

KISLEV LIST V2

BACKGROUND

The land of Kislev lies in the north-eastern portion of the Old World between towering mountains to the east, the barren wastes of the Troll Country to the west and the borders of the Empire to the south. Dense pine forests give way to scattered birch forests and desolate tundra to the north. It is an old saying that in Kislev the winters are long, the snow lies deep, and enemies are never far away.

Kislev shares its southern border with the Empire but in every other direction it is surrounded by deadly foes. The eastern mountains are full of goblins and other greenskins whilst beyond the lands are home to savage marauder tribes. To the north-west is the land of Norsca – barbarians in thrall to the Dark Gods. When the armies of Chaos gather Kislev lies directly in their path between the forces of darkness and the lands to the south. With typically grim humour Kislevites describe their land as lying between the hammer and the anvil (meaning Chaos and the Empire).

Kislev is reckoned a backward and barbarous country by the people of the southlands. Some even go as far as to say that the Kislevites are little better than the savage marauder tribes themselves. There is some truth in this – because the people of Kislev are an admixture of native Old Worlders like the people of the Empire and a marauding Kurgan tribe called the Gospodars. As with the tribes of Chaos there are those amongst the Kislevites who possess the gift of prophecy and other sorcerous abilities. The ruling family of the Tzars is descended directly from the Sorceress Khan-Queens of the Gospodars. Female members of the family often possess great powers. This mixture of southern and northern blood makes the Kislevites seem exotic and dangerous to the people of the Empire.

Many of the Tzar's subjects are fierce nomadic horsemen and hunters rather than settled farmers and town-dwelling traders. These nomads are the most savage of the Kislevites retaining both the ancient traditions and pure blood of the Gospodars of old. The townships of Kislev are built mainly of huge timbers. Good building stone is rare whilst tall pine trees are plentiful. Only the largest cities have stone walls and imposing civic buildings constructed from masonry. Gilded domes distinguish the temples of the strange Kislevite gods from those of the Empire.

For many years the Tzars of Kislev have enjoyed the friendship of the Emperor and the goodwill of the Dwarfs. The present ruler is the Tzarina Katarina – a great sorceress known throughout the Old World as the Ice Queen of Kislev. In her the old powers of the Khan-Queens have resurfaced and she is both abhorred and feared by her people, especially by the nomadic tribes who believe her to be favoured by the ancient gods of the Gospodars.

CAPTIONS

Knights. The Kislevites are accomplished horsemen and their Knights come from the nobility of both the cities and the nomadic tribes that make up much of their

population. A distinctive feature of the Kislevite panoply is the large wing or pair of wings attached to the rider's saddle – these create a bizarre and impressive spectacle but also serve a practical function deflecting blows delivered from the side and behind. Knights from the cities sometimes wear Empire style armour – regarded as fashionable by the ruling elite.

Horse Archers. The nomadic tribes of Kislev fight with bows from horseback. As well as the original Gospodars other insurgent Kurgan tribes have moved into Kislev and accepted the Tzar's rule. These more barbaric riders are very fierce and often ride bare-chested with their hair dressed into scalp-locks or shaven headed.

Bowmen. The town and cities of Kislev live in constant threat of destruction and all Kislevite men are trained at arms. Some form part of the town levy – usually wearing their own clothes – others are part of the towns standing guard – in which case they wear a uniform and are armed and equipped at public expense. Bowmen form a large portion of these warriors – crossbows are less popular but not unknown.

Axemen. Troops not carrying bows will usually carry a heavy axe and fight at close quarters. This axe is a distinct Kislevite weapon something like a cross between an axe and a halberd in appearance. However – in troubled times any sharp, blunt or heavy object will do and Kislevite troops are equally adept with spears, swords and other pole arms.

Bears. Bears are regarded as sacred to the Kislvites – they are agents of one of their ancient tribal gods – and bears play a large part traditional tales. The temples of the bear god are built over labyrinthine enclosures leading to bear pits where many bears are kept. In times of trouble it is supposed that the bears will protect the people – and this is indeed the case as the temple-keepers drive the bears out to fight the enemies of Kislev.

War Wagon. The nomadic tribes moves across the steppe using huge wagons pulled by many horses – when they are attacked these wagons form a defensive circle with the entire tribe inside. From this tradition the Kislevites have developed a military wagon – smaller and better armoured than the original steppe wagons, armed with small cannons and crammed with warriors. On an open battlefield – as found on the steppes – these provide solid defensive barriers to the enemy's advance.

Characters. The ruling class of Kislev comes mostly of Gospodar blood and provides military as well as civil leaders. In past times armies were often led by the Tzar himself, or by one of his close relatives or a trusted general. Shaman of the various Kislevite gods provide sorcerous support for the army.

Tzarina. The Tzarina Katarina – the Ice Queen of Kislev is a great warrior-queen in the tradition of the mighty Khan-Queens of the ancient Gospodars. Womenfolk of the Bloodline of the Khan-Queens are blessed with sorcerous powers and regarded as semi-divine by the people.

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Knights	Cavalry	3	3	4+	-	3	110	-/4	-
Horse Archers	Cavalry	3/1	3	6+	-	3	80	2/-	*1
Bowmen	Infantry	3/1	3	0	-	3	55	-/-	-
Axemen	Infantry	3	3	6+	-	3	45	2/-	-
Bears	Monster	5	3	0	-	3	85	-/1	*2
War Wagon	Artillery	3/3	4	4+	-	1	130	-/1	*3
General	General	+2	-	-	-	1	125	1	-
Hero	Hero	+1	-	-	-	1	80	-/2	-
Shaman	Wizard	+0	-	-	-	1	45	-/1	-
Bear	Monstrous Mount	+1	-	-	-	-	+10	-/1	*4
Tzarina	Special	+0	-	-	-	-	+25	-/1	*5

SPECIAL RULES

Horse Archers. Kislevite Horse Archers have only a short range (15cm). They can shoot behind or to the side without turning stands to face their target. Just measure the range from any stand edge, front, side or rear.

