

WARMMASTER®

COMMAND PHASE p13

Initiative p23 p13

Units not brigaded within 20cm of enemy may

1 Charge the closest enemy within 20cm (not artillery) p23

2 Evade the closest enemy within 20cm (cannot be ordered after evading) p23. Flyers cannot evade p65

If confused cannot use initiative p56

Flyers Home Back p65

Flyers more than 20cm away from a character can Home Back 10x1D6 before orders are issued.

Flyers can home back & be ordered in the same turn

If confused may still home back

Command Order Range p60

General – battlefield

Hero – 60cm

Wizard – 20cm

Flyer within 20cm of a character p65

Orders p15 & p54

Against a characters leadership with the following 2D6

Per full 20cm distant (not flyers) -1

Each successive order -1

Enemy within 20cm -1

Within dense terrain -1

Each stand lost -1

Up to 4 units can be brigaded and issued an order

Confused units cannot be ordered p56

Blunders p61

If 12 is rolled the Hero/Wizard cannot issue more orders after the blunder p61 D6

The Unit or one chosen from a brigade suffers a -1 1

Command penalty for the rest of the battle

If no visible enemy unit within enemy full pace move 2-3

HALT. If enemy then move away at least a full pace distance from enemy. Brigades move at the speed of the slowest.

The unit / brigade can move up to ½ pace but no unit may charge 4-5

Unit / Brigade must move a full pace towards the 6

nearest enemy and charge if possible.

Movement	Reg		Irregular
	Full	Half	
Infantry	20	10	Terrain p22 all
Cavalry	30	15	Clear, hill, bridge, ford, low linear obstacles
Monster	20	10	Clear, hill, bridge, ford, low linear obstacles
Chariot	30	15	Clear, hill, bridge
Artillery	10	5	Clear, hill, bridge
Machine	Vary	Vary	
Flyer	100	100	

Fortified move half pace p20.2

Irregular formations move half pace p20.5

Units which move off table p25c

Each stand lost D6 -1

The unit leaves the table and is destroyed 0

The unit leaves the table next turn, roll on this table again 1-2

The unit is placed on the table edge just before it left 3-4

The unit reappears at the table edge it left from. If it reappears at the beginning of a turn it may move as normal 5-6

Characters Move p25 p62

60cm or if on flyers 100cm, treat terrain as above

Confused Units p56a

Confused units are now not confused rearrange them

SHOOTING p27 & MAGIC PHASE p72

Shoot at closest enemy (Magic any enemy)

Range Cm

Bows/Crossbows 30

Stone Throwers/Cannons 60

Bolt Throwers 40

Pistoliers/Goblins 15

Score to Hit p28 D6

Target in the open 4+

Target in defended cover 5+

Target in fortified 6+

Drive Backs p29

For each hit per Unit roll D6

If in defended -1 dice

If in fortified -2 dice

Total = distance in cm driven back

On a 6 unit is confused (mark it)

If a unit is driven back a distance greater than its full pace move it is routed/destroyed.

COMBAT PHASE p33 p41

Charging enemy in the open +1

Monster/chariot charging enemy in the open +1

Pursuit attack +1

Extra pursuit attack per 3cm +1

Fighting terrifying enemy -1

Fighting to side or rear -1

Confused -1

Score to Hit p51 D6

Target in the open 4+

Target in defended cover 5+

Target in fortified 6+

Combat results per infantry supporting stand p44 +1
(not confused p56)

Combat Results p43

Win p43 p53

1. May fall back up to 3D6cm (min 1D6) p50

2. Stand

3. Pursue p46-8 or (if the enemy is destroyed) advance 20cm 1st round / 10cm. 2nd+ round p48-9

Pursuing Restrictions p46

1. Infantry cannot pursue cavalry or chariots

2. Artillery never pursue

3. Fortified units never pursue, can fallback or stand

4. Cannot pursue into terrain they cannot enter

5. Non flyers cannot pursue flyers

Lose p43 p45

Must retreat by the difference in Combat results in cm. p43

Artillery are destroyed if they retreat p45d

Draw p43

Both sides fall back up to 3D6cm (min 1D6). p50

A defended or fortified unit can stand its ground. p43