

BORDER PRINCES SKIRMISH



Raging Skirmish Battles in Warhammer - The Old World (1.0)

The brutish and uncivilised regions of the Border Princes are quite often the stage for clashes between huge armies or skirmish battles between rivalling small warbands. This is an expansion for Warhammer – The Old World which describes the latter. The rules were highly inspired by the *Warhammer – Regiment of Renown* Event Pack by the Warhammer World Venue Team and the *Mordheim* rules by Tuomas Pirinen fame.

There are tales told all over the Old World about small warbands of warriors performing heroic deeds outside of the crucible of pitched battle. These unsung heroes are the ultimate focus of Border Princes Skirmish.

This is the perfect opportunity to really go to town on kit-bashing or converting up your very own, utterly unique Warhammer Regiment. This allows you to go all out on personalising your warriors so that each has its own tale of glory (or infamy). Perhaps you will convert up the Imperial Hunter Weiss Strickler, a diehard mercenary for whom no job is too dirty, or the shamed Dragon Prince Imryl Silverwind who is sent out with a few loyal retainers on a mission to seek redemption. Whatever you choose to do, this is the chance you have been waiting for, to pour your heart into some really fantastic models and take them for some fun battles and adventures!

All rules from Warhammer – The Old World apply except for these changes:

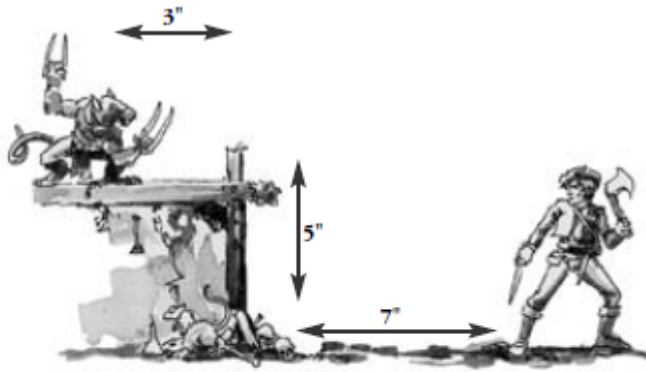
- Your Regiment must have all its models chosen from one list to be found in “Forces of Fantasy“, “Ravaging Hordes“ or in an Arcane Journal.
- **You may purchase individual models from units in your Army List, ignoring any unit size restrictions. These then form separate units on the battlefield which cannot join together.**
- You may spend up to **100 points** on your Regiment.
- You must have a **minimum** of 3 models in your Regiment.
- No model may have more than **3 wounds** (this does not count for the leader).
- You may have a **maximum** of 20 models in your Regiment.
- A maximum of 25% the models in your Regiment may be armed with **ranged weapons** of any kind (round all fractions down). So a Regiment of eight models can have up to two models with ranged weapons and a Regiment of 9 models can have up to two models with ranged weapons.
- You must spend at least 25% of your points on **Core** models from units.
- You may spend up to 50% of your points on **Special** models from units.

- You may spend up to 25% of your points in **Rare** models from units.
- You may purchase weapon and armour upgrades for the models from their army lists' entry of available upgrades on an individual basis. E.g. If you take 2 Warriors of Chaos you may give one a shield and the other a great weapon. No other upgrades may be taken such as Fanatics, Sneaky Skulkers, Assassins, Nets, Weapon Teams etc.
- You may **not upgrade** models to Unit Champions, Standard Bearers or Musicians.
- You may only have up to one model in your Regiment with the **Fly** special rule.
- You may not have a model with the **Ethereal** special rule.
- You may not take **War Machines** of any kind (they are rather unsuited to scouting missions).
- You may not use the rules for **Allies**.
- You may not choose any **Characters**. (They are far too busy!)
- The Dwarf Leader may be equipped with Runes.



SPECIAL RULES

- Every man and woman for themselves: All Models are independent units with a 360-degree line of sight for all purposes including shooting and declaring charges. Treat the models flank and rear as normal.
- Magical Rookies: Sorceress do not add any level to their dice rolls (cast and dispels) as they are only rookie conjurers.
- Here and Now: All models in your Regiment must deploy on the table to start with. They may not sneak, tunnel, fly, scout, magically portal, lurk beneath the sands, mine or in any way be anywhere except in your deployment zone when the game starts.
- Routing: When a Regiment is reduced to less than half of its starting models it counts as being "Broken". At the very beginning of a Regiments Player Turn in which his Regiment is Broken, that player must take a Leadership test on the highest Leadership available in his Regiment. Do not count fleeing units or units that have been destroyed when determining which Leadership value to use. If the Rout test is failed, the game immediately ends and Victory Points are scored as detailed on the mission table. Please note you must take this test even if your entire Regiment (or all that's left of it) is Unbreakable, Immune to Psychology, etc.



The Skaven runs/charges from the top of a building, jumping down during the move. It moves 3" to reach the edge, then jumps down and has to see whether it can safely make it to the ground. As it has to jump down 5", it must pass two Initiative tests to avoid taking D3 S5 hits. If it fails it will stop its move at the bottom of the wall (if it is not taken out of action). If it passes both tests, it can continue its run/charge and move the remaining 7".

