

Changelog LRB v1.06

Changes are highlighted in red

General

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

Core Rules

- Templates
 - Models that are at least partially covered by the template suffer a hit on a **to-hit** roll of a 4+. Unless otherwise stated, to-hit modifiers for ranged attacks are ignored. However, the following modifiers apply:
 - +1 if the model is a Large Target or of the unit type Swarm.
 - 1 if the model is part of a unit which counts as Skirmishers or Light Infantry.
- Units
 - **Broken Units**
Further, broken units cannot deny other units the ability to march, i.e. they are ignored for the purpose of march blocking.
- Movement
 - **MARCHING & MARCH BLOCKING**
Enemy (**non-broken**) units with $US \geq 5$ deny friendly units that are within 8" at the start of their move the ability to march. This is called march blocking.
- Special Rules
 - Added **Bodyguard**
- Equipment
 - **Cannon**
If the target point is within the maximum (and minimum) range of the cannon **and more than 4" away from the target unit**, roll an Artillery Dice. Otherwise, the shot automatically misses. Still roll the Artillery Dice to determine if a misfire occurs.
For hits inflicted by a cannonball, the roll for the number of wounds inflicted with each hit can be re-rolled.

Appendix B

- Added optional rules for Heavy Cavalry

Army wide changes

- **BSB:** removed restrictions, i.e. all BSB may take up to Xp of magic items (incl. banner) or any banner.
- Special Rules
 - “**Body Guard**” is now called “**Bodyguard**” and has been moved to core rules
- Spells
 - **Drain Magic (8+):** In the next (enemy) magic phase, casters suffer -2 to cast BM spells. This effect stacks up to -6.
 - Lore of Fire
 - Replaced **PM Forge Fire** with **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 wounds from this attack must pass a panic test. (+15p/+25p)

Araby

- **T Falcon Amulet:** The first time in the game, the bearer suffers one or more wounds (after saves), reduce the number of wounds suffered by 1 (down to a minimum of 0). The wound saved in this way does not count towards combat resolution.

Brettonia

- **T Token of the Damsel:** +40p (lords) / +30p (heroes)

Dogs of War

- **T Jon’s Citrin Talisman:** The first time in the game, the bearer suffers one or more wounds (after saves), reduce the number of wounds suffered by 1 (down to a minimum of 0). The wound saved in this way does not count towards combat resolution.

Dwarfs

- **Rune of Brotherhood:** The bearer gains +1M and may deploy in a unit of Rangers or Miners according to their respective special rules.
- **Rune of Fate:** +40p (lords) / +30p (heroes)
- Added Talismanic Rune
 - **Rune of Doom:** The bearer may use one additional Spell Rune of the Anvil of Doom in each magic phase. However, each Spell Rune can be used only once per magic phase. (only for Runelords with Anvil of Doom) (stacks) 50p
- **Runelord:** cost of Anvil of Doom reduced to +100p

Empire

- Helstorm Rocket Battery
 - **Helstorm Rocket Battery:** Catapult, Range 12"-60", 5" Template, S4(8), no AS, D3 wounds. **If the Artillery Dice shows a result of '2' or '4', reroll the Artillery Dice.** Misfire: Roll a D6: 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.
 - Battery Crew BS4
- **T Jade Amulet:** **The first time in the game, the bearer suffers one or more wounds (after saves), reduce the number of wounds suffered by 1 (down to a minimum of 0). The wound saved in this way does not count towards combat resolution.**

Lizardmen

- **E Cloak of Feathers:** The bearer may Fly **but cannot be deployed as a scout.** Models on foot only.

Orcs & Goblins

- Night Goblin Waaaghboss
 - Option for Spear added
- Night Goblin Big Boss
 - Option for Spear added

Skaven

- **Tunnelling Team:**

If the tunnel marker ends up at least partially under an enemy unit, the Tunnelling Team (including a potential accompanying Warp Grinder) is placed in BTB with the enemy unit and counts as in close combat but not as charging, i.e. fight in initiative order. The enemy unit cannot declare any charge responses and has to hold. **The Tunnelling Team is positioned on the side of the enemy unit where the highest number of models of the Tunnelling Team can be legally placed. If there are multiple such sides, place the Tunnelling Team on the side nearest to the marker (randomise if necessary). The Tunnelling Team is placed as close to the marker as possible in a formation which faces the enemy unit and maximises the number of attacking models.** If there is no space to legally place all models, every model that cannot be placed on the board is destroyed.
- **T Crown of the Horned Rat**
 - Increased cost to **+60p** (lords) / **+40p** (heroes)

Tomb Kings

- **Entombed beneath the Sands:**

If the marker ends up at least partially under an enemy unit, the entombed unit is placed in BTB with the enemy unit and counts as in close combat but not as charging, i.e. fight in initiative order. The enemy unit cannot declare any charge responses and has to hold. **The entombed unit is positioned on the side of the enemy unit where the highest number of models of the entombed unit can be legally placed. If there are multiple such sides, place the entombed unit on the side nearest to the marker (randomise if necessary). The entombed unit is placed as close to the marker as possible in a formation which faces the enemy unit and maximises the number of attacking models.** If there is no space to legally place all models, every model that cannot be placed on the board is destroyed.

- Tomb King
 - Option for Khemrian Warsphinx added

Wood Elves

- **T Fimbulwinter Shard:** Bearer and mount are -1 to hit in cc. **A mount with the “Large Target” special rule does not benefit from this effect and is hit as normal. In addition, any unit with the “Forest Spirit” special rule which starts its turn within 6” of the bearer gains the “Stupidity” special rule until the start of its next turn.**
- **T Stone of Crystal Mere:** Ward Save (3+) for bearer and mount. **A mount with the “Large Target” special rule does not benefit from this effect. The item is destroyed after its ward save is failed for the first time.**
- Glade Lord: A Oaken Armour +65p
- Wild Rider Lord: A Oaken Armour +60p
- Battle Standard: A Oaken Armour +45p
- Glade Noble: A Oaken Armour +45p
- Wild Rider Noble: A Oaken Armour +40p