

OVERVIEW OF THE GAME

This page summarises the sequence you will follow when playing a game of Warhammer: the Old World and points you to the relevant parts of the book that explain how each stage works.



1. Muster Your Forces!

To play a game of Warhammer: the Old World, each player will need an army to command, so the first thing to do is assemble your forces. You can simply use all the models in your collection, but most players use points values and army lists to ensure their forces are evenly matched for a closely fought battle. This system is explained in the Warhammer Armies section on [page 276](#).

2. Choose Scenario

The Warhammer Battles section on [page 287](#) presents six 'pitched battles'. Each of these explains how to play a slightly different type of battle, ranging from a straightforward clash of forces to a fight in a mountain pass or the defence of a watchtower. Players can roll a dice to decide which pitched battle they will play or simply choose one.

3. Set Up The Battlefield

Next, you will need a battlefield, which can be set up on any flat surface, be it the kitchen table, the floor or a dedicated wargames table. The players set up terrain for their armies to fight over, representing woods, fortified watchtowers and other features that make up the landscape of the Warhammer world. How to do this is covered in the Warhammer Battles section on [page 285](#).

4. Deploy Armies

The rival armies are deployed facing each other across the battlefield, ready to fight. Details of how to deploy can be found in the Warhammer Battles section. Each of the pitched battle scenarios includes a map showing where on the battlefield each player can place their models, and tells which side will take the first turn of the game.

5. To Battle!

The players fight out the battle, each taking turns in which their army will move, shoot, wield mighty magic and fight vicious combat. All of this is done using the rules that follow. These rules start with basic rules that apply to all models and cover the standard sequence of moving, shooting, fighting and more. Each pitched battle also explains how many rounds to play before the game ends.

6. Aftermath

In the aftermath of the battle, the players must work out which side stands victorious. Each pitched battle explains how to work out who has won the game. In most cases, the victor is the side that has destroyed more of the enemy and so it is often obvious who has won, as the enemy army lies in tatters – dead or fleeing! Other battles are decided by claiming objectives, such as seizing enemy banners or capturing a watchtower. Whatever the outcome, only a rematch will give you the chance for further glory or sweet revenge.



GENERAL PRINCIPLES

Before going further, it is worth establishing some general principles regarding some commonly used terms, conventions, dice and other accessories, and the game of Warhammer in general.



Take-backs & Changing One's Mind

It is not uncommon for players of any game to occasionally second guess themselves, saying they are about to do something before immediately changing their mind. Players should be tolerant of this in their opponents, as they will likely do it themselves.

However, once dice have been rolled for any reason, or a move committed to and made, players must abide by their decision; they can no longer go back and change anything that came before the dice roll or the act of moving!

Moving Through Units

As a general rule, no unit can move through another unit, though there are exceptions. For example, a fleeing unit may be obliged to move through another unit.

Alternatively, the corner of a unit may have no choice but to move through another unit during a manoeuvre. In such cases, it is acceptable for one unit to pass through another and the rules will make allowance for this.

Measurement

In games of Warhammer: the Old World, all distances are measured in inches ("), using a ruler or tape measure, and can be measured at any time. Distances between models and all other objects (which can be other models, terrain features and so on) are always measured from the closest point on one base to the closest point on the other base (see diagram below).

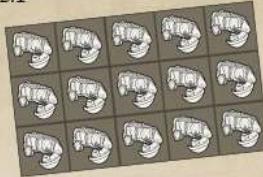
For example, if any part of a model's base is within 6" of the base of an enemy model, the two models are said to be within 6" of each other.

Sometimes, units will be mounted on movement trays for ease. Nevertheless, always use the model's base, and not the movement tray, as the reference point when taking your measurements.

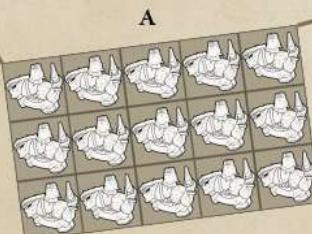
Directly Towards & Directly Away

A unit may be required to move directly towards, or directly away from, another unit or object. To do so, draw an imaginary line between the centre of the moving unit and the centre of the unit or object it is moving towards or away from. As the unit moves, its centre moves along this line.

Fig 92.1



4"



5"



C

The distance between two units is measured between the closest points. Therefore, the distance between unit A and unit B is 4", and the distance between unit A and the Dragon (unit C) is 5".

Dice

Warhammer: the Old World uses dice of different types to determine the outcome of various actions and events. These are:

D6

The most frequently used dice is a regular six-sided dice, marked 1 to 6. It is common for the 'G' to be replaced by a logo on many dice.

D3: The rules may call for a D3 to be rolled, but an actual three-sided dice is not necessary. To roll a D3, simply roll a D6 and half the result, rounding fractions up.

Artillery & Scatter Dice

Warhammer: the Old World uses two special dice: the Artillery dice (marked 2, 4, 6, 8, 10 and Misfire) and a Scatter dice (marked with arrows and Hit! symbols). These are often used together to represent the effects of war machines. Sometimes, the Scatter dice is used with one or more D6 to determine a random direction and distance.

Dice Rolling

During a game, you will be required to make many different dice rolls. The rules will often use a specific term or abbreviation to describe the dice roll. These are defined as follows:

Single Dice Rolls: If the rules say 'roll a D6', simply roll a single six-sided dice.

Target Number Rolls: The rules will often require you to roll a specific number followed by a '+'. This is a 'target number roll'. If you are required to roll a 4+, for example, a roll of 4, 5 or 6 on a D6 would be a success, but a roll of 1, 2 or 3 would not.

Multiple Dice Rolls: The rules may require you to roll 2D6, 3D6 and so forth. In such cases, simply roll the number of D6 indicated and add the results together. This is a multiple dice roll.

The Most Important Rule

Warhammer: the Old World is a complex game and, as such, players will occasionally disagree in their interpretation of the rules. Should disagreements arise, players are encouraged to look up the rule(s) in question, reach an agreement and move on. Should this prove impossible, a roll-off should determine whose interpretation will apply for the remainder of the game. What matters more than any rule is that players enjoy their game and that rivalries remain friendly!

Modifying Dice Rolls

To modify a dice roll, simply roll the dice and then add or subtract the modifier(s) shown, effectively changing the result of the roll. If the rules ever instruct you to divide a dice roll, any fractions are rounded up, unless the rules state otherwise. Modifiers are applied after division or multiplication.

Natural Rolls

The term 'natural' roll describes the actual number shown once a dice has been rolled. In other words, a natural roll is the result before any modifiers are applied.

Rolling Off

The rules may call for players to 'roll-off'. To do this, each player rolls a dice (usually a D6) and the highest score wins. In the case of a tie, roll again unless otherwise instructed.

Re-rolls

In some situations, the rules may allow you to re-roll a dice. This is exactly what it sounds like – pick up the dice and roll it again. You must accept the result of the re-roll, even if it is worse than the first. No single dice can be re-rolled more than once, regardless of the source of the re-roll.

If you re-roll a multiple dice roll, you must re-roll all of the dice, unless the rule granting the re-roll specifies otherwise.



Templates

In Warhammer: the Old World, templates are used to represent the effect of certain weapons:

- **Blast Templates**

A blast template is a round template 3" or 5" in diameter.

- **Flame Templates**

A flame template is a teardrop-shaped template, approximately 8" in length.

These templates are used to determine which models are hit by an attack that has an area of effect or blast radius. If an attack uses a template, the rules will explain how to position it, and how it might scatter (as described opposite).

Risk Of Being Hit

To determine which models risk being hit by a template, hold it in place and look to see which models' bases lie underneath it:

- A model whose base lies completely underneath a template, or partially underneath the central hole of a blast template, is hit automatically.
- A model whose base lies partially underneath a template is hit on a D6 roll of 4+.

Scatter

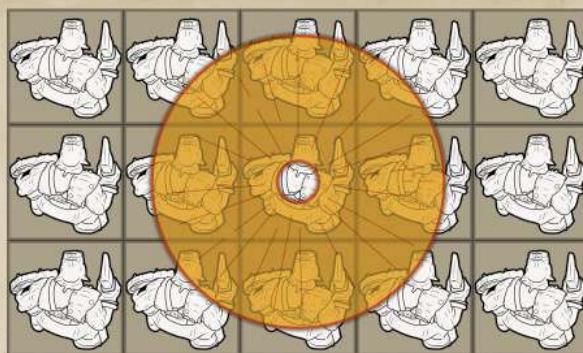
A rule may call for an object to be placed and then 'scattered'.

To do so:

- 1 Place the object on the battlefield, as instructed by the rule. Roll a Scatter dice to determine a direction, and any other dice required by the rule to determine a distance (in inches).
- 2 If a 'Hit' is rolled on the Scatter dice, the object does not move – leave it in place and resolve the rest of the rule.
- 3 If an arrow is rolled, move the object the distance (in inches) indicated by the roll of the other dice in the direction indicated, ignoring intervening terrain, units, etc., unless the rule states otherwise. With the object's final position determined, resolve the rest of the rule.

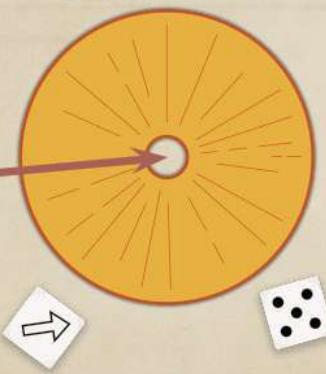
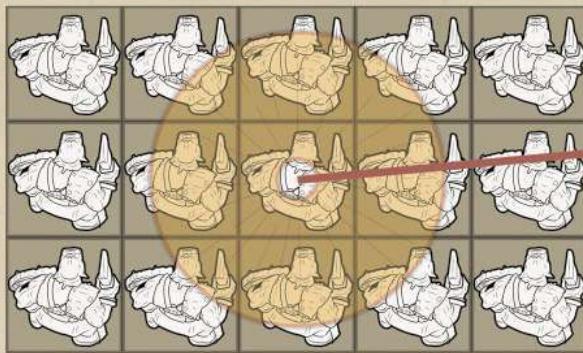


Fig 95.1



The Scatter dice shows a Hit, so the Blast template does not move – the D6 roll is ignored.

Fig 95.2



The Scatter dice shows an arrow, so the Blast template is moved in that direction the distance shown on the D6.

MODEL PROFILES

The Citadel miniatures used to play games of Warhammer: the Old World are referred to as 'models' in the rules that follow. Models represent a huge variety of troops, each with its own skills and capabilities. To reflect this, each model has its own characteristics profile.



Characteristics Profile

Each model in Warhammer: the Old World has a profile of nine characteristics:

	M	WS	BS	S	T	W	I	A	Ld
Soldier of the Empire	4	3	3	3	3	1	3	1	7

These are used to describe the various attributes of different models. All characteristics are rated on a scale from 0 to 10 – they cannot go below 0 and only in the rarest of cases will they rise above 10. These characteristics are:

Movement (M)

This shows the number of inches a model can move on the battlefield under normal circumstances. For example, a Man with a Movement of 4 (M4) can move up to 4".

Weapon Skill (WS)

This defines how skilled a warrior is with their weapons, or how determined and vicious a monster is.

Ballistic Skill (BS)

This shows how accomplished a model is with ranged weapons such as bows or handguns.

Strength (S)

Strength gives a measure of how strong a model is and how easily it can hurt an enemy it has struck in combat.

Toughness (T)

This is a measure of a model's ability to resist physical damage and pain, and reflects such factors as the resilience of a creature's flesh and its ability to shrug off injury.

Wounds (W)

This shows how much damage a model can take before it succumbs to its injuries. Most human-sized models have a single Wound. Large monsters and mighty heroes able to withstand more damage will usually have more Wounds.

Initiative (I)

This indicates how fast a model can react. In combat, Initiative dictates the order in which models fight.

Attacks (A)

This shows the number of attacks a model makes in combat. Most models have a single Attack. Elite troops, monsters or heroes may be able to strike several times and will usually have more Attacks.

Leadership (Ld)

Leadership shows how courageous, determined and self-controlled a model is. A creature with a low Leadership characteristic is very unruly or cowardly, to say the least!



Split Profiles

Some models have two or more rows on their characteristics profile, often with gaps in each (shown as a dash '-'). Each row represents a different model, combined together into a single profile. For example, one row might represent a rider, the next their mount. Split profiles are explained in greater detail in the advanced rules.

Characteristics Of Zero

If a model has a characteristic of '0', it has no ability whatsoever in what the characteristic represents. This is seen most often with Ballistic Skill, as many models simply lack the ability to make any form of ranged attack.

If any model or object has a Weapon Skill of 0 then it is unable to defend itself in combat, and any blows struck against it will therefore automatically hit. If at any time a model's Strength, Toughness or Wounds characteristic is reduced to 0, it is slain and removed from play.



Characteristic Tests

A model will sometimes be called upon to make a characteristic test. Such a test could be made against any characteristic the model has. For example, a Toughness test is a characteristic test.

To make a characteristic test, roll a D6 and compare the result to the relevant characteristic on the model's profile. If the result is equal to or less than the value of the characteristic, the test is passed. If, however, the result is greater, the test has been failed.

Where a model (or unit) has more than one value for the same characteristic, use the highest value.

Automatic Pass and Fail: When making a characteristic test a natural roll of 6 is always a failure, and a natural 1 is always a success, regardless of any other modifiers. Additionally, if the model has a characteristic of 0 or '-' it automatically fails the test.

Leadership Tests

At various times, a model or unit might be called upon to make a Leadership test, or to otherwise test against Leadership in some way.

To make a Leadership test, roll 2D6. If the result is equal to or less than the model's Leadership value, then the test has been passed. If the result is greater than the model's Leadership value, the test has been failed. This will all too often result in the unit fleeing (as described on [page 132](#)).

Whenever Leadership is used, a unit that contains models with different Leadership values will always use the highest – warriors naturally look to the most steadfast of their number for guidance.

Automatic Pass and Fail: When making a Leadership test a natural roll of 12 (i.e., rolling a double 6) is always considered to be a fail, regardless of any modifiers that might apply, whereas a natural roll of 2 (i.e., rolling a double 1) is always considered to be a pass.

Modifying Characteristics

The rules will often call for a characteristic to be modified. To do this, simply add or subtract the modifier(s) shown to the characteristic, effectively increasing or decreasing the value.

Other Model Information

In addition to its profile, a model's rules include other information vital to the game. What this is varies from model to model, and in many cases not all of the following information will be included for every model (not every model can use magic, for example).

Points Value

Almost every model will have a points value given within its profile. Points values reflect a model's worth within its army.

Most models have a basic points value that increases as various optional items of equipment (weapons, armour, magic items, for example) are added. By adding together the points values of all of the models you have selected, you find the total points value of your army. Knowing this enables players to play evenly matched battles.

Points values and the rules for building an army are explained in greater detail in the Warhammer Armies section on [page 276](#).

Troop Type

All models have a troop type given as part of their rules. There are five broad categories of troop type: Infantry, Cavalry, Chariots, Monsters and War Machines, each of which is further divided into sub-categories.

Additionally, some models have the word 'Character' in brackets after their troop type. This denotes that the model is a character, one of the brave and powerful heroes that lead an army.

Troop types and their rules are explained in brief on [page 104](#), and in greater detail in the Advanced Rules. Characters are explained in greater detail in the Characters section on [page 202](#).

Base Size

With very few exceptions, all models used in a game of Warhammer: the Old World should be mounted upon a square or rectangular base, the dimensions of which are given here in millimetres (mm). Sometimes, a range of sizes will be given. In such cases, the base the model is provided with is the correct base to use.

Unit Size

This tells you how many models of this type form a unit (as described on [page 100](#)). Most often, this will be presented as a number followed by a '+' symbol, 5+ for example, indicating that a unit made up of this type of model must contain at least five models.

In some cases, this may be a number range, 5-30 for example, indicating that a unit made up of this type of model must contain at least five models, but no more than thirty. In other cases, most notably in the case of characters, chariots or monsters, this will be presented as a simple number, usually a '1', telling you exactly how many models make up the unit.

Armour Value

Most models wear armour, and the type of armour they wear determines their 'armour value' (see [page 220](#)). However, in the case of large models with multiple riders or crew, such as monsters and chariots, an armour value is not always easy to determine. To avoid confusion, and if appropriate, such models will have an armour value given within their rules.

Base Sizes (Designer's note)

As stated above, all models used in a game of Warhammer: the Old World should be mounted upon a correctly sized and shaped base. However, many players will have in their collections older models, the base sizes of which can vary. Whilst it is possible to play a game of Warhammer: the Old World without needing to re-base such models, in Matched Play events players are required to use correctly based models to ensure all aspects of the game are as fair as possible. To assist with re-basing an existing collection, separate bases are available as part of the Citadel Miniatures range.



Equipment

Almost all models carry equipment of some sort, from a simple sword or axe to an array of arms and armour. The equipment a model carries will be listed and is factored into its points value. Many models, particularly monsters, will have natural weapons listed as equipment, their claws, teeth and even breath weapons being the weapons they 'carry' into battle.

The rules for many of the weapons and armour carried and worn by models can be found in the 'Weapons of War' section on [page 212](#).

Magic

In Warhammer: the Old World, many models represent powerful Wizards, able to bend the Winds of Magic to their will. Whilst not all models are able to wield such powers, those that can have this information within their rules. This details the Lore(s) of Magic they can choose spells from and their 'Level of Wizardry'.

Magic is explained in greater detail on [page 106](#).

Options

Many models have a number of options given. This includes a number of weapons they may be armed with, upgrades to their armour, and so forth. In the case of those models that form units, most have the option to upgrade some of their number to become command models (see [page 198](#)).

Special Rules

In addition to the special rules associated with their troop type, many models have one or more special rules. These fall into three broad categories:

- **Universal Special Rules:** These are rules that appear in all armies, a full list of these can be found on [page 166](#). If a model has one or more universal special rules, their names will be listed as part of its rules.
- **Army Special Rules:** These are special rules unique to the army the model belongs to. If a model has one or more army special rules, their names will be listed as part of its rules.
- **Unique Special Rules:** Some models have special rules unique to them. If a model has one or more unique special rules, these will be listed as part of its rules.

Note that army and unique special rules are included within each army list.

Magic Items

Some models, notably named characters, are equipped with their own unique magic items. Where this is the case, these items will be described and their rules given along with the model's.

Unique Equipment

Some models are equipped with items that are unique to them, equipment not found on any other models. In such cases, these items will be described and their rules given along with the model's.



FORMING UNITS

The models that make up your army must be formed into ‘units’ before battle commences, ideally when writing your ‘muster list’, as described on page 276. A unit usually consists of several models of the same type that have banded together and adopted a specific formation.

Additionally, single, powerful models such as a character, a chariot or a Dragon, a war machine and its crew, and so on, are also considered to be a ‘unit’. Therefore, whenever the rules that follow refer to ‘units’, this also includes units of one model.



Formation Types

All units must adopt a formation. The type of formation a unit adopts will influence how it acts in battle; how it moves, how it fights, and so on. Each type of formation has its own rules.

The type(s) of formation a unit can adopt are indicated by a special rule of the same name. Models with more than one such special rule may choose their formation during deployment, and may change it and adopt a different formation by reforming during the game (see page 125).

Close Order formations are by far the most usual. Therefore, the core ‘how to play’ rules focus upon such units. Examples of more unusual types of formation include ‘Skirmish’ and ‘Open Order’, the rules for which are covered in the advanced rules section. Additionally, some army lists introduce special formation types unique to them.

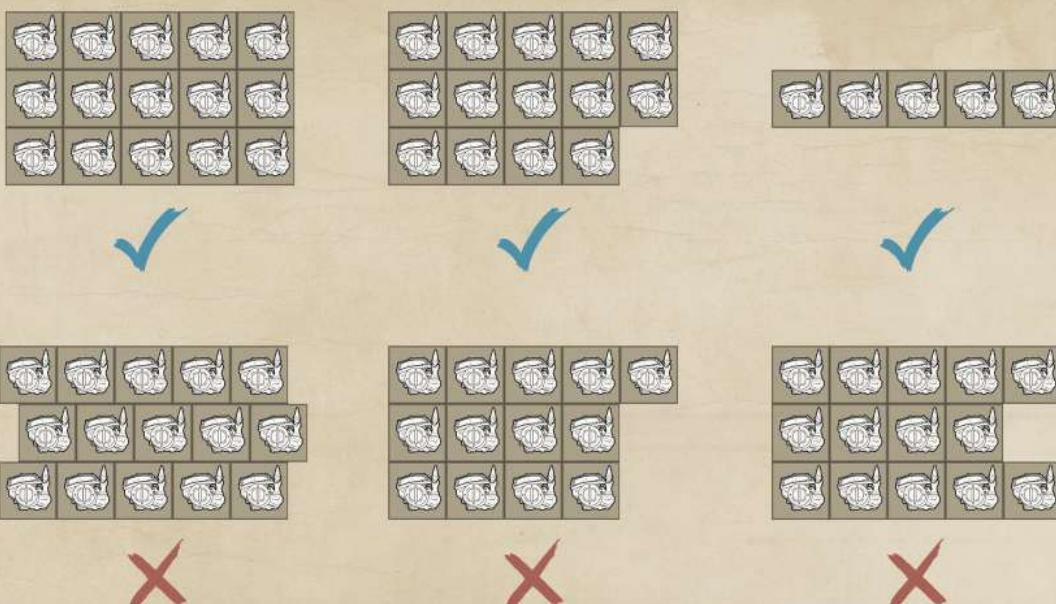
Close Order Formation

A unit arrayed in serried ranks is said to be in a ‘Close Order’ formation. A unit in Close Order consists of two or more models that are arranged in base contact with each other, edge-to-edge and front corner to front corner, as shown in Fig 100.1.

All models in such a unit must face the same direction. In addition, the models must be arranged into a formation that consists of one or more horizontal rows called ranks, and a number of vertical rows called files (from this formation comes the term ‘rank and file’).

As far as possible, there must be the same number of models in each rank. Where this is not possible, it must be the rear rank that has fewer models. Once formed into a unit, the models move and fight as a single entity for the entire battle.

Fig 100.1



Unit Shape

The shape of a unit in Close Order is also important as such units gain bonuses in certain situations. Based upon this, such units can be said to be in 'Combat Order' or in 'Marching Column'.

Combat Order

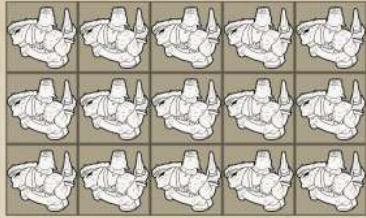
A Close Order formation that is wider than it is deep (i.e., that has more models per rank than per file, as shown in Fig 101.1) or that is square (i.e., has the same number of models per file as per rank) is said to be in Combat Order. Such units are able to count a 'Rank Bonus' in certain situations:

Rank Bonus: If a unit in Close Order formation is wide enough, it can claim a Rank Bonus of +1 for each rank behind the first, up to the maximum determined by its troop type:

- How many models a rank must contain to claim a Rank Bonus, as well as the maximum Rank Bonus a unit can claim, is determined by its troop type (see [pages 104 and 188](#)).
- Certain special rules may increase the Rank Bonus a unit can claim beyond the maximum normally allowed by its troop type (see [page 104](#)).

Note that this bonus can be claimed for an incomplete rear rank, as long as there are sufficient models in it. However, if your unit has become Disrupted it cannot claim a Rank Bonus.

Fig 101.1



This unit is wider than it is deep (i.e., it has more models per rank than it has per file). Therefore, this unit is said to be in 'Combat Order'.

Combat Result Bonus: Whilst in Combat Order, a Close Order formation may claim a bonus of +1 combat result point (see [page 151](#)).

Marching Column

A unit that is deeper than it is wide (i.e., that has more models per file than per rank, as shown in Fig 101.2) is said to be in Marching Column. A Marching Column cannot claim a Rank Bonus and cannot make a charge move, but may triple its Movement characteristic when Marching (see [page 123](#)).

Disrupted Units

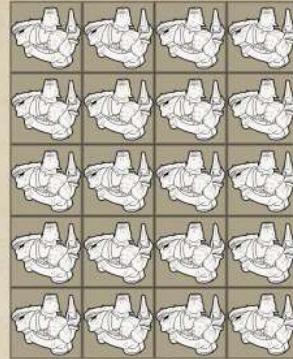
Disruption represents a unit having lost some of its cohesion. A unit becomes Disrupted if:

- It is engaged in the flank or rear by an enemy unit with a Unit Strength of five or more.
- It ends its movement with a quarter (25%) or more of its models within difficult terrain or if it is straddling a low linear obstacle.

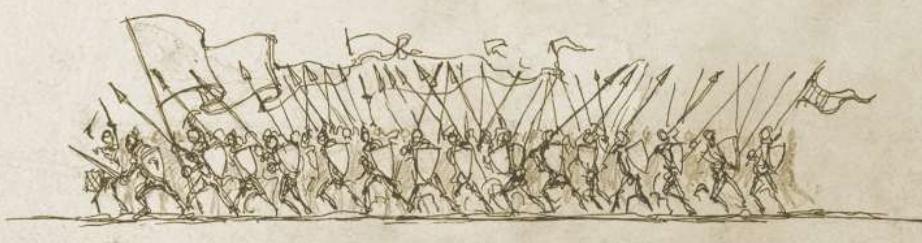
A Disrupted unit cannot claim a Rank Bonus.

Note that enemy Skirmishers (see [page 184](#)) do not cause Disruption.

Fig 101.2



This unit is deeper than it is wide (i.e., it has more models per file than it has per rank). Therefore, this unit is said to be in 'Marching Column'.



REMOVING CASUALTIES

Throughout the course of a game, models will suffer ‘wounds’ from enemy attacks (in combat, from shooting, from magic spells and so on). Some of these wounds will be saved by a model’s armour, but others will not.

For each unsaved wound a model suffers, it loses one Wound from its profile. When a model is reduced to zero Wounds, it becomes a casualty and is removed from play.



Single Wound Models

Most models have only a single Wound on their profile. When this is lost, they are removed from the battlefield as a casualty.

Multiple Wound Models

Some models have more than one Wound on their profile. Should a unit of such models lose Wounds, you must remove as many whole models as possible. In other words, Wounds are lost by a single model until its Wounds characteristic is reduced to zero. Wounds are then lost by the next model, and so on. You cannot spread the loss of Wounds throughout the unit to avoid casualties.

For example, a unit of Ogres, each with three Wounds on its profile ($W3$), loses five Wounds. One Ogre will lose all three of its Wounds and be removed as a casualty, and one Ogre will lose two Wounds, leaving it with only one Wound remaining.

Removing Casualties From Units

When removing casualties, models are always removed from one end of the back rank, either left to right or from right to left, as the owning player prefers, ensuring where possible that the remaining models are adjacent to one another, as shown in Fig 102.1.

Stepping Forward

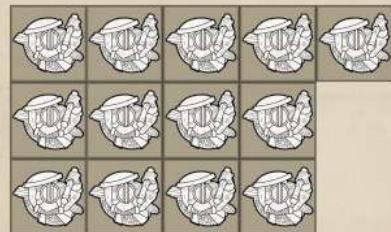
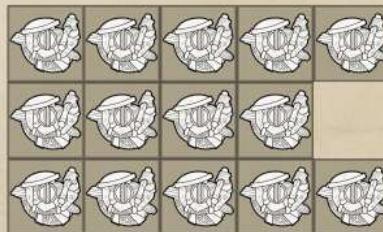
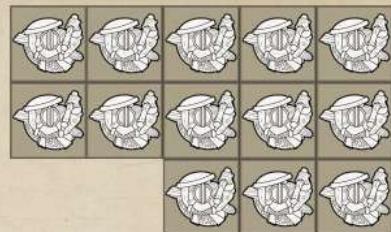
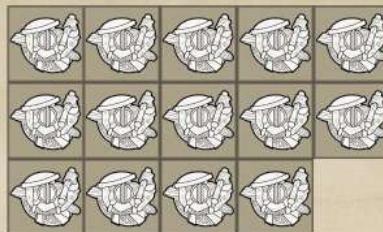
Although models are removed from the back of their unit, very often the casualties will have fallen elsewhere, usually in the front or ‘fighting’ rank. Removing models from the back of a unit represents warriors behind the front rank ‘stepping forward’ to fill gaps in the front rank.

However, a model cannot make any form of attack (shooting or combat) during a phase in which it stepped forward. It is too busy clambering over the fallen bodies of its comrades.

Single Rank Units

If a unit contains only a single rank, casualties must be removed evenly from either end of the rank.

Fig 102.1



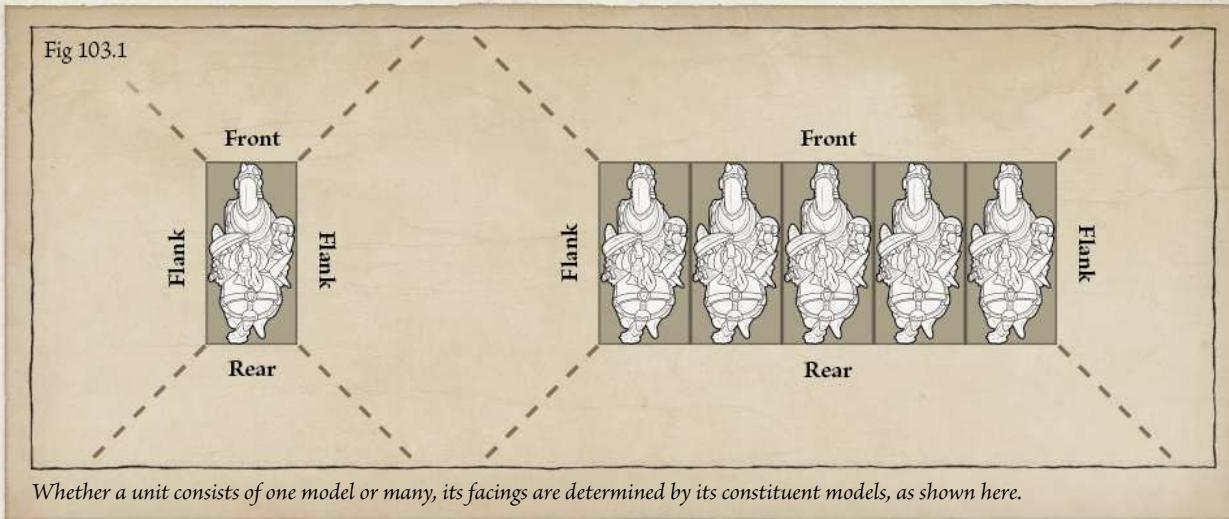
MODEL & UNIT FACING

Most models have a front, flank and rear arc based on the direction they are facing. These arcs are used to determine what the model can see, and to determine the direction of an enemy charge.



A model's front, flank and rear arcs extend out from the corners of its base at 45° angles, forming four 90° quadrants, as shown in Fig 103.1 below. A unit's facings are determined by the facing of its constituent models.

Models can only draw a line of sight to things that lie within their 'vision arc'. Unless stated otherwise, models have a 90° vision arc, corresponding to their front arc.



Line Of Sight

You will often need to determine if one model or unit has a line of sight to another. To check a line of sight between models, stoop down to look from the model's point of view:

- If a straight, uninterrupted line can be drawn from within the model's vision arc to any part of the other model, there is a line of sight.
- If no such line can be drawn to the other model due to intervening terrain, or without crossing over or through another model, there is no line of sight.

A model is always within its own vision arc and always has a line of sight to itself and its unit. If at least one model in a unit has a line of sight to at least one model from another unit, that unit can 'see' the other unit.

Note that models and units always block line of sight. Therefore, it is normally only the models in the front rank of a unit that have a line of sight.

Obscured Line Of Sight

Line of sight may be partly obscured by terrain features or by other models. In such cases, the other model or unit is said to be 'in cover'. To check if a model or unit is in cover, stoop down to look from the first model's point of view:

- If the other model or unit is fully visible, they are not in cover (i.e., they are 'in the open').
- If up to half of the other model or unit is obscured, they are in partial cover.
- If more than half of the other model or unit is obscured, they are in full cover.

The benefits of partial and full cover are discussed in more detail under the rules for shooting on [page 139](#).



TROOP TYPES AT A GLANCE

As mentioned previously, all models have a troop type. These, along with the type of formation units of such models adopt, determine how they function throughout the rules (as well as providing an insight into the role such models fulfil upon the battlefield). Troop types and their rules are explained in greater detail in the advanced rules, on page 188. The following pages present some brief but important information needed to better understand the core 'how to play' rules that follow.



CATEGORIES OF TROOP TYPE

There are five main categories of troop type, each of which is further divided into sub-categories. For example, particularly large Infantry fall into the 'Monstrous Infantry' sub-category of Infantry. In such cases, when the rules refer to Infantry units, Monstrous Infantry must also follow those rules unless an exception is stated for Monstrous Infantry.

A model's troop type determines the minimum number of such models a rank must contain to claim a Rank Bonus, the maximum Rank Bonus a unit of such models is able to claim, and the 'Unit Strength' of such a model, as shown on the page opposite.

INFANTRY

Infantry includes all units of foot troops, be they Goblins, Men, Ogres, Trolls or any other of the myriad Warhammer races fighting on foot. Infantry forms the backbone of most armies and is split into four sub-categories: Regular Infantry, Heavy Infantry, Monstrous Infantry and Swarms.

CAVALRY

The term cavalry refers to any riders mounted on war beasts – commonly warhorses or similar creatures. It can also include war beasts on their own as packs of animals which will often function in a manner more similar to cavalry than infantry. Cavalry is split into four sub-categories: Light Cavalry, Heavy Cavalry, Monstrous Cavalry and War Beasts.

CHARIOTS

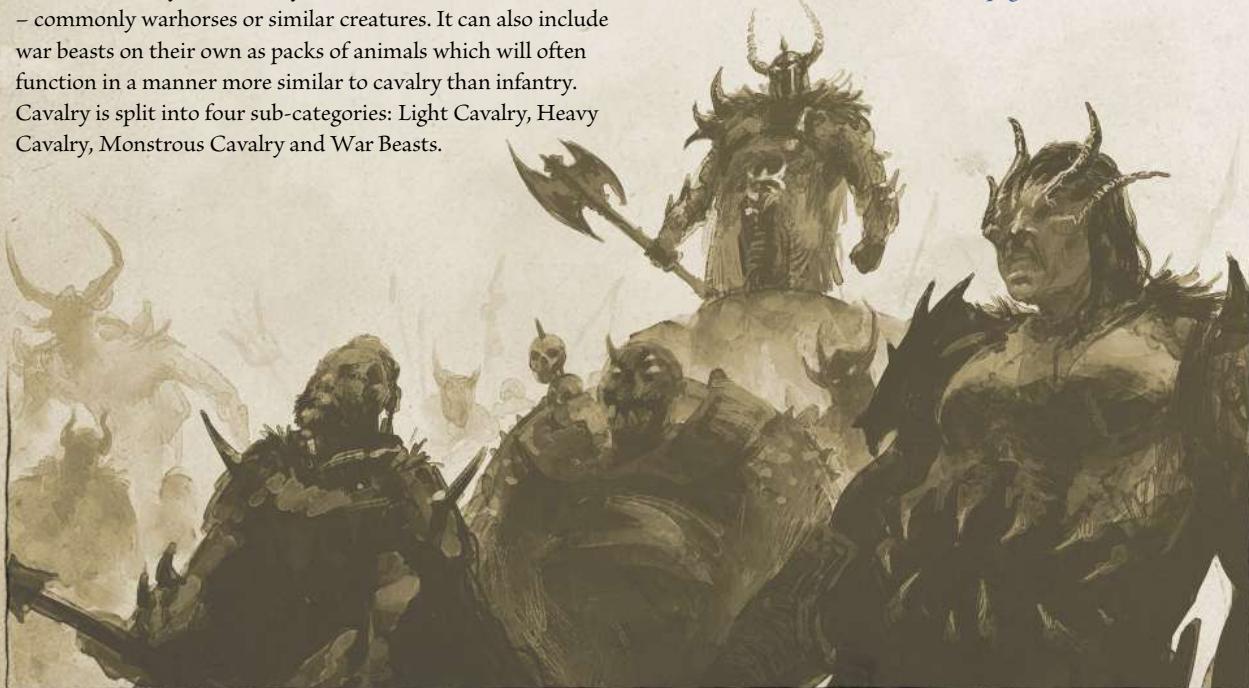
A chariot is usually a wheeled war vehicle drawn into battle by beasts of some kind and crewed by warriors, armed to the teeth. This category can also include large objects, such as mobile altars, that are pushed along or carried. Chariots are split into two sub-categories: Light Chariots and Heavy Chariots.

MONSTERS

Monsters are the largest beings in the Warhammer world, creatures so powerful that they usually roam the battlefield alone. In spite of this, due to their size they function as Close Order units, rather than as Skirmishers. This category includes Dragons, Gryphons and so on. Monsters are split into two sub-categories: Monstrous Creatures and Behemoths.

WAR MACHINES

War machines such as cannon and bolt throwers are powerful units on the field of battle, able to pulverise whole regiments, breach stone walls or even slay fearsome monsters with a single, well-placed shot. This is a broad category with varied rules that cover the many different weapons to be found in the Warhammer world, the most commonly seen of which are dealt with in their own section (see page 222).



Troop Type Table

This table summarises the most important information for each troop type. More detail is given in the Advanced Rules section. Referencing this table will help you to better understand some of the rules contained in the core 'how to play' rules.

Troop Type	Troop Type Table		
	Models per Rank*	Maximum Rank Bonus**	Unit Strength per Model
Infantry			
Regular Infantry	5	+2	1
Heavy Infantry	4	+2	1
Monstrous Infantry	3	+2	3
Swarms	-	-	3
Cavalry			
Light Cavalry	5	+1	2
Heavy Cavalry	4	+1	2
Monstrous Cavalry	3	+1	3
War Beasts	5	+1	1
Chariots			
Light Chariots	3	+1	3
Heavy Chariots	-	-	5
Monsters			
Monstrous Creatures	-	-	As Starting Wounds
Behemoths	-	-	As Starting Wounds
War Machines			
War Machines	-	-	As Starting Wounds

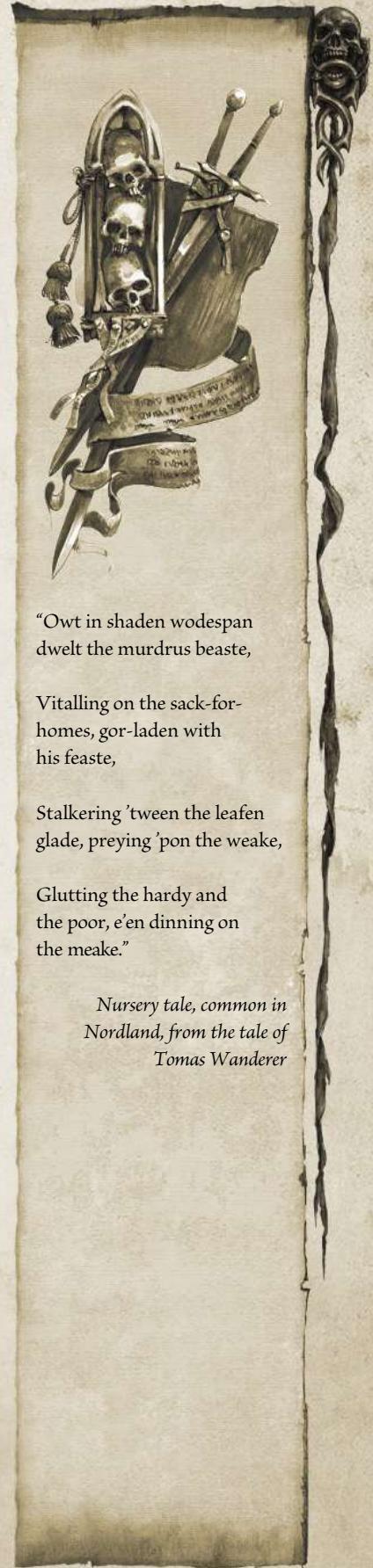
*Note that this is the minimum number required to claim a Rank Bonus. Ranks can contain more or fewer models as you wish, but in order for a rank to count towards Rank Bonus, it must contain at least this many models.

**Note that in some cases the maximum Rank Bonus a unit can claim can be increased by special rules. The maximum Rank Bonus a unit can claim can also be reduced by its formation, by spell effects, or by terrain.

Unit Strength

Sometimes, you may be required to work out the 'Unit Strength' of a unit. There are a number of reasons you might need to know this, for example, to determine if one of your units is outnumbered by an enemy. Simply counting the number of models does not account for the sheer power of large and ferocious creatures. Unit Strength represents this well.

To determine Unit Strength, simply count the number of models currently in the unit and multiply this by the Unit Strength per model as shown on the Troop Type table.



"Owt in shaden wodespan
dwelt the murdrus beaste,

Vitalling on the sack-for-
homes, gor-laden with
his feaste,

Stalking 'tween the leafen
glade, preying 'pon the weake,

Glutting the hardy and
the poor, e'en dinning on
the meake."

Nursery tale, common in
Nordland, from the tale of
Tomas Wanderer

MAGIC

The Warhammer world is an intrinsically magical place. In battle, magic is a force as real and potent as a sword blade, its use limited only by the imagination and skill of the Wizard that wields it. Magic can be a subtle force, infusing allies with strength and valour, or enemies with frailty and dread. More commonly, however, Wizards unshackle the raw power that lies at the heart of magic's chaotic nature, summoning hungry firestorms or devastating bolts of eldritch power.



It is therefore only right that magic should form a core part of the game of Warhammer: the Old World as well. Wizards are able to cast spells of different types throughout the turn, and players must protect them accordingly, ensuring they are able to cast the right spell at the right moment, or to thwart the casting attempts of their rivals.

That being the case, explaining how magic works early on is important and the following pages do just that. New players can skip over this section for now if they wish, focusing instead on the more mundane rules and returning to this section once a few games have been played.

Wizards

Only beings that possess awesome mental might can even hope to bend the powers of magic to their will. Lesser persons would be consumed in an instant, their souls torn apart by terrible energies. In Warhammer: the Old World, all models that can cast spells are known collectively as 'Wizards', although specific armies might use other terms. You may see names such as sorcerer, shaman or seer, for example, but all of these and others are considered to be types of Wizard.

Levels Of Wizardry

Naturally, not all Wizards are equal – mastery of magic increases through dedicated practice (and, occasionally, through sheer luck). To represent this, Wizards are divided into four degrees of ability called 'Levels of Wizardry' (often shortened simply to 'Level' in the rules that follow). The higher a Wizard's Level, the greater their knowledge of magic:

- **Level 1:** Wizards of the first level are those of humble ability.
- **Level 2:** Wizards of the second level are experienced spellcasters.
- **Level 3:** Wizards of the third level are great sorcerers of a kind rarely seen.
- **Level 4:** Wizards of the fourth level are the mightiest of all Wizards, the very equal of crowned monarchs within the realms of sorcery.

Lores Of Magic

The Lores of Magic are lists from which Wizards generate their spells. Each Lore of Magic represents a particular approach towards the study and use of magic, giving each its own character reflected by the spells within it. Different Wizards have access to different Lores of Magic.

Accompanying every Wizard's profile you will find the Lore(s) of Magic they know. In some cases, it will be stated that they know spells from a single, given Lore of Magic, whilst in others it will be stated that they know spells from one of a number of given Lores of Magic. Where this is the case, you must choose one of these Lores when writing your muster list (see page 276).

The Lores of Magic most commonly seen in the Old World are presented on page 319.

Spells & Spell Generation

Players randomly generate spells for each of their Wizards before armies are deployed. If your army contains more than one Wizard, you may generate spells for each in an order of your choosing.

Each Lore of Magic contains seven spells: six numbered (1-6) and a seventh 'signature' spell. To determine the spells your Wizard knows, roll a number of D6 equal to their Level of Wizardry, re-rolling any duplicate results. The result(s) show which spell(s) your Wizard knows.

If you wish, your Wizard may then discard one of these randomly generated spells and instead select the signature spell of their chosen Lore of Magic. Any number of Wizards in your army may do this.



Spell Categories

Spells fall into six categories. These determine during which phase of the game they can be cast. These are:

Enchantment: These spells empower the caster's allies in some way. Enchantment spells that require a target can only target friendly units. Most often they affect friendly units, but may occasionally have an effect on enemy units. Casting the same Enchantment spell more than once on the same unit during the same turn has no further effect.

Hex: The opposite of Enchantment spells, weakening the enemy in some way. Hex spells that require a target can only target enemy units. Most often they affect enemy units, but may occasionally have an effect on friendly units. Casting the same Hex spell more than once on the same unit during the same turn has no further effect.

Note that bonuses and penalties from different Hex and Enchantment spells are cumulative, but cannot take any characteristic above 10 or below 1.

Conveyance: These spells enable Wizards to enhance movement or transport units from place to place. Conveyance spells that require a target can only target friendly units. A unit cannot be affected by the same Conveyance spell more than once per turn.

Magic Missiles: These are sorcerous projectiles hurled at the foe. Magic Missiles can only target enemy units and the Wizard must have a line of sight to the target. A successfully cast Magic Missile automatically hits its target; there is no need to make a roll To Hit.

Magical Vortex: These are roiling globes of magical energy that travel across the battlefield. A Magical Vortex does not require a target – instead, it uses a round template which is placed on the battlefield, not touching the bases of any models, and with its central hole within the range given by the spell. Once placed, Magical Vortexes remain on the battlefield (unless they move off it).

Some Magical Vortexes move at the start of each turn. If a Magical Vortex ever ends such a move over a unit, continue to move it in the same direction until it can be placed on the battlefield, not touching the bases of any models.

Assailment: These spells are deadly attacks that strike the foe without warning. Assailment spells can only be cast by Wizards that are engaged in combat and can only target enemy units that the caster is engaged in combat with. A successfully cast Assailment spell always hits its target; there is no need to make a roll To Hit.



Casting Spells

When a spell can be cast depends upon its type:

- Enchantment and Hex spells can be cast during the Conjunction sub-phase of your Strategy phase.
- Conveyance spells can be cast at any point during the Remaining Moves sub-phase of your Movement phase.
- Magic Missiles and Magical Vortex spells can be cast when a Wizard is chosen during your Shooting phase.
- Assailment spells can be cast when a Wizard fights during any Combat phase.

A Wizard can only attempt to cast each of their spells once per turn. Wizards that are fleeing cannot cast spells. Unless stated otherwise, Wizards that are engaged in combat can only cast Assailment or range 'self' spells (see below).

To cast a spell, a Wizard declares which spell they wish to cast and its target (if required).

Choosing A Target

Unless stated otherwise, the following rules apply when choosing a target:

- The target must lie within the Wizard's vision arc, but the Wizard does not need a line of sight to the target.
- The target must lie within the spell's range.
- Spells cannot target units engaged in combat.

Note that different spell categories and some individual spells waive some of these rules and/or introduce others.

