

BLACK WIND FIRE & STEEL



WARHAMMER

WARHAMMER WARBANDS

Whether you're a new player just starting your first army or a seasoned veteran looking for a new twist on your favourite game, these warband rules provide a great way to play games of Warhammer that are small in scale but big on tactics.

WHAT ARE WARBANDS?

Warbands are simply scaled-down Warhammer armies. In essence, warbands are the same as standard tournament-sized armies but are simply in a growing stage. For our purposes, the term warband describes a Warhammer force in the range of 100-500 points. Warbands are not quite large enough to be called armies but are large enough for unit-level gaming (as opposed to gaming on the individual-warrior level like Skirmish or Mordheim). Players can imagine their warbands as patrols, reinforcements, special contingent's sent off to accomplish specific tasks (e.g., raids, sabotage, assassinations), or simply a small force in the growing stages. When you think about the characteristics of the different armies of the Warhammer world, it's easy to imagine stories for the various types of warbands: an aspiring Orc Boss and his small mob of recruits, a young High Elf noble out to prove himself with a band of loyal volunteers, or a Captain leading a patrol through the wilds of the Empire.

WARBANDS RULES

The rules for doing battle with warbands are exactly the same as those for playing standard games of Warhammer. Units fight in formation; ranks, standards, flanks, and so on count toward combat resolution; and only units with the Skirmish rule may adopt a skirmish formation.

The only differences, beyond specific scenario rules, are in the minimum sizes for each unit and the selection of your troops and characters. Once both warbands have been assembled per the warband composition rules, play progresses exactly as it does in a standard game of Warhammer.

UNIT SIZES & UNIT OPTIONS

The minimum unit sizes in a warband are smaller than those in a standard Warhammer army to reflect both the small size of the force and the warband's tactical flexibility. However, no warband regiment may take any unit options, other than weapon and armour upgrades, unless the regiment meets its normal unit minimum listed in the Army book. Thus, only when the unit meets its regular unit minimum listed in the Army book can it take normally available options such as:

- Command models
- Magic standards (only available to units in warbands of 200+ points)
- Upgrades in status such as those that promote Empire Knights to Knights of the Inner Circle, Orcs to Big'Uns, Chaos Warriors/Knights to Chosen, Chaos units to a Mark of Chaos other than Undivided, Saurus Warriors or Skink Cohorts to a Sacred Spawning, Grave Guard to Drakenhof Guard, and the like.

Exceptions to these restrictions can be found in *Army-Specific Rules and Clarifications* below.

Note also that some units have a maximum unit size. These unit maximums apply to warbands just as they do to regular Warhammer armies.

Base Size of Models in Unit	Minimum Unit Size (Not Unit Strength)
20 x 20 mm 25 x 25 mm	3 models
25 x 50 mm	2 models
40 x 40 mm 50 x 50 mm	1 model

FOR SMALL WARBAND GAMES (1-199 PTS)

- Warbands must include at least two Core Units
- Warbands may not include more than eight units
- Warbands at this scale may NOT include
 - Special or Rare Units
 - Lord-Level Characters
 - War Machines
 - Chariots
 - Flyers
 - Magic Items of any kind
- Warbands must include one Commander model, which is nominated by the controlling player. This model can be either a Hero-level character worth no more than 75 points (including all equipment, upgrades, abilities, and the like) or a Unit Champion. If a Unit Champion is selected as the Commander, he must remain with his unit at all times. The Commander functions as the warband's General in all respects. (Vampire Counts and Tomb Kings armies, which normally require a spellcaster of some sort to animate the Undead, need not include such a model in a warband. Assume that the Undead have been animated by some spellcaster near the battlefield.)
- Warbands must obey the army list restrictions placed on the maximum number of certain unit types (e.g., Vampire Counts warbands may include 0-1 Bat Swarm, and Empire warbands may include 0-1 unit of Huntsmen).

