

Changelog LRB v1.08

Changes are highlighted in red

General

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

Core Rules

- Special Rules:
 - Removed: **Ramshackle**
 - Added: **Impale (X)**: The model gains +X Strength in first round of combat if charging.
 - Removed: Armour save table

Appendix B

- Optional rules for Steam Tank variants and an optional miscast table.

Army wide changes

- **Magic**
 - **PM Aqshy's Blessing (5+)**: Augment, Range 18", target warmachine (Type: WarM) gets the special rule 'Devastating' for ranged attacks until the caster's next magic phase. Devastating: Units that suffer one or more **casualties** from this attack must pass a panic test.
 - **BM Burning Head (8+)**: Choose a point in the front arc of the caster then draw a straight 18" long line from the caster to that point. The burning head flies along this line until it reaches its end or hits impassable LOS blocking terrain. All models under the line (affected models are determined in the same way as for a cannonball) suffer a S4 hit. Units that suffer at least **one casualty** have to take a panic test. Cannot be used if the caster, or the unit he is with, is engaged in cc.

- **Imperial Ogres (DoW and Empire):**

In addition, the unit may be equipped with one of the following weapon options:

- - Additional hand weapons +20p
- - Great weapons +40p
- - Halberds +30p

Araby

- **A Al Jizads Armour:** Heavy armour, Attacker must pass a Strength test in cc for each attack or the attack fails.

Beasts of Chaos

- **Bane Shield:** Shield, for every successful armour save in cc the attacker suffers a S4 hit
- **Ambush:** If the army is led by a general from the Beastmen army list units with the Ambush special rule may start the game in reserve. Beginning with turn 2, roll a d6 at the start of your turn for each unit in reserve: on a 4+ the unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit), add +1 to the roll for each turn after the second, a natural '1' always fails.
- **Unruly:** In the 'Start of the Turn' phase roll a D6. On a roll of a '6' the unit gains the Frenzy special rule (even if it lost its Frenzy in a previous turn) until the beginning of this unit's next turn or until it loses a combat.
- **Ungor Scout:** Special Rule 'Ambush' removed.
- **Jabberslythe:** Special Rule 'Regeneration (5+)' added.

Point cost adaptations

Gor Options: Mark of Khorne +30p instead of +35p

10 Gor Raiders: 80p+ Nx10p, N = total number of units with the special rule 'Ambush' in the army instead of 90p

10 Ungor Raiders: 50p + Nx10p, N = total number of units with the special rule 'Ambush' in the army instead of 60p

5 Centigors: 100p instead of 110p

Cygor: 200p + Nx25p, instead of 250p + Nx25p

Chaos Dwarfs

- **Deathshrieker Rocket:** Range 12"-60", 3" Template, S4(8), no AS, D3 wounds, units that suffer one or more **casualties** must pass a panic test.
- **Magma Cannon:** Flamer Weapon, 12" Range, S5, AP(1), D3 wounds, units that suffer one or more **casualties** must pass a panic test.

Point cost adaptations

- **Magma Cannon:** **100p+ Nx30p** instead of 110p+Nx30p

Daemons of Chaos

- **Hell Flamer:** Flamer Weapon, Range 12", S4, AP(1). Units that suffer one or more **casualties** must pass a panic test.
- **Exalted Flamer:** The model counts as being equipped with the following ranged weapon: Flamer Weapon, Range 0", S4, AP(1). Units that suffer one or more **casualties** must pass a panic test.

Point cost adaptations

- **Exalted Flamer of Tzeentch:** **60p + Nx20p** instead of 65p + Nx20p
- **Burning Chariot of Tzeentch:** **155p + Nx20p** instead of 160p + Nx20p
- **Soul Grinder Options:** **Hell Flamer +55p** instead of +60p

Dark Elves

- **Hydra Banner:** In each first combat round all Dark Elves **in the unit with this banner** gain +1A.
- **Black Horror (13+):** Direct Damage, Range 18", 5" template, S5, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more **casualties** must take a panic test

Dogs of War

Point cost adaptations

- **Pirazzo's Lost Legion, Ricco's Republican Guard, Leopold's Leopard Company, The Alcatani Fellowship:** 170p instead of 185p
- **Marksmen of Miragliano:** 150p instead of 165p
- **Anakonda's Amazons:** 140p instead of 150p, **Amazon 11-20 +10p** each instead of +11p
- **Braganza's Besiegers:** 155p instead of 170p
- **The Cursed Company:** 265p instead of 275p
- **Ruglud's Armoured Orcs:** 200p instead of 215p
- **Beorg Bearstruck and the Bearmen of Urslo:** 280p instead of 290p
- **Lumpin Croop's Fighting Cocks:** 155p instead of 165p
- **Goglfag's Ogres:** 330p instead of 340p
- **Tichi-Huichi's Raiders:** 240p instead of 255p, **Raider 7+ 18p** each instead of +20p
- **Mengil Manhide's Manflayers:** 275p instead of 285p
- **Birdmen of Catrazza:** 110p instead of 125p

Dwarfs

- **Flame Cannon:** Flamer Weapon, Range 12", S5, AP(1), D3 wounds. Units that suffer one or more losses must pass a panic test.

