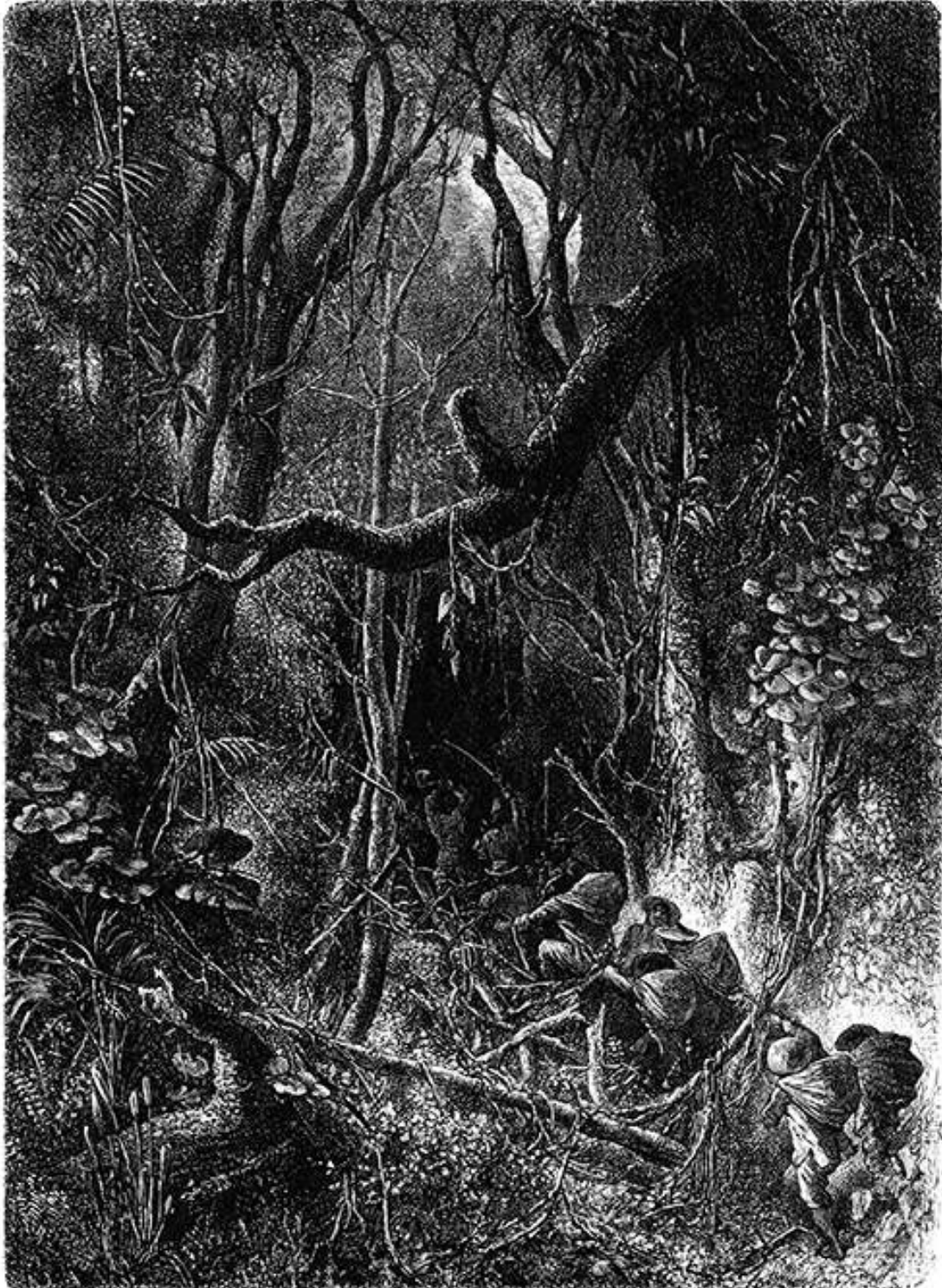


# OF WOOD AND WATER

IN THE FAR SOUTH, THE FORESTS ARE TURNING RED...



TWO OF THE PEOPLE STEPPED OUT OF THE SHADOWS BENEATH THE TREES. THEY DID NOT MEET ONE ANOTHER'S EYES AS THEY STARED TOWARDS THE WATER.

"THERE IS A STORM COMING," SAID THE FIRST. "A STORM BROUGHT HERE BY WOOD AND WATER, TO BE BROKEN BY WOOD AND WATER, BUT NOT BEFORE FIRE AND WIND HAVE SPOKEN LOUDLY."

"I HEAR YOU, SCULPTOR," SAID THE SECOND. SHE DRUMMED HER FINGERS ON THE SHAFTS OF A PACK OF JAVELINS AT HER BELT, AND WATCHED THE HORIZON NERVOUSLY. "THE STATUES HAVE FELT UNEASY, WHEN I HAVE WATCHED THEM OF LATE."

ONE WAS HALF-SUBMERGED IN THE SEA INLET BENEATH THEM: ANCIENT, SKEWED AT AN ANGLE, THE MOAI'S EYES STARED WIDE AND OUT TO SEA.

SOMEWHERE OVERHEAD, A BRIGHT-TAILED BIRD SCREAMED.

"I SHARE THEIR UNEASE," SAID THE SCULPTOR. "I KNOW THE SKINKS OF THE VALLEY SHARE IT: I WOULD NOT BE SURPRISED IF EVEN THE GOBLINS, CURSED CREATURES, KNOW THAT SOMETHING IS COMING."

A SHORT WHISTLING SHOUT CAME FROM BEHIND: A SCOUT STANDING HIGH ON A TREE-BRANCH, PERCHED BETWEEN THE BROMELIADS.

THEY TURNED AND FOLLOWED, NEEDING NO EXPLANATION. THE HUNTERS AND SCOUTS WOULD NOT CALL THEM IN SUCH A WAY IF THERE WAS TIME FOR AN EXPLANATION. FOLLOWING THE SCOUT, THEY HOPPED BETWEEN BRANCH AND STONE, WOOD AND WATER, UNTIL THEY REACHED A PEAK OVERLOOKING THE SEA.

AHEAD OF THEM, FAR CLOSER THAN THE HORIZON, TWO GREAT SHIPS WERE LOCKED IN COMBAT. THE IRON-CLAD HULL OF A DWARF STEAMSHIP WAS BEING BEATEN UPON BY SAVAGE, HEAVY-SET WARRIORS, DEMONIC IN STRENGTH. THE DWARFS CURSED AS THE DAMP HEAT SETTLED THEIR BLACKPOWDER, THE LEGIONS OF CHAOS STRUGGLED WITH THE WEIGHT OF THEIR ARMOUR, AND BOTH YELLED CRIES UNFAMILIAR TO THE LAND THEY KNEW AS THE TURTLE ISLANDS, AND THE TWO WATCHING PEOPLE KNEW ONLY AS HOME.

"WHY DO THEY FIGHT HERE?" WONDERED THE CHIEF, HER EYES WEARY.

"WE DO NOT CHOOSE SUCH THINGS," SAID THE SCULPTOR. "WE CHOOSE ONLY HOW WE LIVE THROUGH THEM. COME: WE WILL HAVE GUESTS, I THINK. AND SOON."

# INTRODUCTION

THIS BOOK CONTAINS THE RULES YOU NEED TO RUN A MAP-BASED CAMPAIGN SET IN WARHAMMER'S TURTLE ISLANDS. THIS STRANGE PART OF THE WARHAMMER WORLD IS A LAND OF DEEP JUNGLES, VOLCANOES, THICK RAINFORESTS AND MYSTERIOUS MONSTERS. THE ISLANDS ARE FAR FROM UNINHABITED, TOO, AND YOUR CAMPAIGN MAY SEE YOU BEFRIEND OR BATTLE SOME OF THOSE WHO CALLED THIS PLACE HOME BEFORE YOU EVER SO MUCH AS FOUND IT ON A MAP.

WHATEVER BROUGHT YOUR ARMY HERE — A LUST FOR RUMOURED TREASURE, EXILE AND THE PURSUIT OF A NEW HOME, THE POWER OF CHAOS DEMANDING PILLAGE AND WASTE OR A GENUINE DESIRE TO PROTECT THESE LANDS FROM OTHER WOULD-BE CONQUERORS — YOU WILL FACE CHALLENGES OF STRATEGY AND GENERALSHIP AS YOU ATTEMPT TO OUTWIT OTHER PLAYERS NOT JUST ON THE BATTLEFIELD BUT IN YOUR OPERATIONS AND STRATEGY AS WELL.

