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WARHAMMER WARBANDS

White Dwarf 296-298 introduced exciting new rules and guidelines for playing small-scale games of Warhammer. These rules aim to combine some of the best elements from a number of different small-game rule sets such as the Chaos Warbands rules from the old **Realms of Chaos** books, Mordheim, Skirmish, **Path to Glory**, Quest for the Grail, and Warhammer in a Flash. The **WD** rules for the new Warhammer warbands system have been compiled into a few handy PDFs and can be downloaded at your convenience by clicking on the links below.

Games Workshop Hobby Centers in the US are running the warbands escalation league first described in **WD297** in November of 2004 and many Hobby Centers and independent retailers will be running warbands campaigns in December of 2004. So download these files, bone up on the rules, and get your warband ready for battle now.

To give you even more options for your warband games, we provide you with some guidelines for multiplayer variants of Warhammer warbands as well as a multiplayer version of the Little War scenario from **WD296**. With this scenario, three to six players can bash heads in a free-for-all, every-man-for-himself, no-holds-barred battle.

You can also download rules for Ogres Kingdoms warbands here.

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