This issue, we continue our discussion of Warhammer warbands with rules for running your own escalation league in your gaming club or local shop, a few clarifications and updates about warband selection, and the much-anticipated army-specific rules.

WARHAMMER WARBANDS

Many a great general began his military career humbly as the commander of a small battalion. In his earliest engagements, the future general learns the strengths and weaknesses of his men. Over time, he learns how to assemble the troops under his command to create a fearsome strike force, just as the weaponsmith learns to blend metals to forge a fine sword. Once the battalion commander masters this art, it is but a small step to leading legions of men. The difference is little more than a question of scale.

From the teachings of Bartolo Miachevelia, Advisor to Kings

An Orc & Goblin warband clashes with the Defenders of an Empire village.

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 painted models!

A High Elf warband defends itself against its age-old foes, the Dark Elves.

US HOBBY CENTERS

TUE

WARHAMMER

WARHAMMER WARBANDS LEAGUE

In November, all U.S. Hobby Centers will be running the very warbands escalation league presented in this article. The action will run every Tuesday night and Saturday afternoon, as the Warhammer warbands build from 200 points to 500 points or more. Ask the staff of your local U.S. Hobby Center for details of the league and the painting and modeling workshops that will, no doubt, accompany it.

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 organize games for themselves, but league organizers 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.

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

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.

ESCALATION LEAGUE SCORECARD

Player	Warband Name	Warband Type	Warband Size	Number of Massacres (6 pts each)	Number of Victories (4 pts each)	Number of Draws (2 pts each)	Number of Losses (1 pt each)	Number of Mega-Battle Victories (6 pts each)	Number of Mega-Battle Losses (3 pts each)	Total No. of League Points
Dirty Steve	Helmut Nightbringer's Plague of Undeath	Vampire Counts	420	1	5	3	6	1	1	47
Drew	The Sylvan Scouts	Wood Elves	450	2	4	2	4	1	1	45
Ross	The Sea Lizards	Lizardmen	435	1	3	1	5	1	1	32
Jeremy	Durek Anvilpants's Rangers	Dwarfs	410	0	1	3	1	1	1	20
John	Baltius Terravore's Beasts	Beasts of Chaos	400	1	2	3	4	1	1	33

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 organizers should appoint a Games Master (GM) 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 victors 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 GM 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 GM 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 GM, each team fights as one army, with each player controlling his own models.

Honor & Glory. Over the course of the mega-battles, warbands may earn *Honor & Glory* in addition to other bonuses. Each time a player earns *Honor & Glory*, the GM should give him a single *Honor & 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 four possible scenarios for your mega-battles.

Some Flayerkin, part of an Archaon's Horde warband, attack a unit of Swordsmen.

WARBAND MEGA-BATTLE, WEEK 1: LOOT THE RUINS

OVERVIEW
A massive assault has left a local city in ruins. Though the battle is over, small roving bands of warriors pick through the ruins in search of anything of value.

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

BATTLEFIELD
The GM 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 GM places seven loot counters on the battlefield at least 12" from any table edge and at least 6" from each other.

DEPLOYMENT
The GM 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 *Honor & Glory* token.

A Lizardman warband and a group of greenskins do battle in the jungles of Lustria.

WARBAND MEGA-BATTLE, WEEK 2: KING OF THE MOUNTAIN

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

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

BATTLEFIELD
The GM 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 center 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 GM 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 *Honor & 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 *Honor & Glory* token (fleeing models don't count).

WARBAND MEGA-BATTLE, WEEK 3: AMBUSH THE CARAVAN

OVERVIEW
Despite recent warfare, merchants still struggle to conduct business, and even the dangers of long, dark roads must be braved for commerce to continue. Rumors of a richly laden but modestly guarded merchant 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 GM sets up a 4' x 6' area (or larger if you have a lot of players) representing a road running down the center of the board from short table edge to short table edge and the surrounding countryside: clustered forested areas, jumbled boulders, and hills. The GM 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 *Honor & Glory* token.

Greenskins put their fear in check to assault a fortified position held by the Undead.

WARBAND MEGA-BATTLE, WEEK 4: BESIEGING THE KEEP

OVERVIEW

A group of warbands has fortified its position in enemy territory by constructing a crude keep. The indigenous forces have but one mission: capture the keep!

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. Neither the Attackers nor the Defenders may purchase siege equipment for this scenario, but some will be provided for them for free.

BATTLEFIELD

The GM sets up a 4' x 6' area (or larger if you have a lot of players) representing the raiders' fortified camp and places a small keep with a footprint no larger than 12" x 12" in the center of the board. The rest of the battlefield should have very sparse terrain: a few tents, campfires, and the like.

