

WARHAMMER FANTASY BATTLE - 3RD EDITION

REFERENCE

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Dreamfish

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THE TURN

The Turn Start

- Wizards, who did not move, fire missiles, fight or use magic during their last turn gain 1MP (up to power level).
- Wizards employing Magic Awareness last turn become aware of the presence and magic level of any other wizards within 48"
- Resolve any spell effects beginning to act in this turn. Dispel any which expired at the end of the previous turn.
- Roll for burning buildings and creatures: D3 damage points/wounds (p137)
- Roll for damaged buildings.
- Roll for unexploded mortar shells: 6 on 1D6 indicates an explosion (p111)
- Roll for entry of trailing units: roll under units highest *Ld* on 2D6 for each unit meant to appear this turn or earlier (p141)
- Roll for return of off-table aerial units: 6 on 1D6 indicates the unit returns from collecting missiles (p124).
- Roll for panic: if within 4" of friendly rout (p73)
- Roll for stupidity: if subject to stupidity (p73)
- Roll for animosity: if subject to animosity against a unit within 12" (p205).
- Roll for instability: if within 12" of a wizard using an appropriate zone spell (p206).

Turn Sequence

1. Movement
2. Shooting
3. Combat
4. Reserves
5. Magic
6. Rallying

MOVEMENT

Terrain

Difficult Ground (p40)

Models crossing difficult ground do so at half movement rate; round up to the nearest ½".

- Bush, scrub or otherwise clinging vegetation
- Debris, wreckage, loose rocks, boulders
- Fords or shallow water
- Marshes, bogs or thick mud
- Soft sand
- Stairs, steps and ladders
- Steep or treacherous slopes
- Woods and dense foliage

Very Difficult Ground (p41)

Models crossing very difficult ground do so at quarter movement rate; round up to the nearest ½".

Linear Obstacles (p41)

Models crossing obstacles lose half of their total movement rate.

- Hedges, fences and low walls
- Ditches, streams and narrow crevasses

Single Characters and Single File Formations (p49/92)

- No penalty for difficult ground
- Half movement rate penalty for very difficult ground
- Expand quarter of total movement rate for crossing obstacles

Simple Manoeuvres

Any unit may make 1 simple manoeuvre during its *movement* and/or *reserve phase* providing:

- The unit is not crossing an obstacle or otherwise positioned so that the formation is split by an obstacle.
- The unit is not engaged in hand-to-hand combat.
Exceptions
 1. a unit which *pushes-back* and *follows-up* its combat opponent is allowed to expand its formation once as it does so.
 2. a unit engaged in hand-to-hand combat automatically turn any unengaged models to face a fresh enemy charge from the sides or rear.
- If any members of the unit are positioned on *difficult* or *very difficult ground* the unit may not make any formation change. The unit may make one other simple manoeuvre, but may not attempt a subsequent manoeuvre that phase.

The First Simple Manoeuvre

The first (or free) manoeuvre occurs automatically.

The Second Simple Manoeuvre

If a unit has a leader it may attempt a second simple manoeuvre, a unit which has no leader may not do so. It is necessary to make a *Ld* test to initiate a second simple manoeuvre. If the test is failed, the unit comes to an immediate halt, loses any movement remaining to it and may attempt no further manoeuvres that phase.

The Third Simple Manoeuvre

So long as a unit performs its second simple manoeuvre successfully, it may attempt a third simple manoeuvre in the same way. No unit may attempt more than three simple manoeuvres during the same *movement* or *reserve phase*.

The Wheel (p48)

A wheel is one simple manoeuvre and must be accomplished in a single sweep.

The Turn (p48)

A single turn of either 90 ° or 180 ° is a single simple manoeuvre. The turn can take place at any point during movement, either before the unit is moved, once movement is completed, or at any point in between.

Formation Change (p48)

A unit may increase or decrease the number of models in its front rank by one or two models on each flank (a maximum of four models in total). Once a unit's frontage has been changed, remaining troops are lined up in full ranks behind.

Mixed Ranks (p125)

Mixed rank units must be deployed either with one type in front of the other, or with one type evenly deployed upon the flanks of the other. Mixed rank units are allowed two special manoeuvres:

Change ranks

The unit simply swaps its leading troop type for its rear one. The unit's front rank position remains unchanged.

Deploy flanks

The unit divides and deploys either front or rear troop type upon its flanks. The remaining troop type remains stationary. The same manoeuvre may be used to reverse the situation.

These manoeuvres may be achieved in the same way as any other simple manoeuvre. In addition, either manoeuvre may be attempted if the unit is charged. If the test for the manoeuvre fails the manoeuvre does not occur, and the unit must fight the ensuing hand-to-hand combat in its current formation with an additional -1 'to hit' modifier.

The Wedge (p126)

A unit is only allowed to form into a wedge when it charges. It must do this as soon as the charge is declared, before either moving or maneuvering.

- Once formed into a wedge the unit charges as normal and it may not make or attempt any subsequent turns. It may attempt to wheel, in which case wheels are worked out from the rear rank.
- If a second *simple manoeuvre* fails during the charge, the wedge formation is lost, and the charge reverts to a normal formation with a width equivalent to the widest rank of the wedge. Because a *manoeuvre* test has been failed, the chargers are considered to be *unformed* for the first round of combat and all charge bonuses are lost.

Assuming the wedge successfully reaches its target, proceed as follows:

1. Work out the combat between the leading model and any troops in base contact as normal.
2. If the wedge causes more *wounds* than the defenders it wins the combat and the enemy's first rank is *penetrated*. The wedge's second rank fights a further round of hand-to-hand combat immediately. The enemy fights back with models in its own second rank covering an equal frontage. Carry on fighting until the wedge or the defenders run out of ranks or until the wedge fails to win a round.
3. If the wedge fails to win a combat round it is immediately reorganized into a standard formation with a frontage equivalent to that of the widest rank.
4. If a wedge is *pushed-back*, it is considered to be the loser and may have to take a *route* test. If the final round is a draw, both sides hold.
5. If the wedge succeeds in penetrating through all of the defender's ranks, the defending unit must take an immediate *route* test. It does not matter how many casualties have been caused.
6. If the wedge has no more ranks remaining to strike, and the enemy's formation has not been penetrated, the wedge is reorganized into a standard formation. Unless the wedge lost the final round, the result of the whole round is a draw.
7. If the defending unit routs, the wedge is instantly reformed into a standard formation with a frontage equivalent to its rear rank. Subsequent pursuit is as normal.
8. If a defending unit does not rout when it is penetrated, the wedge moves through it. The defending unit is not moved, but it remains stationary and may do nothing until the end of its following *movement phase*. The wedge is immediately reorganized into a standard formation with a frontage equivalent to its widest rank. The unit is then moved up to its normal movement distance, measuring from the back rank of the penetrated formation. The unit may not move during this break-through move. If enemy models lie within the unit's path they are automatically engaged in the same way as enemy units moved through by routers and contacted by pursuers. If no enemy models lie within the break-through distance, the attackers become *unformed*, as if they were pursuers who had lost contact with routers. The unit must remain halted until the end of its next *movement phase*, during which time it is *reforming*.
9. Where a defender's rank includes *characters*, these are automatically assumed to be amongst those eligible to fight.
10. *Characters* in wedge formations may not issue challenges and may not be challenged. If the wedge fails to *penetrate*, and hand-to-hand combat continues next turn, challenges may be issued and accepted as normal.

The Archer Wedge (p128)

Any unit of bow or crossbow armed troops may form itself into a stationary wedge. The front rank may be a single model, as in a fighting wedge, but may equally well be two or more.

- A unit in this formation may not turn, but may wheel around the centre of the rear rank. Other than by wheeling from the centre of its rear rank, the archer wedge must remain stationary.
- If the wedge is charged it will immediately assume a linear formation, with the same frontage as its rear rank; this does not count as a manoeuvre and happens automatically.

