

# BATTLE HONOURS

Experimental rules by Wayne Rozier

In Warmaster, veteran troops are represented by the battle honours system. In the current rules these troops are available only in scenario and campaign based games. Many players however also like a bit of variety and colour. There are figures already available for special units – Knights Panther, Phoenix Guard, etc. Players want to use these units and have some sense of their specialities and yet many of us would be upset by the proliferation of special unit types with unique rules. We want to avoid an arms race between the army lists and yet we still want occasional new unit types. Well, we reckon you can have your ale and drink it. By using the battle honours system in a limited way we aim to please all parties (that'd be a first since creation!). The battle honours system enables players to insert special units into their lists without any need to rewrite the army selectors or unbalancing the game. Each battle honour has a points cost and if both players agree to their use then both players can select and pay for them within the caveats detailed below.

In order to ensure balance in the lists there are some restrictions of the use of Battle Honours:

- You may only take one Battle Honour for every 1,000 points (rounded down) in your army. For example, in a 1,000-1,999 points army you could take one Honour, in a 2,000-2,999 points army you could take two, and so on. In a 999 pt game no battle honours.
- Only Infantry, Cavalry and Chariots may be given Battle Honours.
- Units that already have a special 'compulsion' or 'prohibition' rule on charging or evading cannot be given battle honours. Thus Flagellants, Slayers, Ogres, Peasants, etc, cannot be the recipients of any Battle Honour, they already have a special ability/limitation.
- You may only take one of any given Honour in your army. For example, only one unit could have the Guard Honour.
- You may only take one Honour per unit.
- You may not combine a Battle Honour ability with a battle damage attribute but you can combine it with a Magical Item.

## BATTLE HONOUR DESCRIPTIONS AND COST

General note: The cost of a battle honour is given for a foot unit costing less than 110pts. Any infantry unit costing more than 110pts and any cavalry or chariots unit that has a battle honour must pay an additional 10pts.

- **Guards – Or drilled troops:** These guys know how to obey a command. Any command given to the unit gains a +1 bonus. This does not apply if the unit is part of a larger brigade – 50pts.
- **Loyal troops:** This unit looks upon their general with pride. If the unit is within 20cm of the General it will always obey his first order. There is no need to roll the dice to issue the order. This does not apply if the unit is more than 20cm away from the General or part of a larger brigade – 60pts.
- **Vicious fighters:** When this unit hits, it's going to hurt. The unit's Attack value is increased by +1 for the first round of each close combat. This only applies in the first combat round of each Combat phase but applies throughout the entire battle – 30pts.
- **Stubborn:** The unit automatically rolls one less dice than normal when working out drive backs from shooting. So, a unit suffering 2 hits will roll one dice instead of two. Bonus for *defended* and *fortified* units is cumulative – 20pts.
- **Stalwart:** The unit is never driven back from shooting – 30pts.

- **Bushwhackers:** The unit is especially proficient at behind the lines operations, scouting and bushwhacking. No modifier is made when issuing orders on account of the distance between the unit and character – 40pts.
- **Hard as Nails:** The unit is especially determined and very hard to destroy. Its Hit value is increased by +1 – 60pts.
- **Fearless:** The unit is immune to the affects of *Terror* – 35pts.
- **Monster Slayers:** The unit is especially proficient at destroying monsters and gains +1 Attack vs Monsters in close combat – 20pts.
- **Disciplined:** The unit may ignore the -1 command modifier for enemy units within 20cm – 25pts.
- **Sharpshooters:** (Missile troops only)  
The unit are elite missile troops and hit on 3+ when shooting. If firing at *defended* or *fortified* targets they hit on a 4+ and 5+ respectively – 30pts.
- **Bodyguard:** This unit is the General's personal bodyguard. If joined by the army's General, the unit gains +1 Attack per stand in any close combat. If destroyed, the General gets a free 15cm move to a new unit as the last man dies in his General's defence. If no unit is available for the General to flee to he is destroyed – 60pts.
- **Skirmishers:** Everybody expects these boys to give ground when things get rough. This unit is more used to going backwards than forwards. It never tests for *confusion* when forcing friends to make way – moreover any unit making way for these guys does so without needing to test for *confusion* – 40pts.



The fact that Battle Honours are costed does not force players to use them in this manner however it does allow the cost of an ability to be added to the cost of a unit for both army selection and Victory points calculation.

#### EXAMPLE UNITS FOR HIGH-ELVES

Swordmasters of Hoeth could be a Spearmen unit with the Battle Honour *Vicious Fighters* and maybe adding a Banner of Shielding.

Shadow Warriors could be bowmen with *Bushwacking* Battle Honour.

Dragon Princes could be Silver Helms with *Hard as Nails* Battle Honour.

White Lions could be spearmen with *Body Guard* Battle Honour.

Phoenix Warriors could be spearmen with *Stubborn* or perhaps *Disciplined*.

For random generation of Battle Honours we suggest you use the basic list from the rulebook. However, I suggest you use the *Guards* battle honour to be as defined in this article. The existing rulebook definition of *Guards* seems too good.

We hope you have fun with these and can now make up that special/elite unit you so wanted without upsetting any game balance.

