



WOEHAMMER ARMIES

KISLEV



Kislev Special Rules

Glorious Charge

Units with this special rule cause Dread when charging.

Hatred of Chaos

All Kislev units have hatred towards Chaos units, gaining the vengeful special rule when facing them. This does not apply to any monstrosity units, monsters taken by Kislev armies from the monstrosity lists, or any allies.

Steady in the ranks

Units with this special rule do not suffer the normal -1 to hit penalty when exchanging missiles with their bows when charged.

Steady Aim

Units with this rule ignore the -1 penalty when firing at long range

Ice Magic

The lore of Ice is the magic of the dour frost mages of Kislev, whose blood runs cold in their veins and can transmute the winds of magic into deadly ice storms with but a gesture.

Kislev wizards have access to Destruction, Light, and Ice spell lores.

Ice spells

Shardstorm **Casting level 7**

The wizard stretches out her hands and unleashed a torrent of diamond-hard icicles at her foe.

Range: 12"

Target: Any enemy unit

Effect: The target unit takes D6 SV1 deathly chill a magic missile attacks

Freezing Blast **Casting Level 9**

A burst of Ice magic freezes water solid.

Range: 18"

Target: Any water terrain feature within range and LOS

Effect: The terrain feature is frozen solid and counted as open ground as of now. Should any units, friend or foe, be in the terrain feature at time of freezing they must make a successful strength test before they can move again.

Duration: Lasts until the end of the game

Form of the Frostfiend
Casting level 7

With a blast of bright blue light the wizard transmogrifies into a shrieking, taloned creature of Kislev legend.

Range: -

Target: Self

Effect: The wizard is transformed and now has 3 x SV4 talon attacks that replaces her normal attacks, is fast 10, and can fly.

Duration; lasts until the end of the turn

Invocation of the Ice Storm
Casting level 8

Chanting words of power, the wizard summons a harsh blizzard that engulfs enemy marksmen and war machines.

Range: 12" + see below

Target: Any point within range

Effect: if successfully cast roll two artillery dice and add the result - this is the range of the blizzard from the nominated point. If any misfire results are rolled the result affects the whole battlefield. Any units, friend or foe, effected are at -1 to hit with missile weapons.

Duration: At the start of each subsequent turn roll a D6; on a 5+ the blizzard ceases. The spell can also be dispelled by casting this spell, or the change weather spell.

Midwinter's Kiss
Casting level 7

The caster breathes a great torrent of the purest cold into the ranks of the enemy

Range: Flame template

Target: Any models hit by template.

Effect: Place the flame template within the casters vision arc at their base. Any models, friend or foe, hit by the template take a SV3 deathly chill attack

Glacial Barrier
Casting level 8

The wizard spreads her hands wide, causing the air itself to freeze into a giant wall of ice.

Range: 18"

Target: Any point within range and line of sight

Effect: Place a template 6" long by 1" wide wholly within range. This now counts as impassable terrain. The barrier can be targeted or charged, with all strikers hitting automatically, has Res 12 but can only be damaged by weapons with an SV of greater than 4, or fire attacks / spells.

Duration: Lasts until destroyed, or the end of the game.

Kislev Magic Items

Hero units may take magical items as listed below, or magical items of the Light or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Holy Axe of Miska - *Miska the Slaughterer made this axe for her second husband* - This large axe causes D3 hits for each natural 1 to hit roll - 10 points

Pistols of Prince Boydinov - *This matchless set of pistols was owned by the remarkable Prince Boydinov of Erengard who introduced black powder weapons to the armies of Kislev*- These pistols give a +1 bonus to Acc when shooting with them, and have a SV of 3 - 15 points

Magic Armour

Armour of Alexandr- *This chainmail of unrivalled beauty and strength was a gift from the dwarfs* - Counts as heavy armour. Ignores up to 4 points of SV from non magical weapons. Cannot be worn by wizard heroes - 15 points

Ice Armour of Jekaterina - *This armour was fashioned out of pure ice by the Tzarina Jekaterina III*- this medium armour can be worn by wizards, increasing their Res by 2. It also ignores SV of all non magical weapons - 18 points

Magic Standards

Any model carrying a standard or riding a chariot can carry one of the standards listed below

Holy Icon of Miska - *This holy icon is normally kept in the shrine of Miska, only brought out in times of war* - Any undead or daemon units within 12" of this banner are at -1 command - 10 points

Warbanner of the Winter Bear - *This resplendent banner fills the hearts of all Kislev troops with resolute pride* - Any Kislev units within 12" and line of sight of this banner ignore pins when making command checks for breaking - 15 points

