WARHAMMER WARBANDS

In part three of the warbands series, we turn our attention to running campaigns that enable warbands to develop from game to game and that allow players to individualize their characters with specialized skills.

Sometimes, a commander is best tested over a series of engagements. It is one thing to win a single battle with troops who are well rested and well fed. It is quite another to lead men through an extended campaign while having to manage resources, reorganize regiments, maintain discipline, recruit new soldiers, and tend to the wounded. It was a wise man who said that every battle is won and lost before it is fought, for the administration of a brigade before a battle is at least as important as its courage and strength on the field of honor.

From the teachings of Bartolo Miachevelia, Advisor to Kings

Warband campaigns share a few things in common with the escalation leagues described in last month's issue. In both escalation leagues and warband campaigns, the same group of players play a series of linked games in a quest for overall victory. However, in an escalation league, players can completely rewrite their warband rosters from battle to battle, whereas in a warbands campaign, players must play every battle with mostly the same troops, characters, and equipment. Players must keep track of injuries, experience, and recruitment and must also manage their warbands' resources such that casualties are replaced, the warband grows, and the troops gain in ability in such a way that the warband remains an effective fighting force.

The appeal of this type of campaign for most players is seeing a small warband grow, evolve, and hopefully become more effective. Gamers who have played Mordheim or a Games-Mastered campaign similar to the type described in *The General's Compendium* will be familiar with this style of campaign.

STARTING CAMPAIGN WARBANDS

Each player begins the campaign by creating a warband of up to 250 points per the rules in *White Dwarf 296* and *297*. Though the warband will evolve, expand, and lose casualties as it fights battles, this starting warband will form the basis of the player's fighting force for the duration of the campaign.

Players who include character models in their campaign warbands must also select an Archetype for each (see *Character Archetypes and Advancement*). Players must select an Archetype as the character is added to the warband, and this Archetype cannot change as long as the character is alive and part of the warband. Archetypes give characters a few special skills and abilities that are unique to warbands campaigns and add an interesting angle to campaign games.

Any of the 250 starting points that are not spent on troops are converted into Experience Points on a 1-for-1 basis (e.g., a player whose warband costs 243 points would begin the game with 7 Experience Points). Experience Points can be spent later in the campaign to buy more troops and abilities for your warband.

A small unit of Greatswords stands firm against Chaos invaders.

As part of the appeal of playing in a campaign is the sense of an ongoing story, players are encouraged to name their warbands, characters, and units to provide a little local color for the campaign.

CAMPAIGN MANAGEMENT

As in escalation leagues, there are no formal schedules of games in warband campaigns. Any two players can get together at any time to play a campaign game. However, players cannot play each other more than twice in a row. All campaign games are played with the Ongoing Little War scenario, a variation of the warbands scenario that appeared in *White Dwarf 296*.

After each campaign game, players should, while still in one another's presence, make rolls for Recovery, calculate and spend the Experience Points they earned in the battle, and update their warband rosters and Warband Rating. All of these processes are described in detail below.

If the campaign participants so desire, they can choose to set their campaign in a particular place and time in the history of the Warhammer world, such as the eastern fringe of the Empire during the Invasion of Mannfred von Carstein or the Tilean city of Miragliano during a Skaven invasion. Such a setting can add a lot of local color and flavor to the campaign and may influence the types of terrain used in the battles. Ultimately, however, the choice of setting will have no effect on the rules and structure of the warbands campaign.

EARNING EXPERIENCE POINTS

After each game, players' forces earn Experience Points depending on how the warbands performed. Consult the taqble below to determine how many Experience Points a warband earns after a game.

Battle Result	Base Experience Earned
Massacred Opponent	100
Won a Victory	75
Played to a Draw	50
Lost	25

UNDERDOG BONUS

In addition, weaker warbands are entitled to an Underdog Bonus each time they fight a battle against a stronger warband. Before each game begins, players should compare their Warband Ratings (WBR, see below). The warband with the lower WBR is entitled to a number of bonus Experience Points equal to a quarter of the difference between the players' WBRs (round down). Thus, if a Dwarf warband had a WBR of 625 and High Elf warband had a WBR of 505, regardless of who won or lost, the Elves with their lower WBR would be entitled to an Underdog Bonus of 30 Experience Points [i.e., (WBR of 625) – (WBR of 505) = 120, and 120 ÷ 4 = an Underdog Bonus of 30 Experience Points].

