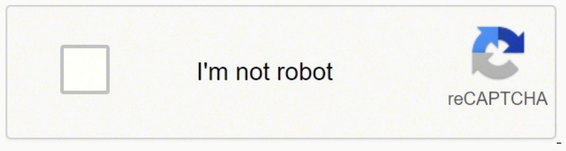

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Well that certainly took a bit longer to finish than expected...This is a pretty huge update overall, as I redid most of the layout from scratch - lots of "under the hood" improvements that no-one besides me will probably notice, but oh well. This version contains a ton of new art and extended lore for Nippon, with several rewrites in the bestiary entries as well. It also features a new map - a proper one using the topography of the latest Warhammer world, made by Owen Wells of the Discord server and then filled in by me. Also massive thanks to Stefan Wolf who wrote up the lore for the new special characters, with the basis for their rules being a joint operation.As you can see from the title, I consider this a beta release - it's been over 5 years since the last Nippon update (making me on par with GW now, yikes...), and as such it will likely have quite a lot of bugs and issues I have missed. I'll give it 1-2 weeks for you guys to weed those out and collect feedback before updating it to the "official" 1.1 version.Anyway, hope you enjoy it; it sure required a lot of time and effort to make it!This update changes the following (and probably a lot more that I forgot to list):A Katana counts as a hand weapon. If on foot, the wielder may choose to use it as a two-handed weapon which Requires Two Hands. If they choose to do so, they gain +1 Strength that does not affect armour saves as well as the Parry special rule. Added mantlets: Units with mantlets must place them on separate bases in front of the unit. Every model in the front rank must have a mantlet base in front of it, which must also be set up within the army's deployment zone. A unit with mantlets gains a 4+ armour save against missile attacks to its front arc (except attacks that fire like a stone thrower). However, if the unit moves or reforms during the game, the mantlets are removed from play. Can be taken by Samurai Warriors, Onna Bushi, Ashigaru Bowmen, Ashigaru Aquebusiers and Ozutzu Ashigaru.Removed Sashimonos.Horo Cloaks gives a 6+ armour save against missile attacks.Removed Taisho, Hatamoto replaces them. Hatamoto has the Sworn Bodyguard special rule like Tomb Heralds.Daimyo and Hatamoto may take handguns/longbows in addition to another close combat weapon. The Battle Standard Bearer can have a magic banner with no points limit. However, a model carrying a magic standard can only carry other magic items up to a total 25 points.Daimyo and Hatamoto have a hand weapon by default, can upgrade to Katana. Daimyo and Hatamoto may ride Koimainu.Shugenja may use Lore of Light. Kensai have a Parry (5+).Samurai Warriors can upgrade to spears, polearms or great weapons for free. Any Samurai Warrior unit may take handguns.Samurai units can upgrade to heavy armour. Samurai Cavalry costs 15 pts.Fast Cavalry only pay 5 pts for musicians. Ashigaru can replace spears with pikes.New Core Unit: Peasant Levies.New Special unit: Koimainu Riders.Yabusame do not suffer penalties to Hit for moving and shooting and can fire Multiple Shots even when moving that turn. In addition, when firing from short range, all their missile attacks have the Armour Piercing (1) special rule. Cost 18 pts. Warrior Monks can replace polearms with handguns.Onna Bushi are Stubborn. Units of Onna Bushi that are garrisoning a building or fighting behind a defended obstacle may re-roll failed Break tests. Onna Bushi can replace polearms with longbows. Do not have light armour by default.Ronin are Stubborn, have Way of the Warrior rule. Can take longbows.Sumo Warriors do not have Unstoppable Force, costs 12 pts. Wako Pirates may take spears and handguns, cannot skirmish.Kabuki Doll Sewamono Style: While performing this dance, the Kabuki Dolls have the Dodge (5+) special rule.War Fan can be used as additional hand weapon or buckler. Removed blowguns, Ninja can take