

Changelog LRB v1.07

Changes are highlighted in red

General

- Revised layout
- Wording, typos, spelling errors, etc. were fixed

Core Rules

- Damage
 - **Casualty removal**

For units consisting of **several different types of models** (e.g. squigs and squig herders), all models of one type each form a separate pool of wounds and only models of the corresponding type are removed if models said type are killed, i.e. lost wounds cannot be transferred from one type to another type of model. Casualties are removed as described above, however for this purpose all models of one type are treated as a separate group with their own last rank.
- Shooting Phase
 - **Hit Allocation ("hits distributed like shooting")**

Hits from ranged attacks or hits that are distributed like shooting, are directed against the target unit as a whole, not against individual models in the unit. This means that hits are distributed to specific models or types of models only if the unit contains models of different types, for example, a protected character model in a unit of less than 5 'rank and file' models (see "Ranged attacks at characters within or near units (Hit Distribution)" in chapter Characters) or a unit of squigs and squig herders (see their special rule in the Orcs and Goblins army list).
- Close Combat Phase
 - **FIGHTING COMBATS**
 - Models in BTB with more than one enemy model can decide which model to attack. If a model has more than 1 attack it may divide its attacks between different models as long as the player declares the target of the attacks before any **attack** rolls are made in the **respective timing step**.
 - The targets of all attacks in any given timing step must be declared at the **beginning of the respective timing step**.
 - **Casualties**
 - Attacks directed against models of a specific type are resolved against that type of model and thus can only cause casualties of models of the respective type, i.e. lost wounds are not transferred from one type of model to another type of model.
- Special Rules
 - **Random Movement (X):** ... Units with the "Random Movement" special rule cannot be joined by characters. Characters with the "Random Movement" special rule cannot join units.

- Equipment
 - ARMOUR: complete revision
 - **Note:** The following rules for Flamer Weapons, Cannons, and Catapults are Weapon Special Rules that apply only to weapons where the corresponding Weapon Special Rule is listed.
- UNIT TYPES
 - **SKIRMISHER**
 - - Non-skirmishing units charging a unit of skirmishers are always resolved according to option a) (see “Successful charges” in chapter Movement Phase). This involves moving the charging unit along the shortest path into contact with the nearest visible skirmisher model and then rotating the charging unit around the point of contact with the skirmisher model so that the charging unit is aligned (or as far as possible) orthogonal to the charge line (the centre of the front of the charging unit to the nearest visible skirmisher model). For this purpose, any models of the charged skirmisher unit are ignored (or removed). Then, the models of the skirmisher unit are positioned (at the choice of the skirmisher player) at the front edge of the charging unit and touching the point of contact to maximise the number of attacking models in both units.
 - - Charges against other skirmishers: Determine for each model if it is within charge distance of the closest model within AOS of the target unit. Models that are within charge distance form a front rank which is touching this closest model and which is aligned perpendicular **and centered** to a line through the centres of both units (before the charge move). Models that do not reach the target unit form rear ranks as usual. After the charging unit moved, the charged unit then moves as many models as possible into BTB with the front of the charging unit forming their own front rank while the remaining models form rear ranks as usual.
 - - Multiple charges against skirmishers are handled as follows:
 - 1) The attacker selects one of the charging units and resolves the charge against the unit of skirmishers as if it were a single charge.
 - 2) Then the remaining charging units execute their charges (as in other multiple charges) against the skirmisher unit, which at this time is positioned in a ranked formation (with front, flank and rear) on the first charger.
 - 3) If, after all charging units have been moved, the skirmishers are fighting only against enemies in their front, the skirmishers must maximise again, if possible.
 - **HEAVY CAVALRY**
 - When this unit makes a march movement, it may move only up to 1.5 times its movement allowance (M).
 - **FLYERS**
 - If a flyer fails a charge and its flight movement would end inside impassable terrain (incl. woods) or a friendly unit, it stops 1” in front of the obstacle.

- CHARACTERS
 - MOVING
 - **Joining and leaving units**
 - Instead of fighting on its own a character can join a friendly unit. To do so the character has to move into contact with the unit in the movement phase and is placed immediately in the front rank of the unit. If the unit has not already moved, its movement is reduced to the remaining movement the character has left when it reaches the front rank, **if the remaining movement is less than the maximum movement of the unit.**
 - Unless noted otherwise, characters mounted on a chariot or a flying mount, **characters (with or without a mount) with the Large Target or Random Movement special rule**, or characters that are classified as a Monster themselves (**i.e. without a mount**) cannot join units.
 - **Unit with attached character model is destroyed**
 - **If a unit with an attached character model is destroyed, the unit counts as destroyed for the purpose of panic tests, regardless of whether the attached character model survives the unit's destruction.**
 - **Character models whose unit is destroyed each form a unit again as a single model. Outside of close combat, character models remain in the location and with the facing they had at the time the unit was destroyed, and must each take a panic test if the unit had US5+ at the start of the phase in which it was destroyed.**
 - CHALLENGES
 - At the start of each combat, **after timing step 1 and before timing step 2**, a single challenge can be issued (**and accepted or denied**) if there is not already a challenge being fought in that combat.
 - **Accepting Challenges**
 - If a character is riding a chariot the creatures pulling the chariot may attack but other crew may not fight (**i.e. the crew does not attack at all**). Any impact hits are directed at the unit before the challenge starts (**i.e. usually a character is save unless it is on its own**).
 - **Characters with mounts classified as Cavalry**
 - Mounted characters with a possible AS of 2+ or better (**through equipment present in game**) that are classified as Cavalry count as Heavy Cavalry.
 - **Character models and chariots**
 - Characters get **+1 AS** and replace a crew member (see army list).
- GENERALS AND BATTLE STANDARDS
 - **THE GENERAL**
 - Each army has to be led by a general. The general is the character model with the highest Ld in the army. If there are multiple characters with the highest LD, the player designates one of those models as the general when he musters his army. **Character models which cannot be the general, are ignored for this purpose.**