Knights Errant protect their Grail Chapel.

A bloody battle is about to unfold between these warring factions of Dwarfs and Dark Elves.

SPENDING EXPERIENCE

Experience can be spent in the following ways.

- To purchase new troops or replace casualties (1 Experience Point = 1 point to be spent on new recruits)
- To purchase new equipment, magic items, or abilities for existing models in your warband (1 Experience Point = 1 point to be spent on new equipment, magic items, and abilities)
- To upgrade a regiment to Veteran Status:
  - Spending 10 Experience Points upgrades a unit to +1 Veteran Status.
  - Spending 10 additional Experience Points upgrades a unit from +1 Veteran Status to +2 Veteran Status.
  - Spending 10 additional Experience Points upgrades a unit from +2 Veteran Status to +3 Veteran Status.
- To make a roll on the appropriate Archetype Advancement Table for one of the character models in the warband (25 Experience Points = 1 roll on a table)
- To reroll a result on the Character Injury Table (25 Experience Points = 1 reroll; the second roll stands regardless of the result)

Experience Points need not be spent immediately after the game in which they are earned and can be saved for future use. For instance, it is a wise player who keeps at least 25 Experience Points in the "bank" to allow for a reroll on the Character Injury Table should one of his valued character models kick the bucket or suffer a debilitating injury.

Note that players may spend Experience Points to include "one use" items like Dispel Scrolls. However, once used, these items (along with their points cost) must be deleted from the warband roster and are not automatically replaced for the next game. "One use" troop types, like Night Goblin Fanatics, may also be purchased, but regardless of the status of these models at game's end, they must make a roll for Recovery.

After spending Experience Points, players should make a note of how many Experience Points they have left (if any).

WARBAND RATINGS

Each warband in the campaign has a Warband Rating or WBR, a measure of the warband's size and experience, which will (likely) change after each game. Calculate your WBR by adding up the total point cost of all the models currently in your warband and add to this sum any of the following relevant modifiers.

WBR Modifiers	Additional WBR cost
Each unit with +1 Veteran Status	+10
Each unit with +2 Veteran Status	+20
Each unit with +3 Veteran Status	+30
Each Archetype Ability beyond the Starting Ability	+25

Thus, a warband with 395 points worth of models, two units with +2 Veteran Status, and a single character model with two Archetype Abilities beyond his Starting Ability would have a WBR of 485 [i.e., 395 (for the point cost of all the models in the warband) + 20 (for a unit with +2 Veteran Status) + 20 (for a second unit with +2 Veteran Status) + 25 (for the first Archetype Ability beyond the Starting Ability) + 25 (for the second Archetype Ability beyond the Starting Ability) = WBR of 485].

Players should recalculate their WBRs after each game (i.e., each time they make Recovery/Injury rolls and calculate/spend Experience Points).

WARBAND SIZE VS. WARBAND RATING

In a warbands campaign, no warband may ever be larger than 500 points in size. However, there is no maximum limit on a warband's WBR. Thus, two warbands may be of equal size, say, the maximum of 500 points each. However, those equally sized warbands could have vastly different WBRs. One 500-point warband could have a WBR as low as 525 or lower, whereas another 500-point warband could have a WBR of 765 or higher!

VETERAN STATUS

Warband units that survive battles have the potential to learn from their experience and improve. Any unit that survives a battle with more than 50% of its starting numbers is eligible to be upgraded to Veteran Status. If the controlling player spends 10 Experience Points, he can upgrade eligible units to +1 Veteran Status. If a +1 Veteran unit survives a subsequent battle with more than 50% of its starting numbers, it is eligible to be upgraded to +2 Veteran Status for an additional 10 Experience Points. Similarly, if a +2 Veteran unit survives a subsequent battle with more than 50% of its starting numbers, it is eligible to be upgraded to +3 Veteran Status (the highest level of Veteran Status) for an additional 10 Experience Points.

For each level of Veteran Status, the unit may, once per game, reroll a single die rolled to hit, to wound, to pass a Leadership Test, or to make an armor save. Thus, a unit of Chaos Warriors with +3 Veteran Status could reroll three single dice (e.g., a failed roll to wound, a failed armor save, and one of the two dice rolled on a failed Break Test).