ARMY-SPECIFIC RULES AND CLARIFICATIONS

BRETONNIANS

Bretonnian warbands need not include two characters, one of whom is the Army Battle Standard Bearer. However, Bretonnian warbands can include 0-2 Hero-level characters like normal warbands if the controlling player wishes. One of these characters can be an Army Battle Standard Bearer but does not have to be. Bretonnian warbands are NOT allowed one more character than most other warbands, as are regular, full-sized Bretonnian armies.

Bretonnian Knightly units may take the free upgrade to champion (i.e., Cavalier, Gallant, or Paragon) only if the unit meets its regular unit minimum listed in the Army book.

HORDES OF CHAOS AND BEASTS OF CHAOS

Chaos warbands, like Chaos armies, must be Beast, Mortal, or Daemon warbands. Each type of Chaos warband may include troops from the other types (e.g., a Chaos Mortals warband can include Beasts of Chaos) per the normal rules.

One Spawn of Chaos counts as a single Rare choice. Two Spawn can never be included in a warband.

Hordes of Chaos Daemon warbands are possible. However, as there are no Daemon characters in the Hordes of Chaos Army book under 150 points, Hordes of Chaos Daemon warbands must be led by a Bloodhowler or, if the warband totals 200+ points, a Mortal Hero equipped with the Chalice of Chaos. As such,

FOR LARGE WARBAND GAMES (200–500 PTS)

- Warbands must include at least two Core units.
- Warbands may not include more than 10 units.
- Warbands may include up to one Special and up to one Rare choice. However, if the controlling player does not select a Rare choice, he may select an additional Special choice instead.
- Warbands may include 0-2 Hero-level characters, though their combined points cost (including all equipment, upgrades, abilities, and the like) may not exceed 150 points. Warbands may never include Lord-level characters.
- Warbands must include one Commander model (see the rules and restrictions listed in For Small Warband Games). If a Hero-level character is chosen as the Commander, his point cost counts against the 150-point maximum described above.
- Warbands may include 0-1 war machine or Chariot. (Note that this rule applies even when the Army book allows more than one such item per selection. For instance, 1-2 Goblin Wolf Chariots normally count as only 1 Special Unit choice. However, an Orc & Goblin warband could include only one Goblin Wolf Chariot.)
- Warbands may include one flying unit or creature.
- Warbands must obey the army list restrictions placed on the maximum number of certain unit types as described in For Small Warband Games.

Daemon players may find it more practical to use the Daemonic Legions list from the Storm of Chaos campaign sourcebook to create Daemon warbands.

Units of Horrors less than 5 strong cannot take Flamers; units 5-9 strong can take up to 2 Flamers; units 10 or stronger can take up to 4 Flamers.

Chaos warbands, except those led by a Daemonic Commander, can include a Dragon Ogre Shaggoth, which will use up both the Special choice and the Rare choice. The Shaggoth cannot be promoted to a Shaggoth Champion.

DARK ELVES

Use the updated rules for Dark Elves published in WD286. Otherwise, there are no army-specific rules that apply Dark Elf warbands.

DOGS OF WAR

Dogs of War warbands need not include a Paymaster.

Dogs of War warbands may include a single Regiment of Renown, which counts as a Core, Special, or Rare choice per the normal rules for that Regiment. However, the normal unit minimums and maximums for unit size for Regiments of

Renown are never adjusted by the warbands rules. Thus, for instance, you must take a minimum unit size of 10 for a unit of Ricco's Republican Guard, whereas a normal unit of Pikemen in a Dogs of War warband has a minimum unit size of 3. Dogs of War warbands that include a Regiment of Renown that comes with a character or characters may include no other characters in the warband, and the character who leads the Regiment of Renown will act as the Commander of the warband.

No other types of warbands may include Dogs of War units or Regiments of Renown (except where they are mentioned specifically in the army list, such as Long Drong's Slayer Pirates in the Slayer Army of Karak Kadrin or Ruglud's Armoured Orcs in Grimgor's 'Ardboyz).

DWARFS

Dragon Slayers and Giant Slayers may NOT act as Commanders of Dwarf warbands.

