

OGC Fantasy House Rules

Magic Items

Unless agreed by both players before the game, Magic Item allowances for characters are halved, so Lords are limited to 50 points and heroes 25 typically. Unit champions with Magic Items do not count. Magic Banners should not exceed 50 points anywhere in the army. This is to encourage gaming with a little less emphasis on characters.

Overrun

When charging with a unit, mark its origin point. If the unit overruns against a defeated opponent, it travels its remaining move distance and does not roll extra movement. (Thus stopping Chaos Knights going 36" across the table in one turn!)

Banned Items

The following Magic Items have been banned

Brettonia: *Conquerors Tapestry* (manipulating VP system)

High Elves: *Battle Banner* (causing random combat results)

Dark Elves

Games Workshop adjusted some of the Dark Elves list (see Website for official amendments). However some of these amendments drastically unbalanced the game, in particular the amendment to Dark Elf Warrior costs that was explained as being to encourage people to take more of them gave the Dark Elves a unit that was better and cheaper than all the mainstay units in other armies. For the best example of this take a similar High Elf army to a Dark Elf one, you will find that just this small downgrade in points sees the Dark Elves being able to take a lot more for 2,000 points and the entire army hates the other one!

For a fair and balanced update to the Dark Elves we suggest using the following amendments;

Army Composition

If a **Highborn** or **Prince** chooses a Sea Dragon cloak then they may not choose a mount.

If your general wears a Sea Dragon cloak then you must choose Corsairs as a mainstay unit (you must have one of these units for each other Core choice in the army).

If your general rides a dark steed then Dark Riders become the mainstay unit.

Any other combination of commander means that Warriors are the mainstay unit.

Beastmaster: Options – Light armour (+2 pts), Heavy Armour (+4 pts) and shield (+2 pts).

May have lance (+4 pts)

Shades: Unit size now 5-15

Cold One Chariots: Two count as a single special choice

Executioners: Now come with *Heavy Armour* at no extra cost

War Hydra: Apprentice now has *movement 6*

Black Guard: Now have *Eternal Hatred*

We decided that Cold One riders should not have a leadership upgrade. When playtesting Cold One Knights simply would not fail stupidity tests, thus nullifying the unpredictability of these beasts.

However not upgrading the LD simply encourages players to place a Prince or Highborn into these units making them much more characterful etc. This consequently has an effect of creating armies where Warriors become the mainstay unit under the composition amendments. Armies that want to have these beasts sat on the back line for counter charging (such as magic oriented shooting armies) will have to deal with the Cold Ones not being happy about being asked to stand still for a long period of time, again matching the background.