

Warmaster Revolution updates for 2022

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.

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. Conceptual: Conceptual 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. Experimental: Experimental 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 will be subject to a confirmatory vote in 2023

Albion

Mists of Albion - rewording

This spell may be cast upon a single friendly Infantry unit within range, regardless of whether the caster can see them or not. The spell lasts until the start of the caster's next turn, or until the target unit moves in any way. The target Infantry unit counts as Defended, even if it is in open terrain.

Rationale: Reword the spell to clarify the intent of its mechanics and pave the way for its reuse in other lists.

Beastmen

Minotaurs – change to statline & points

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Minotaurs</i>	<i>Infantry</i>	<i>5</i>	<i>4</i>	<i>0</i>	<i>3</i>	<i>-</i>	<i>80</i>	<i>-/2</i>

A Minotaur unit is subject to Bloodlust and will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. A unit with Bloodlust cannot be driven back by shooting and never roll for drive backs. A unit with Bloodlust must pursue or advance if victorious in combat where they are permitted to do so.

A unit with Bloodlust is unaffected by an enemy that causes terror in combat -they don't suffer the -1 Attack modifier.

Rationale: standardise with Dwarf Trollslayer profile, decrease points in line with effectiveness on tabletop

Doombull – change of statline & points

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Doombull</i>	<i>Char</i>	<i>+2</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>6</i>	<i>80</i>	<i>-/1*</i>

Max 1 per army

Causes Terror

Beastherd, Herdkin and Bestigors joined by a Doombull will become subject to Bloodlust in the same way as Minotaur units, until the end of the following command phase.

Rationale: make this into a viable Character choice.

Centigors – change of statline, points & basing

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Centigors</i>	<i>Cavalry</i>	<i>3/1(15cm)</i>	<i>3</i>	<i>6+</i>	<i>3</i>	<i>-</i>	<i>80</i>	<i>-/2</i>

Centigors carry an assortment of smaller ranged arms, so may only shoot up to 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Also this enables them to shoot at enemies charging them from any direction.

Note that Centigors are now cavalry, so are based facing the short edge of the base like all other kinds of cavalry.

Rationale: make this into a viable unit choice.

Hunting for Gore – removal of restrictions on which units can be affected

HUNTING FOR GORE!

5+ to cast Range 30cm

The Shaman's magic power arouses in the herd an uncontrollable desire to tear asunder any enemy and feast on their bloody remains. Rows of wild warriors charge headlong into their foes.

The spell can be cast on any unengaged friendly unit within range regardless of whether the Shaman can see it or not. The spell affects only a single unit, never a brigade. The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it - they remain where they are.

Rationale: standardise with other movement spells by removing restriction on which units it could be cast on.

Cathay

No changes for 2022. List remains as "Developmental" status.

Chaos

No changes for 2022.

Chaos Dwarfs

Points changes

Bull centaurs points cost changed to **140 points**, statline remains unchanged

Hobgoblins points cost changed to **45 points**, statline remains unchanged

Blunderbusses – change to effects & flexibility with min/max choices

Units with Blunderbusses have a shooting range of 15cm.

The unit has 2 shooting attacks per stand, it may roll both attacks (per stand) as part of a Stand and Shoot action.

Units hit by Blunderbusses get a -1 penalty for their armour rolls.

Up to 1 unit of Chaos Dwarfs per 1000 points may be replaced by Blunderbusses (including the 20 point discount) while still counting for the Chaos Dwarf min/max value.

Note that this unit also counts for min/max value of Blunderbusses.

Great Taurus – statline & points change

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Great Taurus</i>	<i>Mount</i>	<i>+2</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>80</i>	<i>-/1</i>

Any character may be mounted on a Great Taurus.

This mighty beast charges across the battlefield with molten fury.

The Great Taurus causes Terror and is able to Fly.

Rationale: remove redundant shooting attack to reduce overall points cost in an 'expensive' army. Profile now matches Griffon mount.

Daemons

Daemonic Instability – change to Instability table

The Instability Table now reads as follows:

At the start of the player's own Command phase, before making any initiatives moves, all friendly Daemon units that have taken at least 1 casualty (i.e. lost at least 1 stand out of 3) must make a 'Daemonic Instability' test. Roll a D6. If the unit has lost 2 stands and is further away than 20cm from a friendly daemon Wizard (i.e. has only 1 stand remaining from 3) deduct 1 from the roll.