## STARTING THE CAMPAIGN

*“THE WORLD IS NOT DIVIDED INTO BAD FORCES AND GOOD FORCES. THERE ARE, ALWAYS AND ONLY, THE BAD FORCES — BUT SOME OF THEM ARE ON OPPOSITE SIDES.”*

YOUR FORCES WILL MOVE AROUND THE TURTLE ISLANDS ON A SQUARE-BASED MAP, WHICH IT IS YOUR DUTY TO CONQUER AND HOLD.

AT THE BEGINNING OF THE CAMPAIGN, EACH FACTION MUST HAVE A 500-POINT ARMY LIST, WHICH MUST START AS A SINGLE ARMY.

ROLL FOR CAMPAIGN PRIORITY (THIS WILL BE THE ORDER IN WHICH LAYERS MAKE THEIR TURNS), AND ONCE THIS ORDER HAS BEEN SORTED EACH PLAYER (IN REVERSE ORDER OF TURNS) MUST NOMINATE A STARTING MAP TILE, NOT ADJACENT TO ANY OTHER PLAYER'S, TO BEGIN THE CAMPAIGN. THIS TILE WILL ALWAYS BE A TOWN WITH A MEETING HALL AND NO OTHER BUILDINGS PRESENT. PLAYERS MAY IMMEDIATELY CONSTRUCT BUILDINGS WITH ANY POINTS THEY DID NOT SPEND ON TROOPS.

THE PLAYERS MUST PUT THEIR SYMBOL IN THE CORNER OF THEIR MAP TILES. IDEALLY, DO THIS IN PENCIL TO MAKE SURE IT CAN BE CHANGED LATER!

FINALLY, EACH PLAYER MUST NOMINATE ONE OF THEIR HEROES OF ANY TYPE TO BE THEIR FACTION LEADER. THIS CHARACTER MAY USE CHARACTER ADVANCEMENT TABLES IN BATTLE (SEE APPENDICES).

## **CAMPAIGN TURN SEQUENCE**

1. **MOVE AND EXPLORE**
2. **FIGHT!**
3. **USE REMAINING MOVEMENT**
4. **INCOME**
5. **BUILD ORDERS AND TROOPS**

## **ARMY COMPOSITION**

**THE ARMY COMPOSITION RULES ARE AS FOLLOWS;**

- **YOU MAY HAVE 1 LORD PER 2000 POINTS**

**FOR EVERY FULL 1000 POINTS IN YOUR ARMY**

- **YOU MAY HAVE +3 HEROES**
- **YOU MUST HAVE 2 CORE UNITS**
- **YOU MAY HAVE +3 SPECIAL UNITS**
- **YOU MAY HAVE +1 RARE UNIT**

**ARMY COMPOSITION MUST ONLY FOLLOW THESE RULES OVER YOUR WHOLE FACTION – A SPECIFIC BANNER MAY HAVE ALL RARE CHOICES, AS LONG AS THE CORE CHOICES ARE THERE ELSEWHERE IN YOUR REGIONS OF THE ISLANDS.**

**SPECIAL CHARACTERS AND REGIMENTS OF RENOWN CAN ONLY EVER BE TAKEN **ONCE** IN THE CAMPAIGN. THAT IS TO SAY ONLY ONE PLAYER CAN EVER HIRE EACH ONE AND ONCE THEY DIE THEY CANNOT BE RETURNED TO PLAY. SPECIAL CHARACTERS MAY NEVER BE YOUR FACTION LEADER.**

# MOVEMENT AND THE MAP

THE MOVEMENT POINTS BELOW SHOW HOW FAR EACH FACTION'S FORCES CAN MOVE. YOUR FORCES WILL BE ORGANISED INTO ARMIES. EACH ARMY MUST HAVE AT LEAST ONE HERO OR LORD ACTING AS ITS GENERAL. ARMIES WITH NO GENERAL MUST MOVE TOWARDS THE NEAREST BASE OR FORCE WITH A GENERAL BY THE MOST DIRECT ROUTE. HEROES MAY HAVE A FORCE OF UP TO 1,500 POINTS UNDER THEIR COMMAND. LORDS MAY HAVE UP TO 3,000 POINTS – NO LARGER FORCE CAN BE USED AS A SINGLE ARMY. IF AN UNDEAD OR TOMB KING ARMY ENDS ITS TURN OUTSIDE A SETTLEMENT AND WITH NO GENERAL IN CHARGE, IT IS AUTOMATICALLY LOST AS IT CRUMBLES TO DUST.

## MOVEMENT POINTS

UNDEAD/DWARFS	4 SQUARES
BASIC	5 SQUARES
ELVES/BEASTMEN/LIZARDMEN	6 SQUARES
UNDEAD ALL MOUNTED	7 SQUARES
ALL MOUNTED	8 SQUARES
ALL FLIERS	10 SQUARES

## STARTING THE TURN

EACH PLAYER MOVES AS PER THE ORDER OF PLAY.

AT THE START OF THE TURN PLAYERS ABLE TO MAY DECLARE ALLIANCES (SEE APPENDIX A). DISTRUSTFUL ALLIES MAY ALLY, BUT SUFFER A – 1 LEADERSHIP PENALTY WHEN FIGHTING ALONGSIDE EACH OTHER.

## THE FIRST MOVEMENT PHASE

IN THE FIRST MOVEMENT PHASE OF EACH TURN, EACH ARMY MAY USE UP AS MUCH OF ITS MOVEMENT AS IT WISHES. ARMIES MOVE AS FAST AS THE SLOWEST UNIT. EACH PLAYER TAKES IT IN TURN TO MOVE ONE OF THEIR PIECES ONE SQUARE, UNTIL EVERYONE HAS THEIR MOVEMENT USED UP OR ARE IN COMBAT.

THERE ARE MANY TYPES OF SQUARE – WHEN EXPLORING TERRITORY;

- 1 ROLL AGAIN – 1-3 MOUNTAINS, 4-6 WATER
- 2 OPEN GROUND
- 3-4 FOREST
- 5 HILLS
- 6 ROLL AGAIN – 1-3 THICK FOREST, 4-6 RESOURCE...

**IF ADJACENT (INCLUDING CORNERS) TO A MOUNTAIN SQUARE, USE THE FOLLOWING CHART;**

**1-3 MOUNTAINS  
4 FOREST  
5 HILLS  
6 ROLL AGAIN – 1-3 THICK FOREST, 4-6 RESOURCE...**

**IF ADJACENT (INCLUDING CORNERS) TO A WATER SQUARE, USE THE FOLLOWING CHART;**

**1-3 WATER  
4 OPEN GROUND  
5 FOREST  
6 ROLL AGAIN – 1-3 THICK FOREST, 4-6 RESOURCE...**

**IF ADJACENT TO A MOUNTAIN SQUARE AND A WATER SQUARE (INCLUDING CORNERS), USE THE FOLLOWING CHART;**

**1-2 WATER  
3-4 MOUNTAINS  
5 ROLL ON THE BASIC TABLE  
6 RESOURCE...**

#### **THE CORNERS RULE**

**YOU MAY NEVER HAVE A CROSS OF WATER AND LAND WITH TWO SQUARES OF EACH AT DIAGONALS. WHERE SUCH A DIAGONAL OCCURS, WHEN THREE SQUARES ARE FILLED IN FILL THE FOURTH IN AS WATER.**

**MOUNTAINS AND WATER ARE IMPASSABLE, THICK FOREST REQUIRES TRIPLE MOVEMENT TO MOVE THROUGH. FOREST AND HILLS REQUIRE DOUBLE MOVEMENT TO MOVE THROUGH. FLYING STACKS NEVER TAKE MOVEMENT PENALTIES IN THIS WAY.**

## **RESOURCE CHART**

**RESOURCE SQUARES ARE OPEN GROUND FOR BATTLE PURPOSES UNLESS OTHERWISE STATED.**

**11 MYSTERIOUS TOWER... (ROLL A D6; ON A 1-3 ONE WIZARD IN YOUR FORCE MAY GAIN A POWER STONE, ON A 4-6 ANY HERO MAY GAIN FOZZRIK'S FOLDING FORTRESS, REGARDLESS AND SURPLUS TO MAGIC ITEM LIMITS)**

