

Fantasy Battles

The 9th Age

Rulebook

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List of Special Rules

Ambush	Flammable	Metalshifting	Stubborn
Armour Piercing (X)	Fly (X)	Move or Fire	Stupidity
Bodyguard (X)	Frenzy	Multiple Shots (X)	Swiftstride
Breath Weapon (X)	Grinding Attacks (X)	Multiple Wounds (X, Y)	Sweeping Attack
Cannot March	Hard Target	Not a Leader	Terror
Channel	Hatred	Otherworldly	Thunderous Charge
Crush Attack	Hellfire	Pathmaster	Toxic Attacks
Daemonic Instability	Hidden	Poisoned Attacks	Unbreakable
Devastating Charge	Immune to Psychology	Quick to Fire	Undead
Distracting	Impact Hits (X)	Random Attacks (X)	Unstable
Divine Attacks	Insignificant	Random Movement (X)	Unwieldy
Engineer	Large Target	Regeneration (X)	Vanguard
Ethereal	Lethal Strike	Reload!	Volley Fire
Fast Cavalry	Light Troops	Requires Two Hands	War Platform
Fear	Lightning Attack	Scout	Ward Save (X)
Fight in Extra Rank	Lightning Reflexes	Skirmishers	Weapon Master
Fireborn	Magic Resistance (X)	Stomp (X)	Wizard Conclave (Spells)
Flaming Attacks	Magical Attacks	Strider	

Introduction

What is Fantasy Battles: The 9th Age?

Fantasy Battles: The 9th Age, often simply called The 9th Age, is a community-made miniatures wargame in which two grand armies clash in an epic battle for power or survival. Each army can be composed of simple foot soldiers, skilled archers, armour-clad mounted knights, powerful wizards, legendary heroes, epic monsters, huge dragons, and more. The game takes place on a 4 by 6 foot battlefield and uses six-sided dice to resolve different actions such as charging into battle, letting arrows loose, or casting spells.

All relevant rules, as well as feedback and suggestions, can be found/given here:

<http://www.the-ninth-age.com/>

To make the transition easier for veteran players, we have colour-coded the most relevant changes (from 8th edition) in blue.

Recent Rules Changes are colour-coded in green. All changes can be found in the change log at the end of this document.

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The Scale of the Game

Playing tabletop war games is often an exercise in abstract thought, especially when it comes to mass battle games like The 9th Age. As such there is no prescribed scale while playing The 9th Age; a single miniature could represent a single, a dozen or even a hundred warriors. Though players are welcome to interpret the scale as they like, the distances used in the rules do not seem realistic if the scale of 1:1 compared to the actual size of the miniatures is used for the game. The scale of miniatures used for The 9th Age is roughly 1:72 when compared to real-life sized equivalents. Based on that, 1" in the game would be roughly equal to 1.5 meters in real life. An average human-like creature in the game has a movement value of 4" which means that in a single movement phase it would move only 6 meters (12 if marching). Likewise a ranged weapon like a longbow has an effective range of 30" in the game which would equal roughly 45 meters, which is 5 times shorter than the average historic effective range of the weapon of around 250 meters.

For example, players could use the historic range of the longbow to determine what kind of distance 1" represents in a game. In that case 1" would be slightly more than 8 meters and be much closer to representing the distances assumed when writing the rules for this game.

Just as we can imagine that the combatants in the game are actually smaller than the miniatures that represent them, so we can imagine that a single miniature does not necessarily represent a single warrior. Being abstract we could imagine a unit of 10 elite elven warriors representing exactly 10 elves, or some other group size like 20, 50 or 100. At the same time a unit of 10 weedy goblin runts could just represent 10 goblins, but is more likely to represent some larger group like 100, 200 or 500 of the little creatures. At this point one may ask about characters and monsters. These models are meant to represent exceptional individuals and especially potent creatures that are worth entire regiments on their own. If it is easier to come to terms with, a miniature of a character could represent not just the character itself but also his bodyguards and assorted staff that might follow such a hero to battle.

In the same vein, the pieces of terrain could be viewed to represent exactly what they are, but they could also be visual representations of far greater things for the purpose of the game. So a copse of trees could represent a forest, a stream could actually be a wide river, a single house could be in place of a hamlet, while a tower could represent a keep.

As for the timescale of the game we believe it is even more arbitrary than the size scale of the game. The action of moving in the movement phase could take several minutes of real time while casting spells in the magic phase or shooting in the shooting phase could be near instantaneous events. Likewise the actions of the two units clashing in the close combat phase could represent only a few heart beats in real time, while a challenge between two mighty individuals could be a drawn combat, lasting minutes or more. Therefore no quantitative value can be assigned to a game turn or turn sub-phase.

We are not here to tell players how to imagine their fights or how many individuals each miniature should represent, but we believe that an easy equation of 1" being roughly equal to 10 meters is a good representation of the size of the game we are creating. An average game will be played on a 72"x48" table, and thus represents a real-life area of 720 by 480 meters or roughly 50 football pitches. In medieval times (the closest thing we have to our fantasy world) this would represent an average sized battlefield where two forces with soldiers numbering from a few hundred to several thousand would meet.

Models, Units and Formations

Models

Models represent fighting warriors, monsters and spellcasters. Everything that is standing on the same base is considered the same model (e.g. a dragon and its rider or a Cannon and its three crewmen are considered a single model).

Bases and Base Contact

All models are placed on a square, rectangular or round base. The extent of the model is considered to be its base. Base sizes are given as two measurements in millimetres: front-width x side-length. (For example, the normal cavalry base is 25x50mm). In some rare cases models have round bases. In these cases, only a single measurement is given: the diameter of the base. (For example, a standard War Machine base is a round 60mm base).

Two models are considered to be in base contact with each other if their bases are touching one another, including corner to corner contact.

Multipart Models

Models with more than one Characteristics Profile are called Multipart Models. For example, a cavalry model is a model with two parts (the rider and its mount), a chariot can be described as a single model consisting of five parts (two horses, two crewmen and one chariot chassis), while a normal foot soldier is a model which consists of a single part. **Each part of such a model has its own Characteristics Profile and can be referred to as a "model part". Whenever a rule, ability, spell and so on affects a Model, all parts of the model are affected, unless the rule specifically states it only affects a model part.**

Units

All models are part of a unit. A unit is either a group of models deployed in a formation consisting of ranks (along the width of the unit) and files (along the length of the unit) or a single model operating on its own. Whenever a rule, ability, spell and so on affects a unit, all models in the unit are affected. When forming a unit, all models in the unit must be perfectly aligned in base contact with each other and face the same direction. All ranks must always have the same width, except the last rank which can be shorter than the other ranks; if so, this is called an incomplete rear rank. **Note that it's perfectly fine for the last rank to have empty gaps in it, as long as the models are aligned with those of the other ranks.**

Rank-and-File

Normal models in a unit are called Rank-and-File models (R&F). Characters are not R&F models, but all other models are.

Full Ranks

A Full Rank is any rank which is at least 5 models wide. Some units (such as Monstrous Infantry) require fewer than 5 models to form a Full Rank, see Troop Types section for details.

Horde Formation

Units in ranks of 10 or more models (6 or more in the case of Monstrous Ranks) are considered to be in Horde Formation.

Footprint

A unit's Footprint is the area occupied by the combined bases of all the models in a unit.

Centre of Unit

A unit's Centre is defined by drawing an imaginary rectangle around the outer edges of the unit's Footprint. The Centre of this box is considered to be the Centre of the unit.

Unit Facing and Arcs

A unit has 4 arcs: front, rear, and two flanks. Each arc is determined by extending a straight line from the corners of the unit's bases, in a 135° angle from the unit's front (for the front arc), rear (for the rear arc) or flanks (for the flank arcs), see figure 1. Units on round bases don't have arcs (they can draw Line of Sight from any point on their bases, in any direction).

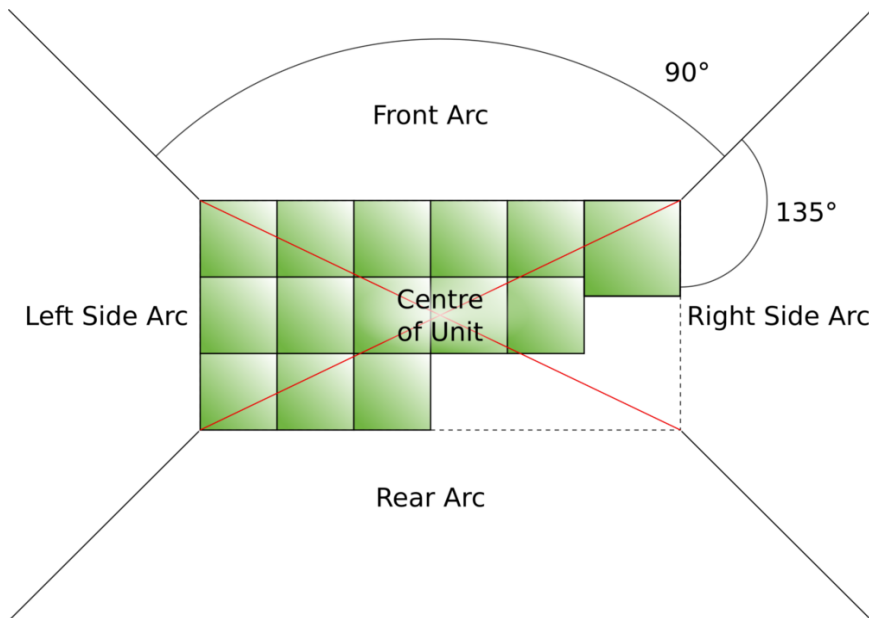


Figure 1

This unit has 3 ranks and 6 files. The base on the side is a Character with a Mismatching base that has joined the unit. The last rank is incomplete and only contains 3 models. The unit's Footprint is the area occupied by the bases of all the models within the unit (the green area). The Centre of the unit is the centre of the rectangle drawn around its outer edges (marked with a red x). The front, side and rear arcs are defined by using a 135° angle from the unit's edges.

General Principles

Turn

Fantasy Battles: The 9th Age is a turn based game. A standard game lasts for 6 Game Turns. One player has the first turn (called a Player Turn), in which they use their units to move and attack. After this, the other player has their first Player Turn. When this comes to an end, Game Turn 1 is completed. In Game Turn 2, the first player now has their second Player Turn, and so on, until both players have completed 6 Player Turns. This marks the end of the game.

Player Turn

Each Player Turn is divided into four Phases, performed in the following order:

- 1 | Movement Phase
- 2 | Magic Phase
- 3 | Shooting Phase
- 4 | Close Combat Phase

Active and Reactive Player

The Active Player is the player whose turn it currently is.

The Reactive Player is the player whose turn it currently is not.

Simultaneous Effects

Whenever two or more effects happen at the same time, and the order matters, resolve effects controlled by the Active Player first. Each player is free to decide in which order their own simultaneous abilities resolve. If there is a choice involved (such as abilities that may or may not be activated), the Active Player must declare the usage of their abilities before the Reactive Player. Once both players have declared the usage of their abilities, the effects of the abilities are resolved, starting with the ones of the Active Player. For example, if both players have abilities that may be activated at the beginning of the Magic Phase, the player whose Magic Phase it is must choose first if they are using their abilities or not. Then the Reactive Player can choose if they are using their abilities or not. After this, the effects of the abilities from both sides are resolved, starting with the Active Player's abilities.

Dice

Rolling Dice

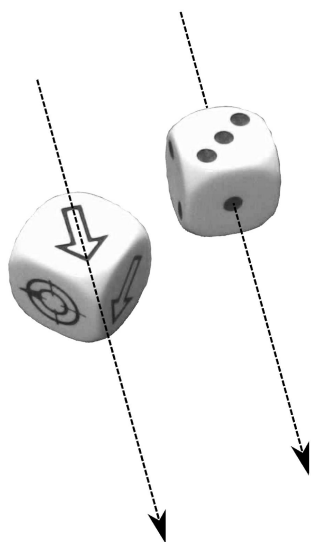
In Fantasy Battles: The 9th Age, dice are often used to determine random outcomes. The most commonly used type is the six-sided dice, named "D6", with a range from 1 to 6. The effects of a dice roll are often depending on whether the rolled value is equal to or higher than a set value (such as a dice roll that is successful if the dice rolls '3' or higher). This is often referred to as a "3+" (or 2+, 4+, 6+, etc.). Sometimes, you are called upon to roll more than one of these dice at the same time. This is represented by a number before the type of dice rolled, such as "3D6", which means to roll 3 six-sided dice and add the results together. On other occasions, a dice roll may be modified by adding or subtracting a number, such as D6+1. In such cases, simply add the relevant number to or subtract it from the result of the roll. Lastly, some effects in the game call for rerolling certain dice, such as "failed to-wound rolls", or "Ward Save results of '1'". When you encounter such situations, reroll the relevant dice.

Dice can only be rerolled once. The second result is final, no matter the cause/source or result.

The game sometimes requires to roll a D3. This is performed by rolling a D6 and then halving the result, rounding up, so that the result can only end up being 1, 2 or 3. If the game requires a natural '1' or a natural '6' when rolling D3, it always refers to the value of the D6 before halving.

The Scatter Dice

The Scatter Dice is a special six-sided dice with two sides marked with "Hit" and four sides marked with an arrow. This dice is typically used in a situation where a projectile or spell effect comes with a risk of deviating in a random direction.



Scatter

When you are called upon to Scatter an object (for example "Scatter a Template D6"), roll the Scatter Dice and the specified deviation distance (D6 in this case in figure 2). If a "Hit" symbol is rolled, do not move the object. If an arrow is rolled then move the object by the number of inches as indicated by the deviation distance in the direction pointed by the Scatter Dice. Note that this is not the same thing as randomizing a direction.

Representing the Scatter Dice with a standard D6

Alternatively a Scatter Dice can be represented by rolling a standard six-sided dice and using the side with a single dot to represent the direction of an arrow as depicted on Figure 2. Rolling a result of '1' or '6' is considered a "Hit" with no deviation. Since '1' and '6' are on opposite faces on a standard dice, any result other than '1' or '6' can be interpreted as an arrow.

Figure 2

Two different ways of representing a Scatter Dice.

Random Direction

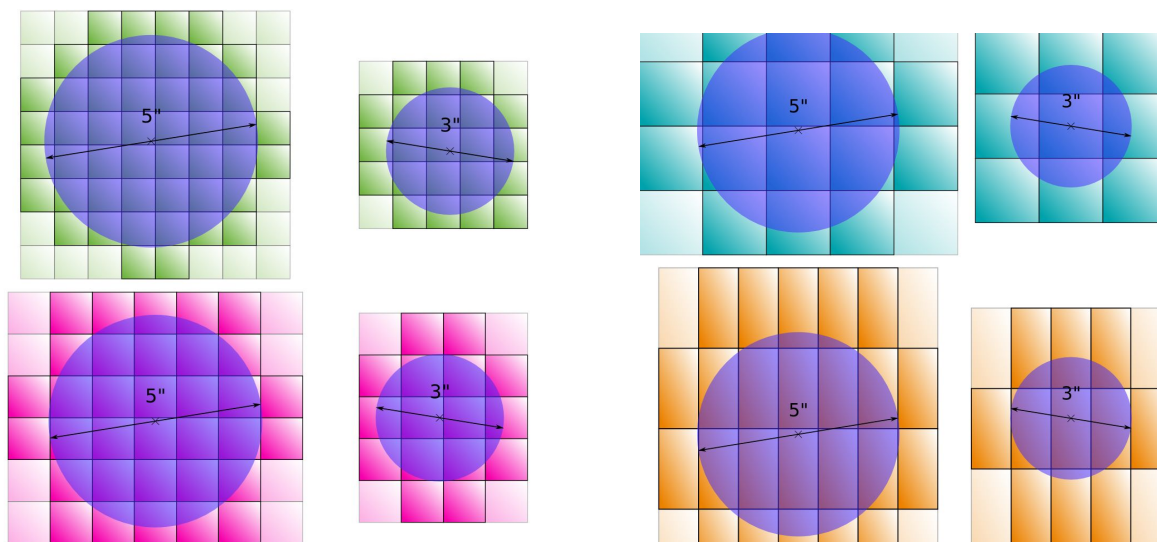
Certain rules may ask the player to determine a random direction. In such cases, roll the Scatter Dice until an arrow is rolled and then use the direction in which it points. Ignore any "Hit" result; in this special case you are allowed to reroll an already rerolled dice. Some Scatter Dice feature a small arrow within the "Hit" symbol. If that is the case you do not need to reroll "Hit" results, simply use the small arrow to determine the direction.

Templates

Templates are used to determine areas of effect. There are several different types and sizes of Templates. The most commonly used Templates are 3" and 5" Templates. These are disk-shaped Templates with a 3" and 5" diameter respectively. Other less commonly used Templates include the 1" round Template (called 1" Template) and the Line Template (used for Cannons and some spells). When determining how many models are beneath (or touched by) the Template, hold the appropriate Template over the target to see which model bases are directly underneath it. If any part of a model's base is beneath a Template (however small that part is), that model counts as being under the Template. Any given point on a Template can only ever be in contact with one base. The model bases are based on the metric system, while the Template sizes are in inches. This means, for example, that a 3" Template is capable of touching the bases of 5 lined up models with 25mm bases (3" = 7.62cm).

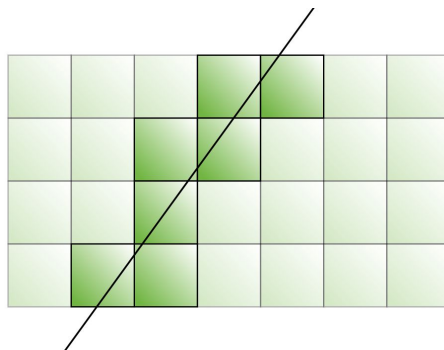
Template Hits

This diagram shows the maximum number of models that can be hit for each template size. Green bases are 20x20mm, magenta bases are 25x25mm, cyan bases are 40x40mm and orange bases are 25x50mm.



Line Template

A Line Template is a straight line drawn between two points. [All models underneath this line are considered under the Template](#). Alternatively, the number of models hit by a Line Template can be determined by adding up the number of ranks and the number of files of the formation that are touched by the line, and subtract one.



Battlefield Logistics

Measuring Distances

The measuring unit in Fantasy Battles: The 9th Age, is the inch ("). An inch corresponds to 2.54 cm. All distances and ranges are indicated and measured in inches. To determine the distance between two points on the Battlefield (or two units, or any other elements), you must always measure from the closest points, even if the line of measuring goes through any kind of intervening or obstructing element. Ignore such obstructions for the purposes of measurement.

The rules often refer to things being within a certain distance. Measure the distance between the closest points. If this distance is less than the given range, they are considered to be within range. This means that a model is always within range of itself and that the entire model/unit does not need to be within range, only a fraction of it.

Players are always allowed to measure any distance at any time.

Line of Sight

A model can trace a Line of Sight to its target (a point or model) if you can extend a straight line from the front of its base directly to its target, without going outside of the model's front arc, and without being interrupted by Obscuring Terrain or by the base of a model which has a **larger Height** than **both** the unit and its target. Models in back ranks always draw Line of Sight as if they were in the front rank, in the same file(s) they are in. A unit is considered to have a Line of Sight to a target if one or more models in the unit has Line of Sight. **Models in a unit never block Line of Sight to other models in the same unit.**

Model Height

Models are divided into the following three Heights:

Small

Any model with one of the following Troop Types: Infantry, War Beast, Swarm and War Machine.

Medium

Any model with one of the following Troop Types: Cavalry, Monstrous Infantry, Monstrous Beast, Monstrous Cavalry and Chariot.

Large

Any model with the Large Target special rule.

Unit Spacing

All units must under normal circumstances be separated by more than **1"** from any other units (friends or foes) and from Impassable Terrain. **A unit may come closer, up to $\frac{1}{2}$ " of these elements during the course of a move but must be kept more than 1" away once the move ends.** Certain forms of movement are specifically allowed to break this spacing rule, with the best example being a charge which allows a unit to engage enemies in Close Combat. Other types of moves may allow a unit to come closer than 1" to friendly units or Impassable Terrain but only a charge allows direct contact with enemy units. If a unit is allowed to temporarily break the spacing rule for one reason or another, it ignores the Unit Spacing rule with regards to the unit or Impassable Terrain that it is closer than 1" to, for as long as it remains closer than 1" to this (it may however still not move into base contact with an enemy unit without charging it). Once the units are separated by more than 1", the Unit Spacing rule automatically begins to apply again.

Board Edge

The board edge represents the boundaries of the game. Models can move temporarily outside the board edge on the condition that no more than 50% of any model's Footprint is outside the board and as long as the move does not end with any part of the model outside the board. Templates can be partially outside the board and still affect models with the parts of the Template that are still on the board.

Characteristics

The Characteristics Profile

Each model part has a Characteristics Profile, which contains 9 different Characteristics:

M	Movement	<i>The movement speed of the model, in inches.</i>
WS	Weapon Skill	<i>How likely it is for the model to land hits and avoid being hit in close combat.</i>
BS	Ballistic Skill	<i>How likely it is for the model to land a hit with ranged weapons.</i>
S	Strength	<i>The higher the strength, the easier it is to wound other models and crush armour.</i>
T	Toughness	<i>A high toughness allows to withstand blows more easily.</i>
W	Wounds	<i>When the model loses this many wounds, it is removed as a casualty.</i>
I	Initiative	<i>Models with a higher initiative strike first.</i>
A	Attacks	<i>The number of times the model can attack in close combat.</i>
Ld	Leadership	<i>Shows the model's discipline and ability to stand and fight.</i>

All Characteristics have a numeric value between 0 and 10 and can never go outside this range.

Value of 0

When a Characteristic value is 0, it can also be labelled as a dash ("-") or an asterisk "*".

- 0 Weapon Skill The model part is automatically hit in Close Combat and can only hit in Close Combat on 6+.
- 0 Ballistic Skill The model part cannot use Shooting Weapons.
- 0 Strength Attacks with Strength 0 cannot wound.
- 0 Toughness Attacks rolling to wound against a model with Toughness 0 wound on 2+.
- 0 Wounds A model with its Wounds reduced to 0 is removed as a casualty.
- 0 Attacks A model part with an unmodified Attacks of 0 can never make normal Close Combat Attacks.

Performing a Characteristic Test

To perform a Characteristic Test, roll a D6. If the result is less or equal than the tested Characteristic, the test is passed. Otherwise the test is failed. A test always fails on the result of '6'. This means that models that have a Characteristic with a value of 0 will automatically fail Characteristic Tests targeting that Characteristic.

When a model with more than one value of a Characteristic (such as a horse and its rider) is called upon to take a Characteristic Test, take a single test for the combined model, using the highest Characteristic available. When a unit as a whole takes a Characteristic Test, use the highest value.

Using Unmodified Characteristics

An unmodified Characteristic is the exact value that can be read on a unit profile when ignoring any modification from equipment, spells and rules. The only exceptions are Characteristic changes made when building the army, **excluding equipment**, such as upgrading a model to a 'veteran', thereby granting for example +1 Strength on its profile. Such a modification is considered included in the model's unmodified Characteristic.

Using Borrowed Characteristics

In certain situations a model may borrow or use the Characteristic of another model. In this case the value of the borrowed Characteristic is taken after applying any modification from equipment, spells or special rules that the owner of the Characteristic is subject to. Modification from equipment, spells or special rules that affects the unit will then be applied to this (following the rules for Priority of Modifiers below).

Performing a Leadership Test

To perform a Leadership Test the player rolls 2D6 and compares the result with the Leadership Characteristic of a model. If the roll result is equal or less than the Leadership value, the test is passed. Otherwise, the Test is failed. **If a unit takes a Leadership Test and more than one Leadership value is available (for example when a Character joins a unit), the player may choose which Leadership value to use.**

There are many different game mechanics that may call for a Leadership Test, such as performing a Panic Test or a Break Test. All such game mechanics are Leadership Tests, regardless of any additional rules and modifications described in the relevant sections of the rulebook.

Priority of Modifiers

When Characteristics (or other values) are modified, the modifiers are applied in a strict order:

1. Characteristics borrowed* or set to certain values (such as Inspiring Presence or a failed Fear Test)
2. Multiplications (such as halved, doubled or multiplied by 3). Unless noted otherwise, round fractions up.
3. Addition and Subtraction (such as -1 or +3).

*If the Characteristic to be borrowed is modified, apply these modifiers before borrowing the Characteristic.

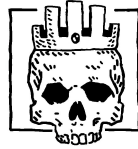
If several modifications within the same group are to be applied, first apply modifications without a maximum/minimum value, then apply modifications with a maximum/minimum value (for example, "-1 Initiative, to a minimum of 1"). After that, apply modifications chronologically, starting with the modifier that was applied first. Remember that Characteristics can never (not even temporarily) be modified to above 10 or below 0.

This Priority order is applied to all modifiers, not only Characteristic Modifiers.

Setting up a Game

Building an Army

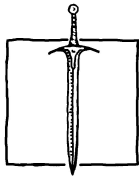
Fantasy Battles: The 9th Age includes a series of Army Books which contain descriptions of the different armies. Each army has unique characters, troops and rules. **Characters** are divided into Lords and Heroes. **Troops** are divided into Core, Special and Rare.



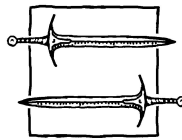
Lords are the most powerful individuals in the army.



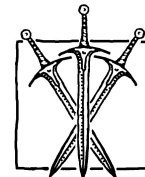
Heroes are exceptional individuals in the army.



Core units represent regiments of most common warriors in the army.



Special units are veteran and elite regiments.



Rare units represent extraordinary troops, uncommon monsters and unusual war machines.

The first step to building an army is to write down a selection of units, options and their Point Costs on a document, called the "Army List". The exact composition of an army is subject to certain rules and restrictions which the following chapter will describe in detail.

Point Costs

Each unit, weapon, upgrade, Magical Item etc. costs a certain amount of points. A unit's Point Cost is the sum of the Point Costs of all its models and upgrades. An army Point Cost is the sum of all its unit's Point Costs.

Half a Point

Units' cost must be integer. If an upgrade costs 0.5 point (written as "1 pts / two models") the unit's cost is always rounded up.

Lord / Hero Upgrades

If the price of an upgrade or a Magical Item is written with a slash (for example "50 pts / 40 pts"), the first number represents the Point Cost for a Lord Character, while the second gives the cost for a Hero Character or a Champion.

Army Restrictions

An army in Fantasy Battles: The 9th Age is subject to basic composition rules:

- **Army Points**

The combined points value of every unit in the army, including options and equipment, must not exceed the determined point limit for the battle. An army may fall below the limit only by 20 points or less.

- **Unit Categories**

All units are separated into five Categories. The number of points one can spend on these Categories differs. Additionally the same unit can only be taken a limited number of times.

	Point limit	Duplicate limit
Core	at least 25%	max 4
Special	-	max 3
Rare	max 25%	max 2
Heroes	max 50%	max 3
Lords	max 35%	max 3
Heroes + Lords	max 50%	-

Under some special conditions units can be moved from one Category to another. For example, in some cases the rules say it is allowed to take Chariots as Core choice instead of Special choice. In such cases the unit must abide by both the duplicate limit from its former Category and its new one, but the points limit is only taken from the new Category. I.e. you may not include more than 3 Chariots, but the Chariots will count towards the needed 25% of points in Core.

- **Minimum Army Size**

Every army must contain a minimum of 4 units excluding the Characters. For this purpose, all units with the War Machine Troop Type count together as one.

- **The General**

One Character in the army must be named the General. Therefore there must be at least one Hero or Lord included in the army who is eligible to fulfil this role. An Army can only have one General.

- **One of a Kind and One per Army**

Units, upgrades and items marked as “One of a Kind” and “One per Army” may only be taken once per army. “One of a Kind” can be taken twice per Grand Army.

- **0-X Choice**

Some units are marked with “0-X Choices” (for example “0-2 Choice”). This means that such units can be taken from zero to X times, and ignore the normal duplication limits. The maximum limit (X) is halved for Warbands and doubled for Grand Armies, rounds fractions up.

Warbands and Grand Armies

The rules for army composition are modified depending on the size of an army. An army that is unusually small or unusually large is subject to the following rules.

Warbands

Armies of 1500 points or less are called Warbands. The minimum army size is decreased to 3 units.

Warband duplicate limit

Core	max 2
Special	max 2
Rare	max 1
Heroes & Lords	max 2
One of a Kind	max 1
One per Army	max 1
0-X Choice	half, rounded up

Grand Armies

Armies of 4000 points and more are called Grand Armies. Units which are marked as One of a Kind can be taken up to 2 times.

Grand Army duplicate limit

Core	max 8
Special	max 6
Rare	max 4
Heroes & Lords	max 6
One of a Kind	max 2
One per Army	max 1
0-X Choice	double

Hidden or Open Lists ?

Rules are written and balanced based on the principle of openness, i.e. your opponent knows what Magical Items your models are equipped with. We encourage players to share their full Army Lists with their opponents at the start of the game. This Army List should include all units, unit options, Magical Items, special abilities, point costs and so on. The only things that are not open to your opponent are things that are explicitly stated as hidden or secret (such as in which unit an assassin is hiding). Note that the presence of an assassin in the army (and its equipment) is still open.

Optional Rules for Hidden Lists

Some players may prefer to use so-called hidden lists. For such players, we include the hidden list rules. Please note that the game is not balanced with these rules in mind. In this format, most of your army roster will be open (meaning that your opponent should know what your army consists of before the game starts). However, some parts of your army are secret or "hidden". Both players should provide their opponent with the open part of their army (a "mundane Army List") before the game begins.

The following is included in the hidden part of your army.

1. Magical Items that are picked from the common list of Magical Items.
2. Magical Items that are specific to Army Books, as well as any option that follows the rules for Magical Items such as Daemonic Items and Dwarven Runes.

Anything not on that list belongs to the open part of the Army List. In addition, all Magical Items (and similar) that have a mundane part should be presented with the open part of your army (such as a Magical Weapon's or Magical Armour's type).

If an army has two or more units or models that are identical regarding their open part but have hidden differences, the player must be able to tell the units apart in the hidden list. For example if a player fields two units identical in every way except that one has a Magical Standard and the other doesn't, the Army List may specify that the unit with the Magical Standard has a red banner while the unit with a blue banner possesses no such Magical Item.