Range 'Self' Spells: Spells with a range of 'Self' do not require a target, instead being focused upon the casting Wizard. Some such spells have an 'aura' of effect, measured from the caster. As mentioned previously, a Wizard can cast a range 'self' spell whilst engaged in combat.

Casting Roll, Casting Result & Casting Value

To cast a spell, you must make a 'Casting' roll. To make a Casting roll, roll 2D6. This represents the Wizard's attempts to draw raw magical power from the æther and shape it to their will.

The casting Wizard's Level is then added to the result of this roll to give a 'casting result'. For example, if a Level 2 Wizard makes a Casting roll of 1 and 6, the total casting result would be 9 ($1 + 6 = 7$ for the Casting roll, plus 2 for the Level of Wizardry).

Keep the dice in front of you for the moment – the scores will be needed if your opponent makes a dispel attempt.

Each spell has an associated 'casting value'. Spells with a higher casting value have greater effect, but require more power:

- If the casting result equals or exceeds the spell's casting value, the spell is successfully cast (though your opponent may subsequently dispel it).
- If the casting result is less than the casting value, the spell is not cast.

Magic Resistance (-X)

Some models have the Magic Resistance (-X) special rule, making them resistant to the magic of their enemies. The Casting roll of any spell (including Bound spells) that targets an enemy unit that includes one or more models with this special rule suffers a modifier, as shown in brackets after the name of this special rule (shown here as '-X').

Note that this special rule is not cumulative. If two or more models in a unit have this special rule, use the highest modifier.



Miscasts & Perfect Invocations

Should a Wizard mispronounce a single word, the magic they are wielding might shatter its bindings in a burst of energy. At other times, the Wizard may channel the Winds of Magic with near-perfection, and the magic will burst forth irresistibly.

Perfect Invocations: If a natural double 6 is rolled when making a Casting roll, the spell is cast regardless of its casting value or of any modifiers that may apply to the Casting roll. A perfect invocation cannot be dispelled.

Miscast: If a natural double 1 is rolled when making a Casting roll, regardless of the casting result, it has been ‘miscalc’ and, unless stated otherwise, is not cast. Roll immediately on the Miscast table below to see what fate befalls your unfortunate Wizard.

Miscast Table

2D6 Result

- | | |
|-------|--|
| 2-4 | Dimensional Cascade: The summoned magic breaks free, creating an ethereal tornado. Centre a 5" blast template over the Wizard. Every model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 10 hit with an AP of -4. |
| 5-6 | Calamitous Detonation: Roiling magic explodes from the Wizard in a flash of light. Centre a 3" blast template over the Wizard. Every model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 6 hit with an AP of -2. |
| 7 | Careless Conjunction: The Wizard mispronounces a syllable, causing the spell to backfire, knocking them to the ground. The Wizard suffers a single Strength 4 hit with an AP of -1. |
| 8-9 | Barely Controlled Power: The Wizard manages to control the magic, but at the expense of great power. The spell is cast (at its casting value, for the purpose of dispel attempts). However, you cannot attempt to cast any more spells for the remainder of the current turn. |
| 10-12 | Power Drain: With a deafening boom, the summoned magic is unleashed and an unnatural calm descends. The spell is cast with a perfect invocation. However, you cannot attempt to cast any more spells for the remainder of the current turn. |

Bound Spells

Some models have ‘Bound’ spells, which may be contained within a magic item or given by a special rule, and which they can cast in the usual manner. If a ‘Power Level’ is given, this is added to the result of the Casting roll to give the casting result. If no Power Level is given, nothing is added – the result of the Casting roll is itself the casting result. When casting a Bound spell, there is no risk of a miscast or chance of a perfect invocation.

You may attempt to dispel a Bound spell as usual. Magic items that dispel or destroy spells work as normal against Bound spells. When dispelling a Bound spell, there is no risk of being outclassed in the art (see page 110).

A model can only cast a single Bound spell per phase. Possessing a Bound spell does not make a model a Wizard.



Dispel

Whenever your opponent casts a spell, you can make a dispel attempt (unless, of course, the spell was cast with a perfect invocation). The type of dispel you attempt will affect its chances.

Types Of Dispel

Before making a dispel attempt, you must first decide if one of your Wizards will attempt a 'Wizardly dispel', or if you will trust to fate and attempt a 'Fated dispel':

Wizardly Dispel: To attempt a Wizardly dispel, nominate a single Wizard in your army that is within 'Dispel range' of the Wizard that cast the spell. Dispel range varies depending upon the Level of the Wizard nominated:

- Level 1 and Level 2 Wizards have a Dispel range of 18".
- Level 3 and Level 4 Wizards have a Dispel range of 24".

Wizards that are engaged in combat, that are fleeing or that are not on the battlefield cannot be nominated.

Fated Dispel: Once per turn, if you do not have any Wizards able to make a Wizardly dispel attempt, or if you wish to avoid the risk, you may instead attempt a Fated dispel.

Dispel Roll & Dispel Result

To dispel a spell, you must make a 'Dispel' roll. To make a Dispel roll, roll 2D6. This represents either the efforts of a Wizard to counter enemy magic, or the twists of fate that can see the Winds of Magic suddenly dissipate.

If you are attempting a Wizardly dispel, add the Wizard's Level to the result of this roll to give a 'dispel result'. If you are attempting a Fated dispel, nothing is added – the result of the Dispel roll is itself the dispel result:

- If the dispel result exceeds the casting result, the spell is successfully dispelled and immediately ends.
- If the dispel result is equal to or less than the casting result, the dispel attempt has failed. The spell is not dispelled.

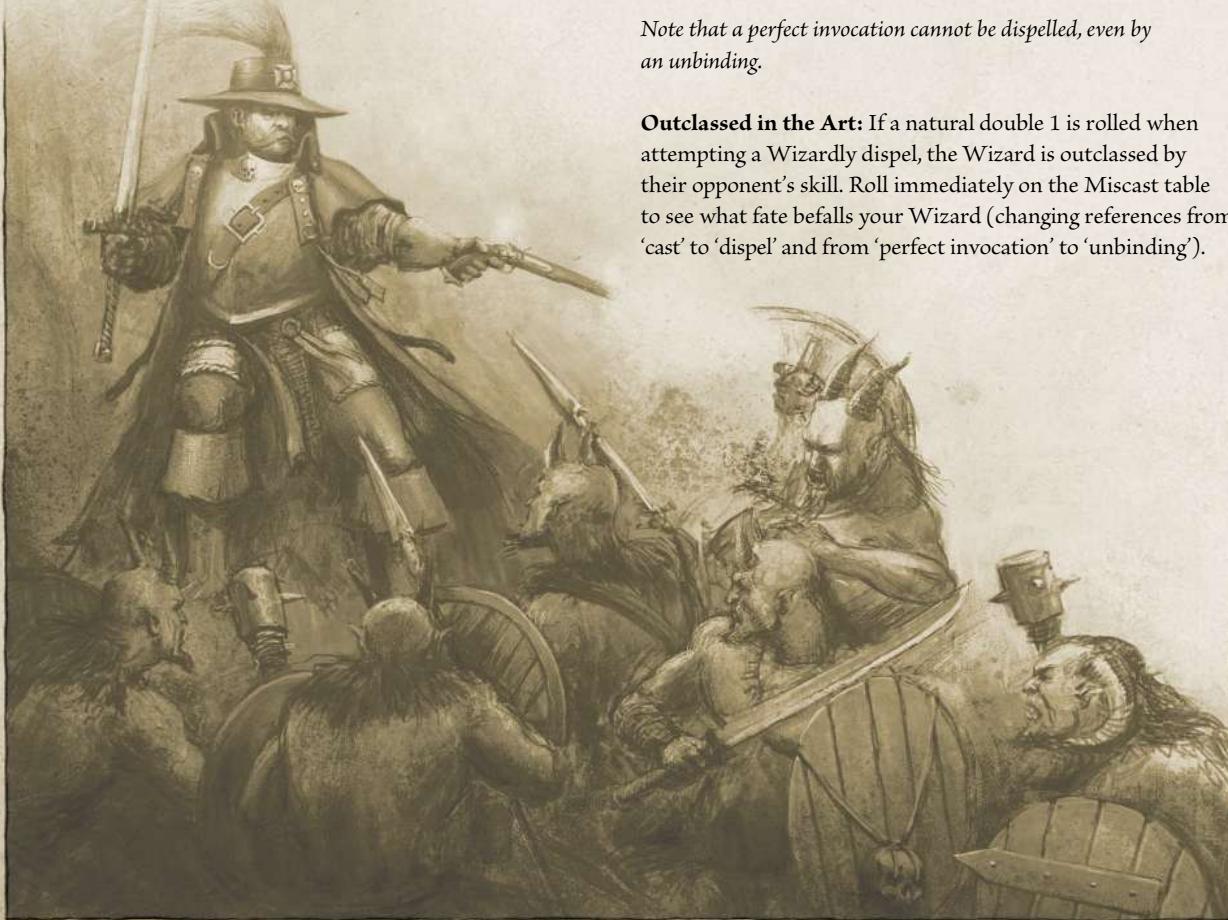
Outclassed In The Art & Unbinding

Sometimes, no matter the skill of the casting Wizard, the Winds of Magic prove fickle and a spell is destined to unbind. At other times, a Wizard can be so outclassed by their opponent's skill that they are themselves bombarded by magical energy:

Unbinding: If a natural double 6 is rolled when attempting any type of dispel, the magic unbinds and the spell is dispelled and immediately ends, regardless of the casting result.

Note that a perfect invocation cannot be dispelled, even by an unbinding.

Outclassed in the Art: If a natural double 1 is rolled when attempting a Wizardly dispel, the Wizard is outclassed by their opponent's skill. Roll immediately on the Mischief table to see what fate befalls your Wizard (changing references from 'cast' to 'dispel' and from 'perfect invocation' to 'unbinding').



Spell Resolution

Once a spell has been successfully cast and if the enemy has failed their dispel attempt (or not even made a dispel attempt!), the casting is complete and the spell's effect is now resolved. Each spell in Warhammer: the Old World provides all the information you need.

Spell Duration

Many spells are cast instantly and their effect is worked out straight away. In such cases, the spell has no further effect until cast again. However, some spells last for longer than this, for one or more phases or turns. For example, some spells expire at the end of the casting player's current turn, whilst other spells last until the start of the next round, expiring at the beginning of the casting player's next Start of Turn sub-phase.

Remains In Play

Some spells are marked 'Remains in Play'. Such spells stay in effect indefinitely when cast. They only come to an end when the caster is slain, chooses to end the spell (which they can do at the start of any sub-phase) or leaves the battlefield. The casting Wizard can continue to cast other spells (but not the same Remains in Play spell) as it requires only a little concentration to keep a Remains in Play spell going.

Dispelling Remains in Play Spells: If not immediately dispelled when cast, you may attempt to dispel a Remains in Play spell cast by your opponent during the Conjunction sub-phase of any of your subsequent turns. To do so, you may attempt either a Fated dispel or a Wizardly dispel (provided the Wizard making the attempt is within Dispel range of the Wizard that cast the spell).

Remains in Play spells do not retain the energy of their casting, and so you do not need to beat the original casting result if attempting to dispel in subsequent turns, but rather the minimum casting value given in the spell's description.

Perfect Invocations: A Remains in Play spell cast with a perfect invocation cannot be dispelled immediately, but may be dispelled in the Conjunction sub-phase of a subsequent turn, as described above.

Wizards & Armour

Generally speaking, Wizards dislike armour. Its stifling bulk creates a deadening aura about the Wizard's physical body that blinds their Mage sight and makes it all but impossible for them to manipulate the Winds of Magic.

To represent this, a Wizard cannot wear armour or carry a shield. Should a Wizard ever do so, they are unable to make any Casting or Dispel rolls. This penalty applies to all armour and shields, magical or otherwise, but does not include barding (which is worn not by the Wizard, but by their mount).

Note, however, that there are some exceptions. Certain special rules, such as 'Chaos Armour' (found in the Warriors of Chaos army list), make a Wizard exempt from this penalty. Similarly, some suits of magical armour are crafted in such a way as to be exempt from this penalty.



THE TURN SEQUENCE

Battle is a chaotic thing. Units of bellowing warriors charge and counter-charge, hacking at the foe with axe, sword and cleaver. The ground trembles to the hooves of galloping cavalry, archers blacken the skies with arrows and puissant sorcerers wield devastating magics.



A Game Of Rounds & Turns

A game of Warhammer: the Old World is broken down into a number of 'rounds'. During each round, each player takes one complete 'turn', so that by the end of the game both players will have played the same number of turns. Players alternate taking turns until the battle is over.

Whenever a rule refers to a 'turn', it means one player's turn. If a rule encapsulates both player's turns, it will specifically state 'round'.

First Turn

Which player takes the first turn of the game will be determined by the scenario being played. Usually, this is decided by rolling off, although it can be decided in other ways.

Game Length

Most games last for six rounds, but sometimes a game can last for seven rounds or be over in only five. In some scenarios, the game length varies.

Active & Inactive Player

A game of Warhammer: the Old World consists of a number of rounds. During each of which, each player takes a turn.

During your turn, you are referred to as the 'active' player and your opponent is referred to as the 'inactive' player.

The Turn Sequence

Each player's turn is split into four 'phases', each consisting of four steps referred to as 'sub-phases'. These sub-phases are explained in greater detail on the following pages:

1. The Strategy Phase

During the Strategy phase, the active player attempts to cast Enchantment or Hex spells and makes use of certain special rules, before attempting to rally any fleeing units.

2. The Movement Phase

The Movement phase starts with the declaration of charges and of charge reactions, then the movement of charging units. After this comes compulsory movement. Finally, any remaining movement is carried out and Conveyance spells are cast.

3. The Shooting Phase

During the Shooting phase, the active player shoots with those units in their army armed with missile weapons, with their war machines, and attempts to cast Magic Missile and Magical Vortex spells.

4. The Combat Phase

During this phase, units fight in deadly hand-to-hand melee and Wizards attempt to fend off their attackers with Assailment spells. Units that have lost combat may be driven back or become broken and flee. At the end of this phase, once all combats have been resolved, the active player's turn ends.





THE STRATEGY PHASE

During the Strategy phase, the active player begins to enact their plans for the turn ahead. Key to this is Wizards channelling and manipulating the Winds of Magic and commanders rallying their forces through strict orders or inspiring words.



The Strategy Phase Sequence

Work your way through the sub-phases shown in the summary below. The units in your army can generally act in the order you choose within each sub-phase, providing that you complete one sub-phase before moving onto the next.

1. Start Of Turn

The rules will often call upon a player to make certain tests or perform specific actions at the start of a turn. These things are done now.

2. Command

Some characters have special rules that may represent bold heroes seeking to inspire their comrades, or fabulous abilities granted by magic items. These special rules are used now.

3. Conjuration

Many Wizards use their magic to aid their allies in battle. Others use it to inflict terrible curses upon their enemies. Known respectively as Enchantment and Hex spells, these spells are cast now.

4. Rally Fleeing Troops

As warriors fall, many units turn tail and flee. During this sub-phase, you have a chance to rally any fleeing units. Those that are successful will return to the fray. Those that are not will continue to flee.

1. Start Of Turn

Some units will have special actions they have to perform or tests they have to make at the start of the turn. Such rules are not common, and their details will be clearly stated in the model's rules. Such actions are performed and tests made during this sub-phase, in an order chosen by the active player.

Sometimes, a scenario may require you to make a test at the start of each turn, or pause to determine if a victory condition has been achieved before playing on. These things are also done now, before the turn begins in earnest.

This sub-phase should also be used as a moment in which to think between turns, during which you can remove stray casualties, errant dice and other bits of gaming detritus that have accumulated. Often, players will have questions to ask their opponent, such as how a special rule works or what a magic item does. This is the perfect time to ask such questions, and an opponent should never begrudge giving answers during this natural pause in the action.





2. Command

During this sub-phase, powerful abilities, both magical and mundane, are unleashed in the form of special rules.

The active player chooses one of their models (usually a character) that is not fleeing and that has one or more special rules that can be used during the Command sub-phase. The player states which special rule (if any) they intend to use and, if necessary, which unit(s) will be affected, before making any tests required. The active player then repeats the process for all models in their army that have any special rules that can be used during the Command sub-phase.

Note that, unless stated otherwise, a model can only use a special rule once per Command sub-phase.

3. Conjunction

Many Wizards are able to cast Enchantment spells to the benefit of friendly units. Other Wizards are able to cast Hex spells, hindering the enemy in some way.

The active player chooses one of their Wizards that is not fleeing. If that Wizard knows any Enchantment or Hex spells, the player may attempt to cast them now. If the spell is cast successfully, the inactive player may then make a dispel attempt. The active player then chooses another Wizard, repeating the process for all of the Wizards in their army.



4. Rally Fleeing Units

During this sub-phase, the active player must attempt to rally any of their units that are fleeing by making a 'Rally' test for each such unit. To make a Rally test, choose a fleeing unit and test against its Leadership characteristic, as described on [page 97](#):

- If this test is failed, the unit has been unable to rally and it continues fleeing.
- If this test is passed, the unit has successfully rallied.

Then, the active player chooses another fleeing unit, repeating the process until all fleeing units have had a chance to rally.

Rallied Units

A unit that passes a Rally test regains its composure and returns to the fight. Upon rallying, a unit may immediately perform a free reform (see [page 125](#)). The unit cannot charge during this turn and counts as having moved for the purposes of shooting, but can otherwise act as normal.

Insurmountable Losses

If a unit has suffered a large number of losses, the remaining models may lack the intestinal fortitude required to return to the fray:

- Any unit that has been reduced below half (50%) of its starting number of models suffers a -1 modifier to its Leadership when attempting to rally.
- Any unit that has been reduced below a quarter (25%) of its starting number of models can only pass its Rally test on a roll of a natural double 1.

Fleeing Units

Units that fail to rally will continue to flee during the Movement phase, as described on [page 132](#).

THE MOVEMENT PHASE

Mastery of the Movement phase is vital to victory on the battlefield. It is in this phase that you will attempt to outmanoeuvre your foe, by moving archers into positions from which to dominate the battlefield, advancing cavalry along a flank to exploit enemy weaknesses and positioning regiments to intimidate the enemy before charging boldly into combat when the time is right.



As movement is such a vital part of the game, this section is broken down into two parts. The first gives an overview of the Movement phase itself. The second explains movement in greater detail. As always, if you are not yet familiar with the game, be prepared to spend some time checking other sections of the rules as you read through this section.

The Movement Phase Sequence

As with other phases of the game, the Movement phase is broken down into four sub-phases. Work your way through these in the order shown below. The units in your army can act in whatever order you wish within each sub-phase, providing that you complete one sub-phase before moving onto the next.

1. Declare Charges & Charge Reactions

The active player declares which of their units will charge, nominating one unit at a time and indicating which enemy unit it will charge. Once all charges have been declared, the inactive player declares and resolves each charged unit's charge reaction.

2. Charge Moves

Once all charges have been declared and all charge reactions have been resolved, the active player moves their charging units in an order of their choosing.

3. Compulsory Moves

Sometimes, a player has no choice over whether or not to move a unit; for example, a fleeing unit is obliged to make a flee move. All compulsory moves are made during this sub-phase.

4. Remaining Moves

During this sub-phase, the active player advances their battle line, moving those units that did not move during the Charge Moves or Compulsory Moves sub-phases.

The 1" Rule

There is one rule of movement that applies throughout the game – the 1" rule. Quite simply, with the exception of units engaged in combat, no unit can end its movement within 1" of an enemy unit.

Often, a unit will have to move within 1" of another unit during its move. This is perfectly acceptable, provided that, at the end of the movement, there is 1" between it and any enemy units. At times, once movement is complete, players may have to nudge units further apart, by the smallest amount possible, to maintain this rule, and this is also perfectly acceptable. Both players should agree upon how best to do this and ensure neither gain any unfair advantage.



"The kinbands must march to war. Blood must be spilt."

Naieth the Prophetess



1. Declare Charges & Charge Reactions

At the start of your Movement phase, the first thing you must do is declare which units (if any) will charge. Units are not normally obliged to charge unless a special rule states otherwise.

Charging is the only way for a unit to move itself into combat with the foe. If you want to engage an enemy in combat then you must charge them – you cannot simply move into combat without having first declared a charge.

To declare a charge you must indicate which of your units is charging, and which enemy unit it is going to charge. A charged unit is often referred to as the 'charge target'.

When you declare a charge, one or more of the models in your unit must be able to draw a line of sight to the charge target, and the charge target must lie at least partially within the charging unit's front arc.

You are always allowed to measure the distance between your unit and the potential charge target before declaring the charge, and should take into account any terrain that might slow the unit down (see [page 135](#)), as this might well affect your decision whether or not to declare a charge.

Charge movement is explained in greater detail on [page 126](#).

Who Can Charge?

Not all units can charge. Units that are already engaged in combat, that are fleeing, or that rallied during the Strategy phase of this turn cannot declare a charge or make a charge move. Units that are in Marching Column can declare a charge, but cannot make a charge move. In rarer cases, units may be prevented from either declaring a charge, or making a charge move, by a special rule or spell effect.

Additionally, a unit cannot declare an impossible charge – i.e., one that it cannot possibly complete, either because the enemy unit lies beyond the chargers' maximum possible charge range (see [page 121](#)), or because intervening obstructions make it impossible for the unit to make a charge move that allows it to move into contact.

Note that if such an obstruction is another unit, and there is a chance that the intervening unit will move out of the chargers' way before the charge is completed, the charge is 'possible', and therefore can be declared (remember that you still need to see the target to declare the charge though).

Charging More Than One Unit

Normally, a unit can only declare a charge against a single enemy unit. However, should a unit be unable to charge its intended target without making contact with one or more other enemy units, a charge must also be declared against each of those units. In such cases, each charged unit is considered to be a charge target and each must declare and resolve its own charge reaction (in an order chosen by their controlling player).



"Shroud the eyes, shroud
the soul,

Turn to face the east,

Respect the dead when
Morr's bell tolls

Or await the fang'ed beast."

*Funeral verse,
popular in Stirland*

Charge Reactions

Once the active player has declared all of their charges, the inactive player declares a 'charge reaction' for each of the charge targets. There are three charge reactions available to the inactive player: Hold, Stand & Shoot and Flee:

Hold: The unit opts to stand its ground and receive the charge. This is the usual response for units that do not have missile weapons or those units that favour their chances in the fight ahead.

Fleeing units cannot Hold. Units already engaged in combat when charged must Hold. Any unit that forgets to declare a charge reaction will Hold.

Stand & Shoot: If a unit is armed with missile weapons and can draw a line of sight to the charging unit, it may declare that it will attempt to Stand & Shoot. Measure the distance between the two units. If the distance is less than the Movement characteristic of the charging unit, the charged unit is unable to raise its weapons in time and must either Hold or Flee instead.

Otherwise, even if the distance between the two units is greater than the maximum range of the charged unit's weapons, the charged unit will shoot at the charging unit (see page 137). Once this shooting has been resolved, the charged unit will Hold and await the charging unit. Charging units are not required to make Panic tests (see page 160).

Fleeing units and units already engaged in combat when charged cannot Stand & Shoot.

Flee: Any unit that is not already engaged in combat may Flee as a charge reaction. Units already fleeing must Flee when charged.

When a unit chooses to Flee from a charge, it flees directly away from the charging unit:

- Pivot the unit about its centre (see page 125) so that it is facing directly away from the centre of the charging enemy unit.
- After pivoting, the unit makes an immediate flee move (see page 132).

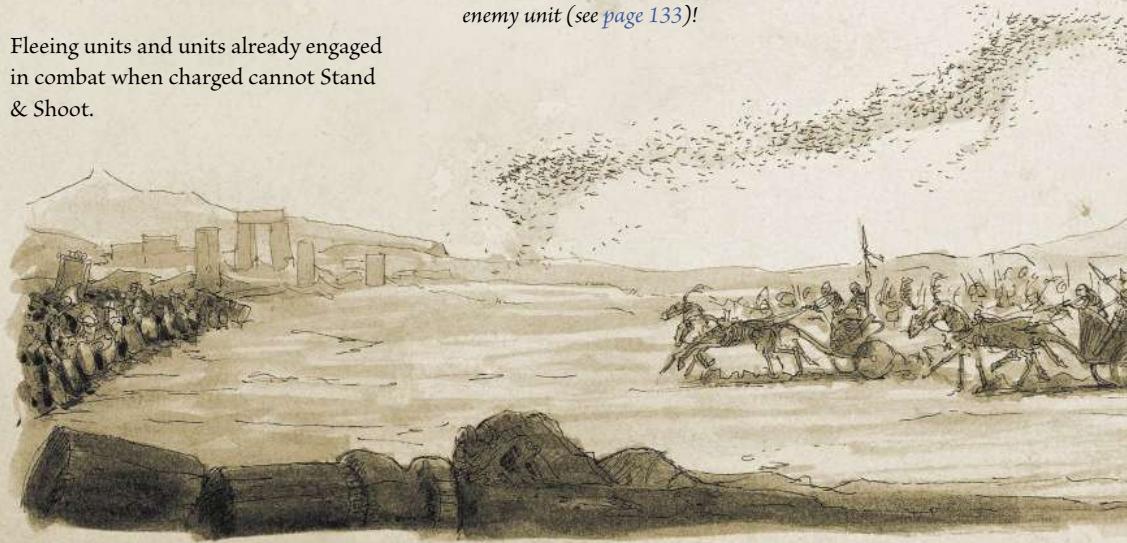
Should a fleeing unit not run far enough, it may be 'run down' and destroyed by the charging unit (see page 129).

Charge Reactions & Multiple Charging Units

A unit can only Stand & Shoot in response to one charge per turn, even if charged by multiple units. Once all charges have been declared, the inactive player can choose which charging unit to Stand & Shoot at. The unit will then Hold against the other charging units.

If a unit charged by multiple enemy units chooses to Flee, it will flee directly away from the enemy unit with the highest Unit Strength. If two enemy units have the same Unit Strength, randomly determine which the unit flees directly away from.

Note that, in its haste to flee from one charging enemy unit, a unit might flee through another enemy unit (see page 133)!



2. Charge Moves

With charge reactions declared and resolved, it is time to see whether or not the charges are successful. Work through charges one at a time, in an order decided by the active player, completing each before moving on to the next.

Determine Charge Range

How far a unit can charge is based on its Movement characteristic. However, because a charge represents warriors rushing forward at speed, units can charge further than their basic Movement characteristic.

To represent this, as well as the caprices of fate, a unit's 'charge range' is determined by first making a 'Charge' roll. To make a Charge roll, roll two D6 and discard the lowest result. The highest result is the result of the Charge roll. If both dice roll the same result, discard either. The result of the Charge roll is then added to the unit's Movement characteristic to give the unit's charge range.

With its charge range established, the charging unit makes its 'charge move'. If the charging unit has insufficient movement to complete its charge move, it is unable to reach the enemy and instead makes a 'failed charge' (see Fig 121.1).

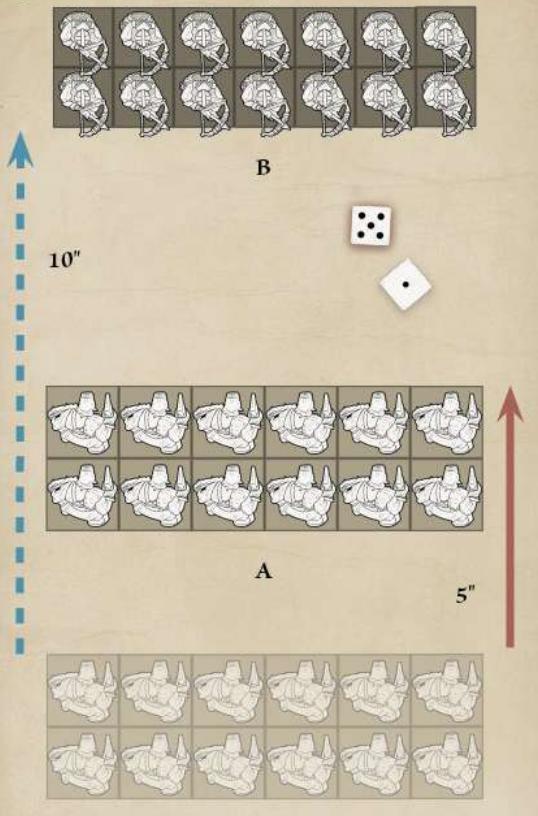
The Charge Move: Moving a charging unit is often a complicated procedure. For this reason, the charge move itself is covered in greater detail on [page 126](#), after the basics of movement and manoeuvre have been explained.

Maximum Possible Charge Range: A unit's maximum possible charge range is determined by adding six (the highest possible result of an unmodified Charge roll) to its current Movement characteristic (taking into account any modifiers that might apply to its Movement characteristic).

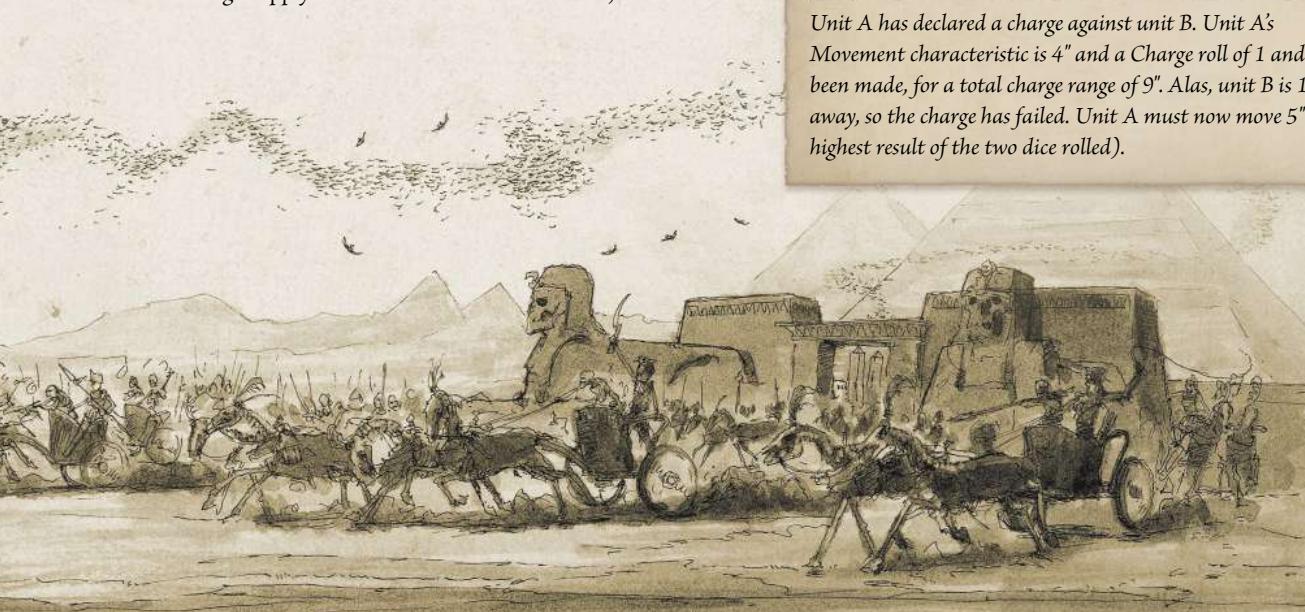
Failed Charge

A unit that makes a failed charge has started towards the enemy, but is unable to cover the distance. The warriors in the unit simply lose impetus. If a unit makes a failed charge it moves directly towards the target a distance equal to the result of the Charge roll, wheeling as required.

Fig 121.1



Unit A has declared a charge against unit B. Unit A's Movement characteristic is 4" and a Charge roll of 1 and 5 has been made, for a total charge range of 9". Alas, unit B is 10" away, so the charge has failed. Unit A must now move 5" (the highest result of the two dice rolled).



3. Compulsory Moves

Generally speaking, a player can move their units however they wish within the confines of the rules. However, sometimes units behave of their own accord. All compulsory movement is carried out in this sub-phase, after charges have been resolved, but before other movement takes place.

Fleeing Units

Units that failed to Rally during the Strategy phase will continue to flee during the Compulsory Moves sub-phase. Fleeing units must be moved at the beginning of this sub-phase, before moving any other units that are obliged to make a compulsory move.

Moving a fleeing unit is often a complicated procedure. For this reason, fleeing itself is covered in greater detail on [page 132](#), after the basics of movement and manoeuvre have been explained in more detail.

Other Types Of Compulsory Movement

Other units that must move in the Compulsory Moves sub-phase follow the normal movement rules, unless stated otherwise. Any special rules that apply to units that have a compulsory move will be described within their rules. For example, some units have a random Movement characteristic. In other cases, a unit might be obliged to move in a specific direction, or even in a random direction.

Whatever the case, any compulsory moves are resolved now, after all fleeing units have moved. These compulsory moves can be resolved in any order the controlling player wishes.

4. Remaining Moves

With all charges and compulsory moves attended to, you can now move the rest of your army. While it might lack the drama of charging or the jeopardy of compulsory moves, the Remaining Moves sub-phase is no less important.

During this sub-phase players manoeuvre their remaining units in order to set up charges for future turns, as well as attempt to deny future charges their opponent will wish to make. This is also the time to manoeuvre missile troops and Wizards so that they have suitable targets, seize important areas of the battlefield, and so on. Finally, Conveyance spells can be cast at any point during this sub-phase.

Note that units which are fleeing, that charged this turn or that moved during the Compulsory Moves sub-phase cannot move again during this sub-phase. Their movement for the turn has already been completed.



MOVEMENT IN DETAIL

Moving an army is an important and often decisive part of the game. When opposing commanders are well matched, move and counter move can become complex and challenging as the rival armies search for an advantage.

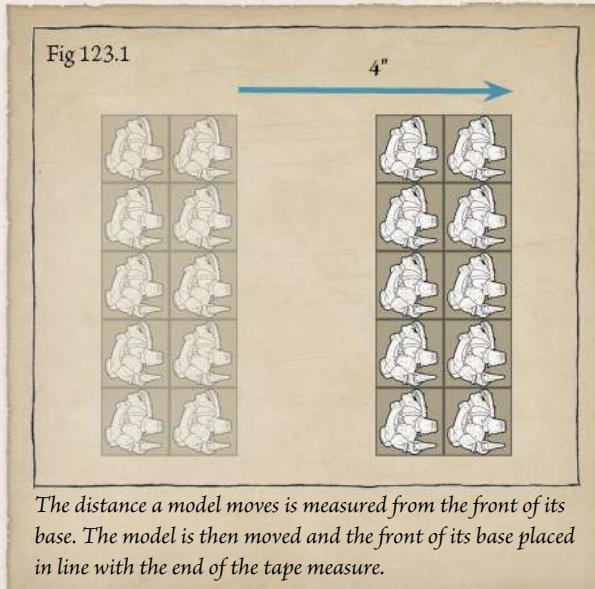


This section begins with the rules for basic movement and manoeuvre, before delving into the intricacies of charging and fleeing. Finally, you will find an explanation of how different types of battlefield terrain can hinder, or even halt, movement.

Basic Movement

The most basic move any model or unit can make is to move forward a number of inches up to its Movement characteristic, as shown in Fig 123.1. If there is more than one Movement characteristic within a unit, the entire unit moves at the rate of the slowest model.

Units arrayed in rank and file are cumbersome, and find it hard to change direction. Models (and units) must move forward in a straight line, unless performing a manoeuvre.



Marching

Most units are able to 'march', allowing them to move rapidly across the battlefield. A marching unit can double its Movement characteristic. Whilst marching a unit can wheel to change direction, but cannot perform any other manoeuvres. However, a unit that marched in the Movement phase cannot shoot during the Shooting phase (including casting Magic Missile or Magical Vortex spells).

Note that whilst in Marching Column, a Close Order formation may triple its Movement characteristic when Marching.

Enemy Sighted: Units are often unwilling to march when the enemy is close. If you wish a unit to begin a march move whilst within 8" of an enemy unit (ignoring enemy units that are fleeing), it must first make a Leadership test. If this test is failed, the unit refuses to march but may move normally. If this test is passed, the unit may march.

Note that if a unit attempts an Enemy Sighted test in order to march and fails, it is considered to have marched, even if its controlling player then elects to not move the unit at all.



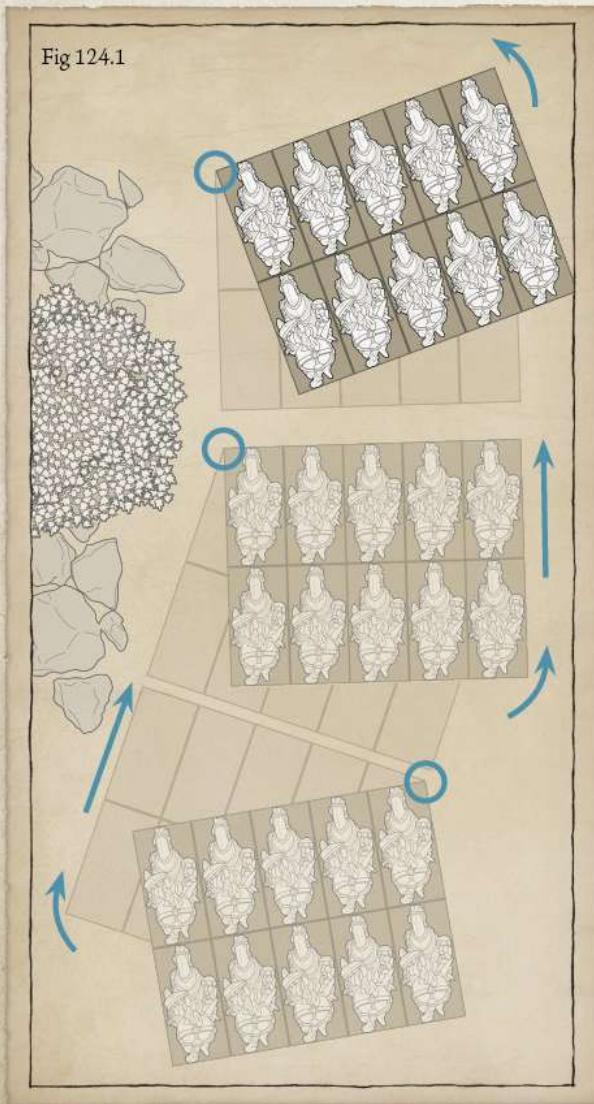
Manoeuvres

There are six types of manoeuvre to choose from: wheel, turn, move backwards, move sideways, redress the ranks and reform. During its movement, a unit may perform a single manoeuvre. Regardless of the manoeuvre performed, no model can move more than twice its Movement characteristic.

1. Wheel

'Wheeling' is the best way of making an alteration to the direction a unit is facing whilst still being able to advance. To wheel, the leading edge of the unit moves forward, pivoting round one of its front corners, as shown in Fig 124.1.

When a unit wheels, every model counts as having moved as far as the outside model. Once the wheel is complete, you may use any movement the unit has remaining. Unless it is charging, a unit can wheel more than once during its move and can alternate between moving forward and wheeling.



2. Turn

To execute a turn, all the models remain in place but are turned through 90° or 180° to face their side or rear. For every 90° it turns, a unit uses a quarter of its Movement characteristic.

When a unit turns, all models in complete ranks simply turn on the spot. Any models in an incomplete rear rank are moved to the rear of the new formation.

When a unit is turned to face its side or rear, any Command models it contains (see page 198) are automatically placed into the new front rank. If there is not enough space in the front rank, such models are placed in the second rank.

Fig 124.2

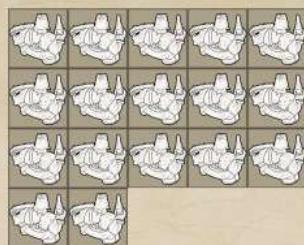


Fig 124.3

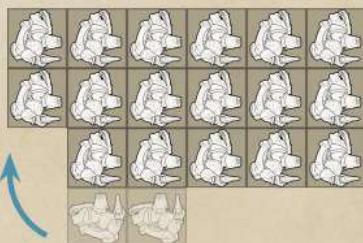
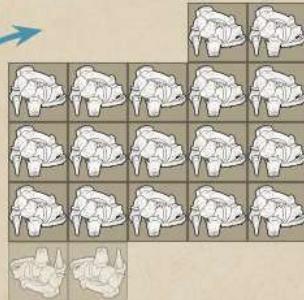


Fig 124.4



From its initial position in Fig 124.2, the unit may spend a quarter of its movement to turn 90°, as shown in Fig 124.3, or half of its movement to turn 180°, as shown in Fig 124.4.

3. Move Backwards

Units can move backwards as well as forward, but tend to shuffle carefully rather than stride purposefully. To represent this, a unit that moves backwards must halve its Movement characteristic.

4. Move Sideways

Units can move sideways as well as forward, but do so with caution in order to maintain their formation. To represent this, a unit that moves sideways must halve its Movement characteristic.

5. Redress The Ranks

Units can redress the ranks by moving models to or from their rear ranks to decrease or increase the number of models in their front rank. A unit may use half of its Movement characteristic in order to deduct up to five models from its front rank (as shown in Fig 125.1), or to add up to five models to its front rank (as shown in Fig 125.2).

The models in the remaining ranks are then rearranged to match the number of models in the front rank and maintain a correct formation. Remember, there must be the same number of models in each rank. Only the rear rank may have fewer models.

6. Reform

A reform represents the most complex of manoeuvres a unit can perform on the battlefield, but on the tabletop it is quite straightforward. Reforming allows a unit to sacrifice its entire movement in order to both pivot about its centre to change its facing by up to 180°, and to rearrange its ranks and files as required to either change its formation, or to adopt a different formation.

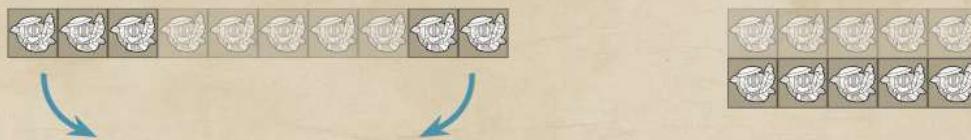
Pivoting

Sometimes, the rules will require a unit to ‘pivot’ usually about its centre. This is exactly as it sounds. The unit is not performing any of the manoeuvres previously described – instead it spins on the spot, using its centre as a pivot point, ignoring the presence of other units or terrain whilst it does so.

The Ends Of The World

It is important to note that the edge of the battlefield does not represent the end of the world. It is perfectly acceptable for a corner of a unit to cross beyond the edge of the battlefield during a manoeuvre, provided the unit is able to end its movement completely upon the battlefield.

Fig 125.1



This unit uses half of its movement to reduce its frontage by five models. As a result it goes from ten wide to five wide, gaining an extra rank.

Fig 125.2



This unit uses half of its movement to increase its frontage by five models. As a result it goes from five wide to ten wide.

The Charge Move

As mentioned previously, moving a charging unit can often be quite complex. This is because a charging unit is obliged to fulfil certain criteria:

- 1 A charging unit must endeavour to bring as many models as possible within its front rank into base contact with models in the charged unit.
- 2 A charging unit must move by the shortest route possible to reach its charge target.
- 3 A charging unit must move forward in as straight a line as possible.
- 4 After moving, a unit that charged must ensure that it is aligned against the charge target.

Manoeuvring During A Charge

Unless stated otherwise, a charging unit cannot perform a turn, move backwards, move sideways, redress the ranks or reform manoeuvre during its charge move.

However, a charging unit must endeavour to bring the maximum number of models from both sides into base contact, which will often require some degree of manoeuvre. To facilitate this, a charging unit may wheel once, at any point, during its move, as shown in Fig 126.2.

Note that a charging unit does not have to complete its wheel if doing so would cause it to make a failed charge or would prevent the completion of a charge declared by another unit.

Once a charging unit has completed any required wheel, it completes its movement, moving straight ahead towards the charge target and stops as soon as the two units touch.

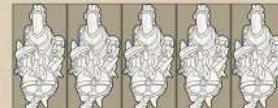
Aligning To The Enemy

Usually, moving a charging unit in the manner described will leave it and the charged unit in base contact at a peculiar angle with an odd gap in between. In a real battle warriors would quickly move to attack their enemies and, in so doing, close the gap – which is exactly what happens in the game.

Once the charging unit contacts the charge target, it must perform a second, free wheel (if required) to bring its front facing into flush contact with the facing of the enemy unit that has been charged, as shown in Fig 126.4.

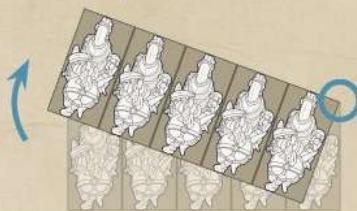
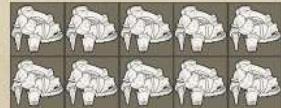


Fig 126.1



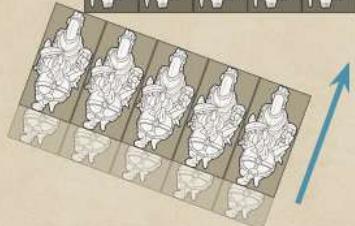
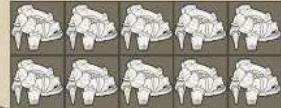
1. Declare Charge.

Fig 126.2



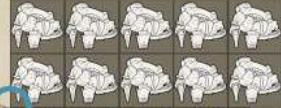
2. Wheel to maximise contact.

Fig 126.3



3. Move in.

Fig 126.4



4. Align to the enemy.

Flank & Rear Charges

Sometimes, your unit will be able to charge into the flank or rear of an enemy unit. This is particularly beneficial because an attack from an unexpected direction gives you an advantage in combat.

A charging unit's position when the charge is declared determines whether it charges into the front, flank or rear of the enemy unit. A unit's position in relation to its potential charge target is determined when the charge is declared.

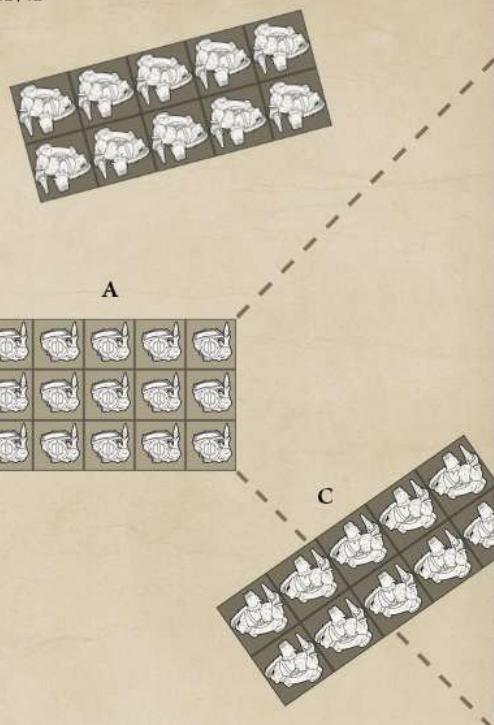
If the charging unit is in the charge target's front arc when the charge is declared, it charges into that unit's front. As units generally begin the game facing each other, this is the most common situation that will arise.