Your warrior may **jump down** from high places (up to a maximum height of 6") such as walkways and balconies at any time during his movement phase. Take an Initiative test for every full 2" he jumps down. If he fails any of the tests, the model falls from the point where he jumped, takes damage (see Falling) and may not move any more during the movement phase. If successful, the model can continue his movement as normal (jumping down does not use up any of the model's Movement allowance).

You may **charge** any enemy troops that are below a balcony or overhang, etc, that your model is on. If an enemy model

is within 2" of the place where your warrior lands, he may make a diving charge against it. Take an Initiative test for each full 2" of height your model jumped down from, up to a maximum of 6", like a normal jump. If he fails any of them, your model has fallen and suffers damage, may not move any more during the movement phase and cannot charge the enemy. If he succeeds, the model gains a +1 Strength bonus, a +1 to hit bonus and the Impact Hits (1) special rule (cumulative) but only during the following hand-to-hand combat phase.

Models may jump over gaps (up to a maximum of 3") and streets, (eg, from the roof of a building to another). If your model does not have enough movement to jump the distance, he should better not try it. If your model is able to cover the distance, he must pass an Initiative test or fall. A model may jump over a gap and still fire a missile weapon if it is not marching. It may also jump as part of its charge or marching move, thus gaining the Impact Hits (1) special rule (cumulative).

All Models may jump. Models with a combined profile have to use the lower Initiative of both profiles.

Hiding

A model can hide if he ends his move behind a low wall, a column or in a similar position where he can at least conceal 50% of the model. The player must declare that the warrior is hiding and place a Hidden counter beside the model for it to count as being hidden.

A model that runs, flees or charges cannot hide that turn. His sudden burst of speed does not give him time to hide.

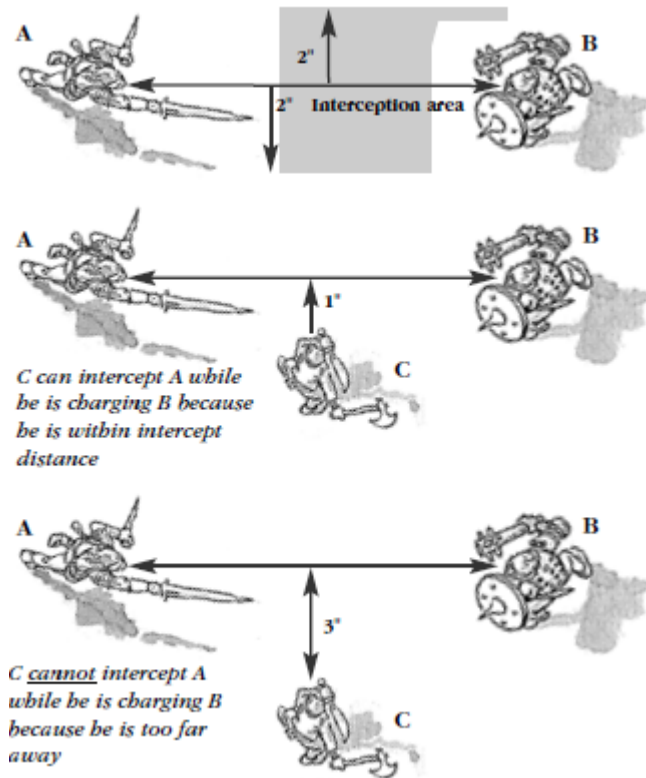
A model may stay hidden over several turns, so long as he stays behind a wall or similar feature. He may even move around so long as he stays hidden while doing so. If an enemy moves so that he can see more than 50% of the hidden warrior, the model is no longer hidden and the counter is removed. When hidden, a warrior cannot be seen, shot at or charged. While hiding, a model cannot shoot or cast spells without giving away its position. If a hidden model shoots, or moves so that he can be seen, he is no longer hidden and can be shot at as normal.

A model may not hide if he is too close to an enemy model – he will be seen or heard no matter how well concealed. Enemy warriors will always see, hear or otherwise detect hidden foes

within their Initiative value in inches. So a warrior whose Initiative value is 3 will automatically spot all hidden enemies within 3".

A hidden Modell that successfully starts a charge gains the "always strikes first" special rule.

Intercept & charge



If an unengaged (ie, not in hand-to-hand combat) enemy model lies within 2" of the charge route, that model may choose to intercept the charger if he wishes. This 'interception area' is shown in the diagram. Only one enemy model may attempt to intercept each charger. If the intercepting warrior would normally require a Fear test to engage the charger then he must pass one in order to be allowed to intercept. Failure means he will not move. If the intercepting warrior causes fear then move the models into contact and then take a Fear test for the original charger (assuming he would normally do so) as if he was the one being charged. Regardless of the results of this test it is still the original charger who counts as charging in the subsequent round of combat, not the intercepting warrior.

Sometimes a charging warrior may not reach the enemy because you have miscalculated the distance. If this happens move your warrior his normal move distance towards the enemy. This is called a *failed charge*. The model cannot shoot in the same turn in which he failed a charge.