Magic Items

Yakov's Kvas - *When Hetman Yakov burned down his castle by drunkenly knocking a candle holder onto his bed sheets, the only thing that survived was his cellar full of Kvas* - The hero that takes this artefact may drink it at the start of the battle. Roll a D6;

1 - 2: the hero is blind drunk and gains the blundering rule for the entire game

3 - 4: the hero has gained confidence and gains the berserk rule for the game (until broken or defeated in combat as per normal rule)

5 - 6: the hero is made fearless by the potent brew and gains the crazed psychotic rule for the game

Cost - 5 points

Sceptre of Shoika - *This sceptre glitters with jewels and boosts the power of the wielder considerably* - Wizards only. Once per battle the wizard may auto cast a spell, which can only be dispelled with a natural roll of 1- 10 points

Kislev Army List

Army Composition

When choosing a Kislev army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.

Hero Units

0 - 1 Boyar, 106 points

Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Boyar with sword, medium armour	5	5	5	5(7)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Stubborn
2 x Bodyguards with swords, medium armour	5	5	5	5(7)	7	7	Stubborn

Lord; Upgrade to Tough 2 @ 10 points, to wound 2 @ 14 points. Give unit large weapons @ free. Add up to 2 Bodyguards @ 14 points each. Give unit heavy armour @ 10 points + 2 points per bodyguard, increasing Res to 5(8) and adding heavily laden rule.

0 - 1 Mounted Boyar, 170 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
General with sword, heavy armour, riding warhorse	4	5	5	6(9)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Fast 8, Glorious Charge, Stubborn
2 x Bodyguards with swords, heavy armour, riding warhorses	5	6	5	6(9)	8	8	Fast 8, Glorious Charge, Stubborn
Warhorse			5				1 x HtH SV1

Upgrade to Tough 2 @ 10 points, to wound 2 @ 18 points. Give unit large weapons @ free, lances @ 1 point per model. Add up to 2 Bodyguards @ 34 points each

0 - 1 Boyar mounted on War Bear 168 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
General with sword, heavy armour, riding warhorse	[4]	5	5	[6(9)]	8	8	[Tough], Command, Follow, [Wound], 3 x HTH, Stubborn
1 x Warbear with barding	5	5	6	8(10)	-	-	Large, 3 x HtH SV3, Irresistible Charge, Frenzied Charge, Wound,

Upgrade to Tough 2 @ 10 points, to wound 2 @ 18 points. Give Boyar large weapon @ free, lance @ 1 point

Note. The warband must include one Warlord Unit, and one only

0-1 Ice Witch, 58 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ice Witch with sword	5	5	5	5	7	8	Tough, Wound, Magic Level 1

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points

0 - 1 Ice Witch in Chariot, 150 points**Chariot Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ice Witch, with sword, riding Chariot	[5]	5	5	[5]	7	8	[Tough], [Wound], Magic Level 1
1 x crew with axe	-	-	5	-	-	-	
Chariot	5	-	-	10	-	-	Large, Tough, Fast 8, Irresistible Charge
2 x War Horses	-	-	6	-	-	-	1 x HtH SV1

Upgrade to Tough 2 @ 10 points, to wound 2 @ 16 points. Give crew big axes @ free. Add up to 2 crew @ 5 points each. Give chariot scythes 1D6 SV1 on the charge only @ 25 points. Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points.

0 - 1 Mounted Hetman, 103 Points**Mounted Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Herman with sword, medium armour, riding warhorse	5	5	6	6(8)	9	9	Tough 2, Hero, Wound, 3 x HtH, Fast 8, Warhorse 1 x HtH SV 1, Glorious Charge, Stubborn

Upgrade to heavy armour @ 9 points increasing Res to 6(9) and adding Heavily Laden rule, Wound 2 @ 18 points, Wound 3 @ 36 points, Tough 3 @ 10 points, Give Challenge Rule @ 10 points. Unit can carry a standard

0 - 1 Hetman, 87 Points**Mounted Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Hetman with sword, light armour	5	5	6	5(6)	9	9	Tough 2, Hero, Wound, 3 x HtH, Stubborn

Upgrade to medium armour @ 5 points increasing Res to 5(7), OR heavy armour @ 9 points increasing Res to 5(8) and adding Heavily Laden rule, Wound 2 @ 18 points, Wound 3 @ 36 points, Tough 3 @ 10 points, Give Challenge Rule @ 10 points. Give unit pistol @ 3 points. Can be given a standard to carry, adding the Heavily Laden rule