However, if the charging unit is within a flank arc of its charge target when the charge is declared, it charges into that unit's flank. If the charging unit is within the rear arc of its charge target when the charge is declared, it charges into that unit's rear.

Resolving Uncertainties: Sometimes, a charging unit will straddle two arcs. In such cases, count how many models in the front rank of the charging unit lie within each arc. If there are more models in one arc, the unit is considered to be in that arc.

If it is still unclear, the charging unit is considered to be in the arc that gives it the least advantage in terms of combat result (see [page 151](#)). For example, if you cannot determine whether a charging unit is in the flank or rear arc, it is in the flank arc.

Fig 127.1



Unit A has been charged by units B and C. Unit B is completely within unit A's front arc. Unit C, however, straddles unit A's flank and rear arc. Three of the models in unit C's front rank are in the flank arc, whilst only two models are in the rear arc. Unit C is therefore considered to be in unit A's flank and will charge accordingly.



Unusual Situations (Charging)

Unusual situations can arise as units charge. The following pages attempt to deal with these. However, should a situation ever arise that cannot easily be resolved, players should agree with one another upon the most logical course of action, and avoid getting bogged down in overly long debates.

Unable To Align

On occasion, a charging unit will be able to make contact with its charge target, but unable to align to it because something lies in the way. In such cases, the charge target should align itself against the charging unit. If this is not possible, simply leave a gap. In either case, the charging unit has made a 'disordered charge', as shown in Fig 128.1 and Fig 128.2:

Disordered Charge: A unit that has made a disordered charge does not gain the Initiative modifier for charging (see page 146).

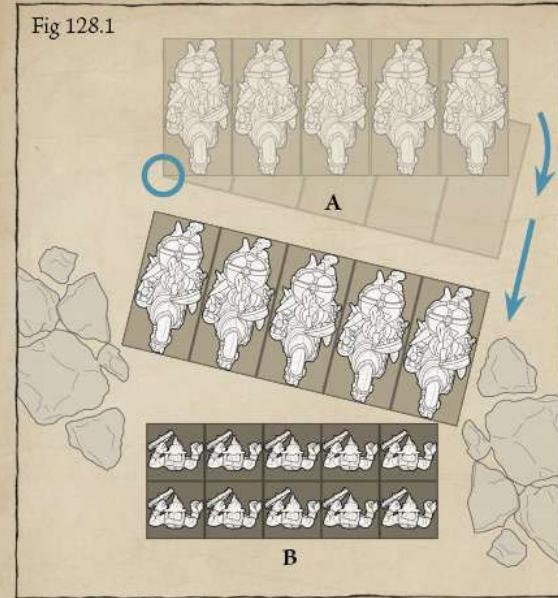
Charging Through Terrain

A charging unit must move by the shortest route possible to reach its charge target. Therefore, charging units will often be obliged to move through difficult or dangerous terrain, or across low linear obstacles. This is perfectly acceptable, but a charge made through any form of terrain is more difficult, and often much slower, than a charge made across open ground.

Before making a charging unit's Charge roll, check to see if any part of the unit will move through difficult or dangerous terrain, or across a low linear obstacle, when it makes its charge move. If so, that unit must discard the highest result when making its Charge roll, rather than the lowest, and will suffer a -1 modifier to its Movement characteristic (to a minimum of 1) when making its charge move.

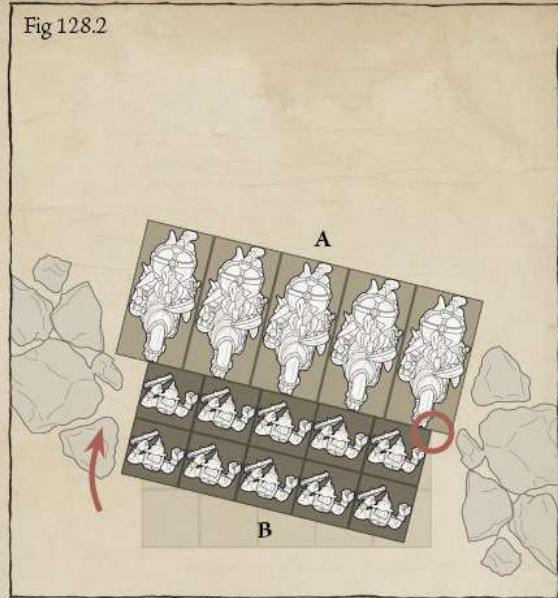
Finally, if a unit ends its charge move with a quarter (25%) or more of its models within difficult terrain, or straddling a low linear obstacle, it becomes Disrupted and cannot claim a Rank Bonus.

Fig 128.1



Unit A charges unit B. It wheels to bring as many models into base contact as possible, and to avoid the terrain before moving in.

Fig 128.2



After making contact, unit A cannot align to unit B – the terrain is in the way. Unit B then wheels to align. Not being as wide as unit A, it moves past the terrain and the gap is closed.

Charging A Fleeing Enemy

When a charged unit turns tail and flees, the charging unit has two options: attempt to 'run down' an enemy that flees from it, or attempt to 'redirect' its charge.

Running Down the Foe: Once the charge target has completed its flee move, the charging unit makes its charge move as normal. If the charging unit makes contact with the fleeing unit, it will wheel to align as normal. Caught by the enemy, the fleeing unit is hacked to pieces and immediately removed from play.

The charging unit may then attempt to reform by making a Leadership test. If this test is failed, the unit is unable to reform. If this test is passed, the unit may make a free reform. In either case, the unit cannot move again this turn.

If the charging unit does not make contact with the fleeing unit, it moves forward its full charge range. It has not made a failed charge – the charge target ran away.

Redirecting a Charge: Once the charge target has completed its flee move, the charging unit may attempt to redirect its charge if there is an eligible alternative charge target, as shown in Fig 129.1. This can be:

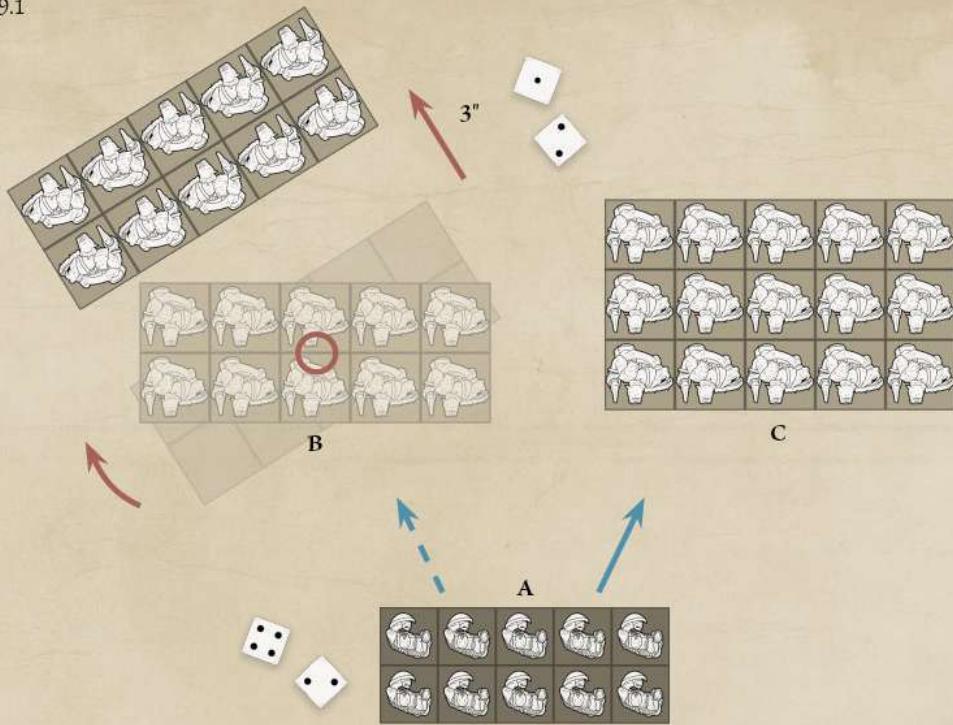
- A unit which the charging unit could have declared a charge against at the beginning of this phase.
- A unit that has been revealed by the movement of the fleeing unit.

If the charging unit wishes to redirect, it must first make a Leadership test. If this test is failed, the unit must attempt to run down the fleeing unit. If this test is passed, the unit may redirect, immediately declaring a charge against its new target.

The target of a redirected charge does not have time to Stand & Shoot, the only charge reactions available to it are Hold and Flee. Should it Flee, the charge cannot be redirected again.

When a charge is redirected, the original charge target is not run down and will flee to safety. A charge cannot be redirected if there are no eligible alternative charge targets.

Fig 129.1



Unit A declared a charge against unit B, which chose to Flee, and fled 3". Once unit B has completed its flee move, unit A attempts to redirect its charge against unit C. To do so, it must make a Leadership test. Unit A passes this test with ease, and is free to redirect its charge against unit C.

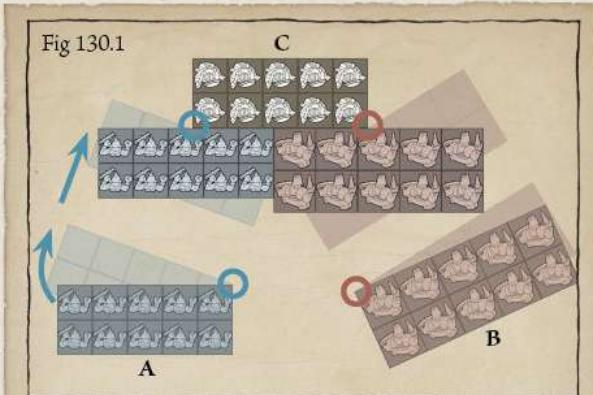
Multiple Charging Units

When two or more units are charging into the same arc of a single enemy unit, they are considered to move simultaneously and both units must try to bring the maximum number of models from both sides into base contact.

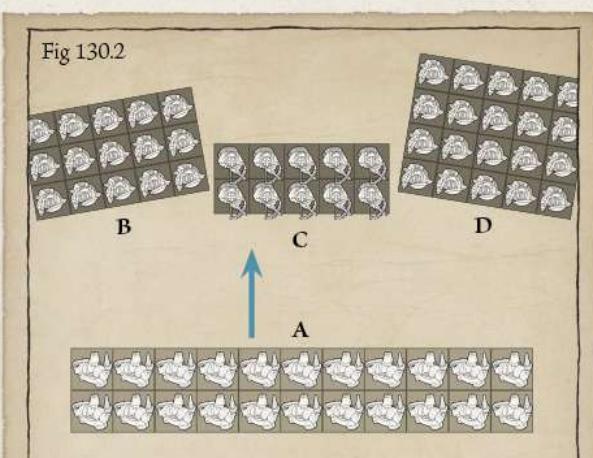
Multiple Charge Targets

A unit may be unable to charge its intended target without making contact with other enemy units. In such cases, the charging unit must declare a charge against all of the enemy units it will contact, and each is able to declare its own charge reaction.

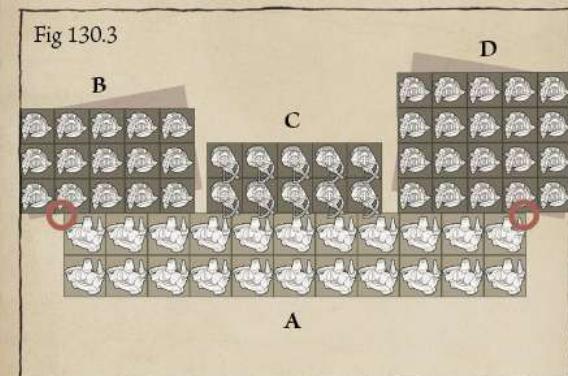
If the charging unit is unable to align itself to all of the enemy units once contact has been made, those enemy units the charging unit cannot align against must themselves align against it. The charging unit counts as having made a disordered charge (as described on page 128) against any unit that was obliged to align against it.



Units A and B have both declared a charge against unit C. They use their movement to ensure that the maximum number of models from each unit make base contact with models in unit C.



Unit A wishes to charge unit C. However, due to the width of unit A, it cannot do so without contacting both units B and D as well. Unit A therefore declares a charge against all three and all three declare their charge reactions.



Once unit A has moved, it is unable to align against units B and D. Therefore, units B and D must align to unit A. Unit A is considered to have made a disordered charge against units B and D (but not against unit C).

Accidental Contact

Sometimes, particularly during the push and pull of combat, units make accidental contact with enemy units. Should this prove unavoidable, there are several ways to resolve this.

If a unit is contacted in its front arc, and if it is not itself already engaged in combat, the unit may either:

- Commit to combat, aligning against the enemy unit that made accidental contact with it (neither unit counts as having charged and both fight in Initiative order).
- 'Give Ground' (see page 134) to avoid being drawn into an unwanted combat.

However, if a unit is accidentally contacted in its flank or rear arc, or is itself already engaged in combat, its owning player must move it (and, if necessary, any units it is in combat with) aside by the minimum amount necessary to ensure it is both 1" away from the unit that accidentally contacted it and still engaged in its own combat.

Accidental Contact When Running Down The Foe

A charging unit that has chosen to run down a fleeing charge target may make accidental contact with another enemy unit. When this happens, the charging unit is considered to have redirected its charge against that unit (as described on page 129) and the fleeing unit escapes.

If the charging unit makes accidental contact with two or more enemy units, treat it as you would a unit charging multiple charge targets, as described previously.

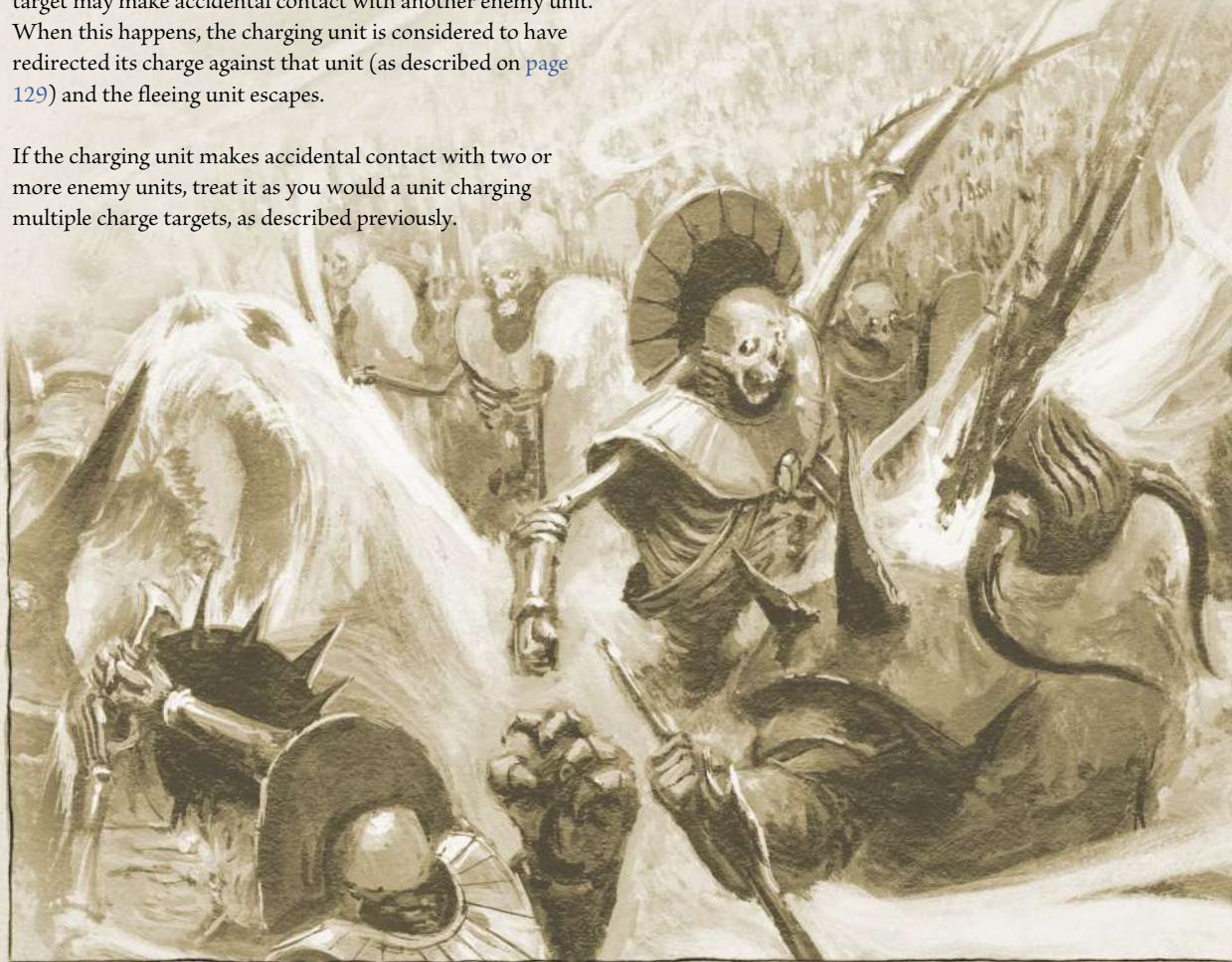
Accidental Contact During A Charge

A charging unit might find its path unexpectedly blocked by another enemy unit, usually one that has fled from another charge. If the charging unit is able to wheel to avoid the unit and complete its charge, it should. If this is not possible, or if doing so will cause a failed charge, the charging unit has two options – it can halt its charge, or it can continue ahead.

Halting a Charge: If the charging unit wishes to halt its charge, it is moved towards its charge target as normal, stopping 1" away from the unit that has blocked its path. A halted charge is not a failed charge.

Continuing Ahead: If the charging unit chooses to continue ahead, the outcome will depend upon the enemy unit:

- If a charging unit makes accidental contact with a fleeing enemy unit, it will wheel to align as normal. The fleeing unit is considered to have been run down by the charging unit and is immediately removed from play. The charging unit's movement comes to an end and, due to the confused circumstances, cannot attempt to reform.
- If a charging unit makes accidental contact with an enemy unit that is not fleeing, simply treat the charging unit as having redirected its charge into that unit.



Flee!

Units flee for many reasons. Units that fail to rally during the Strategy phase will flee in the Compulsory Moves sub-phase, others will flee from a charging enemy, and so forth. When a unit flees, it abandons all formation and heads to safety by the most direct route possible.

Direction Of Flight

When a unit flees, the direction of its flight will be determined by whatever caused it to flee. In most cases, this is an enemy unit. Units that fail to Rally will continue in the direction of their earlier flight, rarely changing direction.

Fleeing from an Enemy Unit: When the rules call for a unit to flee directly away from an enemy unit, pivot the fleeing unit about its centre so that it is facing directly away from the centre of the enemy unit it is fleeing from, as shown in Fig 132.1. After pivoting, the unit makes an immediate flee move, as shown in Fig 132.2.

Fleeing as a Compulsory Move: Units that fail to rally during the Strategy phase and continue to flee during the Compulsory Moves sub-phase of the Movement phase will continue along their previous path. When a unit flees as a compulsory move, it moves straight ahead in the direction it is facing.

The Flee Move

To determine how far a fleeing unit moves, make a 'Flee' roll after pivoting it (if required). To make a Flee roll, roll 2D6. The result of this roll is the distance in inches that the fleeing unit moves. A fleeing unit:

- Moves straight ahead in the direction it is facing.
- Must move the full distance rolled, even if doing so would take the unit off the battlefield.
- May change direction by pivoting only if required to move around impassable terrain.

Destruction of a Fleeing Unit: Should any part of a fleeing unit move into contact with, or cross beyond, the edge of the battlefield, the entire unit is removed from play and counts as having been destroyed.



Fig 132.1

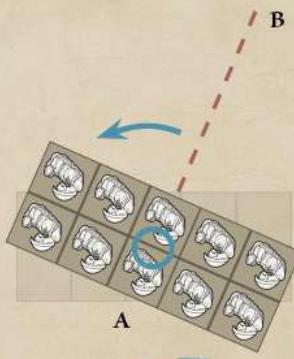
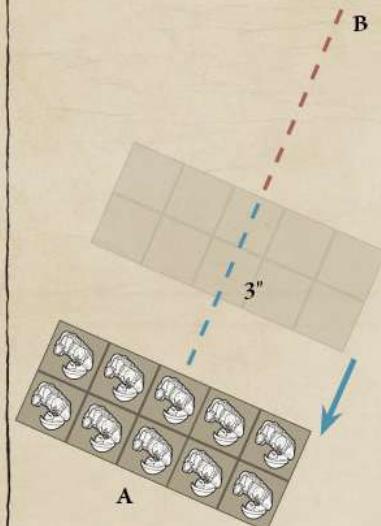


Fig 132.2



1. Unit A is fleeing from unit B. Therefore, unit A pivots around its centre point until facing directly away from unit B.

2. Unit A then moves forward a distance equal to its Flee roll.

Fleeing Through Friendly Units

As fleeing units have broken formation, they are able to move through friendly units without stopping or slowing. If the flee move would result in the fleeing unit ending up 'on top' of a friendly unit, then it carries on fleeing straight forward until it is clear of the unit, and will then halt.

Fleeing Through Enemy Units

Sometimes, a fleeing unit will run through an enemy unit. This is obviously extremely perilous. To represent this, once a fleeing unit's movement is complete, make a 'Peril' test for each model in the unit that moved through an enemy unit, as shown in Fig 133.1. To make a Peril test, roll a D6. On a roll of 4+, the model escapes without incident. On a roll of 1-3, the model is struck by the enemy and loses a single Wound.

If the flee move would result in the fleeing unit ending up 'on top' of or within 1" of an enemy unit, it carries on fleeing straight forward until it is 1" away from the enemy unit, and will then halt.

Note that there is no limit to how many Peril tests a unit may be required to make during a single move.

Fleeing Through Terrain

A fleeing unit moves through difficult and dangerous terrain without suffering any negative modifiers to its Movement characteristic, though it must make any Dangerous Terrain tests required (see page 135). Should a fleeing unit come into contact with impassable terrain, it must pivot around its centre in order to move around it by the shortest possible route.

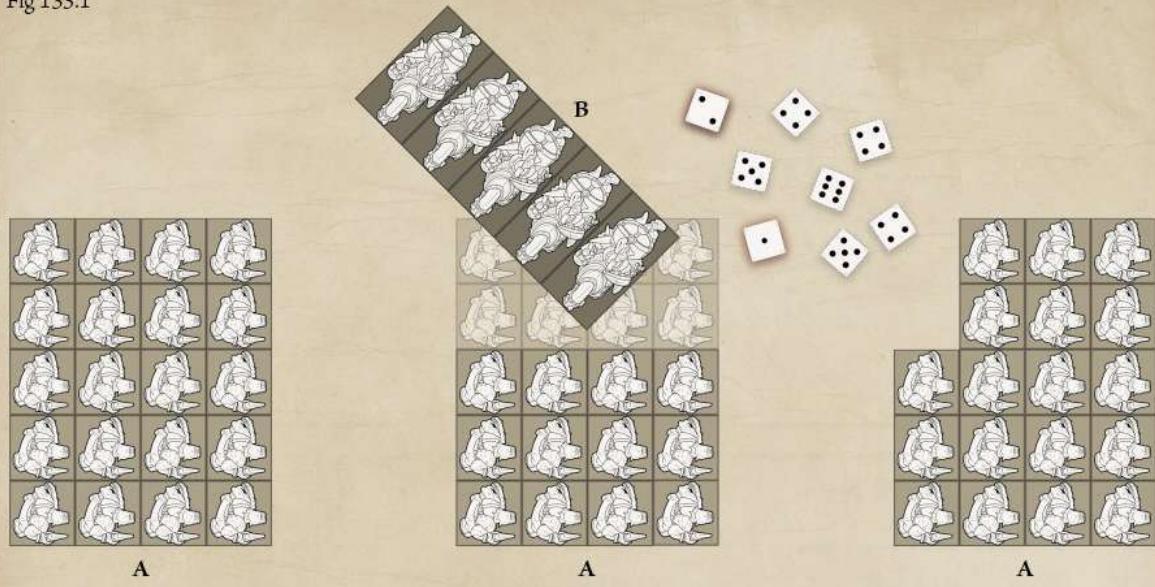
The Greater The Danger

If a unit is required to flee directly away from two or more enemy units at the same time, it will flee directly away from the enemy unit with the highest Unit Strength. If two enemy units have the same Unit Strength, randomly determine which the unit flees from.

The Limits Of Endurance

No matter how determined the coward, there is a limit to how far a model can run. A unit can only ever make one flee move per phase of the game. Should a unit ever be required to make a second flee move during a phase in which it has already fled, it does not pivot (if required to do so) and will flee 0".

Fig 133.1



Unit A must flee through an enemy unit, causing eight models to make a Peril test.





Give Ground & Fall Back In Good Order

The rules will often call for units to 'Give Ground' or 'Fall Back in Good Order'. Most often, they will do this after losing a round of combat or after suffering heavy casualties from enemy shooting.

Give Ground

A unit that Gives Ground does so reluctantly, maintaining its formation whilst attempting to put a bit of much needed distance between itself and the enemy.

When a unit Gives Ground, it moves 2" directly away from the enemy unit or units that caused it to Give Ground, without turning, pivoting or otherwise changing its facing in any way, stopping immediately should it come into contact with another unit or terrain, or if continuing to move would bring it within 1" of an enemy unit.

Fall Back In Good Order

When a unit Falls Back in Good Order, it is beating a hasty retreat, but has not yet lost all courage and is able to quickly rally its fighting spirit. A unit that Falls Back in Good Order moves exactly like a fleeing unit, with the following exceptions:

- When making its Flee roll, a unit that Falls Back in Good Order rolls two D6 and discards the lowest result. If both dice roll the same result, discard either.
- A unit that Falls Back in Good Order automatically rallies at the end of its flee move (exactly as described on page 117).

Oddball Stuff (Movement)

The movement rules are comprehensive and detailed. Despite this, there will always be situations in which something is unclear.

Conveyance Spells

If any of the active player's Wizards know any Conveyance spells, they may attempt to cast them at any point during the Remaining Moves sub-phase.

Lone Models

Lone models, such as characters, monsters or chariots, are units and move as such.

Different Formations

The rules in this section deal with units in Close Order formation. Units in different formations may move differently. These formations are explained in greater detail on page 182.

Moving Off The Battlefield

Except in the case of fleeing units (as discussed previously) and pursuing units (see page 157), no unit is permitted to move off the battlefield.

Reinforcements

A unit that enters the battle as reinforcements does so during the Compulsory Moves sub-phase. It is placed with its rear arc in full contact with the battlefield edge (upon which edge, and where, will depend upon the rule that triggers its arrival) facing towards the centre of the battlefield.

A unit that enters as reinforcements cannot march and counts as having moved for the purposes of shooting, but can otherwise move normally during the Remaining Moves sub-phase.



Terrain & Movement

Terrain is covered in more detail in the Battlefield Terrain section. For now, it is sufficient to explain that terrain is divided into seven categories; open ground, hills, difficult, dangerous and impassable terrain, linear obstacles (including both low and high) and woods.

This page focuses on how certain types of terrain hinder movement. Players should discuss before the battle begins which category a terrain feature falls into.

Open Ground & Hills

Any part of the battlefield not taken up by a terrain feature is open ground. Unless otherwise agreed, hills are open ground. Open ground does not impede movement at all.

Difficult Terrain

If any part of a unit moves through difficult terrain, that unit suffers a -1 modifier to its Movement characteristic (to a minimum of 1). This modifier is applied whether the unit begins its movement in difficult terrain, passes through difficult terrain during its movement, or ends its movement in difficult terrain.

In addition, a unit that ends its movement with a quarter (25%) or more of its models within difficult terrain (or straddling a low linear obstacle, below) becomes Disrupted.

Low Linear Obstacles: For the purposes of movement, low linear obstacles (i.e., less than 2" high), such as walls and hedges, are treated as difficult terrain.

Dangerous Terrain

Dangerous terrain hinders movement just like difficult terrain. In addition, make a 'Dangerous Terrain' test for each model in the unit that either begins its movement in dangerous terrain, passes through dangerous terrain during its movement, or ends its movement in dangerous terrain. To make a Dangerous Terrain test, roll a D6. On a roll of 2+, the model successfully negotiates the dangers of the terrain without incident. On a roll of 1, the model has suffered a terrible mishap and loses a single Wound.

Note that a model must make a Dangerous Terrain test for each separate dangerous terrain feature it encounters during a single move.

Impassable Terrain

Impassable terrain is terrain so difficult to move through that it cannot be crossed during the course of a battle. Units must go around impassable terrain.

High Linear Obstacles: For the purposes of movement, high linear obstacles (i.e., 2" high or more), such as castle walls, are treated as impassable terrain.

Woods

For the purposes of movement, woods are treated as either difficult or dangerous terrain, as agreed by the players.

Battlefield Decoration

Some terrain features are so small that, whilst they might provide a vital objective in a scenario, they cannot reasonably be expected to interfere with movement. Models can freely move through very small decorative elements of terrain less than 2" across.

THE SHOOTING PHASE

During the Shooting phase, your army lets fly with the missile weapons at its disposal, be they humble bows, fantastical war machines or devastating spells. Most armies will contain a unit or two of archers, a war machine or a Wizard that knows various deadly spells, and will use these to thin the enemy ranks. Other armies will field masses and masses of missile units, intending to seize victory in the Shooting phase by obliterating the enemy at long range.

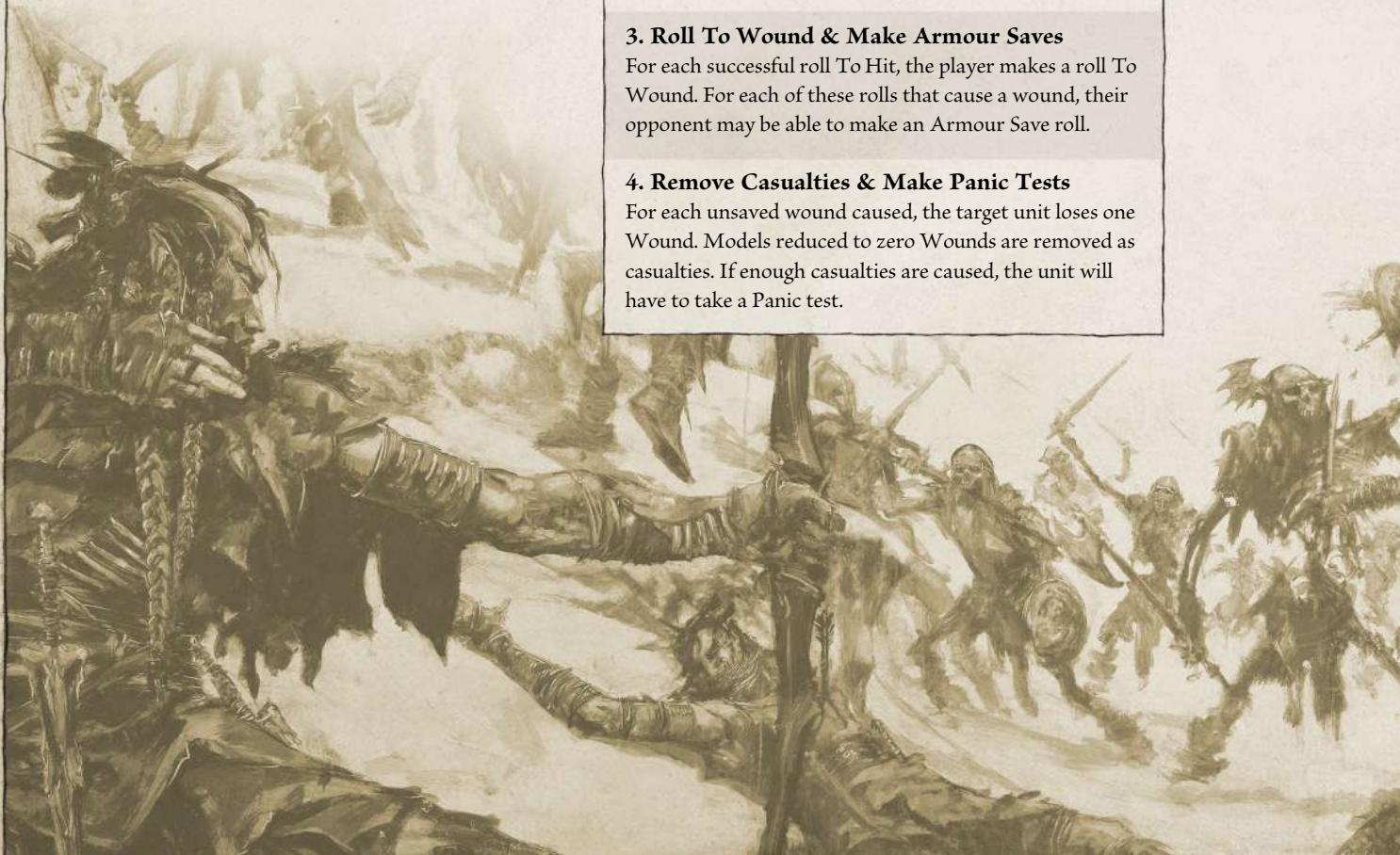


This section covers the shooting rules for common weapons and the majority of troop types, including Wizards able to cast Magic Missile or Magical Vortex spells, as described on page 107. War machines and other, more peculiar, devices of destruction are explained in greater detail in their own section (see page 222). However, even the most colossal trebuchet is governed by many of the same rules as the humble bow and arrow, so it is worth reading through this section before unlimbering your organ gun.

The Shooting Phase Sequence

Just like the other phases of the game, the Shooting phase is broken down into four sub-phases. However, unlike the Strategy and Movement phases, the Shooting phase sequence is followed in full for each unit, one at a time.

Simply choose a unit in your army, then complete all four sub-phases for that unit in the order shown opposite. You may then choose another unit, repeating the process until all units have had a chance to shoot or cast spells.



1. Choose Unit & Declare Target

The active player chooses a unit in their army that is able to shoot. They then check the unit's range and line of sight to any potential targets before declaring its target.

2. Roll To Hit

The active player rolls To Hit for the shooting unit. Sometimes, not all models will be able to shoot, and of those that can, certain modifiers may need to be applied to their roll To Hit.

3. Roll To Wound & Make Armour Saves

For each successful roll To Hit, the player makes a roll To Wound. For each of these rolls that cause a wound, their opponent may be able to make an Armour Save roll.

4. Remove Casualties & Make Panic Tests

For each unsaved wound caused, the target unit loses one Wound. Models reduced to zero Wounds are removed as casualties. If enough casualties are caused, the unit will have to take a Panic test.

1. Choose Unit & Declare Target

The active player chooses one unit in their army that is able to shoot and completes the Shooting phase sequence for that unit. This process is repeated until all units have had a chance to shoot.

Who Can Shoot?

Not all units are able to shoot. Only units equipped with missile weapons (including war machines) or that can cast certain types of spell (such as magic missiles) can shoot. A unit cannot shoot if:

- It charged or marched during the preceding Movement phase.
- It is engaged in combat.
- It is fleeing.

Check Line Of Sight

In order to shoot at something, a model must be able to draw a line of sight to it, as described on [page 103](#). Often, not every model in a unit will be able to draw a line of sight to the target. Therefore, when shooting with a unit you must determine line of sight for each and every model in the front rank.

Normally, only models in the front rank of a unit can shoot. However, sometimes the rules will allow models in the rear ranks to shoot. In such cases, models in the rear ranks are able to see what the model at the front of their file can see.

Check Range

All missile weapons have a maximum range. A model cannot shoot at a target if it lies beyond this maximum range. Often, not every model in a unit will be within range of the target. Therefore, you must check the range for each model in a unit individually.

The one exception to this is when a unit chooses to Stand & Shoot as a charge reaction. In such cases the charging enemy is assumed to have entered the weapons' range before any shots are fired.

Declare Target

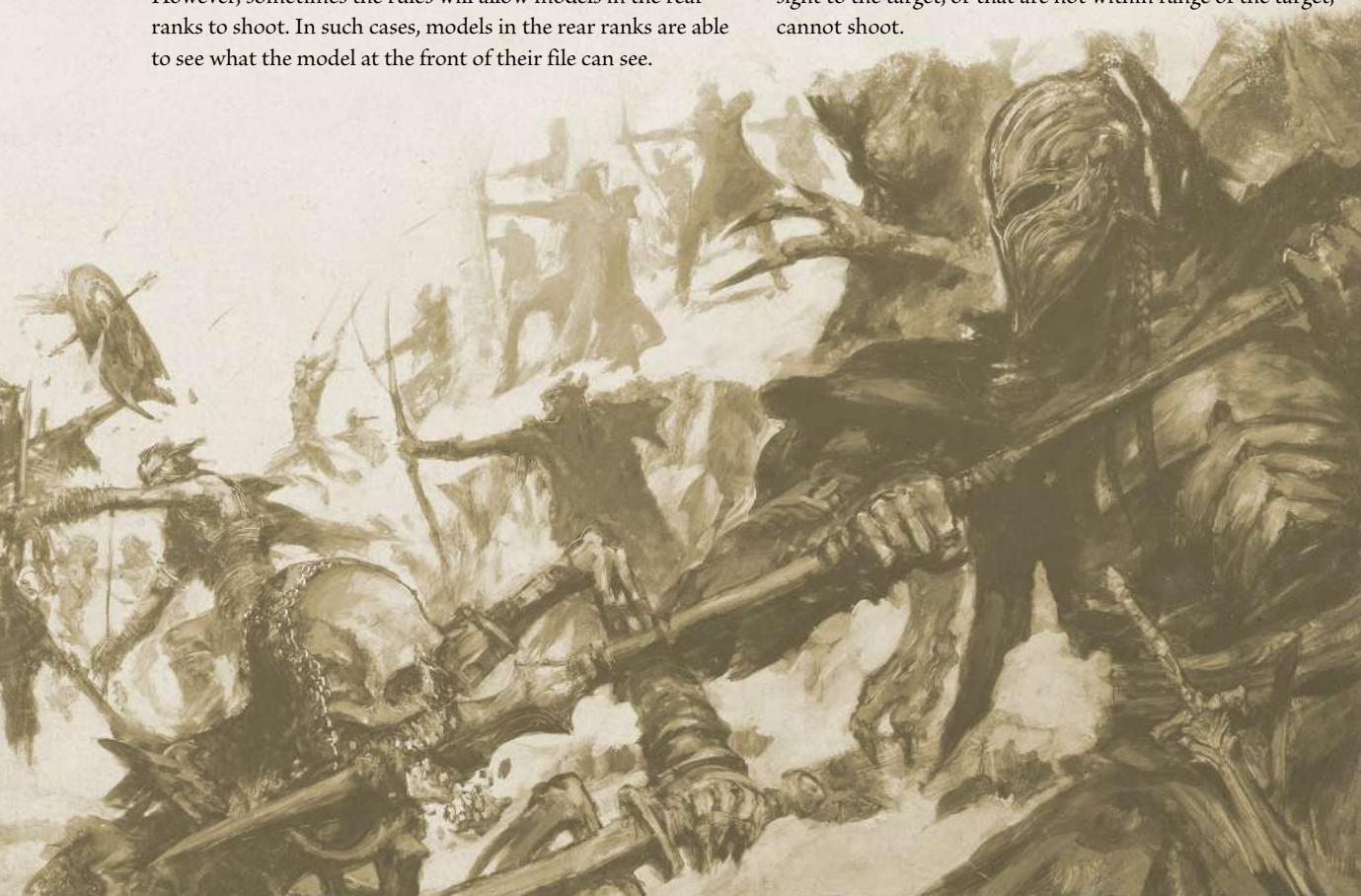
With line of sight and range checked, the active player must declare which enemy unit will be the target of the shooting unit.

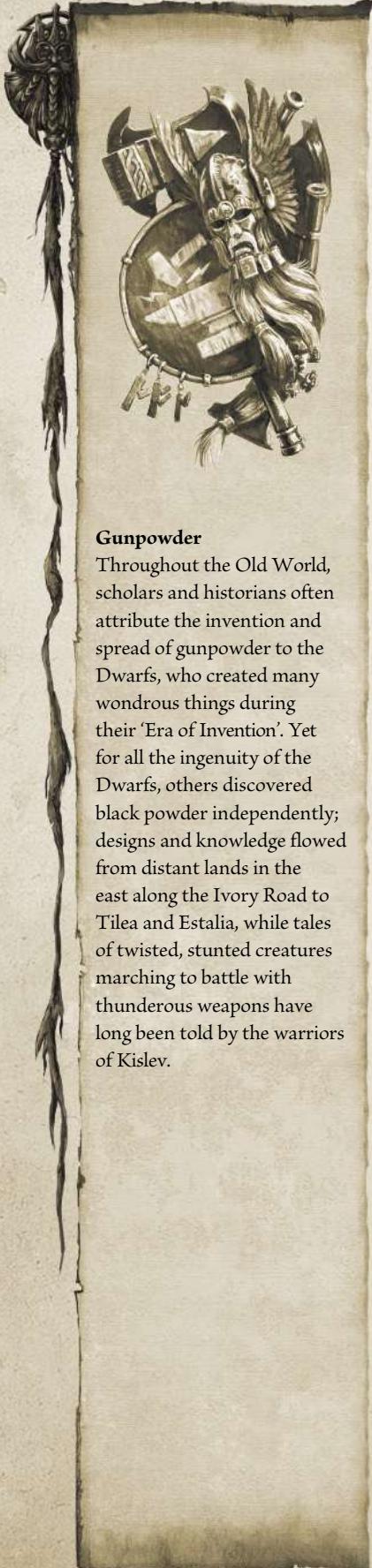
How Many Shots?

A unit can shoot only once per Shooting phase, and most models can make only one shooting attack (the number of Attacks a model has does not affect the number of shots it can make).

"We Can't All Shoot!"

Units cannot split their shooting between two or more targets. Therefore, any models within a unit that do not have a line of sight to the target, or that are not within range of the target, cannot shoot.





2. Roll To Hit

To determine whether a model hits its target, you must make a roll 'To Hit'. To make a roll To Hit, roll a D6 for each model that is shooting and look up the target number needed on the table below. Any dice that equal or beat the target number shown (after applying any modifiers) have hit the target:

Ballistic Skill	1	2	3	4	5
D6 roll To Hit	6+	5+	4+	3+	2+

Fast Dice Rolling

To speed the process up, rather than rolling one dice at a time for each model, count how many models in your unit are shooting and roll a batch of that many dice. If there are a lot of models, you might prefer to roll several smaller batches.

However, if your unit contains models that have different characteristics (such as Ballistic Skill or Strength), or models that are equipped with weapons that have different profiles, the target numbers required To Hit or To Wound may vary. In such cases, you must roll different batches of dice, making it clear to your opponent what each batch represents and the target number you need.

Rolls of a Natural 1: Regardless of a warrior's skill, shots can go awry. When making a roll To Hit, a roll of a natural 1 is always a fail, regardless of modifiers.

BS Of 6 Or Higher

If a model has BS6 or higher, it gains a re-roll should it fail to hit whilst shooting. The second roll usually has a lower chance of hitting. On the table below, the first target number given is for the first roll, the second is the target number when re-rolling:

Ballistic Skill	6	7	8	9	10
D6 roll To Hit	2+/6+	2+/5+	2+/4+	2+/3+	2+/2+

To Hit Modifiers

Many battlefield conditions can reduce the accuracy of shooting. These are represented by a series of modifiers that are applied to rolls To Hit.

To Hit modifiers for shooting are cumulative (except when noted otherwise). The most commonly encountered To Hit modifiers are as follows, though others may also apply:

- Moving and Shooting -1
- Firing at Long Range -1
- Standing and Shooting -1
- Target Behind Partial Cover -1
- Target Behind Full Cover -2

In the case of models with a BS of 6 or higher, these modifiers are only applied to the first dice roll.

Note that it is quite possible for modifiers to be applied to some models in a shooting unit, but not to others. Where this happens, simply resolve two (or more) sets of shots separately.



Range & Movement Modifiers

This page explains To Hit modifiers for shooting in greater detail. Shooting whilst on the move, over a great distance, or at rapidly approaching enemies, can be particularly challenging.

Moving and Shooting: Models that have moved for any reason during this turn (including rallying and reforming) have less time to aim and suffer a -1 To Hit modifier.

Firing at Long Range: Missiles lose power and accuracy at long range, so any shots taken at an enemy that is further away than half the weapon's maximum range suffer a -1 To Hit modifier.

Standing and Shooting: Taking careful aim whilst the enemy charges ever closer can be difficult. Models that are making a Stand & Shoot charge reaction suffer a -1 To Hit modifier.

Note that models making a Stand & Shoot charge reaction do not suffer any additional modifiers for Firing at Long Range.

Cover Modifiers

Cover is determined as described on [page 103](#), based on how heavily obscured the line of sight between the shooting model and its target is.

Target Behind Partial Cover: If up to half of the target model (if shooting at a lone model) is obscured, or up to half of the models within the target unit (if shooting at a unit) are obscured, by terrain or other models, they are in partial cover. Models shooting at a target in partial cover suffer a -1 To Hit modifier.

Target Behind Full Cover: If more than half of the target model (if shooting at a lone model) is obscured, or more than half of the models within the target unit (if shooting at a unit) are obscured by terrain or other models, they are in full cover. Models shooting at a target in full cover suffer a -2 To Hit modifier.

7+ To Hit

Sometimes, the negative modifiers applied to a roll To Hit may result in you needing to roll a 7 or more on a single D6. For example, a model with BS2 normally hits on a roll of 5 or above. But if you apply a -2 modifier to a roll of 5 it becomes a roll of 3. Therefore, you would need to roll a 7 to achieve the target number of 5+, which is not, strictly speaking, possible on a six-sided dice.

In such cases, there is still a chance of hitting. Roll To Hit as normal. Each dice that rolls a natural 6 represents that chance of hitting and is rolled again, as shown below:

D6 Roll Needed	Will Hit On A Natural 6...
7	followed by a 4+
8	followed by a 5+
9	followed by a 6
10	Impossible!

To continue the previous example, if a unit of models with BS2 suffered a -2 To Hit modifier, simply roll To Hit as normal. Then, take each dice that rolls a natural 6 and roll it again. Each of these dice that rolls a 4 or more is a hit.

"Fill the moat with the corpses of your comrades! Pile the broken carcasses until they reach the ramparts! Bring down their walls with the weight of the dead!"

Arbaal the Undefeated



3. Roll To Wound & Make Armour Saves

For each successful roll To Hit, a hit has been caused on the target. However, hitting the target is not enough to wound it – sometimes a hit results in little more than a trivial flesh wound.

Roll To Wound

To determine how many hits cause wounds, you must make a roll ‘To Wound’ for each hit. To make a roll To Wound, pick up each dice that caused a hit and roll it again. Then, consult the To Wound chart, cross-referencing the weapon’s Strength characteristic, given in its profile, with the target’s Toughness. Any dice that equal or beat the target number shown (after applying any modifiers) have caused a wound.