DEPLOYMENT

1. The Attackers set up first in order of total league points from highest to lowest. Each warband must set up within 12" of one long table edge and in an area no wider than 12". Any models that cannot fit in this area will not participate in the game.
2. The Defenders set up next in order of total league points from lowest to highest. Each warband must be set up within 12" of the opposite long table edge and in an area no wider than 12". Any models that cannot fit in this area will not participate in the game.
3. The Defending warband with the most total league points deploys last inside the keep in the center of the table and/or within 6" of it. Any models that cannot fit in this area will not participate in the game.
4. *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 8 turns.

SPECIAL RULES

Small Siege. This game is a small-scale siege game, and the rules on pp. 247-258 of the Warhammer rulebook and the updates on pp. 112-115 of *Warhammer: Annual 2002* apply.

Improvised Fortifications. The keep is a flimsy construction compared with a proper castle. Add +2 to all results on the Damage Charts for the keep's walls, towers, and gates.

Besiegers' Equipment. Each Attacking warband gets two ladders and one log ram at no points cost. This equipment may be distributed as the controlling player sees fit. Any Attacking *Skirmishers* may be equipped with Grappling Hooks at no points cost.

Besieged Equipment. The Defending warband deployed in the keep gets one cauldron of Boiling Oil at no points cost. Also, all of this warband's units are equipped with Rocks at no points cost. All Defending warbands get a single *Honor & Glory* token at no points cost before the game begins.

VICTORY CONDITIONS

Add up the Unit Strength of all models inside the courtyard or on the ramparts of the keep. The team with the highest Unit Strength wins the scenario. All warbands earn double the normal league points for winning or losing (i.e., winning warbands earn 12 League Points instead of 6; losing warbands win 6 League Points instead of 3).

At the end of this battle, calculate each player's total league points earned throughout the course of the escalation league. The player with the highest total is crowned winner of the escalation league!

FURTHER RULES AND CLARIFICATIONS ABOUT WARBAND SELECTION

WHAT COUNTS AS A CORE SELECTION FOR WARBANDS?

All warbands must include a minimum of two Core selections. Core units that do not count toward the minimum number of Core units in the regular army list (e.g., Warhounds in a Chaos army or Huntsmen in an Empire army) do not count toward the minimum two Core selections for a warband. Of course, these units can still be included in a warband; they simply don't count toward the minimum Core units required.

WHAT COUNTS AS A MAGIC ITEM?

Per the basic warbands rules, warbands of 199 points or less cannot take magic items. Exceptions to this rule are magic items that are available to regular troops (i.e., not exclusive to character models) and/or those items that are not listed in the magic item list of the Army book (e.g., Wight blades, Chaos armor, tomb blades, and Skaven warp weapons). It is permissible to take models with these items in small warbands, and the items count as magical per the normal Warhammer rules.

UNIT SIZES AND UNIT OPTIONS

Last month, we published a modified list of minimum unit sizes for use with warbands. After additional playtesting and subsequent rethinking, we found it prudent to clarify the existing warbands rules for minimum unit sizes as follows.

The minimum unit size for models on 20-mm or 25-mm bases is three models; the minimum unit size for models on 25 x 50-mm bases is two models; and the minimum unit size for models on 40-mm bases or larger is one model. However, no warband regiment may take any unit options, other than weapon and armor 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.

ARMY-SPECIFIC RULES AND CLARIFICATIONS

Bretonnian warbands are devastating on the charge.

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, 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.

A Hordes of Chaos warband has many elite and deadly warriors.

A Beasts of Chaos warband uses cunning tactics and great mobility to emerge victorious.

This Druchii warband takes great advantage of Elven speed.

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 Armored Orcs in Grimgor's 'Ardboyz).

Dogs of War warbands have a large variety of units at their disposal.

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.

Dwarfen warbands are made up of resilient and skillful warriors.

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.

Warbands of the Empire are flexible and can fit any combat role.

High Elven warbands are highly skilled and have good Leadership.

Lizardman warbands boast exceptional hand-to-hand combatants and are hard to break.

Orc & Goblin warbands are flexible, characterful, and fierce in combat.

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 Honor for High Elf warbands but may be selected for a character at the controlling player's discretion.

LIZARDMEN

Lizardman 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: Warpfire 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.

Skaven warbands use weight of numbers and technology to defeat the competition.

Tomb King warbands have unique tactics that can be both unexpected and deadly.

Warbands of the Vampire Counts use Fear *and nasty characters to win battles.*

Wood Elf warbands have excellent archers and use deadly hit-and-run tactics.

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 organized 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 Fervor* 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 Armored Orcs are included in the warband, Ruglud will 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 Lothern Sea Rangers. Warbands of 200 points or more must take one and may take two if no Rare choices are selected.

Skaven Clan Eshin. A 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: Warpfire 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 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.