The Hammerers' Bodyguard special rule can apply to whoever is acting as the warband's Commander. Thus, the Bodyguard rule could apply to a Hammerer champion as well as a regular Dwarf Hero. Note that other types of champions acting as Commander could not join the Hammerer unit, and thus, the Bodyguard rule would not apply.

EMPIRE

Detachments must still meet minimum warband unit size requirements. Thus, the minimum unit size for a detachment is three, and only units six or stronger may take a detachment.

HIGH ELVES

The Intrigue at Court rule works a bit differently for High Elf warbands. If the warband includes two Heroes, dice off as normal to determine the Commander of the warband. If the warband includes a single Hero, he is the Commander. If the warband includes no Heroes, the controlling player may nominate a unit champion to be the Commander, and no Intrigue at Court roll is made.

Pure of Heart is not a mandatory honour for High Elf warbands but may be selected for a character at the controlling player's discretion.

LIZARDMEN

Lizardmen warbands may be selected from the standard army list or the Lizardmen of the Southlands army list.

ORCS & GOBLINS

Units of Common Goblins and Night Goblins need be only 10 models strong before they qualify for command models.

Night Goblin units under 10 models strong cannot take Fanatics; units 10-14 models strong can take one Fanatic; units 15-19 models strong can take up to two Fanatics; and units 20+ models strong can take up to three Fanatics.

A Black Orc Big Boss counts as two Hero choices. Thus, if a Black Orc Big Boss leads the warband, he will be the only Hero in the warband.



SKAVEN

Units of Clanrats and Clanrat Slaves need be only 10 models strong before they qualify for command models or a Weapon Team.

The Mainstay rule applies to Skaven warbands. Mainstay Clanrat units must be at least 10 strong.

The following choices count as war machines in warband games and cannot be included in warbands of 1-199 points: Warfire Throwers, Ratling Guns, and Warp-Lightning Cannons. Only one of these selections can be included in a Skaven warband of 200+ points as its single war machine choice.

TOMB KINGS

Khemrian armies rely on their Generals, their Hierophants, and their Incantations when their forces march to war. Tomb King warbands, however, are mustered quickly for specific strategic objectives or to respond to small threats, when the full might of a Tomb King army is not required. Thus, when a warband is animated, different rituals are performed, and the Undead officers are imbued with different powers. As such, both the animating magic and the chain of command of a Tomb King warband function somewhat differently than those of a full-sized Nehekharan army.

Tomb Kings warbands cannot take both a General and a Hierophant per the normal Tomb King rules because of warband points restrictions on Heroes. Tomb King warbands may be led by a Tomb Prince, an Icon Bearer, a Liche Priest, or a unit champion. Regardless of the type of model serving as the Commander of the warband, the Commander acts as both General and Hierophant. If this model is destroyed, the Undead models in the warband will begin to crumble per the rules described on p. 21 of the Tomb Kings Army book.

Tomb Princes and Liche Priests who lead warbands use Incantations per the normal rules.

If, and only if, an Icon Bearer or unit champion is acting as the Commander (and thus General and Hierophant) and there is no Tomb Prince or Liche Priest in the warband, the rules for Incantations work differently. Each Magic Phase, any Undead Tomb King unit with a unit champion, standard bearer, and musician may cast any one of the four Tomb King Incantations as a bound spell with a power level of D6 – though Smiting, Urgency, and Summoning may be cast only on the unit performing the Incantation. If, at any time, the unit loses its champion, standard, or musician, it may no longer cast Incantations. When selecting your warband, remember that only those units that meet the normal unit minimums listed in the Army book (e.g., 10 for Skeleton Warriors) may include command models.

Chariot units always count as Special choices in Tomb King warbands. Tomb King warbands may take only a single Chariot unit. However, this unit may include 1-5 Chariots. This rule is an exception to the normal warbands rule that restricts a force to a single war machine or Chariot.

