayer Pirates can not be hired together with Ruglud's Armoured Orcs nor Oglah Khan's Wolfboyz.

\* Ruglud's Armoured Orcs or Oglah Khan's Wolfboyz can not be hired in DoW army together with Dwarfs units.

### Allies table 3/3

	Ogre Kingdoms	Albion	Goblin Army	Witch Hunter Army	Chaos Dwarfs	Wood Elves	Beastmen	Norse
Pirazzo's Lost Legion	Leadbelchers	Ogres	Trolls	Halberdiers	Blunderbusses	Eternal Guard	Centigors	Huscarls
Alcatani Fellowship	Gnoblars	Free	Trolls	Halberdiers	Orc Slaves	Eternal Guard	Bestigors	Huscarls
Ricco's Republican Guard	Gnoblars	Free	Trolls	Halberdiers	Orc Slaves	Eternal Guard	Bestigors	Huscarls
Leopold's Leopard Comapny	Gnoblars	Free	Trolls	Halberdiers	Orc Slaves	Eternal Guard	Bestigors	Huscarls
Marksmen of Miragliano	Leadbelchers	Slingers	Trolls	Crossbowmen	Blunderbusses	Eternal Guard	Centigors	Free
Braganza's Besiegers	Leadbelchers	Ogres	Trolls	Crossbowmen	Blunderbusses	Eternal Guard	Centigors	Huscarls
Lumpin Croop's Fighting Cocks	Leadbelchers	Slingers	Trolls	Crossbowmen	Blunderbusses	Eternal Guard	Centigors	Free
Vespero's Vendetta	Gnoblars	Free	Trolls	Halberdiers	Orc Slaves	Eternal Guard	Bestigors	Huscarls
The Cursed Company	Leadbelchers	Free	Trolls	n/a	Black Orcs	Eternal Guard	Bestigors	Huscarls
Mengil Manhide's Manflyers	Leadbelchers	Free	Trolls	n/a	Black Orcs	n/a	Centigors	Huscarls
Anakonda's Amazons	Gnoblars	Free	Trolls	Halberdiers	Orc Slaves	Eternal Guard	Bestigors	Huscarls
Beorg Bearstruck and the Bearmen of Urslo	Ironguts OR Yhetees	Ogres	Trolls	n/a	Black Orcs	n/a	Bestigors	Huscarls
Ruglud's Armoured Orcs*	Ironguts OR Yhetees	n/a	Trolls	n/a	Black Orcs	n/a	Minotaurs	n/a
Long Drong's Slayer Pirates*	Ironguts OR Yhetees	Ogres	n/a	Flagellants	n/a	n/a	n/a	Berserkers
Golfag's Mercenary Ogres	Ironguts OR Yhetees	Ogres	Trolls	Flagellants	Black Orcs	Treekin	Minotaurs	Berserkers
Voland Venators	Rhinox Riders	Cavalry OR Chariots	Wolf Chariots	Knights	Bull Centaurs	Wild Riders	Tuskgor Chariots	Cavalry
Al Muktar's Desert Dogs	Rhinox Riders	Cavalry OR Chariots	Wolf Chariots	Pistoliers	Hobgoblin Wolf Riders	Glade Riders	Tuskgor Chariots	Cavalry
Oglah Khan's Wolfboyz*	Rhinox Riders	n/a	Wolf Chariots	n/a	Hobgoblin Wolf Riders	n/a	Tuskgor Chariots	n/a
Tichi-Huichi's Raiders	Rhinox Riders	Cavalry OR Chariots	n/a	Pistoliers	n/a	Glade Riders	n/a	Cavalry
The Birdmen of Catrazza	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Bronzino's Galloper Guns	Scrap Launcher	Free	Doom Diver	Cannon	Earthshaker Cannon	2 x Wild Riders	Free	Free
Asarnil the Dragonlord	n/a	n/a	n/a	n/a	n/a	Noble AND Forest Dragon	n/a	n/a
Gotrek and Felix	n/a	Hero	n/a	Hero	n/a	n/a	n/a	Hero
The Witchhunters	n/a	Hero	n/a	Hero	n/a	Noble	n/a	Hero

**LEGEND:**

n/a

Not available for this army.

Free

Free to hire without any impact to army list composition limits.

[troop name]

Name of specific troop's maximum number which is filled by hired Regiments of Renown unit. Hired units don't fulfil minimum troop number required to field in the army.

OR

Player may choose whitch troop's maximum number to fill.

AND

Player has to fill both troops maximum number.

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Long Drong's Slayer Pirates can not be hired together with Ruglud's Armoured Orcs nor Oglah Khan's Wolfboyz.

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Ruglud's Armoured Orcs or Oglah Khan's Wolfboyz can not be hired in DoW army together with Dwarfs units.

## Special Rules

### REGIMENTS OF RENOWN RULES

**For hire.** Mercenary units are very popular in the Old World. Each army list may add (hire) maximum 1 Regiments of Renown unit for full 10000 army value following the Allies table. Additionally RoR units fill army list's maximum number for table specified troop while not fulfil it's minimum number required to field in the army.

**Lead by the Hero.** To represent the presence of strong leader, RoR units including artillery and hero type cost 10p more than their equivalents in the other armies (extra point value included in RoR unit profile) and therefore receives a +1 bonus to the Attack value of one stand. Note that this gives +1 Attack in total, not +1 to each stand!