Revealing Magical Items

A Magical Item (or similar) must be revealed the first time it is used. An item is considered being used when it affects or could affect the game in any way. For example:

- It affects a dice roll (even if the actual result of the dice has no effect).
- It alters an attack (such as a Magical Weapon, or any item with a special rule that affects an attack).
- It alters a saving throw (reveal the item before rolling the saving throw). Note that an item that affects the save the same way as the mundane counterpart would (such as many magical shields) does not need to be revealed.

An item that increases movement only counts as being used if the unit moves further than it could without it or when charging (declare that you have the item before rolling the charge distance but after reactions are taken). When revealing Dwarven Runic Items, only reveal the rune that is being used, not the entire combined item.

The Pre-Game Sequence

There are several steps that players must go through in order to set up a game of Fantasy Battles: The 9th Age. These steps are referred to as the pre-game sequence. The first and foremost step is to find a suitable opponent and agree on the size of the game. The players may then share their Army Lists and begin building the Battlefield, followed by picking the deployment type, choosing the Secondary Objectives of the game, determining Deployment Zones and generating Wizard spells. The last step will consist of going through what is called the Deployment.

Before the game can begin, some preparations have to be made.

- 1 Decide on Game Size.
- 2 Share Army List with Opponent.
- 3 Build the Battlefield.
- 4 Pick Deployment Type.
- 5 Choose Secondary Objectives.
- 6 Determine Deployment Zones.
- 7 Generate Spells.
- 8 Deployment Phase.

The Size of the Game

In Fantasy Battles: The 9th Age, two armies opposing each other on the battlefield must have roughly the same point cost. This ensures that the battle will be decided through the clever strategies and tactics of the players rather than by an unfair difference in army size. The first step to setting up a game is to agree on the total point cost of the army that each player will bring. This pre-determined point cost will henceforth correspond to the size of the game. Armies are typically worth between 500 and 1000 points for small engagements, between 1000 and 2000 points for serious battles and beyond 2000 points for mighty clashes between epic armies.

Sharing Army Lists

After deciding the size of the game, the next step is for both players to swap Army Lists and share all relevant information about the upcoming game. Alternatively, the players may agree to keep certain aspects about their armies secret, which they will progressively reveal during the course of the game. For more information please see the section on Hidden Lists.

Building the Battlefield

A game of Fantasy Battles: The 9th Age is played on a board that is 72" wide and 48" deep. For smaller battles involving Warbands, it is recommended to use a board that is 36" wide and 48" deep, while for bigger games involving Grand Armies it is recommended to adjust the size depending on the size of the armies. While some battles may take place on a completely flat board, a Battlefield typically has Terrain Features placed upon it. The players can freely agree on the size, type and number of Terrain Features to be placed, as well as their positions. If an agreement cannot be reached, the game provides the following default rules for setting up a randomly generated Battlefield.

- First, divide the gaming board into 24" x 24" sections (18" x 24" if the board is 36" x 48").
- Place the following Terrain Features in the centre of a randomly selected section (max 1 piece in each section): One Building or Impassable Terrain (randomly decide which of the two), one Hill, and one Forest. Then move each Terrain piece 2D6" in a random direction.
- Next, add 2D3 (1D3 if the board is 36" x 48") additional pieces of Terrain following the rules above to determine their position. Roll a D6 and consult the table below to determine the type of each additional Terrain Feature.

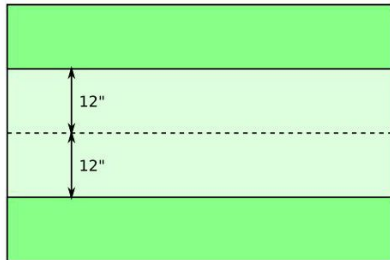
1: Hill	2: Forest	3: Field	4: Water	5: Wall	6: Ruin
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- All Terrain Features must be placed at least 6" away from each other. You may move the pieces as little as possible from their rolled position in order to meet this criterion. If it is not possible to place the Terrain piece more than 6" away from any other Terrain then discard the problematic piece.
- Recommended Terrain piece sizes are between 6" x 8" and 6" x 10" except for Walls which are 1" x 10".

Deployment Type

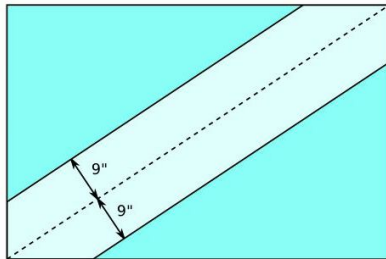
Players may agree on which deployment type to use or may want to randomize this variable by rolling a D6 and consulting the following table.

1-3: Classic



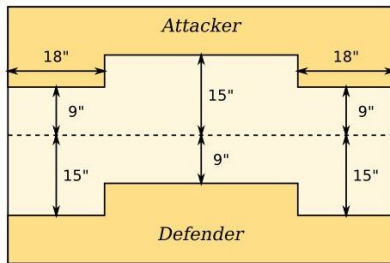
The Table is divided into halves by the straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line.

4-5: Diagonal



The Table is divided into halves by a diagonal line across the table. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.

6: Flank Attack



The Table is divided into halves by drawing a straight line through the centre of the board, parallel to the table's long edges. The player who gets to choose the Deployment Zone decides if they want to be the attacker or the defender. The attacker may deploy more than 9" from the central line if within $\frac{1}{4}$ of the table's length from either table edge (18" on a 72" table), and more than 15" from the central line elsewhere. The defender does the opposite: more than 15" away from the central line if within $\frac{1}{4}$ of the table's length from the table's short edges, and more than 9" away from the central line elsewhere.

Secondary Objectives

Before picking Deployment Zones, the players can agree to pick one or more Secondary Objectives (if any at all), or they can randomly choose by rolling a D6 and consulting the table below.

1-2: Hold the Ground

3-4: Breakthrough

5: Capture the Flags

6: Secure Target

Hold the Ground

Secure and hold the Battlefield centre. Place a marker to show the centre of the Board if needed.

Breakthrough

Invade the enemy territory. Keep track of the Deployment Zones.

Capture the Flags

Valuable targets must be annihilated. After moving Vanguards, before determining who has the first Player Turn, both players take turns in openly choosing three enemy Standard Bearers (excluding the Battle Standard Bearer), or will choose all Standard Bearers if there are fewer than three in the army. Standard Bearers with Light Troops cannot be chosen. The player that finished deploying first chooses the first Standard Bearer. Standard Bearers not currently on the table (such as Ambushing units) may still be chosen.

Secure Target

Critical resources must not fall into enemy hands. After determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player has to place the marker more than 12" away from their Deployment Zone and 24" away from the other marker.

See section [Scoring and Victory Conditions](#) for more details on how to capture an objective and the impact on the Victory Points at the end of the game.

Deployment Zones

In a Classic deployment type the players must pick one of the long board edges as their Deployment Zone, while in a Diagonal deployment type, the players must pick one of the corners. In a Flank Attack deployment type the players must decide who is the attacker or defender. To determine which player uses which Deployment Zone, randomize the player that chooses their Deployment Zone. For example, a player may roll a D6 and get to choose on a 4+

Generating Spells

[Starting with the player that picked their Deployment Zone, each player must now generate spells for all their Wizards.](#) To do this, pick a Wizard and consult the chosen Path of Magic (the Path used by the Wizard must be noted on the Army List). All Magic Paths can be found in Fantasy Battles: The 9th Age: Paths of Magic. All Paths contain spells numbered 0 through 6. Roll a D6 for each spell the Wizard has (normally the same number as its Wizard Level) to see which spells the Wizard can use in this battle. If a '1' is rolled, the Wizard knows the spell number 1, and so on. If a duplicate spell is rolled (either because another Wizard in the same army has already rolled the spell or because the same Wizard rolled a double), the Wizard must replace the duplicate result with another freely chosen spell from the same Path that has not already been rolled. Two Wizards in the same army cannot know the same spell, and no Wizard can know a single spell more than once (if you are unable to replace the duplicate spell with an unoccupied spell, the spell is lost). The Wizard may always exchange one of its spells for the signature spell of that Magic Path (labelled as spell number 0). This spell can be chosen even if other Wizards already have that spell.

Spells that are not generated using these rules (such as spells belonging to Wizards with predetermined spells, or any Bound Spells) are ignored for the purpose of duplicated spells. A player can have more than one such spell in the army.

Deployment Phase

Deployment Phase Sequence

- 1 Determine who deploys first.
- 2 Take turns deploying units.
- 3 Determine who takes the first turn.
- 4 Deploy remaining units.
- 5 Deploy Scout units.
- 6 Move Vanguard units.
- 7 Other rules and abilities.
- 8 Roll for first turn.

Determine Who Deploys First

The player who did not choose the Deployment Zone decides which player deploys first.

Deploy Units

The players then take turns to deploy their units (fully inside their own Deployment Zone). On each of their turns, a player must deploy at least one unit, [but can choose to deploy any number of units](#). All units with the War Machine Troop Type count as a single unit during the Deployment Phase. The same goes for all Characters. [Once a player has deployed all of their units \(excluding units that are not deployed using the normal rules, such as scouting or ambushing units\), that player must announce if they will roll to play first or second.](#)

Deploy Remaining Units

The remaining player must now deploy the rest of their army. Count how many units are deployed in this step and remember the value. This value is called the “Undeployed Units Number” and will be used at the end of this sequence. As before, deploying all remaining War Machines and Characters counts as one unit each.

Other Rules And Abilities

Put into effect all remaining rules and abilities described as taking place right before the battle.

Roll For First Turn

[Both players must now roll a D6. The player that finished deploying first adds the “Undeployed Units Number” score to their dice roll.](#)

- If the player who finished deploying first gets a higher result, they play first or second as was previously announced.
- [If the score is a tie](#) or the player who finished deploying second wins, they can now choose which player has the first turn.

Movement Phase

In the Movement Phase you have the chance to move your units on the Battlefield.

The Movement Phase Sequence

The Movement Phase is divided into the following steps.

- 1 | Start of the Movement Phase (and start of the Player Turn).
- 2 | Declare Charges.
- 3 | Move Chargers.
- 4 | Compulsory Moves.
- 5 | Remaining Moves.
- 6 | End of Movement Phase.

Declaring Charges

If you want any of your units to engage an enemy unit in Close Combat, you must declare which of your units will attempt to charge which enemy unit, one at a time. Each time the Active Player declares a charge, the Reactive Player must declare the charged unit's Charge Reaction.

Charges can only be declared at targets that are in the charging unit's Line of Sight and that the charging unit has a chance of completing the charge against. This means that the target unit must be within the charger's potential Charge Range and there must be enough room to move the charger into base contact with its target. When considering if a charge is possible, do not take potential Flee Charge Reactions into account (not even mandatory ones), but do take already declared charges into account (since charging models might have a chance to move out of the way).

Charge Reactions

A unit that has a charge declared against it must immediately declare its Charge Reaction, before any more charges are declared. There are three different Charge Reactions: “Hold”, “Stand and Shoot” and “Flee”.

Hold

A Hold reaction means that the unit does nothing. A unit Engaged in Combat can only choose a Hold reaction.

Stand and Shoot

A Stand and Shoot reaction may be taken if the charged unit has Shooting Weapons, the charging enemy is in their Front Arc and the charging unit is further away than its Movement value (using the lowest value among the charging models if it has more than one). The charged unit immediately performs a Shooting Attack as if in the Shooting Phase, **even if the enemy is beyond the weapon's maximum Range**. (Remember to apply any applicable modifiers like Long Range and Stand and Shoot). **After this, follow the rules for Hold reaction**. A unit can only choose this Charge Reaction once per turn, even if it is charged multiple times.

Flee

The charged unit immediately flees directly away from the charging enemy (in the direction of a line drawn from the Centre of the charging unit through the Centre of the charged unit). After a unit completes the Flee movement, any unit that declared a charge towards this unit may immediately attempt to Redirect their Charge. An already fleeing unit that is charged must always choose to flee.

Redirecting a Charge

When a unit chooses the Flee Charge Reaction, the charger may try to Redirect the Charge. If so, roll a Leadership Test. If failed, the unit will try to complete the charge towards the unit that fled. If passed, the unit can immediately declare a new charge towards another viable target unit, which may choose their Charge Reaction as normal. If more than one unit declared a charge against the fleeing unit, each may try to redirect its charge in any order chosen by the Active Player. A unit can only redirect a charge once per turn. **If the situation arises that a unit redirects a charge and the second target *also* flees, the charging unit may opt to Charge either target, but must declare which before rolling the Charge Range**.

Move Chargers

Once all charges and Charge Reactions have been declared, chargers will try to move into combat. Choose a unit that has declared a charge in this phase and roll its Charge Range and move the Charger. Repeat this with all units that have Declared a Charge this phase.

Charge Range

A unit's Charge Range is normally 2D6, plus the unit's Movement Characteristic. If this is **equal to or higher** than the distance between the charger and its intended target, the Charge Range is sufficient and the charger can proceed to make a Charge Move (provided it has enough space). If the Charge Range is less than the distance (or there is no space to complete the charge), the charge has failed and the charger performs a Failed Charge Move.

Charge Move

A Charge Move is resolved as follows:

- The unit may move forward an unlimited distance.
- A single Wheel can be performed during the move. This Wheel may not exceed 90°.
- The front of the charging unit must contact the enemy unit **in the Facing where the majority of the charging unit's frontage was when the charge was declared (see figure 4)**. If the frontage of the charging unit is equally split in two, randomize which of the two Facings the unit is in before declaring any Charges.
- The charging unit ignores the Unit Spacing rule. It can still only move into base contact with an enemy which it declared a charge against.

Aligning Units

If the charger manages to move into base contact, the units must now be aligned towards each other so that the contacting facings are parallel and in contact. To accomplish this manoeuvre, the Active Player rotates the charging unit around the point where it contacted the enemy, **towards the enemy**. If this will not bring the two units into full contact, for example due to interfering Terrain or other units, players may rotate the charged unit instead (**towards the charging unit**) if this will achieve proper contact between them, **or do a combination of the two, rotating the enemy unit as little as possible**. The charged unit should only be moved if it is the only way to align the units, and it can never be moved if it is already Engaged in Combat. These moves are considered part of the Charge Move and thus ignore the Unit Spacing rule. A unit that is forced to make an Align Move when it is charged never has to take dangerous terrain test due to this move.

Maximizing Contact

Charge moves must be made so the following conditions are satisfied as best as possible, in decreasing priority.

- **1st priority: Not charging more than one enemy unit. If unavoidable to charge more than one unit, all units that are charged this way may declare Charge Reactions.**
- **2nd priority: Not rotating (see Aligning Units) the charged unit at all. If rotating the charged unit is unavoidable, rotate the unit as little as possible. Remember that units Engaged in Combat are never rotated.**
- **3rd priority: The total number of friendly units in the Combat is maximized (note that this is only applicable when multiple units charge the same unit).**
- **4th priority: The number of models (on both sides) in base contact with at least one enemy model is maximized (including models Fighting Over Gaps).**

If it is unavoidable to break one or more of the above conditions, you must avoid breaking the more prioritized conditions (lower numbers), even if this means the total number of conditions you break are more numerous. As long as all above conditions are satisfied as best as possible, charging units are free to move as they please (obeying the rules for Move Chargers).

Charge Fleeing Unit

When charging a fleeing unit, follow the same rules as for a normal Charge Move, except that the charging unit can move into contact with any Facing of its target, no aligning is made and no maximizing of base to base contact is taken into consideration. Once the charger reaches base contact with the fleeing target, the fleeing unit is removed as a casualty. The charging unit can take a Leadership Test. If the test it passed, the unit [may perform a Post-Combat Pivot manoeuvre](#).

Multiple Charges

If more than one unit has declared a charge against a single enemy unit, charges are moved in a slightly different manner. Roll Charge Range for all the units charging that same unit before moving any of them. Once it has been established which units will reach their target, move the charging units (and/or the Failed Charges) in the order that best satisfies the priority order of the Maximizing Contact rule.

Impossible Charge

When moving the charges, this sometimes results in a situation where units block each other from reaching combat (or there is not enough space to fit all chargers). When this happens, the units that can no longer make it into combat make a Failed Charge Move.

Blocked Path

To prevent certain abusive situations where a unit cannot charge an enemy unit well within Charge Range and Line of Sight due to a convoluted positioning of enemy units, the following rules are applied. If a unit is unable to complete a charge solely due to unengaged enemy units that it could not charge (normally), it can make a special Charge Move: Move the unit straight forward up to its Charge Range. If this brings it into base contact with the enemy ([or enemies](#)), the enemy is charged. Instead of doing the normal Aligning Units, the enemy performs a Combat Reform in order to bring the units aligned towards each other. Combat Reform in such a way that the correct facing is turned towards the enemy. If the enemy unit is unable to perform a such Combat Reform, the Blocked Path Charge Move cannot be performed.

Failed Charge

If a unit does not roll a sufficient Charge Range, or is unable to complete the Charge for other reasons, it performs a Failed Charge Move instead. The highest D6 rolled when rolling Charge Range is the move distance. [Wheel the unit so that a forward movement will move the centre of the unit towards the centre of its intended target, and then move forward](#). Note that this is not a Charge Move and thus the Unit Spacing rule is not ignored. If the charged unit was destroyed before moving the charger, mark the final centre of the unit and move towards that point. A unit that has failed a Charge cannot move any further in this movement phase and cannot shoot in the subsequent Shooting Phase.

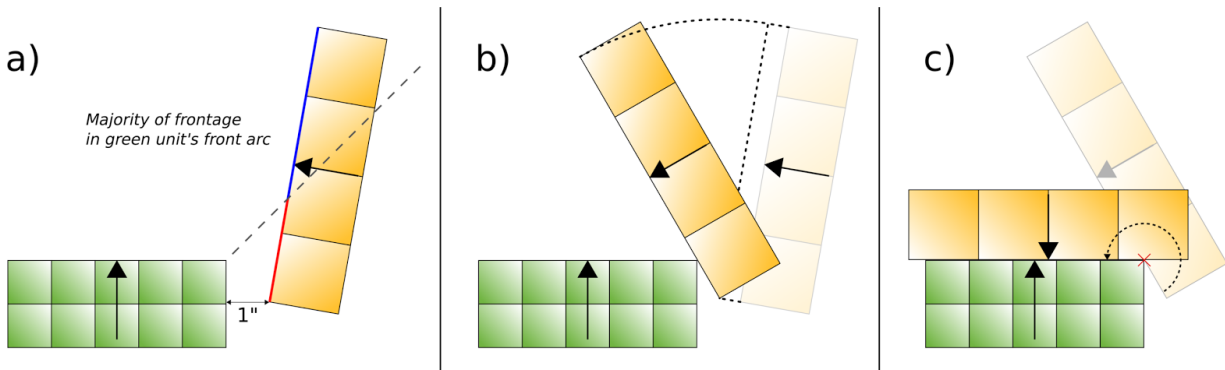


Figure 4

The majority of the charging unit's frontage is in the enemy's front arc, so the charging unit must contact the front facing (needed Charge Range is 1"). It moves forward and then wheels into base contact. Align move is then performed by rotating the charged unit around the point of contact.

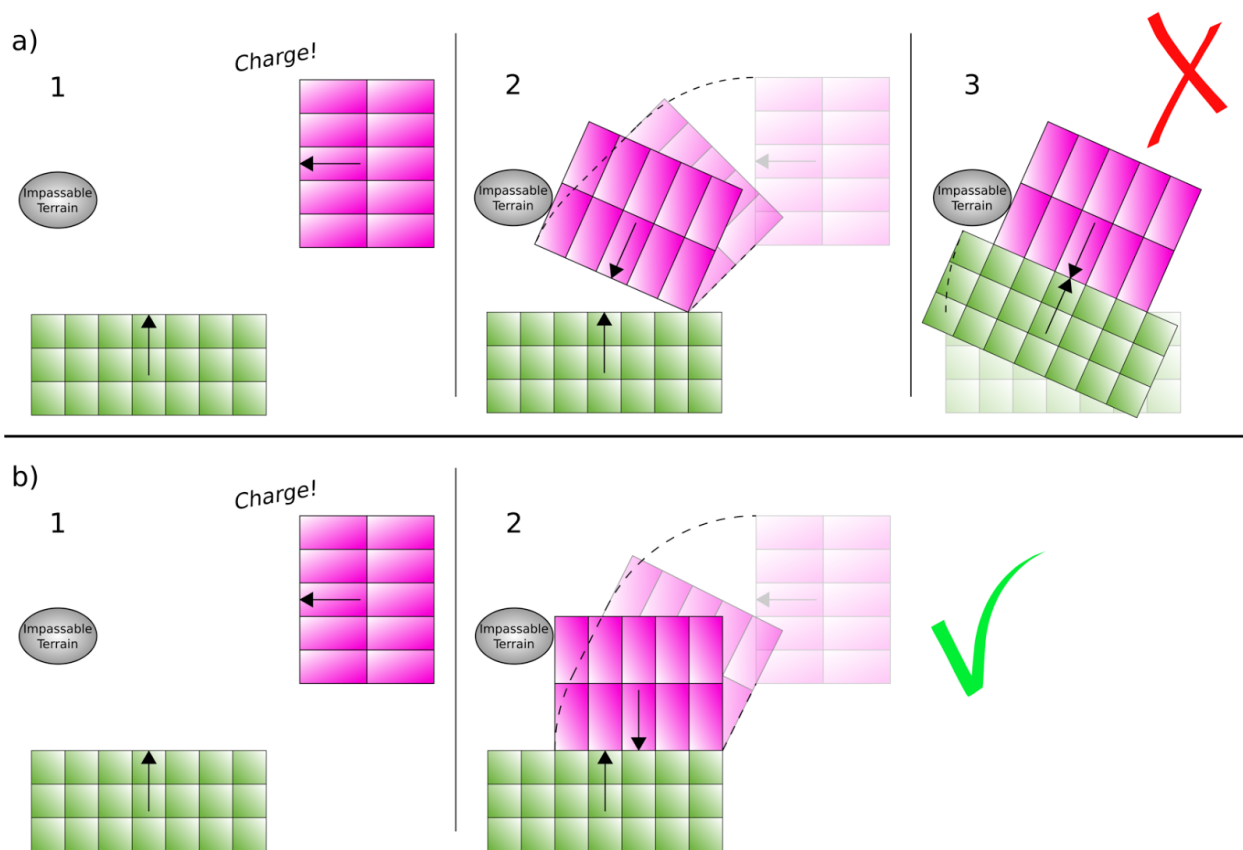


Figure 5

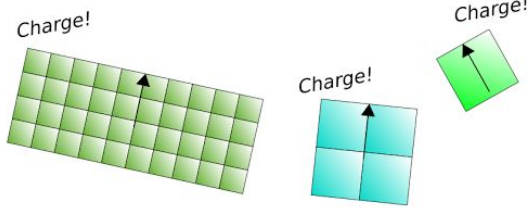
The charging purple unit tries to maximize models in base contact. However the units cannot be aligned without the charged unit making an Align Move (a). Since the charging unit can move into contact without the enemy Aligning (b), it must do so instead.

Figure 6

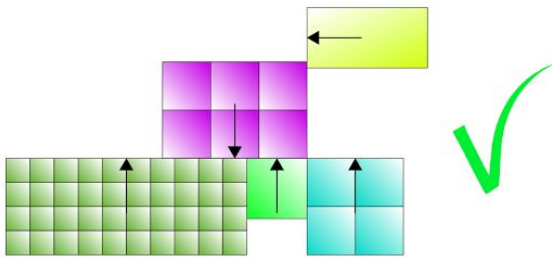
1. Multiple units declaring a Charge against single unit.
Follow the priority given by Maximizing Contact.

1. Not rotating
2. Maximize the number of units in the combat
3. Maximize the number of models in base contact with an enemy

1)

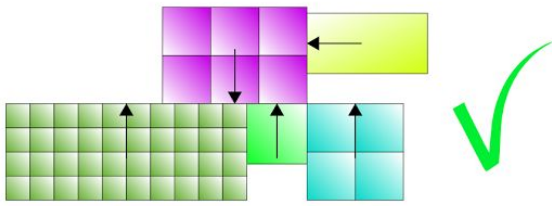


2a)



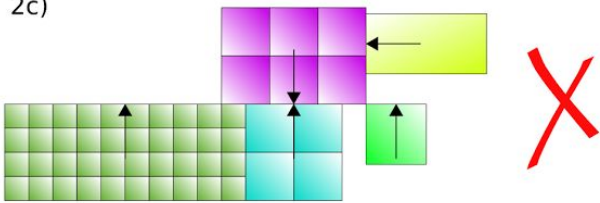
2a. The number of units (4) is maximized. Once this is satisfied the number of models in base contact must be maximised (12: 8 vs 4)

2b)



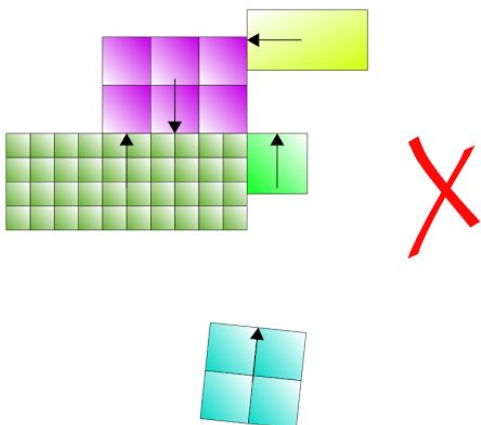
2b. The number of units (4) is maximized. Once this is satisfied the number of models in base contact must be maximised (12: 8 vs 4)

2c)



2c. The number of units (4) is maximized. But the number of models in base contact must be maximised (10: 6 vs 4)

2d)



2d. The number of units (3) is not maximized.

Compulsory Moves

In the Compulsory Moves sub-phase, models that do not have a choice concerning whether to move or not (such as fleeing units, units with Random Movement or units that have failed a Stupidity Test) must move. First, roll Rally Tests for all fleeing friendly units (and make the appropriate moves after the tests passed or failed), then move your non-fleeing units that move in the Compulsory Moves sub-phase, in any order.

Rally Tests

At the start of the Compulsory Moves sub-phase, each fleeing friendly unit must take a Leadership Test (in an order chosen by the Active Player). **Units that are at 25% or less of their starting number (unit size on army list), including joined Characters, must take this Leadership Test at half their Leadership (round fractions up).** For example; a unit started the game as 40 models, was reduced to 9 models, but two Characters had joined the unit. This unit takes a Rally Test on its normal Leadership. Any unit that passes its test is no longer considered fleeing and may immediately perform a Reform. A unit that has rallied cannot move any further in this movement phase and cannot shoot in the subsequent Shooting Phase. If the test is failed, the unit immediately performs a Flee Move.

Flee Moves

To perform a Flee Move, roll the Flee Distance, which is normally 2D6". Move the fleeing unit this distance straight-forward. If this move should make the fleeing unit end its move within 1" of another unit or Impassable Terrain, extend the Flee Distance with the minimum distance needed for the unit to get clear of all such obstructions. **If fleeing models move through enemy models or Impassable Terrain, they must take a Dangerous Terrain (3) test.** If the Flee Move takes the fleeing unit into contact with (or beyond) the Board Edge, the unit is destroyed. Remove the unit as a casualty as soon as it touches the Board Edge (possibly causing Panic Tests to nearby units). Note that Flee Moves are often preceded by a Pivot. If this is the case, this Pivot follows the same rules as the Flee Move. Flee Moves ignore all obstructions.

Fleeing Units

When a unit is fleeing, it cannot perform any voluntary actions (if the unit would normally not have the option of not doing an action, it cannot perform that action if fleeing). This includes (but is not limited to): Declare Charges, Charge Reaction (other than flee), Move in any way other than a Flee Move, Shoot, Channel, Cast Spells, Dispel Spells, or activate "One Use Only" items which need to be activated. Other models cannot receive Inspiring Presence or Hold Your Ground from a fleeing General or Battle Standard Bearer.

Remaining Moves

In the Remaining Moves sub-phase, units that haven't moved in this phase yet will get a chance to do so.

1. Start of the Remaining Moves sub-phase Phase. Reinforcements arrive.
2. Choose a unit to move and a type of move (Advance, March, Reform), then move it.
3. Repeat step 2, each time choosing a new unit that has not yet moved in the Movement Phase.
4. Once all units that can (and want to) move have done so, the Remaining Moves sub-phase ends.

Advance Move

When performing an Advance Move, a unit can move forward, backwards or to either side (sidestep). However, it cannot move in more than one of these directions during an Advance Move. Units consisting of a single model can always perform any number of Pivots during an Advance Move. **When performing an Advance Move, no model can move more than its Movement value, from its starting to ending position. If the move was made as part of a Swift Reform, this distance is measured from the position after the reform.**

Forward: The unit moves forward a distance up to its Movement Characteristic. During a forward Advance Move, a unit may perform any number of Wheel Manoeuvres.

Backwards: The unit moves backwards a distance up to **half its Movement Characteristic**. For example, **a unit with Movement Characteristic 5 could move backwards 2½”**.

Sidestep: The unit moves to either side a distance up to **half its Movement Characteristic**.

March Move

When performing a March Move, the unit can only move forward, up to twice its Movement Characteristic. During a March Move a unit may perform any number of Wheel Manoeuvres. **When March moving, no model can move more than twice its Movement value, from its starting to ending position.**

If there are enemy units within 8” of a unit that wishes to perform a March Move (before the unit is actually moved), the unit must take a March Test. Take a Leadership Test. If the test is passed, the unit may proceed with its March Move as normal. If the test is failed, the unit must still make a March Move, however, it can only move up to its Movement Characteristic. A unit that has Marched cannot shoot in the Shooting Phase. Units consisting of a single model can always perform any number of Pivots during a March Move.

Reform

Mark the Centre of the unit. Remove the unit from the Battlefield, and then place it back on the Battlefield in any legal formation and facing any direction (following the Unit Spacing rule) with its Centre in the same place as before. After the Reform, no single model can be further away from its starting position (before the reform) than twice its Movement Characteristic. A unit that has Reformed cannot shoot in the Shooting Phase.

Pivots and Wheels

When a unit Pivots (a move mostly used by single model units), mark the Centre of the unit. **Remove the unit from the Battlefield, and then place it back on the Battlefield again facing any direction with its Centre in the same place as before (following the Unit Spacing rule, as normal).**

When a unit Wheels, rotate the unit forward, around either of its front corners. **The distance moved by the unit is equal to distance covered by the outer edge of the outermost model in the front rank, see figure 7.** All models in the unit are considered to have moved this distance.