Profiles for the most common missile weapons can be found on page 216. More unusual, army specific weapons can be found in the relevant army list.

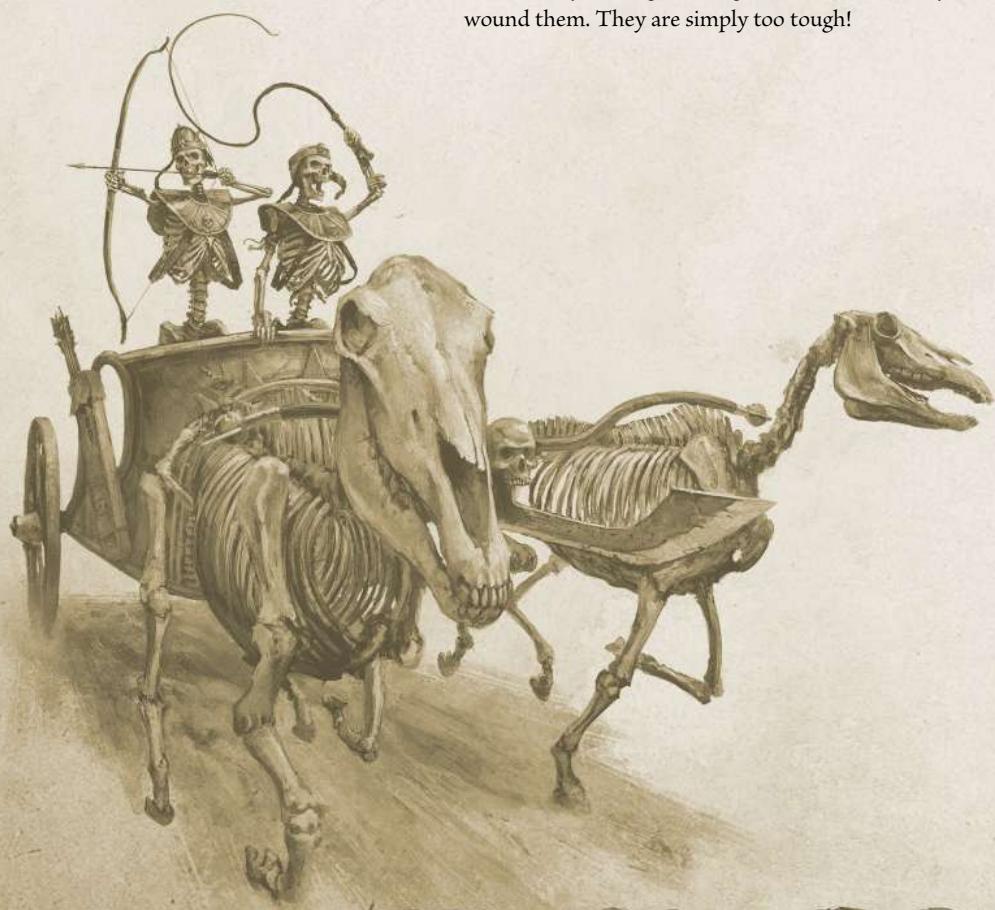
Note that if you rolled different batches of dice when rolling To Hit, you must continue to roll dice in those same batches when rolling To Wound. Just like when rolling To Hit, you must make it clear to your opponent what each batch of dice represents (hits caused by models with different characteristics, or hits caused by weapons with different profiles), and the target numbers you need.

To Wound Chart
Target's Toughness

Weapon's Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	6+	6+	-	-	-	-
2	3+	4+	5+	6+	6+	6+	6+	-	-	-
3	2+	3+	4+	5+	6+	6+	6+	6+	-	-
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	-
5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	2+	2+	2+	2+	3+	4+	5+	6+	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+

Rolls of a Natural 1: No matter how powerful the weapon, some shots just fail to make a mark. When making a roll To Wound, a roll of a natural 1 is always a fail, regardless of modifiers.

Too Tough to Wound: If your Strength is six or more points lower than your target’s Toughness characteristic, you cannot wound them. They are simply too tough!



Make Armour Saves

Few warriors enter battle without the protection of armour. To represent this, your opponent can make an 'Armour Save' roll for each wound caused by your shooting. To make an Armour Save roll, roll a D6 for the wounded model and compare the result to that model's 'armour value':

- If the Armour Save roll equals or exceeds the model's armour value, the model is saved by its armour and the wound discarded.
- If the result is less than the model's armour value, the model's armour has proved ineffective and the wound is 'unsaved'.

Rolls of a Natural 1: Even the heaviest and most finely crafted of armour has gaps in it. When making an Armour Save roll (of any type), a roll of a natural 1 is always a fail, regardless of modifiers.

Determining Armour Value

A model's armour value is determined by the armour it wears. Armour value is presented as a target number, meaning the lower the value, the better the chance of making a successful Armour Save roll. Light armour, for example, grants an armour value of 6+.

A model's armour value can be improved (to a maximum of 2+) by other equipment carried. For example, a shield improves its bearer's armour value by 1, meaning that a model wearing light armour and carrying a shield would have an armour value of 5+.

Note that a model that wears no armour should be considered to have an armour value of 7+ for the purposes of Armour Save roll modifiers and any rules that improve armour value.

Armour Piercing

A weapon's Armour Piercing (AP) characteristic represents its ability to cut through armour. This is always presented as a negative modifier, which is applied to the Armour Save roll.

For example, if the target of an attack made by a weapon with an AP characteristic of -1 has an armour value of 5+, it would need to roll a 6 when making its Armour Save roll. A roll of 5 would give a result of 4 once the modifier is applied.

"The gods are great, but only a fool would forego sturdy armour and entrust their life to a god!"

Borya Bearfinder, Priest of Ursun

Ward Saves

A Ward save represents the magical protection offered by an enchanted talisman or suit of armour. The armour value of a Ward save will always be shown either in the description of the item that grants it, or in a special rule. The key difference between a Ward save and a regular armour save is that a Ward save can never be modified by the AP characteristic of a weapon.

More Than One Save

A model that can make both an Armour Save roll and a Ward save makes its Armour Save roll first. If this is failed (or modified to the point at which the model cannot pass it), the model makes its Ward save.

Note that only one Ward save can be attempted and that different Ward saves cannot be combined together. If a model has more than one Ward save, simply use the best.





4. Remove Casualties & Make Panic Tests

Unsaved wounds are applied to the target unit, causing models to be removed as casualties. If a unit loses enough models, it will have to take a 'Panic' test and may fall back or flee.

Remove Casualties

Each unsaved wound is applied to the target unit, each causing one Wound to be lost, as described on [page 102](#). When a model is reduced to zero Wounds, it becomes a casualty and is removed from play. This continues until there are no more unsaved wounds to be applied to the unit, or there are no models remaining to be removed as casualties.

Make Panic Tests

Rarely does shooting alone destroy an army, but it can thin the enemy's numbers considerably, causing regiments to lose their nerve. When they do, they will often fall back and, sometimes, turn tail and flee.

If, during a single Shooting phase, a unit loses more than a quarter (25%) of the models it contained at the start of that Shooting phase, it must immediately make a 'Panic' test. To make a Panic test, test against the unit's Leadership characteristic. If this test is failed, the unit has succumbed to panic. If this test is passed, the unit remains resolute and does not panic.

Fall Back Or Flee

What happens to a unit that fails a Panic test will depend upon how many casualties it has suffered. A unit that has suffered only a few casualties will Fall Back in Good Order, whereas a unit that has suffered a significant amount of casualties will turn tail and flee.

Fall Back in Good Order: If a unit still contains more than half (50%) of the models it contained at the start of the battle, it will Fall Back in Good Order. The unit moves directly away from the enemy unit whose shooting caused it to make the Panic test, as described on [page 134](#).

Flee: If a unit contains only half (50%), or fewer than half, of the models it contained at the start of the battle, it will immediately turn tail and flee. The unit flees directly away from the enemy unit whose shooting caused it to make the Panic test, as described on [page 134](#).

No Need For Hysterics

A unit is only required to make a single Panic test during any Shooting phase. For example, if a unit loses more than a quarter of its number to shooting from one enemy unit but passes its Panic test, it will not have to take another Panic test during that same Shooting phase even if it then suffers more casualties from another enemy unit. This is because, whilst shooting is resolved one unit at a time, in reality all units would shoot more or less simultaneously. Therefore, all casualties would fall at roughly the same time.





Oddball Stuff (Shooting)

Despite the detail of the previous pages, there will always be situations in which something is unclear. This is especially true when more advanced rules are introduced.

Magic Missile & Magical Vortex Spells

If any of the active player's Wizards know any Magic Missile or Magical Vortex spells, they may attempt to cast them when chosen during the Shooting phase.

Shooting Into Combat

Except in rare cases, units cannot shoot at enemy units that are engaged in combat – the risk of hitting their own comrades is far too high.

Shooting With More Than One Rank

Usually, only the models in a unit's front rank can shoot. There are, however, exceptions:

Shooting from a Hill: A unit on a hill is in an ideal position to fire, so can fire with one additional rank compared to a unit on flat ground. For example, a unit armed with crossbows can shoot with its first two ranks when standing on a hill.

Volley Fire: Some units are armed with weapons that have the 'Volley Fire' special rule. This special rule allows half of the models in each rank other than the front rank (or front two ranks if the unit is on a hill) to fire over the heads of those in front.

In either case, if there is ever any question over how many models can fire, always round up, not down.

Note that when shooting with a unit you must determine range for each model individually.

Automatic Hits

Some attacks hit automatically, simply causing a number of hits with no roll To Hit required. In such cases, it is exactly as it sounds – do not make a roll To Hit, the attack hits automatically.

Hits That Inflict Multiple Wounds

Some weapons are so destructive that each unsaved wound they inflict is multiplied into more than one wound. In such cases, roll To Hit and To Wound as normal and then make any Armour Save rolls as normal. For each unsaved wound, determine how many wounds are caused and apply those to the model hit. A model cannot suffer more wounds than it has on its profile. Should a model do so, it dies instantly and any excess wounds are wasted.

Instant Kills

Some attacks do not inflict wounds, but simply require models to be removed as casualties. Where this is the case, not only are no saves of any kind permitted (unless specified otherwise), but the number of wounds on the victim's profile is completely irrelevant.

Resolving Unusual Attacks

Some unusual attacks or special rules may inflict hits during the Strategy or Movement phase. Such hits are resolved using the steps outlined in sub-phases 3 and 4 of the Shooting phase.



THE COMBAT PHASE

With the foe outmanoeuvred and weakened by spellcraft and shooting, it is time to finish the job! The Combat phase is when your warriors hack, slice and pummel their way through the enemy ranks. A successful Combat phase can completely change the fortunes of your army and, if you have prepared well in your earlier phases, victory is likely to be your reward.



The Combat phase heavily involves both players, although the active player will be the one choosing the order in which each of the combats is fought and resolved. All combats must be resolved during this phase – a unit engaged in combat with the enemy cannot choose not to fight.

The Combat Phase Sequence

As usual, the Combat phase is broken down into four sub-phases. This sequence is followed in full for each combat (see page 145), one at a time.

The active player simply chooses a ‘combat’ and both players complete all four sub-phases in the order shown below. Once this sequence has been completed for the chosen combat, that ‘round’ of combat is complete and the active player chooses another combat, repeating the process until all combats have been fought.

1. Choose & Fight Combat

The active player chooses a combat and, starting with the models with the highest Initiative, attacks are made, wounds inflicted and casualties removed. Then, surviving models with lower Initiative repeat this process until all models involved in the combat have fought.

2. Calculate Combat Result

With the fighting done, work out which side has won the combat and by how much. Unless the combat is a stalemate, one side will have lost by 1, 2 or more ‘combat result’ points.

3. Break Test

Each unit on the losing side of a combat must make a Break test. The outcome of this test determines whether the losing unit Gives Ground, Falls Back in Good Order or turns tail and flees.

4. Follow Up & Pursuit

Units on the winning side of a combat can choose to follow up an enemy that Gives Ground, to pursue an enemy that Falls Back in Good Order or breaks, or to restrain from pursuit.

End Of Turn

Once all combats have been resolved, the active player’s turn ends. Play then passes to the inactive player and their turn begins. As each turn ends and a new one begins, it is worth making a note of how many turns and rounds have been played.



1. Choose & Fight Combat

The Choose Combat & Fight sub-phase is further broken down into four steps. These are:

1.1. Choose Combat & Determine Who Can Fight.

1.2. Roll To Hit.

1.3. Roll To Wound & Make Armour Saves.

1.4. Remove Casualties.

1.1. Choose Combat & Determine Who Can Fight

Any units that are in base contact with one or more enemy units are 'engaged in combat'. Each individual engagement between two or more units is referred to as a 'combat'. The active player chooses one combat to be resolved in full, referred to as fighting a 'round' of combat. This process is repeated until all combats have been fought.

Who Can Fight?

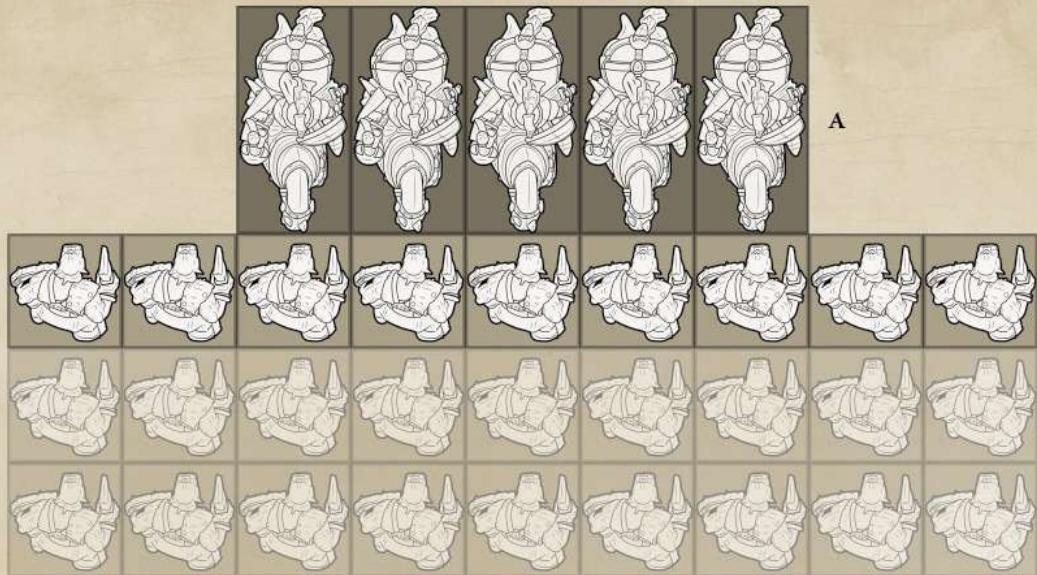
It is rare that every model in a unit is able to fight. Usually, only models in a 'fighting rank' can fight, whilst the models behind them press forward, ready to take the place of the fallen.

Base Contact: Any model that is in base contact with an enemy model can fight, even if the enemy model is in contact with its flank or rear and even if the models' bases only touch at the corner.

The Fighting Rank: When two opposing units are engaged in combat, any row of models (be it a rank or file) that has one or more models in base contact with the enemy is called the 'fighting rank'. Every model within the fighting rank can fight. This represents models in that row but not in base contact with the enemy encircling the foe.

Supporting Attacks: Some models are equipped with weapons that allow them to make a 'supporting attack'. To make a supporting attack, a model must be directly behind a friendly model that is itself in a fighting rank. However, supporting attacks cannot be made to a unit's flank or rear, nor can they be made by a model that is itself in a fighting rank.

Fig 145.1



Units A and B are engaged in combat. Every model in the front rank of unit A and several models in the front rank of unit B are in base contact with enemy models. Therefore, the front rank of each unit is the 'fighting rank'.

Although not every model in the front rank of unit B is in base contact with an enemy model, those that are not would, in reality, encircle the foe (rather than stand by and watch). Therefore, every model that belongs to the fighting rank of unit B can fight.



How Many Attacks?

When a model fights in combat, it makes a number of 'attacks'. How many is determined by its Attacks characteristic and its proximity to the enemy:

- If a model is in base contact with an enemy model, it makes a number of attacks equal to its Attacks characteristic.
- If a model is able to fight but is not in base contact with an enemy model, it can make only one attack, regardless of its Attacks characteristic.

Who Strikes First?

A model's Initiative characteristic determines when it attacks. Work your way through the Initiative values of the models, starting with the highest and ending with the lowest. Models make attacks when their Initiative value is reached.

Charging Units: Charging into the enemy gives a considerable advantage, which is increased when charging into an enemy's vulnerable flank or rear. To represent this, every model within a charging unit modifies its Initiative characteristic for the remainder of that turn (to a maximum of 10):

- **Charging an enemy in their front arc:** +1 Initiative per full inch moved (prior to making contact), to a maximum of +3.
- **Charging an enemy in their flank or rear arc:** +1 Initiative per full inch moved (prior to making contact), to a maximum of +4.

Disordered Charges: In certain situations, a unit's charge may become disordered. A unit that makes a disordered charge does not gain the Initiative modifier for charging.

Simultaneous Combat

If models on both sides of a combat have the same Initiative value (after modifiers), they will attack at the same time. To simplify this, the active player should resolve their attacks first, followed by their opponent. Casualties caused by the active player during simultaneous combat do not reduce the number of attacks made by enemy models with the same Initiative value.

"We Can't All Fight!"

Not every model will be able to fight. Many will be removed as casualties before they have their chance.

Fallen Warriors: If a model in the fighting rank is slain by an enemy with a higher Initiative characteristic before it has made its attack(s), it cannot fight and its attacks are lost.

Stepping Forward: A model cannot fight during a phase in which it stepped forward into the fighting rank, regardless of its Initiative.



Multiple Units In Combat

A unit may find itself fighting multiple enemies, sometimes even being engaged by enemy units in different arcs. In such cases the models within that unit may have to divide their attacks:

Dividing Attacks

If a model is in base contact with more than one enemy model, it can choose which one to attack. If a model has more than 1 Attack, it can divide its Attacks. This must be made clear before rolling To Hit.

If a fighting rank is engaged with more than one enemy unit, as shown in Fig 147.1, models within that fighting rank must, if possible, direct their attacks against the enemy models they are in base contact with. A model that is not in base contact with the enemy must direct its attacks against the closest enemy unit. If two enemy units are equally close, the player can choose which one the model attacks.

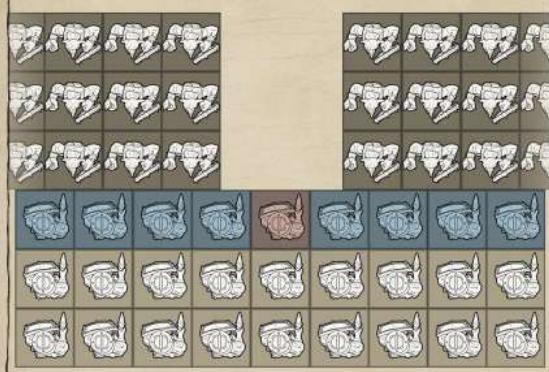


Fighting On Multiple Fronts

If engaged with enemy units in more than one of its arcs, as shown in Fig 147.2, a unit will have more than one fighting rank. For example, if a unit is engaged to both its front and a flank, both its front rank and the file of models engaged in the flank will be a fighting rank.

If a model is within more than one fighting rank it must, if possible, direct its attacks against an enemy it is in base contact with, as the player chooses. If the model is not in base contact with any enemy, it must direct its attacks against the closest enemy unit. If two enemy units are equally close, the player can choose which one the model attacks.

Fig 147.1



Unit A is in combat with two enemy units and must divide its attacks. The models shaded blue must attack the enemy they are in base contact with. One model, shaded red, is not in base contact with any enemy. As neither enemy is closer to this model than the other, it can choose which enemy to attack.

Fig 147.2



Unit A has two fighting ranks: one shaded red, the other shaded blue. The model on the corner (shaded purple) is in both fighting ranks and in base contact with both enemy units. It may choose which enemy unit to direct its attacks against.



1.2. Roll To Hit

Not all models are skilled fighters, meaning that not every attack made has an equal chance of hitting the enemy. To complicate matters, the enemy will try to defend themselves, meaning their fighting prowess must also be taken into account.

When a model's turn to fight comes, you must make a number of rolls To Hit equal to that model's Attacks characteristic. To make a roll To Hit, roll a D6 and consult the To Hit chart, cross-referencing the Weapon Skill of the attacking model with that of the target model. Any dice that equal or beat the target number shown (after applying any modifiers) have hit the target:

To Hit Chart
Target'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	2+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	2+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	2+	2+	3+	3+	4+	4+	4+	4+	4+	4+
6	2+	2+	3+	3+	3+	4+	4+	4+	4+	4+
7	2+	2+	2+	3+	3+	3+	4+	4+	4+	4+
8	2+	2+	2+	3+	3+	3+	3+	4+	4+	4+
9	2+	2+	2+	2+	3+	3+	3+	3+	4+	4+
10	2+	2+	2+	2+	3+	3+	3+	3+	3+	4+

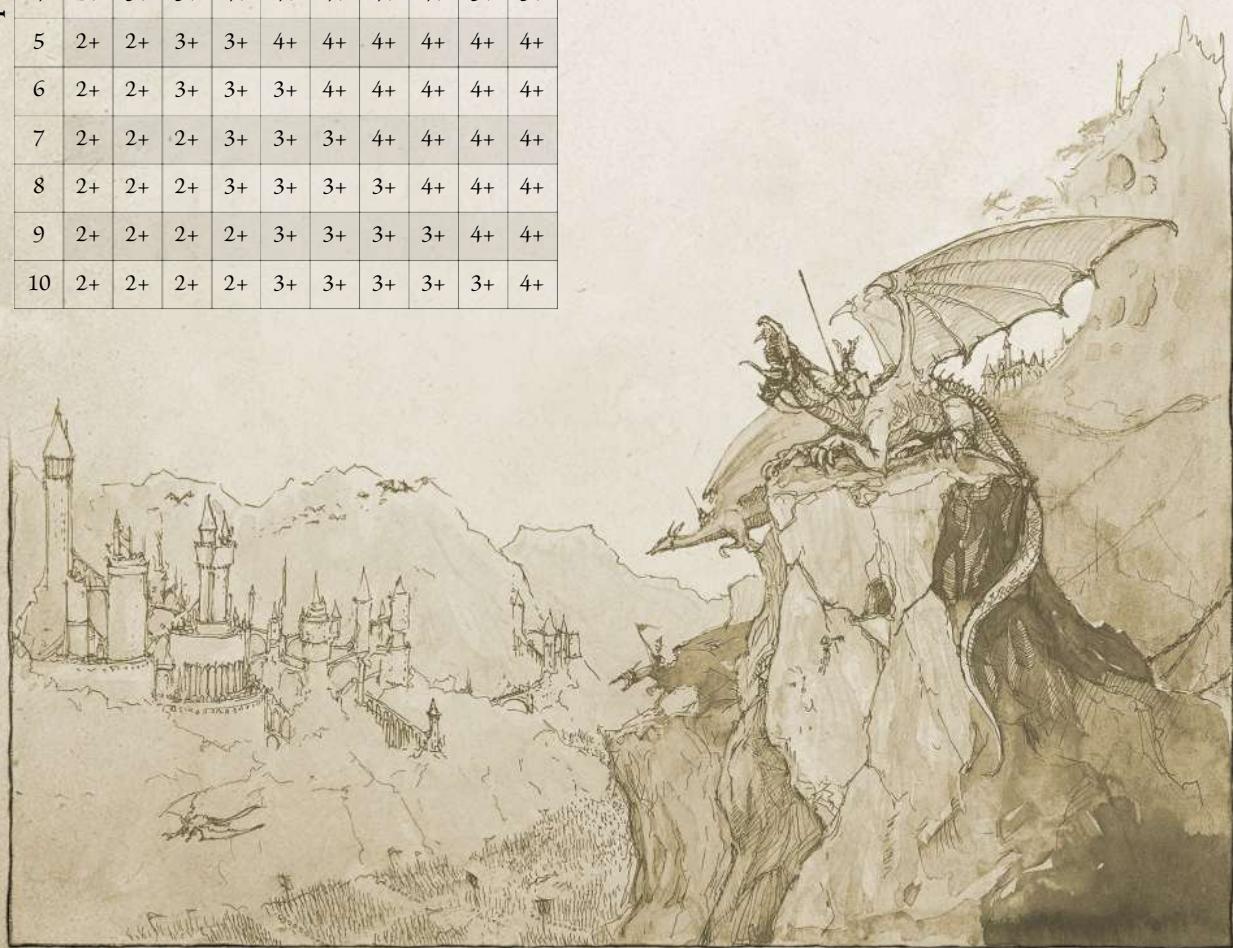
Fast Dice Rolling

As with shooting, you can speed this process up by counting how many models in your unit are fighting and how many attacks each of those models makes, and rolling one or more batches of dice.

However, if your fighting rank contains models that have different characteristics (such as Weapon Skill or Strength), models that are equipped with weapons that have different profiles, or models that are directing their attacks towards targets with different characteristics, the target numbers required To Hit or To Wound may vary. In such cases, you must roll different batches of dice, making it clear to your opponent what each batch represents and the target numbers you need.

Rolls of a Natural 1: Regardless of a warrior's skill, some blows struck just fail to find their mark. When making a roll To Hit, a roll of a natural 1 is always a fail, regardless of modifiers.

Rolls of a Natural 6: Even the most unskilled fighter can sometimes land a lucky blow against a superior foe. When making a roll To Hit, a roll of a natural 6 is always a success, regardless of modifiers.



1.3. Roll To Wound & Make Armour Saves

As described in the Shooting section, for each successful roll To Hit, a hit has been caused. Unfortunately, causing a hit is not always enough to cause a wound.

Roll To Wound

To determine how many hits cause wounds, you must make a roll To Wound for each hit. To make a roll To Wound, pick up each dice that caused a hit and roll it again. Then, consult the To Wound chart, cross-referencing the weapon's Strength characteristic, given in its profile, with the target's Toughness. Any dice that equal or beat the target number shown (after applying any modifiers) have caused a wound.

Rolls of a Natural 1: No matter how strong the attacker, some blows just fail to wound. When making a roll To Wound, a roll of a natural 1 is always a fail, regardless of modifiers.

Note that, as with shooting, if you rolled different batches of dice when rolling To Hit, you must continue to roll dice in those same batches when rolling To Wound.

To Wound Chart
Target's Toughness

Weapon's Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	6+	6+	-	-	-	-
2	3+	4+	5+	6+	6+	6+	6+	-	-	-
3	2+	3+	4+	5+	6+	6+	6+	6+	-	-
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	-
5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	2+	2+	2+	2+	3+	4+	5+	6+	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+

"They might look like an undisciplined rabble to you Sergeant, but a soldier fights twice as hard when they are defending home and hearth."

Captain Edwalst von Hilde

Make Armour Saves

As few warriors enter battle without the protection of armour, your opponent can make an Armour Save roll for each wound caused by your attacks. To make an Armour Save roll, roll a D6 for the wounded model and compare the result to that model's 'armour value':

- If the Armour Save roll equals or exceeds the model's armour value, the model is saved by its armour and the wound discarded.
- If the result is less than the model's armour value, the model's armour has proved ineffective and the wound is 'unsaved'.

Rolls of a Natural 1: Even the heaviest of armour can be breached by a lucky blow. When making an Armour Save roll (of any type), a roll of a natural 1 is always a fail, regardless of modifiers.

Determining Armour Value

The value of a model's armour is determined by the equipment it carries. This is worked out as described in the Shooting section, on page 141.





1.4. Remove Casualties

Each unsaved wound is applied to the target unit, causing one Wound to be lost, as described on page 102. When a model is reduced to zero Wounds, it becomes a casualty and is removed from play. This continues until there are no more unsaved wounds to be applied to the unit, or there are no models remaining to be removed as casualties.

Stepping Forward & Closing In

In combat, casualties are removed from the back rank of their unit as normal, even though it is models within the fighting rank(s) that are being slain. Slain models are considered to have been removed from the end(s) of the fighting rank. This represents members of the rear ranks 'stepping forward' to fill gaps, whilst models remaining in the fighting rank 'close in' upon the enemy.

Note that a model cannot attack during a phase in which it stepped forward into the fighting rank. However, any models that remain in the fighting rank after casualties have been removed are more likely to be in base contact with the enemy, having closed in upon them.



Set Casualties Aside

It is a good idea not to immediately remove casualties from the battlefield during the Combat phase, but to temporarily place them next to their unit. There are two reasons for this:

- Firstly, when it comes to working out who has won the combat, you will need to know how many Wounds have been inflicted this turn. This can most often be quickly determined by counting the number of models removed as casualties.
- Secondly, models removed as casualties before having a chance to attack, and models that stepped forward during the current phase, cannot attack. Therefore, the number of casualties inflicted on a unit will often reduce the number of models able to fight back. By placing casualties next to their unit, you can tell at a glance how many models have been removed from the fighting rank.

Excess Casualties

It can sometimes happen that a unit suffers more casualties than it has models in its fighting rank. Should this happen, casualties are removed as normal, representing casualties caused in the rank (or file) behind the fighting rank.

In such cases, and if the unit suffering the casualties is able to make supporting attacks, any excess casualties will reduce the number of supporting attacks.

Fight On!

With casualties removed, check to see if there are any models with a lower Initiative still to fight in this combat. If there are, repeat steps 1.2, 1.3 and 1.4 for those models. If there are no models left to fight in this combat, move on to the next sub-phase.



2. Calculate Combat Result

Once every model engaged in the combat has fought, you must determine which side has won that round of combat. If one side has been completely wiped out, the other side is automatically the winner, regardless of the rules that follow.

Combat Result Score

To determine your combat result score, consult the table below and calculate how many 'combat result points' your unit(s) scored:

Combat Result Table

Unsaved wounds inflicted	1 point each
Rank Bonus	+1 point/rank
Standard	+1 point
Battle Standard	+1 point
Flank attack	+1 point
Rear attack	+2 points
High ground	+1 point
Overkill	+1 point/excess wound
Other bonuses	As applicable

Unsaved Wounds Inflicted

Each side's basic combat result is equal to the number of unsaved wounds it caused during this Combat phase, plus any unsaved wounds a unit caused by shooting if it chose to Stand & Shoot as a charge reaction during this turn. In other words, each Wound the enemy side lost this turn due to a Stand & Shoot charge reaction or during the Combat phase is counted and is worth 1 combat result point.

Should an attack or rule cause an enemy model to be removed from play as a casualty, it counts as having lost a number of Wounds equal to the number it had remaining at the time it was removed.

Note that it is important to count the number of Wounds lost, rather than the number of casualties, because many models have more than one wound.

Rank Bonus

Depending upon its formation, and if it is wide enough, a unit can claim a Rank Bonus of +1 for each extra rank behind the first, up to the maximum determined by its troop type. How many models a rank must contain to claim a Rank Bonus, as well as the maximum Rank Bonus a unit can claim, is determined by its troop type (see page 105).

Note that this bonus can be claimed for an incomplete rear rank, as long as there are sufficient models in it. However, a Disrupted unit cannot claim a Rank Bonus.





Standards

Warriors fight all the harder beneath the colours and symbols of their city, nation, tribe or god:

- **Standard:** If your unit includes a standard bearer, you may claim a bonus of +1 combat result point. Standard bearers are covered in the 'Command Groups' section on [page 200](#).
- **The Battle Standard:** If your unit includes a Battle Standard, you may claim an additional bonus of +1 combat result point, cumulative with any bonus for a 'normal' standard. Battle Standards are covered in the 'Characters' section on [page 203](#).

Flank & Rear Attacks

Fighting a foe in its flank or rear is a great advantage as tightly formed units cannot easily turn to face their foe. To represent this:

- **Flank Attack:** If your unit is engaged with the enemy's flank arc, you may claim a bonus of +1 combat result point.
- **Rear Attack:** If your unit is engaged with the enemy's rear arc, you may claim a bonus of +2 combat result points.

Note that these bonuses are cumulative.

The High Ground

If the fighting rank of your unit occupies a higher position than that of the enemy, for example, your unit is fighting along the crest of a hill, you may claim a bonus of +1 combat result point.

Overkill

If a character fighting in a challenge kills their opponent and causes more unsaved wounds than their opponent has Wounds remaining, then for each excess wound you may claim a bonus of +1 combat result point, up to a maximum of +5.

Challenges are a special type of combat fought between characters, and are covered in the 'Characters' section on [page 210](#).

Other Bonuses

Many special rules confer additional bonus combat result points. For example, a Close Order formation that is in Combat Order may claim a bonus of +1 combat result point. Any special rules that confer such bonuses will detail the criteria that must be met and how many bonus combat result points can be claimed.

Who Is The Winner?

Once both sides have calculated their combat result, you will be able to determine the winner of that round of combat, i.e., the side that scored the most. If there is a clear winner, the loser will have to make a 'Break' test during the next sub-phase.

Drawn Combat: If both sides have the same score, the combat is a draw. In such cases, the units remain locked in place until the next player's turn when the combat will continue and they will fight another round, hoping to break the deadlock.



Combat Results & Multiple Units In Combat

It is possible (indeed, it is highly likely) that more than two units will become engaged in a single combat. When this happens, calculating the combat result can become quite complex. This page attempts to offer some clarity to confusing situations.

Rank Bonus In Multiple Combats: Where you have several units engaged in a single combat, you do not count the Rank Bonus for all of them. Instead, count only the Rank Bonus that grants the highest number of bonus combat result points.

For example, if you have two units engaging a single enemy unit in combat, one of which has a Rank Bonus of +1, the other of which has a Rank Bonus of +2, you may claim a bonus of +2 combat result points as that is the higher.

Standards: Regardless of how many units engaged in a single combat have standards, you may only claim the combat result bonus granted by a single standard. If one or more of those standards grants additional bonuses (as many magic standards do, for example), you may choose which standard to count.

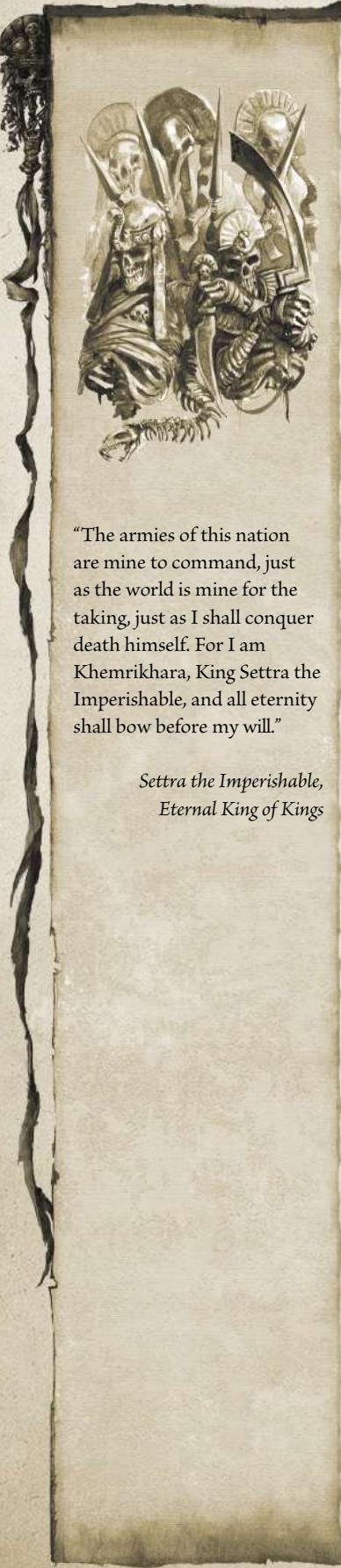
As most armies can only include a single Battle Standard, this is counted as normal, regardless of how many units are engaged in the combat.

Flank & Rear Attacks: Bonuses for flank and rear attacks can only be earned once per enemy unit – having multiple units engaging the same enemy unit in either its flank or in its rear does not grant additional bonuses.

For example, if you have two units engaging a single enemy unit in combat, each of which is engaging a different flank of that unit, you can only claim a single flank attack bonus. However, if one unit is engaging the enemy unit's flank and the other is engaging the enemy unit's rear, you can claim both the flank attack and the rear attack bonus.

The High Ground: Only a single unit engaged in a multiple combat can claim the combat result bonus granted for the high ground. The unit that has its fighting rank in the highest position may claim this bonus for its side. If two opposing units are tied in terms of position, they will cancel one another out and neither side may claim this bonus.

Other Bonuses: As mentioned previously, many special rules confer additional bonus combat result points. Unless stated otherwise, these other bonuses can always be counted. For example, a Close Order formation that is in Combat Order may claim a bonus of +1 combat result point. If two such units are engaged in the same multiple combat, you may claim this bonus twice because the rule that grants it (see page 101) does not state otherwise.



"The armies of this nation are mine to command, just as the world is mine for the taking, just as I shall conquer death himself. For I am Khemrikhara, King Settra the Imperishable, and all eternity shall bow before my will."

*Settra the Imperishable,
Eternal King of Kings*

3. Break Test

Unless the combat is a draw (as described on page 152), each unit belonging to the losing side must make a 'Break' test. To make a Break test, roll 2D6 and modify the result by adding the difference between the winner's and the loser's combat result scores.

Then, compare the result to the unit's Leadership characteristic (remember, a unit that contains models with different Leadership values will always use the highest):

- If the result of the natural roll is higher than the unit's Leadership, the unit 'Breaks' and flees.
- If the result of the natural roll is equal to or lower than the unit's Leadership, but the modified result is higher than the unit's Leadership, the unit Falls Back in Good Order.
- If the modified result is equal to or lower than the unit's Leadership, or if the roll is a natural double 1, the unit Gives Ground.

Note that, unlike other tests you may be required to make, a Break test has three possible outcomes. These are intended to reflect the way in which opposing battle lines push forward and are pressed back before ultimately becoming overwhelmed and breaking.



Loser Breaks & Flees

The losing unit Breaks, immediately turning tail and fleeing, as described on page 132. A unit that Breaks and flees from combat flees directly away from the winning unit with the highest Unit Strength. If two enemy units have the same Unit Strength, randomly determine which the unit flees from.

Loser Falls Back In Good Order

The losing unit Falls Back in Good Order, as described on page 134, moving directly away from the winning unit with the highest Unit Strength. If two enemy units have the same Unit Strength, randomly determine which the unit flees from.

However, if the winning side significantly outnumbers the losing side, it will overwhelm the loser. If the Unit Strength of the winning side is more than twice that of the losing side, any losing unit that rolled this result when making its Break test will Break instead.

Note that Unit Strength is worked out at the end of the Combat phase, not at the beginning, and that where you have several units engaged in a single combat, you must add together the Unit Strength of each to determine the Unit Strength of your side.

1" Apart

If a unit that Breaks or Falls Back in Good Order is still in base contact with one or more enemy units after moving, the players should nudge the units apart, by the smallest amount possible, to maintain the 1" rule. Both players should agree upon how best to do this and ensure neither gains any unfair advantage.

Loser Gives Ground

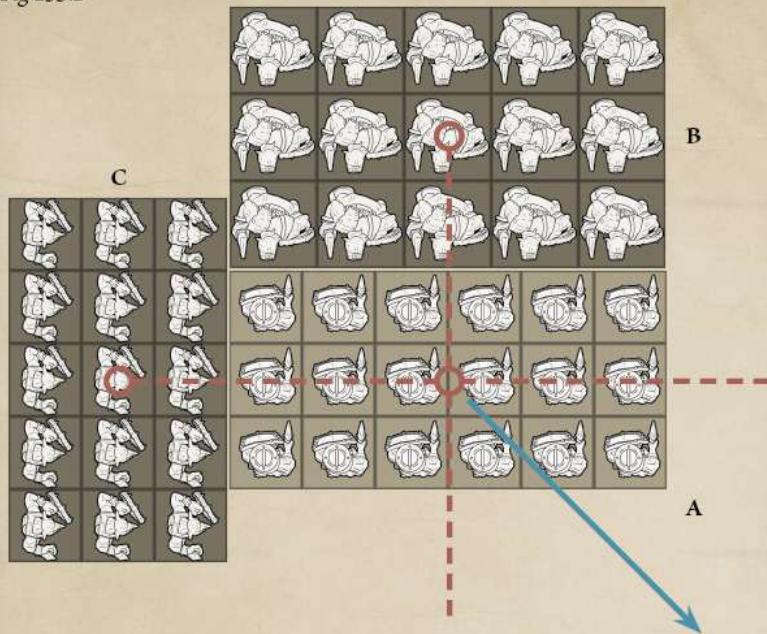
The losing unit Gives Ground, as described on page 134, breaking contact with, and moving 2" directly away from, the enemy unit(s) without turning, pivoting or otherwise changing its facing in any way, stopping immediately should it come into contact with another unit or terrain, or if continuing to move would bring it within 1" of another enemy unit.

When a unit Gives Ground in this way, it must move as directly as possible away from all of the enemy units engaging it, and must break from base contact with the victorious enemy unit(s), as shown in Fig 155.1.

Most often this will mean that the losing unit simply moves 2" backwards or sideways, directly away from a single enemy unit. At other times, especially if a unit is engaged by enemy units in two adjacent arcs (for example, a unit that has been charged in both its front and a flank arc), this will cause the unit to move diagonally away from two or more enemy units.

Surrounded: It may happen that a losing unit is unable to break contact with one or more of the enemy units engaging it. In such cases, the unit's movement stops immediately and the units instead remain locked in place until the next player's turn when they will fight another round of combat, exactly as if the combat had been a draw.

Fig 155.1



Unit A must Give Ground. In order to move as directly as possible away from both units B and C, it cannot simply move as shown by the red lines. Instead, it moves as shown by the blue arrow, moving diagonally away from both enemy units.



"Most bizarre of creatures is the dreaded Chimera: it has a body the size of a house, and has wicked claws longer than daggers. Its tail lashes like an iron whip, as huge, leathery wings carry it through the skies.

This loathsome creature has three heads. One horned, like the head of a ram; one is the head of a lion; the third, most fearsome of all, is that of a scaled dragon, belching fire and smoke.

Chimera hunt in the northern wastes, and meat of Man is its delicacy. It will hunt relentlessly, through day and night, and day again, to feast upon its prey."

*Excerpt from the
Grimoire Beterricus*

4. Follow Up & Pursuit



Once Break tests have been made, but before any units belonging to the losing side Give Ground or make a Flee roll, the winning unit(s) must decide what they will do next: restrain and reform, follow up or pursue. These choices are in part determined by the actions of the foe.

Restrain & Reform

Most units may attempt to 'restrain and reform', rather than making a follow up or pursuit move, by making a 'Restraint' test. To make a Restraint test, test against the unit's Leadership characteristic. If this test is failed, the unit must either follow up or pursue. If this test is passed, the unit remains where it is and may make a free reform.

Follow Up

A unit can make a 'follow up' move when an enemy unit it was engaged in combat with Gives Ground. A unit that makes a follow up move simply follows the enemy unit, moving back into contact with it. The two units then become engaged in combat once more and remain locked in place until the next player's turn when the combat will continue.

Change Facing: Before making a follow up move, a unit may 'change facing' by performing a free turn manoeuvre (of 90° or 180°).

Pursuit

A unit that won combat can 'pursue' a single losing unit that Falls Back in Good Order or flees. If there is more than one losing unit, the pursuing unit must declare which it is pursuing before any Flee rolls are made. Once all of the losing units have completed their moves, pursuit moves are made, one at a time, in an order chosen by the controlling player.

The Pursuit Move

When a unit makes a pursuit move, pivot it about its centre so that it is facing directly towards the enemy unit it is pursuing and make a 'Pursuit' roll. To make a Pursuit roll, roll 2D6. The result of this roll is the distance in inches that the pursuing unit moves, directly towards the unit it is pursuing.

Overrun

If a unit completely destroys its enemy before the Break Test sub-phase, it may attempt to restrain and reform, or it may 'overrun'. A unit that overruns makes a normal pursuit move but must move directly forwards, without pivoting.

Unable To Follow Up Or Pursue

A unit may find itself unable to follow up or pursue:

Still Engaged: A unit that is still in base contact with an enemy unit cannot follow up or pursue.

Unable to Move: A unit may be unable to complete its chosen move due to the presence of other friendly units or terrain. In such cases, the unit moves as far as possible before halting.

"I order the execution of the prisoners with extreme prejudice. It is righteous judgement upon these barbarous wretches."

Baron Rikhardt of Stirland
following the
Battle of Bogwurst

Catching The Curs!

Once the unit being pursued has completed its move, the pursuing unit is moved. If the pursuing unit makes contact with the pursued unit, it has caught its enemy and halts:

- If the enemy unit is fleeing, it is hacked to pieces and immediately removed from play, exactly as if it had been run down by a charging unit. The pursuing unit may then attempt to reform, as described on [page 129](#).
- If the enemy unit Fell Back in Good Order, the units become engaged in combat once more, becoming locked in place until the next player's turn when the combat will continue. During the next turn, the pursuing unit counts as having charged.

Pursuit Into An Obstacle

Units making a pursuit move are affected by terrain as normal. A pursuing unit must stop moving if it makes contact with a friendly unit or with impassable terrain.

Pursuit Off The Battlefield

Should any part of a pursuing unit move into contact with, or cross beyond, the edge of the battlefield, it is removed from play but is not destroyed. The unit returns to the battlefield during its controlling player's next Compulsory Moves sub-phase as if it were a unit of reinforcements, and must be placed as close as possible to the point at which it left the battlefield.

Pursuit Into A Fresh Enemy

Pursuing units will often make contact with an enemy unit other than the one they are pursuing. In such cases, the pursuing unit counts as charging the enemy unit it will make contact with, wheeling to maximise contact if required and wheeling to align as normal. The unit that was being pursued is not caught.

Pursuit into a Fleeing Enemy: If a pursuing unit makes contact with a fleeing enemy unit, that fleeing enemy unit is run down exactly as if caught by a charging unit. The pursuing unit may then attempt to reform, as described on [page 125](#).

Pursuit into a New Combat: If a pursuing unit makes contact with an enemy unit that is not fleeing, the units become engaged in combat. If the enemy unit was engaged in combat at the start of this phase, and if that combat has not yet been fought, the pursuing unit will fight again when that combat is fought (and counts as having charged). However, it cannot pursue again this turn. Instead, it will automatically restrain and reform with no Restraint test required.

Otherwise, the units become locked in place until the next player's turn when they will fight a round of combat. During the next turn, the pursuing unit counts as having charged.





Oddball Stuff (Combat)

Despite the detail of the previous pages, there will always be situations in which something is unclear. This is especially true of combat.

Assailment Spells

If a Wizard that is engaged in combat knows any Assailment spells, they may attempt to cast them in addition to making normal attacks when it is their turn to fight, as determined by their Initiative.

Templates: Hits caused by an Assailment spell that uses a template are distributed among the rear ranks of the enemy unit – in other words, they do not reduce the number of models within the fighting rank.