Players with Veteran units may expand their units' sizes by simply spending Experience Points to purchase additional recruits for the Veteran units. These new additions to Veteran units cost no extra points (i.e., they cost no more than the points value listed in the Army book).

If, in any game, a unit with Veteran Status loses 50% or more of the number of models with which it began the battle, the unit instantly loses its Veteran Status. The points the unit's Veteran Status added to the warband's WBR are immediately deducted from the WBR. Note that the rate of survival for units with Veteran Status is always determined AFTER rolling for Recovery. Thus, a unit could be completely wiped out on the battlefield, but as long as more than 50% of the models Recover, the unit is still eligible for Veteran Status. A unit learns as much from bitter defeat as it does from glorious victory.

Strength of numbers will not be a factor in the battle between these two equally sized units.

CHARACTER ARCHETYPES AND ADVANCEMENT

When a character model is added to a warband, either when the warband is first created or over the course of campaign play, the controlling player must select an Archetype for that character to represent his personality and style of leadership. A character's Archetype entitles him to one special Starting Ability and determines a possible course of advancement for that character as he gains experience and wisdom. Consult the Archetype Table to see which Archetypes are available for your warband of choice. A character's Archetype can never change over the course of the campaign. A warband can have two different characters with two different Archetypes, however.

ARCHETYPE TABLE

Warband Type	Barbarian	Intellectual/ Tactician	Intimidator	Magician	Noble	Psychopath/ Zealot	Rogue/ Trickster	Veteran
Beasts of Chaos	✗		✗	✗		✗	✗	✗
Bretonnia		✗		✗	✗			✗
Dark Elves		✗	✗	✗		✗	✗	
Dogs of War	✗	✗		✗			✗	✗
Dwarfs	✗	✗			✗			✗
Empire	✗	✗		✗	✗		✗	✗
High Elves		✗		✗	✗		✗	✗
Hordes of Chaos	✗		✗	✗		✗		✗
Lizardmen		✗		✗			✗	✗
Orcs & Goblins	✗		✗	✗		✗		✗
Skaven	✗		✗	✗		✗	✗	
Tomb Kings	✗	✗			✗		✗	
Vampire Counts	✗	✗		✗	✗			
Wood Elves		✗		✗	✗		✗	✗
Archaon's Horde	✗		✗	✗		✗		✗
Army of Middenland	✗	✗		✗	✗		✗	✗
Army of Sylvania	✗	✗		✗	✗			
Cult of Slaanesh		✗	✗	✗		✗	✗	
Daemonic Legions	✗	✗		✗			✗	
Errantry War	✗	✗		✗	✗			
Grimgor's 'Ardboyz	✗		✗	✗		✗		✗
High Elf Sea Patrol		✗		✗	✗		✗	✗
Skaven Clan Eshin	✗	✗	✗	✗		✗	✗	
Slayer Army of Karak Kadrin	✗	✗			✗	✗		

Keep track of the number of battles your character model fights. Each time a character survives three or more battles (as with units, survival is determined after any required Injury rolls), he is eligible to roll for a new Archetype Ability. The controlling player may spend 25 Experience Points, which entitles him to roll once on the appropriate Archetype Advancement Table. Archetype Abilities can never be lost unless the character dies or suffers from amnesia (see the Character Injury Table). When a character gains a new Archetype Ability, he must survive three or more games subsequently before he is eligible for another roll on the Archetype Advancement Table. A character may never have more than six Abilities (i.e., five Archetype Abilities plus the Starting Ability).

Characters with more than one Archetype Ability or with Archetype Abilities and other abilities and bonuses gained from special rules, magic items, other skills, or in any other way can use both at the same time or in the same turn. For instance, a Magician character could use his Counter Magic and Nullifier Archetype Abilities in the same turn. However, Archetype Abilities never "stack." Similarly, Archetype Abilities and other abilities and bonuses never stack. In other words, an Archetype Ability that allows a reroll under certain circumstances, coupled another special rule or ability that allows a reroll under those same circumstances, does not allow two rerolls. Similarly, if a character model like an Aspiring Champion of Khorne is affected by *Frenzy* normally, an Archetype Ability, such as Berserker Rage, that causes *Frenzy* will have no additional effect. As another example, if a character or the unit he is with has a magic item that adds inches to its charge distance, the controlling player could not add the charge bonus gained from the Furious Charge Archetype Ability to increase the charge distance even further; that player would have to pick either the magic item's effects or the effects of Furious Charge when determining his charge distance.