VAMPIRE COUNTS

Vampire Counts warbands need not include a Wizard (i.e., a model with the entry "Magic" in its army list box). Vampire warbands thus may be led by a Vampire Thrall, Wight Lord, Wraith, or unit champion as well as a Hero-level Necromancer. Assume that whichever Wizard animated the Undead is nearby and has dispatched a small warband to do his bidding. However, the destruction of whichever model acts as the Commander of the warband will initiate the slow collapse of the Undead units in the warband per the rules described on p. 25 of the Vampire Counts Army book.

WOOD ELVES

None of the rules regarding Wood Elves playing Pitched Battles (e.g., placing an additional wood terrain piece on the Wood Elves' half of the table) apply in warbands games, unless the scenario being played specifically states otherwise.

Bladeweavers and First Dancers cannot act as warband Commanders.

STORM OF CHAOS ARMY-SPECIFIC RULES

ARCHAON'S HORDE.

As a Hellcannon counts as two Rare choices, it may never be taken in a warband. Chosen Warriors and Knights of Chaos count as Special choices in an Archaon's Horde warband. Thus, these units do not have to meet the normal army list minimums for unit size, unlike Chosen units in a Hordes of Chaos warband, which must meet the normal army list minimums for unit size to take the upgrade to Chosen status. Do not play the Halting the Tide scenario with warbands. One Spawn of Chaos counts as a single Rare choice. Two Spawn can never be included in a warband.



ARMY OF MIDDENLAND.

Detachments must still meet minimum warband unit size requirements. Thus, the minimum unit size for a detachment is three, and only units six or stronger may take a detachment.

ARMY OF SYLVANIA.

Sylvanian warbands may be led by a Von Carstein Vampire Thrall, Wight Lord, Wraith, or unit champion. The destruction of whichever model acts as the Commander of the warband will initiate the slow collapse of the Undead units in the warband per the rules described on p. 25 of the Vampire Counts Army book. Sylvanian warbands of any size place two Grave Markers on the battlefield. One Grave Marker must be placed on the Sylvanian half of the table.

CULT OF SLAANESH.

The Commander of the warband must be either a Sorceress with the Mark of Slaanesh or a unit champion whose unit has the Mark of Slaanesh. One Spawn of Chaos counts as a single Rare choice. Two Spawn can never be included in a warband. Cult of Slaanesh warbands may not include Knights of Chaos.

DAEMONIC LEGIONS.

Daemonic Heralds and Daemonic unit champions may act as warband Commanders. Units of Horrors in a Daemonic Legion warband cannot be accompanied by Flamers. Flamers are organised into units of their own.

ERRANTRY WAR.

Errantry War warbands must include at least two units of Knights Errant. Units of Knights Errant need not take a standard bearer per the Errantry Fervour special rule; however, any unit of Knights Errant with five or more models may take a standard bearer who must always carry the free Errantry Banner.

GRIMGOR'S 'ARDBOYZ.

A Grimgor's 'Ardboyz warband may be led by a Black Orc Big Boss, Orc Big Boss, or unit champion. A mounted Black Orc Big Boss counts as two Hero choices. Thus, a mounted Black Orc Big Boss can lead only warbands of 200+ points. Also, if a mounted Black Orc Big Boss leads the warband, he will be the only Hero in the warband. If an Orc Big Boss leads the warband, the army may include an Orc Shaman. The warband cannot include a Shaman under any other circumstances. This is an exception to the normal rules for Shamans in an 'Ardboyz army. Any number of units of Orc Boyz or Orc Boar Boyz can be upgraded to Big'Uns, provided that these units meet the normal army list minimums for unit size. Grimgor's 'Ardboyz warbands cannot include Effigies of Gork. If Ruglud's Armoured Orcs are included in the warband, Ruglud will be the warband Commander, and he and Maggot are the only characters the warband may include.

HIGH ELF SEA PATROL.

High Elf Sea Patrol warbands of 199 points or fewer need not and cannot include any units of Lothorn Sea Rangers. Warbands of 200 points or more must take one and may take two if no Rare choices are selected.