Shrinking Units

The removal of casualties may cause units engaged with one another to no longer be in base contact. In such cases, move the units by the smallest amount possible to bring them back into base contact. This move cannot be used to alter facing, nor is it an opportunity to redress the ranks or engage another unit.

No More Foes

In multiple combats, the shrinking of units can make it impossible for all of the units to maintain contact. In such cases, a unit that can no longer make base contact with the enemy ceases to be part of the combat at the end of the turn.

Incomplete Ranks

If a unit is fighting to its flank or rear, or has been joined by a character that does not fit neatly within its ranks (see page 207), its fighting rank might be incomplete. In such cases, warriors from the middle of the unit would press forward to complete the rank. To represent this, a fighting rank is always assumed to contain the same number of models as the largest rank or file behind it.

Split Profiles

If a model with a split profile has Attacks at two or more Initiative values, each set of Attacks is resolved when their Initiative value is reached. If the model is slain before it can make all of its attacks, any not yet made are lost. Similarly, a model with a split profile might be unable to make all of its attacks if all of its potential targets have been slain.

Different Weapons

It is not uncommon for models in the fighting rank to be equipped with different weapons. In such cases, you must roll different batches of dice when rolling To Hit and To Wound, making it clear to your opponent what they represent, where they are being directed and the target number you need.

Characteristics Of Zero

Some models have a Weapon Skill or Attacks characteristic of 0 and will find themselves at the mercy of their enemies. If a model has a WS of 0, all of its attacks miss automatically, whilst attacks directed against it will hit automatically. If a model has 0 Attacks, it simply cannot make any attacks.



Terrain & Combat

Terrain is covered in more detail in the Battlefield Terrain section. This page explains how certain types of terrain affect combat. Players should discuss before the battle begins which category a terrain feature falls into.

Open Ground & Hills

Open ground is the ideal setting for combat. However, care should be taken to consider the role of hills when calculating combat results. Remember, units that occupy the high ground can claim a bonus.

Difficult Terrain

If a quarter (25%) or more of the models within a unit are within difficult terrain at the start of the Combat phase, it becomes Disrupted and cannot claim a Rank Bonus.

Dangerous Terrain & Woods

For the purposes of combat, both dangerous terrain and woods are treated as difficult terrain.

Impassable Terrain

Should a charging unit ever be unable to align to the enemy due to the presence of impassable terrain, the charging unit has made a disordered charge. In addition, should it prove impossible to align the units once contact has been made, causing a gap to be left, the charging unit becomes Disrupted.

Linear Obstacles

Linear obstacles can have a considerable impact upon combat, depending upon their height.

Low Linear Obstacles: Should a unit engaged in combat ever find itself straddling a low linear obstacle (i.e., less than 2" high), such as walls and hedges, it becomes Disrupted.

Defended Low Linear Obstacles: A unit behind a low linear obstacle can defend it by moving its front rank into base contact with the obstacle. Enemies can charge the defenders as normal but do not have to physically cross the obstacle. Instead, the front rank of a charging unit moves into base contact with the opposite side of the obstacle. Unless it has the Fly (X) special rule, a unit that charges an enemy behind a defended obstacle makes a disordered charge.

High Linear Obstacles: For the purposes of combat, high linear obstacles (i.e., 2" high or more) are treated as impassable terrain.

Battlefield Decoration

Some terrain features are so small that they cannot reasonably be expected to interfere with combat. Very small decorative elements of terrain less than 2" across, such as a signpost or well, should be ignored as if they were not there – units can freely fight around them. Should the presence of such a feature ever interfere with the positioning of units, simply make note of its position and move it aside, replacing it when it is convenient to do so.



THE PSYCHOLOGY OF WAR

The battlefield is full of noise, confusion and death. Faced with allies and comrades meeting grisly ends all around whilst battling fearsome foes, you may find that your warriors succumb to panic and scatter, rather than fight on.



The psychological trauma of battle can cause even the bravest of warriors to panic, and when they do they are likely to flee. Consequently, panic (and more importantly, resisting the urge to give in to panic) plays an important role in Warhammer: the Old World.

Panic Tests

Panic tests have been covered briefly in previous sections, particularly in the Shooting section. On the following pages, Panic tests and their causes are covered in greater detail.

A Panic test is a test made to determine if a unit can hold its nerve and follow orders under tremendous pressure. If two or more units from the same army have to make Panic tests at the same time, the controlling player chooses the order in which the tests are made. To make a Panic test, test against the unit's Leadership characteristic:

- If this test is failed, the unit has succumbed to panic and must either Fall Back in Good Order or flee (see opposite).
- If this test is passed, the unit remains resolute in the face of enemy fire and does not panic.

What happens to a unit that fails a Panic test will depend upon how many casualties that unit has suffered. A unit that has suffered only a few casualties will retreat, but will quickly rally, whereas a unit that has suffered a significant amount of casualties will turn tail and flee.

Fall Back in Good Order: If more than half (50%) of the models the unit contained at the start of the battle still remain, it will Fall Back in Good Order, as described on [page 134](#).

Flee: If only half (50%), or fewer than half, of the models the unit contained at the start of the battle still remain, it will immediately turn tail and flee, as described on [page 132](#).

No Need For Hysterics

A unit only needs to make one Panic test in each phase of the game, even if there are multiple reasons to take Panic tests. Most Panic tests are made immediately, and in larger games you may find it helpful to mark units that have already made a Panic test.

In addition, a unit is not required to make a Panic test if:

- It is making a Charge move.
- It is engaged in combat.
- It is already fleeing and has yet to rally.



Common Causes Of Panic

There are many special rules, spells and magic items that can cause an enemy to make a Panic test. In such cases, the description of the special rule, spell or magic item itself will provide details. However, there are certain circumstances that arise regularly in games which always cause units affected to make a Panic test.

Heavy Casualties: If, during any single phase other than the Combat phase, a unit loses more than a quarter (25%) of the Unit Strength it had at the start of that phase, it must make a Panic test.

A unit that fails a Panic test caused by heavy casualties will flee directly away from the enemy unit that caused those casualties. If the casualties were not caused by an enemy unit, the unit will instead flee from the nearest enemy unit which is not itself fleeing.

Note that heavy casualties caused during the Combat phase do not cause Panic tests. During combat, the urgency of defeating the enemy and driving them back (represented by calculating combat results and making Break tests) takes precedence.

Nearby Friend Destroyed: If a unit with a Unit Strength of 5 or more is destroyed, all friendly units within 6" must immediately make a Panic test.

Leave the destroyed unit in place until the tests are made in order to give a point to measure from. Once all tests have been made, any unit that failed its Panic test will flee directly away from the nearest enemy unit which is not itself fleeing.

Nearby Friend Flees Combat: If a unit with a Unit Strength of 5 or more loses a combat and, after making its Break test, either Breaks and flees or Falls Back in Good Order, all friendly units within 6" must immediately make a Panic test.

Leave the friendly unit that caused the Panic test in place until the tests are made in order to give a point to measure from. Once all tests have been made, any unit that failed its Panic test will flee directly away from the nearest enemy unit which is not itself fleeing.

Note that it does not matter if the unit that lost combat Breaks and flees or Falls Back in Good Order as, amidst the clamour of battle, friendly units are seldom able to tell the difference.

Fled Through: A unit must immediately make a Panic test if a friendly unit moves through it whilst fleeing or falling back in good order. For simplicity, resolve the movement of the fleeing unit before making and resolving the Panic test.

A unit that fails a Panic test after being fled through will flee directly away from the nearest enemy unit which is not itself fleeing.

Note that this can prove the most destructive form of panic, as one unit can panic and flee through another unit, which in turn might panic and flee through a further unit, and so on until your battle line is in total disarray.

SPECIAL RULES

A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



What Are Special Rules?

When a creature has an ability that deviates in some way from the core game rules, it is represented by a special rule. It is through the use of the special rules that Dragons breathe fire, assassins strike with lightning speed and Giants cause bowel-loosening terror in their enemies.



Special rules fall into three broad categories:

- **Universal Special Rules:** These are rules that can appear in all armies. They may be attached to a model itself, or to an item of equipment it carries.
- **Army Special Rules:** These are special rules unique to the army the model belongs to, a full list of which is included as part of the army list the model is drawn from.
- **Unique Special Rules:** Some models and some special items of equipment have special rules unique to them. These will be included, in full, as part of the model or weapon profile.

What Special Rules Does It Have?

Whilst many special rules are given directly to a model, a model can also gain special rules from its equipment. Most often, this will take the form of special rules attached to weapons, but special rules can be granted by armour and, especially in the case of characters, by magic items.

A model might also gain special rules as the result of a spell that has been cast upon it or by some other game effect, possibly by the rules governing a terrain feature, for example. Where this is the case, the description of the game effect in question will make it clear.

Rule Priority

Sometimes, special rules can seem a bit contradictory. Army special rules take precedence over universal special rules or rules associated with a model's troop type. Unique special rules take precedence over universal special rules, army special rules or rules associated with a model's troop type.

Cumulative Special Rules

Unless noted otherwise, if the effect of a special rule in some way alters a characteristic, the result of a dice roll, or any other value (such as a model's armour value), that effect is cumulative. This means that the effects of duplicate versions of the same rule combine together, increasing its effect.

For example, if a model is under the effects of a spell that grants it Armour Bane (2) and carries a weapon that has Armour Bane (1), the model would be considered to have Armour Bane (3).



Universal Special Rules

On the following pages you will find a full description for each of the universal special rules.

Ambushers

Stealthy warriors specialise in outflanking the foe, appearing from an unexpected quarter.

A unit with this special rule may be held in reserve rather than be deployed at the start of the game. From the beginning of round two onwards, roll a D6 during each of your Start of Turn sub-phases for each unit of Ambushers in your army that is held in reserve. On a roll of 1-3, the unit is delayed until your next turn at least. On a roll of 4+, the unit arrives, entering the battle as reinforcements during the Compulsory Moves sub-phase. The unit may be placed on any edge of the battlefield, chosen by its controlling player, but cannot be placed within 8" of an enemy model. If any Ambushers are still held in reserve by the start of round five, they arrive automatically.

Armour Bane (X)

Some weapons are particularly well-suited to piercing armour, though they often require great skill.

If a model with this special rule rolls a natural 6 when making a roll To Wound, the Armour Piercing characteristic of its weapon is improved by the amount shown in brackets after the name of this special rule (shown here as 'X').

For example, if a natural 6 is rolled when rolling To Wound with a weapon that has an AP of ' - ' and the Armour Bane (1) special rule, its AP counts as being -1 when making an Armour Save roll against that wound.

Armoured Hide (X)

Many creatures have gnarled, tough or scaly skin that offers the same protection as wrought armour.

The hide of some creatures forms natural armour and improves their armour value (and that of their rider). By how much armour value is improved varies from model to model, as shown in brackets after the name of this special rule (shown here as 'X').

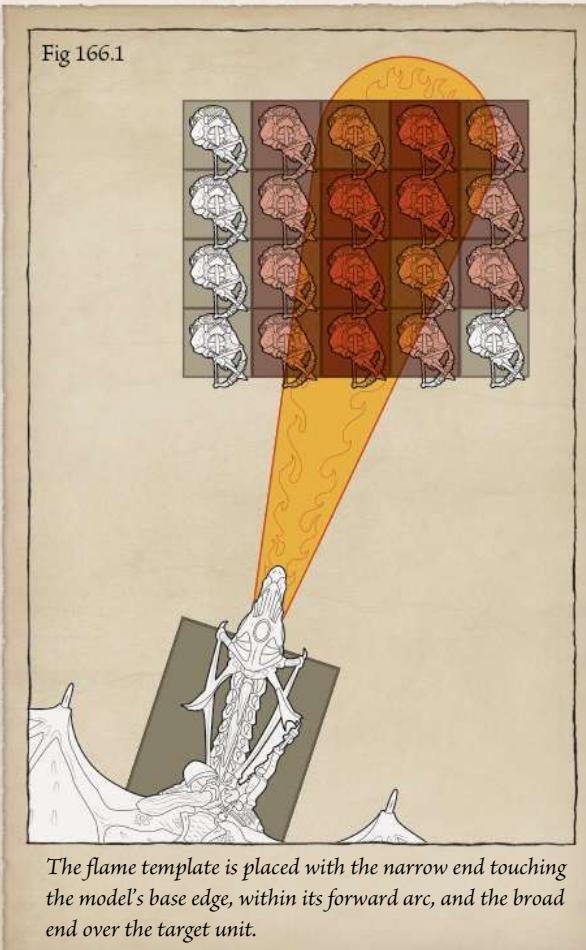
Note that a model that wears no armour is considered to have an armour value of 7+ for the purposes of rules that improve armour value.

Breath Weapon

Some creatures or constructs belch clouds of flame or noxious choking fumes at their foes. Dragons are the most famous of such beasts, but they are by no means alone.

A model with a Breath Weapon can use it once per round, during the Shooting phase of its turn. Place the flame template with its broad end over the intended target and its narrow end touching the model's base edge anywhere along its front arc. The template must lie entirely within the model's vision arc. Any model whose base lies underneath the template risks being hit, as described on page 95. The Strength and any special rules of the breath weapon will be detailed in the creature's rules.

Breath weapons cannot be used when making a Stand & Shoot charge reaction, or when the model is engaged in combat.



The flame template is placed with the narrow end touching the model's base edge, within its forward arc, and the broad end over the target unit.

Chariot Runners

Chariots are often accompanied by light troops that fight at their side, protecting their vulnerable flanks from the enemy.

Friendly models whose troop type is 'chariot' can draw a line of sight over or through models with this special rule and can move through friendly units of Chariot Runners that are in Skirmish formation. If the chariot's move would result in it ending up 'on top' of a Chariot Runner, simply nudge the Chariot Runner aside, by the smallest amount possible, to make space for the chariot. Whilst in Skirmish formation units of Chariot Runners can treat friendly chariots that are within 1" of one or more of the unit's models as a part of the unit for the purposes of unit coherency.

Close Order

The mainstay of any army is its regiments of close order infantry and cavalry.

A unit consisting of models with this special rule may adopt a Close Order formation, as described on [page 100](#).

Counter Charge

Particularly bold and brash warriors view offence as the best form of defence.

This special rule can only be used by units that consist entirely of models with this special rule. When a unit with this special rule is charged in its front arc by an enemy unit whose troop type is 'cavalry,' 'chariot' or 'monster', it may declare a 'Counter Charge' charge reaction:

Counter Charge: The unit surges forward to meet the enemy charge. Measure the distance between the two units. If the distance is less than the Movement characteristic of the charging unit, the charged unit has not enough time to meet the enemy charge and must either Hold or Flee instead.

Otherwise, pivot the unit about its centre so that it is facing directly towards the centre of the charging enemy unit. After pivoting, the unit moves D3+1" directly towards the enemy unit. Both units are considered to have charged during this turn.

Fleeing units and units already engaged in combat when charged cannot Counter Charge. A unit can only Counter Charge in response to one charge per turn, even if charged by multiple units. Once all charges have been declared, the inactive player can choose which charging unit to Counter Charge. The unit will then Hold against the other charging units.

Cumbersome

Some missile weapons are too cumbersome to be raised and aimed at a charging foe.

Weapons with this special rule cannot be used when making a Stand & Shoot charge reaction.

Detachment

Large regiments may be accompanied by smaller detachments.

A unit with this special rule can be fielded as a 'detachment' (see [page 282](#)).

Dragged Along

Great war engines may be dragged to battle by hordes of infantry.

A model with this special rule that begins its movement within 1" of a friendly unit whose troop type is 'infantry,' that is not fleeing and that contains ten or more models, may replace its Movement characteristic with that of the unit.

Drilled

Some regiments spend endless hours training to perform complex manoeuvres.

Unless it is fleeing, a Drilled unit may perform a free redress the ranks manoeuvre immediately before moving. Once this manoeuvre is complete, the unit moves as normal. In addition, a Drilled unit can march whilst within 8" of an enemy unit without first having to make a Leadership test.

Note that any character that joins a Drilled unit is considered to be Drilled as well.

Ethereal

Lacking physical bodies, some beings are immune to mundane weapons.

Ethereal creatures treat all terrain as open ground for the purposes of movement. They cannot end their movement inside impassable terrain, though they can pass through it. In addition, Ethereal creatures can only be wounded by Magical attacks. Characters that are not Ethereal cannot join units that are, and vice versa.





Knights of the White Wolf

The ferocious and revered Knights of the White Wolf are devoted followers of Ulric, based in Middenheim within the Temple of Ulric itself. Knights of the Order can be found throughout the Empire, but are far more common in the northern lands. They ride to war bareheaded to show their disdain of their enemy's meagre fighting prowess, their broad shoulders draped in the pelts of great white wolves from the Drakwald Forest. Knights of the White Wolf bear the colour red on their banner, bardings and sometimes even on weapon hafts. A white wolf or a hammer always features on their banners.

Evasive

In the face of enemy fire, it is often wise to step back! Some warriors are particularly adept at this manoeuvre.

Once per turn, when this unit is declared the target during the enemy Shooting phase, it may choose to Fall Back in Good Order and will flee directly away from the enemy unit shooting at it. Once this unit has completed its move, the enemy unit may continue with its shooting as declared.

Extra Attacks (+X)

Through fury, extra limbs, or being armed to the teeth, this warrior can strike more blows.

A model with this special rule has a modifier to its Attacks characteristic, as shown in brackets after the name of this special rule (shown here as '+X'). If this modifier is determined by the roll of a dice, roll when the model's combat is chosen during any Choose & Fight Combat sub-phase.



Fast Cavalry

A highly trained unit of cavalry is able to perform complex manoeuvres, even at a full gallop.

If all of the models (including characters) within a unit arrayed in an Open Order formation have this special rule, the unit may perform its Quick Turn (see [page 183](#)) even if it marched.

Fear

Particularly large or disturbing creatures provoke terrible fear in the foe.

Models with this special rule cause Fear:

- If a unit wishes to declare a charge against an enemy unit that both causes Fear and has a higher Unit Strength, it must first make a Leadership test. If this test is failed, the unit cannot charge. It does not move and is considered to have made a failed charge. If this test is passed, the unit can charge as normal.
- If a unit is engaged with an enemy unit that both causes Fear and has a higher Unit Strength when its combat is chosen during any Choose & Fight Combat sub-phase, it must make a Leadership test. If this test is failed, any models in the unit that direct their attacks against the Fear-causing enemy suffer a -1 modifier to their rolls To Hit.

A unit only needs to make one Fear test per turn. Models that cause Fear are immune to Fear. A unit that does not cause Fear does not become immune to Fear when joined by a character that does.

Feigned Flight

Some units are adept at escaping from the foe and regrouping, drawing the enemy into careless charges before vanishing into the distance.

If this unit chooses to Flee (or Fire & Flee) as a charge reaction, it automatically rallies at the end of its move, as described on [page 117](#).

Fight In Extra Rank

Certain weapons, such as thrusting or throwing spears, allow warriors not in the fighting rank to attack from behind their comrades.

A model with this special rule may make a supporting attack, as described on page 145.

Fire & Flee

The boldest of warriors armed with missile weapons will face down a charging enemy with volleys of fire, before turning and fleeing at the last possible moment.

A unit with this special rule that is also armed with missile weapons may declare that it will 'Fire & Flee' as a charge reaction:

Fire & Flee: The unit launches a volley of weapons fire before turning to flee from the enemy. If a unit with this special rule is armed with missile weapons and can draw a line of sight to the charging unit, it may declare that it will Fire & Flee. The unit will Stand & Shoot (as described on page 120) before turning tail and fleeing from the charge. However, due to the time spent shooting at the charging foe, when making its Flee roll the unit rolls two D6 and discards the lowest result. If both dice roll the same result, discard either.

Note that, if the distance between this unit and the charging unit is less than the Movement characteristic of the charging unit, this unit must either Hold or Flee.

First Charge

The thundering charge of heavily armed and armoured warriors, freshly arrived upon the battlefield and eager for the fray, is devastating to the cowering foe.

If this unit's first charge of the game is successful (i.e., if the unit makes contact with the charge target), the charge target becomes Disrupted until the end of the Combat phase of that turn.

Flaming Attacks

Fire is a fearsome thing on the battlefield, but some creatures are more vulnerable to it than others.

Any attack made or hits caused by a model with this special rule, or made using a weapon or spell with this special rule, is a 'Flaming' attack. In addition, a model with this special rule causes Fear (as described on page 168) in models whose troop type is 'war beasts' or 'swarms'.

Unless otherwise stated, a model with this special rule makes Flaming attacks both when shooting and in combat (though any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding).

Flammable

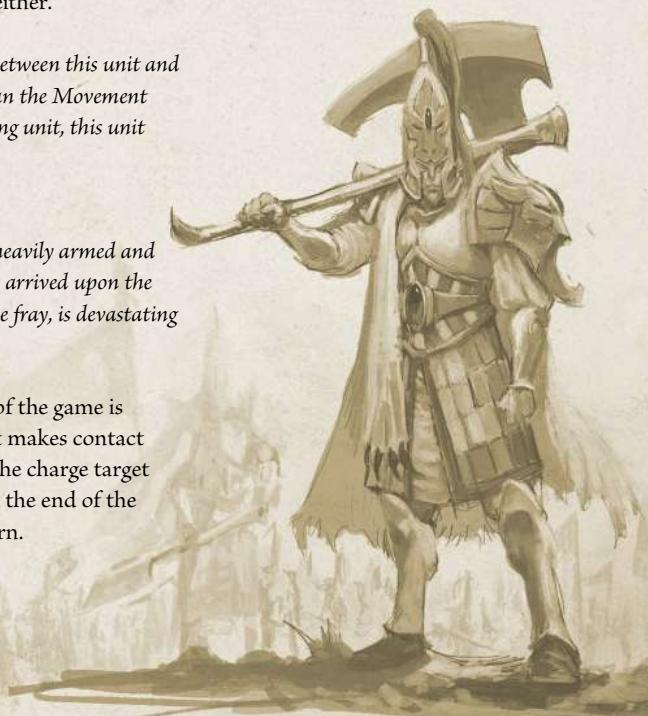
Some creatures are especially vulnerable to fire. Once flame has been set to their flesh, it will burn out of control.

A model with this special rule cannot make a Regeneration save against a wound caused by a Flaming attack.



A Horrifying Reality

Most humans of the Old World know little of its true horrors, for most do not stray far from their homesteads. What little they know is told in stories meant to scare children into obedience. When war calls, many such citizens are drafted into armies and sent forth to battle all manner of foes. On the battlefield the truth is revealed – foul creatures call the world their home, and their hunger for destruction is limitless.





"Where march you folk
of Reikland,
Where carry you halberds
and swords?

We march to war for
our Emperor,
For Sigmar – our saviour
and lord.

Tomorrow we go to war,
to face the hosts of Chaos.

Tomorrow we will be buried,
In the cold graves that
await us.

And when this war is done,
And my body lies on the field
at night,

Hear my prayer, save my soul,
Lord Sigmar, take me to
your light."

Old soldier's song from Reikland

Fly (X)

Many creatures of the Warhammer world can fly, held aloft either by mighty pinions or by means of magic, soaring from one side of the battlefield to the other.

A model with this special rule can Fly. Models that can Fly can choose either to move normally on the ground (using their Movement characteristic), or to move by flying. How many inches a model can Fly varies from model to model, and will be shown in brackets after the name of this special rule (shown here as 'X'). Models that choose to move by flying:

- May move as normal (i.e., they may charge, march and manoeuvre as if moving on the ground), except that they are able to pass freely above other models, units and terrain features without any penalty, and they can march whilst within 8" of an enemy unit without first having to make a Leadership test.
- May end their movement in terrain, but will suffer its effects if they do. They cannot end their movement 'on top' of impassable terrain or another unit, or within 1" of an enemy unit.

Models that can Fly must begin and end all of their movement on the ground. A character with this special rule cannot join a unit without this special rule, and vice versa.



Frenzy

For warriors gripped by a fighting frenzy, all rational thought is consumed by a hunger for violence.

A Frenzied model has a +1 modifier to its Attacks characteristic. This modifier does not apply to the model's mount (in the case of a cavalry model), to the beasts that draw it (in the case of a chariot), or to its rider (in the case of a monster).

In addition:

- If the majority of the models in a unit are Frenzied, the unit automatically passes any Fear, Panic or Terror tests it is required to make.
- If a unit that includes one or more Frenzied models is able to declare a charge during the Declare Charges & Charge Reactions sub-phase of its turn, it must do so.
- If the majority of the models in a unit are Frenzied, it cannot choose to Flee as a charge reaction, nor can it ever choose to make a Restraint test.

Losing Frenzy: Unlike other special rules, Frenzy can be lost during a game. Any model that loses a round of combat will immediately lose this special rule.

Furious Charge

Some creatures charge with such fury, the very ground shakes beneath their feet.

During a turn in which it made a charge move of 3" or more, a model with this special rule gains a +1 modifier to its Attacks characteristic.

Hatred (X)

Enmity is rife in the Warhammer world, but hatred is nurtured over thousands of years.

A model with this special rule may re-roll any failed rolls To Hit made against a hated enemy during the first round of combat.

Which enemies are hated varies from model to model and will be shown in brackets after the name of this special rule (shown here as 'X'). Some models hate 'all enemies', meaning they hate all enemy models equally.

Horde

Some troops find strength in numbers, gathering in deep formations that crowd together tightly.

A unit with this special rule may increase the maximum Rank Bonus it can claim (as determined by its troop type) by one.

Howdah

A howdah is an armoured platform built atop a mighty behemoth. From here, a crew of warriors rain missiles upon the enemy.

To represent its howdah and crew, a behemoth with this special rule has a split profile and follows both the 'Split Profile (Chariots)' and 'Firing Platform' rules (see page 194). In all other respects, this model is a behemoth.

Ignores Cover

Even dense cover offers no safe haven from a skilled marksman wielding a well-crafted weapon.

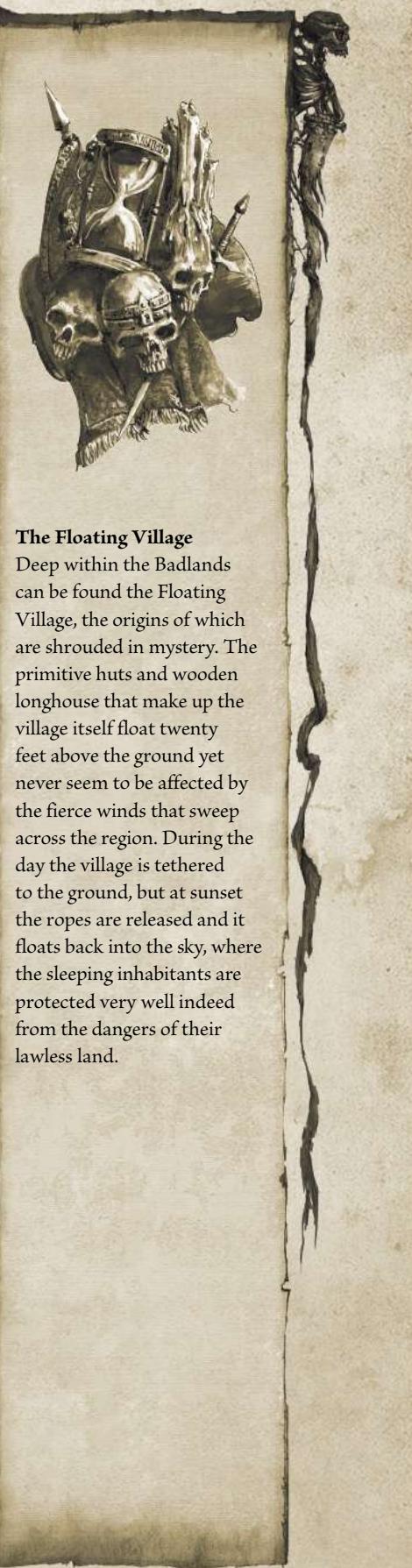
If a model making a shooting attack has this special rule, it ignores any To Hit modifiers caused by partial or full cover.

Immune To Psychology

There are warriors so brave, or perhaps so jaded by the dangers of the world, that they heed no peril.

If the majority of the models in a unit are Immune to Psychology, the unit automatically passes any Fear, Panic or Terror tests it is required to make. However, if the majority of the models in a unit have this special rule, the unit cannot choose to Flee as a charge reaction.

Note that this special rule does not make a unit immune to any test made against Leadership not stated here.





Vanhal's Legacy

In 1111, the dead walked in the Empire. Corpses marked with the black blotches of plague shambled about the land, needing only a will to guide them. They found it in the form of Baron Frederick van Hal (later known as Vanhal or Vanhel). After conquering the land that eventually became Sylvania, he built the castle of Vanhaldenschlosse. During the height of the Black Death, Vanhal's necromantic domain expanded greatly, and would have continued to do so but for the treachery of his apprentice, Lothar von Diehl. Since that dark time, many noble-born descendants of Vanhal have devoted their lives to the service of Sigmar or Morr, taking the oaths of a Witch Hunter in an attempt to atone for the sins of their heretical ancestor.

Impact Hits (X)

The impact of a charge can itself cause severe casualties amongst the foe.

The number of Impact Hits caused varies from model to model, and will be shown in brackets after the name of this special rule (shown here as 'X'). Often, this is determined by the roll of a dice.

Resolving Impact Hits: Impact Hits can only be made by a charging model that moved 3' or more and that is in base contact with the enemy. Impact hits are attacks made in combat that always strike at Initiative 10 (regardless of modifiers), and that hit automatically using the unmodified Strength characteristic of the model.

Impetuous

The eagerness of brash and brave warriors can lead them into foolish charges.

If during the Declare Charges & Charge Reactions sub-phase of its turn, a unit that includes one or more Impetuous models is able to declare a charge, roll a D6. On a roll of 1-3, the unit must declare a charge. On a roll of 4+, the unit may act as normal.

Killing Blow

The most skilled of warriors can slay their enemies with a single deadly blow.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Killing Blow'. Enemy models whose troop type is 'infantry' or 'cavalry' are not permitted an armour or Regeneration save (see page 176) against a Killing Blow (Ward saves can be attempted as normal). If an enemy model whose troop type is 'infantry' or 'cavalry' suffers an unsaved wound from a Killing Blow, it loses all of its remaining Wounds.

Note that if an attack wounds automatically, this special rule cannot be used.

Large Target

Monstrous creatures tower above the battlefield, visible to all for leagues around.

Enemy models never suffer To Hit modifiers for full or partial cover when shooting at models with this special rule. In addition, a model can draw a line of sight to a model with this special rule over or through other models, and vice versa.

Levies

Many regiments are made up of unwilling fighters, pressed into service.

Models with this special rule cannot use the Inspiring Presence rule of the army's General nor the Hold your Ground rule of a Battle Standard. However, little is expected from Levies in battle. Therefore, units that do not have this special rule are not required to make a Panic test when a friendly unit of Levies Breaks and flees from combat.

Loner

Some warriors do not mix well with others, preferring to keep their distance.

A character with this special rule cannot be your General and cannot join a unit without this special rule. A unit with this special rule cannot be joined by a character without this special rule.

Magical Attacks

The Warhammer world is a deeply magical place. Consequently, magical weapons are quite commonplace.

Any attack made or hit caused by a model with this special rule, or made using a weapon with this special rule, is a 'Magical' attack.

Note that all spells are considered to have this special rule, as are any hits caused by magic items.

Magic Resistance (-X)

Some creatures are naturally resistant to magic, whilst others bear charms or fetishes intended to ward off its effects.

The Casting roll of any enemy spell (including Bound spells) that targets a unit that includes one or more models with this special rule suffers a modifier, as shown in brackets after the name of this special rule (shown here as '-X').

Note that this special rule is not cumulative. If two or more models in a unit have this special rule, use the highest modifier.

Mercenaries

Mercenary bands roam the Warhammer world, looking for employment in the armies of foreign lands.

Often, an army can include certain units drawn from another army list as mercenaries. Any such units included in your army gain this special rule. Mercenaries cannot use the Inspiring Presence rule of the army's General (see page 203) nor the Hold your Ground rule of a Battle Standard (see page 203). Mercenaries cannot be joined by characters drawn from another army list.

Monster Handlers

Colossal beasts are goaded into battle by beastmasters hurrying at their heels.

A monster with this special rule is accompanied by one or more models representing its handlers. During deployment, position these models anywhere that is adjacent to, and in base contact with, the monster. If the handlers are found to be blocking movement or line of sight, simply move them aside.

In combat, each handler adds its attacks to those of the monster. If the monster suffers an unsaved wound, roll a D6. On a roll of 1-4 the monster loses a Wound, but on a roll of 5+ a handler model suffers the wound instead. If the monster is removed from play, so are its handlers.

Monster Slayer

Legends tell of warriors so mighty they can slay terrible monsters with but a single blow!

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Monster Slaying Blow'. Enemy models whose troop type is 'monster' are not permitted an armour or Regeneration save (see page 176) against a Monster Slaying Blow (Ward saves can be attempted as normal). If an enemy model whose troop type is 'monster' suffers an unsaved wound from a Monster Slaying Blow, it loses all of its remaining Wounds.

Note that if an attack wounds automatically, this special rule cannot be used.



Feeding an Army

An army marching to war is a logistical nightmare involving the transportation of arms and armours, warding against ambushes and the feeding of thousands of soldiers. When crossing friendly territory, food can be bought from local merchants, while in the lands of their foe, pillaging is common. Groups of hunters are employed to range far and wide to forage for food. Although not all races share such concerns: the undead need no sustenance, while the armies of chaos and destruction simply take what they want, from whoever they want.



Marienburg

"Anything you want, a Marienburger already has" is a common phrase in the Empire – a matter of pride to the people of Westerland and derision in other provinces. Within it lies a measure of truth, for Marienburg is a thriving centre of trade, renowned for its sailors and frequented by trade ships from across the world, including Ulthuan and the far east. As a result, the Westerlands are the most prosperous claimant to the throne of the Emperor and their armies are regularly supplemented with foreign mercenaries.

Motley Crew

Some regiments contain an assortment of differently armed and armoured warriors.

Units with this special rule may include models of the same type that are equipped differently to one another, and/or models of different types that fight together in a single unit. If necessary, the army list entry for such units will be accompanied by a brief explanation of the unit's composition.

Different Weapons: The fighting rank of a Motley Crew may contain models that are armed with different weapons. In such cases, the controlling player must roll different batches of dice for the different models, making it clear to their opponent which model's attacks they represent and where they are being directed. These attacks are made in the Initiative order of the individual models, as usual.

Different Armour: Models within a Motley Crew may have different armour values. In combat, use the armour value of the majority of the models in the fighting rank. Against enemy shooting, use the armour value of the majority of the models in the unit.

Casualty Removal: Against enemy shooting, casualty removal should be divided as equally as possible between the different models within the unit. In combat, casualties should be removed from among the majority of the models that make up the fighting rank. In either case, available models are brought forward from rear ranks to fill any gaps, as chosen by the controlling player.



Move & Shoot

Weapons that are easy to use when moving at speed may lack power or range, but make up for it with their versatility.

A weapon with this special rule can be used in the Shooting phase even if the model equipped with it marched this turn.

Move Or Shoot

Artillery weapons sacrifice a speedy reload and manoeuvrability for range and power, making them impossible to fire on the move.

A weapon with this special rule cannot be used in the Shooting phase if the model equipped with it moved for any reason during this turn (including rallying and reforming).

Move Through Cover

A well-trained or naturally skilled warrior can traverse unhindered through the densest terrain.

Models with this special rule do not suffer any modifiers to their Movement characteristic for moving through difficult or dangerous terrain. In addition, a model with this special rule may re-roll any rolls of 1 when making Dangerous Terrain tests.

Multiple Shots (X)

Some weapons fire a fusillade of shots, sacrificing accuracy for sheer volume.

A weapon with this special rule can either fire a single shot as normal, or it can be fired a number of times, as shown in brackets after the name of this special rule (shown here as 'X'). If multiple shots are fired, each roll To Hit suffers an additional -1 To Hit modifier. All models in a unit equipped with weapons with this special rule must fire either a single or Multiple Shots. Where the number of Multiple Shots is generated by a dice roll, roll separately for each model.

Multiple Wounds (X)

The most powerful attacks strike with crushing force, causing massive damage to their victim.

Each unsaved wound inflicted by an attack with this special rule is multiplied by the number shown in brackets after the name of this special rule (shown here as 'X'). For example, Multiple Wounds (2) would mean that each unsaved wound would cause the target to lose two Wounds. Where the number of Multiple Wounds is generated by a dice roll, roll separately for each unsaved wound.

Note that excess wounds caused to a model will have no additional effect unless that model is a character, in which case this special rule counts for Overkill. Excess wounds do not 'spill over' onto other models in the unit.

Open Order

Many regiments adopt an open formation, increasing their manoeuvrability.

A unit consisting of models with this special rule may adopt an Open Order formation, as described on [page 182](#).

Poisoned Attacks

Deadly toxins can turn an otherwise minor injury into a mortal wound.

If a model with Poisoned Attacks rolls a natural 6 when making a roll To Hit, that hit will wound automatically. Unless otherwise stated, a model with this special rule may use it when making both shooting and combat attacks. Any spells cast by the model are unaffected, as are any attacks made with magic weapons.

Note that if an attack needs a To Hit roll of 7+, or hits automatically, this special rule cannot be used.

Ponderous

Many weapons are too unwieldy to be used with any accuracy by a warrior on the move.

A weapon with this special rule suffers a To Hit modifier of -2 for Moving and Shooting, rather than the usual -1.

Quick Shot

Weapons designed for speed can be brought to bear in less than a heartbeat.

A weapon with this special rule does not suffer the usual -1 To Hit modifier for Moving and Shooting. In addition, a unit equipped with weapons with this special rule can use them to make a Stand & Shoot charge reaction regardless of how close the charging unit is.

Rallying Cry

Striking a heroic pose, a bold leader treats their loyal followers to a short but inspiring speech.

During the Command sub-phase of their turn, if they are not engaged in combat, this character may nominate a single fleeing friendly unit that is within their Command range. The nominated unit immediately makes a Rally test. If this test is failed, the unit may attempt to rally again as normal during the Rally sub-phase.



Pirates of the Black Gulf

From the Bay of Wrecks to the very harbours of Barak Varr, the Pirates of the Black Gulf have been a thorn in the side of merchants and traders for years beyond remembering. Consisting of a motley fleet ranging from Sartosan galleons to seafaring Orc hulks, the Pirates of the Black Gulf are arguably the principle reason that the formidable sea defences of Barak Varr are so vigorously maintained. This continued presence requires the Ironclads of the Dwarf navy to regularly patrol the gulf, and skirmishes between Dwarf and pirate vessels are a frequent occurrence.



Random Attacks

Not all creatures fight with discipline; many flail about in careless abandon with unpredictable results.

Models with this special rule do not have a normal Attacks characteristic. Instead, a dice roll is given (D3+1, for example). Each time a model with this special rule attacks in combat, roll the dice to determine the number of attacks it will make, then roll To Hit as normal. If a fighting rank contains more than one model with this special rule, roll separately for each, unless specified otherwise.

Random Movement

Some creatures rush forward at one moment, only to falter clumsily in the next.

Models with this special rule do not have a normal Movement characteristic. Instead, a dice roll is given (2D6, for example). Whenever a model with this special rule moves (for any reason), roll the dice to determine how far it must move.

Models with this special rule move during the Compulsory Moves sub-phase. They cannot march or declare a charge. They can wheel to change direction, but cannot perform any other manoeuvres. If the model is able to make contact with an enemy unit during the Compulsory Moves sub-phase or whilst pursuing, it may do so and counts as having charged. The model aligns against the enemy unit and stops moving. A unit charged in this way must Hold.

If every model in a unit has this special rule, roll once for the entire unit. If two or more models in a unit have different Random Movement characteristics, roll for each and use the lowest result for the entire unit.

Regeneration (X+)

Foul and unnatural creatures, such as Trolls, Daemons and the Undead, can regenerate all but the most grievous of wounds with ease.

A model with this special rule can make a 'Regeneration' save. The armour value of a Regeneration save is shown in brackets after the name of this special rule (shown here as 'X+'). A Regeneration save can never be modified by the AP characteristic of a weapon and can be made in addition to an armour save and a Ward save. However, any wounds saved by a Regeneration save are still counted for the purposes of calculating the combat result.

Note that models with this special rule are often vulnerable to the Flaming Attacks or Magical Attacks special rules.

Regimental Unit

Sometimes, large units are supported in battle by smaller detachments.

A unit with this special rule can be accompanied by 'detachments' (see [page 282](#)).

Requires Two Hands

Many weapons are unwieldy, requiring a firm two-handed grip in order to use effectively.

A model cannot use a shield alongside a weapon with this special rule during the Combat phase (a shield can still be used against wounds caused by shooting or magic during other phases of the game).



Reserve Move

Warriors that excel at hit and run warfare advance quickly, unleashing a deadly volley before withdrawing.

Unless it charged, marched or fled during the Movement phase of its turn, a unit with this special rule may make a Reserve move at the end of the Shooting phase of its turn, after all shooting has been resolved. A unit making a Reserve move moves as described in the Basic Movement rules. It may manoeuvre normally, but cannot march.

Scouts

Scouts are advance troops who sneak onto the battlefield in order to seize vital locations before the two armies clash.

Units with this special rule may be deployed after all other units from both armies. They can be deployed anywhere on the battlefield that is more than 12" away from an enemy model. If deployed in this way, Scouts cannot declare a charge during their first turn.

If both armies contain Scouts, a roll-off should determine which player deploys Scouts first. The players then alternate deploying their scouting units one at a time, starting with the player who won the roll-off.

Shieldwall

Presenting an impenetrable wall of shields to the foe, a regiment becomes almost unmovable.

Once per game, during a turn in which it was charged, a unit with this special rule that is arrayed in a Close Order formation, and that is equipped with and chooses to use shields, may Give Ground rather than Fall Back in Good Order.

Skirmishers

Units of skirmishers move quickly and freely, harassing the enemy's flanks.

A unit consisting of models with this special rule may adopt a Skirmish formation, as described on page 184.

Stomp Attacks (X)

Some creatures are so massive that their sheer bulk is a threat all of its own.

The number of Stomp Attacks caused varies from model to model, and will be shown in brackets after the name of this special rule (shown here as 'X'). Often, this is determined by the roll of a dice.

Resolving Stomp Attacks: Stomp Attacks can only be made by a model that is in base contact with the enemy. Stomp Attacks are attacks made in combat that always strike at Initiative 1 (regardless of modifiers), and that hit automatically using the unmodified Strength characteristic of the model.

Strike First

Some warriors are gifted with supernatural speed and reactions, whilst others bear weapons enchanted to move like quicksilver through the air.

During the Combat phase, a model with this special rule that is engaged in combat improves its Initiative characteristic to 10 (before any other modifiers are applied). If a model has both this rule and Strike Last, the two rules cancel one another out.



Strike Last

Some warriors are incredibly slow and ponderous by nature, whilst others may be encumbered by massive weapons that slow them down.

During the Combat phase, a model with this special rule that is engaged in combat reduces its Initiative characteristic to 1 (before any other modifiers are applied). If a model has both this rule and Strike First, the two rules cancel one another out.

Stubborn

Elite troops will often fight on, refusing to flee from the enemy, regardless of casualties.

The first time this unit is required to make a Break test it may choose not to and will automatically Fall Back in Good Order instead, even if the Unit Strength of the winning side is more than twice that of the losing side. A unit that is not Stubborn does not become Stubborn when joined by a character that is. A Stubborn character cannot use this special rule whilst part of a unit that is not Stubborn.



Stupidity

Dull-witted creatures can often become hopelessly confused by the tumult of battle.

Unless it is engaged in combat, a unit with this special rule must make a 'Stupidity' test during the Start of Turn sub-phase of its turn. To make a Stupidity test, test against the unit's Leadership characteristic. If this test is failed, the unit becomes Stupid. A Stupid unit:

- Moves during the Compulsory Moves sub-phase.
- Must move straight ahead, without performing any manoeuvres.
- Cannot march or declare a charge.

A unit or mount that does not have this special rule becomes subject to it when joined or ridden by a character that does (Stupidity is contagious).

Swiftstride

Mounted warriors, warbeasts and chariots, amongst others, are swift and deadly, crossing the battlefields of the Old World with unexpected speed.

A unit with this special rule increases its maximum possible charge range by 3" and, when it makes a Charge, Flee or Pursuit roll, may apply a +D6 modifier to the result.



Terror

There are creatures so fierce that their mere appearance can cause the bravest to flee.

Models with this special rule cause Terror. Models that cause Terror also cause Fear, as described on [page 168](#):

- When a unit that causes Terror declares a charge, the charge target must immediately make a Leadership test. If this test is failed, it must Flee. If this test is passed, it can declare its charge reaction normally.
- If the winning side of a combat includes one or more units that cause Terror, each unit that belongs to the losing side must apply a -1 modifier to its Leadership characteristic when making its Break test.

Note that if a charged unit cannot choose to Flee, it does not make this Leadership test.

Models with the Fear special rule Fear models that cause Terror. Models that cause Terror are immune to Terror. A unit that does not cause Terror does not become immune to Terror when joined by a character that does.

Timmm-berrr!

When a behemoth falls in battle, it can cause utter devastation.

When this model is reduced to zero Wounds, the winner of a roll-off chooses one of its arcs (front, flank or rear) for it to fall into. Any units that are within the chosen arc and in base contact with this model suffer D6 hits, each using the Strength characteristic of this model, with an AP of -1. Once these hits are resolved, this model is removed from play.

Unbreakable

Some warriors are so fearless that they will never run from the enemy.

If a unit with this special rule loses a round of combat, it is not required to make a Break test. Instead, it will automatically Give Ground as it is pushed back by the enemy. Characters that are not Unbreakable cannot join units that are, and vice versa.



Unstable

Many evil creatures are not truly alive, but are driven instead by magic. Should the tide of battle turn, this magic can quickly fail.

If a unit with this special rule loses a round of combat, it loses one additional Wound for every combat result point by which it lost. These Wounds are lost after combat results have been calculated but before Break tests are made.

If an Unstable unit contains any Unstable characters, allocate wounds to the unit until each model has been allocated one wound. Any remaining wounds are divided as equally as possible between the character(s) and the unit.

Vanguard

An army's vanguard advances to occupy and engage the foe ahead of their comrades.

After deployment, units with this special rule may make a Vanguard move. A unit making a Vanguard move moves as described in the Basic Movement rules. It may manoeuvre normally but cannot march.

If both armies contain Vanguard units, a roll-off determines who moves first. The players then alternate moving their Vanguard units one at a time, starting with the player who won the roll-off.

Veteran

Veteran warriors have seen and done it all, and it takes a lot to unsettle them.

If the majority of the models in a unit have this special rule, the unit may re-roll any failed Leadership test.

Note that a Break test is not a Leadership test.