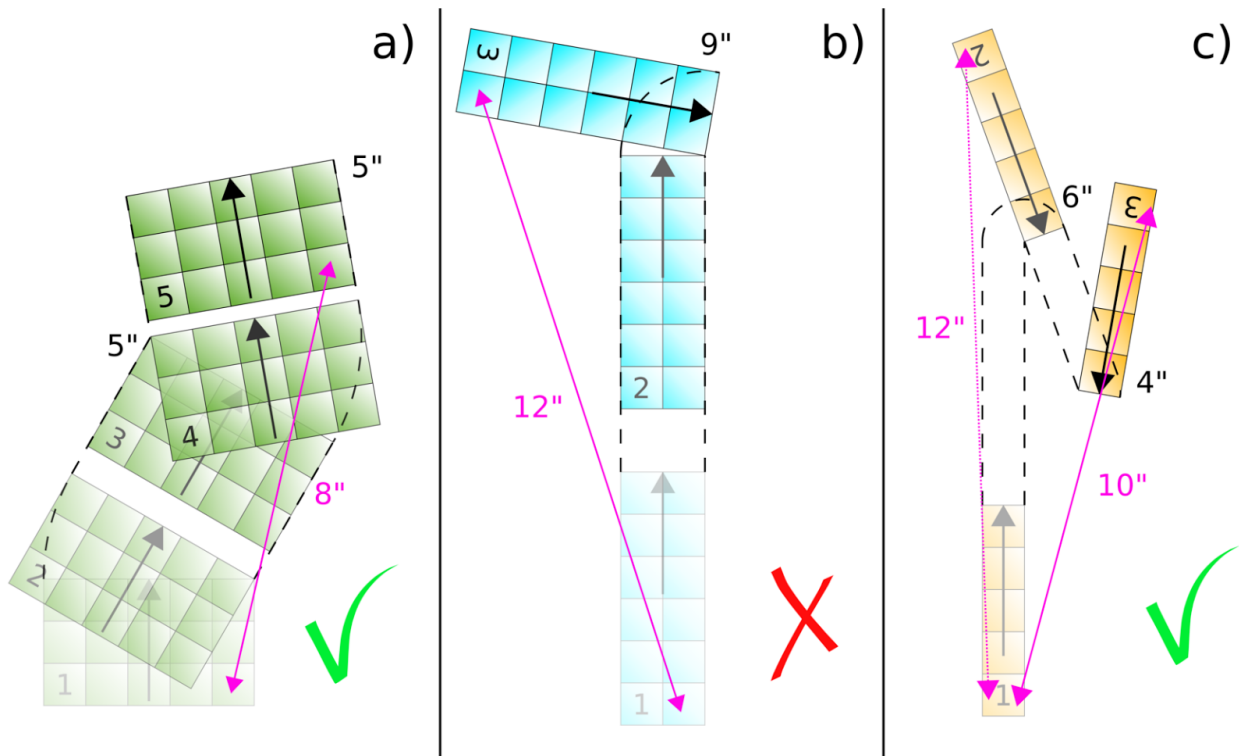


Figure 7

All units in the above examples have Movement 5. The green unit makes two Wheels during a March Move. This unit counts as moving 10" (since you measure distances from the outermost model's outer edge). The turquoise unit makes a single Wheel during its March Move. However, even though the outer model has only moved 9", there are models in the unit that are more than 10" from their starting position, making this move illegal (see March Move). The yellow unit makes two Wheels during its March Move. This unit counts as moving 10" (since you measure distances from the outermost model's outer edge). Note that no model has moved more than 10" from its starting position.

Magic Phase

In the Magic Phase, your Wizards can cast spells and your opponent can try to dispel those spells.

Wizards

Models that can cast (non-bound) spells are referred to as Wizards. All Wizards have the Channel special rule.

Wizard Level

A model's Wizard Level indicates the number of spells it knows. If a Wizard loses Wizard Levels, it loses one spell for each level lost (unless stated otherwise, the lost spell is randomly chosen). A Wizard's Level cannot drop below 0, but can still lose spells (if they have any left) when losing Wizard Levels. Level 0 Wizards are still Wizards in all regards.

Wizard Apprentices

Wizards of levels 1 and 2 are called Wizard Apprentices. They add **+1** to their casting and dispelling rolls.

Wizard Masters

Wizards of levels 3 and 4 are called Wizard Masters. They add **+2** to their casting and dispelling rolls.

If a Wizard's level increases or decreases for any reasons, its casting and dispelling bonus also changes.

Spells

Spells can be cast during the Magic Phase. The spells a Wizard knows are usually randomized before the game, using the rules given under Generate Spells. Most spells belong to a specific Path of Magic. Each of your Wizards has to choose an available Path of Magic to generate spells from; this choice has to be written down in your Army List. All spells are defined by the following 5 properties:

Spell Name

Use the spell name to state which spell you intend to cast.

Casting Value

The Casting Value is the minimum value you need to reach to succeed a Casting Attempt. Spells may have different Casting Values available (see Boosted Spells).

Type

A spell's Type describes how the spell's targets have to be chosen. A spell can have more than one type. If so, apply all targeting restrictions at the same time. For example, if a spell has the types "Range 12", "Hex", and "Direct", the target must be within 12", be an enemy unit and be in the caster's front arc. Unless stated otherwise, a spell can only have one target.

Duration

A spell's Duration determines how long the effects of the spell are applied.

Effect

The Effect of a spell defines what happens to the target of the spell when the spell is successfully cast. [Spell Effects are never affected by special rules, Magical Items, other spell's Effects or similar abilities granting the spellcasting model some benefit, unless noted otherwise.](#)

Boosted Spells

Some spells have more than one Casting Value, the higher Casting Values being called the 'boosted' versions of the spell. Boosted versions may have their Range and/or target restrictions modified (for example giving the spell a longer Range), or the effects of the spell may change. Declare if you are trying to cast a Boosted version (and which one, if the spell has more than one) before rolling any dice. If no declaration is made, the lowest available Casting Value for the chosen target is assumed to be used.

Spell Types

A spell's Type describes which target(s) can be chosen for the spell. Unless stated otherwise, the target must be a single unit.

Augment

Spells with the "Augment" Type may only choose friendly units (or models inside units if focused) as targets.

Aura

Auras are "area of effect" spells. All legal and possible targets (according to the rest of the Spell Types) have to be chosen as targets of the aura spell. For example, a spell with "Aura", "Augment" and "Range 12" targets all friendly units within 12".

Caster

Spells with the target restriction "Caster" target only the model casting the spell.

Caster's Unit

Spells with the target restriction "Caster's unit" target only the caster's unit.

Character only

Spells with the target restriction "Character only" may only choose Character models (including their mounts) as targets.

Damage

Spells with the target restriction "Damage" may only choose targets not currently Engaged in Combat.

Direct

Spells with the target restriction "Direct" may only choose targets which are in the caster's front arc.

Focused

With a "Focused" spell, only single models can be chosen as targets (including a Character inside a unit). If the target is a multipart model (such as a chariot with riders and pulling beasts, or a knight and its mount), only one part may be chosen as the target.

Hex

Spells with the target restriction "Hex" may only choose enemy units (or models inside units if Focused) as targets.

Ground

Spells with the target restriction "Ground" don't target units or models. Instead, a "Ground" spell's target is a point on the Battlefield, chosen by the casting player.

Line Template

To resolve a “Line Template” spell, draw a straight line from the centre of the front of the caster's base to the target. **All models underneath this line are affected by the spell.** Note that this line is a Template.

Missile

Spells with the target restriction “Missile” may only choose targets within the caster's Line of Sight. A Missile spell cannot be cast if the caster (or its unit) is Engaged in Combat.

Range X”

Spells usually have a maximum Range, indicated with “Range X”. Only targets within the given distance can be chosen.

Vortex (Range X”, Template Y”)

To resolve a “Vortex” spell, place a Template of the specified size in base contact with the caster, with the Centre of the Template within the caster's front arc, and then roll a D6:

- If 1-5 is rolled: **multiply the result by the value of the Vortex's Range (in brackets)**; this is the distance the Template moves **in the direction from initial position** towards the chosen target **(which is always a point on the board, since all Vortex spells are also “Ground” Spells)**.
- If a 6 is rolled: centre the Template over the caster and move it D6" in a random direction.

All models under the path of the Template (from starting to finishing position) are affected by the spell. **Once it has reached its final position, the Template is removed from play and the spell ends automatically.**

Universal

Spells with the target restriction “Universal” may choose both friendly and enemy units (or models inside units if “Focused”) as targets.

Spell Duration

A spell's Duration specifies how long the effects of the spell are applied. A spell's Duration can either be "Instant", "Lasts one Turn", "Permanent" or "Remains in Play" as described below:

Instant

If a spell is marked as "Instant" the effect of the spell has no lasting Duration - effects are applied once, afterwards the spell ends automatically.

Lasts One Turn

If a spell is marked as "Lasts One Turn", the effect of the spell lasts until the start of the caster's next Magic Phase. [If an affected unit is divided into several units \(the most common example is that a Character leaves its unit\), each of the units formed this way keeps being affected by the spell's effects.](#) Characters that join a unit affected by Lasts One Turn spells are not affected by the spell.

Permanent

If a spell is marked as "Permanent", the effect of the spell lasts until the end of the game or until a designated ending condition (as detailed in the spell's effect) is met. Permanent spells can never be removed by any other means than the way described in the spell. [If an affected unit is divided into several units \(the most common example is that a Character leaves its unit\), each of the units formed this way keeps being affected by the spell's effects.](#) Characters that join a unit affected by Permanent spells are not affected by the spell.

Remains in Play

If a spell is marked as "Remains in Play", the effects of the spell remain in play until the spell is dispelled or the caster is slain. "Remains in Play" spells may be dispelled during each subsequent Magic Phase, see Dispel "Remains in Play" Spells section. [If an affected unit is divided into several units \(the most common example is that a Character leaves its unit\), each of the units formed this way keeps being affected by the spell's effects. In that situation, one successful Dispel Attempt will remove the spell from all affected units.](#) Characters that join a unit already affected by "Remains in Play" spells are not affected by the spell. Until the "Remains in Play" spell has ended, the spell cannot be cast again by the same caster. [If the caster of the spell is slain, the spell's effects are automatically dispelled at the first possible moment the spell could normally have been dispelled \(see Magic Phase Sequence\).](#)

Magic Phase Sequence

- 1 Start of the Magic Phase. Roll for Magic Flux and Channelling.
- 2 “Remains in Play” spells may be dispelled (see Dispel “Remains in Play” Spells).
- 3 The Active Player may attempt to cast one spell (see Spell-casting Sequence).
- 4 Repeat steps 2-3 of this Sequence until neither player performed an action.
- 5 End of the Magic Phase. Resolve end of phase triggered abilities.

Magic Flux and Channelling

In the Magic Phase, spells are cast and dispelled using Magic Dice. The Active Player has Power Dice; the Reactive Player has Dispel Dice. Both Power and Dispel Dice are referred to as Magic Dice. These dice are kept in a pool of dice, from which a number of dice can be used to either cast or dispel spells. A single pool of dice cannot ever contain more than **12 Magic Dice** at any given time, **nor can a single player use more than 12 Magic Dice during a single Magic Phase. No more than 2 Magic Dice can be generated by each side on top of those generated by the Magic Flux, in a single Magic Phase.**

At the start of the Magic Phase, the Active Player makes a **Magic Flux** roll with 2D6. The Power Dice pool is equal to the total **Magic Flux** roll, while the Dispel Dice pool is equal to the highest D6 of the rolled 2D6. Immediately after the **Magic Flux** roll, the Active and the Reactive Player can each make a single Channel attempt. **A Channel attempt is resolved by rolling a D6. Add +1 to the result of this roll for each non-fleeing model part with the Channel special rule in your army (all Wizards have the Channel special rule). If the result is a 7 or higher, the player may add one Magic Dice to their pool.**

Dispel “Remains in Play” Spells

Starting with the Reactive Player, each player can try to dispel “Remains in Play” spells. A caster can automatically dispel its own active “Remains in Play” spells without using any Magic Dice, while an opposing caster must make a Dispel Attempt, and can only dispel spells cast in a previous Magic Phase. Dispel Attempts are done using Magic Dice (Power or Dispel) as Dispel Dice and following “Dispel Attempt” in the Spellcasting sequence. To successfully dispel an opposing “Remains in Play” spell, the Dispel Attempt must be **equal to or higher** than the lowest required (unmodified) Casting Value of the “Remains in Play” version of the spell (ignoring Casting Values of Boosted versions).

The Guessing Game

The Reactive Player does not know if the Active Player has the intention to dispel a “Remains in Play” spell or not, and they have to take the decision first. They have to choose if they want to risk spending Dispel Dice on “Remains in Play” spells that the Active Player might want to dispel anyway, or keep the dice and risk that the Active Player does nothing and ends the Magic Phase immediately, leaving the “Remains in Play” spell in play (see the Magic Phase Sequence).

Spellcasting Sequence

Each of Active Player's non-fleeing Wizards (or models with Bound Spells) may attempt to cast each of its spells up to one time per Magic Phase. Each Casting Attempt is resolved as follows:

Casting Attempt

- 1 The Active Player declares which Wizard is casting which spell and with how many Power Dice. If applicable, they also declare which version of the spell is used and what its targets ([and Attribute's targets](#)) are. A minimum of 1 and **no more than 5 dice can be used**.
- 2 The Active Player rolls that many Power Dice (from the Power Dice pool, provided they have enough dice). Add the results of the rolled dice and any casting modifiers together (see Magic Modifiers), to get the total casting roll.
- 3 The Casting Attempt is successful if the total casting roll is **equal to or higher** than the spell's Casting Value. Otherwise, the caster suffers from Lost Focus and the Casting Attempt failed.

If the Casting Attempt is successful, the spell is not cast yet. The Reactive Player may choose to make a Dispel Attempt to prevent the spell from resolving.

Dispel Attempt

- 1 The Reactive Player declares which (if any) of their non-fleeing Wizards will attempt to dispel the spell and how many Dispel Dice will be used. A minimum of 1 dice and up to all the dice in your dice pool can be used. A dispel may be attempted even without having any Wizard.
- 2 The Reactive Player rolls that many Dispel Dice (from the Dispel Dice pool, provided they have enough dice). Add the results of the rolled dice and any dispel modifiers together (see Magic Modifiers), to get the total dispel roll.
- 3 The Dispel Attempt is successful if the total dispel roll is **equal to or higher** than the total casting roll. If so, the spell is dispelled, and the casting failed. Otherwise, the Dispel Attempt fails and the dispelling Wizard suffers from Lost Focus.

Resolve the Spell

If the spell was not dispelled, it is successfully cast. Apply the spell's effects, then apply the Path Attribute's effects. If the spell was cast with Overwhelming Power, apply the effects of the Miscast.

Magic Modifiers

When making a Casting or Dispel Attempt, add the bonus given by the Wizard Level and any other modifier, such as the modifier given by an Overwhelming Power, to the dice result to get the total casting or dispel roll. [Any casting or dispel modifiers may not exceed a total of +3 nor fall below -3](#). There are a couple of exceptions to this rule, most notably Overwhelming Power. If such exceptions are used, first add normal modifiers up to maximum of +3, then add the exceptional modifiers that can exceed +3.

Lost Focus

A Wizard who suffers from Lost Focus cannot add any bonus (such as Wizard Level, Overwhelming Power etc.) to further casting or dispel rolls this Magic Phase. A Wizard with Lost Focus still suffers from all the negative consequences of an Overwhelming Power, but won't get the casting/dispel bonus.

Not Enough Power

When rolling casting or dispel rolls [with a single Magic Dice](#), a result of '1' or '2' on the Magic Dice is always a failed Casting or Dispel Attempt, regardless of any modifiers.

Overwhelming Power

When casting or dispelling a spell and two or more Magic Dice roll a natural '6', the Casting/Dispel Attempt is performed with Overwhelming Power. When this happens, immediately add a casting/dispel modifier to the total roll, equal to D3+MDU, where MDU ("Magic Dice Used") is the number of Magic Dice used to cast/dispel the spell. This is an exception to the Magic Modifiers rule (this casting modifier may exceed +3). If a casting roll is performed with Overwhelming Power and the spell is not dispelled, the casting Wizard also suffers a Miscast.

Miscast

Roll 2D6 and apply the table on the left. The Strength of any hit caused by a Miscast is equal to the Magic Dice used (MDU) +2, and all such hits have Armour Piercing (1) and Magical Attacks. The miscasting model cannot take saves of any kind against Miscast effects.

Afterwards, remove a number of Magic Dice from your Dice Pool equal to MDU.

Miscast Table

2-4	Breach in the Veil Centre the 5" Template over the caster. Each model touched by the Template suffers a hit. The caster must take one hit. If 4 Power Dice were used, roll a D6. On a roll of 1-3, the caster is removed from the game. If 5 Power Dice were used, the caster is removed from the game.
5-6	Catastrophic Detonation Centre the 3" Template over the caster. Each model touched by the Template suffers a hit. The caster must take one hit.
7	Witch Fire The caster's unit suffers MDU hits (distributed as hits towards a unit as whole), except the caster itself cannot receive more than 1 hit.
8-9	Sorcerous Backlash Each friendly Wizard suffers a hit. Multipart models consisting of more than one Wizard will suffer one hit for each model part that is a Wizard.
10-12	Amnesia The caster's Wizard Level is reduced by MDU-2. Remember that Wizards will lose one spell for each level lost. In this case, the first spell lost is miscast spell (randomize the rest).

Path Attributes

Path Attributes are special spells that cannot be cast independently. Instead, they are always cast automatically (following the restrictions given by the spell types) each time another spell from the same Path has been successfully cast and that spell's effect has been resolved. Attributes cannot be dispelled.

Bound Spells

Some spells are defined as Bound Spells. A Bound Spell is a spell that is usually contained in a magical object of some sort. Bound Spells can be cast by models that are not Wizards, but possessing a Bound Spell does not make a model a Wizard. Bound Spells cannot be used to cast Boosted versions of the spell they contain.

Casting a Bound Spell

Casting a Bound Spell follows the same rules as casting a regular spell (including casting the Path Attribute spell) with the exception that no positive casting modifiers can be added to the casting roll and that the caster of a Bound Spell never suffers from Lost Focus. To successfully cast a Bound Spell, the casting roll must be **equal to or higher** than the spell's Power Level.

Power Level

The Power Level of a Bound Spell is essentially the spell's Casting Value. If a spell has both a Power Level and a regular Casting Value, the Power Level takes precedence.

Overwhelming Power

A Bound Spell does not get the casting modifier from an Overwhelming Power.

Miscast

If an Overwhelming Power is rolled when casting a Bound Spell, do not apply the normal Miscast procedure; instead, apply the following:

- If the Bound Spell was cast with 4 or more Power Dice, the Bound Spell is lost and cannot be used again during the game.
- Remove a number of Magic Dice from your Dice Pool equal to MDU.

Dispelling a Bound Spell

When dispelling a Bound Spell, add a +1 modifier to the dispel roll. This is an exception to the Magic Modifiers rule.

Magical Effects

Magical Move

All moves made during the Magic Phase are Magical Moves. The move is performed as if in the Remaining Moves sub-phase, which means that it follows the same rules and restrictions as if this was a new Remaining Moves sub-phase (for example, fleeing units or units in combat cannot move). Actions that a unit could normally do in the Remaining Moves sub-phase can be made (such as Wheeling, Reforming, joining units, leaving units and so on), except that the unit cannot March. A Magical movement always has a given limit (for example, "target may make a 12" Magical Move"): this distance is used instead of the target's Movement Characteristic (no Marching is allowed). If a unit has already done a Magical Move in this Magic Phase, it cannot move again.

Recover Wounds and Raise Wounds

Some spells or abilities can recover Wounds lost earlier in the battle. The amount of Wounds recovered is noted in the ability (Recover [X] Wounds). If a unit contains multiple models, each model must recover all of its lost Wounds before another model can recover any Wounds. A Character inside a unit never recovers Wounds from abilities that allow a unit to recover Wounds. Characters only recover Wounds when they are the only target of an ability or spell. Recovering Wounds can never bring back dead models, and cannot increase a model's Wounds above its starting value. Any excess Recovered Wounds are lost.

Raise Wounds uses the rules for Recover Wounds with the exception that Raise Wounds can bring back dead models. First, recover all lost Wounds on models in the unit (except for Characters), then bring back models in the following order: Champion, Standard Bearer, Musician, other R&F models. **However, a Captured Standard cannot be brought back, and any used "One Use Only" effects or destroyed magic items (or other equipment) are not regained.** Each raised model must be recovered to its full amount of Wounds before another model can be raised. This cannot raise a unit's number of models above its starting number. Once again, any excess Raised Wounds are lost. **Raised Models that cannot be placed (in legal positions) are lost.**

Summoned Units

Summoned units are units created during the game. All models in a newly Summoned unit must be deployed within the Range of the ability. If the unit is summoned as a result of a Ground type spell, at least one of the summoned models must be placed on the targeted point and all models must be within the spell's Range. Summoned models must be placed at least 1" away from other units and from Impassable Terrain. If the whole unit cannot be deployed, then no models can be deployed. Once summoned, the newly created unit operates as a normal unit on the spellcaster's side. Summoned units do not award Victory Points to the opponent when they are destroyed.

Shooting Phase

In the Shooting Phase, models with Shooting Attacks get a chance to use them.

Shooting Phase Sequence

The Shooting Phase is divided into the following steps.

- 1 Start of Shooting Phase.
- 2 Select a unit and perform a Shooting Attack.
- 3 Repeat step 2 with a different unit that has not fired during this Phase yet.
- 4 When all units that can (and want to) shoot have done so, the Shooting Phase ends.

Shooting With a Unit

Each unit (with a Shooting Weapon) can shoot once per Shooting Phase. Units that are Fleeing, Engaged in Combat, or that have Marched, Reformed, Rallied, or Declared a Charge in their previous Movement Phase cannot shoot.

When a unit shoots, first nominate a target within the shooting unit's Line of Sight. Units that are Engaged in Combat cannot be chosen as targets. All models in the same unit must shoot at the same target and **only models in the 1st and 2nd rank may fire**. If the models in the unit have more than one type of Shooting Weapon, declare which weapon is used. All R&F models except Champions must use the same type of weapon. Champions and Characters are free to use other types of Shooting Weapons if they wish. Any model in the unit is free to choose not to shoot.

Check the Line of Sight for each model. Remember that Line of Sight is always drawn from the front! Models that do not have a Line of Sight to the target unit cannot shoot. Measure the Range for each individual shooting model. This is measured from the actual position of each shooting model to the closest point of the target unit (even if this particular point is not within Line of Sight). Models that are further away from the target than the Range of their weapon cannot shoot. Once it has been established which models can shoot, roll to hit with each model (as described below).

Shooting To-Hit Rolls

When rolling to hit with Shooting Attacks, use the Ballistic Skill of the shooting model. If the model has more than one profile (such as a knight riding a horse), use the part of model that is actually performing the Shooting Attack. The player controlling the shooting unit rolls a D6 and adds the Ballistic Skill of the shooting model. If the result is 7 or higher, the attack hits. An unmodified roll of '1' is always a miss. If one or more hits are scored, follow the procedure described under Attacks and Damage.

Shooting To-Hit Table

Ballistic Skill (BS) + modifiers	To-Hit Roll
6 or more	2+
5	2+
4	3+
3	4+
2	5+
1	6+
0	6+ followed by 4+
-1	6+ followed by 5+
-2	6+ followed by 6+
-3 or less	impossible

To-Hit Modifiers

Most Shooting Attacks may suffer one or more to-hit modifiers to their to-hit rolls. Simply modify the Ballistic Skill of the shooter. The list below shows the general to-hit modifiers, but spells and abilities can add additional to-hit modifiers on top of these.

To-Hit Modifiers Summary

Long Range	-1
Moving and Shooting	-1
Stand and Shoot	-1
Soft Cover	-1
Hard Cover	-2

Long Range (-1 to hit)

If the target is further away than half of the weapon's Range, the shooting model receives a -1 to hit modifier. Remember that you measure Range for each shooting model individually.

Moving and Shooting (-1 to hit)

If the unit has moved during this Player Turn, all models in the unit receive a -1 to hit modifier.

Stand and Shoot (-1 to hit)

Shooting Attacks made as part of a Stand and Shoot Charge Reaction receive a -1 to hit modifier.

Cover

Cover is determined individually for each model in a unit that is shooting. There are two types of Cover: Soft Cover and Hard Cover. In both cases, Cover is worked out using the Line of Sight of the shooting model. Draw Lines of Sight from a chosen point on the front of the shooting model's base (for Cover purposes, this can be drawn outside its front arc) to all the target's Footprint. If these lines are interrupted by models or Terrain, the shooting model may suffer to-hit penalties, depending on what types of models/Terrain the Line of Sight is interrupted by and how much of the Line of Sight is interrupted. Models always ignore their own unit and the target unit for Cover purposes, and also ignore whatever Terrain Piece they are inside (so a unit shooting from a Forest doesn't suffer a Soft Cover penalty for shooting through that Forest).

Target Behind Soft Cover (-1 to hit)

A model shooting at a target behind Soft Cover receives a -1 to hit modifier. Soft Cover applies if half or more of the target unit's Footprint is obscured by one or more of the following:

- Soft Terrain.
- Models (of any size). When shooting with or at models of Large Height, ignore models of Small Height for the purpose of Soft Cover.

Target Behind Hard Cover (-2 to hit)

A model shooting at a target behind Hard Cover receives a -2 to hit modifier. Hard Cover applies if half or more of the target unit's Footprint is obscured by one or more of the following:

- Hard Terrain.
- Models of the **same** or **larger Height** than **both** the shooting model and its target.

Target Behind Hard And Soft Cover

If a model is suffering from both Hard Cover and Soft Cover, only apply the Hard Cover penalty. If the target unit's Footprint is obscured by both Soft and Hard Cover, but not enough to grant either Hard Cover or Soft Cover, the shooting model suffers Soft Cover penalty if half or more of the target unit's Footprint is obscured by models or Terrain from either the Hard Cover or Soft Cover list. For example, if 30% of the target unit are obscured by Soft Terrain and 30% by Hard Terrain, the shooting model still suffers the Soft Cover penalty (see Figure 10).

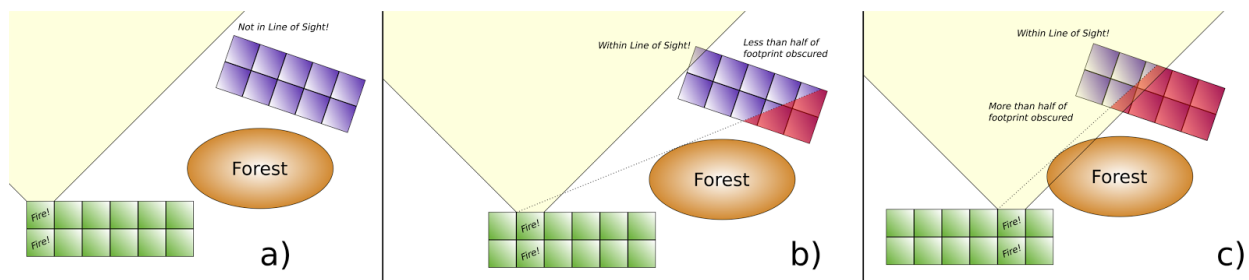


Figure 8

a) Models cannot shoot, enemy is not within Line of Sight.

b) Models can shoot (enemy within Line of Sight), no Cover since less than half of the enemy unit's Footprint is obscured.

c) Models can shoot (enemy within Line of Sight), Soft Cover since more than half of the enemy unit's Footprint is obscured by the Forest.

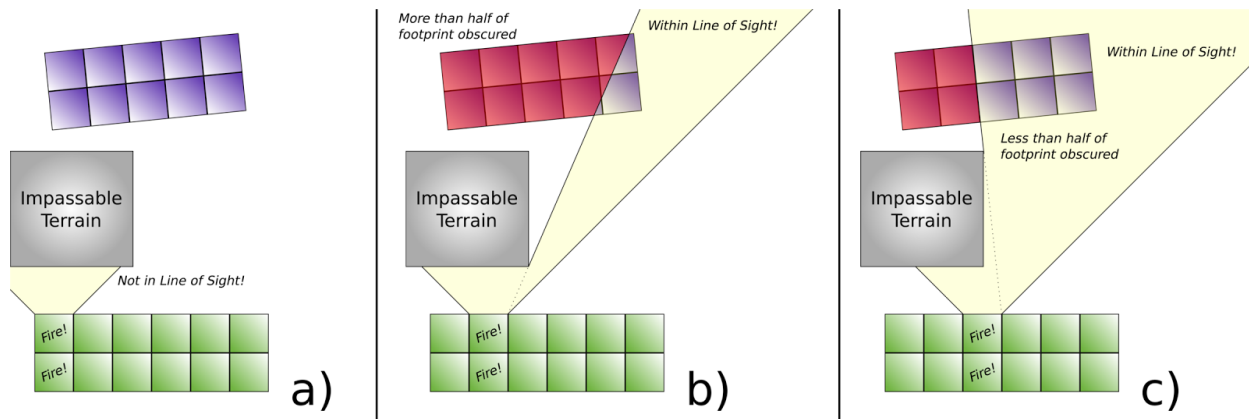


Figure 9

a) Models cannot shoot, Line of Sight is blocked.

b) Models can shoot (enemy within Line of Sight), Hard Cover since more than half of the enemy unit's Footprint is obscured by Impassable Terrain.

c) Models can shoot (enemy within Line of Sight), no Cover since less than half of the enemy unit's Footprint is obscured by Impassable Terrain.