If you can move your warrior into base contact with **more than one enemy model** with its charge move, it can charge them both. This might be inadvisable as it'll then be fighting two enemies at once!

Combat results and panic

Combat results are rarely relevant for BPS as only the real loss of a Wound counts for a combat result. However, this might occur for models with multiple wounds.

If a model is destroyed all friendly models within 3" must immediately make a Panic test. A model that failed its Panic test will flee directly away from the nearest enemy unit which is not itself fleeing.

Routing

Routing – When a Regiment is reduced to less than half of its starting models it counts as being "Broken". At the Strategy Phase Sequence at the very beginning of a Regiments Player Turn in

which his Regiment is Broken, that player must take a Leadership test starting with the Regiment's Leader. If he succeeds all models in his command range passed the test, too. If he fails all models may test individually. A model that fails the test it is removed from play. Fleeing models immediately fail a rout test. Unbreakable Models or such that are immune to psychology count as having a Leadership of 10.

As soon as the whole Regiment is off the table the game ends immediately.

Weapons

Some weapons need a little adjustment in BPS.

Spears: A warrior with a spear gains the "always strikes first" special rule in the first turn of hand-to-hand combat against the first model it was attacked by.



THE LEADER

Every company, no matter if they are made of murderous cut-throats or honourable knights, has a Leader. The Leader knows the plan (or pretends to) and inspires his followers on to mightier deeds. You may choose any one model from your Regiment to be the Leader.

- If you wish, you may upgrade your Leader to a Unit Champion of the appropriate type. So a player who has chosen a Black Orc to lead his Regiment could pay 6 points and upgrade his Leader to a Black Orc Boss.

- Your Leader gains +1 Wound.

- Your leader gains the "Inspiring Presence" Rule.

Designer's Note

Don't forget, once you have had your Leader upgrade, they may have access to extra wargear such as hochland longrifles, braces of repeater handbows, extra-sharp hedgehogs – all kinds of things! You may purchase these from your 100 points as normal, but you may not purchase any magic items that may be allowed – this is covered already by their allocation.

- Your Leader may choose up to 20 points of Magic Items from the specific army list. These points do not come from your 100 point Regiment allocation and are “free” – your Leader needs to be special, after all! (If your Leader is only equipped with Claws/Teeth/Fangs or some other such “non-weapon” that for all intents and purposes counts as a hand weapon, then you may still buy him Magic Weapon from the list.)



DOGS OF WAR

You may upgrade up to three models from your Regiment to Dogs of War. These models then become grizzled veterans of many campaigns who have survived the horrors of the Old World and live to tell the (suitably gruesome) tale. These gnarly (and often deranged) warriors love to spin tall tales around a campfire of past exploits and close escapes and impart a lifetime of battlefield experience to younger, fresher recruits.

As appropriate for such hoary veterans, each Dog of War may choose a piece of Veterans Kit using the following rules:

- Each Dog of War may take a single piece of Veterans Kit.
- Each piece of Veterans Kit may only be taken once.

None of the items below are magical in any way, even if they give seemingly magical effects. Each Dog of War has come to trust in the kit he has spent years fighting with and given any choice over which weapons to use, will always default to using his Veterans Kit (even over a Magical Weapon!). This will not prevent him firing a ranged weapon if he is allowed to do so.

Please note if you take a piece of Kit which grants a special rule on a model that already has that rule there is no additional effect. Don't waste them!

Please note that your Leader may be a Dog of War but be warned there is a risk as this will make him quite the valuable target, as you will see later.

Designer's Note

The Veterans Kit options are designed to not only add a bit of fun and character to your Regiment, but to give you some awesome modelling options as well. The Veterans Kit “Steel Lined Cloak” (6+ armour safe) could instead be a cloak that was made from the skin of the nameless Drakwald beast that killed the wearers family, or a Sea Dragon cloak taken from a Dark Elf Reaver.

