Old World Warbands

Edited for Old World by Bair

What is Warbands?

Warbands is a way of player smaller scale games of Warhammer Fantasy that keeps the rank-and-flank feel of the game while being quicker to play with a much smaller investment into models and space. Whether you're just starting to build your first army or simply want a more relaxed game with a dozen or so minis to push around there are plenty of reasons for any player to prefer this scale over the grand armies of "real" games.

General Composition

There's a *lot* to list building and the various army lists for The Old World armies were very much *not* designed for this scale or this sort of game. And that is ok! But because of that I want to set a few of my ground rules before continuing. Now obviously this is in no way official, and you might want to use bits and pieces of this. That's cool and fine!

Warbands does not use any of the normal minimum requirements for army building. If your army list would require 1+ of a certain Hero or Unit those are not needed here, there are enough restrictions as it is! However, the normal maximum restrictions are still in place (i.e. a Dwarf army may only include up to 1 unit of Rangers as a Core unit).

Heroes are just that: Heroes. Not Lords. What this means in The Old World is when you're choosing your Hero it must be the cheapest available option. For example: Dwarf Thanes not Kings, Bretonnian Paladins not Barons or Dukes, Beastmen Wargors not Beastlords, etc. Keep in mind that you do not need to have a Hero in your warband either, more on that below.

No Wizard may be higher than Level 2 regardless of any sort of upgrades, items, or anything else they may be able to access.

Units of War Machines and similar (looking at you, Gyrocopters) may only ever include 1 model instead of their normal variable unit size. Light Chariots are restricted to up to 2 models in a unit instead.

You may not use detachments. At all.

Only basic army lists may be used and do not follow the normal percentages for each unit type, instead following the below restrictions. Special army lists found in Arcane Journals are not to be used with Warbands, they are far too specialised to work at this size and would normally only muster for larger combat!

Unit Sizes

As you may have expected the minimum unit size is also smaller in games of Warbands. These minimum unit sizes are based entirely on a model's base size and are as follows:

- 25 x 25mm – 3 models
- 30 x 30mm – 3 models
- 25 x 50mm – 2 models
- 30 x 60mm - 2 models
- 40 x 40mm – 1 model
- 50 x 50mm - 1 model

Table Size and Setup

As you'd expect games of this size are also not going to be played on the normally recommended 6'x4' or 66"x40" table! That would be insane! Interesting, maybe, but insane.

Instead, you'll be playing on a 4'x4' or a 30"x44" if you're using the Games Workshop tiles, using the short edges for deployment.

There is, of course, always the question of terrain. How much is too much? How little is not enough? Generally, for this size game I like to have 1 piece of meaningful terrain in each table quarter placed alternatively or amicably by players. Meaningful terrain are things such as forests, hills, rough ground of some kind, impassable pieces of whatever; I don't mean a single small hedge. Smaller scatter terrain such as hedges, fences, wells, or similar which is fitting for your table's narrative is great to add as well!

Small Warbands (1-200 points)

You read that right. This is the section for the smallest of warband games of only *up to* 200 points.

Restrictions

- At least 2 Core units
- No more than 8 units total
- Up to 1 Hero level model

Your Warband at this size may not include the following:

- Hero costing more than 75 points (after all equipment purchased)
- Level 2+ Wizards
- Special or Rare units
- War Machines
- Chariots
- Any unit that has the Fly rule
- Magic Items (or Runic items for Dwarfs) of any kind
- Monsters or Monstrous Mounts of any kind

Your Warband will include one Commander who is your General in every aspect: a Hero level character or a unit champion. Unit Champions must still stay with their unit throughout the game, just because they're the Commander does not mean they abandon their post! Certain armies such as Tomb Kings which require a spellcaster to have their army on the table are assumed to have been summoned near-enough to the small encounter taking place; they do not need to field a spellcaster and suffer no consequence from not being present.