Note that some of the Archetype Abilities affect a character's or unit's Psychology or ability to pass Leadership Tests. Characters that are *Immune to Psychology* or that would otherwise be unaffected by such Abilities (i.e., characters for whom such an Ability would be useless) may reroll the skill in question. Note, however, that characters can never change their Starting Ability, even if the Starting Ability is useless to the character or warband in question.

Note also that many Abilities, such as the Barbarian Ability Lay of the Land, allow the controlling player to set some of the terms of the scenario that will be played. If both players have characters with the same Ability (or two different Abilities with the same effect), the Abilities cancel each other out. For instance, if both players had characters with the Lay of the Land Archetype Ability, terrain would be set up in any mutually agreeable manner as normal, rather than one player setting up the terrain as he likes.

Below are descriptions of the character Archetypes along with Archetype Advancement Tables for each. Unless noted otherwise, Archetype Abilities function only when the character is on the tabletop, that is, Archetype Abilities have no effect after the character has been removed from the table as a casualty or for any other reason.

INTELLECTUAL/TACTICIAN

Intellectual characters are not necessarily bookish, ascetic, scholar types – rather, they are students of the art of battle and see battlefields as giant chessboards on which to practice their strategies and tactics.

STARTING ABILITY

Advantage of Ground. A player controlling a warband with an Intellectual character in it may choose whether to be Player A or Player B in the Ongoing Little War scenario.

An Empire Tactician

D6 Roll	Intellectual/Tactician Ability
1	**Speedy Deployment.** After deployment but before the game begins, one friendly unit or model within 12" of the character with this Archetype Ability may make a bonus move up to 2D6".
2	**Flankers.** One unit in the warband of no greater than Unit Strength 10 may be nominated as a flanking unit. The flanking unit will enter the board from any spot on any table edge (controlling player's discretion) on a D6 roll of 6 on Turn 2, of 5+ on Turn 3, of 4+ on Turn 4, of 3+ on Turn 5, and of 2+ on Turn 6. If the flankers do not show up at all, they have lost their way and must make a Recovery roll as though they had been removed as casualties.
3	**Perceptive.** Once per game, the controlling player may declare that this character is employing his exceptional powers of perception and tactical assessment. The controlling player's opponent must reveal all "secrets" and hidden items and troops (e.g., magic items, Night Goblin Fanatics, Assassins) within 18" of the character with this Archetype Ability.
4	**Military Intelligence.** The opponent must reveal his *Unknown Objective* to a player who controls a warband that includes a character with this Archetype Ability.
5	**Dictate Terms.** A player who controls a warband that includes a character with this Archetype Ability can choose whether to use Map A, B, C, or D in the Ongoing Little War scenario and may choose to be Player A or Player B.
6	**Choose.** The player may choose one of the Abilities listed above.

BARBARIAN

Barbarian characters may hail from wild and savage lands or simply fight as though they do. Barbarians rely on enthusiastic charges, weight of numbers, and savage attacks to win battles.

STARTING ABILITY
Furious Charge. Once per game, any unit led by a Barbarian character may add +D3" to its charge distance.

An Orc Barbarian

D6 Roll	Barbarian Ability
1	**Bravado.** This character and any unit he leads automatically pass the first *Panic* Test they are called upon to make.
2	**Lay of the Land.** The player controlling a warband with a character that has this Archetype Ability may set up the terrain on the board in any manner he wishes.
3	**Absolute Direction.** The player controlling a warband with a character that has this Archetype Ability may nominate which table edge represents north after terrain is set up and may select his Deployment Zone (or Zones if using Map D).
4	**The Mob Rules.** Once per game, a unit with a Unit Strength of 15 or more that is led by this character may double its normal rank bonus in combat (up to a maximum of three ranks for a total rank bonus of six).
5	**Berserker Rage.** Once per game, the character and any unit he leads may fight a single round of combat as though they are *Frenzied*. The controlling player must declare that he is using this Ability before the combat round begins.
6	**Choose.** The player may choose one of the Abilities listed above.