Item	Special Rule
The Blade of Prescient Perfection: <i>This blade has been lovingly restored by its owner after every battle. Every nick, notch and scratch has been repaired time and again to produce a weapon that responds to the wielders swings with a mind of its own.</i>	Hand Weapon. Grants the wielder the Always Strikes First Special Rule.
The Spiky Shoulder Plates / Caprison of Puncturing: <i>Brutal and efficient (and often quite rusty), many of the cruder races in the Old World believe that charging headlong into the enemy should be rewarded with a similarly satisfying impact.</i>	The bearer gains the Impact Hits (1) Special Rule.
Steel Lined Cloak: <i>An old Veterans Trick, this cloak has been lined with steel bars in order to increase its protective qualities. This tends to make it less useful as a blanket during the long cold nights of the Old World, but any veteran still alive considers the compromise worth the odd shiver.</i>	The bearer gains a 6+ armour save which is cumulative to other armour.
The Regimental Musician: <i>The Regimental Musician is one of the most important members of the unit. It is the Musician that wakes the Regiment in the morning, sounds the advance, the charge and the retreat. The instrument used varies dependant on race, but a gong, drum, bell or just an insanely loud voice are common in most races across the Old World.</i>	You must re-roll failed Rout tests if the bearer is alive.
Kraggis' Pick: <i>A large serrated Pick, this weapon has a reputation as vicious as its surly owner.</i>	Hand Weapon: The wielder of the Pick gains the Armour Piercing -1 Special Rule.
Drogg's Decapitiator: <i>Regiments often punish their own, outside of the normal Military structure, in order to "clean house". Offences punishable by death are few and far between, but every once in a while, a headsmen is called for and it is with this massive serrated axe that the deed is done.</i>	Two Handed. The wielder gains the Killing Blow Special Rule.
Spiky Knee Pads: <i>Even the most fell of creatures have vulnerable areas, which any veteran worth their salt will be swift to take advantage of, and these viciously spiked knee pads were designed to do just that.</i>	The bearer gains the Stomp Attacks (1) Special Rule.
Hand Crafted Ammo: <i>Silver bullets, blessed arrows, hand-made shot with oaths of vengeance inscribed on the tips – the list is as endless as the veterans who take the time to make each shot a personal message of pain to the intended victim.</i>	The wielder of this ammunition does not suffer the penalty to hit for firing a weapon at long range .
El Grobis' Mask of the Fearsome Renown: <i>The Legendary Goblin Assassin El Grobi was infamous for his leering black leather mask. The fact that simultaneous sightings of El Grobi, in areas close to a thousand miles apart, has done nothing to detract from the seeping anxiety caused by the sight of this killers mask.</i>	The bearer causes Fear .
Stabby's Rusty Stikka: <i>There are few weapons more maligned than a rusty blade – the risk of infection far outweighing the actual physical damage it can cause.</i>	Hand Weapon. The wielder gains the Poisoned Attacks Special Rule.
The Shield of Stubborn Refusal: <i>Rumoured to have been hewn from a Dwarfen Oathstone this reddish stone shield has never been passed on, it has always been recovered from the body of the previous owner, more often than not surrounded by the corpses of his enemies.</i>	The bearer gains the Stubborn Special Rule.
The Last Chance: <i>A cursed device, The Last Chance has many forms. In Khazalid it is known as "Final Spite" and is shot made from carved dragons teeth with vicious runes of undoing carved into them. In Elvish it is known as "The Final Whisper of Deaths Passing" and is often a long, black fletched arrow inscribed with spells of the most malefic kind. For most however it is The Last Chance, a hate-filled weapon of last resort which burrows deep into the flesh and then spreads oily black poison throughout the target, vitrifying veins and rotting flesh until the unlucky target is nothing more than a ragged pulpy mess on the ground.</i>	One Use Only. Range Attack. Declare you will use The Last Chance before Rolling to Hit. Should you choose to fire The Last Chance, you may double the range of your weapon. If the shot hits, it will automatically wound with no armour saves allowed . If your ranged weapon has the Multiple Shots special rule or something

	similar ignore these rules for this shot – the power of The Last Chance overrides any such lesser mechanics.
The Brand of Accusation: <i>Used to light campfires at night and witches during the day, the humble flaming brand as ever been a weapon of choice to those who fight in the dark places of the Old World.</i>	The bearer has Flaming Attacks for the purposes of both close combat and shooting.
Club Wiv a Nail In’: <i>This mace was made from the purest warpstone, cooled in human blood and forged deep within the deamonforges of the Zharr Kahrnk using stolen dwarven runes and Elfen enchantments. All these enchantments were then subsequently destroyed when an enterprising Orc raider decided to ‘improve’ it by driving a nail through the top, but it is an effective weapon nonetheless, if a little unpredictable.</i>	Two Handed. The wielder gains the Random Attacks (D6) Special Rule.
The Blindfold of Fearlessness: <i>Rarely employed against all but the most vicious of enemies, creatures prone to running off before the battle even starts have often been blindfolded in order to prevent panic.</i>	The bearer gains the Stupidity Special Rule.
The Epic Flail: <i>A large blackwood staff topped with a vicious assortment of blades, barbs and bones, once the bearer starts swinging, it often finds it hard to stop!</i>	Two Handed. Flail. The bearer has the Frenzy Special Rule.
The Worn Boots of Unseemly Haste: <i>Survivors of battle will attest to the effectiveness of a swift charge, and an equally swift retreat if things go wrong.</i>	The bearer gains the Swiftstride Special Rule.
The Scaled Boots of Delayed Alacrity: <i>Used to run away and charge forth in equal measure these boots have never quite figured out if they are coming or going.</i>	The bearer gains the Random Movement (3D6) Special Rule.
The Totem of Bilious Curses: <i>The bearer of this totem sits by the fire at night, brooding over past wrongs and muttering fell oaths of vengeance against those that wronged him.</i>	The bearer has the Hatred (all enemies) Special Rule.
The Regimental Standard: <i>Throughout the ages, standards have flown above the battlefields of the Old World both in defeat and in victory. Whether it be a hand woven silk masterpiece or a hulking big rock with a face hacked into it, the Regimental Standard is a rallying point for any member of the Regiment.</i>	Any member of the owning Regiment must re-roll all failed panic tests within 12" of the Banner. Please note your leader cannot take the Regiment Standard Veterans Kit.
The Horn of Ribald Tomfoolery: <i>Crafted in order to mock the enemy as much as to signal a retreat, the bearer does more than just laugh in the face of death!</i>	The bearer has the Immune to Psychology Special Rule.
The Dashing Cloak of Heroic Renown: <i>A cloak made from the remnants of captured regimental standards, the bearer has often taken blows that would kill a normal mortal, only to shrug them off with a flourish and a mirthful grin.</i>	The bearer gains the Regeneration (5+) Special Rule.
Climbing gear: <i>Hooks, rope or other gear that helps to climb walls.</i>	The model is allowed to march during climbing and may reroll failed initiative checks during a climbing action.
Lantern: <i>Ranging from crude torches over to finely crafted lanterns this item helps the bearer to see more.</i>	Enemy models within 12“ of the bearer don’t count as hidden anymore.
Amulet of Sotek: <i>This shining gold trinket protects the wearer.</i>	The bearer is immune against the Killing Blow Special Rule.
Underground Map: <i>Someone was here before and made a very clever map of the area.</i>	The bearer gains the Scout Special Rule.
Strange Mushrooms: <i>Far beyond the light of the sun strange mushrooms can be found underground.</i>	The bearer gains the Feel no Pain Special Rule.
Rabbit’s foot: <i>A lucky charm that protects the bearer.</i>	The bearer is able to dispel enemy spells in 18“ range with a bonus of

