

# Warmaster Revolution updates for 2021

## How the WMR Rules Committee works

The Warmaster Revolution Rules Committee (WMRRC) was formed in 2017 to update the Warmaster classic army lists for the Warmaster Revolution game. This process was completed in 2018 with the Wood Elf list and some felt its work had been completed.

It became apparent during 2019-20 that the WMRRC was still needed to clarify, amend and improve the rules of Warmaster Revolution and to balance its various army lists for the fun and enjoyment of all, looking after the best interests of the game as a whole.

Members of the Committee (see below) serve for 1 year but may be re-elected. Proposals for changes to the game are made in January each year, discussed then voted on.

Voting to adopt playtested new rules takes place during January-February each year, with updates for the year disseminated to the Community a short time after.

## Warmaster Rule / Army List Status

New ideas are always welcome, but Warmaster already has a well-balanced set of rules and army lists, so care must be taken to avoid introduction of changes which would unbalance the game. Therefore there is a pathway from Conceptual idea through to Approved status.

Progression through the stages is based on collaborative effort through playtesting within the community of Warmaster Revolution players.

The forum to discuss Conceptual / Experimental rules can be found at <https://wmrexperimental.freeforums.net>

Each Warmaster Rule / Army List is graded as one of the following:

**1. Approved:** Approved rules / lists are tournament ready and should be balanced against any other army. They are well tested across multiple play groups and are not likely to see any drastic changes. Players can build their army around such lists with full confidence.

Approved rules / lists represent the 'core' game for all tournament events.

**2. Developmental:** Developmental rules / lists should be balanced for the majority of games. However, it is possible that they allow an exploitative combination or two which has not been identified or mitigated. They require more testing across multiple play groups and still might see a drastic change. Players should feel confident that most models they collect for these lists will be usable when it is approved.

It is anticipated that new rules / lists will retain Developmental status for at least 1-2 years to ensure that sufficient testing has been carried out before any proposal to give them Approved status.

Developmental rules / lists are regarded as 'optional' rules which may be used in tournament play at the discretion of the Tournament Organiser.

**3. Experimental:** Experimental rules / lists have been subjected to limited playtesting by their original author(s) and/or discussion with others. Obvious errors have been rectified, but they will probably still have some deficiencies in play balance that have yet to be identified or rectified. They require further testing across multiple play groups in the Warmaster community before they can be considered for 'Developmental' status and will most likely see significant changes as a result. Players should be aware that models they collect for these lists might not be usable when it is approved.

Conceptual rules / lists should not be used in Tournament games.

**4. Conceptual:** Conceptual lists are an early work in progress. Usually they are an idea which has been proposed by a single individual. They have had very limited or no playtesting and will probably have significant deficiencies in play balance that have yet to be identified or rectified. They require lots of testing across multiple play groups and will most likely see drastic changes. Players should be aware that models they collect for these lists might not be usable when it is approved.

Experimental rules / lists should not be used in Tournament games.

## Army by Army changes

Changes to rule text are noted in *red italics*

**Please note that all the changes listed below have “Developmental” status until they have been playtested in the wider community. After final testing within the global Warmaster community, they may be voted to “Approved status” at an appropriate future time.**

### Beastmen

#### Correction to Ambush rule

"During the order movement sequence the Beastmen player nominates a point *within dense terrain* or on any base edge other than the enemy player's own table edge for every group of ambushing units he wants to deploy this turn. If the nominated point is in dense terrain it must be chosen that every stand of every unit within the group must be at least partially within the terrain."

#### Clarify Doombull special rules

Amend the Doombull special rules to read as follows:

*7. Doombull. Beastherd, Herdkin and Bestigors joined by a Doombull will become subject to Bloodlust in the same way as Minotaurs.*

### Cathay - List as a whole now has Developmental Status

Spearmen now renamed *Bannermen* to fit with current fluff

Ogres now have Ironguts profile and points.

Rocket Launchers now similar to Chaos Dwarves one, but with no armour save.

Cavalry now 2 per 1,000.

Spearmen renamed as Bannermen (no change to profile)

Celestial Dragon now +1 to command value rather than Cmd 8 (typo).

Glory of Cathay applied to chariots not cavalry (typo).

### Chaos

#### Add Chariot mount for characters

Add the following to the character mounts section of the Chaos list

Troop	Type	Attack	Range	Hits	A	Size	Points	Min/Max	Special
<i>Chariot</i>	<i>Mount</i>	<i>+1</i>					<i>+10</i>	<i>-/1</i>	<i>-</i>

### Daemons

#### Instability table clarification

Amend the outcomes for rolling on the Instability table as follows

4-5 No effect – unless the unit is confused in which case it ceases to be confused as it is favoured with the invigorating power of Chaos.

6 The unit feels the power of the gods. As a result it attacks the closest enemy within initiative range. If there is no enemy in initiative range the unit ignores command penalties for the lost stand till its next turn. *Additionally, if the unit is confused it ceases to be confused.*

### Dogs of War

#### Allow switching of Handgunners for Crossbows in same way as Empire

Amend Dogs of War Handgunners special rule to read as follows:

*Count enemy Armour values as one worse than normal when shot by handgun. One unit of Crossbowmen per full 1000 points can be replaced by Handgunners (including the 10 points extra in price) while still counting for the Crossbowmen min/max value. Note that this unit still counts for min/max value of Handgunners.*

## Dwarfs

### Anvil points reduction

Points cost reduced to 30

### Removal of brigading restriction for Trollslayers

Delete the sentence from the Trollslayers special rules which says "Two or more Troll Slayer units cannot be given a brigade order - only a single Trollslayer unit can ever be included in a brigade".