Shieldwall (p128)

This formation is only possible to infantry equipped with shields. At the start of the turn, before moving, a player may declare any appropriate units to be forming a shieldwall.

- The unit may not move whilst in a shieldwall and may not use any missile weapons.
- Whilst in a shieldwall, a unit may add +1 to all *armour saving throws* to represent its higher level of protection.
- The shieldwall may be abandoned at the beginning of one of his following *movement phases* by means of a *simple manoeuvre*.
- The shieldwall is automatically lost if the unit *follows-up* or is *pushed-back* in hand-to-hand combat, becomes subject to a compulsory movement rule, or a *psychological effect* such as *frenzy*.

Complex Manoeuvres

No unit without a leader may attempt a complex manoeuvre. A complex manoeuvre is the equivalent to three simple manoeuvres. If a unit attempts a complex manoeuvre, it must be the first and only manoeuvre attempted that phase. Before a complex manoeuvre begins, a *Ld* test must be taken. If this is failed the unit comes to an immediate halt, loses all move distance remaining to it and may attempt no further manoeuvres until its next *movement phase*. If a unit fails a complex manoeuvre in its *movement phase* it may not take a *reserve move*.

Moving Backwards (p49)

Half movement rate penalty for moving backwards; combined with any existing penalty for difficult terrain.

The Backwards Wheel (p49)

No other movement during the phase; not even ordinary straight forward movement. Half movement rate penalty for moving backwards; combined with any existing penalty for difficult terrain.

Wheel from the Centre (p49)

Half movement rate penalty for moving backwards; combined with any existing penalty for difficult terrain.

Square (p125)

The manoeuvre is completed as follows. Divide the frontage equally, or as equally possible into four. Either of the two central divisions forms the static edge of the formation, whilst the remaining divisions are arranged around it into a box shape.

- The manoeuvre may not be attempted if the unit's initial position or its final position places any model on *difficult* or *very difficult ground* or over obstacles. Once in position the square cannot be moved.
- A unit in a square formation cannot be *pushed-back*.
- A square counts as a prepared position and its constituent troops never *follow-up* an enemy they *push-back*.
- If a square contains mixed ranks of troops, one type may be positioned at the corners, or in the centre forming a smaller square within the larger. This happens automatically and as part of the original manoeuvre, but once the square is formed the position of the troops may not be changed.
- A square may revert to a normal linear formation by reversal of the forming procedure. Either of the square's faces may be chosen to remain static, whilst the remaining sides are arranged on its flanks.

Testudo (p128)

This formation is only possible to infantry equipped with hand weapons and shields. The unit forms a solid block with as many ranks as it has frontage, any odd models are placed in the rear.

- Once in this formation, a unit is reduced to half movement rate and its *armour saving throw* is increased by +2.
- If the testudo becomes involved in hand-to-hand combat, it is immediately abandoned. The unit remains in the same formation of ranks and files, but its *armour saving throw* returns to normal.
- The testudo may be abandoned at any time by means of a *simple manoeuvre*. This does not alter the unit's formation of ranks and files.

Curving Path/Snaking (p49)

Units in single file formation can follow snaking paths.

- Does not count as a manoeuvre
- Not possible to move backwards, wheel backwards or wheel from the centre

Single Characters (p92)

Characters not associated with a unit may make as many turns during its move as the player wishes without penalty.

Aerial Movement

Limitations (p121)

- Coherence: each model need only be within 2" and one height level of one other in the unit. In any other case position must be made coherent in the following turn, or as soon as possible.
- Maximum flight speed: flyer's top speed.
- Minimum flight speed: flyer's minimum speed, crashes if slower.
- Acceleration: number of inches flyer can increase speed per turn.
- Deceleration: number of inches flyer can decrease speed per turn (double acc. rate), and max landing speed.
- Turning: made in an arc with a radius equal to the distance to be moved.
- Climbing: flyer may climb one height level for each 20" of forward movement (or part thereof).
- Diving: flyer may dive one height level for each 10" of forward movement (or part thereof); diving faster causes a crash.
- Hovering: flyer may move up or down one height level per turn.
- Taking off: flyer never move on the ground and in the air during the take-off turn; fly no faster than acc/dec rate.
- Landing: flyer may land if within dec rate and at attack level; may *reserve* move that turn.

Collecting Missiles (p124)

Aerial troops may leave the table to collect suitable missiles to drop; requiring at least one full turn off-table. At the beginning of each subsequent turn roll a D6. A score of 6 indicates that the unit returns with replenished supplies. A unit may give up looking for missiles and return to its own player's table edge at the beginning of their next turn.

Crashing (p125)

A flyer that crashes causes D4 wounds for each height level. To determine where it falls, move it D12" in a random direction. If it lands on another model, building etc. the wounds caused equal D4 per height level plus the falling object's *T* minus the target's *T*.

The Movement Phase

Associated *characters* may leave units or if leading it, declare to abandon the unit to leave next turn (see Characters).

Proximity to Enemy Units (p47)

- Units may not approach closer than 1" to an enemy unit or any single enemy model unless they intend to enter hand-to-hand combat.
- Halt as soon within 1". Any movement remaining during that *movement phase* is automatically lost.
- Measurement is not allowed until the player declares what he intends to do.

A unit that became *unformed* last turn is considered *reformed* at the end of this *movement phase* and may act normally.

Declare Charges

Declaring Chargers (p57 – 60)

At the beginning of the *movement phase*, a player must declare which of his units are charging and towards which targets.

- A unit is not allowed to charge against an enemy it could not have seen at the start of the turn. The general idea is, if you don't know they're there, you can't charge them!
- A unit charging moves twice their normal movement rate.
- A unit that charges at a slight angle to the target are repositioned in a straight line as contact is made. The maximum angle which may be 'neatened' this way is 22½°.
- A unit must charge a *hated* enemy if possible. These affects can be avoided by a successful *CI* test (see Psychology).
- A unit in single file formation at the start of the turn may not declare a charge. Nor may a unit adopt a single file formation once it has declared a charge. A unit in a single file formation at the start of the turn may not change formation and then charge.

Declaring Charge Responses (p59)

Turning models to face

If charged in the side or rear, unengaged models may turn to face the enemy (unless crossing an obstacle). If a model turns it may not fire missiles at its attackers.

Stand & Shoot

1. Only attempt this if the chargers began their move at more than half their maximum permitted charge distance away.
2. Measure the range and fire before the chargers move, or if the chargers are out of range at the beginning of their charge, at the maximum range of the weapon.
3. Declare that the unit is going to shoot at the chargers and make a *Ld* test.
4. If failed they may not fire and must receive the charge at a halt.
5. A unit which fires upon a charging foe will be unnerved, suffering the -1 'to hit' penalty.
6. A unit firing at a charging enemy may not use their shields in the first round of the ensuing combat.

Hold

- An *unformed* unit charged while *reforming* must receive the charge at the halt, although models may be turned to face their enemy as normal.

Run Away

- On a successful *Ld* test the unit is turned round and moved at double rate directly away from their attackers; otherwise, the unit routs.
- A unit running away during the enemy's turn may make a normal move during its own following turn, but may not charge.
- A unit charged while in single file formation must run away.
- A unit that charges an enemy that runs away may wheel in order to try and contact another enemy unit within charge reach. In order to wheel the unit must make a successful *Ld* test. If it had already made three manoeuvres that turn or it has failed one, it is not eligible to wheel. If the test failed or there are no new target units for the charger to attack, the charger completes its original charge move, following directly in the path of the retreating foe. Chargers may not make any additional manoeuvres during this part of the charge.

Psychological Reactions

Test for psychological reactions (see Psychology).

- Fear: if charged by a feared enemy (p71).
- Frenzy: if charging and subject to frenzy (p72).
- Panic: if charged in the side or rear, charged while crossing an obstacle or entering a building, or a character leaves while unit is engaged (p73).