**12 MOAI VILLAGE**

**13 WOOD CUTTER (FOREST, ALL BUILDINGS BUILT IN ADJACENT SQUARES ARE 25% CHEAPER)**

**14 GOLD MINE**

**15 POOL OF TRANQUILLITY; FREE GIANT'S BLADE, REGARDLESS AND SURPLUS TO MAGIC ITEM LIMITS**

**16 GOLD MINE**

- 21 OLD ZIGGURAT (200PTS FREE)**
- 22 TREE OF LIFE (GAIN SEEDS OF REBIRTH ON ALL HEROES THAT VISIT THIS SQUARE, REGARDLESS AND SURPLUS TO MAGIC ITEM LIMITS)**
- 23 JUNGLE GOBLIN VILLAGE**
- 24 CANNIBAL VILLAGE**
- 25 STANDING MOAI; + 1 POWER DICE PER TURN TO BOTH SIDES WHEN FIGHTING HERE**
- 26 JUNGLE GOBLIN VILLAGE**
- 31 OLD ZIGGURAT (200PTS FREE)**
- 32 MOAI VILLAGE**
- 33 VOLCANO!**
- 34 SKINK VILLAGE**
- 35 MOAI VILLAGE**
- 36 GOLD MINE**
- 41 LAIR (GAIN ANY MONSTER FROM YOUR ARMY LIST FREE WORTH UP TO 350PTS)**
- 42 JUNGLE GOBLIN VILLAGE**
- 43 GOLD MINE**
- 44 CUP OF JAMSHID (WHILE THE PLAYER OWNS THIS, THEY MAY RE-ROLL ANY RANDOM ENCOUNTERS THEY WISH TO)**
- 45 SKINK VILLAGE**
- 46 OLD ZIGGURAT (200PTS FREE)**
- 51 VOLCANO!**
- 52 GOLD MINE**
- 53 WOOD CUTTER (FOREST, ALL BUILDINGS BUILT IN ADJACENT SQUARES ARE 25% CHEAPER)**
- 54 MOAI VILLAGE**
- 55 BLESSED TEMPLE (ONE MODEL IN THE FINDING ARMY MAY BECOME A WIZARD AS IF THEY HAD FOUND A WIZARDING HAT ITEM, SURPLUS TO MAGIC ITEM LIMITS AND WITHOUT RISK OF STUPIDITY. DWARFS MAY NOT USE THIS.)**
- 56 CANNIBAL VILLAGE**
- 61 VOLCANO!**
- 62 CANNIBAL VILLAGE**
- 63 ANCIENT ARMOURY (100PTS OF FREE COMMON MAGIC ITEMS, PLAYER'S CHOICE.)**
- 64 JUNGLE GOBLIN VILLAGE**
- 65 GOLD MINE**
- 66 MOAI CIRCLE; ALL WIZARDS IN FACTION GAIN +2 TO ALL CHANNELLING ROLLS.**

**ALSO, ROLL A SECOND DICE, ON A ROLL OF A 6 YOU HAVE A RANDOM ENCOUNTER, ROLL ON THE RANDOM ENCOUNTERS TABLE.**

## **VILLAGES**

**LOCAL VILLAGES ARE THE DWELLINGS OF FACTIONS NATIVE TO THE TURTLE ISLANDS. THEY MAY NOT HAVE BUILDINGS ADDED TO THEM, OTHER THAN ROADS.**

**YOU CAN NEGOTIATE WITH VILLAGES YOU ENCOUNTER, IF YOU WISH TO PASS UNHINDERED OR ALLY WITH THEM.**

**FOR FACTIONS YOU CAN ALLY WITH:**

**1-3 YOU MAY PASS UNHINDERED**

**4-6 THE VILLAGE JOINS YOU AS AN ALLY**

**FOR FACTIONS YOU CANNOT ALLY WITH:**

**1-4 THE VILLAGE IS HOSTILE: YOU CANNOT PASS UNLESS YOU ATTACK**

**5-6 YOU MAY PASS UNHINDERED**

**IF THE VILLAGE IS HOSTILE, OR YOU CHOOSE TO ATTACK IT AT ANY OTHER TIME, A VILLAGE MAY BE DESTROYED BY FACING A 500PT ARMY OF THE FACTION IN QUESTION. IF YOU EVER ATTACK A VILLAGE, ALL VILLAGES OF THAT TYPE WILL BE PERMANENTLY HOSTILE TO YOU THEREAFTER.**

**IF A PLAYER MANAGES TO ALLY WITH A LOCAL FACTION, CORE TROOPS FROM THEIR ARMY LIST (SEE "PEOPLES OF THE TURTLE ISLANDS" LATER IN THE BOOK) MAY BE RECRUITED AT THEIR VILLAGES. SPECIAL AND HERO UNITS MAY BE RECRUITED ON THE ROLL OF A 4+ ONCE PER TURN, AND RARE UNITS MAY BE RECRUITED ON THE ROLL OF A 6+ ONCE PER TURN.**

## **VOLCANO!**

**THE ARMY HAS FOUND AN ACTIVE VOLCANO! IT MAY USE ANY REMAINING MOVEMENT IT HAS AND FIGHT BATTLES AS NORMAL.**

**AFTER THE SECOND MOVEMENT PHASE, THE LAVA STARTS TO SPREAD. ON A ROLL OF ANYTHING BUT A 2+, IT SPREADS TO EVERY ADJACENT SQUARE. THEN ON A ROLL OF A 3+, IT SPREADS TO EVERY SQUARE ADJACENT TO ALL THE SQUARES IT NOW OCCUPIES. THEN A 4+, 5+, AND SO ON. A ROLL OF A 6 WILL ALWAYS ALLOW THE LAVA TO SPREAD. LAVA NEVER SPREADS TO ROCK OR WATER SQUARES.**

**ARMIES AND TOWNS CAUGHT IN THE LAVA ARE REMOVED. THE TERRAIN WHERE THE VOLCANO IS IMPASSABLE FOR A TURN, THEN REVERTS TO OPEN TERRAIN, EXCEPTING THE CENTRAL VOLCANO ITSELF WHICH IS ALWAYS IMPASSABLE.**

## **RANDOM ENCOUNTERS**

**RANDOM ENCOUNTERS CAN BE DONE IN 2 WAYS;**

**1. "REALISM" VERSION**

**FOR EVERY STACK NOT IN COMBAT ON THE MAP THAT IS IN A SQUARE DISCOVERED THIS TURN, ROLL 2D6; ON A 9 OR MORE THAT STACK GETS A RANDOM ENCOUNTER.**



## **2. PLAY-INCLUSIVE VERSION**

**ALL PLAYERS NOT FIGHTING, AFTER THE FIRST 2 TURNS, MUST BE SPLIT INTO 2 AT RANDOM; HALF OF THESE WILL BE GIVEN A RANDOM ENCOUNTER FROM THE FOLLOWING TABLE, THE OTHER HALF WILL CONTROL "GAIA" TROOPS.**

**IF THE CREATURE(S) YOU ENCOUNTERED IS/ARE FROM YOUR ARMY LIST, YOU MAY ON THE ROLL OF A 2+ NEGOTIATE WITH THEM AND THEY WILL JOIN YOU. IF THEY COULD BE YOUR TRUSTED ALLIES, THE ROLL IS A 4+. OTHERWISE, YOU MUST FIGHT THEM.**

- 1 1 12 MOAI**
- 12 2 x 10 SPIDER RIDERS**
- 13 10 TICHU HUICHI'S RAIDERS**
- 14 20 RED CRESTED SKINKS**
- 15 8 SNOTLING BASES**
- 16 2 UNITS OF 2D6 FLESH EATERS**
- 21 SKINK TRIBE, 4D6 SKINKS W/BLOWPIPES, 1 STEGADON, D6 TERRADONS, SKINK CHIEF W/BLOWPIPE)**
- 22 10 MOAI HUNTERS**
- 23 SNOTLING HORDE! 3D6 SNOTLING BASES**
- 24 1 HORNED DRAGON**
- 25 10 SHADOW WARRIORS**
- 26 10 LOST ADVENTURERS (DOGS OF WAR PIKEMEN)**
- 31 20 RED CRESTED SKINKS**
- 32 20 + 4D6 GOBLINS**
- 33 10 FLESHEATERS**
- 34 10 SPIDER RIDERS, 20 GOBLINS**
- 35 10 MARAUDERS**
- 36 20 GOBLINS**
- 41 1 CARNOSAUR**
- 42 SKINK TRIBE, 2 UNITS OF 4D6 SKINKS W/BLOWPIPES, 3D6 CHAMELEON SKINKS, SKINK CHIEF W/BLOWPIPE)**
- 43 8 SNOTLING BASES**
- 44 30 GOBLINS**
- 45 2D6 TERRADON RIDERS**
- 46 10 LOST ADVENTURERS (DOGS OF WAR PIKEMEN)**
- 51 1 STEGADON**
- 52 D3 RAZORDONS**
- 53 10 MOAI HUNTERS**
- 54 LOST WARRIOR: 1 DoW CAPTAIN, HA, SHIELD, SWORD OF MIGHT**
- 55 1 MOTHER CARNOSAUR WITH D6 YOUNG (PROFILE OF DoW OGRES W/HW)**
- 56 LOST MERCHANT PARTY (20 PIKEMEN, 2D6 CROSSBOWMEN, 1 DoW CAPTAIN W/ HA AND SHIELD)**
- 61 20 RED CRESTED SKINKS**
- 62 EXILED PRINCE; A NON-MAGE HIGH ELF HERO WORTH <100PTS**
- 63 SKINK TRIBE, 3 UNITS OF 4D6 SKINKS W/BLOWPIPES, D6 CARNOSAURS, 2 SKINK CHIEFS W/BLOWPIPE)**
- 64 10 LOST ADVENTURERS (DOGS OF WAR PIKEMEN)**
- 65 1 MOAI**
- 66 SQUIGGOTH**