Appendix B

- Revised optional rules for Heavy Cavalry

Appendix D

- Added rules for open campaigns

Army wide changes

- **Magic**
 - **PM The Bear's Anger (4+)**: Augment, Range 18", target character model with US1 gains +2A, +1S and +1T until the caster's next magic phase. A model under the effect of this spell cannot use any weapons or shields.
 - **Death Frenzy (7+)**: Augment, Range 18". The unit gains Frenzy. If the unit already has Frenzy, it gains Death Frenzy which works like Frenzy but grants +2A (instead of +1A) and causes D3 Wounds with no saves allowed to this unit at the start of each players close combat phase. The effect of the spell ends when the spell is dispelled/cancelled or the unit is defeated in combat. **The spell has no effect on character models.** Remains in Play.
- **Special Rules**
 - **Bountiful Blades** removed in exchange for respective equipment
 - **Howdah**: If this model is used as a mount for a character, the character gets +1AS or a 4+ armour save which cannot be improved. Further, ranged attacks only hit the character on a '6' (instead of 5-6) when ranged hits are randomised between the mount and the character.
- **Light Bolt Thrower**: Range 36", S5, penetrates ranks, no 'Stand & Shoot', **Large Targets suffer 2 wounds**

Giants

- Revised rules for giants

Brettonia

- **B Conquerors Tapestry**:
 - Before the game starts you must unveil this standard to your opponent. **Every standard captured by this unit counts as two captured standards for the purpose of VP calculation. Should this standard be captured by your opponent it also counts as two captured standards for the purpose of VP calculation.**
 - Cost reduced to 10p.

Beasts of Chaos

- **Mark of Khorne**: MR1, Frenzy (does not affect mounts). **Character models with this mark may take a Ld test at the start of their turn. Each character model that passes does not have to charge this turn due to its own Frenzy but may still be forced to if attached to a unit with Frenzy.**
- **X Presence of Khorne**: Friendly units with Frenzy within 6" of this model may take a Ld test at the start of their turn. Each unit that passes does not have to charge this turn. **If this model is attached to the unit, make a single Ld test for this model and its unit.**

Chaos Dwarfs

- **Deathshrieker Rocket:** Range 12"-60", 3" Template, S4(8), no AS, D3 wounds, units that suffer one or more wounds must pass a panic test. To shoot with this warmachine, use the cannon rules but there is no bounce. Instead, the template is placed with the hole at the point of impact and is then resolved. **Also, any point in front of the target unit may be targeted, i.e. there is no minimum distance for the target point to the target unit.** This warmachine has no Grapeshot mode.
- Added units:
 - **Chaos Dwarf Quarrellers**
 - **Whirlwind/Tenderiser**

Daemons of Chaos

- **Slashing Attacks:** This unit may attack a single enemy unit that it moved over in the Remaining Moves phase **after it ended its move**. The attacked unit suffers a number of S4 hits equal to the number of Screamer models in the unit. Hits are **treated as close combat hits and** distributed like shooting. **Casualties caused in this way do not cause panic tests.**

Dark Elves

- HEIRLOOMS OF NAGGAROTH
 - Renamed "Crimson Death" "Blades of Dark Poison"
 - Renamed "Draich of Dark Power" "Crimson Death"
 - **T Ring of Hotek:** Any magic user (friend or foe) within **12"** miscast if they roll any double.
 - **B Banner of Nagarythe:** **Bearer and his unit gain Stubborn and +1CR. Further, friendly regiments of Dark Elves (i.e. no single models and no non- Dark Elves like Harpies) within 6" gain +1CR.**
- **Death Hag:** **100p**
- **Beastmaster**
 - **90p**
 - Added special rule "Beastmaster" and removed "No Leader"
- **Dark Rider**
 - Options:
 - Standard: **+15p**
 - **Shields +2p/model and unit loses the Light Cavalry special rule**
 - Dread Banner **+35p**
- **Black Guard:** Point Cost: 10 Black Guard: **160p**, Black Guard: 11-30: **+14p** each
- **War Hydra:** added "Hatred (Beast Handlers only)"
- **Kharibdyss**
 - **T6 and I4**
 - Removed "Regeneration (4+)" and added "Hatred (Beast Handlers only)"
- Added units:
 - **Doomsteeds**

Dogs of War

- Revised equipment options of character models
- More magic items added
- More magic banners added
- Reduced minimum size of all pike regiments

Dwarfs

- Integrated the “Loner” special rule into the “Slayer” special rule

Empire

- **Steam Tank:**
At start of each own turn the Steam Tank **has to** generate **0 to 5** Steam Points (SP).