Medium/Large Warbands (200 - 500 points)

I'm not the boss of you so if you want to play a dead-on 200 point game at either size just agree with your opponent(s) beforehand however I would generally recommend playing the Small restrictions because it is, still, a rather small game.

Restrictions

- You must have at least 2 Core units
- You may not have more than 10 units
- Up to 1 Special unit (up to 2 if no Rare is taken)
- Up to 1 Rare unit
- Up to 2 Heroes and may not exceed 150 points between them after any equipment is purchased
- Up to 1 War Machine **or** Chariot
- Up to 1 unit with Fly **or** Monster

Your Warband will include a Commander which is either a Hero or unit champion and act as your General. A unit champion may not leave their unit at any point during the game.

At this game size an army such as Tomb Kings which requires a Hierophant to be present must have one and will act normally if killed during the game. This size skirmish is not small enough for the wizard to be off-screen but must instead use their energy to keep the undead forces "alive"!

Scenario – A Little War

Being a smaller game there is but one scenario to play. A Little War can be set up narratively any number of ways whether these are two scouting parties that happen to meet or weary veterans and survivors on the road home after hard fought battle. Perhaps it's just a zoomed-in glimpse of a larger conflict with a focus on individual models and units instead of grand armies!

Setup

Players roll off to alternate deploying their units one at a time. The Commander (if a Hero) is set up either when the unit they're starting with is deployed or on their own not joined to a unit. On a 4'x4' board units are set up on opposite sides within 12" of the owning player's edge. On a 30"x44" board the players deploy within 8" of their own, short, table edge.

Scouts, Ambushers, and similar **may not** be set up with those rules, they must deploy on the table along with the rest of the army as above. This is not a large scale conflict where these units have been able to prepare and set up in that fashion!

After all units have been deployed the players roll off. The player that finished deploying first gains +1 to their roll and the winner decides who takes the first turn.

Game Length

Players agree to either play a random number of turns or for 6 turns before the game begins. If players cannot agree then roll a D6: 1-3 random length, 4-6 fixed 6 turns. A random length game plays as such:

- End of turn 5 roll a dice on a 2+ continue to the 6th turn
- End of turn 6 roll a dice on a 5+ continue to the 7th and final turn

Victory!

Before the game begins each player secretly rolls 2D6 and chooses one of the corresponding objectives as their goal. In the case of a double being rolled the dice gods have decided your fate!

1. Assassinate – Slay the enemy Commander!
2. Invade – At least 1/3 of your starting units end the game in your opponent's deployment zone.
3. Capture the Colours – Capture at least one enemy standard. If the enemy has no standards and you rolled a double 3 then re-roll one D6 until you have something else.
4. Annihilate – Destroy at least 50% of the enemy warband's units. Units that are Fleeing count as destroyed.
5. Hold Territory – Your army must control more table quarters than your opponent at the end of the game. To control a quarter you need a unit with at least the minimum starting size remaining without any enemies of the minimum starting size in the same quarter. Fleeing units and Independent Heroes do not count.
6. Choose! – Exactly as it sounds, take your pick!

Secret objectives are always revealed at the end of turn 6. If you're playing a random game length that happens to go to turn 7 then you may get the chance to steal back victory!

These secret objectives do not win you the game on their own. At the end of the battle players calculate victory points as standard as found on page 286 of the core rulebook.

A player that has achieved their secret objective gains an additional amount of Victory Points equal to 20% of their opponents starting army size. If your opponent brought an worth 400 points and you achieve your secret objective you will gain a further 80 victory points.

After adding up all your victory points consult the table below to see whether the game is a victory, draw, or crushing defeat: D= Draw, V= Victory, M = Massacre

Size of Battle (in Points)

VP Differential	1-99	100-199	200-299	300-399	400-500
0-24	D	D	D	D	D
25-49	V	V	D	D	D
50-75	V	V	V	V	D
76-99	M	V	V	V	V
100-149	M	M	V	V	V
150-199	M	M	M	V	V
200+	M	M	M	M	M