**CONTINGENCY PLAN/PLAYERS NOT PRESENT.**

**EITHER AN ALLY MUST MAKE THEIR MOVES FOR THEM (SEE ALLIANCES, LATER ON) OR IF THEY HAVE NO ALLIES THEIR TROOPS STAY STATIONARY, RETREATING IN THE EVENT OF AN ATTACK.**

# TO BATTLE!

*“WHEN OUTNUMBERED, ASSAULTING AN ENEMY IN A FORTIFIED POSITION, WITH NO RESERVES, AND FACING SUPERIOR FIREPOWER, GENERAL TACTICUS GAVE THE FOLLOWING ADVICE – ‘DON’T HAVE A BATTLE’ ”*

BATTLES IN THE FORESTS ARE NEVER EASY, AND ARE BRUTAL, DEADLY AFFAIRS. WHEN STARTING A BATTLE, MAKE THE MAP UP AS THE CAMPAIGN MAP SHOWS, WITH FOREST COVERING ABOUT 30% OF FOREST/HILL SQUARES AND 60-70% OF THICK FOREST SQUARES. HILL SQUARES SHOULD HAVE PLENTY OF HILLS. ARMIES DEPLOY ON THE SIDE OF THE SQUARE THEY CAME IN ON. TROOPS DEFENDING TOWNS, MINES, VILLAGES AND OTHER SPECIAL LOCATIONS DEPLOY IN THE CENTRE OF THE BATTLE MAP, AND TAKE A RESULT AS IF THEY HAD ROLLED ONE LESS THAN THE NORMAL FOR ARMOUR AND SHOOTING PENALTIES.

## SHOOTING PENALTIES

ROLL A D6 BEFORE EACH BATTLE TO WORK OUT THE EXTENT OF THE RAIN. EFFECTS ARE CUMULATIVE.

1-2 NO RAIN

3-4 – 1 BS TO ALL, -1 STR TO ANY BLACKPOWDER ATTACKS

5 BLACKPOWDER ATTACKS REQUIRE 6S TO HIT ALWAYS, -1 TO MISFIRE ROLLS ON NON-POWDER MACHINES.

6 NO BLACKPOWDER WORKS, ALL SHOOTING NEEDS 6S TO HIT, -3 TO MISFIRE ROLLS ON NON-POWDER MACHINES.

## ARMOUR PENALTIES

THE WEIGHT OF ARMOUR CAUSES THE FOLLOWING PENALTIES. MAGIC ARMOUR CONFERS THE PENALTY OF NORMAL ARMOUR OF ITS TYPE (IF NO NORMAL TYPE IS GIVEN AND IT DOESN’T OBVIOUSLY GIVE A 6+ OR 5+ SAVE, ASSUME IT’S HEAVY). THE BASE SAVE GIVEN BY A MOUNT IS NOT USED (BUT BARDING IS), AND SCALY SKIN IS NOT COUNTED.

UNDEAD & TOMB KINGS NEVER TAKE ARMOUR PENALTIES.

6+ NO PENALTY

5+ -1 WS, -1 I

4+ -1 M, -1 I

3+ ALWAYS STRIKE LAST

2+ -1 WS, -1 BS

1+ -1M

## ENDING THE BATTLE

AFTER THE BATTLE, ALL TROOPS LOST MUST BE REMOVED ON THE MAIN ARMY ROSTER. ALL WHOLLY WIPED OUT UNITS ARE WIPED OFF THE ARMY ROSTER, AND ANY UNITS THAT HAVE FLED INTO AN ENEMY HELD PART OF THE MAP ARE ALL LOST. REMEMBER THAT TROOPS THAT FLEE TO FRIENDLY TERRITORY WILL REGROUP AND REFORM INTO A STACK. NOTE THAT UNDEAD ARMIES NEVER LOSE TROOPS IN A BATTLE THEY WIN, AS LONG AS THEY HAVE A NECROMANCER OR

**VAMPIRE PRESENT (THIS MEANS THAT THE UNDEAD CAN END UP WITH MORE TROOPS THAN THEY START WITH!).**

**THE LOSING ARMY MUST USE ITS REMAINING MOVEMENT TO RETREAT AWAY FROM THE WINNER AS FAR AS POSSIBLE.**

**THE SECOND MAP MOVEMENT PHASE FOLLOWS, IN WHICH TROOPS MAY USE ANY REMAINING MOVEMENT UP.**

# INCOME

*IT IS WEALTH THAT MOVES THE WORLD, AND PROFIT THAT RULES IT.*

RESOURCES AND MINES ARE THERE TO MAKE YOU MONEY. THAT'S WHY MANY FACTIONS ARE IN THE ISLANDS IN THE FIRST PLACE...

ALL SQUARES YOU OWN GAIN YOU PROFIT, AS FOLLOWS:

*HILL, TUNNEL, CAVERN, BRIDGE, THICK FOREST, OR FOREST* +5 PTS  
(+ UPGRADE BONUSES)

*OPEN/RESOURCE SQUARE* + 10 PTS (+ UPGRADE BONUSES)

*LOCAL VILLAGE* +25 PTS

*TOWN* +20 PTS (+ UPGRADE BONUSES)

*GOLD MINE* + 100 PTS

FOR EACH BATTLE YOU WIN, YOU RECEIVE 100 PTS, REPRESENTING COIN FROM YOUR FACTION TO PAY FOR YOUR EXPENSES AND LOSSES AND WHATEVER LOOT YOU GOT FROM THE BATTLEFIELD.

CERTAIN BUILDINGS CAN ADD TO YOUR INCOME AS WELL.

NOW WE'VE WORKED OUT YOUR INCOME, LET'S SPEND IT!

## BUYING TROOPS

TROOPS CAN BE DRAFTED FROM TOWNS DURING THE INCOME PHASE OF THE TURN. TROOPS MUST BE BOUGHT AS PER UNIT RESTRICTIONS AND IN FULL UNITS AS GIVEN IN YOUR ARMY BOOK. WHAT YOU CAN GET IN EACH TOWN IS RESTRICTED BY THE BUILDINGS PRESENT THERE – SEE THE BUILDING LISTS.

ALSO, YOU CAN SPEND THAT HARD-WON INCOME ON BUILDINGS TO MAKE YOUR LANDS AND CITIES BETTER FORTIFIED, TOUGHER, OR SIMPLY EASIER TO FIGHT IN.

NOTE THAT EXISTING UNITS CAN BE BROUGHT UP TO STRENGTH, HAVE UPGRADES BOUGHT FOR THEM, AND SO ON WITHOUT PENALTY. IN ADDITION, FOR CHARACTERS, IF THERE IS AN OBVIOUS LORD-LEVEL CHARACTER TYPE EQUIVALENT TO A HERO THEN THEY CAN BE UPGRADED FOR THE POINTS DIFFERENCE PLUS A 25% SURCHARGE RATHER THAN HAVING TO BUY A NEW LORD. IF THE HERO IS YOUR FACTION LEADER NO SURCHARGE IS TAKEN

## BUILDINGS

A VARIETY OF BUILDING UPGRADES ARE AVAILABLE, DEPENDENT ON THE TYPE OF SQUARE BEING BUILT IN. SQUARE UPGRADES AND TOWNS CANNOT BE STARTED IN ANYTHING OTHER THAN OPEN SQUARES, EXCEPT FOR LIZARDMEN WHO CAN BUILD THEM IN FOREST

**SQUARES. BUILDINGS CAN BE BUILT IN ANY AREA OF THE MAP CONTROLLED BY THE PLAYER: IF BUILDING IN A SQUARE WITH AT LEAST TEN ARMY CORE TROOPS IN IT, THE BUILDING COST IS HALVED AS THE ARMY CAN BE DRAFTED IN TO HELP COMPLETE THE CONSTRUCTION.**

**IN BATTLES, BUILDINGS SHOULD BE A REASONABLE SIZE AND MAY BE GARRISONED AS PER THE RULES IN THE WARHAMMER RULEBOOK. UNLESS OTHERWISE STATED BUILDINGS ARE T8 AND HAVE 10 WOUNDS.**

**NOTE THAT ANY BUILDINGS MARKED WITH A + MAY BE BUILT MULTIPLE TIMES, OTHER BUILDINGS MUST NOT BE BUILT MORE THAN ONCE PER SQUARE. BUILDINGS THAT TAKE 0 TURNS TO BUILD YOU MAY BUILD AS MANY AS YOU LIKE PER SQUARE PER TURN: OTHERWISE, EACH SQUARE CAN ONLY GET 1 UPGRADE PER TURN.**