Bears. Bears are attached to their bases facing the long edge in the same way as infantry. Bears are permitted to move over woods or mountainous dense terrain as if they were infantry. However, note that even though Bears can move through such terrain they cannot claim defended status as a result.

Bears cannot be brigaded with other units only with other units of Bears.

A Bear unit that scores more hits than it suffers in the first round of a combat will automatically strike one more Attack per stand before the combat result is worked out. Resolve these Attacks as normal and then calculate results.

Bears must always pursue retreating enemy where possible and must advance if they are able to do so.

Note that these rules apply only to Bear units – not to characters rising a Bear or Shaman that have transformed in Monster Bears.

War Wagon. The War Wagon consists of two separate stands: the wagon stand and the horse team stand. In normal use the horse team stand is placed in front of the wagon stand to make a column of two stands. For purposes of moving the War Wagon the unit is treated like any other unit of two stands – the player may measure from either stand. Once it has moved the unit is always arranged so that the horse team is in front of the wagon and not the other way round. No account is made of this ‘extra movement’ – any distance moved by the individual stands swapping position is subsumed within the unit’s move.

Although it consists of two stands the War Wagon unit is treated as a single piece. The horse team stand is never removed as a casualty – it is removed to denote that the War Wagon is ‘stockaded’ as noted below.

The War Wagon cannot charge an enemy (it is not a chariot – more like a mobile fort!). Its movement rate is 20cm at full pace and 10cm at half pace the same as infantry. In respect of terrain its movement restrictions are the same as Artillery.

The War Wagon can shoot all round and can draw a line of sight from either of its two stands. Just measure from the front, side, or rear of either stand. The War Wagon has a range of 30cm. The target’s Armour value count one worse than usual, for example 4+ counts as 5+ and 6+ becomes 0.

The War Wagon is permitted to shoot over the heads of friendly troops on lower ground in the same way as other Artillery (see p67 of the rulebook).

A War Wagon can form a stockade or laager. Once an order has been received a War Wagon can either move or form a stockade – it cannot do both with a single order. A war Wagon always requires an order to form a stockade – it cannot use initiative to form a stockade. To represent the stockade remove the horse team stand from the unit and pivot the wagon stand so that it is oriented as you wish.

A stockaded War Wagon ceases to be stockaded if it is given an order. A wagon also ceases to be stockaded if it uses its initiative to evade. The horse team stand is placed in formation with the wagon stand and the unit is moved as already described.

A stockaded wagon counts as a fortified unit. A non stockaded wagon counts as in the open.

A stockaded war wagon counts as having four front edges – it has no sides or rear and no Combat penalties are applied on account of fighting to the side or rear.

If a non-stockaged war wagon is engaged in combat then it cannot pursue if it wins the combat round it is destroyed if forced to retreat. Note this is standard for artillery.

If a stockaded war wagon is engaged in combat then it will neither pursue nor retreat regardless of the combat result. It always holds its ground regardless of the result. An

enemy unit that wins a round of combat can continue to fight by ‘pursuing’ in the normal way, but no pursuit bonuses will apply in the following round. Where a combat includes both War Wagons and other Kislevite units it may prove possible for enemy to pursue other units – in any case the normal rules about pursuing stands moving into contact apply.

Bear Mount. Generals, heroes and shamans can ride a Bear mount. The Bear adds +1 Attack to that of its rider.

Tzarina. The General may be the Tzarina Katrina riding a horse-drawn sled. Note this is not a chariot! If the general is the Tzarina then she can cast spells like a Wizard and can carry a magic item restricted to a Wizard if desired. Once during the battle the Tzarina can add +1 to the dice when attempting to cast a spell. The player must announce that the Tzarina’s special spell casting bonus is being used before rolling for the spell.

SPELLS

ICY BLAST

5+ to cast
Range 30cm

An icy blast shoots from the wizard’s outstretched arm and strikes his foes.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Icy Blast is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by an Icy Blast as with ordinary shooting.

CHILL

4+ to cast
Range 30cm

A fierce chill envelops the unit, freezing its warriors and hindering its ability to fight.

This spell can be cast upon an enemy unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell.

The spell lasts for the duration of the following combat phase.

Every stand in the unit, including characters that have joined the unit, deducts –1 from its Attacks value.

MONSTER BEAR!

5+ to cast

Range n/a

The wizard transforms himself into a gigantic ferocious super-natural bear and hurls himself into the enemy's ranks.

The wizard can cast this spell on himself if he has joined a unit that is engaged in combat.

The spell lasts for the duration of the following combat phase.

The unit causes terror and the wizard gains a further +2 Attack bonus that he adds to the unit in the regular way.

Note that if the Tzarina uses this spell she adds +4 Attacks: +2 as General and +2 from Monster Bear.

FREEZE

6+ to cast

Range 60cm

An ill wind turns the enemy so brittle that wood, flesh and even iron shatters and falls to the ground in splinters.

This spell can be cast at an enemy unit within range regardless of whether the wizard can see it or not. The spell cannot be directed at a unit engaged in combat.

Roll a D6. If the score exceeds the number of hits that the target troop type has then one stand is destroyed. If not then the target is unscathed. If a stand is destroyed it is removed as a casualty. A unit cannot be driven back by Freeze.