	+1 and has the Magic Resistance (1) special rule.
Book of Spells: <i>Arcane mysteries unfold before the reader's eyes.</i>	The bearer is able to cast or dispel a spell (see Magic).

MAGIC

The model counts as Wizard level 0 and can cast one single randomly chosen spell from the model's magic lore (see table below). It is able to try a dispel attempt with 2 dice with a range of 18". Note that you can never use a fated dispel in BPS. Perfect Invocations and Miscasts (Rulebook, p. 109) are both possible in BPS.

Keep in mind that the Book of Spells can not be used by animals nor models wearing non natural armour (although there are exceptions to this rule).

Army List	Magic Lore
Beastmen Brayherds	Chaos Rituals (Models with the Mark of Khorne are not allowed to cast spells)
Chaos Dwarfs	Chaos Rituals
Daemons of Chaos	Chaos Rituals (Models with the Mark of Khorne are not allowed to cast spells)
Dark Elves	Chaos Rituals
Dwarfen Mountain Holds	-
Empire of Man	Prayers of Sigmar / Lesser Magic
Grand Cathay	Lesser Magic
High Elf Realms	Lesser Magic
Kingdom of Bretonnia	Lesser Magic
Lizardmen	Lizardman Magic
Ogre Kingdoms	-
Orc & Goblin Tribes	Waaagh! Magic
Skaven	Magic of the Horned Rat
Tomb Kings of Khemrie	Mortuary Cult Scroll
Vampire Counts	Necromancy
Warriors of Chaos	Chaos Rituals (Models with the Mark of Khorne are not allowed to cast spells)
Wood Elf Realms	Lesser Magic



Chaos Rituals (may be used while wearing Chaos armour)

	Spell	Difficulty	Type	Result
1	Vision of Torment: <i>The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.</i>	7	Hex	The model must pass a Leadership test or flee 2D6" directly away from the Chaos Mage. The warrior will continue to flee in each Movement phase until he makes a successful Rally test. This spell has no effect on Undead models or models that are immune to psychology.
2	Eye of God: <i>The Chaos Mage implores the Dark gods to grant a boon to their servant.</i>	7	Enchantment	You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model. D6 Result 1 The wrath of the gods descends upon the target. The model is taken out of action immediately. 2-5 The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell). 6 The model gains +1 to all of its characteristics for the duration of the battle.
3	Dark Blood: <i>The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.</i>	8	Magic Missiles	This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path.
4	Lure of Chaos: <i>The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.</i>	9	Hex	The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own Conjuration sub-phase of his Strategy phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.
5	Wings of Darkness: <i>The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.</i>	7	Conveyance	The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

6	Word of Pain: <i>Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who hear it.</i>	7	Hex	All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.
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Lesser Magic

	Spell	Difficulty	Type	Result
1	Fires of U'Zhul: <i>The wizard summons a fiery ball of flames and hurls it upon his enemies.</i>	7	Magic Missiles	The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (ie, with -1 modifier).
2	Flight of Zimmeran: <i>Calling upon the power of the winds of magic, the wizard walks on air</i>	7	Conveyance	The wizard may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).
3	Dread of Aramar: <i>The wizard places a sense of mind-numbing fear into the minds of his opponents.</i>	7	Hex	A single model within 12" of the wizard must pass a Leadership test or flee 2D6" directly away from him. If he flees, he must test at the start of each of his own movement phases and will continue to flee until he passes a test. Note that this spell does not affect Undead or any model immune to <i>fear</i> .
4	Silver Arrows of Arha: <i>Silvery arrows appear from thin air and circle around the wizard, shooting out to strike his foes.</i>	7	Magic Missiles	The spell summons D3+1 arrows which the wizard can use to shoot against one enemy model. The arrows have a range of 24". Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. The arrows cause one S3 hit each.
5	Luck of Shemtek: <i>The wizard summons the fickle power of magic to manipulate chance.</i>	6	Enchantment	The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next next Conjunction sub-phase of the Strategy phase.
6	Sword of Rezhebel: <i>A flaming sword appears in the hand of the wizard, promising red ruin to all who stand in his way.</i>	8	Enchantment	The sword gives the wizard +1 Attack, +1 Strength and +1 Weapon Skill. All Attacks as flaming. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.