0-1 One stand is destroyed – the daemons fade away and are absorbed back into the Realm of Chaos from which they came. Remove one stand from play. If a character is with the unit and the last stand is removed the character is destroyed too.

2-3 *The unit becomes confused - if not already confused the stand becomes confused as it is torn between this world and the next.*

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 regains one stand. The regained stand is placed in formation with the rest of the unit. If it is impossible to position the stand in formation with its unit then the stand cannot be added.*

Dogs of War

Pikemen now have **5+ save** with no change in points

Dwarfs

Anvil – change to length of effect and points

Special rule now reads

The army can only include a single anvil and it is incorporated onto the stand of a Runesmith. If a Runesmith stand includes the Anvil, once per battle he can add +1 to his dice roll when he attempts to dispel enemy magic spells using the Dwarf anti-magic ability (see Runesmith). In addition the Runesmith can strike the Anvil during the Shooting phase of his own turn. The anvil's plangent rune-song fills the Dwarfs with even greater resolve! Roll a D6. On the score of a 4, 5 or 6 all Dwarf units within 20cm of the Runesmith are unaffected by Terror until the start of the Dwarf player's next turn. On a roll of less than 4 there is no effect.

Points cost raised back to original **50 points**.

Goblins

Pump wagon – rewording of special rules

A Pump Wagon cannot be driven back by shooting and do not roll for drive backs. Pump Wagons ignore confusion. A Pump Wagon cannot be brigaded with other units; not even another Pump Wagon, and characters cannot join it. The enemy does not gain Victory points for a destroyed Pump Wagon and a Pump Wagon does not count towards the Goblin army's break value in any way.

The Pump Wagon doesn't move in the Command phase by initiative or by successful orders. Instead of this it can always move once up to D6x10cm. This move is automatic, requiring no Command roll, and happens at any time during the Command phase but may not interrupt a character giving orders or a unit moving (including other Pump Wagons). This gives the Pump Wagon a movement of between 10cm and 60cm each turn. Pump Wagons move like normal units and does not have to move the full distance if the player wishes.

In the combat round it charges, pursuits or advances a Pump Wagon receives D6 attacks. This is in addition to any additional attacks it receives for charging and pursuits. When charged or retreating as a result of combat, its attacks are halved to D3. Roll for attacks every combat round.

Rationale – clarify wording for the intention as to how the unit is to be played

Kislev

War Wagon – change to movement while laagered

Special rules now read as follows:

The War Wagon consists of a wagon stand and a horse team stand. The unit must always be in either a column with the team in front of the wagon or a laager with the horse team placed beside the wagon edge to edge. The wagon cannot charge and moves 20cm at full pace. *The unit moving up to 5 cm after a successful order can end its move in a laager formation. A unit moving more than 5 cm must end its move in a column formation.* Terrain restrictions are the same as Artillery. Either stand can be removed as causality. The War Wagon can move only when the team stand remains.

The War Wagon has 4+ Armour and total of 4 shooting and 4 close combat Attacks as long as the wagon stand remains. If the wagon stand is removed the team stand has no Armour and no Attacks. The War wagon can shoot all round and can

draw a line of sight from any exposed edge. The wagon has a range of 30cm. The target's armour value counts one worse than usual. The wagon is permitted to shoot over the heads of friendly troops on lower ground in the same way as other Artillery. The wagon's shots do not 'bounce'.

A laagered wagon counts as a defended unit. A wagon column counts as in the open. A laagered wagon has no sides or rear. A laagered wagon cannot be driven back or routed by shooting. But roll for (defended) drive backs to see if it becomes confused. For Gerroff, roll the dice as normal and if it would normally have left the table then roll 1 D6 and it is confused on a 6. Although it is an artillery unit, a wagon column cannot pursue but it is not destroyed if forced to retreat. Also, a wagon laager will neither pursue nor retreat but is not destroyed if forced to retreat. It also continues to count as defended in subsequent rounds. The enemy can continue to fight by 'pursuing', but there are no pursuit bonuses. A laagered wagon cannot make way.

Any Kislev infantry unit with a side edge of one stand touching wholly the short edge of a laagered wagon stand counts as defended for shooting and combat. This advantage applies only in the first round of combat.