**BUILDINGS MAY BE DEMOLISHED; ONLY 1 PER SQUARE PER TURN, AND THE PLAYER RECOUPS 50% OF THE ORIGINAL COST. THEY MAY ALSO BE BURNED, REMOVING AS MANY AS YOU LIKE BUT WITH NO COST RECOUPED.**

**ONE TOWN CAN BE YOUR DESIGNATED CAPITAL IF YOU BUILD A PALACE; THIS TOWN CAN HAVE CERTAIN UPGRADED BUILDINGS, AND TROOPS GAIN+ 1LD (TO A MAXIMUM OF 10) WHEN DEFENDING IT.**

## **NON-TOWN SQUARE UPGRADES**

<b>TYPE</b>	<b>TURNS</b>	<b>COST</b>	<b>EFFECT(S)</b>
<b>BRIDGE</b>	<b>1</b>	<b>20</b>	<b>ALLOWING TROOPS TO CROSS ANY SINGLE WATER SQUARE IN ONE DIRECTION, IN THE SAME WAY AS CLEARING (ROLL TO FIND THE TERRAIN ON THE OPPOSITE SIDE FIRST).</b>
<b>CLEARING</b>	<b>0</b>	<b>10</b>	<b>TURNS A THICK FOREST SQUARE TO FOREST, OR A FOREST SQUARE TO OPEN GROUND. MAY ALSO BE USED TO HEAL DARK ELF DESOLATION.</b>
<b>CANAL BUILDING</b>	<b>1</b>	<b>30</b>	<b>TURNS AN OPEN GROUND SQUARE (THE ONLY TYPE ELIGIBLE) TO WATER. THE SQUARE MUST ALREADY BE ADJACENT TO WATER TO DO THIS.</b>
<b>ROAD</b>	<b>1</b>	<b>30</b>	<b>TROOPS ONLY USE 1/2 MOVEMENT POINTS WHEN CROSSING THE SQUARE. MAY BE BUILT IN HILLS, REDUCING THE MOVEMENT RATE REQUIRED TO 1 INSTEAD OF 2.</b>
<b>TOLL GATE</b>	<b>1</b>	<b>20</b>	<b>REQUIRES ROAD. REPRESENTED AS A TOWER IN BATTLE, GIVES + 10 PTS/TURN</b>

<b>WATCH POST</b>	<b>1</b>	<b>45</b>	<b>REPRESENTED AS A TOWER IN BATTLE, ALLOWS YOU TO LEAVE TROOPS GARRISONING THE SQUARE WITHOUT A HERO.</b>
<b>FARM</b>	<b>1</b>	<b>20</b>	<b>+20PTS/TURN. MAY BE BURNED FOR FREE WHILE MOVING AN ARMY THROUGH THE SQUARE. MAY ONLY BE BUILT ON OPEN GROUND.</b>

## **TOWN UPGRADES**

<b>TYPE</b>	<b>TURNS</b>	<b>COST</b>	<b>EFFECT(S)</b>
<b>MEETING HALL</b>	<b>1</b>	<b>50</b>	<b>STARTS THE TOWN. LETS YOU TRAIN CORE TROOPS AND HEROES FROM YOUR ARMY LIST. ALLOWS YOU TO LEAVE TROOPS GARRISONING THE SQUARE WITHOUT A HERO.</b>
<b>FENCE</b>	<b>1</b>	<b>20</b>	<b>GIVES A T6 WALL AROUND THE CENTRE OF THE SQUARE.</b>
<b>WALLS</b>	<b>1</b>	<b>40</b>	<b>REQ. FENCE, T8 WALLS AS ABOVE.</b>
<b>FORTIFICATIONS</b>	<b>1</b>	<b>50</b>	<b>REQ. WALLS, T10 WALLS AS ABOVE. UNITS SHOULD BE ABLE TO STAND 2 MODELS DEEP ON THE FORTIFICATIONS.</b>
<b>MOUND</b>	<b>1</b>	<b>40</b>	<b>GIVES A HILL IN THE MIDDLE OF THE SQUARE ON WHICH THE TOWN IS BUILT.</b>
<b>FORT</b>	<b>1</b>	<b>50</b>	<b>REQ. MOUND, GIVES THE HILL T7 WALLS.</b>
<b>+ HOUSE</b>	<b>0</b>	<b>20</b>	<b>REPRESENTED AS A SMALL HOUSE IN BATTLE, GIVES +5 PTS/TURN.</b>
<b>TAVERN</b>	<b>1</b>	<b>30</b>	<b>LETS YOU HIRE DOGS OF WAR.</b>
<b>TOLL GATE</b>	<b>1</b>	<b>20</b>	<b>REPRESENTED AS A TOWER IN BATTLE, GIVES + 15 PTS/TURN.</b>
<b>MERCHANT'S HOUSE</b>	<b>1</b>	<b>50</b>	<b>GIVES +25 POINTS/TURN FOR EACH OTHER HOUSE/GUILD THAT CAN BE REACHED BY A FRIENDLY NETWORK OF ROAD SQUARES.</b>

<b>BARRACKS</b>	<b>1</b>	<b>40</b>	<b>REQUIRED TO BUILD SPECIAL TROOPS FROM YOUR ARMY LIST.</b>
<b>CITY BARRACKS</b>	<b>1</b>	<b>40</b>	<b>REQUIRES BARRACKS. REQUIRED TO BUILD RARE TROOPS FROM YOUR ARMY LIST.</b>
<b>HALL OF HEROES</b>	<b>1</b>	<b>40</b>	<b>REQUIRED TO BUILD LORD TROOPS FROM YOUR ARMY LIST.</b>
<b>SIEGE WORKSHOP</b>	<b>1</b>	<b>40</b>	<b>REQUIRES BARRACKS. REQUIRED TO BUILD WAR MACHINE TROOPS FROM YOUR ARMY LIST.</b>
<b>FERRY</b>	<b>0/1</b>	<b>50</b>	<b>ONLY AVAILABLE ON TOWNS ADJACENT TO WATER. STACKS MAY MOVE BETWEEN ANY TWO FRIENDLY FERRY POINTS ON A SINGLE BODY OF WATER IN A TURN, USING ALL THEIR MOVEMENT TO DO SO. ROLL A D6 WHEN THEY DO; ON A 1, THE STACK IS LOST AS THE FERRIES SINK. YOU MAY BUILD A FERRY AND PORT IN ONE TURN, BUT OTHERWISE IT IS A 1 TURN BUILDING AS USUAL.</b>
<b>PORT</b>	<b>1</b>	<b>50</b>	<b>REQUIRES FERRY. STACKS MAY MOVE TO ANY EXPLORED SQUARE BORDERING THE BODY OF WATER IN A TURN, USING ALL THEIR MOVEMENT TO DO SO. ROLL A D6 WHEN THEY DO; FOR FRIENDLY SQUARES/TOWNS THE STACK IS LOST AS THE FERRIES SINK ON A 1. FOR AN ENEMY OWNED SQUARE, A 1 OR 2 CAUSES SINKING. FOR A SQUARE WITH AN ENEMY STACK OR AN ENEMY TOWN, A 1-3 WILL CAUSE SINKING. TO GO TO AN UNEXPLORED SQUARE, ROLL AS NORMAL FOR THE JOURNEY, IF IT IS SUCCESSFUL ROLL TO EXPLORE; IF THE SQUARE IS IMPASSABLE, THE TROOPS ARE ASSUMED TO RETURN.</b>
<b>MONSTER PIT</b>	<b>1</b>	<b>40</b>	<b>REQUIRES BARRACKS. REQUIRED TO BUILD MONSTROUS TROOPS FROM YOUR ARMY LIST</b>



## CAPITALS ONLY

TYPE	TURNS	COST	EFFECT(S)
PALACE	1	100	MAKES THE SQUARE YOUR CAPITAL.
MANOR	1	50	GIVES +10 POINTS/TURN FOR EACH HERO YOU OWN.
PALATIAL MANOR	1	100	REQ. PALACE. ALLOWS A SECOND CHARACTER TO GAIN CHARACTER ADVANCEMENT. IGNORE IF TOTAL ADVANCEMENT OPTIONAL RULE IS IN PLAY.
MERCHANT'S GUILD	1	150	GIVES +75 POINTS/TURN FOR EACH OTHER GUILD THAT CAN BE REACHED BY FRIENDLY ROADS.

## OTHER ACTIONS

SOME OTHER ACTIONS ARE TAKEN AT THE END OF THE TURN, AS DETAILED HERE.

### TRIBUTE

YOU MAY GIVE MONEY TO ANY OTHER PLAYER AS YOU WISH. THIS CAN OCCUR REGARDLESS OF NORMAL ALLIANCE RULES – CHAOS CAN STILL BEAT TRIBUTE OUT OF PUNY EMPIRE TYPES.