- **Point cost adaptations:**

Quarellers: 10 Quarellers 100p + Nx10p (instead of 90p+Nx20p), with N = number of Quareller and Thunderer units in the army, Quareller 11-20: +11p each

Thunderers: 10 Thunderers 100p + Nx10p (instead of 100p+Nx20p), with N = number of Quareller and Thunderer units in the army, Thunderer 11-20: +11p each

Flame Cannon: 100p+ Nx30p instead of 110p+Nx30p

Empire

- **A Gilded Armour:** Heavy Armour, Attacker must pass a Strength test for each cc attack or the attack fails
- **New unit: Witch Hunter**

Point cost adaptations

- **Outriders:** 120p+Nx10p instead of 110p+Nx10p

- **Hellblaster Volley Gun:** 90p+ Nx25p instead of 100p+Nx25p
- **Helstorm Rocket Battery:** 90p+ Nx25p instead of 100p+Nx25p

High Elves

- **Flames of the Phoenix (13+):** Direct Damage, Range 18", 5" template, S5, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more **casualties** must take a panic test

Kislev

- **A Armour of Tzars:** Heavy Armour. Attacker must pass a Strength test for each attack in **cc** or the attack fails.

Lizardmen

- **S Rod of the Storm:** PM 2/5+, MM, Rang 18", 2D6 S3 AP(1) hits. A unit that suffers at least one **casualty** has to take a panic test. One use only.
- **Warp Hole (13+):** Direct Damage, Range 18", 5" template, S5, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more **casualties** must take a panic test.

Point cost adaptations

- **Options Saurus Oldblood:**
Cold One +40p instead of +35p
Carnosaur +190p instead of +200p
- **Options Saurus Scar Veteran / Battle Standard:**
Cold One +30p instead of +25p

Ogre Kingdoms

- **Bonecruncher (8+):** Magic Missile, Range 18", 2D6 S2 Hits, no AS.

Orcs & Goblins

- **Point cost adaptations:**
Options Savage Orc Boyz & Savage Orc Big 'Uns:
Big Stabba +5p instead of +10p

Skaven

- **Plagueclaw Catapult:** Catapult, Range 12"-48", 5" template, S2(2) no AS. Units that suffer one or more **casualties** have to take a panic test. Misfire: 1-2: Destroyed, 3-4: the warmachine doesn't shoot this turn as well as the next, 5-6: the warmachine doesn't shoot this turn
- **Warpfire Thrower:** Flamer Weapon, Range 0", S4, AP(1). Units that suffer one or more **casualties** must take a panic test. Misfire: 1-2: Destroyed, 3-4: the weapon doesn't shoot this turn as well as the next, 5-6: the weapon doesn't shoot this turn.
- **S Warpscroll:** PM 2/5+, Direct Damage, Range 18", 3" template, S3, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more **casualties**, must take a panic test. One use only.
- **Searing Doom (10+):** Direct Damage, Range 24", 3" template, S4. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more casualties must take a panic test.
- **Giant Rats: 2 packs minimum**

Point cost adaptations

- **Plagueclaw Catapult:** **55p+ Nx25p** instead of 60p+Nx25p
- **Ratling Gun:** **50p + Nx10p** weapon team instead of 60p+Nx10p
- **Warpfire Thrower Weapon Team:** **45p + Nx10p** instead of 50p + Nx10p

Tomb Kings

Entombed beneath the Sands: This unit can opt to not setup during deployment and be held in reserve. If it does so, place a (unit specific) tomb marker (25mm diameter) for it anywhere on the board **after deployment but before the starting player is determined.**

- **Screaming Skull Catapult:** Catapult, Range 12"-60", 3" Template, S4(8), no AS, D3 wounds, magical attacks. Units that suffer one or more **casualties** must pass a panic test
- **Skeleton Chariot:** Moved **to CORE** from SPECIAL

Point cost adaptations

- **Nekrotect:** **55p** instead of 75p
- **Skeleton Chariot Options:** **Champion +10p** instead of +20p
- **Incantation of Summoning** **point costs reduced by 10p** (**65p** instead of 75p for the High Priest, **50p** instead of 60p for the Liche Priest)

Vampire Counts

- **Changed options for Grave Guard:**

The unit may replace their shields with great weapons or halberds for free, or can be equipped with halberds for +1p or great weapons for +2p per model.

Warriors of Chaos

- **A Bane Shield:** Shield, for every successful armour save in cc the attacker suffers a S4 hit
- **E Rod of Corruption:** PM 2/5+, Direct Damage, Range 18", 3" template, S3, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more casualties must take a panic test. One use only. (Nurgle only)

Wood Elves

Point cost adaptations

- **Dryads:** 110p instead of 120p, Dryad 9-20 +11p instead of +12p
- **Treekin:** 140p + Nx30p instead of 150p + Nx30p