

EMPIRE

Knightly Orders

During the recruitment phase of each campaign season you gain D3 Knightly Order units at the temple tile. This is a separate banner and disappears at the end of the campaign season. The temple counts as a fortress if attacked.

Substitution table

Imperial Army Unit	Empire Unit	Point Cost	Maximum Starting Amount*
Halberdiers	Halberdiers	4	4
Archers	Archers	6	4
Crossbowmen	Crossbowmen	5	2
Lord Knights	Knightly Order	9	1
Imperial Knights	Fuedal Knights	8	4
Mighty Cannon	Great Cannon	10	2
Imperial Lord	General	9	1

* Per Banner, during formation.

DWARFS

Mountain Dwellings

A Dwarf settlement in a mountain tile defending during a siege suffers half the normal number when assaulted. Battery rolls suffer a -2 modifier when directed against any Dwarf mountain keep.

Miners

When making a route roll through mountains, Dwarf units add +1 to the scouting dice roll.

Stubborn and proud

No settlement can be betrayed as result of starvation unless mercenary or allied banners are there. No settlement will surrender as a result of starvation unless the besiegers are also Dwarfs.

Substitution table

Imperial Army Unit	Dwarf Unit	Point Cost	Maximum Starting Amount*
Halberdiers	Clansmen	4	4
Archers	Thunderers	6	4
Crossbowmen	Crossbows	5	2
Lord Knights	Steamroller	9	1
Imperial Knights	Dragon Slayers	8	4
Mighty Cannon	Cannon	10	2
Imperial Lord	Lord	9	1

BRETONNIA

Fortress Monasteries

A temple will recruit and train knights at its own expense. During the recruitment phase of each campaign season you gain D3 Grail Knights units at the temple tile. This is a separate banner and disappears at the end of the campaign season. The temple counts as a fortress if attacked. Fortress monasteries are only ever founded in barren tiles.

Substitution table

Imperial Army Unit	Brettonnian Unit	Point Cost	Maximum Starting Amount*
Halberdiers	Men-At-Arms	4	4
Archers	Bowmen	6	4
Crossbowmen	Retainers	5	2
Lord Knights	Grail Knights	9	1
Imperial Knights	Knights of the Realm	8	4
Mighty Cannon	Cannon	10	2
Imperial Lord	Baron	9	1

HIGH ELVES

Sea Elves

Elves fleets outsail all ships and may always bring enemy ships to battle. They also add +1 to their naval engagement score.

High Magic

High Elves may cast two equinox spells during autumn and spring when a wizard is present at the capital.

Priesthood Sanctuary

Temples at a city tile cost only 5 crowns to construct.

Dragon Masters

Tiles containing a temple are immune to enemy magic and Dragonrage.

Substitution table

Imperial Army Unit	High Elves Unit	Point Cost	Maximum Starting Amount*
Halberdiers	Spearmen	4	4
Archers	Archers	6	4
Crossbowmen	Shadow Guard	5	2
Lord Knights	Dragon Knights	9	1
Imperial Knights	Reavers	8	4
Mighty Cannon	Bolt Thrower	10	2
Imperial Lord	Lord	9	1

* Per Banner, during formation.

WOOD ELVES

Woodland Living

An unsettled wooded tile or razed wooded tile provides subsistence of 1 for Wood elf units.

Hidden Temples

A temple hidden in the leafy glades will recruit Eternal guards, Glade Guards, Waywatchers and Hero Wizards. During the recruitment phase of each campaign season you gain D6x5 of aforementioned units at the temple tile. This is a separate banner and disappears at the end of the campaign season. Hidden Temples are only ever founded in wooded or barren tiles.

Substitution table

Imperial Army Unit	Wood Elves Unit	Point Cost	Maximum Starting Amount*
Halberdiers	Eternal Guard	4	4
Archers	Glade Guard	6	4
Crossbowmen	Waywatchers	5	2
Lord Knights	Treeman	9	1
Imperial Knights	Dryads	8	4
Mighty Cannon	Halfling Hot Pot	10	2
Imperial Lord	Lord	9	1

* Per Banner, during formation.

ORCS AND GOBLINS

Forced March

An Orcs and Goblins banner moving into a tile without precipitating a battle or siege may attempt to scout and move again. Subsistence must be provided again for this forced march. After the forced march, the banner takes exhaustion casualties. Roll 1D6 and consult table at page 58.