SKAVEN CLAN ESHIN.

Clan Eshin warband may be led by a Chieftain, an Eshin Sorcerer, or a unit champion – never an Assassin. The Mainstay rule applies to Clan Eshin warbands. Mainstay Night Runner units must be at least five models strong. The Clan Eshin special rule that gives the army +100 Victory Points for each enemy character killed does not apply to warband games. Units of Clanrats and Clanrat Slaves need be only 10 models strong before they qualify for command models or a Weapon Team. The following choices count as war machines in warband games and cannot be included in warbands of 1-199 points: Warfire Throwers and Ratling Guns. Only one of these selections can be included in a Clan Eshin warband of 200+ points as its single war machine choice.

SLAYER ARMY OF KARAK KADRIN.

A Dragon Slayer or unit champion must be nominated the warband's Commander. If Long Drong's Slayer Pirates are included in the warband, Long Drong will be the warband Commander, and he is the only character the warband may include. Similarly, if Malakai Makaisson's Goblin Hewer is included in the warband, Malakai will be the warband Commander, and he is the only character the warband may include.

BLACK WIND, FIRE & STEEL ESCALATION LEAGUES

Participating in an escalation league is a fun way to get in a lot of games of Warhammer and can encourage you, your friends, and your fellow club members to assemble and paint a few new miniatures or possibly start a new army. Players begin an escalation league with a small warband of 200 points. As the participants play games over the course of the league, their warbands will slowly increase in size. By the end of the month-long escalation league, each player will have a good sense of the effective tactics for his new warband, probably a few ideas about how he wants to expand his warband into a full-fledged Warhammer army, and most importantly, at least 500 points worth of

ESCALATION LEAGUE STRUCTURE.

Each player begins by creating a 200-point warband per the rules in this and last month's issue of White Dwarf. Over the course of the 4-week league, any two players can get together to play a game of Warhammer warbands, though players should not play the same person more than twice in a row. It is up to the players to organise games for themselves, but league organisers can certainly set up "Bring and Battle" nights to facilitate league play. There is no formal schedule of games, however. Players use the Little War scenario from last issue for each regular league game.

The base size of each warband – or starting warband size – increases each week. In addition, each time a participant plays a game, he adds to his warband a number of points, determined by whether he massacred his opponent, scored a victory, tied, or lost (see table below). Warbands are restricted to a maximum size, regardless of the number of games played. For instance, in the middle of Week 3, Ross's warband has won two victories and lost once; thus, his warband size is

435 points [i.e., starting warband size of 400 + (bonus of 15 each for two victories) + (bonus of 5 for the loss) = 435]. If Ross played more games, his warband would continue to increase in size but could never exceed 450 points, the maximum warband size for week 3.

Each week, players start anew at the starting warband size given for that week. Thus, regardless of the number of games played or the number of massacres, victories, draws, and losses a player scored in the previous week(s), he will always begin each week of the escalation league at the starting warband size listed on the table.

Players may change their army lists from game to game to reflect both the increased size of their warbands as well as whichever models and tactics they prefer to use against a particular opponent and/or warband type.

Participants should keep track of the number massacres, victories, draws, and losses as well as the number of "league points" they have earned. Players earn 6 league points for massacring an opponent, 4 for a victory, 2 for a draw, and 1 for a loss (whether the loss was a result of a massacre or a victory). League points accrue over the course of the entire escalation league and are not reset at the beginning of each week as is the starting warband size. Players may want to post a scoreboard like the one shown below, which represents an escalation league in progress somewhere in the middle of week 3.

MEGA-BATTLES

At the end of each week of league play, players may participate in the mega-battle, which can involve all or some of the participants. League organisers should appoint a Games Master (G) to facilitate and act as referee for each mega-battle. Winning a mega-battle earns players 6 league points, whereas losing earns 3. Going into the mega-battle with a lead in warband size is an obvious advantage, and winning a mega-battle can yield benefits to the victor's in the remaining games of the escalation league. The following rules apply to mega-battles.