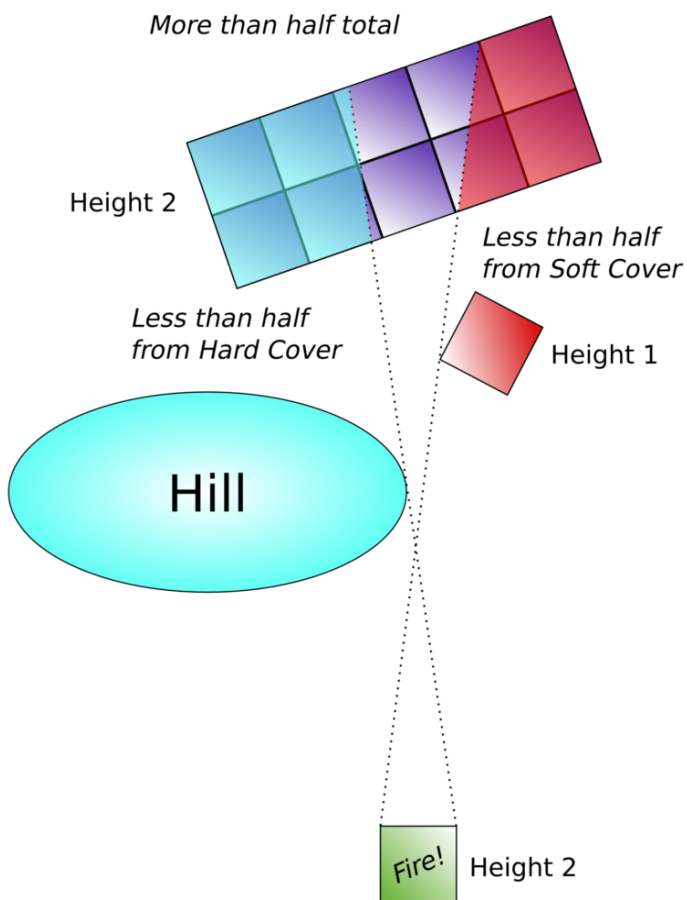
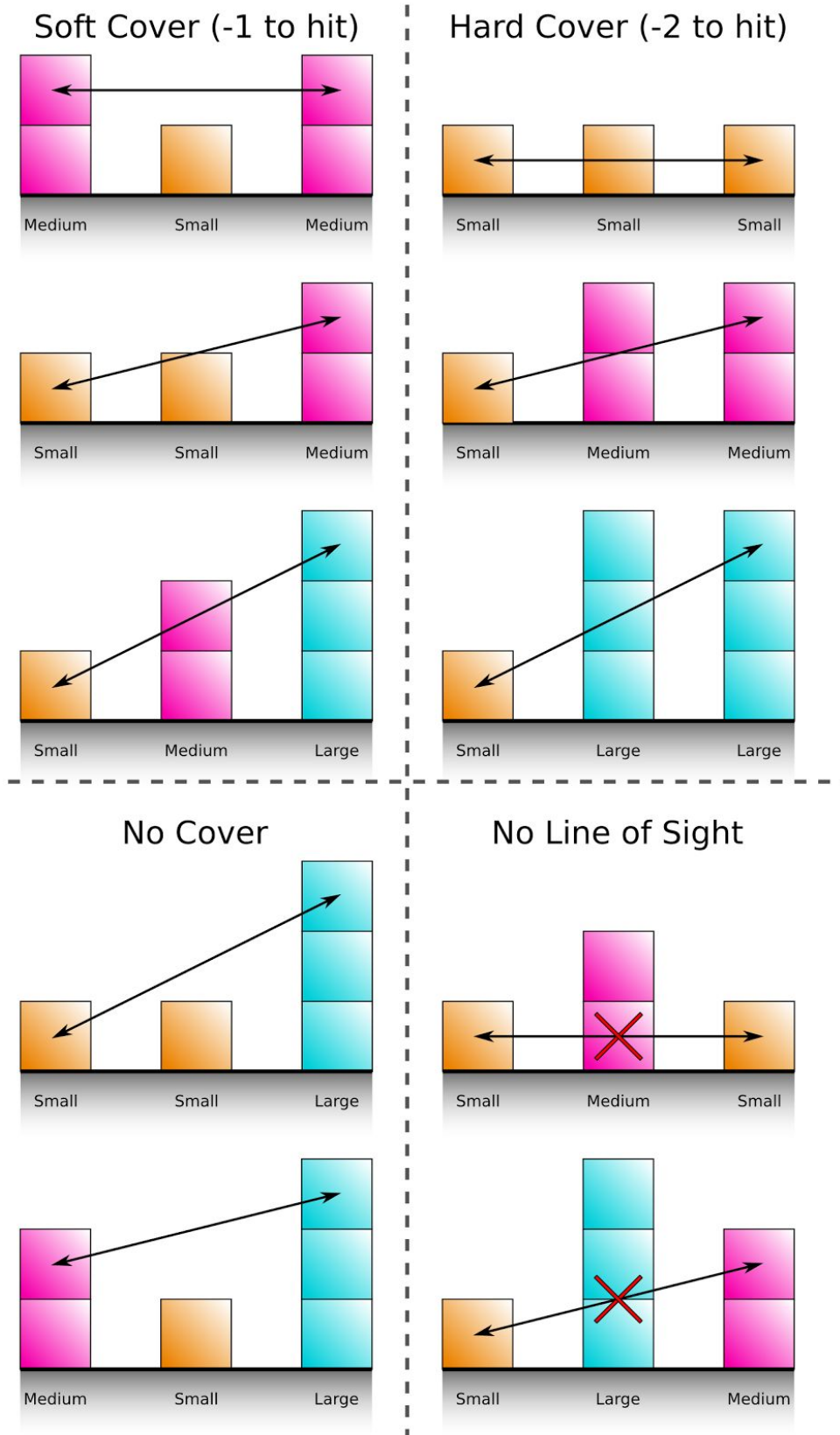


Figure 10

In this example, less than half of the target unit's Footprint is obscured by either Hard or Soft Cover. However, more than half is obscured by the combination of both. In this case, the target counts as in Soft Cover.

Line of Sight and Cover

This diagram summarises the most common cases for Line of Sight and Cover between a model with Ranged Attacks, an obscuring model and its target.



Close Combat Phase

In the Close Combat Phase, the players' models Engaged in Combat can (and must) strike.

Close Combat Phase Sequence

Each Close Combat Phase is divided into the following steps.

- 1 Start of Close Combat Phase. Apply any "No Longer Engaged".
- 2 Choose a combat to fight in.
- 3 Fight a Round of Combat.
- 4 Repeat steps 2 and 3. Each time choose a new combat which has not already been fought during this Close Combat Phase.
- 5 Once all units that are Engaged in Combat have fought, the Close Combat Phase ends.

A Combat is defined as a group of opposing units, which are all connected through base contact. Normally, this would be two units pitted against one another, but it could also be several units against a single enemy unit or a long chain of units from both sides. Complete all actions in the Round of Combat Sequence of all units involved in the chosen combat before moving on to the next combat.

Units are considered **Engaged in Combat** if one or more models in the unit is in base contact with an enemy unit. If a unit is Engaged in Combat, all models in the unit are also Engaged in Combat. Units that are Engaged in Combat cannot move unless specifically stated (such as during Combat Reforms or Breaking from combat).

No Longer Engaged

A unit follows the rules for No More Foes if it was Engaged in Combat previously, but had all of its opponents moved or removed between the previous Movement Phase and this Close Combat Phase (and base contact could not be maintained through nudging, following the instructions under "Dropping Out of Combat"). [That unit may do a Post-Combat Pivot or Post-Combat Reform](#) (or Overrun if it just charged) before any combats are fought. [This cannot be done if the unit has moved since the opposing units were removed \(such as with a Magical Move\).](#)

Round of Combat Sequence

Each Combat Round is divided into the following steps:

- 1 Start of Round of Combat.
- 2 Choose Weapon (see Close Combat Weapon section).
- 3 Make Way (see Character section).
- 4 Issue and Accept Challenges (see Character section).
- 5 Roll attacks (in Initiative order):
 1. Allocate attacks.
 2. Roll to hit, to wound, saves, and remove casualties.
 3. Move to the next Initiative step.
- 6 Calculate which side wins the Round of Combat. Loser(s) rolls Break Test.
- 7 Roll Panic Test for nearby units.
- 8 Restrain or Pursue?
- 9 Roll Flee distance.
- 10 Roll Pursue distance.
- 11 Move Fleeing units.
- 12 Move Pursuing units.
- 13 Post-Combat Pivots or Post-Combat Reform.
- 14 Combat Reforms.
- 15 End of Combat Round. Proceed to the next combat.

Combats are fought in a strict striking order, starting with the attacks that have Initiative 10 and then working downwards from the highest to the lowest Initiative. At each Initiative step, all attacks that have the same Initiative strike simultaneously. Under normal circumstances, a model strikes at the Initiative specified on its profile. However, some attacks are made at a different Initiative step than the model's own Initiative (such as Chariots' Impact Hits, which are Initiative 10). For models with more than one profile (such as a knight and its mount), each part of the model strikes at its own Initiative.

Who Can Strike

Models in base contact with an enemy attack when it is their turn in the Initiative order. Models from both sides attack in each player's Close Combat Phase.

Supporting Attacks

Models in the 2nd rank perform one Supporting Attack across models in the first rank. Supporting Attacks can only be made against enemies in the front.

Horde Formation

Models in units that are deployed in Horde Formation (see Units and Formations) gain the Fight in Extra Rank special rule.

Incomplete ranks, fighting over gaps

Sometimes, incomplete ranks or Characters with a Mismatching base will cause empty gaps in a Close Combat. If two units are in base contact, models in these units are allowed to attack over such empty gaps (but not across other units or Impassable Terrain). These models are considered to be in base contact with each other.

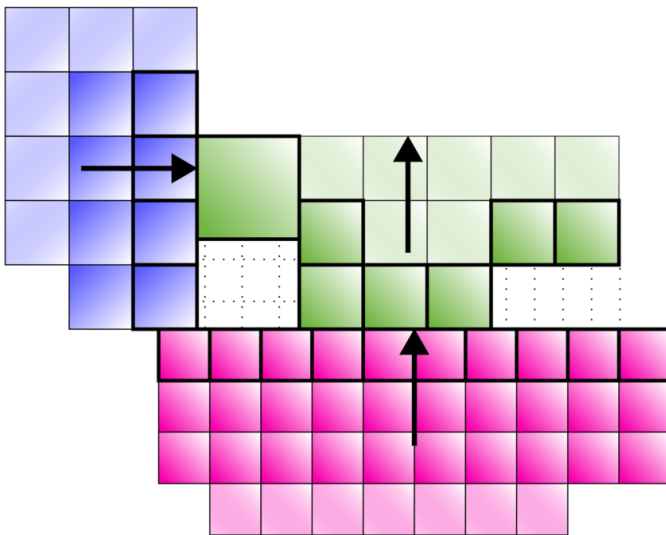


Figure 11

Models colour-coded with a darker shade can all strike. The magenta unit is in Horde formation and thus both the 2nd and 3rd rank can make Supporting Attacks. The green unit is not Engaged in the front, so its models cannot make Supporting Attack to their side or rear. Models with a bold frame count as being in base contact with an enemy (models are considered to be in base contact across empty gaps), models colour-coded with a lighter shade cannot make Supporting Attacks.

Allocating Attacks

At each Initiative step, before any attacks are rolled, attacks must first be allocated against enemy models. If a model is in base contact with more than one model, it can choose which model to attack. Attacks can be allocated against models with different Wound pools, i.e. R&F models, Champions and Characters. The number of attacks that a model can make is equal to its Attacks Characteristic. Equipment, special rules, spells, etc. can further change this number. If a model has more than one attack, it can allocate them at will to different targets in base contact. If a model is making Supporting Attacks, it can allocate its attack as if it was in the front of the unit (in the same file). If a model could either strike at models in base contact or make Supporting Attacks, it must allocate its attacks against models in base contact. Allocate all attacks at a given Initiative step before rolling any to-hit rolls.

In cases where a Wound pool (mainly non-champion R&F models in the same unit) do not all have the same relevant Characteristics or rules (such as different Toughness values or different saves), use the value or rules that the majority of the models of the Wound pool have (attacker chooses if a tie), and apply them to all rolls (to-hit, to-wound, saves).

Swirling Melee

If a R&F model is in base contact with an enemy, or in a position to make supporting attacks, it may always choose to allocate any number of its attacks against R&F models instead of Characters (in a unit that the attacker could normally allocate attacks towards), i.e. R&F models are not limited to only striking models in base contact but can always attack other R&F models instead. Follow the normal rules for Close Combat Attacks, except that any hits scored are distributed (the same way as attacks towards a unit as a whole), except hits can only be distributed onto R&F models. Note that Swirling Melee does not apply to Characters.

Rolling to Hit

To make a to-hit roll, roll a D6 for each attack and compare the Weapon Skill of the model making the attacks (the attacker) to the Weapon Skill of the model against which the attack was allocated (the defender).

- If the defender has a lower Weapon Skill than the attacker, the attack hits on **3+**.
- If the defender has a Weapon Skill equal to or up to twice that of the attacker, the attack hits on **4+**.
- If the defender has a Weapon Skill more than twice that of the attacker, the attack hits on **5+**.

Close Combat To-Hit Table

Roll a D6 for each attack. To find out what score is needed to successfully hit the target, cross-reference the Weapon Skill of the attacker (A-WS) versus the Weapon Skill of the Defender (D-WS).

A-WS:	1	2	3	4	5	6	7	8	9	10
D-WS: 1	4+	3+	3+	3+	3+	3+	3+	3+	3+	3+
2	4+	4+	3+	3+	3+	3+	3+	3+	3+	3+
3	5+	4+	4+	3+	3+	3+	3+	3+	3+	3+
4	5+	4+	4+	4+	3+	3+	3+	3+	3+	3+
5	5+	5+	4+	4+	4+	3+	3+	3+	3+	3+
6	5+	5+	4+	4+	4+	4+	3+	3+	3+	3+
7	5+	5+	5+	4+	4+	4+	4+	3+	3+	3+
8	5+	5+	5+	4+	4+	4+	4+	4+	3+	3+
9	5+	5+	5+	5+	4+	4+	4+	4+	4+	3+
10	5+	5+	5+	5+	4+	4+	4+	4+	4+	4+

To-hit modifiers can alter this to-hit roll. Unless specified otherwise, a to-hit modifier applies to both Shooting and Close Combat to-hit rolls. Close Combat to-hit rolls always fail on an unmodified roll of '1', while they are always successful on an unmodified roll of '6'.

Example: a model has Weapon Skill 3, two attacks and is equipped with Paired Weapons which gives it a total of three attacks. The model may allocate two attacks towards a model with Weapon Skill 2, which hit on 3+, and one towards a model with Weapon Skill 7, which hits on 5+. If one or more hits are scored, the player may then follow the procedure described under Attacks and Damage.

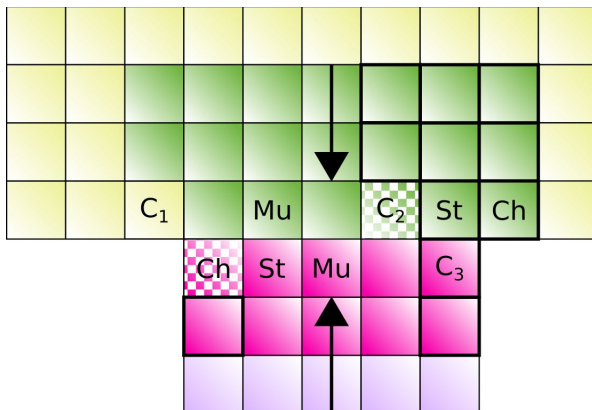


Figure 12

The Champion of the magenta unit (Ch) and Character C_2 are locked in a Challenge (indicated by the chess pattern). This means that they can only strike at each other. The magenta and green models can strike at the R&F models of the other unit. The models with a bold frame can strike at Characters/Champions. The models in yellow (without bold frame) and purple cannot strike at all. Character C_1 cannot strike because the only model it is in base contact with is a Champion that is locked in a Challenge.

Dropping out of Combat

Removing casualties may cause units to drop out of base contact with their foe. When this happens, units are nudged into combat using the following procedure:

1. The unit that is going to drop out of Combat while not suffering casualties is moved the minimum amount needed to keep the units in base contact.
2. If this will not bring the units back into contact, move the unit suffering casualties the minimum amount needed to keep the units in base contact.

Nudged unit can only be moved straight forward, backward, to either side, or a combination of two of these directions (first one, then the other). Units that are in base contact with other enemy units can never be nudged in this way. Nudged units cannot move through other units or Impassable Terrain, but they are allowed to move within 1" of other units in the same combat. Nudge moves cannot be used to change the facing in which any unit is fighting (which means that if the unit was attacked in the flank before the nudge move, this must still be true after the nudge move). If several units drop out of combat at the same time, move them in the order that allows the maximum number of units to stay in combat. If this number is equal, the Active Player decides the order.

If nudging either unit does not manage to bring the units back into contact with each other, the unit drops out of Close Combat. Any units that are no longer Engaged in Combat follow the rules given under No More Foes.

If base contact was lost due to units deliberately moving out of combat (some spells allow units to move out of combats), do not nudge the units back together. Instead follow the rules for No More Foes.

Winning a Round of Combat

Once all models' Initiative steps have passed (i.e. all models have had a chance to attack), the winner of this Round of Combat is determined. This is done by calculating each side's Combat Score. To calculate Combat Score, simply add up all Combat Score bonuses. The side with the higher Combat Score wins the combat, the side with the lower Combat Score loses the combat. If there is a tie, both sides are treated as winners (a Musician can tilt the balance, see Musicians).

Inflicted Wounds: +1 for each Wound

Each player adds up the number of unsaved Wounds inflicted to enemy units (Engaged in the same Combat) during this Round of Combat. This includes enemies that were Engaged in the Combat but dropped out or were completely wiped out during this Round of Combat.

Overkill: +1 for each Wound (maximum +3)

In a Challenge, excess Wounds inflicted after the opponent was killed are counted towards the Combat Score. A maximum of +3 can be added to your Combat Score due to Overkill. Note that excess Wounds are only counted when in a Challenge, in all other situations, excess Wounds are simply lost.

Charge: +1 or +2

During the first Round of Combat after a unit charged into this combat, the charger's side receives +1 to their Combat Score. If this charge was started with half or more of the unit's Footprint on a Hill and ended with half or more of its Footprint no longer on the Hill, you receive +2 to your Combat Score instead. Each side can only count this bonus from one unit in the same combat.

Rank Bonus: +1 for each rank (maximum +3)

Each side adds +1 to their Combat Score for each Full Rank after the 1st in a single unit, up to a maximum of +3. Only count this for a single unit per side. (Use the unit that gives the highest Rank Bonus).

Standard: +1

Each side adds +1 to their Combat Score if they have one or more Standard Bearers Engaged in the combat.

Battle Standard: +1

Each side adds +1 to their Combat Score if they have one or more Battle Standard Bearers in the combat.

Flank Bonus: +1 or +2

Each side adds +1 to their Combat Score if they have one or more units fighting an enemy in the enemy's flank. If at least one of these units has one or more Full Ranks, add +2 instead.

Rear Bonus: +2 or +3

Each side adds +2 to their Combat Score if they have one or more units fighting an enemy in the enemy's rear. If at least one of these units has one or more Full Ranks, add +3 instead.

Combat Score Summary

Caused Wounds	+1 for each Wound
Overkill	+1 for each Wound (maximum +3)
Charge	+1 (+2 from a Hill)
Rank Bonus	+1 for each rank (maximum +3)
Standard	+1
Battle Standard	+1
Flank Bonus	+1 or +2
Rear Bonus	+2 or +3

Break Test

Each unit on the side that lost the Round of Combat must take a Break Test. The order is chosen by the losing player. A Break Test is a Leadership Test with a negative modifier equal to the Combat Score difference (i.e. if the Combat Score was 6 to 3, the units on the losing side take Break Tests with a -3 modifier to its Leadership). If the test is failed, the unit Breaks and Flees. If the test is passed, the units remain Engaged in the Combat.

Steadfast

Any units that have more Full Ranks than each of the enemy units Engaged in the same Combat **ignore Leadership modifiers from the Combat Score difference.**

Disrupted

If a unit is Engaged in Combat with an enemy unit with at least 2 Full Ranks and this enemy is in the unit's flank or rear, the unit cannot use the Steadfast rule.

No More Foes

Sometimes a unit kills all enemy units in base contact and finds itself no longer Engaged in Combat (so they cannot provide Combat Score bonuses such as Standards or Flank). These units always count as winning the combat, and can either make an Overrun (if applicable), a **Post-Combat Pivot** or a Post-Combat Reform.

When this happens in multiple combats, the **unsaved wounds** caused to and by the unit are counted towards the Combat Score, but all other Combat Score bonuses are ignored. Note that the unit itself doesn't need to take a Break Test since it always counts as if on the winning side.

Pursuits and Overruns

Before moving broken units, units that are in base contact with the broken unit(s) may declare a Pursuit of a single broken unit. To be able to pursue a broken enemy, the unit cannot be Engaged with any non-broken enemy units and must be in base contact with the broken unit. Units can elect not to pursue, but must then pass a Leadership Test to succeed in restraining themselves; if the test is failed, the unit must pursue anyway. If the test is passed, the unit may do either a [Post-Combat Pivot](#) or a Post-Combat Reform.

Post-Combat Pivot

A unit may Pivot around its Centre and may reorganize models with the Front Rank rule (they must still be in legal positions). This move is made after the pursuing and fleeing units have been moved.

Post-Combat Reform

A unit may Perform a Reform maneuver. If this is done, [the unit doesn't count as Scoring for claiming Secondary Objectives during this Player Turn, and the unit may not declare any Charges in the following Player Turn](#). This move is made after the pursuing and fleeing units have been moved.

Overrun

A unit that fought its first Round of Combat (since it charged into the combat) and all units in base contact were wiped out (including units being removed from play as a result of Unstable or something similar), can choose to make a special Pursuit Move called Overrun (instead of a Post-Combat Pivot). Overruns follow the rules for moving pursuing units, except that the direction of the Pursuit Move is always straight-forward and no Leadership Test is required for restraining from pursuit.

Roll for Flee and Pursue Distances

Every broken unit now rolls 2D6 to determine their Flee Distance, and each unit that has declared a Pursuit now rolls 2D6 to determine its Pursuit distance. If any pursuing unit rolls an **equal or higher** Pursuit Distance than the Flee Distance of the unit it is pursuing, the fleeing unit is destroyed. Remove that unit from the game; no saves or special rules can save it. Do however keep track of where the Centre of said unit would have ended up if it had escaped before it was removed (see below).

Flee Distance and Fleeing Units

Each broken unit that were not captured and destroyed will now flee directly away from the enemy unit in base contact that has the most Full Ranks. [If there is a tie concerning which unit has the most Full Ranks, the player whose units are not fleeing chooses which of these units the flight will be directed away from. Once it has been established which unit the flight will be away from, Pivot the fleeing unit so that it is facing directly away from this unit \(measure from Centre of Unit to Centre of Unit\) and move the fleeing unit directly forward a number of inches equal to the flee distance rolled earlier.](#) Use the rules for fleeing moves (with the exception that units that are Engaged in the same combat do not cause Dangerous Terrain tests). If several units are fleeing from the same combat, the units move in the same order as their flee distance was rolled (the player controlling the units chooses in which order they roll the flee distance).

Pursuit Distance and Pursuing Units

Each pursuing unit now rotates around its Centre (by the shortest route) to face towards the Centre of the pursued unit (or the point where the unit would have been, if it was destroyed). This rotation ignores obstructions (it can move through models and Terrain).

- After the rotation, if the frontage of the pursuing unit would be over an enemy unit, it charges that unit. Remove the pursuing unit from the Battlefield and then place it back on the Battlefield with its front in base contact with its target (in the correct arc and maximizing the number of Engaged models as usual). If there is not enough room to place the charging unit, treat the obstructing unit as Impassable Terrain (see below).
- Otherwise, if after the rotation the frontage of the pursuing unit would be over a friendly unit or Impassable Terrain, the unit rotates so that it faces as close as possible towards the pursued unit, stopping 1" away from the obstruction and then stops its pursuit movement.
- If neither of the cases above are applicable, the unit ignores any obstruction while rotating, and then moves the pursuit distance directly forward. If, while moving, the pursuing unit won't be able to clear an obstruction ignored during the initial Pivot (including 1" distance, unless charging), backtrack the move to the unit's latest legal position where it obeys the Unit Spacing rule. (Usually, this means that the unit doesn't move, but instead rotates as close as possible).

In case this Pursuit movement would bring the unit into contact with an enemy unit, it automatically declares a Charge against said unit, using its pursuit distance roll as its Charge roll (unless the Charge is impossible to complete). This Charge follows all the rules for Charges except that no Charge Reactions are allowed. Determine in which Facing the charge is carried out towards before the initial pivot. If this creates a new Combat, it will be resolved in the next Combat Phase (with the charging unit still counting as charging). However, if the charging unit joins an ongoing combat that hasn't been fought this Close Combat Phase yet, it will have a chance to fight and pursue again this turn. This special Charge cannot be made towards a unit that just fled from a combat involving the pursuing unit. Treat such unit as a friendly unit for the pursuit move (including the initial rotation).

If the pursuing unit doesn't declare a charge this way, it moves directly forward (following the Unit Spacing rule).

If several units are pursuing from the same combat, units move in the same order as their pursuit distance was rolled (the Active Player chooses which player will roll for their pursuing units first, and each player chooses the order of their own units).

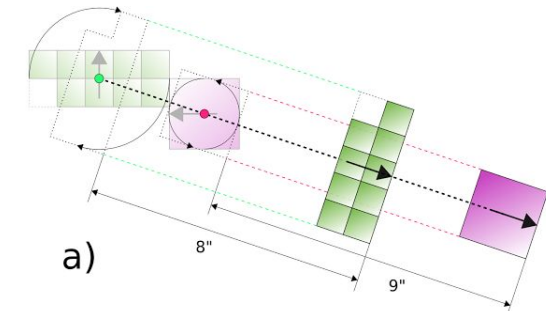
Pursuing off the Table

If pursuing units moving this way touch the board edge, they will go off the table and will come back to the board during the controlling player's next Remaining Moves sub-phase, using the rules for arriving Ambushers (they automatically arrive), except that they must be placed (in the same formation) with their back rank centred on the point at which they contacted the Board Edge, or as close as possible. Models that have pursued off the table, cannot do any actions at all, and all items, rules, abilities stop working while off the table.

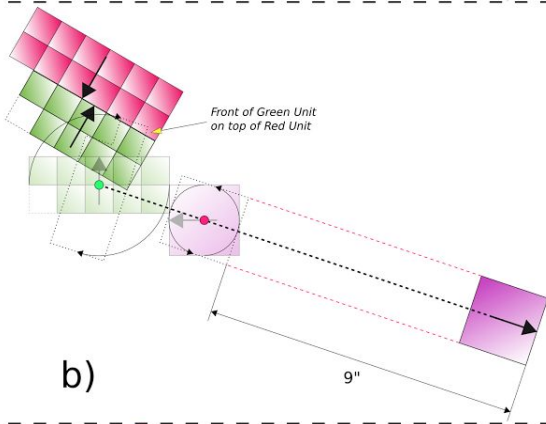
Figure 13

In these examples, the purple unit is in the green unit's flank. The green unit wins combat, the purple unit Breaks and Flees, the green unit pursues.

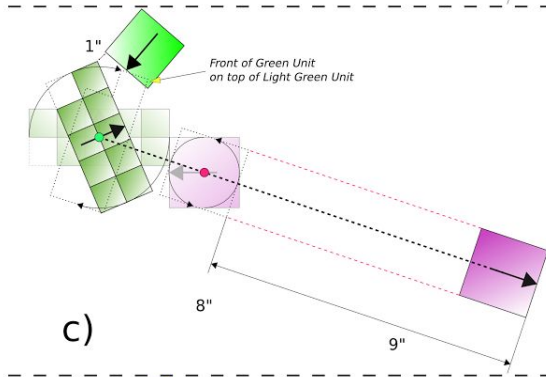
In this example, there are no obstructions. The green unit rotates towards the purple unit and then moves forward.



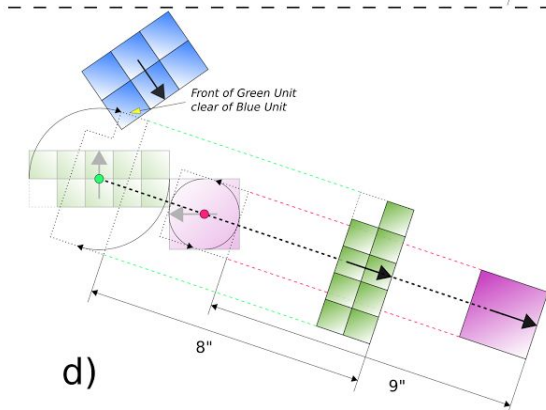
Here, the green unit's rotation leaves its front over an enemy unit (red). This makes the green unit charge the red unit. Place the green unit in base contact with the red unit.



Here, the green unit's rotation leaves its front over a friendly unit (light green). In this case, the rotation is stopped 1" away from the friendly unit.



Here, the green unit's rotation leaves part of the unit over another unit (blue - it could be either friendly or enemy). However, in this case, the front of the pursuing unit is clear, so it will move forward.



Combat Reform

If there are still units left Engaged in the combat after all the fleeing and pursuing has been rolled and moved, each of these units may try to perform a Combat Reform. Units Engaged in more than one facing (for example, both front and flank) can never perform a Combat Reform. Units on the losing side of the combat must pass a Leadership Test to be able to perform a Combat Reform, with a Leadership value equal to what would have been used for a Break Test (i.e. apply the Combat Score difference, unless the unit is Steadfast).

If both players want to perform Combat Reforms, the Active Player chooses which player goes first. This player completes all Combat Reforms with all their units (one at a time in any order), before the other player can reform any of their units.

When a unit performs a Combat Reform, remove the unit from the Battlefield, and then place it back on the Battlefield in a legal formation, in base contact with the enemy unit(s) it was fighting before, and in the enemy's same facing. You may ignore the Unit Spacing rule for units involved in the same combat (but cannot move into base contact with units that you were not in base contact with previously), and no model may end up more than twice its Movement value from its starting position.

At the end of each Combat Reform, you must have at least as many of your models in base contact with an enemy as you had before the Reform. Any Character models that were in base contact with an enemy must be kept in base contact (although it can be with different enemy models). Furthermore, at the end of all your Combat Reforms, the exact same enemy models that were in base contact with opposing models before the Combat Reform must still be in base contact after the Reform (but they may be Engaged with different models or even units).

Attacks and Damage

Attacks are divided into Close Combat and Ranged Attacks:

Close Combat Attacks

Any attacks made at units in base contact with the attacker's unit, in the Close Combat Phase (or as if in the Close Combat Phase) are Close Combat Attacks.