In Warmaster, veteran troops are represented by the battle honours system – but what about the mauled, the disheartened, the unfed, the homesick, the bewildered, etc. Many players, like a bit of variety and colour, especially red, but sometimes yellow makes a nice change. These rules enable players to insert weak units into their lists without any need to rewrite the army selectors or causing a game to become poorly balanced. Each battle damage attribute is costed as a discount and if both players agree to their use then both players can select and gain the discount for them.

In order to ensure balance in these lists, here are some restrictions of the use of Battle Damage:

- You may only take one Battle Damage for every 1,000 points (rounded up) in an Army. For example, in a 1,000 points army one Battle Damage in 1,001-1,999 point army you could take two Battle Damages, in a 2,000-2,999 points army you could take three, and so on.
- Any unit can be damaged, including monsters and artillery.

*Battle honours*

**Field Marshal Otto Von Bumble**

**Sir,**

**I must inform you that this war has now depleted all of our reserves. There are no occupied barracks in this part of the Empire. We have even sent you the scrapings from the bottom of the barrel – I'm now reduced to sending you the muck from underneath it. I must caution you not to come back to this barrel again, indeed should you feel the need to do so then I have it on the 'Highest' authority that you would do better not to come back at all! I fear that even if you do bring this war to a close there will be no populous left to celebrate it. We have long since past anything we could ever call a 'Victory'.**

**The official replacements to your dwindling army are – Van Dieter's Prisoners and Deserters, Von Karl's Girl's School Band, the 53rd Farmhands and Stable Muckers Pressed Men, and Princess Alexandra's Own Hand Maidens. I caution you to not use these troops anywhere near real action – they will most likely scatter to the four corners of what is left of this Province.**

**Your Obedient Servant**

**Manfred Von Shackle**

**Quarter Master General**

**BATTLE DAMAGE**

These are presented as the flip side to Battle Honours – They are designed to be used in the same way as battle honours.

- You may take multiple instances of the same battle damage.
- You may only take one damage per unit and you cannot combine it with magical items or a battle honour.
- Battle damage cannot be taken by non-living units.

**BATTLE DAMAGE DESCRIPTIONS AND COST**

Battle damage is priced as a discount from the unit cost. Cavalry, chariot and infantry units over 100pts gain an additional 10pt discount. Monsters, machines and artillery do not qualify for this additional discount.

- **Reluctant:** These guys really don't want to be in this battle. Any command issued to the unit suffers a -1 modifier. This does not apply if the unit is part of a larger brigade – 10pts.
- **Disloyal:** Such is the contempt for its leaders that if this unit is beyond 20cm of a character, any commands issued to it will always fail, even if the unit is part of a larger brigade – 20pts.
- **Nervous:** (Not allowed for any unit immune to drive back or that must charge on their Initiative) You cannot leave troops like these standing too close to the enemy – you either send them in or watch them run. This unit must use its Initiative to evade – 10pts.
- **Hesitant:** (Not artillery nor any unit that is immune to drive back) Have you ever seen such a bunch of blood-shy weaklings. This unit will not pursue or advance after winning a round of close combat – 15pts.
- **Untrained Fighters:** (Not artillery) The unit's Attack value is decreased by -1 for the first round of each close combat. This only applies in the first combat round of each Combat phase throughout the entire battle – 15pts. "I said 'CHARGE!' not 'Amble forward at a trot' lad!".
- **Homesick:** The unit automatically rolls one more dice than normal when working out drive backs from shooting. So, a unit suffering 2 hits will roll 3 dice instead of two – 15pts. They really want out of this battle.
- **Looters:** (Not artillery) The unit is especially proficient at behind the lines looting but not at obeying orders when far from its officers. The modifier to the Command roll due to distance from the character to the unit is doubled – 15pts.
- **Weaklings:** The unit is especially fragile. The unit's Hit value is decreased by -1 – 20pts.
- **Gung-ho:** (Not artillery) The unit is so mentally and emotionally damaged by continued exposure to warfare that it must charge on Initiative if possible and cannot refuse to pursue should it win a melee – 10pts.
- **Fearful – Or Knee Knockers:** (Infantry and cavalry only) The unit is so worldly unwise and scared by everything, it has a fine sense of terror. The unit suffers double the effects from Terror -2 attacks – 20pts
- **Poorly led:** This rabble cannot be ordered when within 20cm of enemy but can use Initiative – 20pts.
- **Bad shots:** (Missile troops and artillery only) This unit is full of cross-eyed, short sighted and untrained shooters that they only hit on 5+ when shooting. If firing at *defended* or *fortified* targets they hit on a 6+ and 7+ respectively – 15pts.

I do hope you have fun using some of these inabilities. The idea is to have one per 1,000pts or part when both players agree. However, there is nothing stopping you from expanding this idea into other areas for the purposes of campaigns or scenario options, eg, treachery. You could, for instance, purchase a handicap and attempt to allocate it onto an enemy unit. The cost would not be a discount on the enemy's list but incurred by you against your total expenditure – then select the unit – on a 3+ you succeed, 2 or less and the attempted espionage is wasted. You would not be allowed to Battle Damage a Battle Honoured unit.