Cannibals

The loss in points value of units from subsistence shortfall is doubled. Eat prisoners first. The remove Goblin units if still necessary. This cannibal rule does not apply to subsistence for a forced march.

Waaagh Totems

During the recruitment phase of each campaign season you gain D6x10 points of Orcs and Goblins units at your temple tile(s). This is a separate banner and disappears at the end of the campaign season. The temple has no defensive value and does not count as a fortress if attacked.

Substitution table

Chaos Horde Unit	Orcs and Goblins Unit	Point Cost	Maximum Starting Amount*
Goblins	Goblins	4	2
Orcs	Armoured Orcs	5	2
Wolf Riders	Wolf Riders or Spider Riders	5	2
Beastmen	Orcs	4	6
Chaos Warriors	Black Orcs	5	2
Chaos Knights	Boar Riders	8	1
Chaos Lord	Boss	9	2
Ogre	Ogre or Troll	8	3
Chaos Thug Archers	Orc Archers	4	2

* Per Banner, during formation.

SKAVEN

Skavenblight

Skaven can only subsist in their empire and tiles with razed settlements.

Scavengers

Skaven may subsist any razed tile, drawing 1 subsistence point from it.

Subterranean Warren

During the recruitment phase of each campaign season you gain D6x5 points of Skaven units and another D6x5 points of Hero wizards at your temple of the Horned Rat tile(s). They form a separate banner and disappear at the end of the campaign season.

Substitution table

Chaos Horde Unit	Skaven Unit	Point Cost	Maximum Starting Amount*
Goblins	Skaven Slaves	4	2
Orcs	Plague Monks	5	2
Wolf Riders	Night Runners	5	2
Beastmen	Clanrats	4	6
Chaos Warriors	Stormvermin	5	2
Chaos Knights	Rat Ogres	8	1
Chaos Lord	General	9	2
Ogre	Vermin Lord	8	3
Chaos Thug Archers	Globadiers or Jezzails	4	2

* Per Banner, during formation.

CHAOS UNDIVIDED

Wasteland Pit

During the recruitment phase of each campaign season you gain D6x5 points of Chaos Undivided units at your Chaos temple tile(s). They form a separate banner and disappear at the end of the campaign season. Chaos temples are only ever founded in barren tiles.

Substitution table

Chaos Horde Unit	Chaos Undivided Unit	Point Cost	Maximum Starting Amount*
Goblins	Daemonettes	4	2
Orcs	Fimirs	5	2
Wolf Riders	Chaos Hounds	5	2
Beastmen	Beastmen	4	6
Chaos Warriors	Chaos Warriors	5	2
Chaos Knights	Chaos Knights	8	1
Chaos Lord	Chaos Lord	9	2
Ogre	Ogre or Bloodthirster	8	3
Chaos Thug Archers	Chaos Thug Archers	4	2

* Per Banner, during formation.

VAMPIRE COUNTS

Summoned

An undead banner with no Vampire nor Hero Wizard (Necromancer) is destroyed.

Relentless Horde

Undead units do not require subsistence and baggage acquired is automatically lost.

Magic Drain

An undead banner can not suffer depletion for subsistence shortfall, but it does suffer depletion due to magical instability. During the subsistence phase roll 1D6. On a roll of 6 the banner suffers depletion. If two banners are at the same tile, both banners suffer depletion on a roll of 5 or 6. Three banners suffer depletion on a roll of 4, 5 or 6. Four banners at one tile all suffer depletion automatically.

Stasis

No new units can be recruited in the recruitment phase. They can summon new units at a necropolis.

Necropolis

Undead units do not suffer from magical instability if they are at a tile with a necropolis. Undead players may reroll the search dice once and accept the second roll. Or instead of rolling the search dice, undead players may opt to summon new units by rolling 1D6 and consulting White Dwarf 132 page 43.

Substitution table

Chaos Horde Unit	Vampire Counts Unit	Point Cost	Maximum Starting Amount*
Goblins	Ghouls	4	2
Orcs	Zombies	5	2
Wolf Riders	Dire Wolves	5	2
Beastmen	Skeletons	4	6
Chaos Warriors	Graveguard	5	2
Chaos Knights	Undead Cavalry	8	1
Chaos Lord	Vampire	9	2
Ogre	Manticore	8	3
Chaos Thug Archers	Skeleton Archers or Skull Catapult	4	2

* Per Banner, during formation.