Volley Fire

Bows and other weapons can loose their projectiles in a high-arcing volley. Even warriors who cannot see the foe can shoot in their general direction.

When a unit with this special rule makes a shooting attack, half of the models in each rank other than the front rank (or front two ranks if the unit is on a hill), rounding up, can shoot (in addition to the usual models that shoot from the front rank, or front two ranks if the unit is on a hill). A unit cannot Volley Fire if it has moved for any reason during this turn (including reforming), or when making a Stand & Shoot charge reaction.

Note that models in rear ranks use the line of sight of the model at the front of their file.

Warband

A warband is an unruly mob, keen for the fray but easily dismayed when things go poorly.

Unless it is fleeing, a Warband gains a positive (+) modifier to its Leadership characteristic equal to its current Rank Bonus, up to a maximum of Leadership 10. However, a Warband cannot use this modifier to its Leadership should it ever choose to make a Restraint test. In addition, if the majority of the models in a unit have this special rule, it may re-roll its Charge roll.

Note that unless a character also has this special rule, their Leadership cannot be modified by this special rule. A Warband can use either its own modified Leadership, the modified Leadership of a Warband character, or the unmodified Leadership of a non-Warband character, whichever is the higher.

Warp-spawned

Creatures of the supernatural feed upon magic to manifest as physical beings and, as such, are vulnerable to magical attacks.

A model with this special rule cannot make a Regeneration save against a wound caused by a Magical attack. In addition, characters that are not Warp-spawned cannot join units that are, and vice versa.



UNUSUAL FORMATIONS

As mentioned previously, the models that make up a Warhammer army must be formed into 'units' before battle commences and all units must adopt a formation. The core rules cover in detail Close Order formations, which are by far the most commonly seen – but by no means the only – type of formation.



The following pages introduce the rules for 'Open Order' and 'Skirmish' formations. These are the two most frequently seen unusual formations, and every army will have the option to include units that can adopt them. A wise general will make full use of such units to exploit terrain, to harass the enemy from unexpected quarters and to protect their own vulnerable flanks.

Adopting & Changing Formation

All units must adopt a formation. As mentioned previously, the type(s) of formation a unit can adopt are indicated by a special rule of the same name as the formation type. Models with more than one such special rule may choose their formation during deployment (see page 285), and may change it and adopt a different formation by reforming during the game (as described on page 125).

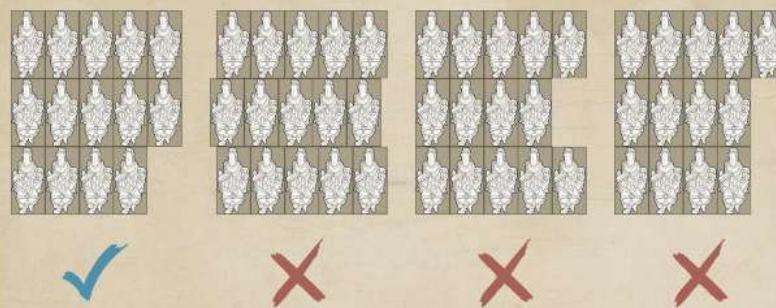
Open Order Formation

A unit arrayed in an Open Order formation closely resembles one in a Close Order formation; the key differences lie in how the unit moves and interacts with terrain. As with a unit in Close Order, a unit in Open Order consists of two or more models that are arranged in base contact with each other, edge-to-edge and front corner to front corner, as shown in Fig 182.1.

All models in such a unit must face the same direction (as described on page 100). In addition, all models in the unit must be arranged in a formation that consists of one or more horizontal rows, called ranks, and a number of vertical rows, called files.

As far as possible, there must be the same number of models in each rank. Where this is not possible, it must be the rear rank that has fewer models.

Fig 182.1



Highly Manoeuvrable

Open Order units tend to adopt a looser formation. Where the warriors within a Close Order formation will fight shoulder to shoulder, protecting one another with shield and spear, warriors in an Open Order formation fight in a more individual manner, striking and parrying with sword and buckler, or swinging great, double-handed weapons. Whatever the case, Open Order units are far more manoeuvrable than Close Order units.

To represent this, units arrayed in an Open Order formation have the following abilities:

Quick Turn: After moving, unless it charged, marched or fled, a unit that is in Open Order formation may pivot about its centre to change its facing by up to 90°.

Dispersed Ranks: Units in Open Order formation do not become Disrupted by difficult or dangerous terrain.

Unit Shape

As with units in Close Order formation, the shape of a unit in Open Order is also important as such units gain bonuses in certain situations. Based upon this, such units can be said to be in 'Combat Order' or in 'Marching Column'.

Combat Order

An Open Order formation that is wider than it is deep (i.e., that has more models per rank than per file) or that is square (i.e., has the same number of models per file as per rank) is said to be in Combat Order. Such units are able to count a 'Rank Bonus' in certain situations:

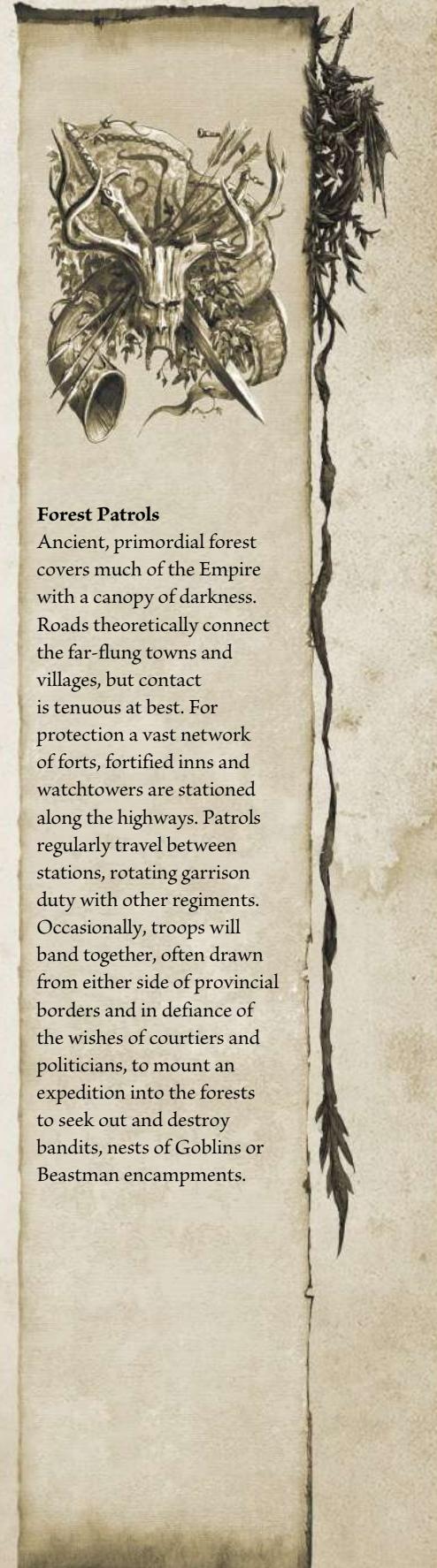
Rank Bonus: If a unit in Open Order formation is wide enough, it can claim a Rank Bonus of +1 for each rank behind the first, up to the maximum determined by its troop type:

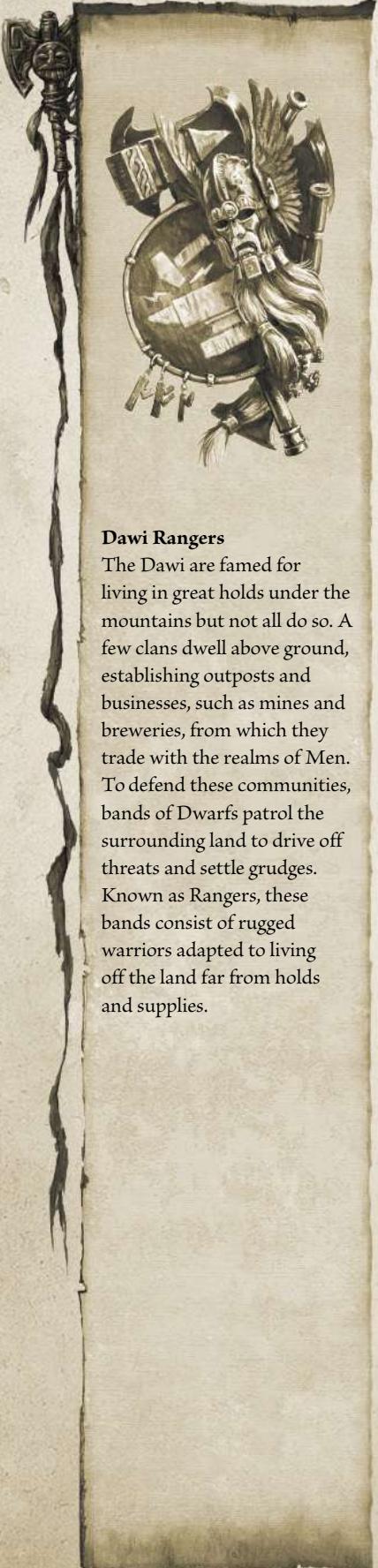
- How many models a rank must contain to claim a Rank Bonus, as well as the maximum Rank Bonus a unit can claim, is determined by its troop type, as described on [pages 104 and 188](#).
- Certain special rules may increase the Rank Bonus a unit can claim beyond the maximum normally allowed by its troop type, as described on [page 104](#).

Note that, as normal, this bonus can be claimed for an incomplete rear rank, as long as there are sufficient models in it.

Marching Column

A unit that is deeper than it is wide (i.e., that has more models per file than per rank) is said to be in Marching Column. A Marching Column cannot claim a Rank Bonus and cannot make a charge move, but may triple its Movement characteristic when Marching, as described on [page 123](#).





Dawi Rangers

The Dawi are famed for living in great holds under the mountains but not all do so. A few clans dwell above ground, establishing outposts and businesses, such as mines and breweries, from which they trade with the realms of Men. To defend these communities, bands of Dwarfs patrol the surrounding land to drive off threats and settle grudges. Known as Rangers, these bands consist of rugged warriors adapted to living off the land far from holds and supplies.

Skirmish Formation

A unit of models in Skirmish formation (often referred to as 'Skirmishers' in the rules that follow) never consists of rigid ranks and files. Instead, it moves as a single loose group or rough line. This enables Skirmishers to move quickly and take advantage of terrain to shelter from the enemy.

1" Apart

The models that make up a unit in Skirmish formation are not placed in base contact with one another. Instead, they are deployed on the battlefield in a single loose but contiguous group, in which every model is within 1" of another model belonging to the same unit, as shown in Fig 184.1.

Coherency: A unit of Skirmishers must end its movement as a coherent unit, as described above. When removing casualties from a unit of Skirmishers, you cannot remove a model if doing so would cause the unit to lose its coherency – you must instead remove a different model.

Should it ever occur that a unit of Skirmishers has lost its coherency, you must remove models from play as casualties until only a single, coherent group remains. In such cases, the models removed are assumed to have fled the battle in a most cowardly fashion.

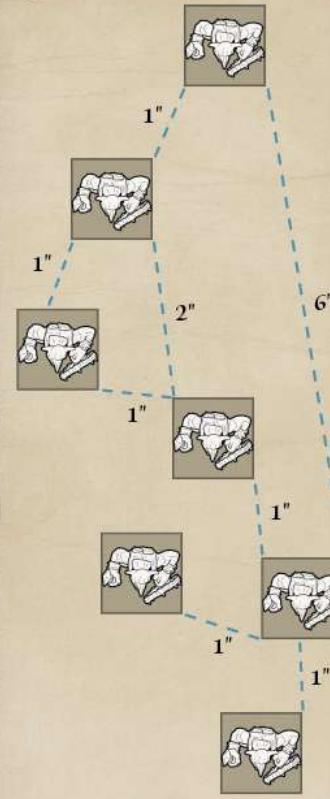


Facing & Line Of Sight

Unlike models in tightly ranked units, Skirmishers can see more of the battlefield around them. To represent this, whilst in Skirmish formation, models do not have flank or rear arcs (as described on page 103). Instead, every arc is considered to be their front arc, giving Skirmishers a 360° vision arc. Therefore, units in Skirmish formation can declare charges and shoot in any direction – they are not limited by the constraints of a 90° front arc or vision arc.

Other units can see through units in Skirmish formation if a line of sight can be drawn between the individual models. The individual models block line of sight as normal.

Fig 184.1



A unit of Skirmishers. Note that whilst there is more than 1" between some of the models, each model is within 1" of at least one other model in the unit.

Movement & Manoeuvre

Each model within a unit of Skirmishers moves as an individual. The unit does not turn, wheel or otherwise manoeuvre (although it may reform to adopt a different formation, if possible). Instead, each model is free to move in any direction without penalty, provided unit coherency is maintained.

Moving Through Skirmishers

Other units cannot move through the gaps between models within a unit of Skirmishers, though Skirmishers can be fled through just like any other unit.



Skirmishers As Reinforcements

If a unit of Skirmishers enters the battle as reinforcements, it is placed so that each model is within 1" of the battlefield edge.

Skirmishers & Shooting

As mentioned previously, Skirmishers can shoot in any direction. However, individual models within a unit of Skirmishers do still block line of sight as normal, which includes the line of sight of other models within the same unit.

Enemy Fire: Due to their comparatively small size and ability to make use of all available cover, enemy units shooting at a unit of Skirmishers that consists entirely of models with a Unit Strength of 1 suffer a -1 To Hit modifier.

Skirmishers & Panic

Skirmishers cause panic in friendly units as normal should they be annihilated or Break and flee, as described on page 160. Skirmishers cause panic in friendly Skirmishers if they flee through them as normal. However, Skirmishers do not cause panic in formed friendly units of any type (be they Close Order, Open Order and so on) that they themselves flee through.

"Orgulous and grim, the Northmen would not give, for they sought glory or death in the eyes of their bloody gods."

*From the Rise of Bretonnia and Gilles le Breton,
scribed by Adelrond of Couronne*

Skirmishers In Combat

When engaged in combat, Skirmishers do not remain in their usual, dispersed formation. Instead, they will 'form up' into base contact with one another, edge-to-edge and front corner to front corner, against the enemy in order to create a fighting rank. Skirmishers that charge the enemy, or that are themselves charged by the enemy, must always form up in this way once contact is made. Any Skirmishers that cannot make base contact with the enemy cannot form part of the fighting rank and must instead form up into ranks behind the fighting rank.

Skirmishers will maintain this close formation until the combat is over (i.e., until they are not engaged with any enemy at the end of a Combat phase), at which point they will once again adopt Skirmish formation.

Skirmishers & Rank Bonus: Despite forming up when engaged in combat, a unit that is in Skirmish formation when it becomes engaged in combat cannot claim a Rank Bonus.

Skirmishers & Disruption: Enemy units do not become Disrupted when engaged in their flank or rear by a unit that is in Skirmish formation.

Characters Joining Skirmishers

Characters may only join a unit of Skirmishers if they are of the same sub-category of troop type. For example, a character whose troop type is light cavalry could join a unit of Skirmishers that are also light cavalry, but could not join a unit of Skirmishers that are heavy cavalry. This is an exception to the normal rules for characters joining units (see page 207).



Skirmishers & Charging

A unit of Skirmishers may charge an enemy that is visible to at least one of its models when charges are declared. In which arc the enemy is charged is determined as normal.

When a unit of Skirmishers charges, each model is moved individually, starting with the model closest to the charge target, as shown in Fig 186.1. Each model moves as directly as possible towards the charge target in order to make base contact with it and form a fighting rank. Models that cannot make base contact with the charge target must form up behind the fighting rank, as shown in Fig 186.2.

Formed Units

Charging Skirmishers

When a formed unit of any type (be it Close Order, Open Order and so on) charges a unit of Skirmishers, it must endeavour to move as directly as possible into contact with the closest visible model in the target unit. As usual, the charging unit may wheel once, at any point, during its move, as shown in Fig 186.3.

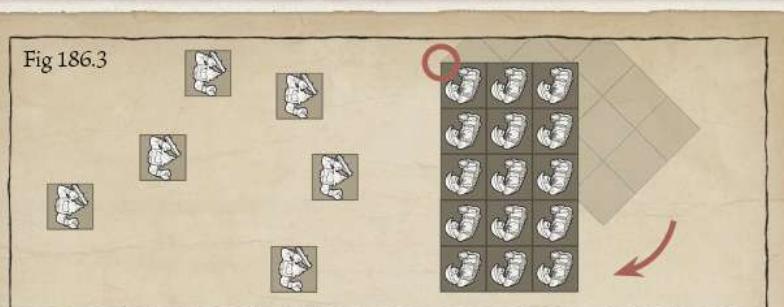
Once the charging unit has made contact with the target unit, it does not wheel to align. Instead, the Skirmishers must form up against the fighting rank of the charging unit, as shown in Fig 186.4 and Fig 186.5. However, no model in the charged unit can move further than its Movement characteristic. Any Skirmishers that cannot make base contact must instead form up behind the fighting rank.



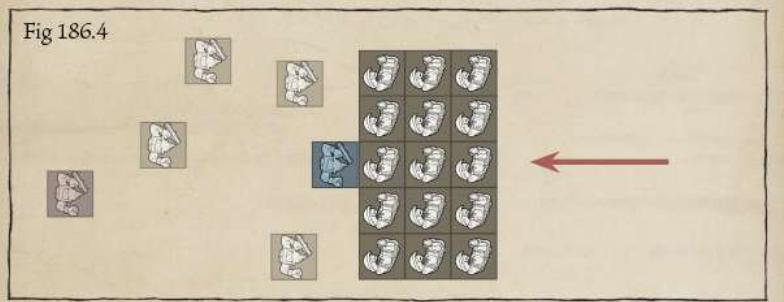
1. The Skirmisher closest to the formed unit is moved into base contact.



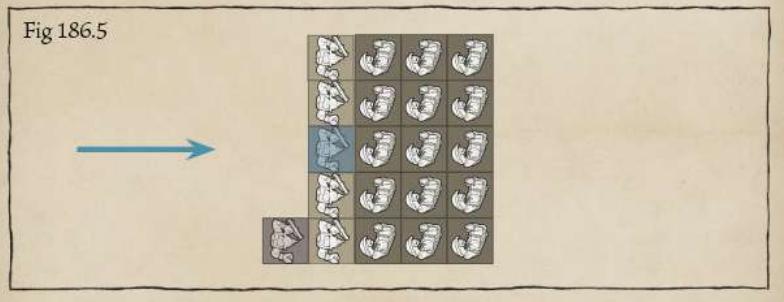
2. The remaining Skirmishers move. Seven can make base contact with the enemy, forming a fighting rank. The eighth model cannot make base contact with the enemy so forms up behind the fighting rank.



1. The formed unit is charging the unit of Skirmishers. It wheels and moves directly towards the closest model in the unit of Skirmishers.



2. The formed unit completes its charge move.



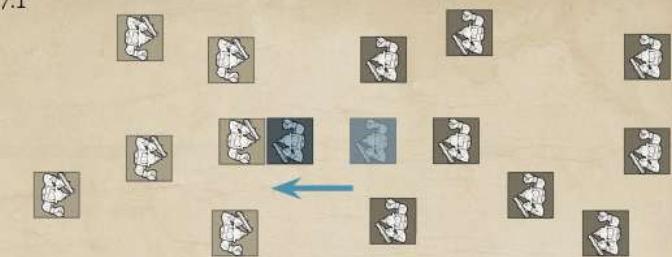
3. The Skirmishers form up against the charging unit. One of the Skirmishers cannot make base contact with the enemy, so forms up behind the fighting rank.

Skirmishers Charging Skirmishers

When a unit of Skirmishers charges another unit of Skirmishers, each model is moved individually, starting with the model closest to the charge target (which must move by the shortest route possible to reach the charge target). Once the first model's move is complete, as shown in Fig 187.1, the remaining models in the charging unit are moved as directly as possible towards the charge target in order to form a fighting rank with the first model that moved, as shown in Fig 187.2, making sure that this model is as close to the centre of this rank as possible. Any models that do not have sufficient movement to form part of the fighting rank must form up behind it.

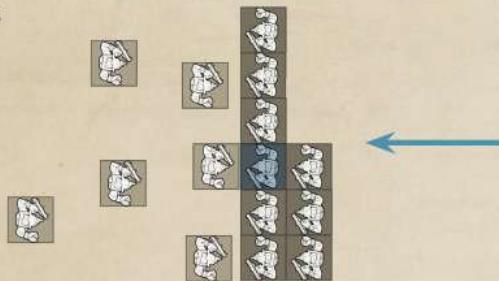
Once the charging unit has completed its charge move, models in the target unit form up against the charging unit's fighting rank, as shown in Fig 187.3. However, no model in the charged unit can move further than its Movement characteristic. Any Skirmishers that cannot make base contact must instead form up behind the fighting rank.

Fig 187.1



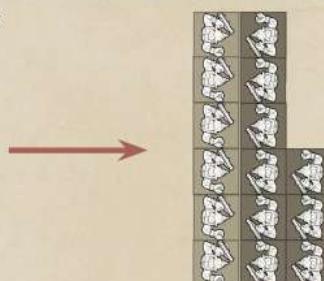
1. The Skirmisher closest to a model in the charged unit is moved into base contact with that model.

Fig 187.2



2. The rest of the models in the charging unit are moved forward and form up around the first model moved. However, three of these models do not have sufficient movement to join the fighting rank so must form up behind it.

Fig 187.3



3. Finally, the models in the charged unit are formed up against the charging unit, making sure that none of them move further than their Movement characteristic.



TROOP TYPES IN DETAIL

All models have a troop type. These, along with the type of formation units of such models adopt, determine how they function throughout the rules. Troop types were explained in brief, on page 104. The following pages cover them in greater detail and present any additional rules that may apply, as well as providing more in-depth descriptions of what they represent.



CATEGORIES OF TROOP TYPE

"The Halfling is rotund and hairy, and stands but half as tall as a Man but hath a greater appetite. Halflings do dwell in their own land called the Moot, where they reside within holes burrowed 'neath hills, often most grumpily, except when eating, drinking and telling bawdy tales.

The Halfling is a goodly shotte with a bow, but does not oft display valour though it harbours a strong dislike for Goblins and other sneaking things that would raid its pantry. Should such foes approacheth their stored provisions, then do they grow most wrathful and fight fiercely in defence of their next meal."

*Excerpt from the
Grimoire Beterricus*

There are five main categories of troop type, each of which is further divided into sub-categories. For example, particularly large infantry fall into the 'monstrous infantry' sub-category of infantry. In such cases, when the rules refer to 'infantry' models or units, monstrous infantry must also follow those rules unless an exception is stated for monstrous infantry.

A model's troop type also determines the minimum number of such models a rank must contain to claim a Rank Bonus, the maximum Rank Bonus a unit of such models is able to claim, and the Unit Strength of such a model, as shown on the pages that follow.

In most cases it will be fairly obvious which main category of troop type a model falls into. Sub-categories are more complex and exist to help better understand the exact role of a unit in battle and to better reflect this in games through the use of different rules.

CHARACTERS

Some models will have the word 'Character' in brackets after their troop type, indicating that the model is a character. This section does not cover characters in detail. Instead, and because characters are such a powerful and important part of Warhammer: the Old World, they have a section all to themselves later in the book.





Troop Type Tables

Each of the following categories is accompanied by a table containing a summary of the important information needed for that troop type:

Models Per Rank

This is the minimum number required to claim a Rank Bonus. Ranks can contain more models or fewer models, as you wish, but in order for a rank to count towards Rank Bonus, it must contain at least this many models.

Maximum Rank Bonus

This is the maximum Rank Bonus a unit can claim. In some cases this can be increased by special rules and other effects.

Unit Strength

Sometimes, you may be required to work out the 'Unit Strength' of a unit. There are a number of reasons you might need to know this, for example, to determine if one of your units is outnumbered by an enemy, and if they are, by how much. Simply counting the number of models does not account for the sheer power and destructive ability of large and ferocious creatures. Unit Strength represents this well.

To determine Unit Strength, simply count the number of models currently in the unit and multiply this by the Unit Strength per model as shown on the Troop Type table.



The Swords of Ulric

The Swords of Ulric are one of many regiments formed by and funded by the Temple of Ulric in Middenheim. The formidable training of the Swords of Ulric consists not of parade ground drill, but of regular war parties that venture deep into the Drakwald Forest. Initiates hoping to join the unit must accompany such excursions and only those that fight with honour and survive are admitted. Since the regiment's founding in the days when Count Mandred rallied the Empire and became Emperor, the Swords of Ulric have borne yellow shields to battle. By tradition, each shield bears a variation of the same device – a red wolf, signifying Ulric embattled.

Infantry

Infantry includes all units of foot troops and forms the backbone of most armies. Infantry is split into four sub-categories, some of which are subject to their own rules:

Regular Infantry

This sub-category covers all the roughly human-sized warriors of the Warhammer world, be they Men, Elves, Dwarfs, Orcs, Zombies and so on. Regular infantry will normally form the core of your Warhammer army, the troops upon which you rely to get the job done. Regular infantry can be expected to adopt almost any formation to fulfil any role.

Regular Infantry Rules

Due to their ubiquity, the basic rules of Warhammer: the Old World are written around regular infantry, so no additional rules apply to this troop type.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Regular Infantry	5	+2	1

Heavy Infantry

This sub-category covers the many warriors that are larger than the average man, but not monstrously large, and the heavily armed or armoured elites that the rank and file aspire towards and that generals turn to as bodyguards and more. Close Order formations of heavy infantry can usually be found where the fighting is thickest.

Heavy Infantry Rules

Steady in the Ranks: Due to their solid stature, heavy armour and often elite nature, heavy infantry are rarely concerned by inferior numbers. To represent this, a unit of heavy infantry arrayed in either Close Order or Open Order formation does not become Disrupted when engaged in its flank or rear unless the enemy unit has a Unit Strength of ten or more.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Heavy Infantry	4	+2	1



Monstrous Infantry

The monstrous infantry sub-category covers things like Trolls, Ogres and Minotaurs – creatures that are (roughly) man-shaped and fight on foot, but that are two or three times the size of regular or heavy infantry. Monstrous creatures vary wildly, from Ogres who fight as mercenaries all across the Old World, to Trolls, who shamble to war in search of food and fight together in irregular formations.

Monstrous Infantry Rules

Clumsy: A unit with this rule can only be joined by a character that also has this rule. Smaller characters are unwilling to risk being trampled.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Monstrous Infantry	3	+2	3

Swarms

Swarms are seething masses of small creatures, such as rats, snakes or insects, summoned to the battlefield by magical means or herded there by beast masters and handlers to be set loose upon the enemy. Individually, the critters in a swarm pose little threat, but their sheer weight of numbers more than compensates for their size. Swarms are made of a number of bases. Each base includes many creatures, but counts as a single model.

Swarm Rules

Insignificant: Swarms consist of small and insignificant creatures. As such, a line of sight can be drawn across a swarm as if it wasn't there. In addition, swarms are ignored when attempting to target enemy characters.

No One Cares: No one really cares about swarms. Swarms never cause Panic in friendly units, regardless of what happens to them.

Undisciplined: A unit with this rule cannot use the Inspiring Presence rule of the army's General (see page 203) nor the Hold your Ground rule of a Battle Standard (see page 203).

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Swarms	-	-	3



Dogs of War

Tilea is known across the Old World as a land of mercenaries. Local legends say that an Orc invasion was once defeated when the Tileans hired half of the Orc army to attack the remainder; though how such an agreement was negotiated is unclear. Since then, the use of mercenaries has become ingrained in Tilean culture and sell-swords flock to the nation safe in the knowledge that they will find a commander to sell their services to, be that within Tilea or upon distant shores.





Cavalry

The term cavalry refers to any riders mounted on war beasts – commonly warhorses or similar creatures. It can also include war beasts on their own as packs of animals which will often function in a manner more similar to cavalry than infantry. Cavalry is split into four sub-categories:

Light Cavalry

Be they mounted on swift steeds, savage wolves, giant spiders or daemonic beasts, light cavalry are fast moving riders that range far and wide, encircling the foe. Such riders excel as scouts and outriders as well as warriors, and will often send word of enemy movement back to their commanders before launching lightning-fast strikes intended to demoralise the foe.

Light Cavalry Rules

Split Profile (Cavalry): Most cavalry models (but by no means all) consist of not one, but two models – rider and mount, together making a single model. To represent this, many cavalry models have a split profile, as described on [page 97](#). In game terms, this works as follows:

- Unless noted otherwise, any special rules that apply to one element (rider or mount) apply to the other as well.
- The rider and mount each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics, and their own weapons.
- In combat, all enemy rolls To Hit are made against the rider's Weapon Skill.
- Impact Hits and/or Stomp Attacks use the mount's Strength.
- When this model makes an Armour Save roll, it uses the rider's armour value.
- If the rider is reduced to zero Wounds, the model as a whole is removed from play.

Cavalry Support: Whilst a rider may be able to reach above a comrade to strike at the foe, their mount cannot. Should a cavalry model be able to make a supporting attack, only the rider can attack, not the mount.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Light Cavalry	5	+1	2



Heavy Cavalry

Across the battlefields of the Old World, the thunderous charge of heavy cavalry turns the bowels of even the bravest infantryman to water. Heavy cavalry are the heavily armed and armoured knights of the Old World's armies, warrior elites mounted atop mighty warhorses, bellowing boars and cold-blooded reptiles that charge fearlessly into the fray time and time again.

Heavy Cavalry Rules

Split Profile (Cavalry): See Light Cavalry entry, on page 192.

Cavalry Support: See Light Cavalry entry.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Heavy Cavalry	4	+1	2

Monstrous Cavalry

Just as horse-sized beasts can be pressed into service as mounts, so too can their monstrous cousins. Monstrous cavalry are rare, as most such creatures are so strong-willed that great patience (or violence) is needed to break them to the saddle. This combination of mass and stubborn muscle makes monstrous cavalry a much-feared sight upon the battlefields of the Warhammer world.

Monstrous Cavalry Rules

Split Profile (Cavalry): See Light Cavalry entry, on page 192.

Clumsy: See Monstrous Infantry entry, on page 191.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Monstrous Cavalry	3	+1	3

War Beasts

Some armies employ hunting animals, such as hounds or wolves. Whilst not particularly intelligent, such creatures can be formidable foes in close combat, and cover ground at an incredible rate.

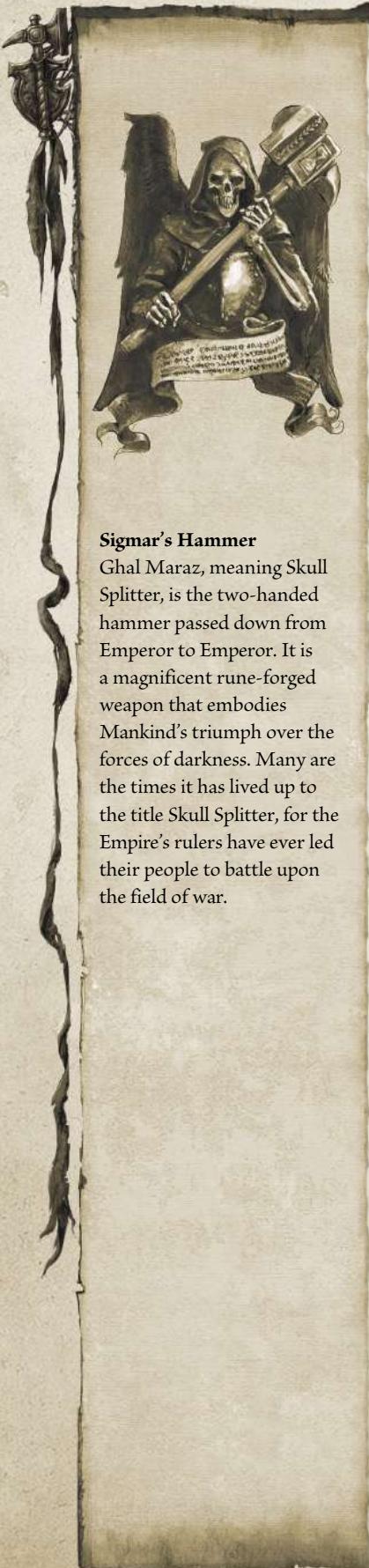
War Beast Rules

Undisciplined: A unit with this rule cannot use the Inspiring Presence rule of the army's General (see page 203), nor the Hold Your Ground rule of a Battle Standard (see page 203).

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
War Beasts	5	+1	1



*Excerpt from Quest's End, a
parody of a popular Bretonnian
folk story, sung to the tune of
'Carroburg Fayre'*



Chariots

A chariot is usually a wheeled war vehicle drawn into battle by beasts of some kind and crewed by heavily armed and armoured warriors. This category can also include large objects, such as mobile altars, that are pushed along or carried. Chariots are split into two sub-categories:

Light Chariots

Fast moving and lightly made, light chariots are often used as mobile platforms from which skilled warriors rain missiles on the enemy, or from which noble heroes shout challenges to the foe. They are often deployed in units and, much like light cavalry, they will harass the flanks of the enemy before closing in for the kill.

Light Chariot Rules

Split Profile (Chariots): A chariot consists of several models – the chariot itself, the crew and (usually) the beasts that draw it – together making a single model. To represent this, a chariot model has a split profile, as described on [page 97](#). In game terms, this works as follows:

- Unless noted otherwise, any special rules that apply to one element (chariot, crew or beasts) apply to the others as well.
- This model uses the Movement characteristic of the beasts that draw it or, if there are no beasts, of the chariot itself.
- The crew and beasts each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics, and their own weapons.
- In combat, all enemy rolls To Hit are made against the crew's Weapon Skill.
- Impact Hits and/or Stomp Attacks use the chariot's Strength.
- If the chariot is reduced to zero Wounds, the model as a whole is removed from play.

Iron Shod Wheels: Chariots are not designed for use in terrain. This model treats all difficult terrain as dangerous terrain and treats all linear obstacles as impassable terrain. In addition, if this model rolls a 1 when making a Dangerous Terrain test, it loses D3 Wounds.

Churning Wheels: A unit with this rule can only be joined by a character that also has this rule. Other characters are unwilling to risk falling beneath the unit's wheels.

Firing Platform: From the cab of a chariot, warriors can shoot in all directions. For the purposes of shooting and casting spells, this model has a 360° vision arc.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Light Chariots	3	+1	3



Heavy Chariots

Built for strength and durability, heavy chariots deliver crushing charges deep into the ranks of the enemy. Where light chariots move quickly and harass the foe, heavy chariots move slowly, gradually building their speed before crashing like the fist of an angry god into the quaking battle lines of the opposing army.

Often, the charge of a heavy chariot will cause the serried ranks of the enemy to buckle and crumple as scythed wheels hew through limbs and armoured beasts trample all before them. The survivors of such a charge fare no better, for heavy chariots are invariably crewed by mighty warriors that use the armoured cab of their vehicle as a platform from which to slay their enemies with brutal efficiency.

Heavy Chariot Rules

Split Profile (Chariots): See *Light Chariots entry*, on page 194.

Scythed Wheels: Built to wreak destruction, heavy chariots are adorned with sharpened spikes and scything blades, the better to cut down the foe. Any Impact Hits caused by a heavy chariot have an Armour Piercing characteristic of -2.

Lumbering: Perhaps due to their large size, their weight, or a combination of skittish draft animals and slow turning wheels, models with this rule are not especially manoeuvrable. To represent this, a Lumbering model is considered to be, and follows all of the rules for, a Close Order formation, even when included in your army as a single model.

However, even the largest single model enjoys slightly more manoeuvrability than a tightly formed regiment of many models. Therefore, after moving, unless it charged, marched or fled, a Lumbering model may pivot about its centre to change its facing by up to 90°.

Finally, a Lumbering model cannot join a unit or be joined by a character.

Iron Shod Wheels: See *Light Chariots entry*.

Firing Platform: See *Light Chariots entry*.

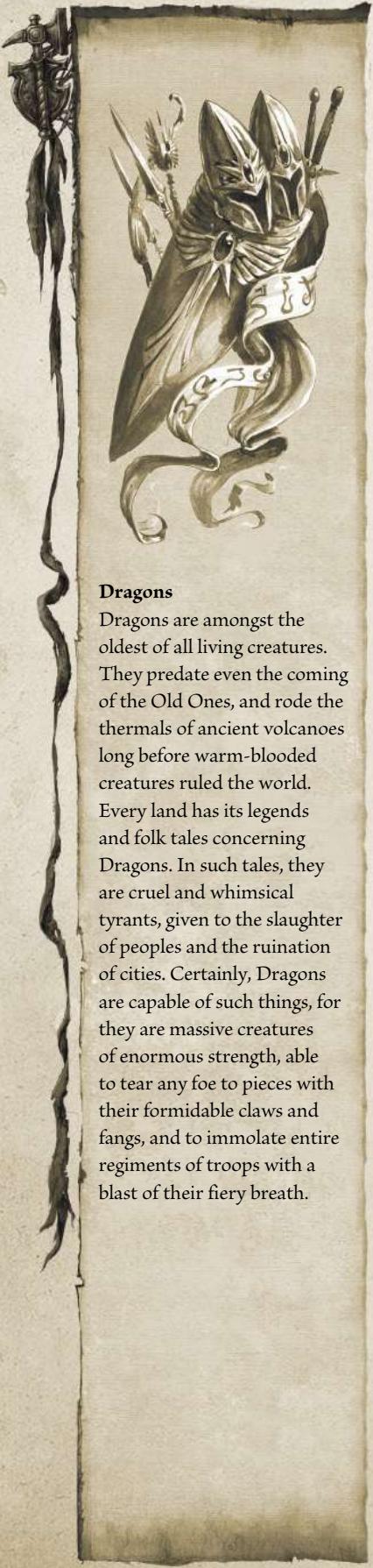
Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Heavy Chariots	-	-	5



"All did seem lost for the Bretonni, and the land itself did weep and wail in heart-grief as all life was choked away. Greatly sought upon was the safety of the castle strongholds, and the swordsmen of our fair nation did stand aghast as their lands were consumed.

But lo! In fair Bastonne, the young lord Gilles did refuse to concede his land to the dark. Upon a mighty charger he rode out against the foe, those faithful to his sword and to the lands upon his heel. Many of his proud knights did fall and join the land, but afore the tip of Gilles' lance the canker devouring Bastonne was cleansed."

From the Rise of Bretonnia and Gilles le Breton, scribed by Adelrond of Couronne



Monsters

Creatures so large and powerful that they normally do not form into units, but roam the battlefield on their own. In spite of this, due to their size, they function as Close Order units, rather than as Skirmishers. Monsters are split into two sub-categories:

Monstrous Creatures

There are many mighty and wondrous creatures in the Warhammer world that, whilst not large enough to shake the earth with their tread, are considerably larger than monstrous infantry or monstrous cavalry. Such beasts are referred to as ‘monstrous creatures’ and they are formidable foes.

Monstrous Creature Rules

Ridden Monster: Some characters can ride monstrous creatures, as explained on [page 204](#).

Lumbering: See *Heavy Chariots* entry, on [page 195](#).

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Monstrous Creature	-	-	As Starting Wounds

Behemoths

Behemoths are the largest beings in the Warhammer world. This category includes such terrors as mighty Dragons, be they noble or corrupted; Greater Daemons of Chaos, the most accursed of the Dark Gods’ servants; towering Giants; lumbering constructs of science and sorcery, and far more besides.

Behemoth Rules

Ridden Monster: Some characters can ride behemoths, as explained on [page 204](#).

Lumbering: See *Heavy Chariots* entry, on [page 195](#).

Thunderstomp: Colossal feet and gigantic hooves do damage beyond imagining when they kick and stomp upon the enemy. Any Stomp Attacks made by a behemoth have an Armour Piercing characteristic of -2. However, this rule cannot be used against another monster (monstrous creature or behemoth) – they are simply too big to be stomped on effectively.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
Behemoth	-	-	As Starting Wounds



War Machines

War machines such as cannon and bolt throwers are powerful weapons on the field of battle, able to pulverise whole regiments, breach stone walls or even slay fearsome monsters with a single, well-placed shot. The most commonly seen types of war machine are dealt with as weapons in greater detail in their own section (see page 222). War machines in general as a category of troop type have the following rules:

War Machine Rules

Split Profile (War Machine): A war machine consists of several models – the war machine itself and the crew that operate it, together making a single model. To represent this, a war machine model has a split profile, as described on page 97. In game terms, this works as follows:

- This model is treated as a single model and, unless noted otherwise, any special rules that apply to one element (war machine or crew) apply to the other as well.
- In combat, use the Toughness and Wounds characteristics of the crew.
- When not in combat, use the Toughness and Wounds characteristics of the war machine.
- For each Wound the crew loses, it suffers a -1 modifier to its Attacks characteristic.
- When this model makes an Armour Save roll, it uses the crew's armour value.
- If either the crew or the war machine is reduced to zero Wounds, the model as a whole is removed from play.



"We're Not Paid to Fight": Should a war machine ever Break and flee from combat, its crew will abandon it to be wrecked by the enemy and beat a hasty retreat. Treat the model as having been completely destroyed and remove it from play.

Note that a war machine that loses a round of combat may Fall Back in Good Order or Give Ground as normal.

Weapon of War: War machines are built to be strong and durable rather than for speed and, as such, they are slow and cumbersome to move once erected. To represent this, war machines cannot march, declare a charge or make a pursuit move. Additionally, war machines suffer a -1 modifier to the result of any Flee roll they make (to a minimum of 1).

However, a war machine can pivot freely at any time during its turn (the better to face the enemy) and may make a follow up move as normal. Should a war machine pivot, it does not count as having moved.

Troop Type	Models per Rank	Maximum Rank Bonus	Unit Strength per Model
War Machines	-	-	As Starting Wounds



COMMAND GROUPS

Not all models within a unit are created equal. It is quite normal for warriors to march into battle under the leadership of a seasoned officer or brave champion, with banners flying proud in the mist-strewn air, the pounding of drums and bellow of horns driving the warriors onward. A unit's champion, standard bearer and musician are collectively referred to as the unit's 'command group'.



Most units can include a command group of some kind, as detailed in the relevant army list. Most can include what is referred to as 'full command' – a champion, standard bearer and musician – whilst others will only be able to include perhaps one or two of these options. Command group models are always purchased as upgrades to normal rank and file models in a unit, as described in the relevant army list.

Note that, for the purposes of any rule that refers to 'rank and file models', models belonging to a command group are considered to be rank and file models unless stated otherwise.



What's In A Title?

In most army lists, the term 'standard bearer' is used throughout, though the model in question might actually carry an icon, pennant or other such totem. Similarly, a 'musician' might bear a drum, flute, horn, zither, hurdy-gurdy or some other weird and wonderful instrument – they will still be described as a musician.

Champions differ somewhat – they will often be given a rank or name specific to their unit or army. Whatever this may be, they follow all the rules for a unit champion given here.

Position Within The Unit

Except in rare cases, a command group will be found in the forefront of the fighting, leading by example. Unless noted otherwise, the models that make up a unit's command group must be placed in the front rank of the unit, as close to the centre of the rank as possible. If the command group includes a standard bearer, this model should take precedence in the centre of the rank (or as close to the centre as is possible), with other members of the command group placed to either side.

Not Enough Room

Sometimes there is not enough room in the front rank for the command group to fit. Should this occur, as many command group models as possible must be placed in the front rank and any remaining models are placed in the rank behind.

"Make Way!"

If the unit turns or reforms, the command group automatically pushes its way back to the front. Accordingly, when a unit has completed its movement, the models that make up its command group must be repositioned into the new front rank.

"The allied armies of this great Empire are like the walls of a stout castle. These days, however, those alliances are worn so thin that the castle looks set to fall."

Albert Kornhammer, Priest of Sigmar

Champions

Most units can include just one champion, but some can include more. Champions are extremely skilled or tough, and comrades look to them for leadership and take pride in their prowess.

Characteristics

A unit's champion usually has slightly better characteristics than their fellows. These will be shown in the model's profile.

Equipment

Usually, champions count as having the same equipment as the other members of their unit, regardless of the equipment shown on the model. However, some champions do have the option to take equipment that is not available to other members of their unit. Where this is the case, it will be clearly stated.

Champions & Shooting

When a unit shoots, its champion must shoot at the same target, using their own characteristics.

Champions In Combat

In combat, a champion that is within the fighting rank fights as normal. Enemy models that are in base contact with a champion can direct attacks against that champion if they wish.

Champions & Challenges: Champions can issue and accept challenges in the same manner as a character (see page 210).

Champions As Casualties

Unlike other members of their unit, a champion can only be removed as a casualty under specific circumstances. If a champion is removed as a casualty, the model is removed and replaced with an ordinary rank and file model.

Shooting: A champion is not counted amongst casualties caused by enemy shooting unless:

- They are the last remaining model in the unit.
- They are targeted by an attack that allows a specific model within a unit to be targeted.
- They find themselves lying underneath a template.

"Look Out, Sir!": If a champion is hit by a shooting attack, and if there are five or more rank and file models in the unit, the champion can make a "Look Out, Sir!" roll. To make a "Look Out, Sir!" roll, roll a D6. On a roll of 1, the champion is hit. On a roll of 2+, another member of the unit is hit in the champion's place.

Combat: A champion is not counted amongst casualties caused by enemy attacks in combat unless:

- They are the last remaining model in the unit.
- The attacks were directed against the champion by enemy models in base contact.

Note that any excess wounds inflicted upon a champion do not 'spill over' onto their unit.



Standard Bearers

A unit often fights beneath a standard or banner of some kind; a glorious token of their allegiance, history and pride. Such a standard is much treasured by the warriors that fight beneath it and they will battle all the harder whilst it still flies.

Characteristics & Equipment

A standard bearer always has the same characteristics as the other models in their unit. Similarly, they are always considered to be equipped in the same way as the other models in their unit.

In reality, a model that represents a standard bearer will likely be equipped differently, often not carrying a shield, or replacing a weapon with the standard, for example. Any such deficiency in terms of equipment is compensated for by the efforts of those around them to protect their standard.

Combat Result Bonus

As described in the Combat section, a unit with a standard will be inspired to fight all the harder. This determination to vanquish the foe is represented by a combat result bonus. If a unit includes a standard bearer, it may claim a bonus of +1 combat result point.

Trophies Of War

The standards of defeated enemies are highly prized as trophies, so an army will collect as many as it can, drawing great satisfaction from their enemy's shame. If a fleeing unit is run down by an enemy unit, or if a unit is destroyed in combat by an enemy unit, its standard is claimed as a trophy.