### TROOP GRANTING

YOU MAY SIGN AWAY TROOPS TO ANOTHER PLAYER'S CONTROL. YOU MUST MOVE ALL THE FORCES INTO A SQUARE WITH A STACK OF THEIRS AND MOVE THEM ACROSS THE STACKS. NOTE THAT YOU MAY ONLY GIVE THEM TROOPS FROM THEIR ARMY LIST, DOGS OF WAR, OR TRUSTED ALLIES.

### CHANGING FACTION LEADER

YOUR NEW LEADER MUST BE IN A TOWN, AND YOU MUST SPEND 100 POINTS ON THE CORONATION. YOU MAY SPEND MORE; FOR EVERY FULL 100 POINTS ABOVE THE MINIMUM THE NEW LEADER GETS A FREE ADVANCE, TO A MAX OF FOUR ADVANCE ROLLS. IF YOU HAVE A FACTION HEIR, THEY MUST BE CROWNED RATHER THAN ANY OTHER CHARACTER AND YOU MUST SET A NEW HEIR AT THE SAME TIME.

## FACTION SPECIAL RULES

*“YOU KNOW WHAT DOES EQUAL POWER? POWER. POWER EQUALS POWER. CRAZY, HUH? BUT THE TYPE OF POWER? DOESN'T MATTER AS MUCH AS YOU MIGHT THINK.”*

## **BRETTONIA**

**CIVILISATION: WHEN BRETTONIANS CLEAR A SQUARE, THEY MAY GAIN A ROAD, FARM, OR WATCH POST FOR FREE.**

## **CHAOS WARRIORS**

**FIRE: MAY SET FIRE TO A FOREST SQUARE, WHICH SPREADS IN THE SAME WAY AS A VOLCANO, ALTHOUGH IT MAY ONLY MOVE TO TOWNS, NATIVE VILLAGES, FOREST AND THICK FOREST SQUARES. STACKS ARE UNAFFECTED, BUT ALL BUILDINGS/TOWNS ARE REMOVED. THE TERRAIN IS THEN CONSIDERED OPEN GROUND.**

## **OGRES**

**PERPETUAL WANDERERS; MAY CREATE A NEW STACK (WHICH MUST BE AT LEAST 500PTS) ON ANY UNEXPLORED MAP SQUARE THAT IS AT LEAST 2 SQUARES (INC. DIAGONALS) AWAY FROM ANY OWNED SQUARE RATHER THAN MAKING THEM AT THEIR BASE.**

## **LIZARDMEN**

**MAY MOVE THROUGH FOREST AS IF IT WAS OPEN GROUND, AND BUILD IN IT: ONLY TAKE DOUBLE MOVEMENT FOR THICK FOREST.**

## **CHAOS BEASTMEN**

**MAY MOVE THROUGH FOREST, HILLS AND THICK FOREST AS IF THEY WERE OPEN GROUND ON THE MAP.**

## **CHAOS DEMONS**

**SUMMONING CIRCLE: EACH TIME AN ENEMY TOWN IS CAPTURED AND YOU HAVE A WIZARD OF ANY SORT IN YOUR FORCE, GAIN A SINGLE CORE UNIT OF DEMONIC TROOPS WORTH UP TO 100PTS.**

## **CHAOS DWARFS**

**LAVA: CHAOS DWARFS MAY MOVE ACROSS VOLCANO SQUARES, AND A CHAOS DWARF MAGICIAN ON A VOLCANO SQUARE MAY REACTIVATE THE VOLCANO AS IF IT HAD JUST BEEN MOVED ONTO.**

**SLAVERS: ON DEFEATING A NATIVE VILLAGE, ROLL A D6. ON A 4+, THE VILLAGE IS ENSLAVED AND YOU MAY TAKE TROOPS FROM IT AS IF THEY WERE YOUR ALLIES.**

## **ORCS & GOBLINS**

**SPOILING FOR A FIGHT: IF IT BRINGS THEM INTO CONTACT WITH AN ENEMY FORCE, ORC AND GOBLIN STACKS MAY GAIN UP TO +2 MP PER TURN.**

## **DWARFS**

**TUNNELLERS: DWARF FORCES WITH OVER 20 MODELS MAY USE AN EXTRA 1MP TO TUNNEL INTO ANY MOUNTAIN TERRAIN, ALLOWING IT TO BE CROSSED WITH A RELATIVELY THIN TUNNEL IN BATTLES.**

**DWARFS MAY ENLARGE ANY TUNNEL (WITH AN EXTRA MP) INTO A CAVERN, WHICH COUNTS AS OPEN GROUND AND MAY BE BUILT IN, AND COLLAPSE ANY TUNNEL OR CAVERN TO TURN IT BACK INTO MOUNTAINS. IN CAVERNS AND TUNNELS NO SHOOTING OR ARMOUR**

**PENALTIES ARE EVER SUFFERED, IN TUNNELS WAR MACHINES MAY NOT BE USED. A DWARF FORCE INCLUDING OVER 20 MINERS MAY TUNNEL WITHOUT USING THE EXTRA MOVEMENT POINT.**

#### **EMPIRE**

**PIONEERS: EACH EMPIRE STACK MAY, ONCE PER TURN, LOOK AT THE CONTENTS OF AN ADJACENT SQUARE BEFORE MOVING INTO IT. EMPIRE FORCES MAY CLEAR SQUARES OF TREES FOR FREE USING MOVEMENT POINTS IN THE SAME WAY AS DWARF MINING.**

#### **DOGS OF WAR**

**USED TO WAR: DOGS OF WAR TAKE ONE LESS LEVEL OF PENALTY FOR BOTH ARMOUR AND SHOOTING IN EACH BATTLE THAN OTHER ARMIES.**

#### **HIGH ELVES**

**BRIDGE BUILDERS: HIGH ELVES NEVER TAKE TESTS FOR FERRYING OR BOATING, IT IS ALWAYS CONSIDERED A SUCCESS. THEY MAY BUILD BRIDGES OVER 2 SQUARES RATHER THAN JUST 1 (AT DOUBLE COST).**

#### **DARK ELVES**

**DESOLATION: DARK ELVES MAY DESOLATE SQUARES, REMOVING ALL BUILDINGS AND PREVENTING ANYONE BUILDING ON THEM OR GAIN UNTIL THEY ARE CLEARED.**

#### **UNDEAD**

**UNDEAD NEVER TAKE ARMOUR PENALTIES, AND MAY BUY CORE INFANTRY FOR EXISTING UNITS OR CREATE NEW UNITS (ALTHOUGH NOT WITH COMMAND GROUPS) ANYWHERE WITHOUT NEEDING TO BE IN A BASE.**

#### **TOMB KINGS**

**TOMB KINGS NEVER TAKE ARMOUR PENALTIES, AND ARROWS OF THE ASP IGNORE WET BOWSTRING RULES.**

#### **SKAVEN**

**SKAVEN ARMIES MAY USE ALL THEIR MOVEMENT FOR A TURN TO MOVE DIRECTLY FROM ANY OF THEIR CITIES TO ANY OF THEIR OTHER CITIES, VIA THE UNDER-EMPIRE'S TUNNEL SYSTEM.**

#### **WOOD ELVES**

**MAY TURN OPEN GROUND INTO FOREST, OR FOREST INTO THICK FOREST. THIS REPLACES THE NORMAL CLEARING RULE. IF THEY HEAL DESOLATION, IT TURNS STRAIGHT TO FOREST. IGNORE MOVE PENALTY FOR FOREST, AND ONLY TAKE -1 FOR THICK FOREST.**

# VICTORY AND DEFEAT

*“IF WE DON’T END THE WAR – WAR WILL END US.”*

## DEFEAT

A PLAYER IS KNOCKED OUT OF THE CAMPAIGN THROUGH DEFEAT IN THE FOLLOWING CIRCUMSTANCES;

- HAVING NO HEROES OR LORDS LEFT TO COMMAND TROOPS AND BEING UNABLE TO BUY ANY AT THE END OF THE TURN
- CONTROLLING NO MAP TILES AT ALL

## ENDING THE CAMPAIGN

WHILST YOU CAN PLAY THE CAMPAIGN UNTIL ONLY ONE PLAYER IS LEFT STANDING, NORMALLY RUNNING A GAME FOR 6, 8, 10 OR 12 CAMPAIGN TURNS IS A BETTER APPROACH (AND EVEN A SIX TURN GAME WILL LIKELY TAKE SOME WEEKS TO COMPLETE).