Move Chargers

Charging in the Sides and Rear (p59)

- A unit that charges an enemy's flank may not at any point approach within 4" of the target unit's front during the charge.
- A unit that charges an enemy's rear may not at any point approach within 4" of the target unit's front and/or flank during the charge.

Manoeuvre in a Charge (p58)

- A charging unit may not make any manoeuvres within 4" of its target, except that it may wheel to come within 22½° of the target's front/flank/rear.
- If a charging unit wheels within the last 4" of its charge, all charge bonuses are lost, including charge bonuses from weapons.
- If a charging unit fails a manoeuvre test at any point during the charge it may attempt no further manoeuvres during that charge. However, the charge continues. If the chargers need to wheel to complete their charge, they may now do so automatically. The unit is said to be *unformed*.

Oblique Charges (p58)

- A unit charging at an angle greater than 22½° or that fails to complete a charge the unit is said to be *unformed*.

Failing to Complete a Charge (p60)

- A unit that fails a charge comes to a halt and becomes *unformed*.
- A unit that charges at an angle to its target, it is possible that models at one end of a formation will have insufficient move to make contact. Staggering models do not take part in the first round of combat, but can be moved into contact at the end of the round. In addition, the unit's formation becomes *unformed*.

Attacked while Crossing an Obstacle (p60)

- If a unit is charged while divided by an obstacle, it must take a panic test.
- Models may not be turned to face their attackers. If attacking from the side or rear, opponents will be able to strike blows without taking any in return.
- Discount the effect of shields when making saving throws.

Remaining Moves

Once charges have been resolved, it is time to move the rest of your troops.

SHOOTING

Fire Arcs (p51)

- Missile troops have a 90 ° fire arc projected from the front of the shooter.
- Mounted models, or models on chariots, etc, can fire all round regardless of the direction in which the model is pointing.

Firing through Gaps (p51)

Missile troops may not fire through a gap between possible enemy targets, or between a possible target and blocking scenery, or a friendly unit, if the course of their missiles approaches within 2" of either edge of the gap.

Terrain

Hills, large boulders and buildings will normally block line of sight totally.

Positive linear obstacles, i.e. **hedges** and **walls**, block line of sight on level ground.

However, it is possible to draw a line of sight to a target behind a hedge or wall, so long as the target is not more than 1" from the obstacle. Similarly, if a missile equipped model is behind a wall (within 1"), it may fire over it.

Woods will block line of sight if the shooter and target lie on either side of the wood. If the target is inside a wood, the line of sight is blocked if there is more than 2" of woodland between firer and target. If the target is inside a wood and within 2" of the edge it can be seen and fired at by troops outside.

Interposing units, like interposing terrain, block line of sight.

Elevated position

Troops on hills, occupying the upper storeys of buildings, flying or otherwise placed in an elevated position relative to their target can draw a line of sight over lower terrain features, linear obstacles, units and ranks.

Cover (p52)

- To claim protection behind a positive linear obstacle (hedge, wall, etc) it must lie between the shooter and target, and the target must be within 1" of the cover. If shooter and target are both within 1" of the same cover it is effectively cancelled out and is ignored.
- The corner of a building, large rock, wagon etc, can be counted as cover by one model. The model is placed at the edge so that it is partially, but not wholly, obscured.
- Woods offer automatic protection to models that are inside it. In woods all shooting is reduced to 2" range, except that models within 2" of the edge of a wood may be seen and fired at normally, although they are within cover. Models further than 2" from a wood's edge may not fire outside.
- Negative linear obstacles such as trenches and pits offer cover from shooters outside.
- Models at windows and doors count as behind cover to shooters from outside.
- Troops behind a hedge, wall, etc may draw line of sight over it if within 1", enabling them to shoot at targets on the other side.

The Shooting Phase

This phase covers shooting and similar attacks, such as hawks cast by falconers (p97), Dragons' breath weapons (p243) and firing Engines of War (p105).

Psychological Reactions

Test for psychological reactions (see Psychology).

- Fear: if wishing to fire missiles at feared enemy within charge range (p71).
- Hatred: if wishing not to shoot at a hated enemy within range (p72)
- Rout: if any unit lost a quarter of its current strength to missile fire.

Aerial Shooting (p123)

Height levels may alter the effective range (attack level being treated as ground level):

- +10" for each height level the target is above firing model.
- +10" for each height level the target is below firing model after first 20+ difference.

Dropping Things (p124)

Aerial models may drop objects rather than shooting normally. Nominate a target and roll a D6, modifying it by:

- -1 if the attacker is at level +20
- -2 if the attacker is at level +10
- -3 if the attacker is at attack level

0 or less equals a direct hit. A positive score is a miss in a random direction by a number of inches equal to the result. Damage is rolled at the flyer's S plus 1 per level above attack.

For missiles dropped from level +30 and higher, roll 1D20 and deduct 1 to give the number of inches from the target.

SOFT COVER	HARD COVER
Hedges Wagons, carts etc Woods	Corner of a building A large rock Pits and trenches Wall Wooden palisades, barricades etc Models at windows and doors

TO HIT										
BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3
A dice score of 1 is always a miss.										

SHOOTING MODIFIERS		
+1	Firing at a large target	Anything over 10' high or long counts as a large target.
-1	Firing at a small target	Anything under 1' high or long counts as a small target.
-1	Firing while moving	If the firer moved in the <i>movement phase</i> the chances of hitting are reduced.
-1	Firing at a rapidly moving target	A rapidly moving target is defined as any creature or object traveling more than 6" during its previous <i>reserve phase</i> .
-1	Firing at a charging enemy	This modifier applies to units shooting at enemies who are charging them.
-1	Firing at over half range	If the target is more than half the weapon's total range distant.
-1	Firing from a moving platform	This modifier applies to units shooting from a moving platform, like chariots or wagons.
-1	Throwing improvised weapons	Stones, bricks and other impromptu missiles are poorly balanced and relatively inaccurate.
-1	The target is behind soft cover	
-2	The target is behind hard cover	
-1	Firing at <i>feared</i> opponent with ranged effects	
-1	Firing at a <i>character</i> .	This modifier applies to characters under 10' tall.

COMBAT

Stomp - A stomp can be directed from the front, side or rear of the model and is the most versatile of all attacks.

Bite and **Gore** - They may be directed only from the front of the model like a normal attack.

Claw - This may be directed from the front or side of the model.

Tail - This may be directed from the rear or sides but not to the front.

The Combat Phase

Either player may reveal concealed special troop types in engaged units.

Either player may make *challenges* (see Characters).

Resolving the Combat

1. Establish the order of attack
2. Throw to hit
3. Throw to damage
4. Saving Throw
5. Remove Casualties
6. Results

The Order of Attack

- Those with the highest *initiative* characteristic strike first.
- Where enemy units have the same *initiative*, any unit which has charged that turn may strike first, followed by any unit which won last turn's combat round.
- Where neither situation applies players roll a dice, the winner striking first, or the attacks may take place simultaneously.

Combat Results (p64)

Push-back

As a side loses a combat it is *pushed-back* by the enemy. A *pushed-back* unit is moved directly backwards 2". This happens outside the normal turn sequence and represents the giving of ground by the losing unit.

Follow-up

The unit is moved 2" forward so that it is once again in base-to-base contact with its foes.

Declining to Follow-up

A unit occupying a defensive position, such as a wall or hedge, or protected by a *magic zone spell*, or other magic which will be dispelled if the unit moves, may decline to *follow-up*.

A chariot crewman always has the option of not following-up a retreating enemy if he intends to remount his chariot in the following *reserves phase*.

Otherwise a unit must always *follow-up* where the rules allow it.

Not Followed-up

If a unit is *pushed-back* but not *followed-up* by its opponent, the unit comes to an immediate halt and must remain halted for the remainder of that turn.