WARBANDS & TEAMS.

Each player brings a warband selected up to the maximum points total allowed for his warband as determined by his massacre-victory-draw-loss record, the starting warband size for the week, and the maximum warband size for the week. Participating warbands will likely have different points values. The G will divide the warbands into "good" and "evil" teams (e.g., Dwarfs, Empire, and High Elves vs. Orcs and Skaven). The teams should include an even number of warbands where possible, and the G may have to ask one or more players switch sides to even things up (e.g., "This Empire army has been corrupted by Chaos and thus will fight on the evil team."). Once teams are established by the G, each team fights as one army, with each player controlling his own models.

HONOUR & GLORY.

Over the course of the mega-battles, warbands may earn honour & Glory in addition to other bonuses. Each time a player earns honour & Glory, the G should give him a single honour & Glory token. These tokens may be used at any future point in the escalation league to reroll a single die. Once used, the token must be discarded and cannot be used again.

On the following pages, we list three possible scenarios for your mega-battles.

ESCALATION LEAGUE WARBAND POINT-SIZE TABLE

Week	Starting Warband Size	Maximum Warband Size	Points Added for a Massacre	Points Added for a Victory	Points Added for a Draw	Points Added for a Loss
1	200	225	10	5	0	0
2	300	350	15	10	5	0
3	400	450	20	15	10	5
4	500	570	25	20	15	10

WARBAND SCENARIO – A LITTLE WAR

OVERVIEW

This scenario describes a very general situation in which two rival warbands come into conflict. Though each Commander knows he must strive to destroy his enemies, his foes' purpose in this conflict is uncertain.

WARBANDS

Both warbands are chosen from the Warhammer army lists with the additional restrictions imposed by the Warhammer warbands rules.

BATTLEFIELD

This battle takes place on a 4' x 4' playing area. Lay out the terrain in any mutually agreeable manner.

DEPLOYMENT

- Both players roll a D6. The player who rolls highest may choose the table edge on which he will deploy his forces and deploys the first unit. His opponent will deploy on the opposite table edge.
- Taking it in turns, each player deploys one unit at a time within 12" of his table edge.
- Unit Champions are always deployed with their units. Character models may be deployed with a unit if they will start the game associated with that unit or may be deployed on their own as a unit of one.
- Scouts and other units with special deployment rules may be deployed per those rules.

WHO GOES FIRST?

Both players roll a D6. The player who rolls highest may choose to go first or second.

LENGTH OF GAME

The game lasts 6 turns.

SPECIAL RULES

Unknown Objectives. Battle has been joined, as the warbands are bitter enemies. However, each Commander can only guess at his opponent's tactical objective. Before deployment, each player should privately roll a D6, consult the Unknown Objectives Table to determine his objective for the game, and secretly write down which goal his warband must fulfil. At the end of the 6th turn, the Unknown Objectives are revealed, and a winner will be determined!

VICTORY CONDITIONS

Per the rules described on p. 198 of the Warhammer rulebook, calculate VPs for enemy units and models that have been destroyed, are fleeing, have fled off the table, or have been reduced below half strength. (Note that no VPs are scored for table quarters, slain Commanders, or captured unit or battle standards, unless one of these is an Unknown Objective.) In addition, a warband that achieved its Unknown Objective in battle may claim a bonus number of VPs equal to 20% of the enemy warband's starting points value. Use the Victory Conditions Table to determine the victor (D = Draw, V = Victory, M = Massacre).