INTIMIDATOR

Intimidators control their troops with harsh punishment and convincing threats. Most of the soldiers who serve under an Intimidator fear their Commander at least as much as they do the enemy.

STARTING ABILITY
Hold Your Ground. Any fleeing friendly unit, even units with less than 25% of their original numbers, within 12" of the Intimidator will automatically Rally.

A Chaos Intimidator

D6 Roll	Intimidator Ability
1	**Hold Fast.** Once per game, the character and any unit he is with may reroll one failed Break Test.
2	**Executioner.** After Combat Resolution has been calculated but before a Break Test has been made, this character may execute a number of models in the unit with which he is associated up to his number of Attacks. Do not roll to hit or wound; simply remove the models as casualties. These casualties do not count toward Combat Resolution. For each model executed as punishment for failure in combat, subtract 1 from the result of the dice when rolling the Break Test to represent the renewed sense of resolve that the Intimidator's leadership has inspired. Casualties so caused must make Recovery rolls after the battle as normal.
3	**Reckless Charge.** Once per game, the character and any unit he is with may add D3" to its charge move but will hit only on a result of 5 or 6 in the 1st round of combat.
4	**Raider.** After randomly determining the warband's *Unknown Objective*, a player controlling a character with this Archetype Ability may replace the objective with Invade instead.
5	**Mighty Blow.** Once per game, the character may make give up all of his usual Attacks to make a single Attack at +3S (no other Strength modifiers, such as the bonus bestowed by a halberd or great weapon, apply to this Attack).
6	**Choose.** The player may choose one of the Abilities listed above.

ROGUE/TRICKSTER

While many observers might call this character a coward, this hero has become a master of tactics such as the fighting withdrawal, the feint, the ambush, and other sneaky maneuvers.

STARTING ABILITY
Withdraw. Any unit/model in the warband, even one with less than 25% of its starting numbers, will automatically Rally after choosing Flee as a charge reaction. *Fast Cavalry* may use this ability and still move thereafter.

A Skaven Trickster

D6 Roll	Rogue/Trickster Ability
1	**Pick Your Fights.** A player who controls a warband with a character with this Archetype Ability may always choose his *Unknown Objective*.
2	**The Whites of Their Eyes.** Any unit in the character's warband that is armed with missile weapons may opt to stand and shoot at any charging opponent regardless of circumstances (i.e., the missile units may shoot at chargers that begin the charge within half their charge range, at chargers who are charging only because they are pursuing fleeing troops into a fresh enemy, and so on). In addition, missile units may ignore the –1 penalty for shooting at charging opponents.
3	**Even the Odds.** A player who controls a warband that includes a character with this Archetype Ability may choose the size of the warbands for the battle (one size for both warbands). Thus, the controlling player could declare that both warbands must be 379 points or less (or whatever value he chooses). After the player sets the points value for the battle, either or both players may have to leave some models behind as described in the *Warbands* section of the Ongoing Little War scenario.
4	**Sneaky.** The Rogue character may refuse a challenge but still remain in the front rank to continue the fight.
5	**Press the Advantage.** Each time the warband achieves a victory or massacre in battle, it earns an additional 25 Experience Points. This ability may be used whether the character is on the tabletop at the end of the game or not; however, the character must survive the battle to earn the extra Experience Points.
6	**Choose.** The player may choose one of the Abilities listed above.

VETERAN

Veteran characters have seen many battles over the span of decades, and it is very difficult to shake their nerves. While age and mileage may have dulled their once-perfect fighting skills, they will eat their guts and ask for seconds before fleeing the battlefield.

STARTING ABILITY
Iron Nerves. The character and any unit he leads automatically pass the first *Panic* test they are called upon to make.

A Dwarf Veteran

D6 Roll	Veteran Ability
1	**Chain of Command.** A player who controls a warband that includes a character with this Archetype Ability can always choose his *Unknown Objective* in the Ongoing Little War scenario.
2	**Fearless.** The character and any unit he leads automatically pass the first *Fear* test they are called upon to make.
3	**Disciplined.** The character and any unit he leads may reroll failed Leadership Tests to restrain pursuit.
4	**Unflinching.** The character and any unit he leads automatically pass the first *Terror* test they are called upon to make.
5	**Grizzled Fighters.** Once per game, the character and any unit he leads may reroll all their to hit rolls in Close Combat.
6	**Choose.** The player may choose one of the Abilities listed above.