Lizardman Magic (may be used while wearing armour)

	Spell	Difficulty	Type	Result
1	Chotec's Wrath: <i>A lightning bolt shoots from the sky above and strikes the closest enemy.</i>	8	Magic Missiles	The closest enemy model within 10" of the Skink Priest is hit, causing a single Strength 5 hit. However add +1 to the Strength if the model is wearing armour like light armour, heavy armour, Ithilmar armour or Gromril armour.
2	Sotec's Blessing: <i>A blessing erupts from the priest's hands.</i>	7	Enchantment	This spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is taken out. Only a single model may be affected by the blessing at any given time. D6 Effect 1-2 - +1 BS or +1 to hit in close combat. 3-4 - Toughness +1. 5-6 - Movement and Initiative +1.
3	Huanchi's Stealth: <i>The priest casts the power of stealth on the Skinks.</i>	7	Enchantment	The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model to count as hidden during the rest of the turn even if they will choose to march or shoot with a missile weapon.
4	The Old Ones' Protection: <i>The Old Ones are watchfull over their children.</i>	6	Enchantment	The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken out.
5	Tinci's Rage Difficulty: <i>Beware the primordial rage of Tinci!</i>	8	Enchantment	A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follows the rules for <i>Frenzy</i> , in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is taken out or the spell is dispelled. At the beginning of the turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wish to attempt to recast it on another model.
6	Itzl's Speed: <i>Swiftness is the gift of Itzl.</i>	7	Enchantment	A single Lizardman model within 6" of the Skink Priest or himself gains the Swiftstride Special Rule for this turn.

Magic of the Horned Rat

	Spell	Difficulty	Type	Result
1	Warpfire: <i>A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.</i>	8	Magic Missiles	The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.
2	Children of the Horned Rat: <i>The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.</i>	-	Enchantment	This spell must be used before the game and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats do not count towards the maximum size of the Skaven Regiment.
3	Gnawdoom: <i>The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.</i>	7	Hex	The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.
4	Black Fury: <i>With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.</i>	8	Assailment	The Sorcerer gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.
5	Eye of the Warp: <i>Gaze into the eye of the warp and despair!</i>	8	Assailment	All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had failed a Panic Test.
6	Sorcerer's Curse: <i>The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.</i>	6	Hex	The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.



Mortuary Cult Scroll

	Spell	Difficulty	Type	Result
1	Menkare's scroll of Urgency: <i>The Liche Priest reaches out to urge an Undead warrior forward.</i>	6	Enchantment	A single Skeleton Soldier within 6" may immediately move again up to its maximum Movement distance, ie, 4". If this takes the model into base contact with an enemy model, it counts as charging.
2	Horrebe's Curse of the Mummy: <i>The Liche Priest amplifies the curse that all mummies bear and focuses it against a single enemy model.</i>	8	Hex	The target must be within 18" of the Liche Priest. If the spell is cast successfully, the enemy model has a -1 penalty on all to hit, and to wound rolls, and on all armour saves. This lasts until the Conjunction sub-phase of the Strategy phase of the Tomb Kings player.
3	Tawosret's Scroll of Tomb Dust: <i>The Liche Priest can command the sand around him.</i>	7	Hex	A single warrior's movement within 12" is halved (round all fractions down) as he chokes on the sand.
4	Neferre's Scroll of Quaking Horror: <i>The Liche Priest selects a warrior within 12" who is beset by terrible, haunting visions of his own death.</i>	7	Hex	The model must pass a Leadership test or flee 2D6" directly away from the Liche Priest. The warrior will continue to flee in each Movement phase until he makes a successful Rally test. This spell has no effect on Undead models or models that are immune to psychology.
5	Merneptah's Scroll of the Scarab Song: <i>With a short, rasping chant, the Liche Priest summons a swarm of scarabs, which burrow up through the ground, and all over an enemy warrior.</i>	7	Magic Missiles	A single model within 8" of the Liche Priest suffers 2D6 Strength 1 hits. In addition, that model may not be shot at for the rest of the Tomb Guards Shooting phase, nor may he fight or be fought in hand-to-hand combat.
6	Djedre's summonation of the Vengeful Dead: <i>The dead will be back.</i>	5	Enchantment	The Liche Priest may re-animate a Skeleton Soldier that went out of action during the last turn. Place the model anywhere within 6" of the Liche Priest, but not straight into hand-to-hand combat with an enemy model.