High Elves

- added **Pegasus** as a mount option for character models
- **Phoenix Guard:** Point Cost: 10 Phoenix Guard: **160p**, Phoenix Guard 11-30: **+14p** each

Kislev

- **Bear Pack:**
The unit consists of Bears and Beastmasters. Fill ranks with Bears first then with Beastmasters. **If the unit comprises a single Bear, the unit may form a formation with a frontage of less than 60mm.**

Lizardmen

- **Lizard Pack:**
The unit consists of Salamanders (/Barbed Razordons) and Handlers. Fill ranks with Salamanders first then with Handlers. **If the unit comprises a single Salamander (/Barbed Razordon), the unit may form a formation with a frontage of less than 60mm.**
- **Spout Flames:** Flamer Weapon, Range 0”, S3, AP(3). Misfire: Salamander kills D3 Skink Handlers. **If the unit comprises multiple Salamanders, resolve each ranged attack one after the other (and against the same target).**
- **Giant Bow:** Range 36”, S5, Poisoned Attacks (1), penetrates ranks, no ‘Stand & Shoot’, **Large Targets suffer 2 wounds**
- **A Shield of the Mirrored Pool:** Shield. Rebounds spells cast **directly** at the bearer or its unit (i.e. not templates like “Vermin Tide” or table effects like “Rise of the Bloodmoon”) at the roll (W6) of a 4+, the bearer counting as the caster of the spell. **If the bearer as the caster does not meet the requirements (see “spell categories” in chapter Magic Phase) of the spell, the spell counts as dispelled (even if cast with irresistible force) and does not rebound.** Rebounded spells can be dispelled by using PD as DD for the attempt.
- **Temple Guard:** Point Cost: 10 Temple Guard: 200p, Temple Guard 11-20: **+18p** each

- **Terradon Riders:**
 - T3
 - Point Cost: 3 Terradon Riders: 95p + Nx20p, Terra. Rider 4-12: +30p each

Ogre Kingdoms

- **Ogre Bulls:**
 - Light Armour +3p/model
 - Iron Fists +5p/model
 - Additional hand weapons +6p/model
- **Ironguts:** Point Cost: 3 Ironguts: 165p, Irongut 4+: +40p each

Orcs & Goblins

- **Army wide special rules**
 - **Goblin Horde:** If the army does not include any Orcs (of any kind), it may include 0-2 Lord level characters.
- **Goblin/Night Goblin Waaagh Boss/Big Boss:** added option for short bow +5p
- **Squig Hoppers:** Ld5

Skaven

- **Beast Pack:**

The unit consists of Rat Ogres and Packmasters. Fill ranks with Rat Ogres first then with Packmasters. If the unit comprises a single Rat Ogre, the unit may form a formation with a frontage of less than 60mm.
- Added mounts for Warlord
 - Pox Rat
 - Rat Ogre Bonebreaker
 - War Palanquin
- **Warpfire Thrower Weapon Team:** 50p + Nx10p
- **Doomwheel:** Point Cost: 125p + Nx50p
- **Hell Pit Abomination:** Point Cost: 225p + Nx50p

Tomb Kings

- **B Icon of Rakaph:** If the unit only consists of models of Type Inf and is not engaged in cc, it may make a free reform at the start of the Tomb King's movement phase before charges are declared. This reform does not prohibit the unit from shooting or moving/charging.
- **Necrosphinx:** S5

Vampire Counts

- **Soulstriders:** The unit can move through enemy units in the Remaining Moves phase if it is able to end its move outside of 1" of enemy units. Further, the unit may attack a single enemy unit that it moved through in the Remaining Moves phase. The attacked unit suffers a number of S5 hits equal to the number of Hex Wraith models in the unit. Hits are treated as close combat hits and distributed like shooting. Casualties caused in this way do not cause panic tests.
- Added **Necrarch Vampire Lord**

Warriors of Chaos

- **Mark of Khorne:** MR1, Frenzy (does not affect mounts). Character models with this mark may take a Ld test at the start of their turn. Each character model that passes does not have to charge this turn due to its own Frenzy but may still be forced to if attached to a unit with Frenzy.
- **X Presence of Khorne:** Friendly units with Frenzy within 6" of this model may take a Ld test at the start of their turn. Each unit that passes does not have to charge this turn. If this model is attached to the unit, make a single Ld test for this model and its unit.
- **Dragon Ogre Shaggoth:**
 - T6
 - 250p + Nx25p
- **Book of Secrets** is no longer an option for character models with the mark of Khorne

Wood Elves

- **X Murder of Spites:** +D6 magical attacks in cc at bearer's WS, I4 and S3. Equipment and special rules of the bearer have no effect on these attacks.
- **Dryads:** added Fear