Draw

The units remain in place and are said to have held.

Rout

Test for rout in any unit that lost a quarter of its numerical strength and has just lost a round of combat (see Psychology).

Manoeuvre during Combat

Units which *followed-up* their enemy may expand their frontage by up to two models either side as they do so. No *manoeuvre test* is required, but the unit must have a leader

TO HIT										
ATTACKER'S WS	DEFENDER'S WS									
	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	+4	+4	+5	+5	+6	+6
2	4	5	5	6	6	+4	+4	+5	+5	+6
3	4	4	5	5	6	6	+4	+4	+5	+5
4	3	4	4	5	5	6	6	+4	+4	+5
5	3	3	4	4	5	5	6	6	+4	+4
6	2	3	3	4	4	5	5	6	6	+4
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5
A dice score of 1 is always a miss.										

COMBAT MODIFIERS		
+1	Charging	If a unit wheeled within 4" of its charge, it does not qualify for the bonus. The unit must also have made no formation changes.
+1	Following-up	
+1	Advantage of higher ground	
+1	<i>Frenzied</i>	
+1	Fighting <i>hated</i> opponent	
-1	Enemy behind obstacle	
-1	Fighting <i>feared</i> opponent with ranged effects	
-1	Fighting with 2 weapons – right hand	
-2	Fighting with 2 weapons – left hand	
-2	Fighting unarmed	This does not apply to creatures that have <i>stomp</i> , <i>bite</i> , <i>gore</i> , <i>claw</i> or <i>tail</i> attacks.
Flying troops receive no associated bonuses for charging or following-up		

TO WOUND										
STRENGTH	TARGET'S TOUGHNESS									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

SAVING THROW			
Armour		Saving Throw	Movement Reduction
None		-	-
Shield		6	-
Light armour		6	-
Light armour + shield *		5	½"
Heavy armour		5	½"
Heavy armour + shield *		4	1"
Rider	Animal	Saving Throw	Movement Reduction
None	None	6	-
None	Cloth or metal	5	½"
Shield	None	5	½"
Shield	Cloth or metal	4	1"
Light armour	None	5	½"
Light armour	Cloth or metal	4	1"
Light armour + shield *	None	4	1"
Light armour + shield *	Cloth or metal	3	1½"
Heavy armour	None	4	1"
Heavy armour	Cloth or metal	3	1½"
Heavy armour + shield *	None	3	1½"
Heavy armour + shield *	Cloth or metal	2	2"
+1 to roll if <i>frenzied</i>			
* Units employing double-handed weapons may not simultaneously claim protection of a shield.			
* Units firing at a charging enemy may not use their shields in the first round of the ensuing combat.			
* Units attacked in the rear derive no benefit from shields.			

COMBAT RESULTS	
Total up the number of <i>wounds</i> caused by each side and add:	
+1	If the unit charged that turn
+1	If the unit followed-up during the previous combat round
+1	For each complete second or subsequent rank in the unit, up to a maximum bonus of +3. At least 4 models must be engaged in combat in the front rank.
+1	If the unit has a standard in its front rank which is up and flying.
+1	If the unit has an army standard in its front rank which is up and flying.
+1	For each chariot that is hit during the combat round
+1	For each chariot destroyed, running amok, without draught animals or without crew

RESERVES

The Reserve Phase

Units may not approach closer than 4" to any enemy even if the enemy is routing. If they approach to within 4", they come to an immediate halt and any remaining movement is lost.

Which Units May Move (p71)

The following models may **not** *reserve move*:

- Units engaged in hand-to-hand combat.
- Routing and pursuing units.
- Units within 4" of any routing troops, no matter whether they are enemy or friends. The proximity of routers has a disturbing influence which hinders their movement.
- A unit which fails a *manoeuvre test* for a *complex manoeuvre* in its movement phase may not *reserve move* that turn.
- Flying creatures of any type.
- Large or cumbersome engines, vehicles and war machines never *reserve move*. Chariots may make a *reserve move* if they are pulled by one or two horses or horsed-sized creatures, but not otherwise.
- Units which begin the *reserve phase* with any models positioned on *difficult ground* or on *very difficult ground* may not *reserve move*. A unit which begins the *reserve phase* divided by an obstacle may not *reserve move*.
- Units which failed a *fear test* before charging a *feared* enemy.
- Units within range of a feared creature.
- Units subject to *animosity*.

MAGIC

The Magic Phase

Dispel any spells whose duration has now expired and remove relevant effects from play. The GM or player may move or redirect existing spells where appropriate.

Wizards who were wounded during the *combat phase* or who are routing may not cast spells.

Wizards with less than 12 magic points left must roll under their *Int* or the number of remaining points (whichever is higher) on 2D6 successfully to cast a spell (p147) – the relevant magic points must be expended regardless of the spell's success or failure.

Spell targets may be allowed a *magic save*, requiring a 2D6 roll under the target's WP. Wizards may augment their *magic save*, gaining +1 to their roll per magic point expended: the caster may enhance his spell and reduce the target's save by -1 per extra point expended – these points must be spent before the *saving throw* is made.

Test for *rout* in any unit that has just lost a quarter of its current strength to the combined effects of missile and magical attacks this turn (see Rout, Rallying and Reforming).

RALLYING

The Rallying Phase

The player may roll under *Ld* on 2D6 to rally and units that began routing last turn or earlier. Rallied unit may not move but can adopt any permitted formation and facing reverting to normal after this phase.

Rallying a Broken Unit (p67)

To make a *rally test* the unit must qualify as follows:

1. The unit must be free of any pursuers. If pursuers remain in base-to-base contact with a routing unit, it may not rally.
2. The unit must still have at least a quarter of its original numerical strength left. This does not include any additional *character* that may have joined the unit during the battle. Always round odd numbers down for this purpose.
3. The unit must be closer to at least 1 friendly unit than any enemy units. Units comprising less than 5 models do not count. Characters do not count. Other routing units do not count.
4. If the unit is within the *fear* range of an enemy creature, it may not attempt to rally.
5. The unit may not take a *rally test* during the turn in which it began to rout.

If their general or subordinate commander of their own race is within 12", the unit may use this model's *Ld* bonus instead of their own leader's. Units within 12" of their army standard may add +1 to *Ld* (max. *Ld* of 10). See Characters for more details.

PSYCHOLOGY

The Psychology Test

Units are subject to their own *psychology* and that of their leader. Leaders and characters are always subject to the *psychology* of the unit they accompany. Unless otherwise noted, all tests are made against the unit's *Cl* value, although the presence of a *character* as the unit's leader will confer a bonus.

Fear

A *fear test* must be taken in the following situations:

- A unit wishing to fire missiles at an enemy it *fears* must make a *fear test*, if it lies within the enemy's charge reach (irrespective of terrain). If failed, the unit may not fire for the remainder of that turn.
- A unit wishes to charge a *feared* opponent, if failed the unit may not charge or move for the remainder of the turn.
- When a unit is charged by an enemy it fears, the unit automatically routs if it fails its *fear test*.

A unit pushed-back and followed-up by an enemy it fears is automatically routed. If engaged against a mixed formation of troops (some of whom case fear and some of whom do not) this rule only applies if the element causing fear has inflicted sufficient damage to win the combat round.

Creatures which instill *fear* over a distance cause the following effects:

- Opponents automatically fight and shoot at -1 'to hit'.
- Routing units within the *fear* range of an opponent may not rally.
- A unit may never *reserve move* within range of a *feared* opponent.

Frenzy

If a unit subject to frenzy charges, a test is made on the unit's *Cl* value. If failed the entire unit becomes frenzy.

- The unit remains *frenzied* as long as it remains in base-to-base contact with the enemy. *Frenzy* applies during all *free-hacks*.
- *Frenzied* troops must always *follow-up* and *pursue* their opponents.
- *Frenzied* troops never take rout tests and ignore all other psychological effects.
- *Frenzied* troops fight at +1 'to hit', +1 'to wound' and gain +1 saving throw bonus.