blowpipes instead. Ninja have the Dodge (6+) special rule.Shinobi have the Dodge (5+) special rule.Great Guard have Devastating Charge. A1, W2. Costs 40 pts. A Mikoshi Shrine, and any unit of Warrior Monks joined by it, has the Stubborn special rule.A Mikoshi Shrine adds +1 Power Dice to your power pool in each of your Magic phases.Mikoshi Shrines have Magic Resistance (1).Blessings of the Kami: The effects of each Blessing lasts until the start of the next Nippon Magic Phase. New Special Unit: Fire Rockets.New Rare Unit: Taiko Drums.New Rare Unit: CannonFlaming Arrows fires like a normal bolt thrower with an improved profile. Misfires on a To Hit roll of 1.Oni may take two hand weapons. Removed Independent rule from Tengu.Tengu may take light armour for 1 pt. Kitsune are War Beasts, Unit Size 1. A Kitsune is Level 1 Wizard that uses spells from the Lore of Shadow. They have W2, A2. Have a 5+ Ward save. Costs 80 pts.Mizuchi have S6, T6, W6, A5. Have Aquatic, can Fly. Have Poison Breath.New Special Character: Odari NobuhideNew Special Character: Takai KatsuyoriNew Special Character: Dawate TadamuneNew Special Character: Uesigo Norimasa New Special Character: Sanada Naomasa Removed Red Devils; they are instead an upgrade to Sanada Naomasa.New Special Character: Minamoto KenshinNew Special Character: Akashi Sho Supreme Shugenja: Himiko channels Power Dice on roll of a 3+ and Dispel Dice on a 5+.Himikoi has Eight Span Mirror: If an enemy spell targets Empress Himiko or the unit she is with and is subsequently dispelled by her, she may immediately cast the spell back at the enemy caster just like a Bound Spell, using the same casting value as the enemy wizard. Himiko costs 370 pts.Tokudaira Ieyasu costs 270 pts.One unit of Samurai Warriors in an army led by Tokudaira Ieyasu may be upgraded to Great Guard for a cost of 4 points per model. Great Guard have +1 Weapon Skill and Strength as well as the Devastating Charge and Stubborn special rules. This unit counts as a Special choice.Hitomi Gozen has a longbow. Her Thundering Blade has Lightning Attacks. Costs 90 pts.O-Sayumi has the Kabuki Dance special rule. Against enemy characters, O-Sayumi may re-roll failed rolls To Wound, and has the Killing Blow special rule. Costs 140 pts. Removed the Red Ronin.Generally cheaper Clan Mon for units.Removed mention of Clan Mon in army list, these are specified on the Clan Mon page instead since a lot of units can only take one Clan Mon anyway.Chotosa Clan Mon: Models with this Mon may re-roll 1's when rolling to Hit with longbows. Any To Hit roll of 6 made by a model with their weapon coated in Night Milk automatically Wounds.Removed Dripping Poison. Borne on the Wind allow for a 10" move. Page 2 So a mate told me WHTW is based from 8th Edition army books.So i got one of these books second hand on adverts and love all the Lore and back ground of each leader and army. The one i got was Orks and Goblins, but good luck trying to buy the rest. there totally rare and anyone selling the rest want crazy money for them. How have all you looked up lore and so on guys? 1 · List The following is a list of Army Books and Supplements for the various armies released for the Games Workshop Warhammer Fantasy Battle game. An Army Book in the Warhammer Fantasy tabletop wargame, is a rules supplement containing information concerning a particular army, environment, or worldwide campaign. Army Books for particular armies were introduced for the fourth edition of the game (prior to that all armies were included in the main rulebook). The sixth edition rendered these obsolete. Until superseded by newer versions, the 6th edition and later books remain valid for the newer editions of Warhammer. Games Workshop has also released various expansions over the years, including a siege rules supplement and campaign expansions. Expansions and Supplements may or may not be valid over multiple editions, though generally they cycle