

REFERENCE



THE TURN

1. START OF THE TURN PHASE
2. MOVEMENT PHASE
3. MAGIC PHASE
4. SHOOTING PHASE
5. CLOSE COMBAT PHASE



MOVEMENT PHASE

1. DECLARE CHARGES

If you want any of your troops to charge, you must declare this at the very start of the movement phase.

2. RALLY FLEEING TROOPS

If any of your troops are fleeing, you can attempt to rally them after declaring charges.

3. COMPULSORY MOVES

Move troops that are subject to a compulsory movement rule.

4. MOVE CHARGERS

Move charging troops and resolve other movement resulting from the charge.

5. REMAINING MOVES

Move the rest of your troops.



SHOOTING PHASE

- Declare the ranges at which all guess-range weapons are firing.
- Resolve the firing of all guess-range weapons, in any order you wish.
- Resolve the firing of all units equipped with missile weapons that do not require you to guess the range, in any order you wish.
- The opposing player makes any Panic tests required (as explained in the Psychology section on page 48).

Ballistic Skill	1	2	3	4	5	6	7	8	9	10
To Hit score	6	5	4	3	2	1	0	-1	-2	-3

To Hit Modifiers

- +1 Shooting at large target
- 1 Shooting while moving
- 1 Stand & shoot
- 1 Shooting at long range
- 1 Shooting at a single model or skirmishers
- 1 Target is behind soft cover
- 2 Target is behind hard cover

7+ To Hit

Score needed to hit	Dice rolls needed
7	6 then 4, 5 or 6
8	6 then 5 or 6
9	6 then 6
10	Impossible!



CLOSE COMBAT PHASE

- Pick any one of the combats on the table and resolve it, following the sequence given below.
- Pick another combat and resolve it.
- Continue like this until all combats are resolved.

HOW TO RESOLVE COMBATS

1. Fight Combat

Models in base contact with the enemy will fight, as explained in the rules that follow.

2. Combat Result

Work out which side has won the combat and by how much. If the fight is not a draw, the losing side will have lost by 1, 2 or more 'points'.

3. Break Test

Each unit on the losing side must take a Break test.

Any units failing their Break test are deemed 'broken' and will run away.

4. Flee & Pursue

Units that have broken must flee away from their enemy.

Units whose enemies have broken and fled that turn are allowed to pursue them and might possibly catch and destroy them.

5. Redress Ranks

Units are tidied up, ready to continue the battle.

COMBAT RESULT BONUS

Situation	Bonus
Extra rank	+1 per rank after the first (maximum +3)
Outnumber enemy	+1
Battle standard	+1
Standard	+1
High ground	+1
Flank attack	+1
Rear attack	+2
Overkill	+1 per excess wound (maximum +5)

ARMOUR

Unarmoured	No Save
Light armour	6+
Heavy armour	5+
Shield	+1
Barding	+1
Mounted	+1

Armour Save Modifiers

Strength of hit	Save modifier
3 or less	None
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

		TO HIT CHART									
		Opponent's Weapon Skill									
Attacker's Weapon Skill		1	2	3	4	5	6	7	8	9	10
	1	4	4	5	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4	4
	7	3	3	3	3	3	3	4	4	4	4
	8	3	3	3	3	3	3	3	4	4	4
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

		TO WOUND CHART									
		Opponent's Toughness									
Attacker's Strength		1	2	3	4	5	6	7	8	9	10
	1	4	5	6	6	N	N	N	N	N	N
	2	3	4	5	6	6	N	N	N	N	N
	3	2	3	4	5	6	N	N	N	N	N
	4	2	2	3	4	5	6	6	N	N	N
	5	2	2	2	3	4	5	6	6	N	N
	6	2	2	2	2	3	4	5	6	6	N
	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



MAGIC PHASE

1. Generate Power Dice & Dispel Dice
2. Cast
3. Dispel
4. Spell Fails or Spell Succeeds
5. Repeat Steps 2 to 4
6. Dispel Spells in Play

MAXIMUM CASTING DICE CHART

Wizard Level	Maximum Number of Dice
Level 1	2
Level 2	3
Level 3	4
Level 4	5

POWER DICE

The player whose turn it is generates power dice as follows:

Power dice pool:	2 dice
Each Level 1 Wizard:	1 dice
Ech Level 2 Wizard:	2 dice
Each Level 3 Wizard:	3 dice
Each Level 4 Wizard:	4 dice

DISPEL DICE

The player whose turn it is generates dispel dice as follows:

Dispel dice pool:	2 dice
Dwarf army:	+2 dice
Each Runesmith:	+1 dice
Each Runelord:	+1 dice
For each Level 1 Wizard:	+1 dice
For each Level 2 Wizard:	+1 dice
For each Level 3 Wizard:	+2 dice
For each Level 4 Wizard:	+2 dice

MISCAST TABLE

2D6 Result

- 2 The Wizard is annihilated and immediately removed as a casualty, regardless of any protective magic item or special rule he might have. Models in base contact, friend or foe (including the Wizard's monster or chariot mount), suffer one Strength 10 hit (no armour saves allowed) as their flesh mutates and their soul is sucked away.
- 3-4 The Wizard and all models in base contact with him (including his monstrous mount or chariot) suffer a Strength 6 hit, with no armour saves allowed.
- 5-6 The opposing player may immediately cast any one of his own spells. No casting roll is required – the spell is automatically cast – but it can be dispelled by the player whose turn it is as normal (by using power dice in the same way as dispel dice). He needs to beat the basic casting value of the spell to dispel it.
- 7 The caster suffers one Strength 2 hit (no armour saves allowed), loses all his remaining power dice and cannot do anything else during this magic phase.
- 8-9 The caster suffers one Strength 4 hit (no armour saves allowed). In addition, all spells currently in play on the entire battlefield are automatically dispelled and the magic phase ends. All power and dispel dice stored in magic items are also lost.
- 10-11 The caster suffers one Strength 8 hit (no armour saves allowed) and loses a Wizard level (the spell lost must be the one he just attempted to cast). If the caster reaches Level 0, he stops counting as a Wizard and therefore will not be able to use any arcane magic items he is carrying (see the Magic Items section) and will generate no power/dispel dice.
- 12 The spell the caster attempted is successful and counts as having been cast with irresistible force, but after this the caster forgets how to cast the spell and will not be able to cast it again during this battle.