Character models can use their *Cl* bonus to deduct the overall *Cl* value for the unit.

Hatred

- If possible a unit must charge a *hated* enemy; a missile equipped unit must instead fire at a *hated* enemy. These affects can be avoided by a successful test.
- Troops in base-to-base contact with a *hated* enemy fight at +1 'to hit', have a +1 *Ld* bonus for purposes of rout tests, and always pursue.

Panic

A test must be made in the following circumstances:

- If, at the start of the side's turn, a unit finds itself within 4" of a visible, friendly routing unit.
- If, during the enemy's turn, a unit is charged in the side or rear by an enemy force emerging from concealing cover.
- If a friendly unit within 12" routs from combat. Measurement is made before rout. If the testing unit has four times as many models as the routing unit, the test is made with a *CI* bonus of +1.
- If, during the enemy's turn, a unit is charged while it is crossing an obstacle. Note that a unit may make no *manoeuvres* while crossing an obstacle and therefore models may not turn to meet their attackers. Models unable to turn may take *free hacks* from the enemy.
- If, during the enemy's turn, a unit is charged in the side or rear while already engaged in frontal hand-to-hand combat. Note, if the charging unit fails to contact the unit at more than the normal 22½°, this test is not necessary. If the unit being attacked in this way has stomp attacks, or is being attacked in the back and has tail attacks to the rear, there is no need to make a *panic test* providing the majority of models under rear/side attacks are able to deliver at least one blow against both their frontal and side/rear enemy.
- If a unit is engaged in close combat, and one or more *character models* leaves, the unit must take an immediate *panic test*. However, if a unit includes three or more *character models*, and the character with the lowest (or equal lowest) character level leaves, there is no need to test.

A unit which fails a *panic test* routs.

Stupidity

A unit which fails its *stupidity test* is subject to the following rules:

- If already in close combat, half the unit will suddenly stop fighting. If uneven, the odd will fight on a D6 score of 4 or more. A character model stops fighting on a D6 roll of 1-3.
- A unit not engaged in combat may not fire missiles or use magic. In addition roll a D6.

1-3. The unit moves in a D12 random direction at half speed, making no deductions for turns or wheels.

If a friendly or enemy model or unit of any kind, or an inanimate object, lies in the unit's path roll another D6:

1-2. The unit halts.

3-4. The unit members attack; 1 attack per model.

5-6. The unit attacks normally.

4-6. The unit stops.

ROUTS AND REFORMING

The Rout Test

The *Ld* value is used to make the *route test*. A *route test* must be made in the following situations:

1. If a unit has lost 25% (a quarter) of its original number of troops, and has just lost a round of combat. The test occurs before the *push-back* takes place. If the unit makes a successful *route test*, it is still *pushed-back*.
2. A unit has lost 25% (a quarter) or more of its current numerical strength to missile fire, magic missile attack, or a combination of both during a single turn.

Routing Troops

- Routing units are moved at double-rate, although normal movement penalties apply for terrain.
- If the routing unit's path is blocked by impassable terrain or friendly units it will move around them where possible.
- If friendly units block the routing unit's path there must be a gap of at least 2" for the routers to 'funnel' through. If there is no such gap the routers will simply pile through the formation of the friendly unit.
- A unit which has been routed through must take a *panic test*, as must all units within 12" of the routing unit when it breaks. Unless it routs as a result of this *panic test*, a unit routed through is said to be *unformed*.
- A routed unit loses its standard, its musician, and any captured enemy standards. Any standards dropped during the last round of combat are automatically captured. Other standards are simply dropped onto the ground and remain there until after the battle, when they are captured by the winning side.

The Free Hack

- Fight the *free hack* as soon as the rout has been established, before the routers are moved.
- Every attack automatically hits. Damage rolls are still made as normal. Routers still receive *armour saving throws*, but shields are ignored.

Routing Units with Fast and Slow Members

Unless a faster model is a *character model* or individual creature, all are reduced to the speed of the slowest. *Character models* which are faster, and models which can fly, may rout away from the unit and all subsequent rally tests are made separately.

Pursuers Losing Contact

- If the pursuer's move distance is insufficient to catch the routers, the pursuing unit is placed behind, but not in contact with, the routing unit. It then strikes a further *free hack* with the same number of attackers as before.
- The unit comes to an immediate halt. The unit is now *unformed* just as if it had charged and failed to make contact.

Pursuers in Contact

- If the pursuers move distance is sufficient to remain in base-to-base contact with the routers they are positioned immediately behind. Once again, the pursuers strike a *free hack*. The pursuing unit assumes any convenient formation, and may attack with any models in base-to-base contact.
- All subsequent rounds of combat against routers are *free hacks*, all attacks automatically hit. If all the enemies are slain during close combat the pursuing unit becomes *unformed* and *reforms* during its following *movement phase*.
- If routers are chased from the table, pursuers must halt and *reform* at the table edge.

Close Combat against Pursuers

- The pursuing unit is permitted to turn models to face the new attacker, and a normal round of close combat is fought.
- The pursuing unit is not allowed to run away from or shoot at the chargers.
- The pursuing unit is automatically routed if *pushed-back* during the first round of combat.

Initiating Close Combat during a Rout

- The unit contacted must remain stationary; it may not use missile weapons against the attackers or run away from them.
- The first round of hand-to-hand combat is fought in the following turn.
- A pursuing unit which encounters fresh enemy models during the initial pursuit will be routed if it is *pushed-back* in the first round of hand-to-hand combat.

Not Whishing to Pursue Initially

- The controlling player may, if he wishes, make an immediate *Ld* test. If the test is passed, the unit does not pursue. If the test is failed the unit must pursue.
- A unit which does not pursue does not have to *reform* and may continue normally. No follow-up is made, and only a single *free hack* is struck.

Wishing to Halt an Ongoing Pursuit

- If a player wishes to cease a pursuit, he must declare his intention as the enemy unit moves away in its own *movement phase*. The pursuing unit must have a leader, otherwise it must continue until the enemy is either destroyed, or driven from the table, or charged by a fresh enemy unit.
- If the unit has a leader a normal *Ld* test is taken, but with a characteristic modifier of -1. If the player succeeds, the unit comes to an immediate halt and is considered to be *unformed*.

Multiple Combats

- If a unit is fighting several enemy units, one may route leaving the other still engaged. Continue to fight the engagement as normal until the last enemy unit routs. The victorious unit still strikes a *free hack* as the routers turn to flee.

Reforming (p70)

- An *unformed* unit must remain halted if not in hand-to-hand combat until the end of its next *movement phase*. During this time the unit is *reforming*.
- An *unformed* unit loses all charging bonuses, including those applying to weapons.
- An *unformed* unit *pushed-back* in the first round of the hand-to-hand combat is automatically routed.
- An *unformed* unit that takes any *Ld*, *Int*, *Cl* and *WP* tests suffer a -1 modifier.
- An *unformed* unit charged while *reforming* must receive the charge at the halt, although models may be turned to face their enemy as normal.

WEAPONS

Fighting with two Weapons

In combat the unit may attack as normal with each weapon carried; where models have a single attack this means they now have two. However, it is difficult to use two weapons at once, so right-handed attacks suffer a -1 'to hit' penalty, and left-handed attacks suffer a -2 'to hit' penalty. A unit equipped in this way always has the option of fighting with just one weapon if the player wishes, in which case the additional attack is ignored and the above penalties do not apply.