NOBLE

For a Noble character, personal honor is more important than victory and even life itself. The character's sense of personal honor can be a great asset on the battlefield, though occasionally, it can be a liability as well.

STARTING ABILITY

Noblesse Oblige. The warband can never fight toward the Assassinate *Unknown Objective*. If this objective is generated, the controlling player must choose another. Also, the character's nobility inspires his troops. As such, he will always pass *Look out, Sir* rolls; he can make and will always pass *Look out, Sir* rolls even when there are fewer than five models in his unit.

A High Elven Noble

D6 Roll	Noble Ability
1	**Duelist.** The character fights at +1 to hit any time he is fighting in a challenge. This bonus does not extend to the character's mount.
2	**Despise Cowardice.** Any unit or model that chooses the flee reaction in response to the Noble character's charge inspires disdain in the Noble. For the rest of the game, the character and any unit he is with *Hates* the unit or model that fled.
3	**Choose Your Ground.** Nobles often view battles as set-pieces and try to maneuver such that battles are fought far away from villages, towns, and cities. A player who controls a warband that includes a character with this Archetype Ability can choose whether to use Map A, B, C, or D in the Ongoing Little War scenario and may choose to be Player A or Player B.
4	**Gentlemanly Restraint.** This character and any unit he is with automatically pass the Leadership Test for Restraining Pursuit.
5	**Challenger.** The character must always accept a challenge when one is issued. However, the character adds +2 Ld to his score (to a maximum of 10) in every turn in which he is fighting the challenge.
6	**Choose.** The player may choose one of the Abilities listed above.

PSYCHOPATH/ZEALOT

Some characters are driven by their inner demons. In the Warhammer world, these demons can be psychoses, deeply held spiritual beliefs, strict codes of conduct, new philosophies, and sometimes actual Daemons! Whatever the case may be, such characters often engage in extreme behaviors on and off the battlefield.

STARTING ABILITY

Vicious Pursuit. The character and any unit he leads must always pursue a fleeing enemy. However, they may add D3" to their pursuit move each time they do so.

A Beastman Psychopath

D6 Roll	Psychopath/Zealot Ability
1	**Dauntless.** Once per game, the character and any unit he is with may reroll a failed Break Test.
2	**Crazed.** Once per game, the character and any unit he is with may fight a round of combat as though they are *Frenzied*.
3	**Murderous.** After randomly determining the warband's *Unknown Objective*, a player controlling a character with this Archetype Ability may always replace the objective with Annihilate instead.
4	**Resilient.** This character may reroll any result on the Character Injury Table. The second result stands. Obviously, this ability may be used only when the character has been removed from the tabletop.
5	**Determined.** Once per game, the character and any unit he is with may fight a single round of combat as though they were *Stubborn*.
6	**Choose.** The player may choose one of the Abilities listed above.

MAGICIAN

Only those characters who are Wizards may adopt the Magician Archetype. Other characters who are not Wizards but are associated with Magic – such as Tomb Princes, Warrior Priests, and Runesmiths – cannot adopt the Magician Archetype. Magician characters are preternaturally attuned to the Winds of Magic and all things arcane.

STARTING ABILITY

Calmer of the Winds. As long as the Magician character is on the tabletop, the controlling player may reroll any result on the Miscast Table. The second result always stands.

A Lizardman Magician

D6 Roll	Magician Ability
1	**Nullifier.** Once per game, the Magician character may add an additional die to the warband's pool of Dispel Dice.
2	**Enhancer.** Once per game, the Magician character may add an additional die to the warband's pool of Power Dice.
3	**Potential.** The Magician character has the potential to be a great mage. If the controlling player spends an additional 75 Experience Points, the character gains one magic level. The player does not have to spend the Experience Points right away and may do so at any future point in the campaign as long as the Magician character still lives. The level increase does not change the character's stat line at all but does increase the number of spells the Wizard can take, the number of Power Dice he generates, and potentially, the number of Dispel Dice he generates. This Ability may be used once per magician per campaign.
4	**Scrying.** The Magician may spy on his opponent by magical means. Each game, the opponent must reveal his *Unknown Objective* to the player who controls the Magician with this Archetype Ability.
5	**Counter Magic.** Once per game, the Magician character can ignore the fact than an enemy spell was cast with Irresistible Force and may attempt to dispel the spell as normal.
6	**Choose.** The player may choose one of the Abilities listed above.