Necromancy

	Spell	Difficulty	Type	Result
1	Lifestealer: <i>The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself.</i>	10	Hex	You may choose a single model within 6". The target suffers a wound (no save allowed) and the Necromancer gains an extra wound for the duration of the battle. This may take the Necromancer's Wounds above his original maximum value. This spell will not affect daemonic or undead beings.

2	Re-Animation: <i>At the spoken command of the Necromancer, the dead rise to fight again.</i>	5	Enchantment	One Skeleton that went out of action during the last hand-to-hand combat or Shooting phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.
3	Death vision: <i>The Necromancer calls on the power of Necromancy to reveal the moment of his enemies' death.</i>	6	Enchantment	The Necromancer causes fear in his enemies for the duration of the battle.
4	Spell of Doom: <i>The Necromancer whispers to the sleeping dead to rise up from the ground and seize his enemies.</i>	9	Hex	Choose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, he will suffer a wound.
5	Call of Vanhel: <i>The Necromancer summons the world of the dead to invigorate his Undead servants.</i>	6	Enchantment	A single Zombie, Skeleton or Dire Wolf within 6" of the Necromancer may immediately move again up to its maximum Movement distance. If this moves them into base contact with an enemy model, they count as charging.
6	Spell of Awakening: <i>The Necromancer calls the soul of a slain soldier back to his body and enslaves him with corrupt magic.</i>	5	Enchantment	The Liche Priest may re-animate an enemy Soldier that went out of action during the last turn. Place a Zombie model anywhere within 6" of the Necromancer, but not straight into hand-to-hand combat with an enemy model.

Prayers of Sigmar (may be used while wearing armour)

	Spell	Difficulty	Type	Result
1	The Hammer of Sigmar: <i>This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.</i>	7	Enchantment	The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (eg, 2 wounds instead of 1).
2	Hearts of Steel: <i>As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.</i>	8	Enchantment	Any allied warriors within 8" of the caster become immune to Fear and Panic tests. In addition, the whole Regiment gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is put out of action or until it is dispelled.
3	Soulfire: <i>The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!</i>	9	Hex	All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.
4	Shield of Faith: <i>A shield of pure white light appears in front of the</i>	6	Enchantment	The Priest is immune to all spells.

	<i>Priest. As long as his faith remains strong the shield will protect him.</i>			
5	Healing: <i>Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.</i>	5	Enchantment	Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds.
6	Armour of Righteousness: <i>Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.</i>	9	Enchantment	The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes <i>fear</i> in his enemies and is therefore immune to <i>fear</i> himself. The power of the Armour of Righteousness lasts until the beginning of the Priest's next Conjunction sub-phase of his Strategy phase.

Waaagh! Magic

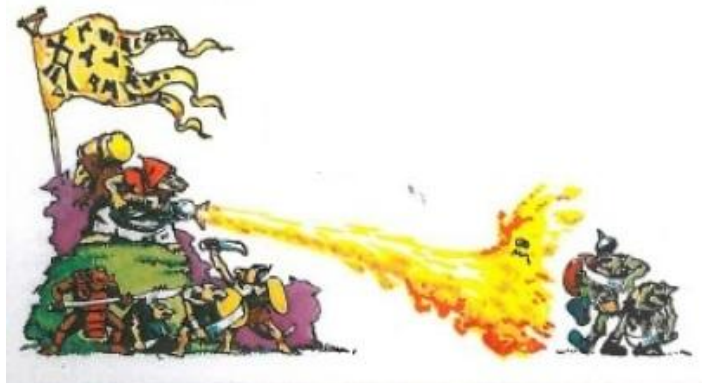
	Spell	Difficulty	Type	Result
1	Led'z go: <i>The Shaman's howling invigorates the ladz to fight even harder for Gork and Mork.</i>	9	Enchantment	Any Orc or Goblin within 4" of the Shaman will gain the "always strikes first" special rule. The spell lasts until the caster is taken out or if it is dispelled.
2	Oi! Gerroff! <i>A huge, green ectoplasmic hand pushes an enemy away.</i>	7	Hex	Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. Note: Very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.
3	Zzap! <i>A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent.</i>	9	Magic Missiles	Range 12". Causes D3 S4 hits on the closest enemy target, with no armour saves allowed.
4	Fooled Ya! <i>The Shaman disappears in a green mist, confusing his enemies.</i>	6	Conveyance	No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.
5	Clubba: <i>A huge, green club appears in the hand of the Shaman.</i>	7	Enchantment	The ectoplasmic club counts as a normal club with +2 Strength bonus and gives the Shaman +1 attack as well. This spell lasts until the caster is taken out or if it is dispelled.
6	Fire of Gork: <i>Twin bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model.</i>	8	Magic Missiles	Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets.

SCENARIOS

You might need to adjust the deployment zone or distances between mission objective markers if you choose to play on smaller gaming boards.

W6 – Score

- 1 – Skirmish
- 2 – Treasure hunt
- 3 – Seize and hold
- 4 – Domination
- 5 – Line breaker
- 6 – Headhunter



Primary Objective: Score 3 victory points for a primary objective.