Ranged Attacks

All attacks that are not Close Combat Attacks are Ranged Attacks.

All Ranged Attacks made in the Shooting Phase or made as a Stand and Shoot Charge Reaction are referred to as **Shooting Attacks**.

Special Attacks

Certain models are allowed to make **Special Attacks** during the Close Combat, Movement or Shooting Phase. By default the Special Attacks can not benefit from weapon bonuses or special rules that normally affect attack of their category. All Special Attacks are explicitly marked as such. The examples are Stomp, Grinding Attacks, Crush Attack, Impact Hits, Breath Weapon.

Attack Sequence

Whenever an attack hits a model, use the following sequence:

- 1 Attacker Distributes hits.
- 2 Attacker rolls to wound; if successful, proceed.
- 3 Defender rolls Armour Saving Throws; if failed, proceed.
- 4 Defender rolls special saving throws; if failed, proceed.
- 5 Defender removes Wounds or casualties.
- 6 Defender checks for Panic.

Complete each step for all the attacks that are happening simultaneously (such as all Shooting Attacks from a single unit or all Close Combat Attacks at a given Initiative step) before moving on to the next step.

Distribute Hits

All attacks that target a unit as a whole (this includes most Ranged Attacks and most Special Close Combat Attacks), are (under normal circumstances) considered to only hit R&F models. Hits at R&F models (including Champions) from Templates are redistributed onto R&F models at this step. I.e. templates cannot hit specific R&F models. When Characters are joined to units, how hits are distributed may change, as described in the Character section.

Normal Close Combat Attacks are not distributed, but are instead Allocated before to-hit rolls are made. In this case, do not redistribute the hits at this stage.

In cases where a Wound pool (mainly non-champion R&F models in the same unit) do not all have the same relevant Characteristics or rules (such as different Toughness values or different saves), use the value or rules that the majority of the models of the Wound pool have (attacker chooses if a tie), and apply them to all rolls (to-hit, to-wound, saves).

To-Wound Rolls

If an attack has a Strength value, it must successfully wound the target to have a chance to harm it. Compare the Strength of the attack to the Toughness Characteristic of the target. An attack with Strength 0 cannot wound. Otherwise, an unmodified roll of '6' will always succeed and an unmodified roll of '1' will always fail. The player that inflicted the hit makes a to-wound roll for each attack that hit the target. If the attack does not have a Strength value, follow the rules given for that particular attack.

The Wounding Table

Roll a D6 for each hit. To find out what score is needed to successfully wound the target, cross-reference the Strength (S) of the attack versus the Toughness (T) of the target.

	S:1	2	3	4	5	6	7	8	9	10
T:1	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+
2	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+
3	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+
4	6+	6+	5+	4+	3+	2+	2+	2+	2+	2+
5	6+	6+	6+	5+	4+	3+	2+	2+	2+	2+
6	6+	6+	6+	6+	5+	4+	3+	2+	2+	2+
7	6+	6+	6+	6+	6+	5+	4+	3+	2+	2+
8	6+	6+	6+	6+	6+	6+	5+	4+	3+	2+
9	6+	6+	6+	6+	6+	6+	6+	5+	4+	3+
10	6+	6+	6+	6+	6+	6+	6+	6+	5+	4+

Armour Saves and Armour Modifiers

If one or more **successful to-wound rolls are made**, the player whose unit is being attacked now has a chance to save the Wound(s). Roll a D6 for each successful to-wound roll, called an “Armour Saving Throw” and compare it with the model’s Armour Save (see the Armour Types section). **If the save is passed, the attack is disregarded.**

If the Strength of an attack is higher than 3, this attack will modify the Armour Saving Throw by -1 for each point of Strength above 3, i.e.

Strength	1	2	3	4	5	6	7	8	9	10
Modifier	0	0	0	-1	-2	-3	-4	-5	-6	-7

Special rules and abilities might further modify Armour Save rolls (such as Armour Piercing).

Regeneration and Ward Saves

If a Wound was not saved by a model’s Armour Save, the attacked model now has a final chance to discount the Wound, by rolling its Regeneration or Ward Save (if it has one). Regeneration and Ward Saves work similarly to Armour Saves, except that they cannot be modified or combined. A Regeneration or Ward Save is always given with the minimum score needed to be rolled on a D6 to discard the Wound within brackets (for example, a Ward Save (4+) means the Wound is discounted on a roll of 4 or more).

Roll one saving throw for each Wound that was not saved by the model’s Armour Save. **If the save is passed, the attack is disregarded.**

If a model has more than one Regeneration and/or Ward Save, choose which one to use before rolling the saving throw. Only a single Regeneration or Ward Save can be used against a single attack.

Ward Saves and Regeneration both work the same way, but some spells or special rules will affect one type of save but not the other.

Inflicting Wounds

For each failed special saving throw (or Armour Saving Throw if the attacked model had no special save), the attacked model loses a Wound.

Non-R&F models

If the attack was distributed or allocated onto a non-R&F model, the attacked model loses 1 Wound for each failed save. If the model reaches 0 Wounds, the model is dead and is removed as a casualty. Keep track of models that are wounded, but not enough to reach 0 Wounds. (Placing “Wound Markers” next to wounded models works fine). These lost Wounds will be taken into account for future attacks. If the model is killed, any excess inflicted Wounds are ignored.

Champions

Even though Champions are R&F models, each Champion has its own Wound pool, and follows the rules for non-R&F models above. If enough Wounds are suffered by R&F models in order to wipe out the entire unit, any remaining Wounds suffered are allocated at the Champion (even if it is fighting in a Challenge).

R&F models

R&F models (except Champions) in the same unit share a common Wound pool. If the attack was allocated to a R&F model, the combined R&F Wound pool loses 1 Wound for each failed save. If the R&F models have 1 Wound each, remove one R&F model for each Wound lost.

If the R&F models have more than 1 Wound each, remove whole R&F models whenever possible. Keep track of models that are wounded, but not enough to reach 0 Wounds. These lost Wounds are taken into account for future attacks. For example, a unit of 10 Trolls (3 Wounds each) loses 7 Wounds. Remove two whole models (6 Wounds), leaving 1 Wound which is kept track of. Later, this unit loses 2 Wounds, which is enough to kill a single Troll since 1 Wound was inflicted in the previous attack.

If the unit is wiped out, any excess inflicted Wounds are allocated to the Champion. If there are no Champion, the excess wound are ignored.

If a unit consists of R&F models with different Troop Types, each type of R&F model has its own combined Wound pool. Sometimes, one or more R&F models gain special rules (for example, Characteristics may increase, abilities can be gained, etc. - this is normally due to spells or Magical Items), or they come with different equipment. Such differences are ignored when removing casualties. They are normally removed from the rear rank even if a model in the rear has some special rule or equipment (i.e. only differences due to Troop Type cause R&F models to have separate Wound pools).

Removing Casualties

Removing R&F models

R&F casualties are removed from the rear rank. If the unit is in a single rank, remove models as equally as possible from both sides of the unit. Note that the requirement to remove casualties equally from both sides of a single rank unit only applies to each batch of simultaneous attacks.

If a non-R&F model is standing in a position that would normally be removed as a casualty, remove the next eligible R&F model and move the non-R&F model(s) inwards.

Removing Non-R&F models

Non-R&F casualties are removed from their positions within the unit directly. R&F models are then moved to fill in empty spots. When doing this, the models follow the same guidelines as for casualty removal (from rear ranks and equally from both sides in the case of single rank units).

Units Engaged in Combat

If the unit is in a single rank, [remove casualties from either side of the unit, so that the number of units \(highest priority\) and number of models \(lowest priority\) in base contact is maximized.](#)

Panic Test

Panic Tests are Leadership Tests taken immediately after any of the following situations arise:

- A friendly unit is destroyed within 6" (including fleeing off the board).
- A friendly unit Breaks from combat within 6".
- A friendly unit flees through the unit.
- The unit suffers, in a single phase, casualties equal to or greater than 25% of the number of models that it had at the start of the phase. This rule is called **Heavy Casualties**.

Units which fail a Panic Test flee from the closest enemy unit (Centre of Unit to Centre of Unit). If there are no enemy units on the board, randomize direction.

If the Panic Test was forced by any of cases listed below, the unit flees directly away (Centre of Unit to Centre of Unit) from the enemy unit that caused the Panic Test.

- [A spell cast by an enemy model.](#)
- [A special rule on an enemy model \(such as Terror\).](#)
- The unit suffers Heavy Casualties, and the final wounds causing the casualties to go above 25% was done by an enemy unit.

Units do not need to take Panic Tests if they are Engaged in Combat, if they are already fleeing or if they already passed a Panic Test during this Phase.

Troop Types

All models and units have a Troop Type. A unit's Troop Type is the same as that of the majority of its R&F models (or all models, if there are no R&F models); the opponent makes the decision if the numbers are equal. Each Troop Type has a number of rules associated with it, as described below.

Infantry

No additional rules.

War Beast

Special rules: Swiftstride

Cavalry

Troop Type rules: Combined Profile, Cavalry Support

Special rules: Swiftstride

Monstrous Infantry

Troop Type rules: Monstrous Support, Monstrous Ranks

Special rules: Stomp (1)

Monstrous Beast

Troop Type rules: Monstrous Support, Monstrous Ranks

Special rules: Swiftstride, Stomp (1)

Monstrous Cavalry

Troop Type rules: Combined Profile, Cavalry Support, Monstrous Support, Monstrous Ranks

Special rules: Swiftstride, Stomp (1)

Chariot

Troop Type rules: Combined Profile, Cavalry support, [Monstrous Ranks](#)

Special rules: Impact Hits (D6), Swiftstride, Cannot March

Monster

Troop Type rules: [Monster Ranks](#)

Special rules: Stomp (D6), [Large Target](#), [Terror](#)

Ridden Monster

Troop Type rules: Ridden [Monster's Profile](#), [Monster Ranks](#)

Special rules: Stomp (D6), [Large Target](#), [Terror](#)

Swarm

Special rules: Skirmishers, Unbreakable, Unstable

War Machine

Troop Type rules: War Machine Profile

Special rules: Reload!, Move or Fire, Cannot March

Models on Foot and Mounted Models

Certain spells or rules can affect mounted models or models on foot differently. For all purposes, Swarms, Infantry, Monstrous Infantry, War Beasts, Monstrous Beasts, Monsters and War Machines are considered models **on foot**, unless they are taken as a mount (such as a palanquin), in which case they are considered mounted. Cavalry, Monstrous Cavalry, Ridden Monsters and Chariots are considered **mounted** models.

Character Mounts

Many Characters have the option of selecting mounts from the mount section of the Army Books. When a model rides a mount, its Troop Type changes:

- A model mounted on a **War Beast** becomes **Cavalry**.
- A model mounted on a **Monstrous Beast** becomes **Monstrous Cavalry**.
- A model mounted on a **Monster** becomes **Ridden Monster**.
- A model mounted on any other Troop Type becomes whatever Troop Type its mount is (but counts as a mounted model instead of a model on foot). In this case, the model gains Combined Profile and Cavalry Support.

The entire combined model (Character, mount and possibly additional riders/crew members that are part of the mount) follow the rules for Characters. Riders/crew member that are part of the selected mount do not count as “mounts” (meaning they can for example use weapons or armour). These rider/crew members have their own equipment which only they can use. However, the combined model has a single Armour Save, it must choose to either use the Armour of the a rider/crew member (including Mount’s Protection and Barding) or the Armour of the Character (including Mount’s Protection and Barding). **Remember that for Ridden Monsters you can only use the Armour Save of the Mount.**

Troop Type Rules

Cavalry support

Mounts cannot make Supporting Attacks.

Monster Ranks

A unit with this rule only needs to be 1 model wide to form a Full Rank.

Monstrous Ranks

A unit with this rule only needs to be 3 models wide to form Full Ranks, and 6 models wide to form a Horde Formation.

Monstrous Support

Models with this rule may make up to 3 Supporting Attacks instead of 1.

Combined Profile

A model with this rule has separate profiles for each of its parts. Cavalry models usually have a rider part and a mount part. Chariot models usually consist of hull part, several crew parts and several mount parts. In some chariots, mounts and hull are represented by the same part.

When attacking or shooting, each part of the multipart model uses its own Characteristics. Each part of a model can make a Shooting Attack in the same phase, but must choose the same target. A crew member or rider can choose to shoot a weapon carried by the Chariot instead of its own weapon.

In other situations, the multipart model is considered to be a single model with a single set of Characteristics, defined as follows. Ignore all other Characteristics, except when taking characteristic tests, in this case use the highest value among all parts.

Movement Use the Movement of the mount or pulling beast .

Weapon Skill Use the rider's Weapon Skill or the best Weapon Skill among riders/crewmen if there is more than one.

Toughness Use the [highest Toughness among all parts](#).

Wounds Use the highest number of Wounds among all parts. When the model reaches 0 Wounds, remove all parts of the combined model as a casualty.

Leadership Use the rider's Leadership or the best Leadership among riders/crewmen if there is more than one.

Armour and Saves Use the best Armour Save, Ward Save and Regeneration available on a single part. A rider's Armour Save can be increased by the Mount's Protection and Barding.

Ridden Monster's Profile

A model with this rule has a profile for the Monster and a profile for its riders/crewmen. When being attacked, attacks are always resolved against the Monster.

When attacking or shooting, each part of the multipart model uses its own Characteristics. Each part of the model can make Shooting Attacks in the same phase, but must choose the same target. A crew member or rider can choose to shoot a weapon carried by the Monster instead of its own weapon.

In other situations, the multipart model is considered to be a single model with a single set of Characteristics, defined as follows. Ignore all other Characteristics, except when taking non-initiative characteristic tests, in this case use the highest value among all parts.

Movement Use the Movement of the Monster.

Weapon Skill Use the Monster's Weapon Skill.

Toughness Use Monster's Toughness.

Wounds Use the Monster's Wounds. When the Monster reaches 0 Wounds, remove the whole model as a casualty.

Initiative Initiative tests made by the model always use the Monster's Initiative.

Leadership Use the rider's Leadership or the best Leadership among riders/crewmen if there is more than one.

Armour and Saves Use the saves of the Monster. Any armour equipment worn by the rider or its Ward/Regeneration Save have no effect, unless noted otherwise. Ridden Monsters may only have Innate Defence armour type.

War Machine Profile

A War Machine is considered to be a single model with a single set of Characteristics, defined as follows:

Toughness Use the machine's Toughness against Ranged Attacks and the crew's Toughness against Close Combat Attacks.

Wounds Use the machine's Wounds.

Other Characteristics and Armour and Saves Use the crew's Characteristics, Armour and other Saves.

War Machines have separate profiles for the machine and its crew members. Use the machine's Wound Characteristic in all cases. Use the machine's Toughness against Ranged Attacks. Use the crew's Characteristics for all other purposes. [War Machines automatically fail any Characteristic Tests except Leadership Tests](#) and cannot March, Pursue, Declare Charges or Declare Flee as Charge Reaction. If a War Machine fails a Panic Test, instead of fleeing it cannot shoot in its next Shooting Phase. When the model reaches 0 Wounds, remove all parts of the combined model as a casualty. Characters can never join units of War Machines.

When a unit charges a War Machine, follow the same rules as for normal Charge Moves, except that the charging unit can move into base contact anywhere (since all War Machines have round bases and thus don't have facings). Ignore the War Machine's facing and ignore maximizing number of models in base contact, but you must still contact the War Machine with the charging unit's front facing. [War Machines, and units Engaged in Combat with them, cannot make Combat Reforms](#). When fighting a War Machine in combat, do not allocate attacks as normal. Instead, at the start of each Round of Combat choose up to 6 models that are not in base contact with any other enemies (you must choose as many as possible). Chariots, Monstrous Cavalry, Monstrous Infantry and Monstrous Beasts count as 3 models each, while Monsters and Ridden Monsters count as 6 models each. The chosen models may then attack the War Machine as if they were in base contact, but no other attack can be directed at it, nor can the War Machine attack models outside the chosen party. Casualties among the chosen models are removed from the back of the unit as normal. Therefore if R&F models die before striking, the chosen party size does not reduce in size. Break Tests are taken as normal. War Machines that Break from combat are automatically destroyed.

Troop Types Summary

	Profile Type	Models to form a Full Rank (Horde)	Supporting Attacks per model	Special Rules	Height**
Infantry	-	5 (10)	1	-	Small
War Beast	-	5 (10)	1	Swiftstride	Small
Cavalry	Combined Profile	5 (10)	1 (rider only)	Swiftstride	Medium
Monstrous Infantry	-	3 (6)	up to 3	Stomp(1)	Medium
Monstrous Beast	-	3 (6)	up to 3	Swiftstride Stomp(1)	Medium
Monstrous Cavalry	Combined Profile	3 (6)	up to 3 (rider only)	Swiftstride Stomp(1)	Medium
Chariot	Combined Profile	3 (6)	1 (one rider only)	Swiftstride Cannot March Impact Hits (D6)	Medium
Monster	-	1	-	Stomp (D6) Large Target Terror	Large
Ridden Monster	Ridden Monster's Profile	1	-	Stomp (D6) Large Target Terror	Large
Swarm	-	*(10)	1	Skirmishers Unbreakable Unstable	Small
War Machine	War Machine Profile	no ranks	-	Cannot March Reload! Move or Fire	Small

* Swarms cannot claim Full Ranks due to being Skirmishers.

** All models with the Large Target special rule are considered to be of Large Height.

Mundane Equipment

All weapons or armour that are not Magical Items are considered mundane.

Close Combat Weapons

Weapons listed in this section are used in Close Combat and can confer various benefits and penalties. The rules for [these](#) weapons are only applied when using the weapon in question (i.e. they don't apply to Special Attacks such as Stomp or when using a different weapon).

Weapon	Rules
Hand Weapon	All models are armed with a Hand Weapon. Hand Weapons cannot be lost, destroyed or nullified by any means. If a model has any other Close Combat Weapon than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield to get the Parry rule. Parry: Close Combat Attacks from opponents in the front can never score successful hits on to-hit rolls of better than 4+. This is not considered a to-hit modifier. Apply this before applying any to-hit modifiers.
Flail	Requires Two Hands. Attacks made with a Flail have +2 Strength. Close Combat Attacks allocated at a model wielding a Flail have a +1 bonus when rolling to hit.
Great Weapon	Requires Two Hands. Attacks made with a Great Weapon have +2 Strength and strike at Initiative 0 (regardless of wielder's Initiative).
Halberd	Requires Two Hands. Attacks made with a Halberd have +1 Strength.
Paired Weapons	Requires Two Hands. The Wielder has +1 Attack and strikes at +1 Initiative when using this weapon .
Lance	Attacks made with a Lance have +2 Strength in the Round of Combat directly after the Wielder has charged into combat. This bonus can only be used for attacks directed against the charged enemies. Only mounted models, War Beasts and Monstrous Beasts can use a Lance .
Light Lance	Follows the same rules as a Lance, but only grants +1 Strength . Only mounted models, War Beasts and Monstrous Beasts can use a Light Lance .
Spear	Wielder has Fight in Extra Rank when using this weapon. Attacks made with a Spear have Armour Piercing (1) . Attacks made with Spears gain Lethal Strike when directed against Cavalry, Monstrous Cavalry and Chariots Engaged to the front. Mounted models cannot use Spears.

Choosing Weapon

If a model has more than one Close Combat Weapon, it must choose which one to use at the start of each combat, and must continue to use the same weapon for the duration of that combat. When a model is attacked by a Ranged Attack, it must use all weapons and armour that grant bonuses to its Save, even if currently using another weapon in combat (for example, a model that is fighting with a Great Weapon in combat, and is targeted by a Ranged Attack. This model must use its shield against the Ranged Attack, but must still fight with the Great Weapon in the combat). All R&F models in a unit must choose the same Close Combat Weapon. Unless noted otherwise, mounts never benefit from weapons.

Shooting Weapons

Weapons listed in this section are used for making Shooting Attacks. Each model can normally only use one Shooting Weapon per phase even if it is equipped with more than one, and all non-Champion R&F models in a unit must use the same Shooting Weapon. Each Shooting Weapon has a maximum Range, a Strength value, and can have one or more special rules. Special rules listed for a Shooting Weapon only apply to the Shooting Attacks made with that weapon.

Weapon	Range	Strength	Special Rules
Shortbow	18"	3	Volley fire
Bow	24"	3	Volley fire
Longbow	30"	3	Volley fire
Crossbow	30"	4	Unwieldy
Handgun	24"	4	Unwieldy, Armour Piercing (1)
Pistol	12"	4	Quick to Fire, Armour Piercing (1) Counts as Paired Weapons in Close Combat.
Brace of Pistols	12"	4	Quick to Fire, Armour Piercing (1), Multiple Shots (2) Counts as Paired Weapons in Close Combat.
Throwing Weapons	12"	Same as user	Quick to Fire, Multiple Shots (2)

Artillery Weapons

Weapons listed in this section are a special kind of Shooting Weapons. These weapons are sometimes mounted on War Machine models, but can on other occasions be mounted on Chariots, carried by Monsters or contained within Magical Items. Artillery Weapons are Shooting Weapons, and always have the Reload! special rule. Artillery Weapons have specific profiles for Range, Strength and special rules, which you will find in their description. A Shooting Attack from an Artillery Weapon is not resolved like other Shooting Attacks. Instead, use the rules below to determine the hits they cause.

Catapult (Template X")

Place a Template of the size X", with its Centre within Line of Sight, over an enemy model and within Range (units under the initial template placement are considered to be the target of the Shooting Attack). No part of the Template may be placed over friendly models or units Engaged in Combat. Then Scatter the Template D6*2" to determine the final position of the Template. If a natural '6' is rolled for the distance that the Template is moved (before the multiplication by 2), the Catapult has misfired: the shot is discarded and the Catapult must roll on the Misfire Table.

The Centre of the Template can also be placed outside Line of Sight (but must still be over an enemy model, within Range and not over friendly models or units Engaged in Combat). In this case, the Template does not stay in place if a 'Hit' is rolled. Instead, move the Template in a randomized direction, but reduce the distance the Template is moved by the shooting model's Ballistic Skill (i.e. $D6*2-BS$). If the result is 0 or less0, the Catapult has scored a direct hit.

	Line of Sight	Out of Line of Sight
Scatter	$D6*2$ "	$D6*2$ "
Hit	direct hit	$D6*2 - BS$ "

Once the final position of the Template is determined, all models under the Template are hit, using the Strength and special rules given by the Weapon's profile. Some Catapults have a higher Strength and/or additional special rules stated in square brackets (such as Strength 3[9]). This means that the square bracketed part only affects a single model directly under the Centre of the Template.

Flame Thrower

Place a 3" Template with its Centre within Line of Sight and Range. Then move the Template D6" straight away from the Flame Thrower (centre of the model to the centre of the Template). If a '6' was rolled for the distance, the Flame Thrower has misfired: the shot is discarded, and the Flame Thrower must roll on the Misfire Table with a -1 modifier. Otherwise, all models touched by the Template during this D6" movement are hit, using the Strength and special rules given by the Weapon's profile. Any unit that could potentially be hit by the Template (i.e. is under the Template's initial position and 5" forward) is considered a potential target for the attack (and thus may not be a friendly unit or be Engaged in Combat).

Bolt Thrower

Bolt Throwers follow the normal rules for shooting except that they can penetrate their target's ranks (or files), causing additional hits. Determine the maximum number of possible hits by measuring in which of the Target's arcs the Bolt Thrower is. If it is in the Front or Rear arc, the maximum number of hits is equal to the number of ranks in the target unit. If the Bolt Thrower is in either flank arc, the maximum number of hits is equal to the number of files in the target unit. If the Bolt Thrower hits its target, roll to wound and roll for saves as normal. If a model is removed as a casualty, the bolt penetrates the rank (or file) and causes another hit on the target with a -1 Strength modifier. Keep adding hits as long as a model is removed as casualty and each time add another -1 Strength modifier (to a minimum of 1). No more hits than the "maximum number of hits" can be made (i.e. initial number of ranks or files).

Strength of first hit	Strength of second hit	Strength of third hit	...	Maximum number of hits:
S	S-1	S-2	etc.	Initial number of ranks or files

Cannon (X")

Choose a target unit as normal, and choose a point within Line of Sight on the base of a model in the target unit. Roll to hit as normal. Ignore any to-hit modifiers from Hard and Soft Cover, and add +1 to hit if the model under the chosen target point has the Large Target special rule. A failed to-hit roll of a Cannon can never be rerolled. If a natural '1' is rolled to hit, the Cannon has misfired: the shot is discarded and the Cannon must roll on the Misfire Table. If a successful hit is scored, draw a Line Template from the chosen point in a direction directly away from the Cannon (from the centre of the model), a number of inches as given in the bracket (X"). This line immediately stops if it touches Impassable Terrain or Walls.

The model under the cannonball's initial landing point suffers a hit with the Strength and special rules given in the Cannon's profile, while the next models under the Line Template may suffer a hit with the same rules, except that the Strength is halved. Starting with the model that was hit first (i.e. under to the landing point of the cannonball), roll to wound and roll for saves as normal. If the model is removed as a casualty, continue rolling to wound against the next model, and so on. If a model survives the hit, the cannonball stops and no more models are hit.

Strength of first hit	Strength of second hit	Strength of third hit	...	To-hit conditions:
S	S/2	S/2	S/2	Line Template and Line of Sight

Volley Gun

Volley Guns follow the normal rules for shooting with the following exceptions: all Volley Guns have the Multiple Shots special rule, from which they never suffer to-hit penalties. If the number of shots is a predetermined number (such as Multiple Shots (6)), the Volley Gun cannot misfire. However, if the number of shots is randomized (such as Multiple Shots (2D6)), the Volley Gun can misfire. If one natural '6' (after rerolls) is rolled when rolling for the number of shots, the Volley Gun has a -1 to hit modifier for this attack. If you roll two or more unmodified '6' (after rerolls) when rolling for the number of shots, the Volley Gun misfired: all shots are discarded and the Volley Gun must roll on the Misfire Table.

The Misfire Table

When an Artillery Weapon misfires, roll a D6 and consult the table below:

Dice result	Misfire Effect
0 (or less)	Explosion! All models within D6" of the misfiring model suffer a Strength 5 hit. The shooting model is then destroyed. Remove it as a casualty.
1-2	Breakdown The firing mechanism of the weapon is damaged. The model cannot shoot anymore with the weapon for the rest of the game.
3-4	Jammed The Artillery Weapon may not be fired in the controlling player's next Player Turn.
5+	Malfunction The shooting model suffers a Wound with no Saves of any kind allowed.

Armour Types

The Armour Save of a model part is determined by its armour and possibly also by special rules and spells. Combine all the armour pieces a model has to form a combined Armour Save. Each piece of mundane armour adds +1 (or more) to the Saving Throw, up to a maximum total of +6. If the Armour Saving Throw, including modifiers, equals 7 or more, the Saving Throw is successful. An unmodified roll of '1' is always a failure.

There are 5 different types of Armour.

Suits of Armour

A model part can only wear a single Suit of Armour.

- Light Armour: +1
- Heavy Armour: +2
- Plate Armour: +3

Shields

A model part can only carry one Shield. In Close Combat, a Shield cannot be used alongside a weapon with the Requires Two Hands special rule.

- Shield: +1

Mounts

- Mount's Protection (6+): +1
- Mount's Protection (5+): +2

No matter how many mounts a model has, it still only gains the largest bonus once.

- Barding: +1. Barding gives the mount -1 Movement.

Innate Defence

A model part can only use one instance of Innate Defence (use the best available).

- Innate Defence (6+): +1
 - Innate Defence (5+): +2
 - Innate Defence (4+): +3
- and so on.

Other

Special equipment and Magical Items (such as Helms), special rules, certain spells, and other rules can further alter a model's Armour Save (up to a maximum total of +6).

For example, if a model has a Light Armour (+1), Shield (+1), Helm (+1) and is mounted on a steed with Mount's Protection (6+) (+1) and with Barding (+1), it has a total of +5 to its Armour Saving Throws, meaning a score of 2+ will equal 7 or more (and thus being a successful Saving Throw). Normally such an Armour Save would be referred to as a 2+ Armour Save. Note that with a total of +6 to Armour Save, no model can ever have a better save than 1+ (and even with this, an unmodified score of '1' will always be a failed Armour Saving Throw).

Characters

Unless specifically noted otherwise, any model bought as part of the Heroes or Lords section of an Army Book is a Character.

Lone Characters

All Characters can operate as a unit consisting of just a single model. In this case, follow the normal rules for units.

Characters Joined to Units

Characters can operate as part of other units, by joining them. This can be done either by deploying the Character in the unit or by moving into contact with the unit during the Remaining Moves sub-phase. Units that are Engaged in Combat or fleeing cannot be joined.

Characters can join other Characters to form a unit consisting only of Characters.

When a Character joins a unit, it is immediately moved to a legal position (see [Front Rank](#) rule), possibly moving other models backwards. A Character can freely choose any legal position it could have reached with its move, moving through the unit it joins, possibly replacing other models with the Front Rank rule. Move the displaced Front Rank model as little as possible in order to keep all models in legal positions.

If the Character does not have a sufficient move to reach its desired position, it may only join the unit if the unit has the same Troop Type or the Character is a War Plattform, and the unit has at least one Full Rank. If so, the Character moves the shortest distance possible, from its starting position, in order to reach a legal position, and can only displace models without the Front Rank rule.

When a Character joins a unit with just a single rank, the owner can choose to either displace a model to the second rank, or to expand the unit's width and place the displaced model at either side of the front rank.

If a unit is joined by a Character, the unit cannot move any further in the same Remaining Moves sub-phase. For determining which model counts as moving or Marching (for purposes of shooting etc.), the Character and the unit are treated individually during the Player Turn in which the Character joined the unit. For example, if the unit did not move and the Character Marched into the unit to join in, the Character counts as having marched, the rest of the unit counts as not having moved at all.

Once joined to a unit, the Character is considered as part of the unit for all rules purposes.

Combined Unit wiped out

If a combined unit has all its R&F models killed, leaving one or more Characters behind, the remaining Characters keep forming a unit, which is still considered to be the same unit for ongoing effects (such as "Lasts one Turn" spells) and Panic (no unit is considered destroyed, and the Characters might have to test for Heavy Casualties).

