

Turn Sequence

0. Routing 1. Recovery 2. Movement 3. Shooting 4. Close Combat

Routing

A player must make a Rout test if 25% or more of his warband is out of action. To make a Rout test, roll 2D6:

-If the result is equal to or less than the leader's Leadership, it's passed, and the game continues.

-If the test is failed, the warband automatically loses and the game ends.

Note: if the warband's leader is out of action, use the highest Leadership characteristic amongst any remaining fighters who are not stunned.

Recovery

During the recovery phase you may attempt to rally any of your models that have lost their nerve. To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value, the model stops fleeing and has rallied. The model cannot move or shoot for the rest of the turn but can still cast spells. If the test is failed, the model continues to flee towards the closest table edge. A model cannot rally if the closest model to him is an enemy model.

During the recovery phase, warriors that have been *stunned* become *knocked down* instead, and warriors who have been *knocked down* may stand up and move at half rate, shoot, and cast spells, but cannot charge or run. If he is engaged in hand-to-hand combat, he may not move away and will automatically strike last, irrespective of weapons or Initiative.

Movement

Move your warriors in this order: CHARGE > COMPULSORY > REMAINING

RUNNING: A running warrior moves at twice its normal speed. A model may not run if there are enemy models within 8" at the start of the turn. A running warrior may not hide or shoot that turn, though it may cast spells.

CHARGES: Without measuring the distance, declare that the model is charging and indicate which enemy warrior it is going to attack. Warriors charge at twice their normal speed. Once opposing models are touching bases, they are engaged in hand-to-hand combat. You may not charge a model if there is another enemy model within 2" of the most direct charge route.

CLIMBING: A warrior may climb a height equal to its Movement value in a single movement phase. Take an Initiative test. If it fails while climbing up, it cannot move that turn. If it fails while climbing down, it falls (see Falling, below).

JUMPING DOWN: Warriors may jump down from up to a maximum height of 6". Take an Initiative test for each full 2" the warrior jumps down. If it fails any of the tests, the model falls down and takes damage as detailed in Falling.

DIVING CHARGE: A warrior may make a diving charge against an enemy who is on a lower level than himself and is within 2" of the place where your warrior lands. Test for jumping down as detailed above. If the model succeeds it gains a +1 Strength bonus and +1 'to hit' bonus in the hand-to-hand combat phase.

JUMPING OVER GAPS: Models may jump over gaps, up to a maximum distance of 3". (You are **not** allowed to measure the distance beforehand.) If your model doesn't have enough movement left it automatically falls. If the model covers the distance, take an Initiative test. If the model fails to pass the test it falls (see below).

WARRIORS KNOCKED DOWN OR STUNNED: If a warrior is *knocked down* or *stunned* within 1" of the edge of a roof or building, there is a chance it will slip and fall off. Roll a D6. If the score is more than warrior's Initiative, it will fall over the edge and take damage (see Falling, below).

FALLING: Models that fall take D3 hits at a Strength equal to the height in inches of the fall. No armour saves apply.

Shooting, To Hit

HITTING THE TARGET: Use the shooter's BS to find the D6 score needed:

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

HIT MODIFIERS:

-1 Target is in cover	-1 Long range
-1 Moving & shooting	+1 Large target

Close Combat, To Hit

WHO STRIKES FIRST: The model that charged its enemy strikes first. Otherwise, models fight in order of descending Initiative.

HITTING THE ENEMY: Roll one D6 for each attack and compare the WS of the attacker with the WS of opponent and consult below for D6 score needed:

		OPPONENT'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4	4	5	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4	4
	7	3	3	3	3	3	3	4	4	4	4
	8	3	3	3	3	3	3	3	4	4	4
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

Shooting & Close Combat, To Wound

WOUNDING THE ENEMY: Roll one D6 for each hit and compare the target's Toughness against weapon Strength; consult below for D6 score needed:

WPN STR		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-	
2	3	4	5	6	6	-	-	-	-	-	
3	2	3	4	5	6	6	-	-	-	-	
4	2	2	3	4	5	6	6	-	-	-	
5	2	2	2	3	4	5	6	6	-	-	
6	2	2	2	2	3	4	5	6	6	-	
7	2	2	2	2	2	3	4	5	6	6	
8	2	2	2	2	2	2	3	4	5	6	
9	2	2	2	2	2	2	2	3	4	5	
10	2	2	2	2	2	2	2	2	3	4	

Critical Hits: A wound roll of 6 causes a critical hit, see D6 tables on back. A model may only cause one critical hit in each hand-to-hand combat phase. A D6 hit score requirement of 6 cannot become a critical hit.