Kill the Leader: If by the end of the game the enemy leader is slain you score 1 victory point. If he fled, you gain nothing.

Breakthrough: If there is at least a single model of you in the enemies deployment zone you score 1 victory point. Fleeing models don't count.

First Blood: In case the first model slain is an enemy model you score 1 victory point.

Break the Enemy: If by the end of the game more than half of the enemy's Regiment is off the table you score 1 victory point.

Annihilated: You score 1 victory point if you completely destroyed the enemy Regiment or if it fled from the board.

Kill a Dog of War: Each slain Dog of War is worth 1 Victory Point. If they fled the battlefield you gain nothing.

Game length:

A game's length varies. After the 5th round a player rolls a D6. There will be a 6th round on a 3+. After that it is a 4+. After the 7th round the game will automatically end.



Scenario 1: Skirmish

The lawless regions of the Border Princes hardly know any other way of dealing with a conflict as violence. Therefor might is right is the most common solution if two Regiments unexpectedly meet.

Primary Objective:

Annihilated

Secondary Objectives:

Kill the Leader, Breakthrough, First Blood, Break the Enemy, Kill a Dog of War

Deployment:

Both players roll a D6. The player with the higher score may choose which board side he will start on. The other player will get the opposite side of the board. The player who picked the board side then starts with the alternate deployment in an 8" deployment zone on the whole board edge. The player who finished his deployment first gets a +1 on the initiative check.

Scenario 2: Treasure hunt

Tales of a hidden treasure spread fast even in the abandoned regions of the Border Princes.

Primary Objective:

Bring up the treasure

Secondary Objectives:

Kill the Leader, Breakthrough, First Blood, Break the Enemy, Annihilated

Deployment:

There have to be at least three houses or ruins in between the deployment zones for searching.

Both players roll a D6. The player with the higher score may choose which board side he will start on. The other player will get the opposite side of the board. The player who picked the board side then starts with the alternate deployment in an 8" deployment zone on the whole board edge. The player who finished his deployment first gets a +1 on the initiative check.

Special Rules:

All the warriors (not animals!) in each warband know roughly what they are looking for and must inspect the buildings to find the treasure. Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once. This scenario has fixed game length of 7 rounds (unless one Regiment is annihilated of course).

If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge. Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You will need a fitting model for the chest. If the carrier is put out of action, place the treasure chest

at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Scenario 3: Seize and hold

Sometimes a Regiment has to defend their encampment against an attacking Regiment.

Primary Objective:

Seize or hold the target building

Secondary Objectives:

Kill the Leader, First Blood, Break the Enemy, Annihilated

Deployment:

At the start of the game a central standing building has to be placed or designated which is the defender's encampment. Keep in mind that the building should not be closer than 12" to any board edge. Roll a dice to see who the defender is and who the attacker. The defender places his Regiment around 6" of the building. The attacker places his models within 6" of a board edge. Note that he may place his models on different board edges if he likes.

Special Rules:

If at the end of the game the attacker has more models inside the defender's building, he achieves the primary objective. If not the defender does so.

Scenario 4: Domination

The Regiments are often vanguards for bigger armies. A clash between two of them might therefore be of utter importance to claim crucial places until reinforcements will join them.

Primary Objective:

Hold as much mission objective markers as possible.

Secondary Objectives:

Kill the Leader, Breakthrough, First Blood, Break the Enemy, Annihilated

Deployment:

Place a marker (the markers are described in Warhammer – Matched Play) in the middle of the board. Place four others alternating (roll a dice to see who starts) after that. Each marker has to be placed 9" away from another and from the board edges.

Both players roll a D6. The player with the higher score may choose which board side he will start on. The other player will get the opposite side of the board. The player who picked the board side then starts with the alternate deployment in an 8" deployment zone on the whole board edge. The player who finished his deployment first gets a +1 on the initiative check.

Special Rules:

Every mission objective marker counts as primary objective.

Scenario 5: Line breaker

One of the Regiments has to break through or hold the line.

Primary Objective:

Breakthrough or hold the line.

Secondary Objectives:

Kill the Leader, First Blood, Break the Enemy, Annihilated

Deployment:

The Regiment with fewer members is automatically the attacker (if both have the same amount roll a dice). The defender may choose his board edge where he places all models 8" next to the edge. The attacker gets the edge on the other side of the board and automatically has the Initiative.

Special Rules:

Each of the attacker's models that crosses the defender's board edge is worth 1 victory point. Only a regular move or march move allows a model to leave the board. For every third model killed the defender gets 1 victory point.



Scenario 6: Headhunter

The Regiments striving through the Border Princes will sooner or later gain a certain reputation. In most cases this leads to a bounty on the head of the Regiment's leader and his men.

Primary Objective:

Kill the Leader

Secondary Objectives:

Kill a Dog of War, Breakthrough, First Blood, Break the Enemy, Annihilated

Deployment:

Both players roll a D6. The player with the higher score may choose which board side he will start on. The other player will get the opposite side of the board. The player who picked the board side then starts with the alternate deployment in an 8" deployment zone on the whole board edge. The player who finished his deployment first gets a +1 on the initiative check.

CREDITS

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