similarly to the Army Books. An Army Book normally contains: Background - Information about the race and its place in the Warhammer world. This includes artwork, short stories, maps, timelines and copies of fictional documents. Bestiary - A list of the units, characters and war machines that can be chosen for use in a battle. This includes their characteristic values, information on their weapon options, and any limitations on their use, as well as background information on each unit. An Army's special magic lore (if applicable) and special magic items are listed here. Hobby section - Information on collecting, building and painting an army from the army book. This features outstanding example models painted by the Games Workshop 'Eavy Metal Team as well as Games Workshop's Army Painters and veteran hobbyists. Army List - Each entry from the bestiary is arranged by type (Lord, Hero, Core, Special, Rare) and given a points value, with more powerful units costing more points, so that battles are fought between balanced armies. Options and costs are listed here. Current Books No Warhammer Fantasy Army books are considered current as in 2015 Games Workshop discontinued Warhammer: Fantasy Battle and replaced it with Warhammer: Age of Sigmar. Army Books 8th Edition was the final edition of Warhammer: Fantasy Battle. The last army book to be printed was Wood Elves in 2014. The first army book; The Empire was printed for 4th edition rules in 1993 spanning some 21 years of printing of Warhammer army books for The Game of Fantasy Battles (formerly known as Warhammer Fantasy Battle). The original Warhammer World was destroyed in a Warhammer Fantasy novels/in-game event called End Times in 2015. 8th Edition 8th Edition Army Books are hardcover and full color. 8th Edition was released July 2010. Army ISBN Release Date Wood Elves ISBN 978-1782532873 May 2014 Dwarfs ISBN 978-1-78253-239-2 February 2014 Dark Elves ISBN 978-1782530947 October 2013 Lizardmen ISBN 978-1782530534 August 2013 High Elves ISBN 978-1782530084 May 2013 Daemons of Chaos ISBN 978-1908872838 March 2013 Warriors of Chaos ISBN 978-1908872647 February 2013 The Empire ISBN 978-1907964688 April 2012 Vampire Counts ISBN 978-1907964275 January 2012 Ogre Kingdoms ISBN 978-1-907964-11-4 September 2011 Tomb Kings ISBN 978-1841549965 May 2011 Orcs & Goblins ISBN 978-1841549866 March 2011 Supplements 8th Edition Expansions Games Workshop and Warhammer Forge (the fantasy division of Forge World, a subsidiary of Games Workshop) have released expansions to the 8th edition game. Supplement Notes ISBN Release Date The End Times: Archaon Volume 5 of the End Times Expansion, contains the grand legion of the everchosen list TBA March 2015 The End Times: Thanquol Volume 4 of the End Times Expansion TBA January 2015 The End Times: Khaine Volume 3 of the End Times Expansion, contains the combined Elves army lists TBA November 2014 The End Times: Glottkin Volume 2 of the End Times Expansion, contains the Legions of Chaos army list TBA October 2014 The End Times: Nagash Volume 1 of the End Times Expansion, contains the Undead Legions army list TBA August 2014 Warhammer Battlefields: The Underway Campaign Expansion Digital Release February 2014 Sigmar's Blood Campaign Expansion ISBN 978-1782531470 December 2013 Scrolls of Binding Compendium Monster Expansion for Storm of Magic Digital Release December 2013 Blood in the Snow Seasonal Scenario Digital Release December 2013 Vanguard Clash Linked Battles Scenario Digital Release December 2013 Triumph and Treachery Multiplayer Games Expansion ISBN 978-1782530756 November 2013 Warhammer Battlefields: Northern Wastes Campaign Expansion Digital Release October 2013 Warhammer Battlefields: Border Wars Campaign Expansion Digital Release August 2013 Warhammer Battlefields: Lustria Campaign Expansion Digital Release August 2013 Civil War White Dwarf rules for battles between forces from the same Army Book, also