Leaving a combined unit

A Character can leave a combined unit in the Remaining Moves sub-phase if it is able to move (i.e. if it isn't Engaged in Combat, hasn't already moved, isn't fleeing, etc.).

Roll a combined March Test for the whole unit before moving any model, if necessary. Characters leaving a unit do not affect if the unit counts as moving or not (for purposes of shooting etc.). *If you need to take a March Test, first, declare for which models in the unit the test is for. It can either be for one Character, several Characters, or the entire unit (all Characters and R&F models). If the test was taken for Characters only, and all Characters that took the test then leave the unit, the remaining models in the unit are free to not perform a March Move, and have to take a new March Test if they wish to March. If some character which took the test elects to remain in the unit, the entire unit must March, and needs to perform a March Test if they haven't already.* When leaving its unit, a Character can move through this unit, and can thus exit the unit from any point, and may make a Flying Movement if it has the Fly special rule. The Character counts as a part of the unit until it has physically left it, which means that the Character will be subject to movement alterations during the move to leave the unit. If the Character does not have enough movement to be placed at least 1" away from the unit, it cannot leave the unit. A Character cannot leave a unit, and then in the same phase join the same unit again.

Charging out of a unit

A Character can also leave a combined unit by charging out of it. To do this, declare a Charge with a Character in the combined unit (during the Declare Charges sub-phase as normal). If this is done, the unit itself (including other Characters in the unit) cannot Declare Charges in the same Player Turn. *Stand and Shoot Charge Reactions declared against a Character charging out of a unit are all distributed onto the Character.* When charging out of a unit, the Character uses its own movement (and may even make a Flying Movement if it has the Fly special rule), and is affected by movement alterations affecting the unit during the Charge Move. If the Charge is successful, move the Character out of the unit and Charge as normal. During this Charge Move, the Character ignores models from the combined unit for movement purposes. If the Charge is not successful, the Character makes a Failed Charge Move out of the unit. If the Failed Charge Move is too short to place the Character outside 1" of the combined unit, the Character remains in the unit and the combined unit is treated as if it had failed a Charge.

Distributing hits at combined units

When an Attack hits a combined unit, there are two possibilities for distributing hits:

Characters are of the same Troop Type

-and-

There are 5 or more R&F models in the unit

All hits are distributed onto R&F models, Characters cannot suffer any hits.

When a Template hits a Character in a unit, [the hit is transferred to a R&F model.](#)

Characters are of a different Troop Type

-or-

There are 4 or less R&F models in the unit

[The player making the attack distributes hits onto R&F models and Characters.](#) Hits must be distributed as equally as possible, meaning that no model can take a second hit until all models have taken a single hit, and so on.

When a Template hits a Character in a unit, the Character suffers the hit as normal.

If a unit of 5 or more R&F models contains several Characters of both the same and different Troop Type, Characters with the same Troop Type as the R&F models are ignored for the hit distributions.

Front Rank

All Characters and Command Group models have the Front Rank rule. Models with this rule must always be placed as far forward as possible in their unit. Normally this means that they must be placed in the first rank, but if the first rank is full of other models with the Front Rank rule, they are placed in the second rank instead. If this rank is also full of models with the Front Rank rule, they are placed in the 3rd rank, and so on.

When moving a unit that includes models with the Front Rank rule, these models can be reorganized into a new position (still as far forward as possible) as part of the move. This can be done as a part of an Advance move, March, ~~Wheel~~ or Reform move, and counts towards the Movement allowance of the unit (measure from a Character's starting position to its ending position to determine how far it has moved).

If a model with the Front Rank rule leaves a unit or is removed as a casualty, the gap it leaves must be filled with models from other ranks, possibly moving up models with the Front Rank rule, if this means they are moved to positions further forward. If more than one model with the Front Rank rule could move forward, the owner of the models decides which model is moved forward. If all models with the Front Rank rule already are as far forward as possible, fill any empty gaps with R&F models from the back ranks.

Sometimes Front Rank models must be redistributed in order for all such models to be as far forward as possible. When this happens, move as few models as possible in order to always have all models with the Front Rank rule as far forward as possible.

Matching Bases

If a model with Front Rank has the same base size as the R&F models in its unit, or if it does not have the same base size as the unit it is in, but its base is the same size as two or more (whole number) of the R&F models' bases (such as a 40x40mm base in a 20x20mm unit), this is called a Matching base. In this case, the Character is placed in the unit as normal, displacing the necessary amount of models. The front of the base should be as far forward as possible (as per Front Rank rule). The model is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (such as for Full Ranks or Horde Formation), the large base counts as the number of models it replaces. A model cannot join a unit if its base is wider than the unit it wishes to join and the unit has more than one rank, nor can a unit reform into a formation that is narrower than a Character joined to the unit.

If a model with a Matching Base has a longer base than the bases of R&F models in the unit, the unit is allowed to have more than one Incomplete Rank, if all incomplete ranks after the first consists only of models with such bases (i.e. the back part of long bases are allowed to form several incomplete ranks).

Mismatching Bases

If, however, a model with the Front Rank rule does not have a Matching base (such as a 50x50mm base inside a 20x20mm unit), the base is Mismatching, and the Character is placed in base contact to the side of the unit, aligned with its front. Only two Mismatching bases can be joined to a single unit (one at each side). These models are considered to be in the front rank of the unit, but are ignored when counting the number of models in each rank (such as for Full Ranks or Horde Formation), **but are not ignored when counting number of models in each file (they will form a file of one model).**

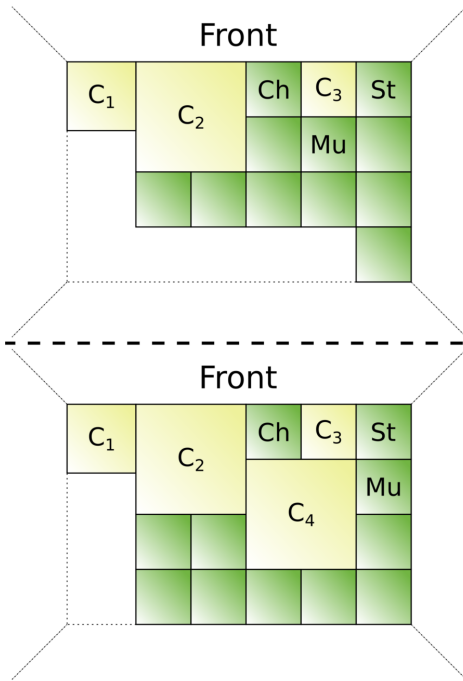


Figure 14

Character C₁ is Mismatching and is placed next to the unit. Characters C₂ and C₃ are matching and are placed inside the unit, as far forward as possible. This unit is considered to have 3 Full Ranks (C₁ does not count, but C₂ counts as 2 models wide).

When Character C₄ joins the unit, the Musician must be moved to the side in order to have all Front Rank models as far forward as possible.

Make Way

At step 3 of the Round of Combat Sequence, any Character placed in the front rank, and not in base contact with an enemy model, may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front. To do a Make Way move, the Character switches position with another model (or models) in its unit, these models cannot be Characters. Characters with Mismatching bases can never perform a Make Way move.

The General

Choosing the General

In every army one model must play the role of the General. This model must be the Character with the highest Leadership in your army, excluding the Battle Standard Bearer and Characters with the special rule "Not A Leader". If two (or more) eligible Characters are tied for highest Leadership, you are free to choose which Character is your General. [This must be noted in the Army List](#). The General has the rule Inspiring Presence.

Inspiring Presence

A non-fleeing model with this rule gives its Leadership to all friendly units within 12". Units under the effect of Inspiring Presence [may](#) use the Leadership of the General instead of their own Leadership, if they wish to do so. This ability follows all the normal rules for using a Borrowed Characteristic, meaning that effects modifying the Leadership of the General are applied before borrowing the General's Leadership. This borrowed Leadership may then be further modified.

The Battle Standard Bearer

Choosing the Battle Standard Bearer

Some Characters can be upgraded to be the Battle Standard Bearer (BSB). This option will be noted under their unit entry in their respective Army Book. An army may only include a single Battle Standard Bearer (One per Army). The Battle Standard Bearer has the rule Hold Your Ground.

Hold Your Ground

A non-fleeing model with this rule gives "reroll failed Leadership Tests" to all friendly units within 12". These units receive "reroll failed Leadership Tests" from the model with Hold Your Ground, and they [may](#) use this ability to reroll any failed Leadership Tests.

Magical Standard

If a Battle Standard Bearer has the option to buy Magical Items, it is allowed to purchase a Magical Standard. [This Magical Standard may either be taken as part of the model's Magical Items point limit, or it can be taken without any cost limitations \(i.e. it could exceed the usual 50 points allowance for a Hero choice\), but in this case the model cannot take any other Magical Items.](#)

Their Flag is Down

When a Battle Standard Bearer is removed as a casualty while Engaged in Combat, the Battle Standard is considered captured by the opponent. [When a Battle Standard Bearer Breaks from Combat, the Battle Standard is lost \(along with the Hold your Ground rule and any Magical Standard\) and the model bearing it loses all the effects of the Battle Standard, which is considered captured by the opponent.](#)

Challenges

Issuing a Challenge

Characters and Champions Engaged in a Combat may issue a Challenge. At step 4 of the Round of Combat Sequence, the Active Player may nominate one of their Characters or Champions and issue a Challenge. If no Challenge was issued, the Reactive Player may nominate one of their Characters or Champions and issue a Challenge.

Accepting or Refusing a Challenge

If a Challenge was issued, the opposing player may now choose one of their own Engaged Characters or Champions in the same combat to Accept the Challenge and fight the Character or Champions that issued the Challenge. The model that Accepts the challenge must be in a unit that is in base contact with the model that issued the challenge, or its unit.

If a Challenge isn't accepted this challenge is said to be refused. The player issuing the Challenge now nominates one of their opponent's Characters, which could have accepted the Challenge, if there is any (note that Champions cannot be nominated). **This model's Leadership is reduced to 0 and it (and its unit) cannot use the Character's Stubborn special rule (if it has it) until the end of the Player Turn in which the combat ends (or until the Character accepts or issues a Challenge). Also, it cannot make any Close Combat Attacks during this Combat Round, and if it is a Battle Standard Bearer, it loses the Hold Your Ground rule and doesn't add +1 to its side's Combat Score during this Combat Round.**

Fighting a Challenge

If the Challenge was accepted, the Character or Champion issuing the Challenge and the Character or Champion that answered the Challenge **count as being in base contact with each other (even if their bases are not physically touching each other)** and must allocate all their attacks towards each other, including special attacks made towards units (such as Stomp, Breath Weapons, Impact Hits, Grinding Attacks) which are always allocated to the opposing Character or Champion (in the case of Stomp attacks, the opposing Character must be of a stompable Troop Type, otherwise the Stomp attacks are lost). No other model can allocate attacks at either of these models and attacks/hits from **Close Combat Attacks** can never be distributed onto a Character or a Champion in a Challenge. **If one of the models are killed in the Close Combat Phase, before the other model had a chance to make all its Attacks (common with Character with more than one Initiative value, such as a rider and its mount or a model with Stomp), any of the attacks not yet carried out can and must be directed at the killed model, as if it was still alive and in base contact, in order to get an Overkill bonus.**

If one of the models are killed or Breaks from Combat or if the Combat ends for any reason, the Challenge is considered to be over at the end of the Phase. If neither model is killed before the next Round of Combat, the Challenge continues. No other Challenges can be issued in the same combat until one of the models is killed.

Overkill

During a Challenge, any excess Wounds caused count towards the Combat Score, up to a maximum of +3.

Command Group

Certain units feature the option of upgrading regular models to Champion, Musician or Standard Bearer. These models are known as the Command Group and have the rule [Front Rank](#). If a Musician or Standard Bearer is to be removed as a casualty, replace another R&F model with the Musician or Standard Bearer - it is assumed that another soldier picked up their tool and responsibility. **Champions however are not easily replaced and can be specifically targeted in some situations (for example by allocating attacks in close combat, attacks that target individual models such as focused spells or attacks that target all models in a unit).** If enough Wounds are suffered by R&F models in order to wipe out the entire unit, any remaining Wounds suffered are allocated at the Champion even if it is fighting in a Challenge.

Musician

Swift Reform

A unit with a Musician can make a Swift Reform by taking a Leadership Test. If the test is failed, the unit makes a normal Reform. If the test is passed, the unit makes a Reform with the following exceptions:

- The unit is not prohibited from shooting in the coming Shooting Phase.
- The unit can perform an Advance Move after the Reform.

Onwards

In a situation where the combat results in a tie, the side with a Musician wins. If both sides have Musicians, neither side wins. If a Break Test is caused by one side winning through their Musician, **no Leadership modifier for losing the combat is applied to the loser's Break Test and Combat Reform Test (Unstable units are unaffected).**

Regroup

A fleeing unit with a Musician has +1 Leadership when taking its Rally Test.

Standard Bearer

Combat Bonus

A side with one or more Standard Bearers adds +1 to its Combat Score.

Captured Standard

When a Standard Bearer is removed as a casualty while Engaged in Combat, the Standard is considered to be captured by the opponent. When a Standard Bearer Breaks from combat, **replace the model with a normal non-Command Group R&F model**. The Standard is captured by the opponent and is lost for gaming purposes (along with the Combat Bonus rule and any Magical Standard).

Veteran Standard Bearer

Some Standard Bearers in Core troops may be upgraded to be the Veteran Standard Bearer. The Veteran Standard Bearer may take a Magical Standard worth up to 25 points. The Veteran Standard Bearer is One of a Kind, so only a single model in the army (or two in the case of a Grand Army) may be upgraded.

Champion

First Among Equals

All Champions have **+1 Weapon Skill, +1 Ballistic Skill and +1 Attack** to their Characteristics Profile. If this is a model with more than one profile, the Characteristics increase only affects a single rider or crew member.

Ordering the Charge

When a unit with a Champion rolls for their Charge Range, they always count as rolling at least a '4'. If the Charge is still failed, ignore this rule and use the rolled dice to determine the Failed Charge Move.

Terrain

Terrain Types

Dangerous Terrain (X)

When a model Marches, Charges ([excluding Failed Charges](#)), Flees, Pursues or Overruns through, into, or out of a Piece of Terrain which counts as Dangerous Terrain, it must take a Dangerous Terrain test. To do this, roll one D6. [Models with the Monstrous Troop Type](#) roll two D6 instead, while [Chariots, Monsters and Ridden Monsters](#) roll four D6. For each '1' rolled, the model takes a Wound with Armour Piercing (6).

[Sometimes the rule is written as Dangerous Terrain \(X\). In this case, the model takes a wound for each dice equal to or less than X.](#)

Dangerous Terrain Tests are taken as soon as the model touches the relevant Terrain. In most cases it does not matter exactly when a model dies, and it is therefore more convenient to take all Dangerous Terrain Tests of a unit at once. Wounds suffered from Dangerous Terrain Tests are allocated towards the model's wound pool as normal. A model never takes more than one Dangerous Terrain test for the same Terrain Feature during a single move, but it might have to take several Dangerous Terrain tests caused by different pieces of Terrain or abilities.

Obscuring Terrain

Line of Sight cannot be drawn through Obscuring Terrain. Some Obscuring Terrain allows models to move in or on them (such as Hills), Line of Sight can be drawn into or out of (but never through) such Terrain Features.

Soft Terrain

Units in, on or obscured by Soft Terrain benefit from Soft Cover if half or more of the unit's Footprint is obscured from a shooter's Line of Sight. [Models always ignore the Terrain Piece they are currently inside.](#)

Hard Terrain

Units in, on or obscured by Hard Terrain benefit from Hard Cover if half or more of the unit's Footprint is obscured from a shooter's Line of Sight. [Models always ignore the Terrain Piece they are currently inside.](#)

Terrain Features

A Terrain Feature is a topographical area on the Battlefield that is a mixture of Dangerous, Obscuring, Soft or Hard Terrain and may possess its own special rules.

Open Terrain

Open Terrain doesn't normally have any effect upon Line of Sight, Cover modifiers or Movement. All parts of the board that are not covered by any other kind of Terrain are considered to be Open Terrain.

Impassable Terrain

Line of Sight Impassable Terrain is Obscuring Terrain.

Cover Impassable Terrain is Hard Terrain.

Movement Models cannot move into or through Impassable Terrain. If a Charge Move has brought a model within 1" of Impassable Terrain, the model (and its unit) is allowed to stay within 1" until moving outside this 1" distance.

Fields

Cover Fields are Soft Terrain for any unit with half or more of its Footprint inside, except for Large Targets.

Movement Fields are Dangerous Terrain (1) to Cavalry, Monstrous Cavalry and Chariots.

Easy to Blaze Units with half or more of their Footprint inside a Field count as Flammable. Models with Flaming Attacks (either on the model or on a weapon) treat Fields as Dangerous Terrain (1).

Hills

Line of Sight Hills are Obscuring Terrain.

Cover A unit partially on a Hill counts the Hill as Soft Terrain.
A unit completely off a Hill counts the Hill as Hard Terrain.

Elevated position Models with more than half of their base on a Hill are considered to be of Large Height for Line of Sight and Cover purposes.

Charging downhill A unit initiating a Charge Move with half or more of its Footprint on a Hill and ending the Charge Move with half or more of its Footprint no longer on the Hill receives +1 to its Combat Score in its next Round of Combat.

Forests

- Cover** Forests are Soft Terrain.
- Movement** Forests are Dangerous Terrain (1) for Cavalry, Monstrous Cavalry, Chariots and units making a Flying Movement.
- Broken Ranks** Units with the majority of their Footprint in a Forest can never be Steadfast.
- Stubborn** Skirmishers and lone Infantry Characters with the majority of their Footprint in a Forest are Stubborn.

Ruins

- Cover** Ruins are Hard Terrain for any unit with half or more of its Footprint inside, except for Large Targets.
- Movement** Ruins are Dangerous Terrain (1) for any unit except Skirmishers. Cavalry, Monstrous Cavalry and Chariots treat Ruins as Dangerous Terrain (2).

Water

- Movement** Units may not March into, through, or out of Water Terrain. Water Terrain is Dangerous Terrain (1) for Cavalry, Monstrous Cavalry and Chariots.
- Disordered for combat** [A rank of models that is at least partially inside a Water feature can never count as a Full Rank. If the majority of a unit is inside a Water feature, the unit counts as having 0 Full Ranks. Disordered for combat does not affect a unit with the Strider or Strider \(Water\) special rule.](#)

Walls

- Cover** A Wall is Hard Cover for any model shooting at a non-Large Target model (or unit) with half or more of the front of its base (or front rank) Defending the Wall (see below). If the shooter is in the flank or rear, use the corresponding file or the last rank as the front rank instead.
- Movement** Ignore Walls for movement and positioning purpose. A Wall is Dangerous Terrain (1) for Cavalry, Monstrous Cavalry and Chariots.
- Defending a Wall** [In order to defend a Wall, a model must be aligned and in base contact with it.](#)
- Combat** Models Defending a Wall get the Distracting special rule when attacked by units charging them in the same facing that the Wall is, but only for the first Round of Combat of the charging unit.

Buildings

Line of Sight Buildings are Obscuring Terrain.

Cover Buildings are Hard Terrain.

Entering a Building Units comprised entirely of Infantry, Monstrous Infantry, War Beasts, Monstrous Beasts and/or Swarms may enter an **empty** Building **by getting into base contact in the Remaining Moves sub-phase. The entire unit enters the Building and no model in the unit may move more than three times its Movement Characteristic while doing so (measure the distance from the models' starting position to the closest point of the Building).** Units of the above mentioned Troop Types can also be deployed inside an empty Building. While inside the Building, the centre of the unit is considered to be the centre of the Building, and Range to and from models in the unit is measured to the edge of the Building. (For deploying units other than Scouting units inside Buildings, the Building must be completely within your Deployment Zone). A unit inside a Building is always considered to have 1 rank (not Full Rank) and 1 file, and is said to be Garrisoning the Building.

Flammable **Models inside a Building gain the Flammable special rule.**

Leaving a Building A unit in a Building may abandon it in the Remaining Moves sub-phase, but cannot do so in the same Player Turn as in which it entered that Building. When it leaves, the unit is deployed in any formation with its back rank touching the Building and all models within twice their Movement Characteristic from the Building. The unit may not move anymore in this phase. Units in a Building cannot Declare Charges. A Building can also be left when fleeing (through failed Panic Tests or Breaking from combat). When this happens, first check the direction of flight and measure where the centre point of the unit would end up. Then place the unit with its centre at this point, with its front facing in the direction of flight and in any legal formation in which the unit follows the Unit Spacing rule. If this is not possible, deploy the unit in any legal formation, still with its front facing in the direction of flight, and move the unit along the flee direction until it can be placed.

Shooting from a Building Units shooting from a Building count as being of Large Height. **No more than 15 models (or 5 in the case of Monstrous models) may shoot from a Building.**

Ranged Attacks against units inside Buildings Buildings are Hard Terrain for any unit inside the Building. If a Template touches a Building, it is assumed to touch D6 models of the unit inside the Building. (In case the Template has special rules for its centre, apply the rules for the centre for all models, but only if the centre touches the Building).

Other movement Any unit that is not entering, leaving, or assaulting a Building treats Buildings exactly like Impassable Terrain.

Assaulting a Building Declaring and resolving Charges against a unit in a Building is done following the normal rules with the following exceptions: The charged unit cannot Flee as a Charge Reaction. Move the charging unit into base contact with the building, Aligning and Maximizing Contact as normal (the Building should have a rectangular base), except that the Building cannot be moved when aligning units.

Close Combat with a Building 10 models (or as may as possible if it is not possible to elect 10 models) that are not in base contact with any other enemies must be elected to fight from each side and are then called Assaulting and Defending models, respectively. Chariots, Monstrous Cavalry, Monstrous Infantry and Monstrous Beasts count as 3 models each for this purpose, while Monsters and Ridden Monsters count as 6 models each. These models are selected at the start of each Round of Combat, first by the Assaulting player and then by the Defending player. Mounts (of any kind) may not fight if chosen as Assaulting or Defending models. Assaulting or Defending models cannot benefit from Impact Hits, Lances or Light Lances.

Mount's Protection or Barding Armour Saves.

Each model can allocate its attacks to any enemy models that are Assaulting or Defending models (to whom it will also count as being in base contact with). Barding and Mount's Protection cannot be used against attacks from Assaulting or Defending models. Killed Assaulting or Defending R&F models can be replaced by other R&F models. However, non-R&F models cannot be replaced. For example if a Character is part of the party and is killed before striking, it cannot be replaced and only 9 models from its side will get to attack.

Only Assaulting and Defending models can issue and accept Challenges.

After the combat ends, calculate the Combat Score as usual, except that the unit in the Building counts as having no ranks for Combat Score or Steadfast purposes, and Standards (both ordinary Standards and Battle Standards) only count if the models carrying them were part of the chosen fighting party for that Round of Combat. After the combat is resolved, several different situations may arise:

- If the combat was a draw, or the Assaulting unit(s) won, but the Garrisoning unit didn't Break, each Assaulting unit can choose to perform a Post Combat Pivot (ignoring the Building), and then be nudged back 1" from the Building, or keep Assaulting the Building, in which case both units will count as Engaged and the Assault will go on in the next Close Combat Phase. If an Assaulting unit is Engaged to other enemy units, it must choose to keep Assaulting the Building.
- If an Assaulting unit won, and all its enemies broke from combat or were annihilated, an Assaulting unit can choose to enter the Building (if able to) or to perform a Post Combat Pivot (ignoring the Building) and then be nudged back 1". In the case of a Multiple Combat, it may also pursue an enemy unit that broke and was **not** Garrisoning the Building.
- If the Garrisoning unit won, the Assaulting unit(s) must pass a Break Test as usual or Flee from the combat. The Garrisoning unit may not pursue. If the Break Test is passed, Assaulting units (and any unit Engaged in Combat with it and not Garrisoning the building) are nudged back 1" from the Building and the units are no longer Engaged.

Scoring and Victory Conditions

Scoring Victory Points

At the end of each game, add up your Victory Points (VP) according to the rules below:

- Dead or Fled** For each enemy unit that has been killed or has fled the Battlefield, you gain a number of **VP equal to its point value**.
- Scared** For each enemy unit that is fleeing on the Battlefield at the end of the game, you gain a number of **VP equal to half its point value (rounding up)**.
- Decimated** For each enemy unit that is at or below 25% of its starting number of Wounds at the end of the game, you gain a number of **VP equal to half its point value (rounding up)**. Characters are counted separately from the units they have joined.
Note that if an enemy unit is both Scared and Decimated, you gain a number of VP equal to the unit's total point value.
- Their King is Dead** If the enemy General was killed or has fled the Battlefield, you gain **100 VP**.
- Their Flag is Down** If the enemy Battle Standard Bearer was killed in combat or broke from combat, you gain **100 VP**.
- Seized Standards** For each enemy unit's Standard Bearer model killed in combat or broken from combat, you gain **50 VP**.
-

Scoring Secondary Objectives

Each Secondary Objective selected at the start of the game can grant extra Battle Points.

- Hold the Ground** The player with the most Scoring Units within 6" of the centre point of the Board at the end of the game wins this Secondary Objective.
- Breakthrough** The player with the most Scoring Units within its opponent's Deployment Zone at the end of the game wins this Secondary Objective.
- Capture the Flags** The player that has the highest number of its chosen Standard Bearers still alive at the end of the game wins this Secondary Objective. Captured Standards are not considered Alive for this purpose.
- Secure Target** At the end of the game, the player controlling the most markers wins this Secondary Objective. A marker is controlled by the player with the most Scoring Units within 6" of the marker. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its centre (randomize if both markers are equally close).
-

Scoring Units

Scoring Units are used for capturing Secondary Objectives. All units with a Standard Bearer (excluding the Battle Standard Bearer) are Scoring Units, unless:

- One or more models in the unit are Light Troops.
- The unit is Fleeing.
- The unit Ambushed and entered the Battlefield on Game Turn 4 or later.
- The unit has performed a Post-Combat Reform in this phase.

Who is the Winner?

Once all the Victory Points are added together, a total of 20 Battle Points are divided between the players, with more or less points to the winner depending on the Victory Points difference. Calculate the Victory Points Difference and use the chart below to convert the Victory Points into Battle Points.

If there is a winner of the Secondary Objective, that player gains 3 additional Battle Points while the loser of the Secondary Objective loses 3 Battle Points. If using more than one Secondary Objective, the player that wins the most Secondary Objectives gains 3 additional Battle Points while the other player loses 3 Battle Points.

Victory Points Table

Victory Points Difference		Battle Points	
Percentage of Total Army Cost	(if playing 2500 points)	Winner	Loser
0 - 5%	0-125 VP	10	10
>5 - 10%	126-250 VP	11	9
>10 - 20%	251-500 VP	12	8
>20 - 30%	501-750 VP	13	7
>30 - 40%	751-1000 VP	14	6
>40 - 50%	1001-1250 VP	15	5
>50 - 70%	1251-1750 VP	16	4
>70	≥1751	17	3
Winning Secondary Objective		+3	-3

Optional Simplified Rules for Determining the Winner

Winning the most Secondary Objectives awards the winner a number of Victory Points equal to 20% of the size of the game. Once all the Victory Points are added together, compare the two results.

- If the difference in Victory Points is less than 10% of the game's point size, the game is a **Draw**.
- If the difference is at least 10% and up to 50%, it is a **Win** for the player who scored higher.
- If the difference is more than 50% of the game size, the game is a **Massacre**.

Special Rules

Special rules are effects and abilities that can apply to whole models, model parts, weapons and spells. The details of applying and interactions of special rules are given after the list.

Ambush	Flammable	Metalshifting	Stubborn
Armour Piercing (X)	Fly (X)	Move or Fire	Stupidity
Bodyguard (X)	Frenzy	Multiple Shots (X)	Swiftstride
Breath Weapon (X)	Grinding Attacks (X)	Multiple Wounds (X, Y)	Sweeping Attack
Cannot March	Hard Target	Not a Leader	Terror
Channel	Hatred	Otherworldly	Thunderous Charge
Crush Attack	Hellfire	Pathmaster	Toxic Attacks
Daemonic Instability	Hidden	Poisoned Attacks	Unbreakable
Devastating Charge	Immune to Psychology	Quick to Fire	Undead
Distracting	Impact Hits (X)	Random Attacks (X)	Unstable
Divine Attacks	Insignificant	Random Movement (X)	Unwieldy
Engineer	Large Target	Regeneration (X)	Vanguard
Ethereal	Lethal Strike	Reload!	Volley Fire
Fast Cavalry	Light Troops	Requires Two Hands	War Platform
Fear	Lightning Attack	Scout	Ward Save (X)
Fight in Extra Rank	Lightning Reflexes	Skirmishers	Weapon Master
Fireborn	Magic Resistance (X)	Stomp (X)	Wizard Conclave (Spells)
Flaming Attacks	Magical Attacks	Strider	

Special Attacks

Special Attacks (like Stomp or Breath Weapon) are typically not made with the model's weapon. Special Attacks do not benefit from special rules that modify normal Close Combat Attacks or normal Shooting Attacks (including special rules that modify Characteristics). However, Special Attacks may benefit from other sources of rules (as long as they are not special rules) or characteristics increases, such as spells or Magic Items. For example, a Great Weapon or Thunderous Charge does not increase the Strength of Stomp attacks, but a Potion of Strength or the spell "The Beast Within" (which increases the Strength) does.

Breath Weapon (X)	Grinding Attacks (X)	Stomp (X)	Sweeping Attack
Crush Attack	Impact Hits (X)		

List of Special Rules

Ambush

Before Deployment, after choosing Deployment Zones, an army that includes units with the Ambush special rule must state which of your units with this special rule will use it (starting with the player that picked the Deployment Zone).

Deploy your army as usual, but without deploying any of the Ambushing units. Starting from Game Turn 2, roll a dice for each Ambushing unit at the start of each of your Remaining Moves sub-phases. After you have rolled for all Ambushing units, each unit that rolled 3+, now enters the Battlefield from any table edge. Place the arriving unit with all of its back rank touching the Board Edge. Ambushing models are free to move in the Remaining Moves sub-phase, except that they may not March Move, and they must end this Movement Phase no more than twice their Movement value from the Board Edge. **If an Ambushing unit has not entered the board (due to failing all its 3+ rolls) before the game ends, the unit counts as destroyed.** An Ambushing Character may choose to be deployed within an Ambushing unit that it would normally be allowed to join (declare this when declaring which units are Ambushing). In that case the player rolls once for the combined unit. Until arriving on the Battlefield, Ambushing units cannot do any actions at all, and all items, rules, abilities etc. do not work while not on the Battlefield.