DARK ELVES

Blood and slaughter

During the recruitment phase of each campaign season you gain D6 Assassins at your Dark Elf Fortress temple tile(s). Dark Elf Fortress temples are never built in river valley tiles where deep sinister caverns would be flooded.

Substitution table

Chaos Horde Unit	Dark Elves Unit	Point Cost	Maximum Starting Amount*
Goblins	Witch Elves	4	2
Orcs	Executioners	5	2
Wolf Riders	Dark Riders	5	2
Beastmen	Spearmen	4	6
Chaos Warriors	Black Guard	5	2
Chaos Knights	Cold One Riders	8	1
Chaos Lord	Lord	9	2
Ogre	Manticore	8	3
Chaos Thug Archers	Repeater-crossbowmen	4	2

* Per Banner, during formation.

TOMB KINGS

Summoned

An undead banner with no Vampire nor Hero Wizard (Necromancer) is destroyed.

Relentless Horde

Undead units do not require subsistence and baggage acquired is automatically lost.

Magic Drain

An undead banner can not suffer depletion for subsistence shortfall, but it does suffer depletion due to magical instability. During the subsistence phase roll 1D6. On a roll of 6 the banner suffers depletion. If two banners are at the same tile, both banners suffer depletion on a roll of 5 or 6. Three banners suffer depletion on a roll of 4, 5 or 6. Four banners at one tile all suffer depletion automatically.

Stasis

No new units can be recruited in the recruitment phase. They can summon new units at a necropolis.

Necropolis

Undead units do not suffer from magical instability if they are at a tile with a necropolis. Undead players may reroll the search dice once and accept the second roll. Or instead of rolling the search dice, undead players may opt to summon new units by rolling 1D6 and consulting White Dwarf 132 page 43.

Substitution table

Chaos Horde Unit	Tomb Kings Unit	Point Cost	Maximum Starting Amount*
Goblins	Tomb Swarms	4	2
Orcs	Mummies	5	2
Wolf Riders	Undead Horsemen	5	2
Beastmen	Skeletons	4	6
Chaos Warriors	Tombguard	5	2
Chaos Knights	Undead Chariot	8	1
Chaos Lord	Liche	9	2
Ogre	Ushabti or Bone Giant or Sphynx	8	3
Chaos Thug Archers	Skeleton Archers or Skull Catapult	4	2

* Per Banner, during formation.

CHAOS DWARFS

Wasteland Pit

During the recruitment phase of each campaign season you gain D6x5 points of Chaos Dwarfs units at your Chaos temple tile(s). They form a separate banner and disappear at the end of the campaign season. Chaos temples are only ever founded in barren tiles.

Mountain Dwellings

A Chaos Dwarf settlement in a mountain tile defending during a siege suffers half the normal number when assaulted. Battery rolls suffer a -2 modifier when directed against any Chaos Dwarf mountain keep.

Miners

When making a route roll through mountains, Chaos Dwarf units add +1 to the scouting dice roll.

Stubborn and proud

No settlement can be betrayed as result of starvation unless mercenary or allied banners are there. No settlement will surrender as a result of starvation unless the besiegers are also Dwarfs.

Substitution table

Chaos Horde Unit	Chaos Dwarfs Unit	Point Cost	Maximum Starting Amount*
Goblins	Goblin Slaves	4	2
Orcs	Orc Slaves	5	2
Wolf Riders	Hobgoblin Wolf Riders	5	2
Beastmen	Hobgoblins	4	6
Chaos Warriors	Chaos Dwarfs	5	2
Chaos Knights	Bull Centaurs	8	1
Chaos Lord	Chaos Dwarf Lord	9	2
Ogre	Ogre	8	3
Chaos Thug Archers	Blunderbusses	4	2

* Per Banner, during formation.

LIZARDMEN

Substitution table

Chaos Horde Unit	Lizardmen Unit	Point Cost	Maximum Starting Amount*
Goblins	Skinks	4	2
Orcs	Saurus Spearmen	5	2
Wolf Riders	Terradon Riders	5	2
Beastmen	Saurus Axemen	4	6
Chaos Warriors	Temple Guard	5	2
Chaos Knights	Cold One Riders	8	1
Chaos Lord	Saurus Oldblood	9	2
Ogre	Kroxigor	8	3
Chaos Thug Archers	Blowpipe Skinks	4	2

* Per Banner, during formation.