HAND WEAPONS (p84)					
Weapon	I Mod	To Hit Mod	S	Save Mod	Notes
Hand Weapon	-	-	-	-	
Improvised Weapon	-	-1	-	+1	
Daggers	+1	-	-1	+1	
Double-handed Weapon	-1	-	+1	-1	Require two hands, cannot be used with shield. Improvised weapon if used one-handed.
Fail	-	-	+1	-	Improvised weapon if WS less than 3. Charge and pursuit at normal rate; abandon fails if the unit routs and is pursued.
- if pushed-back	-1				
Halberd	-	-	+1	-	Require two hands, cannot be used with shield.
- Vs. aerial/mounted targets if not pushed-back	+1				
Net		-1*		+1**	Cannot employ both net and shield at the same time. * mod. counts for opponent; ** mod. counts for user.
Pike	+3*	-	-	-	Require two hands, cannot be used with shield. Max two manoeuvres in one turn; test against Ld within difficult ground. No manoeuvres in very difficult ground or wood. Requires 1 movement phase for a single rank to cross an obstacle. Fight in 4 ranks; every 2 nd model in 2 nd , 3 rd model in 3 rd and 4 th model in 4 th rank. * If pushed-back only 1 st rank may fight and loses all initiative bonuses.
- Vs. mounted targets	+3*				
- Vs. aerial targets	+1*				
Spears	-	-	-	-	Fight in two ranks; every 2 nd model in 2 nd rank.
- if 1 st round of combat	+1				
- Vs. mounted enemy if not pushed-back	+2				
- Vs. aerial enemy	+1				
Pistol	-	-1*	-	-2	Only fire once in a combat. Use WS not BS. * if used as a second weapon.

MOUNTED WEAPONS (p86)					
Weapon	I Mod	To Hit Mod	S	Save Mod	Notes
Hand Weapon	-	+1*	-	-	* Vs. enemy under 10 feet and not pushed-back.
Improvised Weapon	-	-1	-	+1	
Daggers	+1	-	-1	+1	
Fail	-	-	+1	-	Improvised weapon if WS less than 4.
- if not 1 st round of combat	-1				
Lance	+2	-	+2	-1	Used only in 1 st round of combat.
Spear	+1*	+1**	+1***	-	* if 1 st round of combat; ** Vs. enemy under 10 feet and not pushed-back; *** if charging.
Pistol	-	-1*	-	-2	Only fire once in a combat; use WS not BS; * if used as a second weapon.
All double-handed weapons, count as improvised when used mounted.					

MISSILE WEAPONS				
Weapon	Range	S	Save Mod	Notes
			Up to ½/over ½	
Short bow	16"	3	-	
Bow	24"	3	-	
Long bow	30"	3	-1/0	
Crossbow	30"	4	-1/0	Cannot move and fire.
Repeating crossbow	16"	3	-	-1 to hit when fired twice.
Throwing spear/axe	4"	S	-1/0	Improvised when used in combat. -1 to hit if 1 st rank throws before contact when charging or charged; include damage in combat results; weapons not lost.
Throwing dart/knife	6"	S	-	Same as throwing spears and axes.
Javelin	8"	S	-	Same as throwing spears and axes.
Sling	18"	3	-	May fire twice at ½ range if not moved that turn; except in stand and fire.
Blowpipe	12"	D6	-	
Improvised Weapon	3"	S-2	+1	
S – use the firer's strength				

GUNPOWDER WEAPONS				
Weapon	Range	S	Save Mod	Notes
			Up to ½/over ½	
Arquebus	24"	4	-2/-1*	Cannot move and fire; no constructive fire; misfires on roll of 1; S4 hit.
Blunderbuss	16"	3/1**	-2/0	Cannot move and fire; no constructive fire; misfires on roll of 1; S4 hit.
Pistol	6"	4	-1	No constructive fire; may stand and fire if not moved.
Grenade	6"	3	-2	Cannot move and throw but may reserve move; see p90 for usage.
Torinoko Grenade	6"	TT	-	Cannot move and throw but may reserve move; see p90 for usage.
* -2 at 6" or less; -1 at 12" or less				
** S3 up to 8"/S1 over 8"				
TT - Torinoko types: Explosive: as normal grenade but with strength 2 Flash: blind all in template until end of next turn; blind models are hit automatically. Firecracker: bounce through unit reducing WS and I by -1 during the next turn.				

CHARACTERS

Characters and Units

Joining a Unit

Any *character* in base-to-base contact with a friendly unit is associated with it. The model may either join its ranks or simply be placed at the end of the formation. If joining the ranks, the model is positioned in the formation and displaced models are repositioned in a rear rank.

Leaving a Unit

Once associated with a unit, a *character* may only leave it at the beginning of the *movement phase*, and may not leave if subject to any *psychological* reaction or other compulsive rules. If the unit is engaged in combat, the *character* may only leave if placed in a non-fighting rank at the beginning of the combat. A *character* may always be placed into a non-fighting rank as soon as the unit enters combat, unless the *character* is leading the unit.

If the *character* is the leader of the unit, abandoning the unit must be declared at the beginning of the *movement phase*. The *character* remains the leader until the beginning of the side's next *movement phase*. From then onwards, another *character* takes command and the *character* is free to leave as normal.

Associated Characters, Units and Psychology

Once a *character* associates with a unit it is bound by all the *psychological* and other compulsive rules suffered by the unit. The *character* becomes part of the unit in the same way as its leader and troopers.

If associated *characters* have additional *psychological* reactions not otherwise suffered by the unit, the player must test for these separately using the model's *Cl*. Any reaction affecting the character does not affect the rest of the unit.

Characters as Leaders

Any *characters* associated with a unit may become its leader if its *Ld* is higher than that of the troops themselves and the unit's present leader.

Characteristic Tests

The unit's *Ld*, *Int*, *Cl* and *WP* value is the lowest *Ld*, *Int*, *Cl* and *WP* value of the troops plus the leader's bonus. No bonus may take the *Ld*, *Int*, *Cl* and *WP* to above 10 or may increase the unit's *Ld*, *Int*, *Cl* and *WP* to more than that of the leader.

Units without Leaders

A unit without leader may make only one *simple* and *free manoeuvre* during its movement. No additional *manoeuvres* or *complex manoeuvres* may be attempted.

Characters and Missile Fire (p74 and p92)

A *character* or *leader* may be shot at under the following circumstances:

- *Characters* within a unit of less than 5 ordinary models, and not within 5" of a unit of at least 5 models, may be fired at.
- *Characters* within a unit of less than 5 ordinary models, or within 5" of a unit of at least 5 models, may not be fired at if shooter is at over half range. However, another *character* may target them as normal.
- If a sizeable unit sustains casualties from missile fire so that it is reduced to less than 5 ordinary models, subsequent hits may be assumed to strike a *character* if the shooting player wishes and rules 1-2 above allow it.
- Missile hits against a group of *characters* are randomized.
- *Characters* over 10' tall or long only gain protection from units which are of equal or greater bulk.
- Players are allowed to select *characters* as their target with an *area effect template*.

Champions

Champions may not leave their units; otherwise the same rules apply to them as to other *characters* associated with the unit.

Generals

Every army must be led by a general. The general is always the *character* with the highest *Ld* value. If two or more models have the same *Ld* value, the player may select either or any of them to command the army.

Any unit whose own leader is within 12" of the general may take any *rout* or *rally* tests using the general's *Ld* bonus rather than that of their own leader. If a unit has no leader, the distance should be measured to the central model of the unit's front rank, or to the exact centre of the rank if there are an even number of models.

Challenges

Players may make challenges with *characters* and leaders; these are fought separately and other models cannot interfere.

Issuing a Challenge

- *Characters* must challenge in *Int* order; those with the highest scores making the challenge first. Where *characters* have the same *Int*, preference goes to the one whose current turn it is.
- Challenges issued by a unit leader are always made first. The challenge may be taken up by any *character* associated with the unit, including the unit's champion if it has one.
- Once challenges issued by leaders have been met, any *character* not already participating in personal combat may issue a challenge against any *character* not already engaged in personal combat.
- Any *character* may take up a challenge issued by another *character* or a unit's leader. The model does not have to be in the fighting rank to do this. The challenger has no option but to fight the individual taking up the challenge.