Armour Piercing (X)

Attacks made with this special rule and Close Combat Attacks made by parts of models with this special rule impose a -X penalty on the enemy's Armour Saves taken against them (in addition to the normal modifier from the Strength of the attack). If an attack has more than one instance of the Armour Piercing special rule, use the highest value available for the attack.

If the value within brackets is preceded by a '+' sign, add the value to the already existing Armour Piercing value instead (if the model already had Armour Piercing). If not, use the value directly.

Bodyguard (X)

When a Character is joined to a unit in which at least one model has the Bodyguard special rule, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Breath Weapon (X) - Special Attack

Model parts with this special rule can use it only once during the game. If a model has more than one Breath Weapon, it can only use one Breath Weapon in a single phase. It can be used either as a Special Shooting Attack or as a Special Close Combat Attack.

- As a Special Shooting Attack (normally in the Shooting Phase): Choose a target using the normal rules for Shooting Attacks. **The attack has a Range of 6".** This attack can be used even if the model Marched previously in this turn, **as well as for a Stand and Shoot Charge Reaction.**
- As a Special Close Combat Attack (normally in the Close Combat Phase): The attack is made at the model part's Initiative. Declare that you are using the Breath Weapon when allocating attacks, and choose a unit in base contact to attack with it.

No matter if it is used as a Shooting or Close Combat Attack, a Breath Weapon causes 2D6 automatic hits on its target. The Strength and the special rules (if any) of these hits are given within brackets, such as "Breath Weapon (Strength 4, Flaming Attacks)".

Cannot March

Units with one or more models with this special rule cannot perform a March Move.

Channel

Each model part with this special rule adds +1 to its side's Channel rolls. All Wizards have this special rule.

Crush Attack - Special Attack

A model part with this rule can exchange all of its normal Close Combat Attacks for a single Special Attack, which cannot be made as a Supporting Attack, is resolved at Initiative 0, has Strength 10 and Multiple Wounds (Ordnance). Crush Attacks never benefit from any equipment or special rule the model may have (since it is a Special Attack). Even though this is a Special Attack, the attack is Allocated as if it was a normal Close Combat Attack. The model can still make other Special Attacks such as Stomp or Impact Hits.

Daemonic Instability

When a unit with this Special Rule fails a Break Test, it does not flee from combat. Instead, it suffers a number of Wounds equal to the amount by which the test was failed (Simplified formula: **2D6+CS-Ld**), ignoring the usual minimum 0 for its Leadership Characteristic. These Wounds are distributed following the rules for Unstable, with no saves of any kind allowed. Only characters with Daemonic Instability can join units with Daemonic Instability, and Characters with Daemonic Instability cannot join units without Daemonic Instability. If a model has both Daemonic Instability and Unstable, disregard the latter.

Devastating Charge

In the first round of a combat after a model with this rule has successfully charged into combat, model parts with this special rule have +1 Attack.

Distracting

Close Combat Attacks allocated at a model with this special rule suffer a -1 penalty when rolling to hit. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Divine Attacks

Successful Ward Saves taken against attacks with this special rule, or against Close Combat Attacks made by model parts with this special rule must be rerolled.

Engineer

A model with this special rule allows a War Machine within 3" to use the Engineer's Ballistic Skill instead of its own and to reroll any rolls on the Misfire Table. (If there are several War Machines within 3" of the Engineer, declare which one will receive the Engineer's benefits this Player Turn before firing it). If the War Machine has an Artillery Weapon type listed below, there is an additional benefit. The War Machine may reroll:

- for Catapults: The Scatter Dice.
- for Flame Throwers: The D6 roll for the distance the Template moves, unless it is a '6'.

This rule cannot be used by a model that is Engaged in Combat.

Ethereal

Models with this special rule have Magical Attacks and a Ward Save (5+), which is increased to Ward Save (3+) against all attacks that are **not** Magical Attacks. Characters without the Ethereal special rule cannot join units that include R&F models with the Ethereal special rule. Models with this special rule treat all Terrain as Open Terrain for movement purposes but cannot end their movement inside (or within 1" of) Impassable Terrain. If a multipart model has this rule, mounts will only ever benefit from Magical Attacks and treat all Terrain as Open Terrain (for the Ward Save and not being allowed to be joined, the rider must have this special rule).

Fast Cavalry

Models with this special rule have [Light Troops](#) and Vanguard. If a unit consisting solely of models with Fast Cavalry [voluntarily flees as a Charge Reaction](#) and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

Fear

[All enemy units in base contact with one or more models with this special rule suffer a -1 Leadership modifier.](#) Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

Fight in Extra Rank

Models with this special rule can make Supporting Attacks from an additional Rank. (So, normally, this means that models with this special rule will be able to make Supporting Attacks from the 3rd rank). This rule is cumulative, allowing an additional rank to make Supporting Attacks for each instance of this special rule.

Fireborn

Model parts with this special rule have a Ward Save (2+) against Flaming Attacks.

Flaming Attacks

This rule is applied to attacks made with this special rule and attacks from model parts with this special rule (both Close Combat and Shooting Attacks). They don't normally have any special effect. However, they interact with other rules (such as Flammable and Regeneration).

Flammable

Attacks with the Flaming Attacks special rule must [reroll failed to-wound](#) rolls against models with this special rule.

Fly (X)

Units composed entirely of models with this special rule can make Flying Movements when performing a Move Chargers move or in the Remaining Moves sub-phase. When a unit makes a Flying Movement, [substitute the models' Movement Characteristic with the value given in brackets \(X\).](#) [All modifiers to ground movement values are also applied to the flying value of a model.](#) Flying Movement can be used to March. Units using Flying Movement ignore all Terrain and units during the Flying Movement (from their starting to their ending position), but must abide the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain from which they take off and in which they land. [Models with the Fly special rule also always have Swiftstride and Light Troops.](#)

Frenzy

Model parts with Frenzy have +1 Attack and are Immune to Psychology. After all charges have been declared, each of your units with one or more models (or model parts) with Frenzy must take a Frenzy Test (Leadership Test) if it did not declare a charge. If the test is failed, the unit must declare a charge against the closest viable enemy unit, if there is one. Characters are never forced to charge out of units. Units with one or more model parts with Frenzy must always pursue and overrun whenever possible. If a model part with Frenzy is ever on the losing side of a Combat Round, it immediately loses this special rule.

Grinding Attacks (X) - Special Attack

Model parts with this special rule must make a Special Close Combat Attack at their own Initiative against a single enemy unit in base contact. This attack deals a number of hits equal to the value stated within brackets (X). These attacks automatically hit and have a Strength equal to the model's own Strength. Grinding Attacks never benefit from any equipment or special rule the model may have (since they are Special Attacks). If a model has both Grinding Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (you may choose which).

Hard Target

Shooting Attacks targeting a unit in which the majority of models have this special rule suffer a -1 penalty when rolling to hit.

Hatred

Model parts with this special rule may reroll failed to-hit rolls during the first Round of Combat. Sometimes this rule may only work against certain enemies, which are then stated in brackets. For example, "Hatred (Army Book: Empire of Sonnstahl)" means that Hatred only applies when attacking models from the Empire of Sonnstahl Army Book.

Hellfire

At the end of a phase in which a unit has suffered one or more unsaved Wounds from a model part or an Attack with this rule, the unit suffers an additional D3 Strength 3 hits.

Hidden

A model with this special rule can choose to be deployed as "Hidden". In this case secretly note in which friendly (non-Character) unit it is hiding instead of deploying the model. This unit must already have been deployed, must have the same Troop Type as the model with Hidden, and the model must be allowed to join it normally.

While hidden, the model cannot be harmed or otherwise affected, nor affect the game in any way (e.g. attack, use or benefit from Magical Items, or stop the unit from Vanguarding). Unless the unit that the Character is hiding in is fleeing, the model can be revealed at the start or end of any Player Turn or at the start of any Round of Combat of a Close Combat that its unit is participating in. Place the model inside the unit as if it just joined it, placing it as far forward as possible (Front Rank), except that it cannot move other models with the Front Rank rule. Once revealed, the model functions as normal and this rule has no further effect. If the model is never revealed during the game (for example, because its unit was destroyed), the hiding model counts as killed.

Immune to Psychology

If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Impact Hits (X) - Special Attack

Impact Hits are Special Close Combat Attacks which can (and must) only be made in the first Round of Combat after a model with this rule successfully charged into combat. Impact Hits are resolved at Initiative 10 and inflict a number of hits equal to the value stated within brackets (X) to a single enemy unit in base contact, which must be the charged enemy unit. Impact Hits automatically hit and have a Strength value equal to the model's own Strength, **with +1 Strength for every Full Rank after the first in the unit, provided that those ranks are comprised entirely of models with the Impact Hits special rule.** Due to being Special Attacks, Impact Hits do not benefit from weapon bonuses or special rules. **If a model has both Grinding Attacks and Impact Hits, it may only use one of these rule in the same Combat Round (you may choose which). If the value within brackets is preceded by a '+' sign, add the value to the already existing Impact Hits instead (if the model already had Impact Hits). If not, use the value directly.**

In Chariots, only a Chariot itself can use this Special Attack. In the other multipart models only the mounts can use it.

Insignificant

Units consisting entirely of models with this special rule do not cause **Panic Tests on friendly units** without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

Large Target

A model with Large Target is of Large Height. A Large Target can never be joined or join a unit (unless it is a War Platform). A Large Target increases its Hold Your Ground or Inspiring Presence Range by 6”.

Lethal Strike

If an Attack with this special rule, or a Close Combat Attack from a model part with this special rule rolls an **unmodified '6'** to wound, this Wound has **Armour Piercing (6)** and **Regeneration Saves cannot be taken against it**.

Light Troops

Units composed entirely of models with this special rule are allowed to make any number of Reforms when moving in the Remaining Moves sub-phase, while they may still Advance or March. They are allowed to shoot even if they Marched or Reformed. No model may move more than its Movement allowance (or twice that number if Marching), from its starting position to its final position, around any obstructions (including the Unit Spacing rule). If a model performed any action during the movement (such as Sweeping attacks), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position. **If at least half of the models in a unit have the Light Troops special rule, the unit always counts as having 0 Full Ranks.**

Lightning Attack

Units with the Fly special rule that, suffer one or more hits during a single phase from attacks with this special rule, or attacks from model parts with this special rule, suffer an additional D6 Strength 4 hits at the end of that Phase.

Lightning Reflexes

Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

Magic Resistance (X)

All models in a unit with one or more models with Magic Resistance add the value within brackets (X) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against Wounds **directly** caused by spell effects. Magic Resistance, like most special rules, is not cumulative. **Note that Magic Resistance does not grant Ward Saves for wounds caused indirectly by Spells, such as granting models rules, where this later causes damage.**

Magical Attacks

Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). **Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks** (unless stated otherwise). All damage from spells, Miscast hits and Magical Items causes Magical Attacks.

Metalshifting

Attacks with this special rule or Close Combat Attacks made by model parts with this special rule don't roll to wound as normal. Instead, they always wound on a roll equal to or greater than the target's Armour Save. **An unmodified '6' always wounds** and an unmodified '1' always fails to wound. These attacks have **Armour Piercing (6)** and **Flaming Attacks**.

Move or Fire

Shooting Weapons or model parts with this special rule may not shoot if they moved during the current Player Turn.

Multiple Shots (X)

Shooting Weapons or model parts with this special rule may choose to fire multiple times instead of a single time, in each Shooting Phase. How many times they can shoot is stated in brackets. However, using this special rule imposes a -1 to hit modifier on all shots fired. All R&F models in a single unit must use the Multiple Shots rule if at least one of them uses this rule (if possible).

Multiple Wounds (X, Y)

Unsaved Wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved Wound with this special rule. The amount of Wounds that the attack is multiplied into can never be higher than the Wounds Characteristic of the Target (excluding Wounds suffered previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of Wounds, this is reduced to 3 Wounds.

If (**Ordnance**) is stated as the value in brackets, this normally counts as Multiple Wounds (D3+1), but against targets with the Fly special rule this is increased to Multiple Wounds (D3+2).

Sometimes this rule is connected to certain Troop Types or special rules. If this is the case, the Troop Type will be given within brackets (Y), for example Multiple Wounds (2, Infantry). If this is the case, only apply the Multiple Wounds rule when attacking models of the given Troop Type or possessing the given special rules.

Not a Leader

Models with this rule can never be the General.

Otherworldly

Models with this special rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Units with the Otherworldly special rule can only be joined by Otherworldly Characters. Similarly, Otherworldly Characters can only join Otherworldly units.

Pathmaster

Wizards with this special rule do not randomly select spells as usual. Instead, they can **freely choose their spells** from **their Path**, or if there is a Path stated in brackets, they must use this Path. Note that but they still cannot duplicate non-signature spells.

Poisoned Attacks

If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a to-hit roll of an unmodified '6', this hit automatically wounds with no to-wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for Template weapons or Bolt Throwers), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

Quick to Fire

Shooting Weapons with this special rule or Shooting Attacks from model parts with this special rule don't suffer the -1 penalty for Moving and Shooting and can make a Stand and Shoot Charge Reaction regardless of the distance to the charging unit.

Random Attacks (X)

A model part with this rule has a random number of Attacks equal to the value between brackets (before adding possible modifier to it). For example, a model with Random Attacks (D3+2) can have between 3 and 5 Attacks. These attacks ignore the limit which states that a model may have a maximum of 10 attacks.

Random Movement (X)

Units with this special rule cannot Declare Charges and cannot move in the Remaining Moves sub-phase. Instead, they move in the Compulsory Moves sub-phase. Models with this special rule lose Swiftstride (and can never gain it), but always Charge, Flee, Pursue and Overrun the distance stated in brackets.

During the Compulsory Moves sub-phase, units with this special rule move using the rules for pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit distance, cannot move off the Board Edge and only take Dangerous Terrain tests if they actually charge an enemy unit (they still test as normal when fleeing, pursuing a broken enemy or Overrunning).

If a unit with this special rule is garrisoning a Building, it must leave it by placing the unit 1" away from the Building (or as close as possible) during the Compulsory Moves sub-phase, and then move, using the normal rules for Random Movement. (It may not charge in the same turn. If it would, it stops 1" before the enemy unit instead).

Characters with Random Movement can only join units with the same special rule (by moving into contact with them during the Compulsory Moves sub-phase), and units with this rule can only be joined by Random Movement Characters. If a unit has several sets of Random Movement, use the lowest one.

Regeneration (X)

Regeneration is a special save, taken after a failed Armour Save. The value of the save will be stated in brackets. Regeneration Saves cannot be taken alongside Ward Saves (if a model has both, it must choose which one to use) and cannot be taken against Flaming Attacks or Lethal Strike blows that rolled '6' to wound.

Reload!

Shooting Weapons with this special rule or Shooting Attacks from model parts with this special rule can never Stand and Shoot as a Charge Reaction.

Requires Two Hands

A model wielding a Weapon with this special rule cannot simultaneously use a Shield.

Scout

Before deploying an army that includes units with Scout, you must state which of your units with this special rule will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed whole within a Forest, Ruin, Building, Field or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Skirmishers

Models with this special rule always also have [Light Troops](#). Shooting at Skirmishers suffers a -1 to hit penalty.

Skirmishing models are not placed in base to base contact with each other. Instead, models are placed with a $\frac{1}{2}$ " distance between them. Other than this gap between models, units of Skirmishers follow the normal rules for forming units and therefore have a front, two flanks and a rear. [Skirmishing units can only be joined by Characters that have the same Troop Type as the unit](#). A Character which joins a unit of Skirmishers gains Skirmishers for as long as it remains with the unit (the unit ceases to be Skirmishers if all models with Skirmishers are wiped out, immediately contracting their loose formation into a normal formation). The Character is always considered Mismatched for the purpose of placement within the unit unless it has the exact same base size as the other Skirmisher models.

After Skirmishing units declares a Charge or a Charge Reaction other than Flee, they immediately contract their loose formation into a normal formation. [When doing this, the model closest to the charged or charging unit must not change position](#), see Figure 15. If several models are equally close, the Active Player chooses which model is considered to be the closest. Skirmishers regain their loose formation if they are not Engaged in Combat at the beginning of any Movement Phase (of any player). Keep the centre of the front rank stationary. If there isn't enough room for the unit to regain its loose formation, keep the unit in tight formation until the first place where there is enough room.

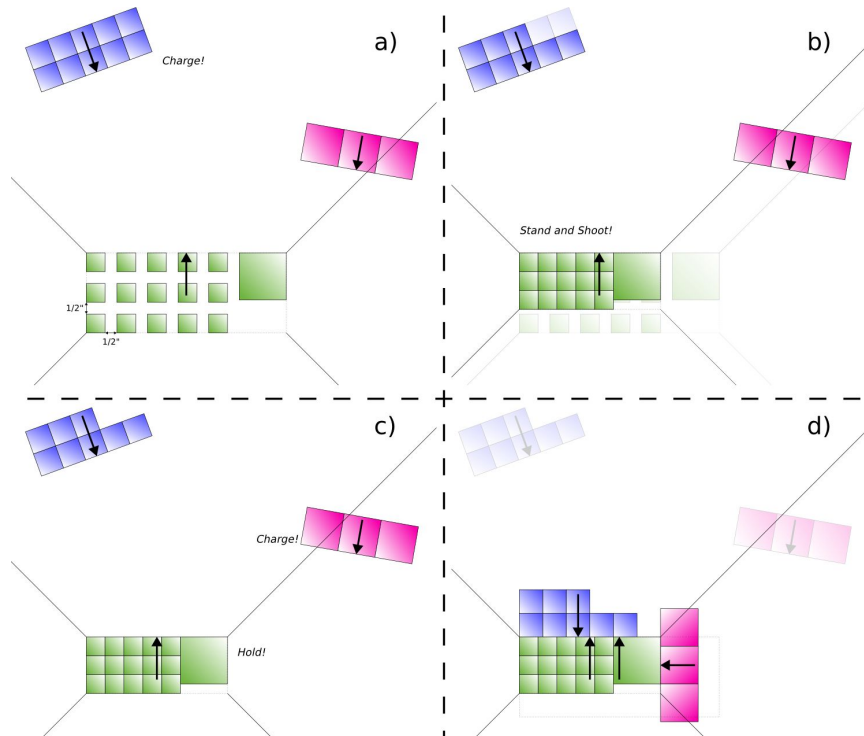


Figure 15

Green unit is a Skirmishing unit (with a joined mismatching Character).

a) Blue unit declares a Charge.

b) Green unit is contracted.

c) Pink unit declares a Charge (note that this unit is now in the flank of the green unit).

d) Move units into contact.

Stomp (X) - Special Attack

A model with this special rule must make a Special Close Combat Attack in the Close Combat Phase at Initiative 0 against a single enemy unit in base contact, provided that the Troop Type of the target unit is Infantry, War Beast, Swarm or [War Machine](#). This attack deals a number of hits equal to the value stated within brackets (X), which automatically hit and have a Strength equal to the model's own Strength. Hits caused by Stomp can only be allocated onto models with Infantry, War Beast, Swarm or War Machine Troop Type (ignore models of different Troop Type when distributing hits).

In multipart models, riders can never Stomp. Stomp attacks can only ever be allocated to models that can normally be stomped. Being a Special Attack, Stomp never benefits from any equipment or special rule the model has.

Strider

Models with this special rule automatically passes Dangerous Terrain tests taken due to Terrain, cannot be prevented from Marching by the Terrain [and never lose their Steadfast or Rank Bonus due to the Terrain](#). Sometimes this special rule is only linked to a specific type of Terrain, stated in brackets. In this case, the Strider rule effect is only applied in relation to the specified Terrain type.

Stubborn

A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

Stupidity

At the start of a Player Turn, each of the Active Player's unengaged non-fleeing units with one or more models (or a part of them) with this special rule must take a Leadership Test. If the test is failed, the unit must move D6" directly forward (stopping 1" before Impassible Terrain or other units) in the Compulsory Moves sub-phase and may not perform any other voluntary actions this Player Turn (such as charging, moving, shooting, casting spells and so on). If the model has no front (i.e. the model is on a round base), randomize which direction to move in. All models with the Stupidity special rule are also Immune to Psychology.

Swiftstride

When a unit composed entirely of models with this special rule rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest dice.

Sweeping Attack - Special Attack

Special Ranged Attack. This attack may be used by units consisting of models with this special rule. At the end of the Remaining Moves sub-phase (or the Magic Phase if this is done as part of a Magical Move), nominate one unengaged enemy unit which the unit Advanced or Marched through this phase (Bases are Overlapping, even partially). The whole unit makes an attack against the chosen enemy unit (follow the description in the unit profile). These attacks hit automatically. [When a model performs a Sweeping attack, the distance moved is counted from its starting position to the point on the Battlefield where it performed the attack, and then to its final position.](#)

Terror

When a unit with one or more models with this special rule declares a Charge, its target must take a Panic Test. If the test is failed, the target of the Charge must declare a Flee reaction, if able to do so. All models with Terror also have the Fear special rule and are immune to Fear and Terror.

Thunderous Charge

In the first round of a combat after a model with this rule has successfully charged, model parts with this special rule receive a +1 Strength bonus to their normal Close Combat Attacks. This Strength bonus can only be used for Attacks directed against the charged enemies.

Toxic Attacks

Attacks with this special rule or Close Combat Attacks made by models with this special rule are always Strength 3 and Armour Piercing (6).

Unbreakable

Units with this special rule are Immune to Psychology and automatically pass all Break Tests. Characters with the Unbreakable special rule can only join Unbreakable units. Unbreakable units can only be joined by Unbreakable Characters.

Undead

Units with this special rule have the Unstable and Immune to Psychology special rules. Undead units cannot March, unless they start their move [within the General's Inspiring Presence Range](#). The only Charge Reaction an Undead unit can make is Hold.

Unstable

Units with this special rule automatically pass all Break Tests. When a unit with this special rule loses a combat, it suffers a Wound (without any saves allowed) for each point of Combat Score by which it lost the combat.

The number of lost wounds is reduced in some situations. Apply the modifiers in the following order:

1. If the unit is **Stubborn**, halve the number of lost wounds (round fractions up).
2. If the unit is **Steadfast**, reduce all lost wounds above 12 to 12.
3. If the unit receives **Hold Your Ground** (i.e. is close to the Battle Standard Bearer), reduce the number of lost wounds with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of wounds lost by 1 instead. Apply all other modifiers (from items/special rules/spells etc) afterward.

The Wounds are distributed in the following order:

1. R&F models (excluding Champions)
2. Champion
3. Characters (distributed by the owner of the unit, as evenly as possible)

Unwieldy

Shooting Weapons with this special rule or Shooting Attacks from model parts with this special rule suffer an additional -1 to hit (for a total of -2) for Moving and Shooting. If combined with Quick to Fire, the model can only ignore the normal -1 to hit from Moving and Shooting, not the additional -1 to hit from this rule..

Vanguard

After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves sub-phase, including any actions and restrictions the unit would normally have in the Remaining Moves sub-phase (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. This move cannot be used to move within 12" of enemy units. [This is decreased to 6" for enemy units which have either Scouted or Vanguarded](#). Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). [If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last](#). Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Volley Fire

Shooting Weapons with this special rule or Shooting Attacks from model parts with this special rule ignore intervening models for Cover purposes when shooting. (However, they don't ignore Terrain and must still be able to draw a Line of Sight to their target). Furthermore, (unless making a Stand and Shoot Charge Reaction) if the unit hasn't moved in this Player Turn, all models with a Volley Fire Shooting Weapon may shoot (even if they are further back than the usual first two ranks allowed to shoot).

War Platform

Models with this special rule may join units as if they were Characters, even if they are not Characters and even if they are Large Targets, and follow the rules for Characters with regards to distributing hits. While joined to and moving with a unit consisting of 5 or more models (besides the War Platform itself) a model with the War Platform special rule may March even though its Troop Type would normally forbid it, for example if it is a Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back models with the Front Rank rule, and must keep its position in the centre of the front rank at all times. *If two positions are equally central (this is the case in a unit with an even number of models in the first rank), the War Platform can be placed in either of these positions.* If the War Platform cannot be placed in the centre of the front rank (for example due to Mismatching bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching bases and that only a single War Platform can ever be in the same unit. Models with this rule lose Swiftstride.

Ward Save (X)

Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

Weapon Master

At the beginning of each Round of Combat, model parts with this special rule may choose which weapon they fight with. This includes selecting to use a Hand Weapon even if they have other weapons. If armed with a Magical Weapon, the model must still use it.

Wizard Conclave (Spells)

The Champion of a unit with the Wizard Conclave special rule receives +1 Wound in addition to the normal Characteristics increases associated with being a Champion and is a Level 1 Wizard Apprentice. This Champion knows predetermined spells, which are defined within brackets. For example, the Champion of a Wizard Conclave (Blue Fire, Pink Fire) would be is a 1 Wizard Apprentice with two predetermined spells (Blue Fire and Pink Fire).

Applying Special Rules

Special Rules and Multipart Models

Which parts of the model have the special rule?

When a multipart model has a special rule written on its profile, all its parts have this special rule unless stated otherwise.

If a Character and its optional mount are listed under separate profiles, special rules that are listed under the Character's profile are not transferred to its mount (as if all rules said "rider only"). The same applies for mounts taken from the mount section of the Army Book: their special rules are not automatically transferred to their riders.

Which parts of the model are affected by the special rule?

Special rules have one or more effects. Effects are applied to model parts or whole models. If a special rule has two or more effects, these effects may work on different levels.

- **Characteristics change**

Effects changing the values of Characteristics only work on the model part which has the special rule.

- **Special Attacks**

Effects giving Special Attacks (such as Stomp, Grinding Attacks, Impact Hits, Breath Weapons) only work on the model part which has the special rule.

- **Attack modifiers**

Effects modifying attacks (such as Lethal Strike, Armour Piercing, Hatred) only work on the model part which has the special rule. Such effects are applied only to the Close Combat Attacks made by the model part (i.e. they do not apply to Shooting and Special Attacks) unless noted otherwise (such as Magical Attacks and Poisoned Attacks).

- **Defence**

Defensive effects (such as Armour Saves, Ward Saves, Regeneration, Fireborn, Distracting) always work on the whole model.

The exceptions are Ridden Monsters: defensive effects specified for the rider are always ignored by the whole model.

- **Other**

All other effects always work on the whole model, and apply to all its parts.

Effects and Units

Some effects only work at the unit level. Examples are movement effects (such as Flying or Fast Cavalry), deployment effects (such as Scout or Vanguard), effects related to Break Tests (such as Unstable or Unbreakable) and effects enabling or forcing the unit to perform a special action (such as Frenzy).

Some special rules specify how many models with this special rule the unit must have in order to be affected. For the sake of counting the models, multipart models are considered as having the special rule if at least one model part has it.

For example, consider a Character that mounts a Monstrous Beast with Frenzy. By default, Frenzy is not transferred to the rider, so it does not receive the attack bonus. However, when deciding whether to take a Frenzy test, to pursue or to overrun, the whole model is considered as having Frenzy.

Weapons and Special Rules

If a weapon has a special rule that modifies attacks, then only attacks made with that weapon will benefit from that rule. For example, a Handgun with the special rule Armour Piercing will perform Armour Piercing Shooting Attacks. The model will not benefit from the Handgun's special rule when performing Close Combat Attacks or when shooting with other weapons.

Duplicated special rules

Sometimes a model may have the same special rule more than once, for example when a model gains a special rule that it already had or gains the same special rule from two different sources. In such a case, the effects of the duplicated special rules do not stack and do not offer any additional benefit, unless specifically noted otherwise. If the duplicate special rules have different (X) values, use the version with the highest one. If the X is the result of a dice roll, it sometimes is not clear which X is the highest. In this case you may choose which rule to use (before rolling any dice).

For example, if a unit possesses Magic Resistance (2) and Magic Resistance (3), then it is considered to possess Magic Resistance (3). As a counterexample, Fight In Extra Rank is one of the rare special rules specifically allowed to stack. A unit that already has Fight In Extra Rank and gains Fight In Extra Rank is able to fight with two extra ranks.

Magical Items

Magical Item Categories

All Magical Items belong to one of the following categories:

- Magical Weapons
- Magical Armour
- Talismans
- Enchanted Items
- Arcane Items
- Magical Standards

Each category of Magical Items is subject to the following specific rules.

Magical Weapons

A model armed with a Magical Weapon (including Magical Hand Weapons) is obliged to use it, even if it is armed with more than one weapon. A Magical Hand Weapon cannot be used to Parry. If a Magical Weapon is ever destroyed, it reverts to its mundane type (if it has any).

Magical Armour

Most Magical Armour have a type, their mundane counterpart. They follow all the rules associated with this mundane armour in addition to the rules stated in their description. If a Magical Armour is ever destroyed, it reverts to its mundane type (if it has any). If a model has an armour of the same type as its Magical Armour, the Magical Armour replaces it (for example, if a model has Heavy Armour and buys a Magical Light Armour, the mundane Heavy Armour is lost). A Magical Shield cannot be used alongside a Hand Weapon to Parry.

A Magical Armour cannot be taken by Wizards, unless the Wizard has a mundane armour other than Innate Defence, Mount's Protection and Barding or the option to buy it (ignore armour from mounts or other riders/crew members mounted on the same mount as the wizard).

Talismans and Enchanted Items

No additional rules.

Arcane Items

Arcane Items can only be taken by Wizards.

Magical Standards

Only Standard Bearers can bear Magical Standards. They are usually either a unit's Standard Bearer or the army's Battle Standard Bearer.

Magical Item Types

Each Magical Item has a type which is the same as its mundane counterpart and which follows all of its associated rules and restrictions. For example, a Magical Lance confers +2 Strength when charging and can only be used by mounted models, War Beasts or Monstrous Beasts, exactly like a normal Lance would. If a Magical Item is destroyed it is considered to revert to its mundane type.

Restrictions

- All Magical Items have the rule One per Army: they cannot be duplicated within an army.
- No model can have more than one Magical Item of the same category.
- Certain Magical Items may have additional restrictions associated with them.

Point Cost

Most Magical Items have a point cost displayed after their name. [Some Magical Items have two point costs instead \(e.g. Giant Sword \(60 pts / 50 pts\) \).](#) The first value has to be paid if the model choosing the Item is a Lord choice, and the second if the model is a Hero choice or a Champion.