WHEN YOU END THE CAMPAIGN, THE WINNER IS THE PLAYER WITH THE MOST VICTORY POINTS. VICTORY POINTS ARE CALCULATED BY ADDING TOGETHER:

- YOUR CURRENT TREASURY
- 10 POINTS PER SQUARE YOU CONTROL
- THE INCOME BONUSES OF EACH SQUARE THAT HAS ONE
- HALF THE POINTS VALUE OF ALL YOUR SURVIVING TROOPS
- THE FULL VALUE OF ALL SURVIVING BUILDINGS.

WHOEVER HAS THE MOST POINTS HAS ACHIEVED THEIR GOALS IN THE ISLANDS! WITH THEIR MASTERY OF WOOD AND WATER, THEY CAN TEAR THE LAND APART, BUILD SHINING NEW PORT TOWNS, OR ENSURE A RENEWED FUTURE FOR THE LOCAL FACTIONS, AS THEY SEE FIT. BUT THERE CAN ALWAYS BE ANOTHER CAMPAIGN – THE WHEEL OF POWER NEVER STOPS TURNING...

# PEOPLES OF THE TURTLE ISLANDS

## PEOPLE OF THE MOAI

THE MOAI, AS REFERENCED, ARE MYSTERIOUS STATUES FROM THESE ISLANDS. A STRANGE TRIBE OF DIMINUTIVE, MYSTICAL PEOPLE CREATE AND GUARD THESE STATUES AND HAVE NO OTHER PURPOSE TO THEIR CULTURE. THE MOAI ARE SOMETIMES STATIONARY, SOMETIMES MOBILE. THEY ARE HIGHLY MAGICAL AND PROBABLY SENTIENT, AND NOBODY KNOWS WHAT THEIR PURPOSE IS, BUT THEIR MAGIC CAN BE HARNESSSED FOR GOOD OR EVIL.

MOAI TRIBES CAN BE TRUSTED ALLIES WITH ANY FACTION EXCEPT CHAOS HORDES/DAEMONS/BEASTS, ORCS & GOBLINS, OGRES, AND SKAVEN, AS THESE FACTIONS TEND TO DESECRATE THEIR STATUES.

## HEROES

MOAI SCULPTOR 40 PTS/MODEL;  
M 3 WS 3 BS 2 S 4 T 3 W 2 I 2 A 1 Ld 6  
HAND WEAPON. LEVEL 1 WIZARD, LEVEL 2 +30PTS. LORES OF BEASTS, LIGHT OR LIFE.

CHIEF OF THE PEOPLE 35 POINTS/MODEL;  
M 3 WS 4 BS 3 S 4 T 4 W 2 I 3 A 2 Ld 7  
HAND WEAPON.  
SHIELD + 1PT, JAVELINS + 1PT, GREAT WEAPON + 1PT.

## CORE

STONESONG WARRIORS 3 PTS/MODEL;  
M 3 WS 3 BS 2 S 3 T 3 W 1 I 2 A 1 Ld 6  
HAND WEAPON, SHIELD  
MAY HAVE A CHAMPION FOR 8PTS, STANDARD FOR +8PTS, MUSICIAN FOR +4PTS

FOREST HUNTERS 6 PTS/MODEL;  
M 3 WS 3 BS 3 S 3 T 3 W 1 I 2 A 1 Ld 6  
HAND WEAPONS, JAVELINS, SKIRMISHERS

## RARE

MOAI 200 PTS/MODEL;  
M5 WS5 BS0 S4 T7 W4 I1 A2 Ld10  
UNBREAKABLE, CAUSES FEAR, MR(1), GIVES + 1 POWER DICE TO OWNING FORCE (+ 1 DISPEL TO DWARFS)

## **PEOPLE OF THE CONSUMING FOREST**

THESE FEROCIOUS PEOPLES OF THE WOOD EAT ANYTHING – LIZARDMEN, HUMANS, EVEN ELVES WHO WANDER THE WRONG WAY. THE CONSUMING PEOPLE CAN ALLY WITH ANY CHAOS, SKAVEN, DARK ELVES, WOOD ELVES, UNDEAD (BUT NOT TOMB KINGS), AND OGRES.

### **HERO**

HEADMAN OF THE FEAST 40PTS  
M4 WS5 BS0 S4 T4 W2 I2 A3 LD8  
HAND WEAPON. FRENZY.

### **CORE**

WARRIORS 4PTS/MODEL  
M 4 WS 3 BS 2 S4 T 3 W 1 I 2 A 1 LD 7  
HAND WEAPONS, JAVELINS, SKIRMISHERS  
MAY HAVE A CHAMPION FOR 8PTS, STANDARD FOR +8PTS, MUSICIAN FOR +4PTS

### **SPECIAL**

FLESH EATERS 6 PTS/MODEL;  
M 4 WS 3 BS 3 S4 T4 W1 I2 A2 LD 7  
HAND WEAPON, SKIRMISHERS  
FLESH EATERS; THEY EAT THE FLESH OF THEIR VICTIMS... AT ANY TIME A UNIT OF FLESH EATERS WIPES OUT A UNIT, THEY MUST MISS A MOVEMENT PHASE AS THEY EAT THE CORPSES, WITH THE FOLLOWING CUMULATIVE BONUSES DEPENDING ON THE VPs THEY EAT;  
0-50 NO BONUS  
50-100 FRENZY  
100-200 +1T  
200-300 +1A  
300-400 +1S  
400-500 +REGENERATION  
500-600 + FEAR CAUSING  
600-700 +1A  
700-800 +1S  
800-900 +1A  
1000+ + TERROR CAUSING

### **RARE**

FLESHEATER GIANT 220 PTS;  
COUNTS AS A DOGS OF WAR GIANT, BUT WITH FRENZY.

## **JUNGLE GOBLINS**

THE VICIOUS AND CUNNING GOBLIN TRIBES OF THE JUNGLES ARE A FORCE TO BE RECKONED WITH – PARTLY AS THEY ARE THE ONLY ONES CAPABLE OF TAMING THE FEARSOME SQUIGGOTH. JUNGLE GOBLINS CAN ALLY WITH ANY ORCS & GOBLINS OR OGRES.

### **HEROES**

JUNGLE GOBLIN BOSS 30PTS/MODEL;  
M4 WS4 BS3 S4 T3 W2 I4 A3 LD7

POISONED HAND WEAPON

MAY TAKE AN ADDITIONAL POISONED HW (+5PTS), AND RIDE A GIANT SPIDER (+30PTS).

JUNGLE GOBLIN SHAMAN 50PTS;  
M4 WS2 BS3 S3 T3 W2 I3 A1 LD6

USES THE LORE OF THE LITTLE WAAAGH! MAY RIDE A GIANT SPIDER FOR +30PTS, OR BECOME LEVEL 2 FOR 35PTS.

### **CORE**

JUNGLE GOBLINS 2PTS/MODEL  
M4 WS2 BS3 S3 T3 W1 I3 A1 LD5

2 POISONED HAND WEAPONS. MAY HAVE A CHAMPION FOR 8PTS, STANDARD FOR +8PTS, MUSICIAN FOR +4PTS

SPIDER RIDERS – SEE O&G RULEBOOK

### **RARE**

SQUIGGOTH 350 PTS/MODEL;  
M6 WS4 BS0 S7 T7 W6 I3 A6 LD10

CAUSES TERROR, FRENZY, 4+ TOUGH HIDE SAVE

UTTERLY MASSIVE: THE SQUIGGOTH DEALS 2D6 S4 HITS TO ANY UNIT IT CHARGES AS IT MASHES INTO THEM.

## **SKINK TRIBES**

WITHOUT SLANN TO GUIDE THEM, THESE SMALL TRIBES HUNT AND FIGHT UNDER SKINK CHIEFTAINS. THEY MAY ALLY WITH LIZARDMEN, DWARFS, HIGH ELVES, DOGS OF WAR, WOOD ELVES OR BRETTONIA.

### **HEROES**

SKINK CHIEF, SKINK PRIEST

### **CORE**

SKINK SKIRMISHERS

### **SPECIAL**

CHAMELEON SKINKS

### **RARE**

TERRADONS, STEGADON

# CHARACTER ADVANCEMENT

FACTION LEADERS ARE ELIGIBLE FOR CHARACTER ADVANCEMENT, AND ONE OTHER HERO/LORD – REFERRED TO HERE AS THE HEIR - IF THE FACTION HAS A PALATIAL MANOR.

ADVANCEMENT WORKS BY CHARACTERS GAINING “CHARACTER POINTS” AS FOLLOWS;

- +1 SLAYING AN ENEMY CHARACTER/MONSTER
- +1 WINNING A CHALLENGE
- +1 CHANNELLING SUCCESSFULLY
- +1 SURVIVING A BATTLE WITHOUT FLEEING OR TAKING A WOUND
- +1 GENERAL OF A VICTORIOUS ARMY
- +1 GENERAL OF AN ARMY CAPTURING A CITY
- +2 GENERAL OF AN ARMY CAPTURING A FACTION CAPITAL
- +2 SLAYING ENEMY FACTION LEADER/HEIR
- +2 SLAYING FOES WORTH OVER 3 TIMES THE CHARACTER’S OWN COST.