0 - 1 Priest of Ursun, 83 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Warpriest with hand weapon, light armour	5	5	6	6(7)	7	9	Tough, Command, Wound 2, Divine Intervention
0 x Warhound	5		5	6	5	5	Savage, Rapid Sprint, 1 x HtH SV1

Give unit large weapon @ free. Give unit up to 4 Warhounds @ 11 points each OR mount on a warhorse increasing Res to 7(9), making Fast 8, and adding 1 x HtH SV1 @ 12 points

Elite Units

0 - 1 Units of Gryphon Legion, 137 Points **Mounted Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with lance, heavy armour, riding warhorse	4	5	6	6(9)	6	9	Tough, Fast 8, Zealous, Glorious Charge, Stubborn
2 x Knights with lances, heavy armour, riding warhorses	4	5	6	6(9)	6	7	Fast 8, Zealous, Glorious Charge, Stubborn
Warhorse			5				1 x HtH SV1

Add up to 3 Gryphon Legion @ 43 points each

0 - 1 Units of Sons of Ursun Bear Cavalry, 285 Points **Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Warbears with barding, ridden by Sons of Ursun with hand weapons	5	5	6	8(10)	6	8	Large, 3 x HtH SV3, Irresistible Charge, Frenzied Charge, Wound, Rider 1 x HtH attack

Give riders lances @ 1 point per model. Add up to 2 Sons of Ursun @ 95 points per model

0 - 1 Units of Streltsi, 92 Points **Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with halberd, handgun, light armour	5	5	5	5(6)	7	8	Tough, Steady Aim
4 x Streltsi with halberd, handgun, light armour	5	5	5	5(6)	7	7	Steady Aim

Add up to 5 Streltsi @ 16 points per model

0 - 1 Units of Ogres, 48 Points**Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Ogre with large axe, sword, or hammer	5	5	5	8	7	7	Large, 2 x HtH, Frenzied Charge
0 x Ogre Leader with large axe, sword, or hammer	5	5	5	8	7	8	Tough, Large, 2 x HtH, Frenzied Charge

Give unit light armour @ 2 points per model. Add up to 2 Ogres @ 28 points per model. Make 1 Ogre in a unit of 3 or more a leader @ 12 points. Give Ogres heavy crossbows @ 4 points

Troop Units

Winged Lancers, 135 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with lance, javelins, heavy armour, riding warhorse	4	5	5	6(9)	6	8	Tough, Fast 8, Zealous, Glorious Charge
2 x Knights with lances, javelins, heavy armour, riding warhorses	4	5	5	6(9)	6	7	Fast 8, Zealous, Glorious Charge
Warhorse			5				1 x HtH SV1

Add up to 3 Winged Lancers @ 41 points each

Ungol Horse Archers, 78 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Ungol Leader with axe, bows, light armour, riding horse	5	5	5	6(7)	7	8	Tough, Fast 8
2 x Ungols with axes, bows, light armour, riding horses	5	5	5	6(7)	7	7	Fast 8

Add up to 3 Ungols @ 22 points each

Ungol Warriors, 75 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword or axe, bow	5	6	5	5(6)	7	8	Tough, Savage
4x Ungols with swords or axes, bows	5	6	5	5(6)	7	7	Savage

Give unit light armour @ 2 point per model. Add up to 5 Ungols @ 13 points per model

Kossars, 82 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with axe, bow	5	5	5	5	7	8	Tough, Steady in the ranks
4x Kossars with axe, bow	5	5	5	5	7	7	Steady in the ranks

Add up to 5 Kossars @ 12 points per model

Gospodar Militia, 72 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword or axe, light armour	5	5	5	5(6)	7	8	Tough
4x Militia with swords or axes, light armour	5	5	5	5(6)	7	7	

Give unit spears or long spears @ free, large swords or axes @ free, halberds @ 1 point per model. Give unit medium armour @ 2 point per model. Add up to 5 Militia @ 12 points per model

Gospodar Militia Archers, 72 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword or axe, bow	5	5	5	5	7	8	Tough
4x Militia with swords or axes, bows	5	5	5	5	7	7	

Give unit light armour @ 2 point per model. Add up to 5 Militia @ 12 points per model

Monstrosity Units

0 - 1 War Bear, 82 Points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Warbear	5	5	6	8	2	8	Large, 3 x HtH SV3, Irresistible Charge, Frenzied Charge, Wound,

Give warbear barding increasing Res to 8(10) @ 8 points