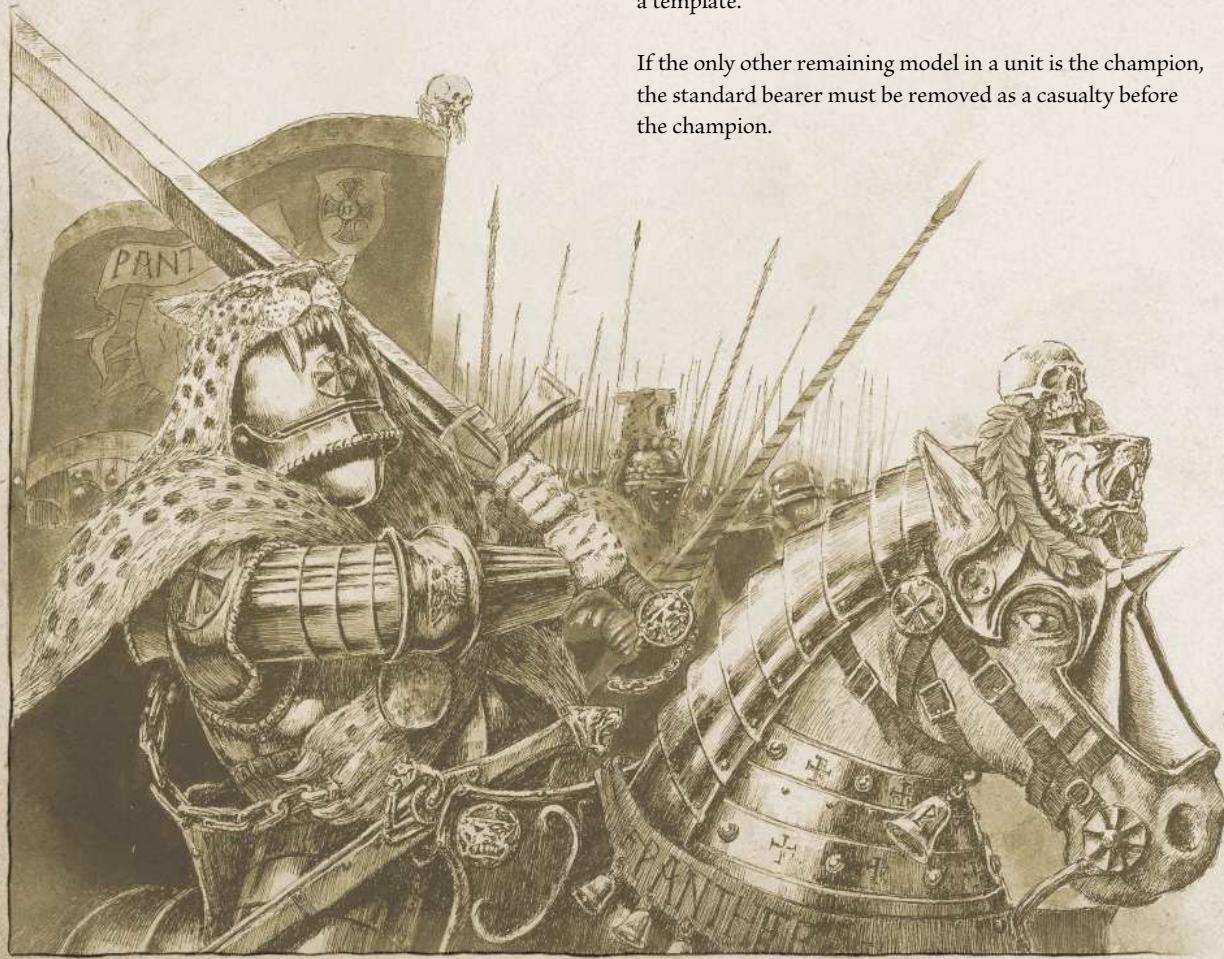
Standards claimed in this way are worth bonus Victory Points at the end of the battle (see page 286). Once a standard has been lost in this way, it cannot be reclaimed.

Note that if a unit is destroyed by any means other than being run down whilst fleeing or being destroyed in combat (by enemy shooting, for example), its banner is not claimed by the enemy as a trophy of war.

Standard Bearers As Casualties

If a standard bearer model is slain, another rank and file model belonging to the same unit, but that is not a command group model, will step forward to raise the fallen standard. Therefore, a unit cannot lose its standard bearer unless it and the champion (if there is one) are the last two remaining models in the unit. This applies even if the standard bearer is targeted by an attack that allows a specific model within a unit to be targeted, or finds themselves lying underneath a template.

If the only other remaining model in a unit is the champion, the standard bearer must be removed as a casualty before the champion.



Musicians

When an army marches, it does so to the inspirational beat of drums and blare of horns (or the *doot* of a spectral flute). For trained troops, a prearranged sequence of notes can carry as much information as a bellowed order, and can do so more clearly and with greater speed amidst the tumult of battle.

Characteristics & Equipment

A musician always has the same characteristics as the other models in their unit. Similarly, they are always considered to be equipped in the same way as the other models in their unit.

In reality, a model that represents a musician will likely be equipped differently, often carrying their instrument in place of weapons. Any such deficiency in terms of equipment is compensated for by the efforts of those around them to protect the musician, and by the damage that a heavy, brass-bound horn or drum can inflict upon the foe when swung in anger.

“Onwards To Victory!”

If, once the combat result has been calculated, both sides have the exact same number of points each, the side that has a musician in the front rank of one or more of its units may claim a bonus of +1 combat result point.

If, however, the opposing side has a musician also, the redoubled efforts (and almighty clamour) cancel each other out and neither side may claim this bonus.

Steadying Rhythm

If a fleeing unit contains a musician, it may apply a +1 modifier to its Leadership characteristic whenever it attempts to rally, up to a maximum of Leadership 10.

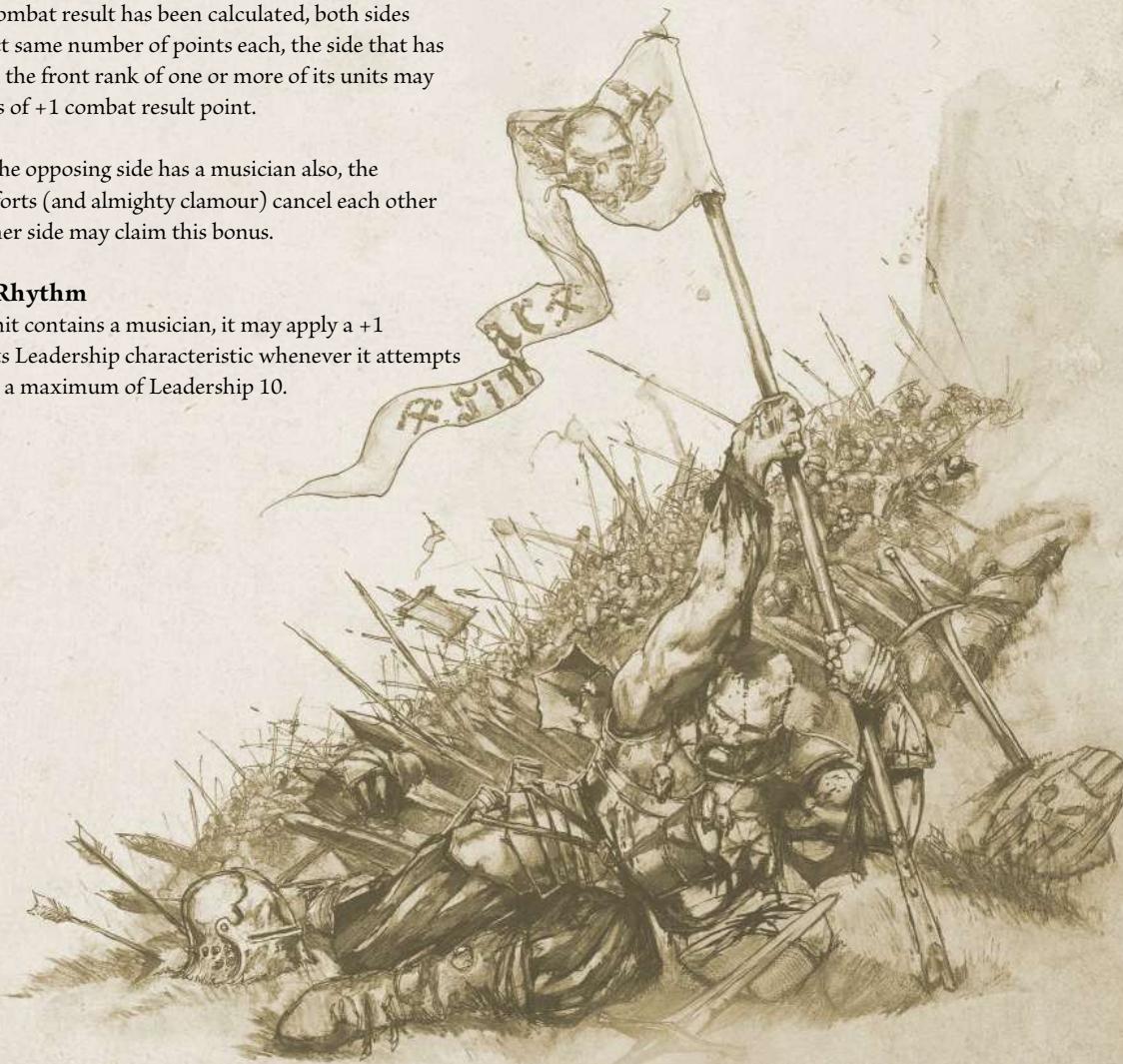
Quick Time

Should a unit that contains a musician wish to march whilst within 8" of an enemy unit, it may apply a +1 modifier to its Leadership characteristic, up to a maximum of Leadership 10, when making its Leadership test.

Musicians As Casualties

If a musician model is slain, another rank and file model belonging to the same unit, but that is not a command group model, will retrieve the fallen instrument and take their place. Therefore, a unit cannot lose its musician unless it, the standard bearer and the champion are the only remaining models in the unit. This applies even if the musician is targeted by an attack that allows a specific model within a unit to be targeted, or finds themselves lying underneath a template.

If the only other remaining models in a unit are the champion and standard bearer, the musician must be removed as a casualty before either.



CHARACTERS

The Warhammer world would not be what it is without the presence of great lords, valiant heroes and mighty Wizards. Such powerful individuals add a new dimension to your games of Warhammer: the Old World, either as inspiring leaders or skilled warriors able to trounce hordes of lesser fighters. Such potent personages are called 'characters'.



Characters are generally known by different names appropriate to their nation or race. Orc characters, for example, are known by suitably 'Orcy' names, such as Boss and Warboss, whilst the leaders of the Empire are Captains, Warrior Priests and Engineers.

The types of character available to an army will vary to reflect the personality of that army. Most races of the Warhammer world can call upon the services of powerful fighters and wise Wizards in equal measure, some have unique types of specialist character, and a few have jack-of-all-trades characters that are adept in many different aspects of war.



Character Models

Character models are a special type of unit that can either operate on their own, or that can join another unit belonging to their army. They usually have superior characteristic values compared to ordinary members of their race, often have a number of special rules (sometimes unique) and invariably have more options in terms of equipment, including access to highly prized magic items.

All character models will have the word 'Character' in brackets after their troop type. This indicates that a model is a character and, as such, follows the rules given here.

Command Range

All characters have a 'Command range'. This is used most often in conjunction with any special rules the character may have. A character's Command range is equal to their Leadership characteristic in inches. For example, a character with a Leadership characteristic of 7 would have a Command range of 7".

General & Battle Standard: The most important characters in any army are the General and Battle Standard Bearer. Such bold and inspirational leaders are natural commanders, able to hold together their forces even in the worst of situations. To represent their importance, your General and Battle Standard Bearer each have a Command range of 12", regardless of their Leadership characteristic.

If your General or Battle Standard Bearer has the Large Target special rule or is mounted on a model with this special rule (as described on page 172), their Command range is increased further; from 12" to 18".

The General

Every army is led by a General, a heroic character to whom command of the army has been entrusted. The General model is a miniature representation of you as the controlling player – they are your physical avatar upon the battlefield and the heart of your army.

Selecting Your General

The General is the character in your army with the highest Leadership. If more than one character shares the highest Leadership value, you may choose which one is the General when writing your muster list. You must tell your opponent which model is your General before deploying your army.

Note that a character with the Loner special rule cannot be your General.

Inspiring Presence: Warriors fight all the better under the stern gaze of their General. Unless your General is fleeing, all friendly units within their Command range can use their Leadership characteristic instead of their own (so rally your General first!).



The Battle Standard

Armies often include a Battle Standard Bearer – a trusted warrior who holds aloft the General's personal heraldry. A Battle Standard Bearer is a rallying point for the army, from which friendly soldiers can take heart and draw strength.

The Battle Standard Bearer Model

A Battle Standard Bearer is a heroic model carrying a particularly impressive banner, and it will be presented as an option in your chosen army list. The Battle Standard is carried by a character model and, unless specified otherwise, the model that carries the Battle Standard cannot be the General.

Unlike normal standards, the Battle Standard is lost if the bearer is slain – other models cannot pick it up, even if they are in the same unit.

Combat Result Bonus: A Battle Standard grants a bonus of +1 combat result point. Unlike other standards, a Battle Standard grants this bonus even if another standard is present. If, by some unusual circumstance, there are two Battle Standards on the same side in the combat, you can only count the bonus for one.

"Hold Your Ground": To represent the Battle Standard's steady presence, unless your Battle Standard Bearer is fleeing, friendly units within the Battle Standard Bearer's Command range may re-roll any failed Panic or Rally test. In addition, friendly units within the Battle Standard Bearer's Command range may re-roll the 2D6 when making a Break test. However, you must accept the result of the second roll, even if it is worse than the first.

"We stood with the Dwarfs as one that day. It was an unspoken code of honour that would not go forgotten."

Chief Ragni of the Jeutones



Wizards of the Old World

The treatment of practitioners of magic varies greatly across the human nations of the Old World. In Bretonnia, gifted girl-children become the Daughters of the Grail, priestesses who are revered and held above the law. Elsewhere, in Kislev, a land beset by hostile enemies and extreme environments, practitioners of magic are valued commodities. In contrast, Wizards are often outcasts in the Empire, shunned and distrusted for their deviant ways yet employed clandestinely by nobles who desire their power or counsel. Further east, practitioners take many roles; wise advisors, deadly battle mages and skilled healers are but a few examples.

Characters & Troop Type

Just like any other model, character models have a troop type. In most cases, this will be a sub-category of 'infantry', although some characters, such as Greater Daemons of Chaos, are so large that their troop type will be a sub-category of 'monster'. In addition, the majority of characters can be mounted in some way and, if they are, their troop type will change accordingly.

Mounted Characters

Many characters ride into battle atop a mount of some kind. In most cases, this will be something quite straightforward like a warhorse, giant wolf or boar. In other cases, the character will have the option to ride atop a monster or a chariot, chosen from elsewhere within their army list.

Characters & Cavalry Mounts

If a character has a cavalry mount (be it 'light', 'heavy' or 'monstrous'), the model is treated as being of the mount's sub-category of troop type. Not unlike any other mounted model, a mounted character will have a split profile, as described on [page 97](#), with the following addition:

- When moving, this model uses the Movement characteristic of the mount.

Improved Characteristics: Some cavalry mounts are big and tough enough that being mounted upon one will increase the character's Toughness and/or Wounds characteristics. In such cases, this will be noted within the mount's profile.

Characters & Ridden Monsters

If a character is mounted upon a ridden monster (be it a 'monstrous creature' or a 'behemoth'), the whole model is treated as being of the mount's sub-category of troop type.

Split Profile (Ridden Monster): Not unlike any other mounted model, a character that is mounted upon a Ridden Monster will have a split profile, as described on [page 97](#). In game terms, this works as follows:

- Unless noted otherwise, any special rules that apply to one element (character or mount) apply to the other as well.
- This model uses the Movement characteristic of the mount.
- The character and mount each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics, and their own weapons.
- In combat, all enemy rolls To Hit are made against the character's Weapon Skill.
- Impact Hits and/or Stomp Attacks use the mount's Strength.
- When this model makes an Armour Save roll, it may use either the mount or the character's armour value, whichever is better.
- If the character is reduced to zero Wounds, the model as a whole is removed from play.

Improved Characteristics: Ridden monsters are invariably huge and fearsome beasts, and being mounted upon one will increase the character's Toughness and/or Wounds characteristics. In such cases, this will be noted within the mount's profile.



Characters & Chariot Mounts

If a character is mounted upon a chariot (be it 'light' or 'heavy'), the whole model is treated as being of the chariot's sub-category of troop type.

Split Profile (Chariot Mount): Not unlike any other chariot, a character that is mounted upon a chariot will have a split profile, as described on [page 97](#). In game terms, this works as follows:

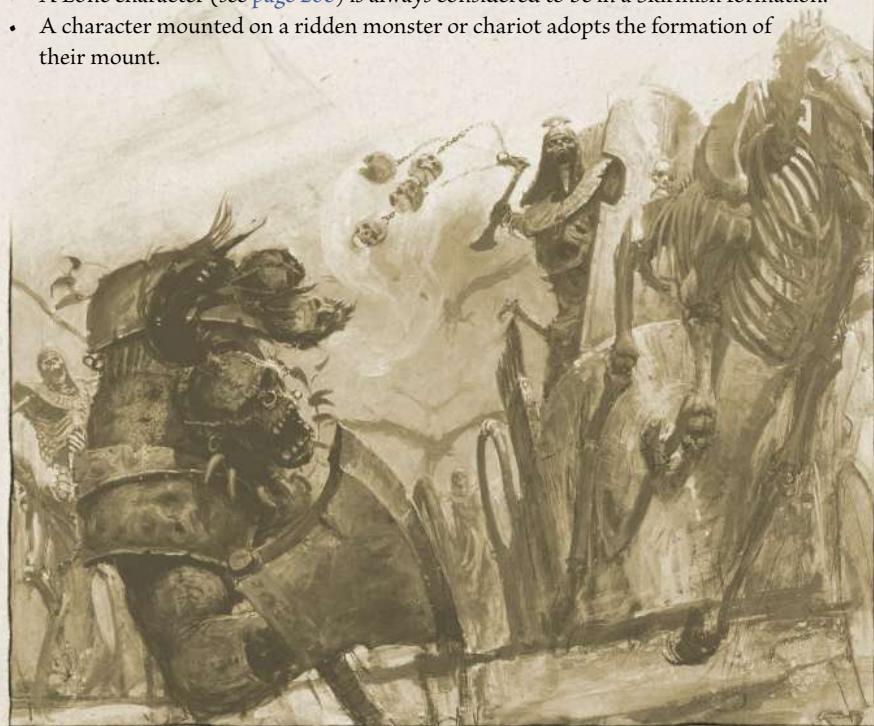
- Unless noted otherwise, any special rules that apply to one element (chariot, character, crew or beasts) apply to the others as well.
- This model uses the Movement characteristic of the beasts that draw the chariot or, if there are no beasts, of the chariot itself.
- The character, crew and beasts each use their own Weapon Skill, Ballistic Skill, Strength, Initiative and Attacks characteristics, and their own weapons.
- In combat, all enemy rolls To Hit are made against the character's Weapon Skill.
- Impact Hits and/or Stomp Attacks use the chariot's Strength.
- Enemy rolls To Wound are made against either the chariot's or the character's Toughness, whichever is the highest.
- When this model makes an Armour Save roll, it may use either the chariot's or the character's armour value, whichever is better.
- If the chariot is reduced to zero Wounds, the model as a whole is removed from play.

Improved Characteristics: When a character mounts a chariot, they join its crew, bolstering their strength, fighting ability and survivability. To represent this, the Wounds characteristic of the character is added to that of the chariot. For example, if a character with W3 is mounted upon a chariot with W4, the model would have seven Wounds.

Characters & Formations

Character models rarely have any formation special rules. Instead:

- A character that has joined a unit adopts the formation of that unit.
- A Lone character (see [page 206](#)) is always considered to be in a Skirmish formation.
- A character mounted on a ridden monster or chariot adopts the formation of their mount.



The Creatures of the North

All manner of foul and mutated creatures stalk the northern wastes. The Marauder tribes hunt such beasts, the most ambitious warriors eager to claim the greatest trophies. Taking a beast alive often earns greater renown than simply killing it and some Marauder chieftains ride to battle atop chariots pulled by snarling wolves while the greatest go to war within the howdahs of towering mammoths.



Warrior Priests

There are many gods worshipped in the Empire, some of whom require their clergy to march to war. Priests that take up arms are often referred to as Warrior Priests. The most common are those of Sigmar and Ulric, but Morr and Taal also have large numbers of militant servants who oppose the restless dead and the defilers of nature respectively.

Lone Characters

Whilst many characters ride to battle aboard a chariot or atop a monster, many more bold leaders and dangerous fighters prefer to move around the battlefield as individuals, fighting a solitary battle against the foe:

- Any character whose troop type is ‘infantry’ or ‘cavalry’ and that has not joined a unit is considered to be a ‘Lone character’.

During the course of a game, a Lone character may join a friendly unit (see [page 207](#)), bringing their might and leadership to the unit to strengthen its ranks. Upon joining a unit, a character ceases to be a Lone character.

A Lone character benefits from the following rules:

Evade

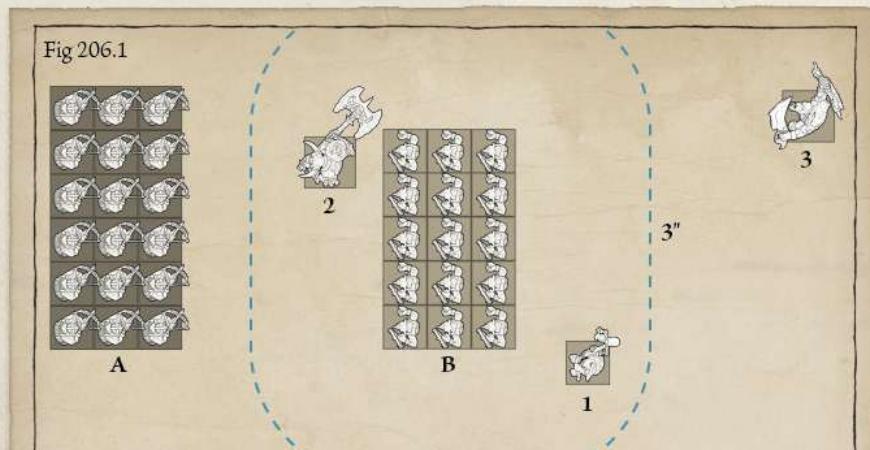
Lone characters are able to move quickly out of harm’s way. Unless they are fleeing or engaged in combat, a Lone character that would be contacted by an enemy unit that is making a pursuit move may attempt to ‘evade’.

Before moving the enemy unit, make an Initiative test for the character. If this test is passed, the character may move a number of inches up to their Movement characteristic, away from any enemy units (i.e., the character cannot end this movement closer to any enemy unit than they were before moving). Once this move is complete, the enemy unit completes its pursuit move.

Targeting Lone Characters

A Lone character might offer a desirable target for enemy shooting or spell casting, but picking out any one individual from the bustle of the enemy battle line is difficult to say the least. Unless the character obliges the enemy by standing out in the open, that is.

A Lone character cannot be targeted by enemy shooting or by enemy spells whilst it is within 3" of a friendly unit (that is not itself fleeing) that contains five or more models of the same troop type as the character (i.e., ‘infantry’ or ‘cavalry’), unless the Lone character is the closest target.



Unit A wishes to shoot an enemy character. Characters 1 and 2 are both within 3" of a friendly unit (unit B), but character 3 is not. However, despite being within 3" of a friendly unit, character 2 is the closest target. Therefore, the unit can shoot at either character 2 or 3.

Characters & Units

Unless somehow prevented (by a special rule or by their troop type, for example), most characters can join a friendly unit. A character can join a friendly unit:

- During deployment, by being placed with the unit.
- During the Remaining Moves sub-phase, by moving into base contact with a unit that is not engaged in combat or fleeing.

A unit cannot move after being joined by a character during the Remaining Moves sub-phase. However, the unit only counts as having moved if it did so before the character moved to join it.

Note that a unit can be joined by more than one character, but two characters cannot join one another to form an ad hoc unit.

Unit Strength: Upon joining a unit, and for as long as they remain part of it, a character adds their Unit Strength to that of the unit.

Spells: When a character joins a unit that is under the effect of a spell that affects the entire unit, the character becomes likewise affected. Similarly, if a character is under the effect of a spell that is able to affect a unit, the unit joined becomes likewise affected.

Fleeing units: Should a unit joined by a character flee, the character must flee with it (regardless of any special rules the character may have that would normally prevent it from fleeing). If the unit is run down by an enemy whilst fleeing, the character is slain as well.

Positioning Characters

When a character joins a unit they are placed in its front rank, displacing one or more rank and file models (not including command group models) to the rear rank as required, as shown in Fig 207.1. If the character's base does not fit neatly within the unit's ranks, position the model on the unit's flank, adjacent to, and in base contact with, its front rank.

Should a unit turn or reform, any character models within, or adjacent to, its front rank must be repositioned into, or adjacent to, the new front rank once the unit's movement is complete.

If there is no room for a character within a unit's front rank, it is placed in the rear rank.

Leaving A Unit

A character can leave a unit during the Remaining Moves sub-phase by simply moving away from the unit before the unit makes its own move. However, if the unit cannot move in this phase for any reason, the character cannot leave it. Once they have moved away, a character is no longer joined to the unit.

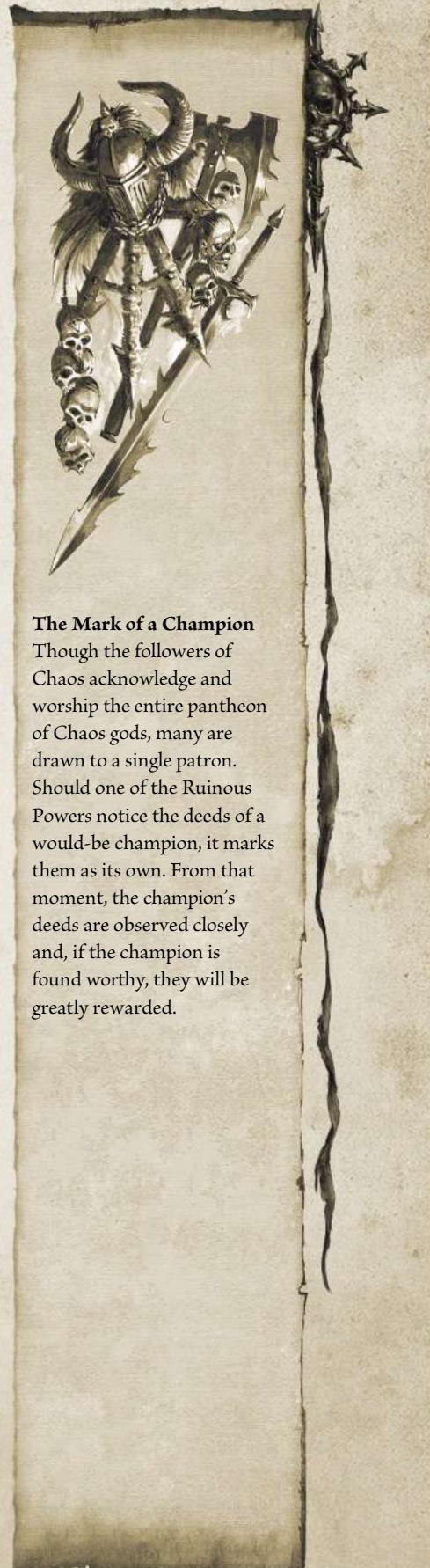
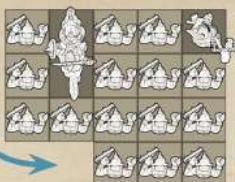
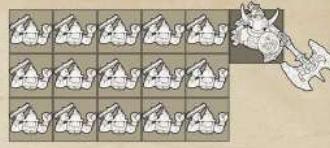


Fig 207.1

A



B



Unit A has been joined by two characters which are placed within the front rank of the unit, displacing a total of three rank and file models to the rear rank.

Unit B has been joined by a character that will not fit neatly within its ranks. Therefore, the character model is positioned on the unit's flank, adjacent to, and in base contact with, the front rank.



WAAAGH!

A Waaagh! is the name the nations of the Old World give the massed invasions of Orcs, derived from the creatures' bellowing cries. They arise when a powerful Warboss conquers large numbers of Orc tribes and turns their gaze upon the lands of other races. Then, an unstoppable sea of green-skinned monsters swarms the land, slaughtering and razing all in their path. Eventually, a Waaagh! will falter, be it due to a lack of fresh foes splintering the Orc horde or the defeat or death of the Warboss. In its wake, nations lie in ruins, the Waaagh!'s passage forever scarring the land.

Measurement

Distances to or from a unit that has been joined by a character are measured from the unit as a whole, taking into account any character models positioned adjacent to the unit.

When required to measure to or from the character (for example, when measuring the character's Command range), measure from the model itself as normal.

Unit Facing & Line Of Sight

Both line of sight to or from a unit that has been joined by a character, and its vision arcs, are determined from the unit as a whole, taking into account any character models positioned adjacent to the unit.

When required to determine line of sight for the character (for example, when casting a spell), do so from the character model itself as normal. In such cases, the unit does not block the character's line of sight.

If required to determine line of sight to the character, do so to the character model itself. In such cases, the unit may block line of sight to the character.

Movement

A unit that has been joined by a character moves as normal, the character model moving as part of the unit. A character model that is positioned adjacent to the unit must remain adjacent to, and in base contact with, the front rank of the unit at the end of its movement.

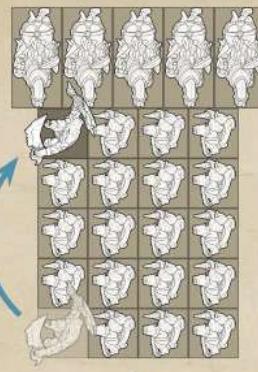
A unit that has been joined by a character always uses the Movement characteristic of the slowest model. If either is subject to any movement restrictions, these apply to both. For example, if a unit with M8 is joined by a character with M4, the unit can only move 4".

Moving Through The Ranks

A character whose unit is engaged in combat may sometimes be required to 'move through the ranks'. To do so, simply move the character model (displacing other models as required) so that it occupies the desired space, within or adjacent to the appropriate rank, as shown in Fig 208.1 and 208.2.

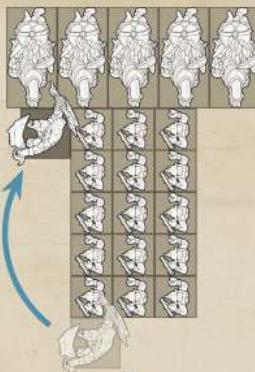
A character that moves through the ranks to occupy a space anywhere other than within the front rank of their unit must return to their previous position immediately once their unit is no longer engaged in combat.

Fig 208.1



Unit A, which has a character within its front rank, has been charged in its flank. The character moves through the ranks, into the fighting rank.

Fig 208.2



In this example, the character is adjacent to unit B's front rank. It moves through the ranks to take up a position adjacent to the fighting rank.

Characters & Shooting

If a character equipped with a missile weapon has joined a unit equipped with missile weapons, both must shoot at the same target, using their own characteristics.

Note that this only applies to missile weapons, not to Magic Missile or Magical Vortex spells.

Enemy Shooting: A character that has joined a unit cannot be hit by enemy shooting unless:

- They are targeted by an attack that allows a specific model within a unit to be targeted.
- They find themselves lying underneath a template.
- There are fewer than five rank and file models in the unit.

If there are fewer than five rank and file models in the unit, the controlling player must first allocate hits to the unit until one hit has been allocated to each model it contains. Any remaining hits are divided as equally as possible between the character(s) and the unit.

"Look Out, Sir!": If a character is hit by a shooting attack, and if there are five or more rank and file models in the unit, the character can make a "Look Out, Sir!" roll. To make a "Look Out, Sir!" roll, roll a D6. On a roll of 1, the character is hit. On a roll of 2+, a member of the unit is hit in the character's place – resolve the hit against the unit.



Characters In Combat

Characters can always be found where the fighting is thickest. In combat, a character that has joined a unit:

- May, if they are not within the fighting rank when their combat is chosen during Step 1.1 of the Choose Combat & Fight sub-phase, and starting with characters belonging to the inactive player, move through the ranks to join the fighting rank.
- May, if they are within the fighting rank, make a number of attacks determined by their Attacks characteristic and their proximity to the enemy, as described on page 146.
- Can direct their attacks against, or divide them between, any enemy models they are in base contact with.
- Can only be hit by enemy attacks (including Impact Hits or Stomp Attacks) that are directed against them, made by enemy models that are in base contact with them.
- Can only have Impact Hits or Stomp Attacks directed against them if there are fewer than five rank and file models in the unit.

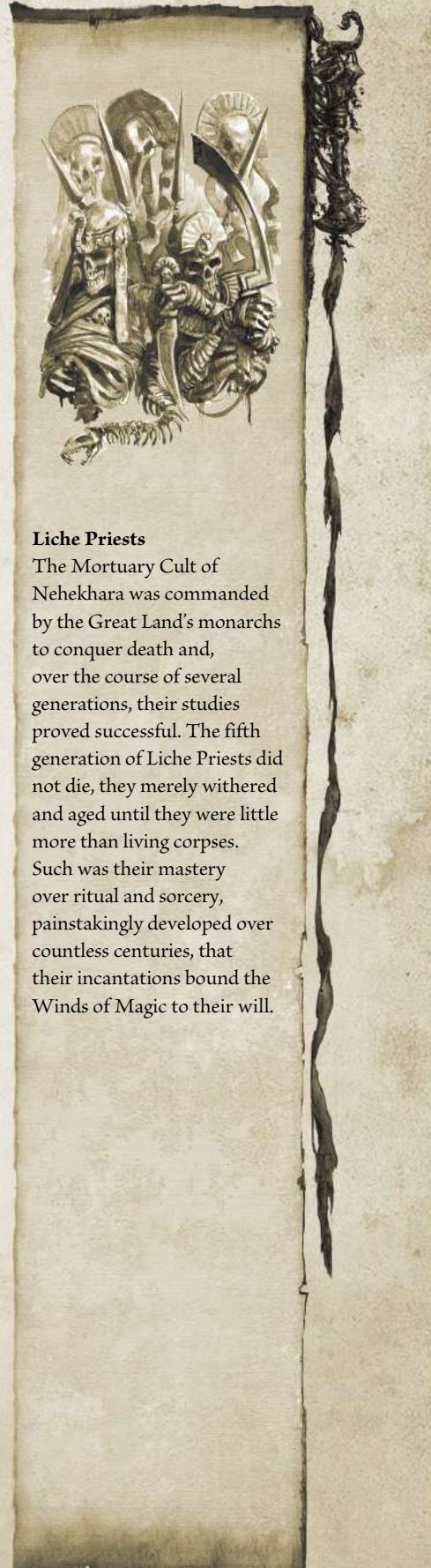
Note that characters adjacent to a fighting rank are considered to be within it.

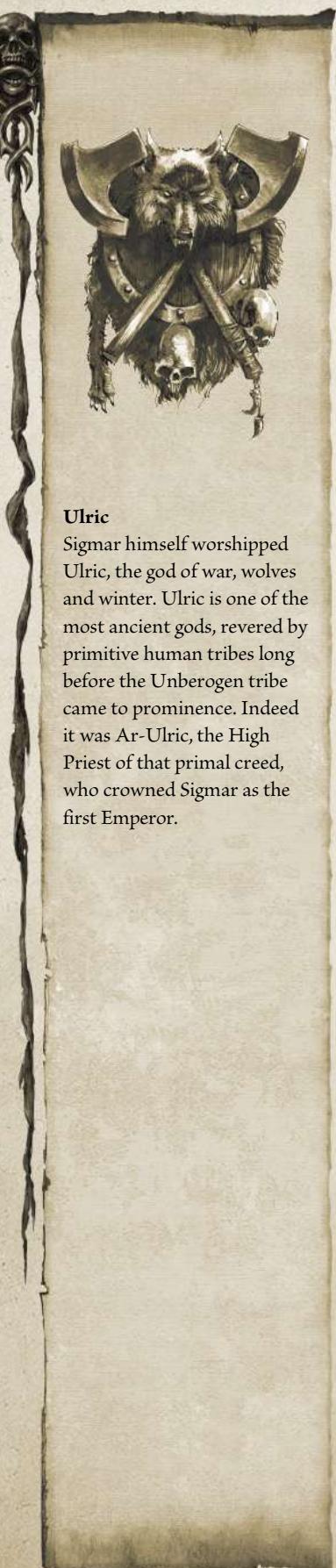
Too Many Characters: Unless a unit contains only a single rank, its fighting rank cannot contain more characters than it does rank and file models. If it does, one or more must 'retire' from combat. Upon retiring, a character:

- Moves through the ranks to take up a position away from the fighting rank.
- Cannot make any attacks or have attacks directed against them.
- Confers no benefits to the unit in the form of Leadership, special rules, or anything else.

Excess Wounds

Excess wounds inflicted upon a unit do not 'spill over' onto any characters that have joined it, and vice versa.





Ulric

Sigmar himself worshipped Ulric, the god of war, wolves and winter. Ulric is one of the most ancient gods, revered by primitive human tribes long before the Unberogen tribe came to prominence. Indeed it was Ar-Ulric, the High Priest of that primal creed, who crowned Sigmar as the first Emperor.

Challenges

Challenges between mighty characters and brave unit champions are a dramatic feature of Warhammer: the Old World, representing the final showdown between opposing warlords or hated rivals. It's not unusual for the result of a battle to hinge on who wins a challenge!

Issuing A Challenge

Challenges are issued when a combat is chosen during Step 1.1 of the Choose Combat & Fight sub-phase. Only one challenge can be issued per combat. The active player has the opportunity to issue a challenge first. If they choose not to, the inactive player can issue a challenge.

To issue a challenge, a player must nominate an eligible character or champion to be the challenger. To be eligible, the model must be within, or adjacent to, the fighting rank. If a player does not have an eligible model, no challenge can be issued.

Accepting A Challenge

Once a challenge has been issued, the opposing player can nominate an eligible character or champion to accept it. To be eligible, the model must be within, or adjacent to, the fighting rank. If a player does not have an eligible model, a challenge cannot be accepted.

Note that if there are no characters or champions in the enemy unit, any challenge issued goes unanswered.

Refusing A Challenge

A warrior that refuses a challenge will invariably attempt to hide from the foe. Thus is their cowardice revealed to all as they hastily retreat into the rear ranks of their unit.

If the opposing player refuses to accept a challenge, the player that issued the challenge may nominate one of the characters or champions that could have accepted it. The nominated model must immediately 'retire' from combat. Upon retiring, the nominated model:

- Moves through the ranks to take up a position away from the fighting rank.
- Cannot make any attacks or have attacks directed against them.
- Confers no benefits to the unit in the form of Leadership, special rules, or anything else.

Once a character or champion has been retired from combat in this way, they cannot return to the fighting rank whilst their unit is still engaged with the enemy model that issued the challenge – they are far too occupied with their cowardice!

Nowhere To Run

Sometimes, a challenge is simply impossible to refuse. A character or champion cannot refuse a challenge if:

- They are not part of a unit, or they are the last remaining model in a unit.
- They are part of a unit which is engaged in all four of its arcs (i.e., a unit that is completely surrounded).

In such cases, the character or champion has nowhere to run and nowhere to hide, and must meet their enemy's challenge.

Fighting A Challenge

Once a challenge has been accepted, the two combatants will direct all of their attacks against one another, in Initiative order. Whilst the challenge is ongoing, other models engaged in the same combat cannot direct their attacks against either of the duelling models.

If possible, the models engaged in the challenge should both be moved through the ranks and placed in base contact with one another, the better to reflect their heroic duel. However, sometimes this is just not practical, so it is perfectly acceptable to leave them in place.

Overkill

Seeing a mighty hero hacked to pieces by a despicable foe will certainly have an effect upon a unit's fighting spirit. If a character fighting in a challenge kills their opponent and causes more unsaved wounds than their opponent has Wounds remaining, then for each excess wound you may claim a bonus of +1 combat result point, up to a maximum of +5.

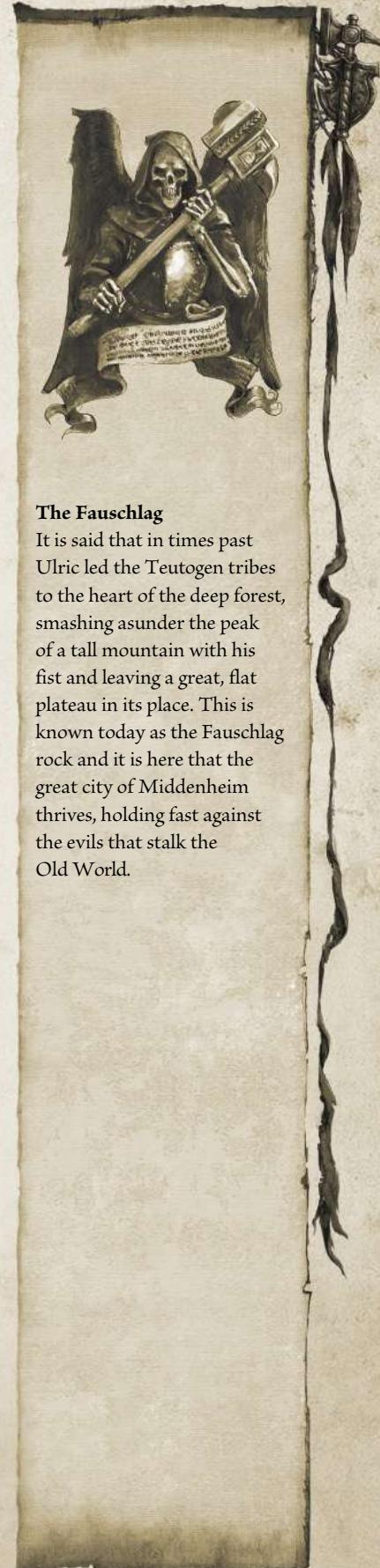
Note that this is an exception to the norm. Usually, only the number of Wounds lost is counted for the purposes of the combat result, not the number of unsaved wounds caused.

To The Death!

If both participants in a challenge survive the round of combat, and if the combat continues into the next player's turn, the challenge will also continue. Further challenges cannot be issued in that combat until the existing challenge has been resolved.

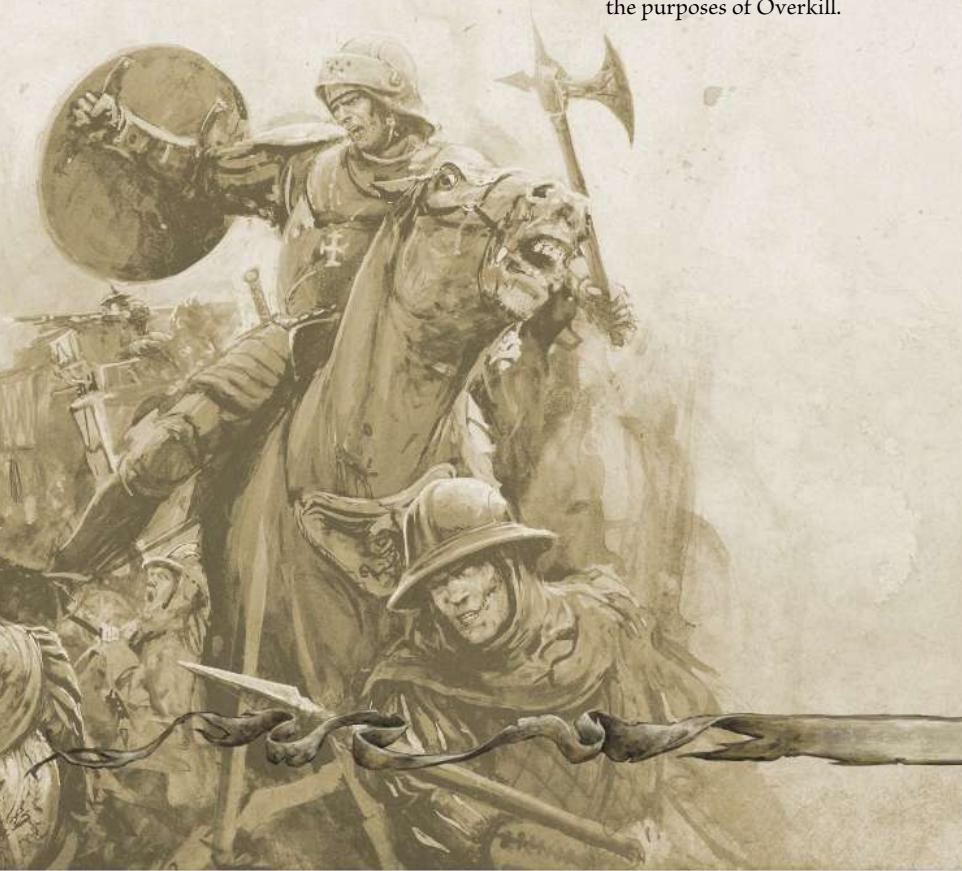
Challenges & Mounts

If either participant in a challenge is mounted, their mount (including the crew of a chariot) must direct its attacks against the other participant. If the rival participant is slain before a mount's attacks are made (because the mount has a lower Initiative, for example), the mount's attacks may be made against the rival as normal for the purposes of Overkill.



The Fauschlag

It is said that in times past Ulric led the Teutogen tribes to the heart of the deep forest, smashing asunder the peak of a tall mountain with his fist and leaving a great, flat plateau in its place. This is known today as the Fauschlag rock and it is here that the great city of Middenheim thrives, holding fast against the evils that stalk the Old World.





WEAPONS OF WAR

Across the grim and dangerous Old World and beyond, warriors employ many different types of weapons against a multitude of foes. From the well-wrought axes of the Dwarfs to the less-sophisticated choppas of the Orcs, every race has its favoured weapons.

It is usual for all the models in a unit to carry the same weapons. It is acceptable for models belonging to the command group to be differently armed for the sake of identification.

Weapon Profiles

Just like the models that carry them, all weapons have a profile. This includes the weapon's characteristics and lists any special rules it has:

	R	S	AP	Special Rules
Flail	Combat	S+2	-2	Requires Two Hands

Notes: A flail's Strength modifier applies only during the first round of combat.

Range (R)

All weapons have a Range characteristic, telling you at what distance the weapon can be used:

- If the weapon's Range is 'Combat', the weapon can only be used in combat, against enemies the wielder is engaged with.
 - If the weapon's Range is a number of inches, the weapon is a missile weapon, used to shoot at the enemy. The number given indicates the weapon's maximum range.
 - If the weapon has two Range characteristics, both shown as a number of inches, the first is its minimum range, the second its maximum. For example, a stone thrower has a Range of 12-60", meaning it can only shoot at things which lie between 12" and 60" away.
- Anything less than 12" away is too close.

Strength (S)

The weapon's Strength is used when making rolls To Wound against the enemy. For missile weapons, this is shown as a simple numerical value. For combat weapons this may be shown as 'S', indicating that the Strength of the wielder is used, or as 'S' with a modifier (for example, 'S+2'), meaning the Strength of the wielder is used but with a modifier applied.