released Digitally N/A June–August 2012 Monstrous Arcanum Monsters and Campaign Expansion by Warhammer Forge ISBN 978-1907964916 April 2012 Blood in the Badlands Campaign Expansion, Siege rule ISBN 978-1907964466 December 2011 Tamurkhan: Throne of Chaos Campaign Expansion by Warhammer Forge; Contains the Chaos Dwarf army list ISBN 978-1907964657 October 2011 Storm of Magic Magic and Monsters Expansion ISBN 978-1907964077 July 2011 Battlescrolls Games Workshop and the Black Library (the Publishing arm of GW) have released Battlescrolls for Warhammer Fantasy. They are digitally released and expand the options available to players, as well as contain background on their subject. Most are formations that can be added to any army as a unit outside of the normal army organization. Some (noted below) are additions to specific army lists and are taken following the normal rules for their unit type. Supplement Notes Release Date Crypt Scavengers Ghoul Themed Formation December 2013 Creatures of the Chaos Wastes Chaos Monster Themed Formation December 2013 The Restless Dead Skeleton Themed Formation December 2013 Be'lakor, The Dark Master Lord unit for Daemons and Warriors of Chaos December 2013 Previous Edition Warhammer Army Books Starting with the 4th edition rules, individual Army books were published for various races and realms of the Warhammer world that had coinciding miniatures armies to play the Warhammer Fantasy Battles tabletop game. Earlier versions of the Warhammer Fantasy Battle Game did not have individual Army books. 7th Edition 7th edition was released in September 2006. Army ISBN Release Date Replaced By Beastmen ISBN 978-1-84154-956-9 February 2010 7th Edition was the final edition published Skaven ISBN 978-1-84154-943-9 November 2009 7th Edition was the final edition published Lizardmen ISBN 978-1-84154-918-7 February 2009 8th Edition Lizardmen Army Book Warriors of Chaos ISBN 978-1-84154-898-2 November 2008 8th Edition Warriors of Chaos Army Book Dark Elves ISBN 978-1-84154-850-0 August 2008 8th Edition Dark Elves Army Book Vampire Counts ISBN 978-1-84154-863-0 March 2008 8th Edition Vampire Counts Army Book Daemons of Chaos ISBN 978-1-84154-883-8 May 2008 8th Edition Daemons of Chaos Army Book High Elves ISBN 978-1-84154-846-3 November 2007 8th Edition High Elves Army Book The Empire ISBN 978-1-84154-799-2 January 2007 8th Edition The Empire Army Book Orcs & Goblins ISBN 978-1-84154-785-5 October 2006 8th Edition Orcs & Goblins Army Book Supplement Notes ISBN Release Date Legendary Battles Large Army Campaign Expansion from White Dwarf ISBN N/A 2008 Mighty Empires Campaign Expansion ISBN N/A 2007 6th Edition 6th Edition was released in October 2000. All army books were initially replaced by a get-by list in Ravening Hordes, distributed for free. Army ISBN Release Date Replaced By Dwarfs ISBN 1-84154-690-9 January 2006 8th Edition Dwarfs Army Book Wood Elves ISBN 1-84154-680-1 September 2005 8th Edition Wood Elves Army Book Ogre Kingdoms ISBN 1-84154-531-7 January 2005 8th Edition Ogre Kingdoms Army Book Bretonnia ISBN 1-84154-450-7 February 2004 6th Edition was the final edition published Beasts of Chaos ISBN 1-84154-387-X August 2003 7th Edition Beastmen Army Book Lizardmen ISBN 1-84154-356-X May 2003 7th Edition Lizardmen Army Book Tomb Kings ISBN 1-84154-336-5 January 2003 8th Edition Tomb Kings Army Book Hordes of Chaos ISBN 1-84154-222-9 June 2002 7th Edition Warriors of Chaos and Daemons of Chaos Army Books Skaven ISBN 1-84154-185-0 March 2002 7th Edition Skaven Army Book High Elves ISBN 1-84154-175-3 January 2002 7th Edition High Elves Army Book Dark Elves ISBN 1-84154-083-8 June 2001 7th Edition Dark Elves Army Book Vampire Counts ISBN 1-84154-080-3 April 2001 7th Edition Vampire Counts Army Book Dwarfs ISBN 1-84154-066-8 January 2001 Second 6th Edition Dwarfs Army Book Orcs & Goblins ISBN 1-84154-060-9 November 2000 7th Edition Orcs & Goblins Army Book