UNIT RECOVERY FROM INJURY

Any non-character model that is removed from the table for any reason (e.g., casualty, fled off the table) over the course of game must make a roll for Recovery. Just because a model fell in battle does not necessarily mean that the model is lost or dead. Roll a D6 for each of your models removed from the table. On a result of 1 or 2, that model is dead or lost and should be removed from the warband roster permanently. On any other roll, the model Recovers and lives to fight another day.

Teams – such as war machines and their crews, Skaven Jezzails, Chariots and their crews (though not characters who ride Chariots who must make a separate roll), Salamander Hunting Packs, and so on – automatically Recover if the team suffered less than half of the team's total number of Wounds. For instance, if a Cannon with 3 Wounds with a crew of three, each with 1 Wound, suffered 1 Wound to the Cannon and lost one crewman, the Cannon and crew would automatically Recover. If, however, the team suffered half or more of its total number of Wounds, it must make a Recovery roll. Either the entire team Recovers, or the entire team is lost.

After Recovery rolls are made, players should check to make sure each unit has the minimum number of models required by the warbands rules. If, after Recovery rolls, a unit does not meet its required minimums, players may spend Experience Points to buy more troops to reach the minimums. If players do not have enough Experience Points to do so or choose to spend the Experience Points elsewhere, units that fail to include the minimum number of troops required by the list in the Army book will lose their ability to take command models and other upgrades. Units that fail to include the minimum number of models per the warbands rules (i.e., three models for units with 20- or 25-mm bases and two models for units with cavalry bases) are disbanded, and the models and the points are lost.

After all Recovery rolls are made and Experience Points are spent, players should update their warband rosters to reflect the new sizes of each unit, delete units that have been destroyed or disbanded, and update the new total points cost of the warband as well as the warband's WBR.

CHARACTER RECOVERY FROM INJURY

Character models are made of slightly hardier stuff than the average rank-and-file trooper, and thus Injury and Recovery work a bit differently for these special models. Whenever a character is removed from the field of battle over the course of a game, roll a D66 and consult the Character Injury Table to determine how the character was affected by his wounds. (To roll a D66, choose two different colored dice. Nominate one to be the tens digit and the other to be the ones digit. Roll the dice. A roll of 4 and 5 would be a 45 on the table, whereas a roll of 2 and 6 would be a 26.)

Your commander's battle injuries can provide inspiration for converting your models. "Stumpy," this unlucky Aspiring Champion of Chaos, is a good example of how you can convert a model to reflect its battle wounds.

CHARACTER INJURY CHART

D66 Roll	Result
11-15	**Dead.** Remove the character, his equipment, his abilities, and his points value from the warband roster.
16-21	**Multiple Injuries.** Roll D6 times on this table. Reroll any "Dead" or further "Multiple Injuries" results.
22-23	**Leg Wound.** -1 M.
24-25	**Arm Wound.** Roll D6. 1-3, Lose an arm (can no longer use a weapon that requires two hands or a shield). If both arms are lost, the character must be retired. 4-6, Light wound, -1 WS.
26-31	**Madness.** Roll D6. 1-3, *Stupidity*. 4-6, *Frenzy*.
32-33	**Chest Wound.** -1 T.
34-35	**Blinded in One Eye.** -1 BS. Keep track of which eye has been lost (i.e., roll D6: 1-3, left eye; 4-6, right eye). If both eyes are lost, the character must be retired.
36-41	**Old Battle Wound.** Roll a D6 before each battle. On the result of a 1, the old wound is acting up, and the character cannot participate in the battle.
42-43	**Nervous Condition.** -1 I.
44-45	**Deep Wound.** The character must miss the next D3 games the warband plays.
46-51	**Robbed.** The character lives but his equipment and magic items are lost. New gear can be purchased as normal.
52-53	**Amnesia.** The character survives the battle but forgets who he is. The character will still fight for the warband but no longer can take advantage of any Archetype Abilities including Starting Abilities.
54-65	**Full Recovery.** No effect.
66	**Survives Against the Odds.** The character survives and rejoins his warband. Because of his adventures after being knocked unconscious, the warband gains an additional 15 Experience Points.