Armour Piercing (AP)

This shows how good the weapon is at punching through armour. This is always a negative modifier, which is applied to the dice rolled when making an Armour Save roll.

Special Rules

Many weapons confer a universal special rule to attacks made by their wielder (as described on [page 165](#)).

Notes

Some weapons have notes specifying when they can be used (such as during a turn in which the wielder charged), when their modifiers apply (such as only during the first round of combat), or what type of model can wield them (such as 'models whose troop type is "cavalry" only'). In addition, some weapons have their own unique rules. Such notes and any unique rules are contained here.

Combat Weapons

The following pages detail some of the many types of combat weapon found in the Warhammer world. Unusual weapons that are specific to individual races or armies are covered in the army list for that particular race.

More Than One Combat Weapon

Many models carry two or more combat weapons, giving them a choice of which to use upon entering the fray:

- If a unit is equipped with two or more combat weapons, you must choose which it will use when its combat is chosen during Step 1.1 of the Choose & Fight Combat sub-phase.
- The entire unit, including command, must use the same weapon (with the possible exception of units with the Motley Crew special rule). Characters can always choose separately – they are not obliged to use the same weapon as a unit they have joined.
- If a unit champion has the option to be equipped differently to the rest of their unit, they can choose which weapon they will use separately.
- Unless the weapon itself states otherwise (as do lances, for example), a unit cannot change weapons between rounds of combat if it remains locked in place and engaged in combat. The weapon chosen for the first round of a combat (i.e., the first round fought following a charge) must be used for the duration of the combat.

Hand Weapons

Even the most poorly prepared warrior will arm themselves with a hand weapon, such as a simple sword or axe. It may even be that the model's natural weapons, such as teeth and claws, fulfil this role. Regardless of the form it takes, almost every model, even a cavalry mount, is considered to be armed with a hand weapon with the following profile:

R	S	AP	Special Rules
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Hand Weapon	Combat	S	-
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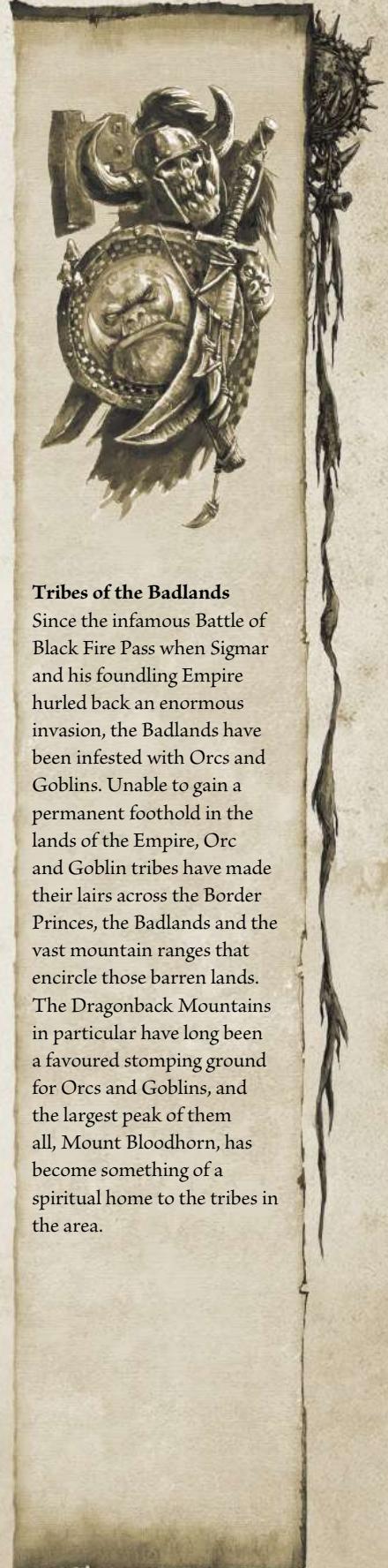
Notes: Unless specified otherwise, all models are assumed to be equipped with a hand weapon.

Two Hand Weapons/Additional Hand Weapon

Not content with a single hand weapon, some warriors carry two – one in each hand – the better to rain blows down upon their foes.

R	S	AP	Special Rules
---	---	----	---------------

Two/additional hand weapon	Combat	S	- Extra Attacks (+1), Requires Two Hands
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The Old Alliance

The alliance of Men and Dwarfs stretches back to the time of Sigmar, before the founding of the Empire. As a young man, Sigmar saved Kurgan Ironbeard – then High King of the Dwarfs – leading both Man and Dwarf to pledge to aid one another in times of war. Soon after came the Battle of Black Fire Pass, where Sigmar and King Kurgan threw back a vast horde of Orcs. The alliance, though tested at times, has remained strong ever since with Man and Dwarf marching side by side against their foes many times.

Flail

A flail is a cumbersome, heavy weapon used with both hands. It consists of heavy weights, often spiked, attached to a pole or handle by heavy chains. A flail drains the user's stamina quickly, but is incredibly destructive nonetheless, its impact smashing shields and splintering bones.

R	S	AP	Special Rules
---	---	----	---------------

Flail	Combat	S+2	-2	Requires Two Hands
-------	--------	-----	----	--------------------

Notes: A flail's Strength modifier applies only during the first round of combat.

Great Weapon

Great weapons are especially large and heavy weapons wielded with both hands. This includes great hammers, great axes, two-handed swords and so forth. A blow from a great weapon can cut a foe in half and shatter the thickest armour.

R	S	AP	Special Rules
---	---	----	---------------

Great weapon	Combat	S+2	-2	Armour Bane (1), Requires Two Hands, Strike Last
--------------	--------	-----	----	--

Halberd

The halberd is a heavy bladed weapon, mounted on a sturdy shaft. The steel blade has a point like a spear and a heavy cutting edge like an axe which, in the hands of a trained soldier, can cut through armour with alarming ease. It is held in both hands and used to chop as well as thrust.

R	S	AP	Special Rules
---	---	----	---------------

Halberd	Combat	S+1	-1	Armour Bane (1), Requires Two Hands
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Morning Star

A morning star is a single-handed weapon that consists of one or more spiked balls on a chain. Like the larger flail which it resembles, it is a tiring weapon and its advantage lies in the initial flurry of combat.

R	S	AP	Special Rules
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Morning star	Combat	S+1	-1	-
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Notes: A morning star's Strength modifier applies only during the first round of combat.

Whip

Consisting of one or more long lengths of braided leather fitted to a stout handle, in the hands of a skilled user a whip can cause terrible injuries. When sharpened blades and hooked spikes are added, it can inflict truly devastating, often fatal, injuries.

R	S	AP	Special Rules
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Whip	Combat	S	-	Fight in Extra Rank, Strike First
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Spears

Often called the king of weapons, spears are the most diverse type of weapon found in the Warhammer world. From long, elegant, thrusting spears favoured by serried ranks of infantry, to short, heavy, throwing spears preferred by hunters and skirmishers.

Lance

A lance is a long, heavy spear, wielded to devastating effect by charging cavalry. Couched under the arm of its wielder, the brutal point of a lance is driven into the foe with the full weight and momentum of the charge. Such a devastating weapon can make short work of even the toughest of enemies, which is just as well because few lances survive the first shock of impact!

R	S	AP	Special Rules
---	---	----	---------------

Lance Combat S+2 -2 Armour Bane (1)

Notes: Models whose troop type is 'cavalry' or 'monster' only. A lance can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge) the model must use its hand weapon instead.



Cavalry Spear

Lighter than a lance, what cavalry spears lack in terms of shuddering impact on the charge they more than make up for in terms of versatility, enabling their wielders to bring their numbers to bear against the enemy.

R	S	AP	Special Rules
---	---	----	---------------

Cavalry spear Combat S+1 -1 Fight in Extra Rank

Notes: Models whose troop type is 'cavalry', 'monster' or 'chariot' only. A cavalry spear's Strength and Armour Piercing modifiers apply only during a turn in which the wielder charged. A model wielding a cavalry spear cannot make a supporting attack during a turn in which it charged.

Throwing Spear

Short, heavy throwing spears are weapons favoured by hunters, be they on foot or mounted. In battle, they can be hurled over the heads of the front rank by those behind as their wielders charge, often to devastating effect, cutting down many foes before sword blades meet.

R	S	AP	Special Rules
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Throwing spear Combat S - Fight in Extra Rank

Notes: A throwing spear can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge) the model must use its hand weapon instead.

Runic Magic

Dwarfs are not magical by nature and only those Dawi who dwell in the Dark Lands prove capable of bending the Winds of Magic to their whim. However, the Dwarfs have no equal in forging and the binding of magic to their creations. Runesmiths bind the Winds to runes, potent sigils that harness and tame magic without hampering its destructive tendencies. A skilled artisan can enchant a suit of gromril into a nigh-impenetrable raiment, bestow a pickaxe with runes that guide it to metal veins and transform a simple hammer into a weapon capable of sundering the mightiest fortress.

Thrusting Spear

The favoured weapon of massed infantry regiments. Although too long to be used effectively on the charge, thrusting spears are the ideal defensive weapon. Their length enables their wielders to fight in multiple ranks whilst keeping the enemy at a (comparatively) safe distance and robbing them of their impetus, forcing them to battle past jabbing spear tips to close the distance.

R	S	AP	Special Rules
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Thrusting spear Combat S - Fight in Extra Rank

Notes: Models whose troop type is 'infantry' only. A model wielding a thrusting spear cannot make a supporting attack during a turn in which it charged. During a turn in which it was charged in its front arc, a model wielding a thrusting spear gains a +1 modifier to its Initiative against the charging unit(s).



Missile Weapons

The following pages list many of the most popular types of missile weapons seen in the Warhammer world. Unusual weapons that are specific to individual races or armies are covered in the army list for that particular race.

More Than One Missile Weapon

As with combat weapons, some models carry two or more missile weapons:

- If a unit is equipped with two or more missile weapons, you must choose which it will use when it is chosen to shoot during step 1 of the Shooting phase.
- The entire unit, including command, must use the same weapon. Characters can always choose separately – they are not obliged to use the same weapon as a unit they have joined.
- If a unit champion has the option to be equipped differently to the rest of their unit, they can choose which weapon they will use separately.

Bows

The humble bow is used extensively in warfare. It is a compact, long-ranged weapon that is, for the most part, cheap to make and easy to maintain. The many races of the Warhammer world use various types, each reflecting the preferences of their makers.

Longbow

A longbow is capable of firing at an incredible range and with quite alarming power. A skilled archer can hit an enemy from a great distance, only increasing in deadliness as the range shortens.

	R	S	AP	Special Rules
Longbow	30"	3	-	Armour Bane (1), Volley Fire

Shortbow

Small, short-ranged bows are favoured by light troops, cavalry and Goblins (who are too short to use a longbow). A skilled archer can load, draw and loose a shortbow without breaking stride, thanks to its compact design.

	R	S	AP	Special Rules
Shortbow	18"	3	-	Quick Shot, Volley Fire

Warbow

The most commonly seen type of bow can best be described as a ‘warbow’. Often made from composite materials and cunningly recurved, a warbow is designed to transfer the strength of the archer directly into every shot.

	R	S	AP	Special Rules
Warbow	24"	S	-	Volley Fire



Black Powder Weapons

Considered the cutting edge of weapon technology in many human realms, black powder has long been utilised by the Dwarfs and by several human nations. Black powder weapons are overly large and noisy, though the craftsmanship that goes into their construction is considerable.

Handgun

A handgun is a simple firearm, consisting of a metal barrel mounted on a wooden stock. More advanced versions boast complex mechanisms of levers and springs. Others rely on a long, slow burning fuse soaked in saltpetre to ignite the powder. Handguns have a respectable range and hit very hard, making them valued weapons indeed.

	R	S	AP	Special Rules
Handgun	24"	4	-1	Armour Bane (1), Ponderous

Pistol

Pistols are smaller versions of handguns, made using similar methods. Their smaller form means that, whilst their range is reduced, they can be wielded single-handed, and their heft makes them effective clubs to be used at close quarters once their charge is spent.

	R	S	AP	Special Rules
Pistol	12"	4	-1	Armour Bane (1), Quick Shot

Brace Of Pistols

Warriors that can do so will enter battle with a matched pair of pistols (or more), enabling them to snap off multiple shots. In combat, a skilled duellist can shoot, club, parry and jab with their pistols.

Brace of Pistols	R	S	AP	Special Rules
Ranged	12"	4	-1	Armour Bane (1), Multiple Shots (2), Quick Shot
Combat	Combat	S	-	Extra Attacks (+1), Requires Two Hands

Notes: A brace of pistols has two profiles, representing how the weapons are used in combat.

Repeater Guns

Some believe that more is better, and what could be better than a multi-barrelled gun? A repeater gun consists of several barrels welded together. They look splendid, but are time consuming to load.

	R	S	AP	Special Rules
Repeater handgun	24"	4	-1	Armour Bane (1), Multiple Shots (3), Ponderous
Repeater pistol	12"	4	-1	Armour Bane (1), Multiple Shots (3), Quick Shot



The Carroburg Greatswords

The Carroburg Greatswords first earned their reputation during the Siege of Carroburg in IC 1865. After holding the breach for a full day against the army of Middenland, the surviving members of the regiment changed their uniforms from the white of Reikland to a deep, visceral red to honour that most blood-drenched of victories.





Geheimnisnacht

There is a night every year that is viewed as an accursed eve within the Old World – Geheimnisnacht. It is the only night of the year when the moon of Morrlieb is always full. When the sickly green moon hangs brightly in the sky, it is said the dead stir within their graves and the servants of dark gods roam the land. Each Geheimnisnacht, the ordinary folk bar their doors and windows, stoke their fires high and pray to their gods that they will survive to see the dawn.

Crossbows

A crossbow consists of a short, strong bow stave mounted on a wooden or metal stock. They are heavy weapons that are slow to load, and it requires considerable strength to wind back the string of a crossbow. They make up for this with their tremendous range and power.

Crossbow

The average crossbow is brutally powerful and relatively easy to use. Compared to handguns, they are quick and easy to manufacture and to learn the use of. All told, this makes them the ideal weapon for large regiments and poorly trained conscripts in provincial armies.

	R	S	AP	Special Rules
Crossbow	30"	4	-	Armour Bane (2), Ponderous

Repeater Crossbow

To address how slow crossbows are to load, some races have experimented with repeater crossbows. Sacrificing raw power for speed, the strings of repeater crossbows can be levered back quickly, ready for a fresh bolt to drop into place from a hopper mounted atop the weapon.

	R	S	AP	Special Rules
Repeater crossbow	24"	3	-	Armour Bane (1), Multiple Shots (2)

Repeater Handbow

Based on the same principles as a repeater crossbow, a repeater handbow is a small, rapid-firing weapon. Such weapons lack strength and range, and they are prone to malfunction, but this is more than compensated for by their versatility. In fact, such is their versatility that some warriors arm themselves with a brace, enabling them to deliver a withering amount of fire. Such weapons are favoured by assassins for their discreet size and almost silent operation.

	R	S	AP	Special Rules
Repeater handbow	12"	3	-	Multiple Shots (2), Quick Shot
Brace of repeater handbows	12"	3	-	Multiple Shots (4), Quick Shot



Thrown Weapons

The most simple type of missile weapon is one that is thrown at the enemy. Yet for how simple such weapons are in principle, great variety and ingenuity can be seen in their design. Some are light, enabling the user to throw them a considerable distance; others are heavy, intended to hit with huge impact. Still others employ a secondary lever, enhancing the strength of the wielder's arm.

Throwing Weapons

Throwing weapons, such as stars and knives, are small, easily concealed weapons and, consequently, they are favoured by assassins and lightly armed infiltrators. Despite being short ranged, such weapons can be used at a run.

	R	S	AP	Special Rules
Throwing weapon	9"	S	-	Multiple Shots (2), Move & Shoot, Quick Shot

Javelin

The javelin is a light spear designed for throwing, which is far too flimsy to be used in hand-to-hand fighting. It is not a particularly common weapon as it has a short range, but it is popular enough amongst the light troops of several races.

	R	S	AP	Special Rules
Javelin	12"	S	-	Move & Shoot, Quick Shot

Sling

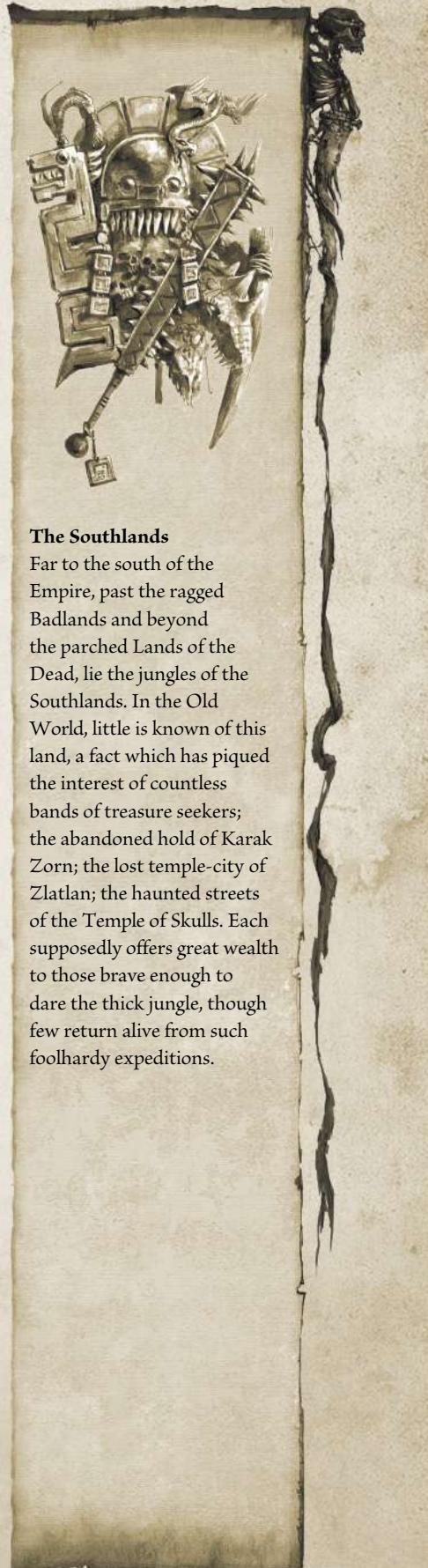
Not truly a throwing weapon, slings consist of a looped string of cloth or leather into which a stone is placed and then launched with surprising strength and accuracy. The sling itself greatly increases how far a stone can be thrown, and with how much force. Skilled users can launch rapid volleys of shots with barely a break in their stride.

	R	S	AP	Special Rules
Sling	18"	3	-	Multiple Shots (2)

Throwing Axe

Throwing axes are keenly balanced weapons that can be thrown accurately despite their weight. Despite this, even the strongest warrior cannot throw such a hefty weapon very far. Yet if a throwing axe hits its target, the effect can be quite devastating.

	R	S	AP	Special Rules
Throwing axe	9"	S+1	-	Quick Shot



The Southlands

Far to the south of the Empire, past the ragged Badlands and beyond the parched Lands of the Dead, lie the jungles of the Southlands. In the Old World, little is known of this land, a fact which has piqued the interest of countless bands of treasure seekers; the abandoned hold of Karak Zorn; the lost temple-city of Zlatan; the haunted streets of the Temple of Skulls. Each supposedly offers great wealth to those brave enough to dare the thick jungle, though few return alive from such foolhardy expeditions.



Armour

Few warriors venture onto the battlefield without some measure of protection, be it only a padded leather jerkin or a gleaming suit of plate mail. Many creatures shun conventional armour, protected instead by their own thickened skin or scaly hides.

Whatever the case, the level of protection given is represented by the Armour Save roll – a test made against a model's 'armour value' – the more armour a model wears, the better its armour value becomes and the more likely it is to successfully pass an Armour Save roll, as described on [page 141](#).

Armour Value

Although in some cases a model will have an armour value given, the armour value of most models is determined by their equipment. The most common types of armour are:

Common Armour Types

Type of Armour	Armour Value
Light armour	6+
Heavy armour	5+
Full plate armour	4+

Light Armour: Representing incomplete suits of mail, occasional plates of armour and even the thick, calloused hides of some creatures, light armour offers a degree of protection to vital areas.

Heavy Armour: Some warriors own heavy coats of mail and quilted leather armour. Others are protected by thick scales that cover their skin. Heavy armour provides good all-around protection upon the field of battle.

Full Plate Armour: Those warriors that can encase themselves from head to foot in plate armour layered upon mail of chain and padded undersuits are said to wear full plate, whereas some creatures are protected by skin as hard as steel and scales as tough as jewels.

Maximum Armour Value

Regardless of the armour it wears or the equipment it carries, a model can never have an armour value better than 7+. Any bonuses, be they granted by equipment, special rules, spells or from any other source, that would improve a model's armour further have no effect.

No Armour

A model that wears no armour is considered to have an armour value of 7+ for the purposes of Armour Save roll modifiers and any rules that improve armour value. This represents the model's natural resilience and the protection proffered by the clothing and jewellery it wears, however little this may be. For example, if a model with no armour carries a shield, it would have an armour value of 6+.



Unusual Armour

In addition to the armour types listed here, many armies have access to unique materials or spell craft which can enhance their armour still further. This is usually represented by an army special rule which represents these types of armour.

Additional Equipment

Many models carry equipment (or have the option to carry equipment) that improves upon their armour value. The two most common types – the humble shield and barding for a trusty mount – are detailed below.

Note that, regardless of the equipment carried, a model can never have an armour value better than 2+. Any bonuses that would improve a model's armour further have no effect.

Shield: A shield may be a simple wooden board, or it may be an ornate and finely decorated thing – layers of wood, leather and resin trimmed and faced with beaten metal and finished with carefully painted symbols and heraldry. Whatever form it takes, shields are carried by warriors of all races.

A model that carries a shield improves its armour value by 1. For example, a model equipped with light armour has an armour value of 6+. Should that model also carry a shield, its armour value would be improved by 1 by lowering the target number from 6+ to 5+.

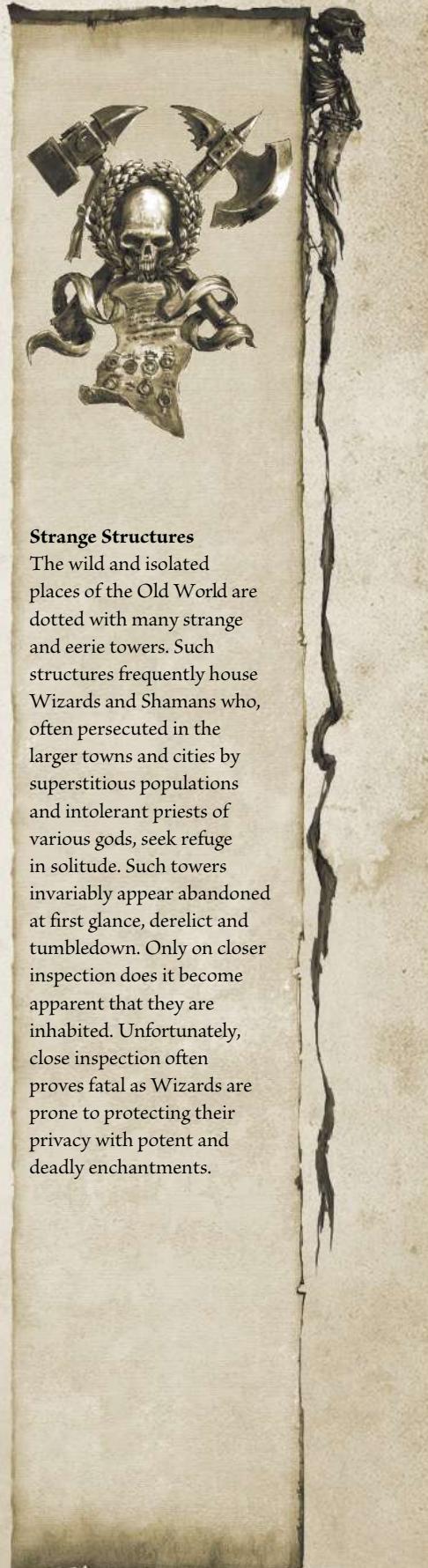
Note that if a model uses a weapon that has the Requires Two Hands special rule in combat, it cannot also use a shield.

Barding: Barding is the name given to the armour worn by a mount. This can take many forms, from heavy cloth draperies, to formed and fitted armour plates. Barding is seen often on the mounts of cavalry, but only rarely upon monsters ridden by characters (it is a challenge to tailor a suit of barding to an unwilling gryphon!).

A model that rides a barded mount improves its armour value by 1. For example, a cavalry model equipped with heavy armour has an armour value of 5+. Should that model's mount be barded, its armour value would be improved by 1 by lowering the target number from 5+ to 4+.

Wizards & Armour

Wizards cannot wear armour. Should a Wizard ever do so, they would be unable to make any Casting or Dispel rolls. This penalty applies to all armour and shields, magical or otherwise, but does not include barding (which is worn not by the Wizard, but by their mount).



Strange Structures

The wild and isolated places of the Old World are dotted with many strange and eerie towers. Such structures frequently house Wizards and Shamans who, often persecuted in the larger towns and cities by superstitious populations and intolerant priests of various gods, seek refuge in solitude. Such towers invariably appear abandoned at first glance, derelict and tumbledown. Only on closer inspection does it become apparent that they are inhabited. Unfortunately, close inspection often proves fatal as Wizards are prone to protecting their privacy with potent and deadly enchantments.



WAR MACHINES

War machines are mechanical constructions that hurl massive projectiles at the foe. Bolt throwers, cannon and stone throwers are all war machines, and there are many other bizarre contraptions to be found in the Warhammer world.



The following pages present the rules and weapon profiles for the most commonly seen types of war machine. Still more exotic types can be found in the various army lists, representing war machines unique to a certain race. For the most part, these exotic war machines will use the rules presented here with a few minor alterations or additional special rules, the better to reflect their unique nature.

For clarity, any war machine that uses one of the profiles presented here will have the name of the weapon and profile given as part of its 'equipment'.

Basing War Machines

Although war machines and their crew are treated as a single model (as described on [page 197](#)), the models that represent the crew are most often based individually, separate to the war machine itself. Accordingly, a war machine's profile will give a base size for both the war machine and its crew. The benefit of basing a war machine's crew separately is that, for each Wound the crew loses, you can remove one of the crew models as a reminder.

During deployment, the models representing a war machine's crew should be positioned adjacent to and in base contact with it. Once placed, the models must remain in position, adjacent to their war machine. Individual crew models should be ignored for the purposes of measurement or when determining line of sight.

However, many players like to base their war machines and crew together on a single large base, making of their war machines small dioramas that show the crew hard at work. This is perfectly acceptable.



Bolt Throwers

Bolt throwers are huge crossbows that shoot spear-sized missiles. They are relatively simple weapons, far less prone to malfunction than many, supposedly more advanced, war machines.

	R	S	AP	Special Rules
Bolt thrower	48"	6	-3	Cumbersome, Move or Shoot, Multiple Wounds (2), Through & Through
Repeater bolt thrower	48"	6	-3	Cumbersome, Move or Shoot, Multiple Wounds (2), Rapid Fire, Through & Through

Bolt Thrower Special Rules

Through & Through: A bolt thrower shot can cut through several ranks of troops. If the target of a bolt thrower is a formed unit of any type (be it Close Order, Open Order and so on), and if the roll To Hit is successful, the shot causes:

- One hit per rank (including the rear rank, even if it is incomplete), if the bolt thrower lies in the unit's front or rear arc.
- One hit per file, if the bolt thrower lies in the unit's flank arc.

However, a bolt can quickly lose power as it passes through armour and flesh. To represent this, the bolt thrower suffers a -1 modifier to its Strength characteristic for each hit after the first.

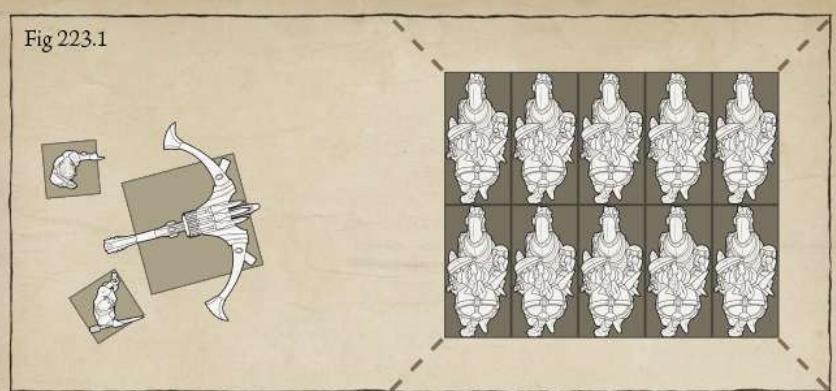
Note that, should the Strength of a hit be reduced to 0, it has no effect and no further hits are caused.

Repeater Bolt Thrower Special Rules

Rapid Fire: Instead of shooting normally, a repeater bolt thrower can 'rapid fire' a number of smaller bolts, with the profile given below. If this special rule is used, all shots must be at the same target.

	R	S	AP	Special Rules
Rapid Fire	48"	4	-1	Armour Bane (1), Cumbersome, Move or Shoot, Multiple Shots (D3+3)

Fig 223.1



The bolt thrower lies within the enemy unit's flank arc, causing one hit per file. As the unit is five models wide, five hits are caused. Each hit after the first suffers a reduction to its Strength.



Athel Loren

The forest of Athel Loren, bordering the nations of Bretonnia and the Empire, holds many secrets. Legends say that Elves make their homes within the forest's boughs and trunks, dancing amongst the treetops and slaying any who stray into the forest. Other tales speak of living trees whose wrath becomes manifest should any threaten the arboreal realm. Regardless of the truth, to enter Athel Loren is to know death awaits, for that which dwells beneath its canopy cares not for the ignorance of lesser creatures.



Stone Throwers

Stone throwers lob large rocks high into the air to come crashing upon enemy ranks. The very largest can hurl a projectile big enough to flatten monsters and knock down city walls.

	R	S	AP	Special Rules
Stone thrower	12-60"	4 (8)	-1 (-3)	Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D3+1)

Notes: This weapon does not use its crew's Ballistic Skill. Instead, it shoots using the 'Bombardment' special rule. This weapon uses a 3" blast template and the Stone Thrower Misfire table. The Multiple Wounds (D3+1) special rule applies only to a single model whose base lies underneath the central hole of the blast template.

Stone Thrower Special Rules

Bombardment: When shooting with this weapon, work your way through the following steps:

1. Choose Target: Choose an enemy unit that is within the war machine's line of sight and between its minimum and maximum range to be the target and place the blast template so that its central hole is directly over the centre of that unit.

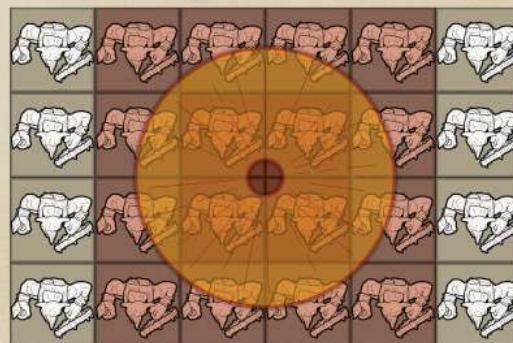
2. Scatter: Once the template has been placed, it will scatter. Roll an Artillery dice and a Scatter dice:

- If a 'Misfire' is rolled on the Artillery dice, something has gone horribly wrong. Roll immediately on the appropriate Misfire table to determine exactly what.
- If a 'Hit' is rolled on the Scatter dice, the shot has landed on target and the number shown on the Artillery dice is ignored.
- If an arrow is rolled on the Scatter dice, move the template a number of inches equal to the roll of the Artillery dice in the direction the arrow points.

3. Damage: Any model whose base lies underneath the template risks being hit, as described on page 95:

- A single model whose base lies underneath the central hole of the blast template is struck by the projectile and suffers a hit with higher Strength and Armour Piercing characteristics, as shown in brackets on the war machine's profile.
- All other hits are resolved using the war machine's normal Strength and Armour Piercing characteristics.

Fig 224.1



16 models lie underneath the blast template. 4 are hit automatically, 12 are hit on a D6 roll of 4+.

Indirect Fire

A weapon that shoots using the Bombardment special rule can do so even if it cannot draw a line of sight to its target by hurling a shot high into the sky, passing over intervening regiments and even terrain. However, such indirect fire is inaccurate at best, as the war machine's crew have to guess where their foe lies, based upon information provided by scouts.

If you wish to fire indirectly, declare that you will do so before taking the war machine's shot. An indirect shot does not require a line of sight to the target unit, but is otherwise treated as a normal shot.

An indirect shot is not as accurate as one where the crew can see their target:

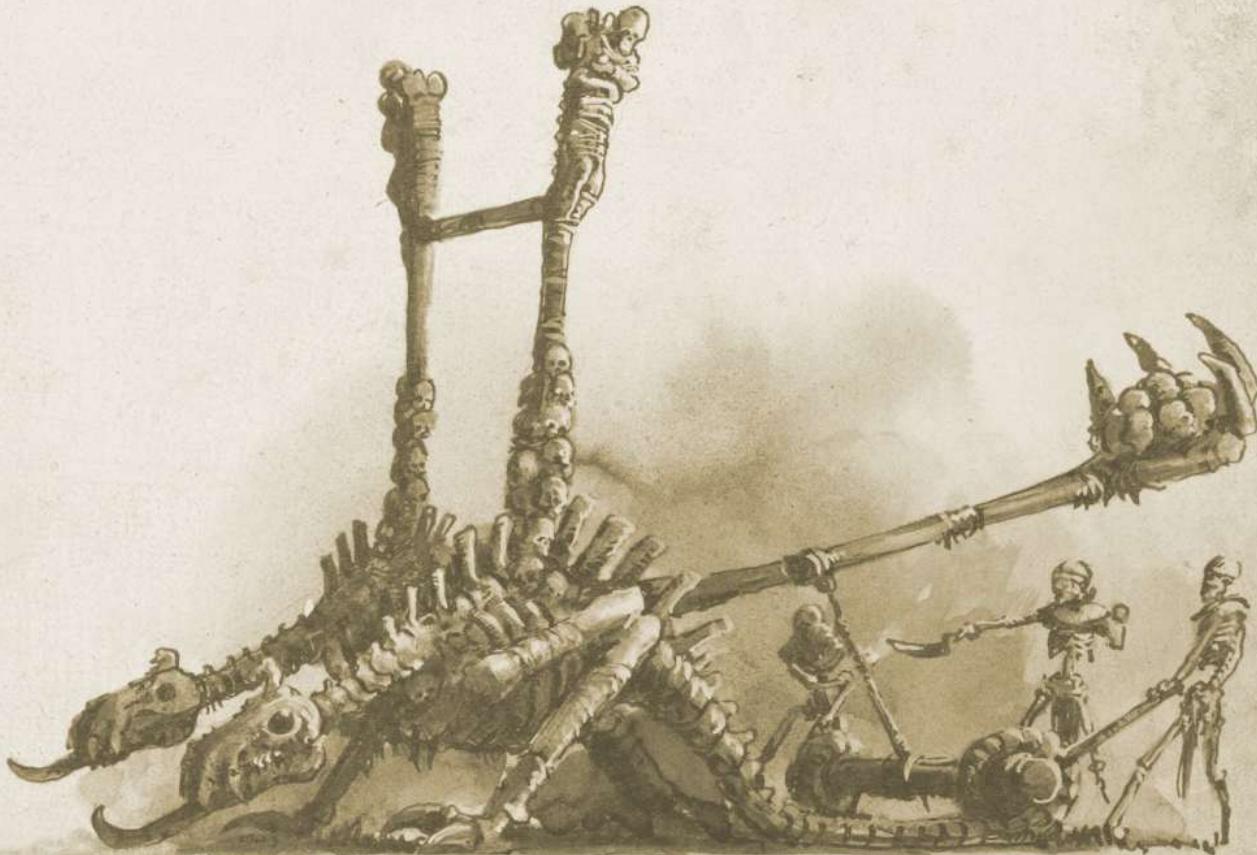
- If an arrow is rolled on the Scatter dice, resolve the scatter as normal.
- If a 'Hit!' is rolled on the Scatter dice, the shot does not land on target (as would normally be the case) but merely scatters less – how much less depends greatly on the skill of the crew. Use the small arrow above the Hit! symbol to determine the direction of the scatter and move the template a number of inches equal to the roll of the Artillery dice minus the crew's Ballistic Skill characteristic (to a minimum of zero).

Stone Thrower Misfire Table

D6 Result

- | | |
|-----|---|
| 1 | Destroyed: The weapon cannot take the strain! Bits of wood and metal debris are thrown into the air and the stone tumbles to the ground. The model is destroyed and immediately removed from play. |
| 2-4 | Malfunction: One of the crew has become caught in the firing mechanism. This problem can be fixed, but only by partially dismantling the weapon, the crew member, or both. The crew immediately loses one Wound, the model fails to shoot this turn and cannot shoot before the end of the next round. |
| 5-6 | Twang: Something has snapped. This is a rather minor mishap, but one that will require plenty of elbow grease and strong language to repair. The model fails to shoot this turn. |

- 1 **Destroyed:** The weapon cannot take the strain! Bits of wood and metal debris are thrown into the air and the stone tumbles to the ground. The model is destroyed and immediately removed from play.
- 2-4 **Malfunction:** One of the crew has become caught in the firing mechanism. This problem can be fixed, but only by partially dismantling the weapon, the crew member, or both. The crew immediately loses one Wound, the model fails to shoot this turn and cannot shoot before the end of the next round.
- 5-6 **Twang:** Something has snapped. This is a rather minor mishap, but one that will require plenty of elbow grease and strong language to repair. The model fails to shoot this turn.



Cannon

Cannon are devastating, if sometimes unpredictable, weapons. When they work, cannon can shatter an enemy's lines. However, should they misfire, the results can be spectacular.

The following profiles represent the sizes of cannon most often seen:

	R	S	AP	Special Rules
Cannon	48"	8	-2	Armour Bane (2), Cannon Fire, Cumbersome, Move or Shoot, Multiple Wounds (D3)
Great cannon	60"	10	-3	Armour Bane (2), Cannon Fire, Cumbersome, Move or Shoot, Multiple Wounds (D3+1)

Notes: Cannon (of any type) do not use their crew's Ballistic Skill. Instead, they shoot using the 'Cannon Fire' special rule. This weapon uses the Black Powder Misfire table.

Cannon Special Rules

Cannon Fire: When shooting with a cannon, work your way through the following steps:

1. Choose Target Point: Choose a point within both the war machine's line of sight and maximum range. This does not have to be an enemy model; it can be a point on the ground. Once you have chosen your target point, mark it with a small marker.

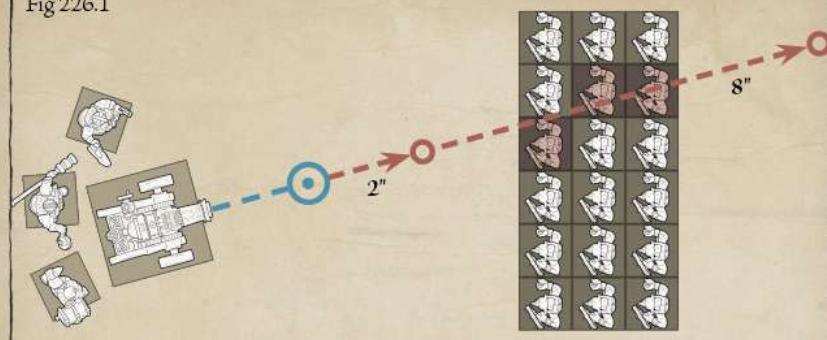
2. Fire: Once the target point has been marked, roll an Artillery dice:

- If a 'Misfire' is rolled, something has gone horribly wrong. Roll immediately on the appropriate Misfire table to determine exactly what.
- If a number is rolled, move the target point marker that many inches, directly away from the cannon. This is the 'strike point' – the point at which the cannonball strikes the ground.

3. Bounce: Unless the cannon misfired, the cannonball will bounce from the strike point, tearing through anything in its path. To determine how far the cannonball bounces, roll another Artillery dice:

- If a 'Misfire' is rolled, the cannonball buries itself in the ground and comes to a rest.
- If a number is rolled, the cannonball bounces, as shown in Fig 226.1. Measure the distance of the bounce from the strike point, directly away from the cannon.

Fig 226.1



The first roll of the Artillery dice is a 2, meaning the cannonball strikes the ground 2" ahead of the target point. The second roll is an 8, so the cannonball bounces 8".

4. Determine Hits: Once the strike point and the distance of the bounce have been established, it is time to determine which models (if any) have been hit:

- Any model whose base lies underneath the strike point is hit automatically.
- Any model whose base lies under the path of the bouncing cannonball is hit automatically.

However, should a cannonball bounce through a formed unit, it can hit a maximum of:

- One model per rank, if the cannon lies in the unit's front or rear arc.
- One model per file, if the cannon lies in the unit's flank arc.

Models that lie fully beyond the distance of the bounce are not hit.

5. Crunch: Sometimes, a bouncing cannonball will encounter something that stops it dead:

- If the cannonball hits a model whose troop type is 'monstrous creature' or 'behemoth', it stops immediately. No further models are hit.
- If the cannonball hits impassable terrain or a high linear obstacle, it stops immediately. No further models are hit.

Grapeshot

Instead of firing normally, cannon crew can opt to fire grapeshot. They do this by loading the gun with canisters filled with rusty nails, handgun bullets and other small projectiles – effectively creating a huge blunderbuss.

	R	S	AP	Special Rules
Grapeshot	12"	4	-1	Cumbersome, Move or Shoot, Needs More Nails

Notes: Cannon (of any type) do not use their crew's Ballistic Skill when firing grapeshot. Instead, they shoot using the Needs More Nails special rule. This weapon uses the Black Powder Misfire table.

Special Rules

Needs More Nails: Loading a cannon with shrapnel is not a precise art. When firing grapeshot, check range and declare a target as normal, then roll an Artillery dice:

- If a 'Misfire' is rolled, something has gone horribly wrong. Roll immediately on the appropriate Misfire table to determine exactly what.
- If a number is rolled, the target unit suffers that many automatic hits.



The Imperial Gunnery School of Nuln

The Imperial Gunnery School, located in the city of Nuln, is the foremost manufacturer of black powder weapons in the Empire. It also serves as a centre of erudition, training new generations of engineers, artillery crews and firearm-wielding soldiers, giving the city a firm advantage in the civil war. Much of Nuln's knowledge of black powder was learnt from the Dwarfs, though in recent years the Imperial Gunnery School has laboured to forge new inventions with varying success.





The Wisdom of the Woods

The people of the Empire have long feared and avoided the dark swathes of woods that surround their meagre hamlets. Woodsmen cut their paths carefully around the forests' edges and huntsmen know not to follow game too far into the gloom. The messages of all the superstitions and child-scaring tales are clear. Danger lurks in the woods, and these are no mere fables...

Organ Guns

The multi-barrelled organ gun is so called because its array of barrels resembles the pipes of a musical organ. An organ gun lacks the range and power of a cannon, but fires a barrage of shots.

	R	S	AP	Special Rules
Organ gun	30"	5	-1	Armour Bane (2), Cumbbersome, Move or Shoot, Multi-Barrelled

Notes: This weapon uses the Black Powder Misfire table.

Organ Gun Special Rules

Multi-barrelled: When shooting with an organ gun, roll two Artillery dice before making any rolls To Hit. The number of shots fired is equal to the total of both Artillery dice:

- If a Misfire is rolled on one of the Artillery dice, the complex firing mechanism displays one of its all too common faults. All shots fired from the organ gun this turn suffer an additional -1 To Hit modifier.
- If a Misfire is rolled on both of the Artillery dice, no shots are fired and a critical fault has occurred. Roll immediately on the appropriate Misfire table to determine exactly what.

After determining the number of shots, roll To Hit for each as normal, using the crew's Ballistic Skill and applying all appropriate modifiers.

Mortars

These short, heavy weapons lob a hollow, explosive shell high into the air to drop onto its target. This shell explodes with great force, scattering razor-sharp shrapnel capable of cutting easily through even the heaviest of armour over a wide area.

	R	S	AP	Special Rules
Mortar	12-48"	2 (6)	-2 (-3)	Armour Bane (1), Bombardment, Cumbbersome, Move or Shoot, Multiple Wounds (D3)

Notes: This weapon does not use its crew's Ballistic Skill. Instead, it shoots like a stone thrower, using the 'Bombardment' special rule. This weapon uses a 5" blast template and the Black Powder Misfire table. The Multiple Wounds (D3) special rule applies only to a single model whose base lies underneath the central hole of the blast template.



Fire Throwers

A fire thrower consists of an airtight copper-lined barrel and a fluid chamber filled with a sticky alchemical sludge. When triggered, a fire thrower launches a torrent of noxious chemicals, which ignite as they pass over an ignition flame in the weapon's barrel, incinerating anyone and anything unfortunate enough to be caught in the blast.

	R	S	AP	Special Rules
Fire thrower	12"	5	-1	Column of Fire, Cumbersome, Flaming Attacks, Move or Shoot

Notes: Fire throwers do not use their crew's Ballistic Skill. Instead, they shoot using the 'Column of Fire' special rule. This weapon uses the Black Powder Misfire table.

Fire Thrower Special Rules

Column of Fire: When shooting with a fire thrower, use the flame template, placing the narrow end so that it touches the model's base edge anywhere along its front arc and the broad end so that it points towards the intended target. The template may then be moved a number of inches directly away from the fire thrower, up to its maximum range, measured from the narrow end of the template.

Note that this does allow the broad end of the flame template to extend beyond the fire thrower's maximum given Range.

Once the flame template has been placed, roll an Artillery dice:

- If a 'Misfire' is rolled, something has gone horribly wrong. Roll immediately on the appropriate Misfire table to determine exactly what.
- If a number is rolled, move the flame template that many inches, directly away from the fire thrower. This is where the column of fire shot from the weapon lands.

Any model whose base lies underneath the template risks being hit, as described on page 95.

Black Powder Misfire Table

Black powder weapons are temperamental and prone to malfunctioning – often in spectacular fashion. Whenever a black powder weapon misfires (be it a cannon, organ gun, mortar, fire thrower, or something more exotic), roll on the table below and apply the result immediately:

Black Powder Misfire Table

D6 Result

- | | |
|-----|--|
| 1 | Destroyed: The weapon explodes with a thunderous noise, leaving a hole in the ground and a cloud of black smoke hanging in the air. The model is destroyed and immediately removed from play. |
| 2-4 | Malfunction: The charge misfires, terminally inconveniencing one of the crew and knocking the war machine over. It can be righted, but it will take time. The crew immediately loses one Wound, the model fails to shoot this turn and cannot shoot before the end of the next round. |
| 5-6 | Pffft: The fuse has gone out. As far as mishaps go, it is not very serious, but one of the crew will be feeling rather foolish! The model fails to shoot this turn. |