UNKNOWN OBJECTIVES TABLE

D6 Result	Objective
1	Assassinate. Your warband must slay the enemy Commander.
2	Invade. At least one-third of the starting Unit Strength of your warband must end the game in your opponent's Deployment Zone. Fleeing models don't count toward this total.
3	Capture the Colours. Your warband must capture at least one standard from the enemy and control it at the end of the game. If, after deployment, you discover that your opponent has no standard, you must announce your original <i>Unknown Objective</i> and then secretly choose a replacement (choose – don't roll) and write it down.
4	Annihilate. Your warband must destroy the enemy by reducing the enemy warband to 50% of its starting Unit Strength by the end of the battle. Units or models that are fleeing at the end of the game or that have fled off the board count as destroyed.
5	Hold Territory. Your warband must attempt to control the battlefield. At the end of the game, divide the table into four quarters. You must control more table quarters than the enemy. To control a table quarter, you must have a unit at minimum starting size (see <i>Unit Sizes</i>) in the table quarter with no enemy units at minimum starting size in the quarter. Fleeing units don't count. Independent character models cannot control table quarters.
6	Choose. Choose any objective from those listed above for your warband.

VICTORY CONDITIONS TABLE

Difference in Victory Points	Size of Battle (Points)				
	1-99	100-199	200-299	300-399	400-500
0-24	D	D	D	D	D
25-49	V	V	D	D	D
50-75	V	V	V	V	D
50-99	M	V	V	V	V
100-149	M	M	V	V	V
150-199	M	M	M	V	V
200+	M	M	M	M	M

WARBAND MEGA-BATTLE 1: LOOT THE TEMPLE CITY

OVERVIEW

A massive assault has left an ancient Lizardmen Temple city vulnerable to plunder. Though the battle is over, small roving bands of warriors search through the ruins in search of gold, jewels and magical artifacts.

ARMIES

Warband teams should be set up as described in Warbands & Teams.

BATTLEFIELD

The G sets up a 4' x 6' area (or larger if you have a lot of players) representing the aftermath of battle. Burned buildings, piles of corpses, and rubble litter the battlefield (but don't clutter things too much). The G places seven loot counters on the battlefield at least 12" from any table edge and at least 6" from each other.

DEPLOYMENT

The G nominates one long side as the good table edge and the other as the evil one. Players deploy in order of total league points, from highest to lowest, regardless of each warband's team affiliation for this battle. Each player deploys all of his models at the same time. An entire warband must be set up within 12" of its table edge in an area no wider than 12". Any models that cannot fit in this area cannot participate in the game. Scouts and other units with special deployment rules may be set up according to those rules.

WHO GOES FIRST?

The team with the fewest number of players may choose to go first or second. If both sides have the same number of players, the team with the lower combined total league point score may choose to go first or second.

LENGTH OF GAME

The game lasts 6 turns.

SPECIAL RULES

Loot. Whenever a model or unit that is not fleeing touches a loot counter, roll a D6 and consult the chart below to see what type of loot is found. The unit/model must try to survive the battle and guard its loot. Units/models may move normally with any number of loot counters, which may be captured by enemies (but not by teammates) exactly like unit standards. If a loot-bearing unit/model is destroyed for any reason and the loot is not captured by a pursuing enemy, place the loot counter on the board on the spot where the unit was destroyed. Any uncontrolled loot counter may be captured by any unit/model that comes in contact with it.

VICTORY CONDITIONS

The team that ends the game in possession of the most loot counters wins. Warbands in possession of loot counters at the end of the game reap the benefits described below.

LOOT CHART

D6 Roll

Loot Type

1-3

Small Chest of Gold. The warband that ends the game with the chest may hire more troops. At the start of the next week of league play, the warband's starting warband size is 3D6 points larger than normal.

4-5

Treasure Trove. The warband that ends the game with the treasure may hire more troops. At the start of the next week of league play, the warband's starting warband size is 6D6 points larger than normal.

6

War Banner. The unit finds a magical War Banner (see Warhammer rulebook, p. 154) of a unit that fell in the previous battle. Any unit or model that captures the War Banner may use it immediately (the War Banner may replace the unit's regular standard if one exists). The warband that ends the game with the War Banner may use it for free in the remaining games in the escalation league. Note that after this battle, the War Banner must be assigned to a unit/model that can normally carry a magic standard. In addition, the warband that ends the game with the War Banner earns an *honour & Glory* token.