Apply the effects of the Character Injury Table immediately. Unless stated otherwise in the table, all effects are permanent. Most effects are cumulative. Thus, if a character rolls Nervous Condition three times, he would suffer from a –3 penalty to his original Initiative score. Similarly, if a character receives two Old Battle Wounds, the character would have to roll 2D6 prior to each game. If either roll resulted in a 1, the character would have to miss the battle.

If ever a character accumulates so many Injuries that the controlling player feels he is no longer a viable part of the warband, the player may retire the character. For all intents and purposes the character is dead, although his equipment and magic items can stay with the warband to be used by another character model.

Make sure to update your warband roster after rolling for Injury by noting any permanent Injuries, deleting dead or retired characters from the warband list, and deducting the point cost of any dead or retired characters from the warband's total points value and WBR.

Deep in the forests, skirmishes between Wood Elves and Beasts of Chaos are all too common.

WARBAND SCENARIO – AN ONGOING LITTLE WAR

Warband Campaign Scenario. All warband campaign games should be played according to the Ongoing Little War scenario.

OVERVIEW

The scenario used for warband campaigns is a variation on the Little War scenario that first appeared in *White Dwarf 296*. The Ongoing Little War scenario is more flexible than the original version and allows characters of different Archetypes to influence the way the scenario is set up.

WARBANDS

Roll a D6. On a result of 1-4, players may bring their full campaign warbands at their current size to the battlefield.

On a result of 5 or 6, some of the players' forces may be off on a separate mission and may not be present to take part in the battle. Roll an additional D6. On a result of 1 or 2, up to 250 points of troops per side make it to the battlefield. On a result of 3 or 4, up to 350 points of troops per side make it to the battlefield. On a result of 5 or 6, up to 450 points of troops per side make it to the battlefield. Players whose warbands are larger than the maximum size for the battle must select which troops to leave behind. The warband that actually takes the field may not be legal per the standard warband rules (e.g., a player may leave behind so many units behind that he no longer fields the minimum of two Core units, or perhaps he leaves behind a few models from a particular unit and no longer meets the required minimum number of models). As long as the complete roster is legal per the standard warbands rules, any warband that takes the field (after a few troops are left behind as a result of this scenario requirement) is acceptable.

BATTLEFIELD

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

After terrain is set, arbitrarily number each side of the table as side 1, 2, 3, or 4. Roll a D6. On a result of 1, side 1 is north; on a 2, side 2 is north, on a 3, side 3 is north; on a 4, side 4 is north. Reroll results of 5 and 6.

DEPLOYMENT

Roll a D6. On a 1, use Map A. On a 2 or 3, use Map B. On a 4 or 5, use Map C. On a 6, use Map D.

Both players dice off. The higher-scoring player may choose to be Player A or Player B, takes the corresponding Deployment Zone (or Zones), and deploys the first unit.

Taking it in turns, each player deploys one unit at a time in his Deployment Zone. (If you are using Map D, each of Player A's Deployment Zones must contain at minimum a third of Player A's units.)

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 fulfill. 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).

VICTORY CONDITIONS TABLE

Difference in Victory Points	Size of Battle (Points)				
	1-99	100-199	200-299	300-399	400+
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

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 (or Zones). Fleeing models don't count toward this total.
3	**Capture the Colors**. 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 *Unknown Objective* 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 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.

MAP A

MAP B

MAP C

MAP D

CAMPAIGN VICTORY CONDITIONS

The Victory Conditions for the warbands campaign are simple. Before the campaign begins, the participants should agree on a date on which the campaign will end. The player who has accrued the most victories and massacres by campaign's end is the winner. If two or more players are tied for the lead, organize a playoff event to determine the overall champion.

Alternative Victory Conditions. Instead of the number of victories and massacres scored, players could use alternative victory conditions such as highest WBR, best winning percentage (over 10 or more games), most different opponents beaten, or any other criterion that the players want.