The Empire ISBN 1-84154-059-5 October 2000 7th Edition The Empire Army Book Ravening Hordes ISBN 1-84154-063-3 October 2000 Each Army's 6th edition army book—15 "Get You By" Army Lists for Warhammer - the Game of Fantasy Battles In White dwarf magazines "Warhammer chronicles" there came preview army lists for Lizardmen (wd 256, April 2001), Bretonnia (wd261, September 2001), Wood elves (wd269, May 2002), and Beast of chaos (wd275, November 2002), that replaced their Ravening hordes list, and was replaced by their army books later in the 6th edition. Dogs of war got their main list and Regiments of renown -list in back to back issues (wd 251 and 252) that were never replaced. Daemon horde got same sort of preview army list in Annual 2002 (November 2001). The preview lists can be found in Annual 2002 and Chronicles 2003 in addition to White dwarf magazines. 5th Edition 5th Edition was released in October 1996. Army ISBN Release Date Replaced By Vampire Counts ISBN 1-869893-75-1 June 1999 Ravening Hordes Dogs of War ISBN 1-872372-02-3 September 1998 Regiments of Renown, then Discontinued Champions of Chaos (Chaos Special Characters) ISBN 1-872372-29-5 May 1998 Ravening Hordes Realm of Chaos ISBN 1-872372-60-0 (2nd Edition) ISBN 1-869893-90-5 (1st Edition) January 1998 Ravening Hordes High Elves ISBN 978-1-872372-21-1 May 1997 Ravening Hordes Lizardmen ISBN 1-872372-56-2 February 1997 Ravening Hordes Bretonnia ISBN 1-872372-59-7 November 1996, 1999 Ravening Hordes 4th Edition 4th Edition was released in October 1992. It was the first edition to feature individual army books. Army ISBN Release Date Replaced By Wood Elves ISBN 1-872372-45-7 May 1996 Ravening Hordes Dark Elves ISBN 1-872372-88-0 July 1995 Ravening Hordes White Dwarf Presents: Chaos Dwarfs ISBN 1-872372-80-5 December 1994 Ravening Hordes, then Discontinued, then Tamurkhan: Throne of Chaos from Warhammer Forge Chaos No ISBN came as a boxed set August 1994 5th Edition Realm of Chaos Box Undead ISBN 1-872372-67-8 May 1994 5th Edition Vampire Counts Army Book and Ravening Hordes for Tomb Kings Skaven ISBN 1-872372-69-4 December 1993 Ravening Hordes Dwarfs ISBN 1-872372-66-X June 1993 Ravening Hordes Orcs & Goblins ISBN 1-872372-64-3 April 1993 Ravening Hordes High Elves ISBN 1-872372-63-5 February 1993 5th Edition High Elves Army Book The Empire ISBN 1-87237235-X January 1993 Ravening Hordes Supplements 6th edition Supplement Notes ISBN Release Date Conquest of the New World Campaign Expansion ISBN 978-1841545929 2005 Lustria Campaign Expansion ISBN 1-84154-644-5 May 2005 Storm of Chaos Campaign Expansion ISBN 1-84154-460-4 June 2004 Warhammer Chronicles 2004 Q&A, Errata, etc. ISBN 1-84154-422-1 2003 The General's Compendium Campaigns, Scenarios & More ISBN 1-84154-436-1 2003 Warhammer Chronicles 2003 Q&A, Errata, etc. ISBN 1-84154-296-2 2003 Warhammer Skirmish Skirmish Scenarios ISBN 978-8374600125 2002 Dark Shadows Campaign Expansion ISBN 978-1-84154-198-3 August 2001 Warhammer Annual 2002 Q&A, Errata, etc. ISBN 1-84154-165-6 2001 5th edition Supplement Notes ISBN Release Date Warhammer Siege Siege Warfare Expansion ISBN 1-869893-44-1 August 1998 Tears of Isha Campaign Expansion, Paper buildings unknown 1998 Perilous Quest Campaign Expansion, Paper buildings unknown 1997 Circle of Blood Campaign Expansion, Paper buildings unknown 1997 Idol of Gork Campaign Expansion, Paper buildings unknown 1997 The Grudge of Drong Campaign Expansion, Paper buildings unknown 1997 Warhammer Magic 5th Edition Magic rules and cards ISBN 1-872372-09-0 December 1996 4th edition Supplement Notes ISBN Release Date Chronicles of War (White Dwarf Presents) Articles from White Dwarf Magazine, Paper buildings ISBN 978-1872372914 December 1995 Arcane Magic Magic Expansion for 4th Edition unknown February 1995 Battle Magic Magic rules and cards for 4th Edition unknown December 1992 Retrieved from "

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