Close Combat Extras

Armour Save Modifier: Reduce enemy's armour save by attacker's Strength:

STR	1-3	4	5	6	7	8	9+
SAVE MOD	None	-1	-2	-3	-4	-5	-6

WARRIORS KNOCKED DOWN/STUNNED: If an enemy model is fighting a target who is *knocked down* and the save is failed, the target is automatically *out of action*. If the target is instead *stunned*, by the warrior declaring an attack, the target is automatically *out of action*.

Injuries

As soon as a model loses its last wound, roll a D6 on the chart below:

- 1:2** **Knocked down.** Place the model face up.
- 3:4** **Stunned.** Turn the model face down.
- 5:6** **Out of Action.** Remove the model from the game.

Critical Hits

Depending on what weapon your warrior is using, roll on one of the following Critical Hit charts. All the rules governing critical hits given in the main rules also apply to these tables.

missile weapons

(Bows, crossbows, blackpowder, throwing knives, etc.)

- 1'2 **Hits a Weak Spot.** Ignore all armour saves.
- 3'4 **Ricochet.** If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.
- 5'6 **Master Shot.** The target suffers 2 wounds instead of 1. There is no armour save.

bludgeoning weapon

(Clubs, maces, hammers, flails, double-handed hammers, etc.)

- 1'2 **Hammered.** The target is knocked off balance. Your opponent may not fight this turn if he hasn't already fought.
- 3'4 **Clubbed.** The hit ignores armour saves and saves from helmets.
- 5 **Wild Sweep.** Your opponent's weapon is knocked from their hand. If he is carrying two, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.
- 6 **Bludgeoned.** The victim automatically goes out of action if he fails his armour save (regardless of model's number of wounds).

bladed weapons

(Swords, axes, double-handed swords, etc.)

- 1'2 **Flesh Wound.** This attack hits an unprotected area, so there is no armour save.
- 3'4 **Bladestorm.** The warrior unleashes a virtual hail of blows. The attack causes 2 wounds instead of 1. Take armour saves separately for each wound. Remember that, as with other critical hits, if an attack causes multiple wounds for other reasons as well, you choose the highest number of wounds.
- 5'6 **Sliced!** The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

unarmed weapons

(Wardogs, warhorses, Zombies, Possessed, animals, etc.)

- 1'2 **Body Blow.** Make an additional attack; immediately roll to hit and to wound. Any saves are taken as normal.
- 3'4 **Crushing Blow.** You gain +1 to the Injury roll if your opponent fails his save.
- 5'6 **Mighty Blow.** The attack ignores armour saves and you gain +2 to any Injury rolls.

thrusting weapons

(Spears, halberds, lances, etc.)

- 1'2 **Stab.** You gain +1 to any Injury rolls. Armour saves are taken as normal.
- 3'4 **Thrust.** The target is *knocked down*. Take armour saves as normal and see whether the model suffers a wound.
- 5'6 **Kebab!** The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

Blackpowder Misfires

Each time you roll a 1 when rolling to hit with a blackpowder weapon (handgun, pistol, blunderbuss, warlock pistol, etc), roll a D6 and consult the chart below.

- 1 **BOOM!** The weapon explodes and is destroyed. The shooter suffers a S4 hit (does not cause critical hits).
- 2 **Jammed.** The weapon is now useless for the remainder of the battle. You may use it as normal in the next battle.
- 3 **Phut.** The weapon fails to fire and the shooter must wait one extra turn before he can fire this weapon again.
- 4'5 **Click.** The weapon fails to fire, but there is no additional effect.
- 6 **KA-BOOM!** The weapon spits out a cloud of black smoke and flame. The shot hits the intended target and counts as having +1 Strength.

Escaping from Combat

Warriors that are engaged in hand-to-hand combat at the start of their own turn may try to escape from combat. Declare which of your warriors will try to escape from combat at the start of your movement phase, at the same time as you declare charges. Turn the models around to show this.

Take a Leadership test for each warrior trying to escape from combat. If he passes, the warrior can move up to double his normal Movement rate away from combat and the enemy he was fighting, in any direction.

If he fails, his opponent is allowed to make 1 automatic hit against the warrior who is trying to escape, and the fleeing warrior (provided he survives) will run 2D6" directly away from combat.

At the beginning of his next turn, take another Leadership test:
- If successful, he will stop but may not do anything else during that turn.
- If the test is failed, he will continue to run 2D6" towards the closest table edge and must test again the following turn if he is still on the table.

If a warrior is charged whilst he is fleeing, the charger is moved into base contact with him as normal, but the fleeing warrior will then immediately run a further 2D6" towards the table edge before any blows can be struck.