Nippon

Oni units may not take magic items

Komainu units may not take magic items

Rationale – no need to buff a throwaway uni.

Note that the wording for the Shrine remains unchanged, even though the Anvil has been altered for 2022

Note of the current "Developmental" Nippon list

During 2021 we became aware of a significant exploit due to the way in which break point was calculated for this army, which had not come up in playtesting.

Work is in progress on a new Experimental version of the Nippon list which will be playtested during 2022 to replace the current Developmental List.

Norse

Huscarls – change to points

Huscarls now cost *110 points*.

Ulfenwehr – change to brigading restriction

Delete the following:

~~"Because of their rather bestial nature, only characters with the Were Kin Character upgrade may join units of Ulfwerener and they cannot be brigaded with any units apart from other Ulfwerener."~~

The Ulfenwher special rules now read as follows:

"Because of their rather bestial nature, only characters with the Were Kin Character upgrade may join units of Ulfwerener."

Rationale: Ulfenweher are available in limited numbers and the brigading restriction made them an inviable choice at 1 unit per 1000 points. This left them on their own and lacking protection from friendly troops.

Ogre Kingdoms

Leadbelchers – change to rules

Leadbelchers have a shooting range of 15cm.

The unit has 2 shooting attacks per stand, it may roll both attacks (per stand) as part of a Stand and Shoot action.

Units receiving a shooting attack from Leadbelchers receive a -1 penalty for their armour rolls.

Skaven

No changes for 2022.

Tomb Kings

No changes for 2022.

Witch Hunters

Warrior Priest – change to statline & points

	Type	Attacks	Hits	Armour	Size	Cmd	Points	Min/Max
<i>Warrior priest</i>	<i>Wiz</i>	<i>+1</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>7</i>	<i>55</i>	

Rationale – a wizard which is a copy of the Empire wizard does not fit with the background of Witch Hunter Warrior priests who need to join combat to cast two of their four spells.

Wood Elves

Treekin – change to points

Treekin cost *110 points*

Removal of free additional woods

Delete the first paragraph of the Wood Elves Army Rules (starting 'Before deploying ...' and ending '... half of the table over four').

Rationale: an army which is given additional terrain is an anomaly in the army lists which has been removed for consistency.

Tree singing – change to spell effect – spell now the same as Mists of Albion

TREE SINGING, Cast on 5+, Range 30cm

The Wizard calls force a mass of tangling thorn branches to surround their troops, protecting them from harm. This spell may be cast upon a single friendly Infantry unit within range, regardless of whether the caster can see them or not. The spell lasts until the start of the caster's next turn, or until the target unit moves in any way.

The target Infantry unit counts as Defended, even if it is in open terrain.

Rationale: being able to move terrain is not only an anomaly/ but also causes a problem when scenarios are played so has been removed to solve both problems.

Vampire Counts

No changes for 2022.

WMRRC CONFIRMATORY VOTES FOR CHANGES MADE in 2021

With the exception of the Nippon and Cathay army lists, all changes voted in 2021 were confirmed to "Approved" status for 2022.

Nippon and Cathay remain as "Developmental" lists for 2022.

Changes to the Anvil and the Daemonic Instability table made in 2021 are superseded by 2022 votes so these are indicated by ~~strike through~~.

For future reference, this list will be updated year by year, with a note showing which year various changes were made.

Beastmen

Correction to Ambush rule (2021)

"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 (2021)

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 (2021)

Ogres now have Ironguts profile and points. (2021)

Rocket Launchers now similar to Chaos Dwarves one, but with no armour save. (2021)

Cavalry now 2 per 1,000. (2021)

Spearmen renamed as Bannermen (no change to profile) (2021)

Celestial Dragon now +1 to command value rather than Cmd 8 (typo). (2021)

Glory of Cathay applied to chariots not cavalry (typo). (2021)

Chaos

Add Chariot mount for characters (2021)

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

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

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 (2021)

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 (2021)

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 interchangability (2021)

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 (2021)

Ninjas no longer count towards from Break point calculations

Change to ordering Ronin (2021)

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 (2021)

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 (2021)

Points cost reduced to 30

Shugenja update (2021)

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 (2021)

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 (2021)

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 (2021)

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 casualty never count as casualty 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 (2021)

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: (2021)

"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: (2021)

"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: (2021)

"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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