WARBAND MEGA-BATTLE 2: AMBUSH THE CARAVAN

OVERVIEW

The ancient settlements of the Lizardmen contain as many riches as dangers and a brave warband can become very rich if they can survive. One such group of warriors is sending their latest spoils of war back to Swamp Town and rumours of this richly laden but modestly guarded caravan have attracted the attention of a group of ambushers and cutthroats.

ARMIES

Warband teams should be set up as described in Warbands & Teams. Add up the total league points of all the warbands of each team. The side with the higher total acts as the Attackers in this scenario.

BATTLEFIELD

The G sets up a 4' x 6' area (or larger if you have a lot of players) representing a road running down the centre of the board from short table edge to short table edge and the surrounding countryside: clustered forested areas, jumbled boulders, and hills. The G places one cart or caravan model per Defending warband on the road.

DEPLOYMENT

1. The Defenders set up first in order of total league points from highest to lowest. Each warband must set up within 8" of a cart (one warband per cart). Any models that cannot fit in this area will not participate in the game.
2. The Attackers set up next, also in order of total league points from highest to lowest. Each warband must be set up within 12" of a long table edge and within an area 18" wide. Any models that cannot fit in this area will not participate in the game. Attackers can use both long table edges if they wish.
3. Scouts and other units with special deployment rules must be set up as normal and cannot use their special rules for this scenario.

WHO GOES FIRST?

The Attackers go first.

LENGTH OF GAME

The game lasts 6 turns

SPECIAL RULES

Carts. The Attackers may capture the carts by moving any unit/model into base contact with them. Any unit/model with Unit Strength 4 or greater may move normally with the cart but may not fly. Units/models with Unit Strength 3 or less move at half rate. Defending models may not move the carts until after they have been captured by Attackers. Units/models may capture carts exactly like unit standards. If a cart-controlling unit/model is destroyed for any reason and the cart is not captured by a pursuing enemy, place the cart on the board on the spot where the unit was destroyed. Any uncontrolled cart may be captured by any unit/model that comes in contact with it.

VICTORY CONDITIONS

The side that controls the most carts at the end of the battle wins the game. Any Attacking warband that ends the game in control of one or more carts may plunder their contents to hire more troops and thus begins the next week of the league with a starting warband size 6D6 points larger than normal. Any Defending warband that successfully defends the cart near which it deployed (i.e., either the cart was never captured, or it was successfully recaptured and was in the Defending warband's possession at the end of the game) earns an honour & Glory token.

WARBAND MEGA-BATTLE 3: KING OF THE MOUNTAIN

OVERVIEW

A group of warbands converges on a mountain, Lizardmen Pyramid, or other objective of high tactical importance. The warband that takes the objective for its side will win honour and glory.

ARMIES

Warband teams should be set up as described in Warbands & Teams.

BATTLEFIELD

The G sets up a 4' x 6' area (or larger if you have a lot of players). A large hill or other objective should be placed in the centre of the battlefield. Scouts and other units with special deployment rules must be set up as normal and cannot use their special rules for this scenario.

DEPLOYMENT

The G nominates one long table edge as the good side and the other as the evil one. Players deploy in order of the number of league points they have, from highest to lowest, regardless of each warband's team affiliation for this battle. Each player deploys all of his models at the same time. Each warband must be set up within 12" of its table edge in an area no wider than 12". Any models that cannot fit in this area will not participate in the game.

WHO GOES FIRST?

The team with the fewest number of players may choose to go first or second. If both sides have the same number of players, the team with the lower combined total league point score may choose to go first or second.

LENGTH OF GAME

The game lasts 6 turns.

VICTORY CONDITIONS

The team with the highest combined Unit Strength on and/or within 6" of the objective at the end of the game wins (fleeing models don't count). Each warband on the winning side earns an honour & Glory token. Also, the warband from the winning side with the highest combined Unit Strength on or within 6" of the objective at the end of the game wins an additional honour & Glory token (fleeing models don't count).

Warhammer Warbands

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