Refusing a Challenge

If a challenge is refused, the declining player must retire one *character* nominated by his opponent. The retiring *character* is moved to a position in the unit where he is not in base contact with any enemy and replaced with a rank-and-file trooper. If this is not possible, as there are no positions in the unit where the *character* can avoid being in base contact with an enemy, the challenge cannot be refused and must be met.

If a leader refuses combat and loses face, his *Ld* characteristic bonus is reduced to -1 for the rest of the battle.

Unfair Challenges

If a challenger is over 10' tall, any number of *characters* less than 10' tall may take up the challenge or may refuse the challenge without losing face.

Uncovering a Refuser

If a *character* refuses the challenge, and the entire front rank of his unit is slain during the ensuing combat round, the cowering refuser is uncovered by his enemies. The model may then be attacked by the original challenger. A further round of personal combat is fought immediately.

STANDARDS AND MUSICIANS

Capturing Standards

- When a unit's standard bearer is slain the model is removed. However, if the unit wins the combat round and follows-up its enemy, a fallen standard may be picked up by another model.
- If a unit's standard bearer is slain and it is pushed-back, the enemy may attempt to capture the standard as they advance. Fight another round of hand-to-hand combat. If the side attempting the capture wins the round, they have captured the standard, and the defeated unit must take a standard *rout test*. If the side attempting to recapture the standard wins, the standard is recovered and the enemy must make a standard *rout test*. If the result is a draw the standard remains where it falls, and is recovered by the winning side at the end of the battle.
- If a unit's standard bearer is slain and the unit is pushed-back, but the enemy player decides not to try and capture the standard, the standard is left in the dirt to be recovered by the winning side at the end of the battle.
- Once a standard has been captured, the player is entitled to take the model carrying it from his opponent. Models with captured standards need not fight in the front rank.
- If a unit's standard is captured its *Ld* drops by -2 for the remainder of the battle. This can only be regained by recapturing the standard. If lost but not captured, the unit's *Ld* drops by -1.

Musicians

A unit with a musician in the front rank may add +1 to its *Ld* score when testing to make a second or subsequent manoeuvre. However, this modifier may not take the unit's *Ld* score to more than 10.

Army Standards (p101)

- The army standard bearer should remain in base contact with the general. If an army's general is slain, the standard bearer may associate with a unit, but will lose all of its bonuses for the rest of the game.
- An army standard bearer functions exactly like a normal unit standard. If unit also has its own standard, its close combat resolution bonus of +1 is cumulative with the army standard.
- If any friendly unit within 12" of the standard should rout, the player may take the test again. The result of this second test is final.
- If any friendly unit within 12" takes a *rally test*, the unit may add a further +1 to its *Ld* score. As its *Ld* score will usually include the general's bonus, the unit's *Ld* may rise to 10, but no bonus may take the score to more than 10.

If an army standard bearer is slain and wins the combat round, the standard may be passed on to another model. Army standards must be passed on into the care of a *character* of level 5 or more. If not carried by a *character* all magical powers the standard may possess are suspended.

If an army standard is lost, but not captured, the *Ld* of the unit, the *Ld* and *Ld* bonus of any *character* associated with the unit drops by -2 for the remainder of the battle. If captured, the penalty is increased to -3. This can only be regained by recapturing the standard.

WAR BEASTS

Treated as separate entities, all missile fire and combat attacks are directed against the rider or war beast

Missile Fire

Hits are randomly allocated: 1-4 war beast is hit, 5-6 rider is hit

Hand-to-hand combat

Models able to attack either the crew or the war beast include:

- Troops over ten feet tall
- Troops under ten feet tall armed with spears, spikes or halberds
- Troops mounted on riding animals

Models only able to attack the war beast include:

- Troops under ten feet tall not armed with spears, spikes or halberds
- Normal sized riding animals

War beasts always direct their attacks against other war beasts rather than against their crew.

War Beast units

All missile hits scored against a unit of war beasts are randomized amongst all of the models forming the unit. However, the GM should use his discretion in deciding whether all models in the unit can be hit. In hand-to-hand combat only those war beasts in base-to-base contact with enemy models may be hit. All models in base-to-base contact with a war beast may attack and wound it. Instead of rolling dice for the whole unit, the unit is split into as many sections as there are war beasts in base-to-base contact. Each of these fights is resolved separately, but for purposes of determining which side won the combat, all wounds inflicted that round are considered.

The Crew

The crew of a war beast gain a +1 saving throw bonus for the protection offered by a howdah or similar structure. Unlike in the case of troops mounted on riding animals, there is no saving throw bonus for being mounted on a war beast.

Crew shooting

Crew members armed with missile weapons may shoot in any direction. Crew of war beasts may fire over the heads of troops under 10 feet tall, walls, hedges etc. They may not draw a line of sight over mounted troop, troops over 10 feet tall, hills, woods, buildings or very high wall.

Crew attacks

Crew may attack in any direction, either to the model's front, sides or rear.

The crew are not permitted to fire in the shooting phase of their war beast is in close combat, even if they themselves cannot be hit by the enemy. Any missiles launched by the crew are dealt with during the hand-to-hand combat phase, and casualties are taken into account when close combat results are resolved.

When two war beasts clash their crews may fight either each other or the enemy war beast.

Controller

Every war beast must have one specific model nominated as the beast's controller or handler. Any psychological tests are made against the controller's CI score.

Controllers may fight in hand-to-hand combat just like other crew models, but may only direct their attacks to the model's front. If the controller is one of several crew, it cannot be specifically attacked in hand-to-hand combat or shot at by missiles. When casualties occur amongst the crew, dice randomly to determine which crew members are affected. If the controller is slain, the war beast automatically runs amok as described later.

The Effects of Wounds on War Beasts

If a war beast suffers damage, at the end of each round of combat roll a D6. If the war beast has suffered more than 1 wound, roll only once, but add +1 to the dice score for each additional wound sustained. If the result is 6 or more the war beast decides to run amok.

Run Amok!

Once a war beast run amok it is moved by the GM, although still in the same side's turn. The crew are buffeted about so that they cannot shoot or fight while the war beast hurtles across the battlefield.

A war beast running amok automatically charges the closest target whether friend or foe. If no target within charge range, the war beast moves its full move distance in a random direction as determined by the GM. The creature diverts past buildings, but attacks them as it passes, the GM working out damage as necessary.

While running amok a war beast may move over cliffs, into deep water or into any situation regardless of how dangerous it may be.

At the end of the side's turn, the war beast may be brought under control by a successful 2D6 test against the controller's Ld. If further damage has been taken during the turn, the test may still be made, but subject to a disadvantageous dice modifier of +1 for every wound taken. If the controller is dead, another crew member may attempt to take control of the war beast, this requires a Ld test, but with +2 added to the dice roll, in addition to any modifiers for wounds. If the test is successful, the war beast is brought under control. If the test is failed, the war beast continues to run amok until it is slain or until it leaves the table. The crew do not get another chance to bring it back under control once the original controller is dead.

The Dead of a Beast

If a war beast is slain any crew members are toppled to the ground and crushed by the war beast, each model takes one attack at the creature's normal S and save modifier. If not killed, the crew may be placed together within 1" of the war beast, where they must remain until the

beginning of their following turn. From that point on they may act as an independent unit. Crews from several war beasts may form into a single unit where convenient. Single models, other than characters, will always move towards and join the nearest friendly infantry unit.