This will have the effect of allowing brigades with up to 4 units of Trollslayers, i.e. they can brigade with other units as normal.

## Goblins

### Squig Herd / Goblin units interchangeability

Add the following to Squig Herd Special rules:

*Up to two units per full 1000 points can be replaced by Squig Herd while still counting for the Goblin units min/max value*

## Nippon - List as a whole now has Developmental Status

### Ninjas removed from Break Point

Ninjas no longer count towards from Break point calculations

### Change to ordering Ronin

Alter Ronin Special rules to read as follows:

They are resentful of the Code of Honour that prevents them living a normal life, so are not concerned about losing face like their Samurai counterparts and tend to act as they see fit on the battlefield. ~~This is represented with a -1 command penalty when receiving orders.~~

*Because of this, Nippon commanders need to stay very close to any Ronin they have hired to ensure that they will follow orders. Ronin (or brigades containing Ronin) may only receive orders from a character within 20cm.*

### Oni points correction

Oni units now cost 110 points.

(This corrects an error on my part in writing the list - Oni were templated on Ogre Bulls (105 pts) but without the compulsory charge negatrait, making them Black Orcs which cost 110.

### Shrine points reduction

Points cost reduced to 30

### Shugenja update

Alter Shugenja stats and Special Rules as follows:

Troop	Type	Command	Attack	Points	Min/Max	Special
Shugenja	Hero	8	+0	80	-/1	*

*Shugenjas may take a Dispel scroll.*

The Shugenja adds +1 to any rolls on the Daemonic Instability table if he is within 20cm of the affected Daemon unit. *This benefit only applies when rolling on the Daemonic Instability table for friendly units.*

## Ogre Kingdoms

### Gnoblar can now provide support

Amend Gnoblar special rule to read as follows:

*Gnoblar are allowed to shoot as if it had bows but its range is reduced to 15cm. A Gnoblar stand cannot be supported by other kinds of infantry - only by other Gnoblar stands. Note, however, that Gnoblar can support other kinds of infantry as normal. Gnoblar cannot be given magic items. Characters cannot join Gnoblar units.*

### Yhetees points change and can pursue all enemy

Points value amended to 120 points per unit.

Special rules: add *"Yhetees can pursue any type of retreating enemy."*

## Tomb Kings

### Remove redundant text from Liche Priests

Delete the special rule which says

7. *Liche Priest: Liche Priests cast spells like other wizards.*

This is unnecessary as the "type" entry wizard implies it already.

## Witch Hunters

### Army rule update to hate more chaotic enemies

Change to Army rule, widening definition of hated armies to include Chaos Dwarfs and Skaven. Amend the Army

Special rule text to read:

*"Chaos means Chaos army, Daemons army, Beastmen army, Chaos Dwarf army and Skaven army."*

### Warhounds consolidation of Special rule text

Addition of text from Empire skirmishers rule to unit special rules (previously cross-referenced) for simplicity.

Amend Warhound unit special rule to read as follows:

#### *4. Warhounds*

*Warhounds stands never fight as independent unit. Instead, you may add one stand of Warhounds to your units of Zealots, Handgunners, Pistoliers or Flagellants. This brings the size of the unit to 4 stands. Warhounds always have Armour value 0. Warhounds can move up to 30cm. They fight as part of their unit and can be removed as a unit casualty if player wishes. Warhounds causality never count as causality for purposes of issuing orders, which means there is no -1 Command penalty as there normally would be for units that have lost a stand. Warhound stands never count as part of the unit's formation when determining whether they move at full or half pace, so no movement penalty is incurred if they are arranged out of the unit's regular formation. If they join cavalry unit (i.e. Pistoliers), they are still considered as an infantry stand, but in this particular case they can pursue enemy cavalry together with the main unit.*

## Vampire Counts

### Vampire Lord clarification

Amend the Special Rule for the Vampire Lord to read as follows, in order to clarify usage of Magic Items and Command Range

#### *4. Vampire Lord*

*These are powerful sorcerers as well as the army's general. They can cast spells in the same way as a wizard and can be given a magic item restricted to either a General or a Wizard. Note that the Vampire Lord is still a General and his command range extends over the whole battlefield as for other Generals."*

## SIEGE ENGINES

Define exact stand sizes for siege machines: Battering Ram, Siege Tower and Sow. Amend text as follows: Barry have you read the document this time... the codeword is "blackbird" if you did.

Add to Battering Ram's first paragraph:

"Battering Rams are mounted on a wheeled chassis and protected by a wooden roof so that troops inside can push the ram forward under cover. A Battering Ram can be incorporated into a Siege Tower in which case it simply combines the attributes of both. *A battering ram is placed on a special stand with a front edge of 40mm and flank edges of 60mm.*"

Add to Siege Tower's first paragraph:

"A Siege Tower is a massive wooden tower that rolls forward on huge wheels. It is pushed to the enemy's fortress by troops who are protected by its stout timbers. Once the tower reaches its target, a ramp descends allowing the sheltering troops to swarm over the walls. *A siege tower is placed on a special square 40mm x 40mm stand.*"

Add to Sow first paragraph:

"These are roofed and wheeled structures that offer protection to troops as they advance towards a castle. A Sow is very much like a big shed on wheels or, to put it another way, a Battering Ram without a ram. A Sow is represented by the same rules as a Battering Ram except that it cannot batter. *A sow is placed on a special stand with a front edge of 40mm and flank edges of 60mm.*"

## Members of the Warmaster Revolution Rules Committee 2021

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