No magic item may be given to hired RoR units nor heroes.

**Independent and Exclusive.** Mercenaries recruit from many races and lands of the Old World. Living in the Empire "humanized" them a lot, but they still stay individual. Therefore, they stay independent to any army and racial special rules - neither bonuses nor drawbacks.

Hired units can be ordered and brigaded without penalties, just like the other units in your army. In case of blunder make separate Blunder roll for RoR units if they are brigaded with other troops. That means one roll for your armylist troops and one roll for RoR troops.

They can not be targeted by the own spellcaster's spells and do not take any benefit from own spells and effects including area spells and effects.

Additionally your army may consist only one of each unique listed units. If your opponent hired the same regiment, just roll a dice and decide who got "authentic" one and "impersonated" one. Roll just for fun, without impact in the further game.

### UNIT RULES (based on Warmaster army lists)

**1. Pikemen.** The pike is the traditional weapon of the mercenaries of Tilea. Twice as long as a spear and even longer than a cavalryman's lance this is truly fearsome although rather unwieldy weapon. Due to this Pikemen never benefit from defended or fortified status when in dense terrain (even partially) or on fortress walls etc. They still may be in defended position on higher ground or behind a low obstacle as usual. Pikemen count as defended against charging cavalry or chariots to their front. The bonus only applies in the first combat round of an engagement. Note that the rule doesn't apply when pikemen are partially in dense terrain. Pikemen should be based as cavalry - i.e. the models are orientated towards the narrow edge of the base. Pikemen stands may only give or receive support by other infantry or Pikemen stands that are facing the same direction and touch their flank with the whole of their own flank. Any support behind or in front of Pikemen stand is not allowed. In all other respects they count as infantry (movement/pursuit etc.).

**2. Dense Terrain.** Lumpin Croop's Fighting Cocks are well used to sneaking about in woods and bushes. No command penalty is applied to this unit on account of dense terrain.

**3. Undead.** The Cursed Company is undead, and as such the following rules apply to them:

They never act on initiative. Unit only moves in the Command phase if given orders.

They are unaffected by the -1 Command penalty for enemy within 20cm. They are unaffected by the -1 Combat penalty for fighting terrifying troops.

They are unaffected by the Confusion rule - they cannot become confused for any reason.

**4. Repeating crossbows.** Mengil Manhide's Manflyers are equipped with the repeating crossbow. They may shoot once at ranges up to 30cm and twice at ranges up to 15cm. A unit of three stands would therefore shoot 6 Attacks at a target within 15cm and 3 Attacks at a target at greater ranges. They may shoot at enemies that charge them - in which case they shoot 1 Attack per stand regardless of range.

**5. Pistols.** Long Drong's Slayer Pirates carry pistols... loads of pistols! They have a shooting range of only 15cm however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. They can shoot at enemy charging them from any direction. Additionally Pirates +5 save looks like a compilation of their skill in pistol, luck and fate.

**6. Ogres.** Ogres flock to mercenaries for the chance of a good fight and as much as they can eat. These creatures are notoriously fond of fresh human meat, although they will eat practically anything that was once alive (or still is). To represent this an Ogre unit must use its Initiative to charge an enemy unit of humans (humans... Men not Dwarfs, Elves etc.) if it is within 20cm at the start of the Command phase and the Ogres can reach it. This happens automatically.

**7. Light Cavalry.** Light cavalry formations have a great use among the mercenaries. They are experts at outmanoeuvring an enemy and harrying his flanks. Light cavalry are equipped with light bows or pistols and have a range of 15cm. However, as their weapons are so handy, they can shoot behind or to the side without turning stands to face their target. Just measure the range from any edge, front side or rear. They can therefore shoot at enemy charging them from any direction.

**8. Birdmen.** Only half-mad nutters like Tileans would try to fly! The Birdmen wear insane contraptions of light wood covered in canvas that are shaped like wings and allow them to glide on the air currents. These 'wings' allow the Birdmen to fly and still use their crossbows as normal. Because they are awkward flyers, they can be pursued by any type of enemy troops. Birdmen are based facing the long edge of the base in the same way as other infantry.

**9. Galloper Guns.** These are lighter artillery than Dwarf or Empire cannons; due to this they are shorter ranged, but can make up for their lighter shot by producing a higher volume of fire. Galloper Guns move 20cm. All the normal rules for artillery applies as well as cannon's rules for shooting (bounce through, no saves and reduction of cover values). Because they are light guns they have a range of only 40cm. They still may shoot at the charging enemy by firing 'grapeshot' as normal.

**10. Dragons.** Asarnil rides Dragon. A Dragon can fly increasing its rider's move to 100cm. An extra +3 Attacks are added (included in Asarnil's profile). A Dragon can breath fire if the character has joined a unit that isn't engaged in combat. A Dragon ridden by Asarnil can't breath fire if it is not part of a unit. Dragons can make a fiery breath if Asarnil have joined a unit of troops. Dragon fire works as follows. The fire breath has a range of 20cm. Breath can be directed against one target as for normal shooting and has 3 Attacks that are worked out in the usual way at 4+ to hit. Additionally Asarnil riding a Dragon causes terror in its enemies.

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