Who is affected

Magical Items often refer to their “wielder”, “wearer”, or “bearer”. These terms mean the same thing and refer to the model part the item was bought for, **excluding its mount**. Other Items affect the “model”, [“wearer's model” or “bearer's model”](#); [these terms refer to the entire model including the mount \(note that these terms override the restriction for Ridden Monster's Profile\)](#). Finally, a third group of Items refer to the “wearer's unit” or “bearer's unit”; these items affect all models (including mounts) in the same unit as of the wearer of the item (including the wearer itself).

One Use Only

These effects can only be used once per game.

List of Common Magical Items

The Magical Items listed below are considered “Common Magical Items” and are available to all models/units who have the option to buy Magical Items. They are often bought in addition to army-specific Magical Items.

Magical Weapons

Giant Sword (60 pts / 50 pts)

Type: Hand Weapon. Attacks made with this weapon have +3 Strength.

Blade of Strife (45 pts)

Type: Hand Weapon. The wielder has +3 Attacks when using this weapon.

Ogre Sword (40 pts)

Type: Hand Weapon. Attacks made with this weapon have +2 Strength.

Skull Splitter (40 pts)

Type: Shooting Weapon. Range 24”, Strength 4, Armour Piercing (1), Multiple Shots (4), always hits on 4+.

Obsidian Sword (35 pts)

Type: Hand Weapon. Attacks made with this weapon have Armour Piercing (6).

Fencer's Swords (35 pts) - models on foot only

Type: Paired Weapons. The wielder has Weapon Skill 10 when using this weapon.

King Slayer (30 pts)

Type: Hand Weapon. The wielder has +1 Strength and +1 Attack when using this weapon for each enemy Character in base contact with the wielder's unit (this bonus is calculated and in effect at the Initiative step when the attacks are made).

Axe of Battle (25 pts)

Type: Hand Weapon. The wielder has +2 Attacks when using this weapon.

Beast-Bane Halberd (25 pts)

Type: Halberd. Attacks made with this weapon have Strength 5 (regardless of modifiers) and Multiple Wounds (2, Monsters, Ridden Monsters, Monstrous Cavalry, Monstrous Infantry, Monstrous Beasts, Chariots).

Sword of Haste (25 pts)

Type: Hand Weapon. The wielder strikes at Initiative 10 when using this weapon. Attacks with this weapon always wound on a score of 4+ (at worst).

Hero's Sword (30 / 20 pts) - Characters only

Type: Hand Weapon. Attacks made with this weapon gain +1 Strength. The wielder has +1 Attack when using this weapon. When attacking with this weapon, wielder cannot have more than 4 Attacks and Strength 5 (regardless of modifiers).

Fleshrender (20 pts)

Type: Great Weapon. Attacks made with this weapon have Armour Piercing (1).

Blessed Sword (20 pts)

Type: Hand Weapon. Attacks made with this weapon have Divine Attacks and may reroll failed to-wound rolls.

Sword of Strength (15 pts)

Type: Hand Weapon. Attacks made with this weapon have +1 Strength.

Sword of Skill (15 pts)

Type: Hand Weapon. Attacks made with this weapon have +1 to hit.

Flaming Lance (10 pts)

Type: Lance. Attacks made with this weapon have Flaming Attacks.

Screaming Swords (10 pts)

Type: Paired Weapons. The wielder causes Fear.

Razor Blade (5 pts)

Type: Hand Weapon. Attacks made with this weapon have Armour Piercing (1).

Magical Armour

Force Shield (70 pts)

Type: Shield. The bearer's model has a Ward Save (5+) against Ranged Attacks.

Armour of Destiny (50 pts)

Type: Heavy Armour. The wearer has a Ward Save (4+).

Bluffer's Helm (35 pts) - cannot be taken by Large Targets

Type: None (6+ Armour Save). Successful to-wound rolls against the wearer must be rerolled.

Mithril Mail - models on foot only (35 / 25 pts)

Type: Heavy Armour (2+ Armour Save). This Armour Save cannot be improved by any means.

Glittering Cuirass (30 pts)

Type: Heavy Armour. The wearer has Distracting.

Armour of Fortune (25 pts)

Type: Heavy Armour. The wearer has a Ward Save (5+).

Bronze Breastplate (25 pts)

Type: Heavy Armour. One use only. Whenever the wearer's model suffers a hit, the item can be activated. For the duration of the Phase, the wearer's model has 1+ Armour Save. If the wearer's model is a Large Target, it gains 2+ Armour Save instead.

Dragon Mantle (25 pts) - Models on foot only

Type: None. The wearer has Innate Defence (5+).

Gambler's Armour (15 pts)

Type: Heavy Armour. The wearer has a Ward Save (6+).

Dragonscale Helm (10 pts)

Type: None (6+ Armour Save). The wearer has the Fireborn special rule.

Hardened Shield (5 pts)

Type: Shield. Adds an additional +1 to the bearer's Armour Save (for a total of +2) while using the shield .

Lucky Shield (5 pts)

Type: Shield. Ignore the first hit the bearer's model suffers while using the shield (One use Only). If the bearer is hit by several simultaneous attacks, the bearer may choose which attack to ignore.

Talismans

Talisman of Supreme Shielding (50 pts)

The bearer has a Ward Save (4+).

Sprout of Rebirth (50 pts)

The bearer has Regeneration (4+).

Obsidian Nullstone (45 pts)

The bearer has Magic Resistance (3).

Dusk Stone (30 pts)

The bearer may reroll failed Armour Saves.

Obsidian Rock (30 pts)

The bearer has Magic Resistance (2).

Talisman of Greater Shielding (25 pts)

The bearer has a Ward Save (5+).

Gemstone Amulet (15 pts)

One use only. May be activated when the bearer's model fails an Armour Save (or doesn't get an Armour Save).

The bearer's model then gains a Ward Save (4+) against this Wound.

Obsidian Pebble (10 pts)

The bearer has Magic Resistance (1).

Lucky Charm (5 pts)

One use only. May be activated when the bearer's model fails an Armour Save. That failed Armour Save may be rerolled.

Dragonfire Gem (5 pts)

The bearer gains the Fireborn special rule.

Talisman of Shielding (5 pts)

The bearer has a Ward Save (6+).

Enchanted Items

Flying Carpet (40 pts / 30 pts) - models on foot only
The bearer has Fly (6).

Wizard's Hood (40 pts)
The wearer has Stupidity. If the wearer didn't have any Wizard Levels, it becomes a Level 2 Wizard Apprentice. Instead of selecting a Path as usual, the wearer uses a randomly chosen Battle Magic Path at the start of each battle. **If the Wizard's Hood is ever destroyed, the wearer immediately stops being a Wizard.**

Crown of Scorn (35 pts)
One use only. Instead of making a dispel roll, you may use this item. The spell is automatically dispelled. You can only take this item in an army with no Wizards.

Crystal Ball (35 pts)
The bearer has Lightning Reflexes.

Sceptre of Dominion (30 pts)
One use only. May be activated at the start of any Round of Combat. For the duration of the Phase, the bearer has Stubborn.

Gem of Fortune (25 pts)
Successful to-wound rolls of '6' from Ranged Attacks against the bearer's unit must be rerolled, unless the hit was distributed onto a Large Target.

Ring of Fire (25 pts)
Bearer can cast *Fireball* from the Path of Fire as a Bound Spell (Power Level 3).

Potion of Strength (20 pts)
One use only. May be activated at the start of any Phase or Round of Combat. For the duration of the Player Turn, the bearer has +2 Strength.

Charm of Cursed Iron (20 pts)
The bearer and its unit have a Ward Save (5+) against Wounds caused by Artillery Weapons.

Divine Icon (15 pts)
The bearer's model gains Divine Attacks.

Potion of Swiftiness (5 pts)
One use only. May be activated at the start of any phase or Round of Combat. For the duration of the Player Turn, the bearer has +3 Initiative.

Arcane Items

Backlash Scroll (55 pts)

One use only. Instead of making a dispel roll, you may use the scroll. After the spell effect has been resolved (including the Path Attribute), the caster must roll on the Miscast Table. This item has no effect on Bound Spells and spells cast with 1 Power Dice or with Overwhelming Power.

Book of Arcane Power (50 pts / 35 pts)

The bearer receives a +1 casting modifier to casting and dispelling rolls.

Essence of a Free Mind (40 pts / 30 pts)

The Wizard may select up to two Paths on their Army List instead of one (from the ones normally available to it). Select which of the two Paths to use when generating spells.

Dispel Scroll (35 pts)

One use only. Instead of making a dispel roll, you may use this scroll. The spell is automatically dispelled.

Tome of Arcane Lore (25 pts / 15 pts)

The bearer generates one additional spell.

Grounding Rod (25 pts / 15 pts)

One use only. The bearer can choose to use this item to reroll on the Miscast table.

Sceptre of Power (20 pts / 15 pts)

One use only. The bearer may reroll a single Power Dice during a casting roll.

Binding Scroll (20 pts)

One use only. Instead of making a dispel roll, you may use the scroll. The Wizard casting the spell cannot cast the same spell during the next Game Turn.

Shielding Scroll (15 pts)

One use only. Instead of making a dispel roll, you may use the scroll. All models affected by the spell have a Ward Save (4+) against the spell.

Wand of Stability (15 pts)

One use only. The bearer may add a +D6 modifier to one of its dispel rolls (note that this is not a Dispel Dice) and ignore the Not Enough Power rule. This is an exception to the Magic Modifiers rule.

Magical Standards

Rending Banner (45 pts)

The bearer's unit has Armour Piercing (1).

Stalker's Standard (40 pts)

The bearer's unit has Strider and Swiftstride.

Aether Icon (30 pts)

A bearer's unit can make Dispel Attempts as if it were a Wizard Master.

Holy Icon (30 pts)

The bearer's unit has Divine Attacks, but must also reroll successful Ward Saves themselves.

Banner of Discipline (25 pts)

The bearer's unit has +1 Leadership.

Banner of Speed (25 pts)

The bearer's unit has +1 Movement.

Flaming Standard (20 pts)

At the start of each Round of Combat, and before shooting with a bearer's unit, the banner may be activated. If it is, the bearer's unit's non-special Close Combat and Shooting Attacks have Flaming Attacks. Effects last for the duration of the phase.

War Standard (15 pts)

The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

Icon of the Relentless Company (15 pts)

- Infantry models only

One use only. Activate at the start of any of your Remaining Moves sub-phases. The bearer's unit can triple its Movement when Marching instead of doubling it this turn. This March Move cannot be longer than 15" and cannot be used in Game Turn 1 if the unit has used Vanguard or Scout.

Gleaming Icon (5 pts)

One use only. Must be activated the first time the bearer's unit fails a Leadership Test. The unit may reroll the failed test.

Banner of Courage (5 pts)

The bearer's unit automatically passes Terror Tests and is immune to the effects of Fear.

Summaries

The Turn Structure

- 1 **Movement Phase**
- 2 **Magic Phase**
- 3 **Shooting Phase**
- 4 **Close Combat Phase**

The Pre-Game Sequence

- 1 Decide on **Game Size**.
- 2 **Share Army List** with Opponent.
- 3 Build the **Battlefield**.
- 4 Pick **Deployment Type**.
- 5 Choose **Secondary Objectives**.
- 6 Determine **Deployment Zones**.
- 7 **Generate Spells**.
- 8 **Deployment Phase**.

The Deployment Sequence

- 1 **Determine who deploys first**.
- 2 Take turns **deploying units**.
- 3 Determine who takes the first turn.
- 4 **Deploy remaining units**.
- 5 Deploy **Scout** units.
- 6 Move **Vanguard** units.
- 7 Other rules and abilities.
- 8 **Roll For First Turn**.

The Movement Phase Sequence

- 1 Start of the Movement Phase.
- 2 Start of the Charge sub-phase.
- 3 The Active Player **Declares Charges**. The player nominates which unit is performing a Charge and against which enemy target. Each time the Active Player declares a charge, the Reactive Player must declare and perform the **Charge Reaction** of the charged unit.
- 4 Once all charges and Charge Reactions have been declared, chargers will try to move into combat. The Active Player may now roll for **Charge Distance**.
- 5 If a charging unit fails to reach its target it must perform a **Failed Charge Move**.
- 6 If a charging unit rolls enough distance to reach its target, the Active Player must move it and align it together with its target in order to maximize contact. The charging unit and its target will now be locked in **Close Combat**.
- 7 End of the Charge sub-phase.
- 8 Start of the **Compulsory Moves Sub-Phase**.
- 9 The Active Player may now attempt to rally fleeing units by performing **Rally Tests**.
- 10 Fleeing units which have failed to Rally, or which are not eligible to take a Rally Test, must perform a **Flee Move**.
- 11 Units with Random Movement or any other form of compulsory movement must move in this sub-phase.
- 12 End of the Compulsory Moves sub-phase.
- 13 Start of the **Remaining Moves Sub-Phase**.
- 14 The Active Player may perform an **Advance Move**, **March Move** or **Reform** with any remaining unit which has not yet moved during this Movement Phase.
- 15 End of the Remaining Moves sub-phase.
- 16 End of the Movement Phase.

Dangerous Terrain

Roll a number of dice determined by the model troop type

Dangerous Terrain (1) - the test is failed on '1'

Dangerous Terrain (2) - the test is failed on '1' and '2'

Dangerous Terrain (3) - the test is failed on '1', '2', '3'

For each failed dice - take one wound with AP (6)

Magic Phase Sequence

- 1 Start of the Magic Phase. Roll for **the Magic Flux** and **Channelling**.
- 2 **"Remains in Play"** spells may be dispelled.
- 3 The Active Player may **attempt to cast one spell**.
- 4 Repeat steps 2-3 of this Sequence until neither player performed an action.
- 5 End of the Magic Phase. Resolve end of phase triggered abilities.

Casting Attempt

- 1 The Active Player declares a Wizard, spell, version of the spell, target of the spell, target of the attribute and an amount Power Dice (between 1 and 5)
- 2 The Active Player rolls that many Power Dice (from the Power Dice pool). Add the results of the rolled dice and any casting modifiers (such as Overwhelming Power) together to get the total casting roll.
- 3 The Casting Attempt is successful if the total casting roll is **equal to or higher** than the spell's Casting Value. Otherwise, the caster suffers from Lost Focus and the Casting Attempt failed.

Dispel Attempt

- 1 The Reactive Player declares which (if any) of their non-fleeing Wizards will attempt to dispel the spell and how many Dispel Dice will be used. A minimum of 1 dice and up to all the dice in your dice pool can be used. A dispel may be attempted even without having any Wizard.
- 2 The Reactive Player rolls that many Dispel Dice (from the Dispel Dice pool). Add the results of the rolled dice and any dispel modifiers (such as Overwhelming Power) together to get the total dispel roll.
- 3 The Dispel Attempt is successful if the total dispel roll is **equal to or higher** than the total casting roll. If so, the spell is dispelled, and the casting failed. Otherwise, the Dispel Attempt fails and the dispelling Wizard suffers from Lost Focus.

Miscast Table

-
- | | |
|--------------|---|
| 2-4 | Breach in the Veil
Centre the 5" Template over the caster. Each model touched by the Template suffers a hit. The caster must take one hit.
If 4 Power Dice were used, roll a D6. On a roll of 1-3, the caster is removed from the game.
If 5 Power Dice were used, the caster is removed from the game. |
| 5-6 | Catastrophic Detonation
Centre the 3" Template over the caster. Each model touched by the Template suffers a hit. The caster must take one hit. |
| 7 | Witch Fire
The caster's unit suffers MDU hits (distributed as hits towards a unit as whole), except the caster itself cannot receive more than 1 hit. |
| 8-9 | Sorcerous Backlash
Each friendly Wizard suffers a hit. Multipart models consisting of more than one Wizard will suffer one hit for each model part that is a Wizard. |
| 10-12 | Amnesia
The caster's Wizard Level is reduced by MDU-2. Remember that Wizards will lose one spell for each level lost. In this case, the first spell lost is miscast spell (randomize the rest). |
-

All hit caused by a Miscast have:
Strength = MDU +2, Armour Piercing (1) and Magical Attacks.
The miscasting Wizard cannot take saves of any kind

Afterwards, remove a number of Magic Dice from your Dice Pool equal to MDU

Magic Modifiers:

Level 1-2 Wizard: Apprentice, +1
Level 3-4 Wizard: Master, +2
The sum of modifiers, except Overwhelming Power, cannot exceed +3

Bound Spells:

To successfully cast a Bound Spell, the casting roll must be equal to or higher than the spell's Power Level.

- No positive casting modifiers can be added to the casting roll
- The caster of a Bound Spell never suffers from Lost Focus
- A Bound Spell does not get the casting modifier from an Overwhelming Power
- Path Attribute is resolved as usual

If an Overwhelming Power is rolled:

- If PDU is 4 or more, the Bound Spell is lost and cannot be used again during the game
- Remove a number of Magic Dice from your Dice Pool equal to PDU.

The Shooting Phase

- 1 The Active Player may pick any unit that is eligible to perform a **Shooting Attack** and may then declare which enemy unit is the target.
- 2 The player must **Measure Distance** to ensure that the target enemy unit is effectively within Range of the Shooting Attack. The player must also ensure that the shooting unit can draw **Line of Sight**.
- 3 The player rolls on the **Shooting To-Hit Table**.
- 4 For every Hit score, the Active Player rolls on the **Wounding Table**.
- 5 For every Wound received, the Reactive Player attempt to roll any **Armour Save**, **Ward Save** or **Regeneration Save** that the wounded model is eligible to take.
- 6 The Reactive Player **Removes Casualties** for every unsaved Wound and takes notes of the remaining Wounds of multiple-Wounds models.
- 7 The Active Player may now pick another unit with a Shooting Attack and go again through steps 1 through 6.
- 8 As soon as a unit suffers Heavy Casualties, i.e. as soon as it loses 25% or more of its starting amount of models during one Shooting Phase, it must **Test for Panic**.
- 9 End of the Shooting Phase.

The Shooting To-Hit Table

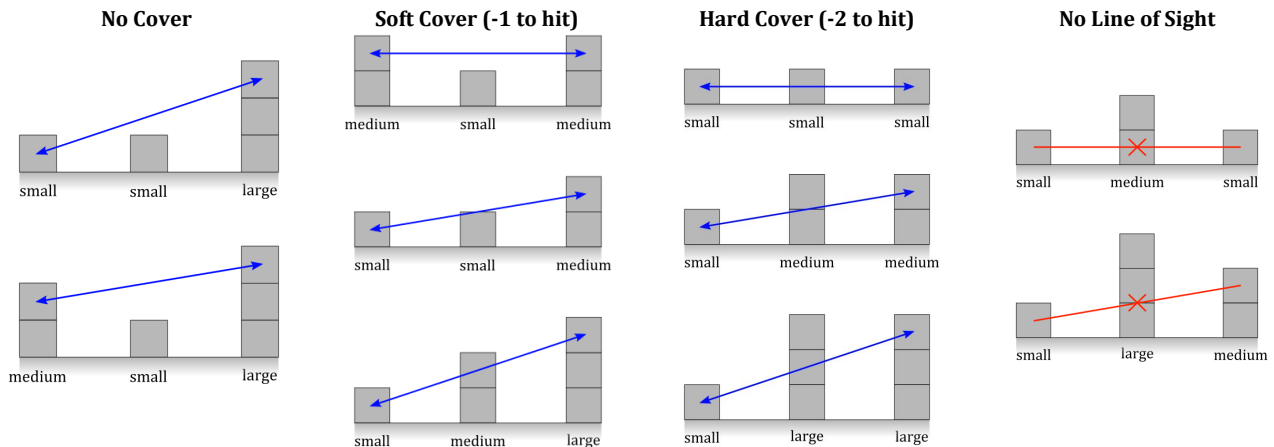
Ballistic Skill (BS) + modifiers	To-Hit Roll
6 or more	2+
	5 2+
	4 3+
	3 4+
	2 5+
	1 6+
	0 6+ followed by 4+
	-1 6+ followed by 5+
	-2 6+ followed by 6+
-3 or less	impossible

The Misfire Table

0 (or less)	Explosion! All models within D6" of the misfiring model suffer a Strength 5 hit. The shooting model is then destroyed. Remove it as a casualty.
1-2	Breakdown The firing mechanism of the weapon is damaged. The model cannot shoot anymore with the weapon for the rest of the game.
3-4	Jammed The Artillery Weapon may not be fired in the controlling player's next Player Turn.
5+	Malfunction The shooting model suffers a Wound with no Saves of any kind allowed.

Shooting Modifiers

Long Range	-1
Moving and Shooting	-1
Stand and Shoot	-1
Soft Cover	-1
Hard Cover	-2



The Close Combat Phase

- 1 Start of Close Combat Phase. Apply any “**No Longer Engaged**”.
- 2 Choose a combat to fight in.
- 3 Fight a **Round of Combat**.
- 4 Repeat steps 2 and 3. Each time choose a new combat, which has not already been fought during this Close Combat Phase.
- 5 Once all units that are Engaged in Combat have fought, the Close Combat Phase ends.

Fighting a Round of Close Combat

- 1 Start of Round of **Close Combat**.
- 2 Choose Weapon.
- 3 Characters perform **Make Way** manoeuvre.
- 4 Issue and Accept **Challenges**.
- 5 Roll attacks (in Initiative order):
 - Allocate attacks.
 - Roll to hit, to wound, saves, and remove casualties.
 - Move to the next Initiative step.
- 6 The units on the losing side perform their **Break Tests**. All units that fail their Break Test automatically **Flee**. If no unit has fled, go to step 12.
- 7 Units on the same side as a unit that Breaks from combat test for **Panic**.
- 8 Once a unit Breaks from combat, the winning side must decide whether to **Pursue**. If the player chooses to Restrain, a Leadership Test must be passed.
- 9 Roll Flee distance and move Fleeing units.
- 10 Roll Pursue distance and move Pursuing units.
- 11 Perform any **Post-Combat Pivots**.
- 12 Perform any **Combat Reform**.
- 13 End of Combat Round. Proceed to the next combat.

Whenever an attack hits a model, use the following sequence:

- 1 Attacker Distributes hits.
- 2 Attacker rolls to wound; if successful, proceed.
- 3 Defender rolls Armour Saving Throws; if failed, proceed.
- 4 Defender rolls special saving throws; if failed, proceed.
- 5 Defender removes Wounds or casualties.
- 6 Defender checks for Panic.

Armour Modifier

Strength	1	2	3	4	5	6	7	8	9	10
Modifier	0	0	0	-1	-2	-3	-4	-5	-6	-7

Combat Score Summary

Caused Wounds	+1 for each Wound
Overkill	+1 for each Wound (maximum +3)
Charge	+1 (+2 from hill)
Rank Bonus	+1 for each rank (maximum +3)
Standard	+1
Battle Standard	+1
Flank Bonus	+1 or +2
Rear Bonus	+2 or +3

General and Battle Standard Bearer:

- The non-fleeing General gives its Leadership to all friendly units within 12”
- The non-fleeing BSB gives “reroll failed Leadership Tests” to all friendly units within 12”
- A Large Target increases its Hold Your Ground or Inspiring Presence Range by 6”.

To-hit in Close Combat

A-WS:	1	2	3	4	5	6	7	8	9	10
D-WS: 1	4+	3+	3+	3+	3+	3+	3+	3+	3+	3+
2	4+	4+	3+	3+	3+	3+	3+	3+	3+	3+
3	5+	4+	4+	3+	3+	3+	3+	3+	3+	3+
4	5+	4+	4+	4+	3+	3+	3+	3+	3+	3+
5	5+	5+	4+	4+	4+	3+	3+	3+	3+	3+
6	5+	5+	4+	4+	4+	4+	3+	3+	3+	3+
7	5+	5+	5+	4+	4+	4+	4+	3+	3+	3+
8	5+	5+	5+	4+	4+	4+	4+	4+	3+	3+
9	5+	5+	5+	5+	4+	4+	4+	4+	4+	3+
10	5+	5+	5+	5+	4+	4+	4+	4+	4+	4+

To-Wound

S:	1	2	3	4	5	6	7	8	9	10
T:1	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+
2	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+
3	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+
4	6+	6+	5+	4+	3+	2+	2+	2+	2+	2+
5	6+	6+	6+	5+	4+	3+	2+	2+	2+	2+
6	6+	6+	6+	6+	5+	4+	3+	2+	2+	2+
7	6+	6+	6+	6+	6+	5+	4+	3+	2+	2+
8	6+	6+	6+	6+	6+	6+	5+	4+	3+	2+
9	6+	6+	6+	6+	6+	6+	6+	5+	4+	3+
10	6+	6+	6+	6+	6+	6+	6+	6+	5+	4+

Troop Types Summary

FR(H) - Models to form a Full Rank (Horde)

SA - Supporting Attacks per model

DTT - dice used for Dangerous terrain test

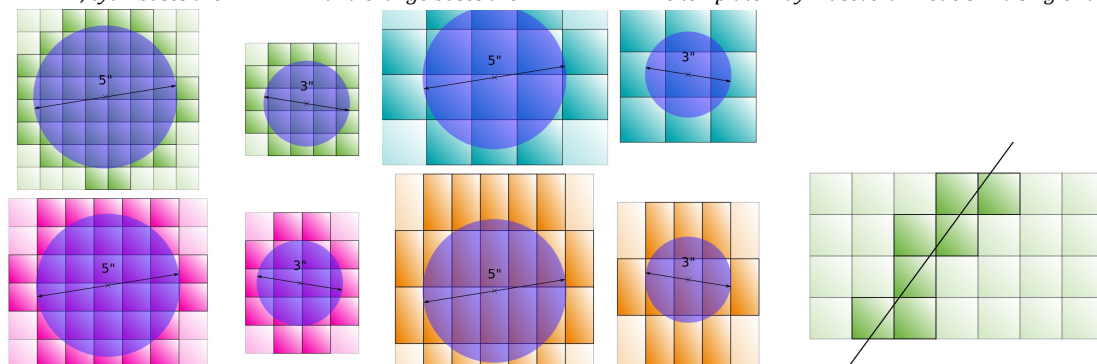
	Profile Type	FR(H)	SA	Special Rules	Height**	DTT
Infantry	-	5 (10)	1	-	Small	1
War Beast	-	5 (10)	1	Swiftstride	Small	1
Cavalry	Combined Profile	5 (10)	1 (rider only)	Swiftstride	Medium	1
Monstrous Infantry	-	3 (6)	up to 3	Stomp(1)	Medium	2
Monstrous Beast	-	3 (6)	up to 3	Swiftstride, Stomp(1)	Medium	2
Monstrous Cavalry	Combined Profile	3 (6)	up to 3 (rider only)	Swiftstride, Stomp(1)	Medium	2
Chariot	Combined Profile	3 (6)	1 (one rider only)	Swiftstride, Cannot March, Impact Hits (D6)	Medium	4
Monster	-	1	-	Stomp (D6), Large Target, Terror	Large	4
Ridden Monster	Ridden Monster's Profile	1	-	Stomp (D6), Large Target, Terror	Large	4
Swarm	-	*(10)	1	Skirmishers, Unbreakable, Unstable	Small	1
War Machine	War Machine Profile	no ranks	-	Cannot March, Cumbersome, Move or Fire	Small	1

* Swarms cannot claim Full Ranks due to being Skirmishers.

** All models with the Large Target special rule are considered to be of Large Height.

Template Hits

This diagram shows the maximum number of models that can be hit for each template size. Green bases are 20x20mm, magenta bases are 25x25mm, cyan bases are 40x40mm and orange bases are 25x100mm. Line template may hit several models in a single rank.



DT - Dangerous Terrain. CMCC - Cavalry, Monstrous Cavalry, Chariots

Terrain	Movement	Cover	Other
Impassable Terrain	Always stay 1" away DT (3) for fleeing units	Obscuring Terrain, Hard Terrain	
Fields	DT (1) to CMCC and models with Flaming Attacks		gives Flammable
Hills		Obscuring Terrain. Unit partially on a Hill: Soft Terrain. Unit completely off a Hill: Hard Terrain.	gives Large Height Charging downhill gives +1 to Combat Score
Forests	DT (1) for CMCC and units making a Flying Movement.	Soft Terrain.	Prohibits Steadfast. Gives Stubborn to Skirmishers and lone Infantry Characters.
Ruins	DT (1) for any unit except Skirmishers. DT (2) for CMCC instead	Unit partially in Ruins: Hard Terrain. Does not apply for Large Targets.	
Water	DT (1) for CMCC		Distort ranks
Walls	Ignore Walls for movement and positioning gives Hard Cover and Distracting for the first purpose. DT (1) for CMCC	Unit partially in Ruins: Hard Terrain. Does not apply for Large Targets	

Changelog:

v1.1.0

- Unit Spacing, implementing FAQ
- Using Unmodified Characteristics, implementing FAQ
- Aligning Units, implementing FAQ
- Maximizing Contact, implementing FAQ
- blocked path, implementing FAQ
- Pursuit, implementing FAQ
- Miscast, implementing FAQ
- Multipart Models, implementing FAQ
- Character Mounts, implementing FAQ
- Mundane Equipment, Close Combat Weapons. implementing FAQ
- Figure 12 updated
- No More Foes, clarification
- Armour Saves and Armour Modifiers, clarification
- Regeneration and Ward Saves, clarification
- Close Combat with a Building, clarification
- Artillery weapons, catapult
- make way, implementing FAQ
- Fighting a Challenge, implementing FAQ
- Command Group, clarification
- Magic Flux and Channelling, implementing FAQ
- Daemonic Instability, implementing FAQ
- magic resistance, implementing FAQ
- war platform, implementing FAQ
- characters, Leaving a combined unit, implementing FAQ
- Characters Joined to Units, clarification
- Wizard's Hood, implementing FAQ
- Mundane Equipment, implementing FAQ
- Priority of Modifiers, implementing FAQ
- Recover Wounds and Raise Wounds, clarification
- the scatter dice, clarification
- Close Combat Weapons, Choosing Weapon, clarification
- Sweeping Attack, addition
- Swirling Melee, clarification
- Vortex clarification
- Ambush, clarification
- Ethereal, balance change
- Pivots and Wheels, clarification
- Mismatching bases, clarification
- figure 1, updated
- figure 7, updated
- Front Rank
- Path master
- stand and shoot
- Insignificant