

“More”-Hammer

Have you dreamed of 200 flagellants fighting off 50 Chaos knights? Perhaps 100 knobblars standing and shooting against a unit of giants! If so then “more”-hammer is for you. The basic idea of “more”-hammer is to club together with people with similar armies to create a multiplayer game of warhammer on a magnified scale. Obviously the basic rule set for warhammer needs a few tweaks here and there to make games of this scale manageable and fun. This article outlines some recommendation for large games based on our experience.

Units

- Unit sizes. All upper limits on unit sizes are removed and players should be encouraged to form big units. This helps streamline the movement phase and means you get to roll buckets of dice when units clash in combat.
- Rank bonus. To encourage bigger units, a rank bonus of up to 6 can be claimed for ranks at least 6 models wide.
- Command groups. These are free for every unit that can take them. This simplifies putting units together, again encouraging bigger units.

Magic

The magic phase in big games can often be unnecessary lengthy, resulting from arguments over pool dice and whether a dispel attempt should be made. These rules are designed to streamline the magic phase without removing it from game.

- Spells. All wizards are limited to one spell each. However, a wizard may still roll for their usual amount of spells, but they are only allowed to keep one.
- Power dice. All wizards have their usual personal power dice. There are no pool dice.
- Dispel dice. Each side gets one dispel dice per 1,000pts. This saves working it out every turn. All dispel dice go into one pool controlled by one player who has the last say on what they get used on. To decide who gets the dispel pool either rotate through each player, or roll off each turn.

Characters

With the large range and combinations of magic items available, characters can over complicate large games. These rules are designed reduce character complications, but still allow those mighty heroes to stride around the battlefield.

- Magic items. Only common magic items are allowed.
- Other upgrades. All other magic type upgrades are not allowed. This includes daemonic gifts, bloodline powers, runes, gifts of Khaine etc.
- However, Marks of Chaos and Wood elf kindreds are allowed.
- Special characters. These are allowed, but obviously limited to one of each on the table.

Generals and Battle Standards

With multiple players per side and potentially different armies allied, having one general and battle standard for the entire army seems unrealistic.

- **Generals.** Each player must elect one character as their general and units under that player's control can use his leadership in the usual way.
- **Battle Standards.** Each player can elect one character as their battle standard and units under that player's control can benefit in the usual way.
- **Units not under the player's control cannot benefit from generals and battle standards from other friendly players.**

Scenarios

Counting victory points is the traditional way of settling a game of warhammer, however, this can become tricky and arduous when there are lots of players and lots of units involved. It's much easier and usual more fun to play scenario-based games, especially when there's a narrative to give the game that cinematic feel.

- **Deployment.** To speed up this part of the game use either the hidden deployment approach, or one side deploys first then the other, if this seems sensible for the scenario.
- **Objective.** This can literally be anything! From a traditional "take and hold" type objective, to something more inventive.