CHARACTERS CAN ALSO LOSE POINTS;

- 1 FLEEING AS A CHARGE REACTION. THIS ONLY LOSES 1PT PER BATTLE NO MATTER HOW MANY TIMES THEY DO IT. GOBLINS, SKAVEN, WOOD ELVES, AND CHARACTERS IN FAST CAVALRY UNITS DO NOT LOSE POINTS FOR THIS.
- 1 FAILING TO CAST A SPELL WITH A NATURAL 1 OR 2
- 1 FLEEING
- 2 BEING SLAIN

CHARACTERS MAY NEVER GO BELOW 0 CHARACTER POINTS.

EVERY TIME A CHARACTER GETS 6 POINTS THEY MAY REMOVE THEM AND ROLL ON THE ADVANCEMENT TABLE BELOW;

- 2-3 LEGENDARY ABILITY
- 5 INCREASES CHARACTER’S MAGIC ITEM ALLOWANCE BY +30PTS
- 6 CHARACTERISTIC BOOST; 1-3 +1S, 4-6 +1A
- 7 CHARACTERISTIC BOOST; CHOOSE +1WS OR +1BS
- 8 CHARACTERISTIC BOOST; 1-3 +1I, 4-6 +1LD
- 9 CHARACTERISTIC BOOST; 1-3 +1W, 4-6 +1T
- 10+ LEGENDARY ABILITY

## LEGENDARY ABILITIES

ALL

- FEAR CAUSING
- REROLL 1 FAILED TO HIT AND 1 FAILED TO WOUND ROLL PER GAME.
- RE-ROLL DICE DETERMINING FIRST TURN
- 5+ WARD SAVE



- SHOOT A MISSILE WEAPON A NUMBER OF TIMES EQUAL TO THEIR A VALUE, ALL AT THE SAME TARGET
- IMMUNITY TO PANIC
- GAIN A FREE SUIT OF LIGHT OR HEAVY ARMOUR AND A SHIELD, AS WELL AS 1 MISSILE AND 1 COMBAT WEAPON FROM THE RULEBOOK (EVEN IF THESE CANNOT NORMALLY BE TAKEN BY YOUR ARMY). WIZARDS DO NOT GET THE ARMOUR.
- SCOUT SPECIAL RULES (US1 CHARACTERS ONLY)
- SCOUTS ONLY – MAY MOVE OVER ANY TERRAIN OF ANY SORT AS OPEN GROUND (BUT MAY NEVER END THEIR TURN IN IMPASSABLE TERRAIN)
- MONSTERS WITHIN 12” MAY USE THE CHARACTER’S LEADERSHIP
- DUELLING... MAY OPT, WHEN IN A CHALLENGE, TO FIGHT DEFENSIVELY (-1 A, ALL OPPOSING ATTACKS ARE AT -1 TO HIT) OR TARGET A WEAK SPOT (STRIKE LAST, BUT ALL ATTACKS COUNT AS POISONED)
- DARING... MAY OPT, IN A CHALLENGE, TO FIGHT LIKE A DERVISH (+D3 ATTACKS, ALL ENEMY ATTACKS ARE AT +1 TO HIT AND WOUND) OR RELENTLESSLY (IF THE CHARACTER IS SLAIN BEFORE THEY ATTACK THEY STILL GET TO FIGHT. IF THEY ARE NOT SLAIN THEIR OPPONENT GETS +1 ATTACK THIS TURN).

#### **WIZARDS ONLY**

- +1 TO ALL CASTING ROLLS
- +1 POWER DICE TO PLAYER’S ARMY

## APPENDIX A - FACTION ALLIANCES

	Brettonnia	Chaos	Dark Elves	Dogs of War	Dwarfs	Empire	High Elves	Lizardmen	Orcs & Goblins	Skaven	Tomb Kings	Undead	Chaos Dwarfs	Ogres	Wood Elves
Brettonnia	B	X	X	D	T	T	T	T	X	X	X	X	X	X	T
Chaos (all types)	X	B	D	T	X	X	X	X	D	D	D	D	T	T	X
Dark Elves	X	D	B	T	X	X	X	X	D	D	D	D	D	D	X
Dogs of War	D	T	T	B	T	T	T	D	T	T	T	T	T	T	D
Dwarfs	T	X	X	T	B	T	D	T	X	X	X	X	X	D	D
Empire	T	X	X	T	T	B	T	T	X	X	D	X	X	T	D
High Elves	T	X	X	T	D	T	B	T	X	X	D	X	X	D	T
Lizardmen	T	X	X	D	T	T	T	B	X	X	D	X	X	D	T
Orcs & Goblins	X	D	D	T	X	X	X	X	B	D	X	D	D	T	X
Skaven	X	D	D	T	X	X	X	X	D	B	D	D	D	D	X
Tomb Kings	X	D	D	T	X	D	D	D	X	D	B	X	D	D	D
Undead	X	D	D	T	X	X	X	X	D	D	X	B	D	D	X
Chaos Dwarfs	X	T	D	T	X	X	X	X	D	D	D	D	B	T	X
Ogres	X	T	D	T	D	T	D	D	T	D	D	D	T	B	D
Wood Elves	T	X	X	D	D	D	T	T	X	X	D	X	X	D	B

# APPENDIX B – OPTIONAL RULES

## PLAYING AS A LOCAL FACTION

A PLAYER WISHING TO PLAY AS A LOCAL FACTION HAS SOME OBVIOUS DISADVANTAGES DUE TO THEIR LIMITED ARMY LISTS. THEY SHOULD HOWEVER GAIN SOME CONVERSE BONUSES. FIRSTLY, IN ADDITION TO THEIR REGULAR STARTING MONEY, THEY GAIN 250 POINTS OF BUILDINGS FOR THEIR STARTING TOWN. THIS REPRESENTS THE GREAT

SECOND, THEY MAY IMMEDIATELY SCOUT ALL SQUARES ADJACENT TO THEIR STARTING TOWN, INCLUDING DIAGONALS, WITHOUT HAVING TO MOVE INTO THEM.

THIRD, THEY MAY ALWAYS ALLY WITH VILLAGES OF THEIR OWN FACTION, AND WHEN THEY DO SO THE VILLAGE IS TREATED AS A TOWN WITH AN IMMEDIATE 200 POINTS' WORTH OF BUILDINGS THAT CAN BE CONSTRUCTED IMMEDIATELY.

FINALLY, SOME COSTS ARE REDUCED: CLEARING MAY BE DONE FOR 5PTS, AND ROADS MAY BE BUILT FOR 20 RATHER THAN 30.

## TOTAL ADVANCEMENT

IN THIS SYSTEM, ALL CHARACTERS GAIN CHARACTER ADVANCEMENT.

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THE COVER IMAGE WAS BY ÉMILE BAYARD (1837-1891) AND THE BACK IMAGE WAS BY ALEXANDRE DE BAR (1821-1908). BOTH WERE FOUND VIA THE OLDBOOKILLUSTRATIONS.COM ARCHIVE.



**THE STATUES WERE STILL AGAIN.**

**THE SCULPTOR PICKED THEIR WAY THROUGH THE DEAD HUMANS: THE BRIGHT COLOURS OF AN IMPERIAL BANNER MINGLED WITH LEAF-LITTER, WET MUD, BLOOD, AND MOULD.**

**EVEN NOW, THE ELVES BOARDED THEIR SWAN-SHIPS TO SAIL FOR HOME: DIFFICULT ALLIES, BUT THEY HAD BEEN TRUE TO THEIR WORD AND DEFEATED THE ENEMIES OF THE STATUES – AND OF THE PEOPLE.**

**AND THEN, A SOUND, FROM SOMEWHERE IN THE MUD. A ROUND FACE, BLOODIED, BENEATH A BATTERED SAUCEPAN-POT HELMET. A HACKING COUGH THAT CLUNG TO LIFE.**

**THE SCULPTOR LOOKED DEEP INTO THE HALFLING'S FEVERISH EYES.**

**"YOU HAVE LOST MUCH, LITTLE THIEF. AND KNOW SO LITTLE."**

**"I DIN'T KNOW NOTHING ABOUT THIS PLACE! NONE OF US KNEW NOTHING! WE THOUGHT IT WERE ALL GOLD AND JEWELS AND NOT..."**

**THE SCULPTOR SIGHED AND MOTIONED TO THE WARRIORS TO PICK THE HAPLESS CREATURE UP. WOULD IT BE BETTER TO KILL IT? PERHAPS, BUT THE PEOPLE HAD THEIR FILL OF BLOOD.**

**"YOU LIVED. AND SO, YOU WILL LEARN."**