When a war beast shuffles off its mortal coil, anyone close by had better look out! Roll a D6 to determine exactly how the creature expires:

- 1 Drops like a stone! Any models nearby are unharmed.
- 2-3 Pitches to the left hand side and expires in death throes. Any friendly or enemy unit within 1" of the creature's side is automatically rolled over. This causes D3 attacks at the creature's normal S and save modifier. If more than one unit is present, each unit is subject to D3 attacks.
- 4-5 Pitches to the right hand side and expires in death throes. Any friendly or enemy unit within 1" of the creature's side is automatically rolled over. This causes D3 attacks at the creature's normal S and save modifier. If more than one unit is present, each unit is subject to D3 attacks.
- 5 Pitches forwards and rolls briefly before dying. The war beast lurches into any unit within 1" of its frond, causing D3 attacks exactly as above.
- 6 The war beast staggers forwards, backwards, and from side to side, before it collapses and starts rolling. This turn the creature causes D3 attacks against any unit within 1" of its sides or front as described above. At the end of the turn, roll again on this chart - the result applies to the following combat round. If a succession of dices are thrown, the war beast can continue to roll about in this fashion almost indefinitely.

Of a collapsing war beast is one of a unit of similar creatures, any roll to the side will cause damage against the war beast next to it. A collapsing war beast cannot harm the crew members of other war beasts.

CHARIOTS

Organization

A unit consists of one to six chariot models. Unlike a normal unit, chariot models do not have to remain within base-to-base contact, although they must remain within 4" of at least one other chariot in the unit. One chariot must be nominated as the unit leader, functioning exactly like any other unit leader.

Type of chariot

Heavy Chariot: Any chariot with 3 or more draft creatures and/or 3 or more crew.

Light Chariot: Any chariot with 1 or 2 draft creatures and 1 or 2 crew (including the driver).

Wagon: Any wheeled vehicle with 4, rather than 2 wheels.

Moving

Light chariot may make a reserve move in the same way as normal troops.

Chariots cannot move backwards and they may not turn or wheel as can other troops.

Light Chariots are turned in the same way as heavy chariots, but the turning radius is equal to only half the model's move.

Wagons move 2" slower than equivalent chariots and have a turning radius of twice their speed.

Crew

Light Chariots can accommodate up to two human-sized creatures.

Heavy Chariots can accommodate up to four human-sized creatures.

Wagons can accommodate up to eight human-sized creatures.

Unless a chariot crew includes a *character model*, all crew must be identically armoured. No special weapon modifiers apply.

Driver

One model must be appointed the driver. The driver's characteristics are used as the basis for all *psychological* and *rout tests*.

Shooting

Any crew equipped with missile weapons, including the driver, may fire all round. There is a -1 'to hit' penalty for firing from a moving platform.

Hand-to-hand combat

All crew members, including the driver, may fight to the chariot's front. If the draft beasts have their own attack these may be struck to the chariot's front.

Charge!

During the first round of close combat a charging chariot causes D3 automatic hits with an equivalent strength of 4. If the chariot has scythes, each scythe causes an additional automatic hit when charging.

Missile Fire

Only when a chariot unit contains less than six models, a chariot containing a *character model* may be specifically targeted in accordance with the normal rules regarding missile fire and character models.

All shooting hits strike chariots as a whole – missiles may not be directed against specific parts of the chariot, its crew or draught animals. Chariots are large targets (+1 to hit). Note down the number of hits scored during the shooting phase. At the end of the shooting phase consult the chariot damage chart.

Hand-to-hand Combat

Hand-to-hand blows are directed against the chariot, crew, and draft animals as a whole. It is not possible to direct a blow specifically against either the crew or the draft creatures. Chariots have a WS equivalent to that of the fighting crew (highest WS is used). Note down the number of hits scored during the combat phase. At the end of the combat phase consult the chariot damage chart.

Damage from chariots/scythes is resolved before any other normal blows are struck.

Chariot Damage Chart

Roll 2D6 and add +1 for each hit sustained.

- | | |
|-----|---|
| 3-7 | No effect. |
| 8 | One of the chariot wheels is badly damaged. Roll a D6 when the chariot attempts to turn. If the score is 4+ the wheel drops off completely and the axle breaks (see 13). |
| 9 | The reins are severed. All future <i>run amok</i> tests are failed on a score of a 5 or 6. |
| 10 | A draft animal is slain and pitches to the ground. The creature is allowed to make a saving throw. The driver may not fight in hand-to-hand combat that turn unless he has already done so. |
| 11 | One of the chariot's crew is struck! Randomly determine which model is hit. The model receives one hit with a strength equivalent to the creature's toughness. Normal <i>saving throws</i> are allowed. |
| 12 | The chariot is badly shaken. The crew may not fight for the remained of the present or following turn. |
| 13 | The axle snaps and the chariot is brought to an ignominious halt. In the reserves phase the chariot skids forward D6" and may skid into troops. A skidding chariot causes D4 automatic hits at strength 4. Scythes no longer count. Crew may disgorge in their following turn and fight as a single unit on foot. |

- 14 The yoke pole snaps. If in combat, the draft animals continue to fight and if victorious will pursue their enemy. The chariot itself is now useless. Crew may continue to fight on foot, and may be formed into a single unit once the combat engagement is over.
- 15 The chariot is overturned and its crew pitched to one side. The crew must make their basic *saving throw*. Survivors may be formed into a single unit. All draft animals are slain and the chariot is useless.
- 16+ A massive jolt throws the crew overboard. The over-exerted draft animals are now beyond control and *run amok*. The crew must make their basic *saving throw*. Survivors may be formed into a single unit.

Drivers, Crew Casualties and Control

Every time a crew member model is removed, there is a chance the chariot will go out of control. The player controlling the chariot rolls a D6. If the score is 6 the beasts go out of control and *run amok*.

Run Amok!

A chariot running amok automatically charge the nearest target to its front and within reach. The crew cannot fight. If no suitable target presents itself, the chariot will move its normal maximum move, either D6 1-2 to the left, 3-4 straight on, 5-6 to the right.

Terrain

If a chariot crosses *difficult* or *very difficult ground* it adds +1 to all rolls on the chariot damage chart made that turn – both in shooting and hand-to-hand combat.

If a chariot is driven over a hedge or ditch, it adds +D6 to all chariot damage rolls made that turn.

If no other hits are sustained, the chariot makes one automatic roll after hand-to-hand combat.

If a chariot is driven over a wall or similar extremely solid object it is automatically wrecked, the draft animals killed, and all crew must make their basic *saving throw* or die horribly.

Results of Close Combat

If a chariot unit is pushed-back the chariot models are not moved, although the enemy has still won the round and still received the ‘following up’ bonus in the next round. If a chariot unit is compelled to rout, models are turned around immediately and moved away just like ordinary routers.

If chariot crews are fighting on foot as separate units, their close combat results are treated separately from that of the chariots. They are considered to be a new different unit.

Wagons as Cover

Wagons may be formed into laagers or barricades to provide ‘soft’ cover and a ‘defended obstacle’.

It is not necessary to push a wagon over to provide cover, but it is a good idea to unhitch the team, taking 1 stationary turn to do so.

A wagon with a team can still be used as cover/an obstacle, but the team will bolt on a D6 roll of a 4 or more at the end of the combat round – *running amok* as for chariots.

Models may fight from a wagon and still count it as cover/a defended obstacle.

Wagons may be moved over like other obstacles.

If troops are pushed-back from a wagon they are defending, the combat moves away from the wagon, and all advantages of cover are lost.

Special Mounting/Dismounting Rules

Chariot crewmen, other than the driver, may get off the chariot in the *movement phase*.

A crewman may get off a chariot, at any point during or after its movement and still make a full move.

The crewman is then free to fire missiles or to charge into close combat as normal.

A chariot crewman may remount his chariot during the *reserves phase*. He may do this even if not otherwise allowed a *reserve move*, although he must not be engaged in hand-to-hand combat.

A chariot crewman always has the option of not following-up a retreating enemy if he intends to remount his chariot in the following *reserves phase*.

The crewman may remount the chariot at any point during its move.