



TURN SEQUENCE

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

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 movement phase, warriors that have been *stunned* become *knocked down* instead and warriors who have been *knocked down* may stand up.

MOVEMENT

In your movement phase, you may move your warriors in the following order:

1. Charges
2. Compulsory Moves
3. Remaining Moves

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

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 a +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 fails.

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 the warrior's Initiative, it will fall over the edge and take damage (see Falling, below).

FALLING

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

SHOOTING

HITTING THE TARGET

Use the shooter's BS to find the D6 score needed to hit.

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

To-Hit Modifiers

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

ROLL TO WOUND

Compare the target's toughness against the weapon's Strength to find the D6 score required to wound.

CRITICAL HITS

A wound roll of 6 causes a critical hit. Roll a D6 and consult the Critical Hit chart. A model may only cause one critical hit in each hand-to-hand combat phase.

Critical Hit Chart

- 1-2. 1 wound = 2 wounds. Roll armour save first.
- 3-4. 1 wound = 2 wounds. No armour saves.
- 5-6. 1 wound = 2 wounds. No armour saves; +2 to injury rolls.

ARMOUR & SAVES

Models wearing armour are permitted a saving throw to avoid receiving damage from a wound. Deduct any save modifiers that apply.

Armour	Light	Heavy	lithium	Gromril
Save	6+	5+	5+	4+
Save with Shield	5+	4+	4+	3+
Movement Penalty with Shield	—	-1	—	—

Buckler. A buckler may parry the first blow in each round of hand-to-hand combat. Roll 1D6, if the score is greater than the highest to hit roll the blow has been parried. A model may not parry an attack made with twice or more his own Strength.

Helmet. Avoid Stun. A helmet provides a 4+ on 1D6 save against Stunning. If successful the warrior is knocked down instead.

INJURIES

As soon as a model loses its last wound roll a D6 on the Injury Chart.

Injury Chart

- 1-2 **Knocked Down.** The force of the blow knocks the warrior down. Place the model face up.
- 3-4 **Stunned.** The target falls to the ground, barely conscious. Turn the model face down.
- 5-6 **Out of Action.** Remove the model from the game.

CLOSE COMBAT

WHO STRIKES FIRST

The model that charged its enemy strikes first. Otherwise models fight in order of descending Initiative.

HITTING THE ENEMY

Roll a D6 for each model fighting. If the model has more than one attack roll a D6 for each attack.

Compare the WS of the attacker with the WS of his opponent and consult the following chart to find the minimum D6 score needed to hit.

		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

ROLL TO WOUND

Compare the target's Toughness against the weapons' Strength to find the D6 score required to wound (see the To Wound chart in Shooting, above).

		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	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

ARMOUR SAVE MODIFIERS

The higher a creature's Strength the more easily it can pierce armour.

The chart below shows the reduction in the enemy's armour saving throw compared to the attacker's Strength.

Saving Throw Modifiers	
Strength	4 5 6 7 8 9 10
Modifier	-1 -2 -3 -4 -5 -6 -7

WARRIORS KNOCKED DOWN

If an enemy model is fighting a warrior who is knocked down he may attack him to put him *out of action*.

Roll to wound as normal. If any of the attacks wound, take an armour save modified by the Strength of the attacker as normal. If the save is failed, the warrior is automatically *out of action*.



Weapons

Melee Weapons	Range	Strength	Special Rules
Axe	C	—	Cutting Edge.
Dagger	C	—	+1 to enemy armour save.
Fist	C	-1	+1 to enemy armour save.
Flail	C	+2	Heavy, Two-handed.
Halberd	C	+1	Two-handed.
Hammer/Staff/Mace or Club	C	—	Concussion.
Lance	C	+2	Cavalry bonus.
Morning Star	C	+1	Heavy, Difficult to use.
Spear	C	—	Strike first, Cavalry bonus, cavalry weapon.
Sword	C	—	Parry.
Two-handed Weapon	C	+2	Two-handed, Strike last.
Special Weapons			
Fighting Claws	C	—	Pair, Climb, Parry, Cumbersome.
Sigmarite Warhammer	C	+1	Concussion, Holy.
Steel Whip	4"	—	Cannot be parried, Reach.
Weeping Blades	C	—	Pair, Venomous.

SPECIAL RULES

+1 Enemy Armour Save	Target receives a bonus to his armour save and a 6+ armour save if he has no normal armour save.
Cannot be parried	This weapon may not be parried, whether with a sword, buckler or any other means.
Cavalry Bonus	This weapon receives a damage bonus when used by a mounted warrior in a charge. The bonus only applies for the first turn of combat. The bonus is +1 for a spear or +2 for a lance.
Cavalry Weapon	This weapon may only be used when mounted on a war-horse.
Climb	This weapon aids climbing. Add +1 to initiative when making climbing tests.
Concussion	In close combat a roll of 2-4 is treated as <i>stunned</i> when rolling on the injury chart.
Cumbersome	The user of this weapon may not use another weapon for the entire battle.
Cutting Edge	An extra save modifier of -1.
Difficult to use	This weapon may not be used with a second weapon or buckler in the off-hand though a normal shield may be used.
Heavy	The +2 Strength bonus only applies in the first turn of each hand-to-hand combat.
Holy	+1 bonus to all wound rolls against any Possessed or Undead models. A natural 6 is still required for a critical hit however.
Pair	This weapon is traditionally used in pairs. The user gains an additional attack.
Parry	Roll a D6 when attacked in close combat. If the score is higher than the highest to-hit score of the attacker then the blow has been successfully parried and does no damage. A model may not parry an attack made with twice or more his own Strength.
Reach	A model armed with such a weapon may attack figures out of base-to-base contact. The target may not strike back. In base-to-base contact the weapon functions as a normal melee weapon.
Strike First	This weapon strikes first, even if charged, on the first turn of combat. In subsequent turns initiative is determined normally.
Strike Last	A warrior using this weapon always strikes last, even when charging.
Two-Handed	This weapon requires two hands to use. A model using it may not use a shield, buckler or additional weapon in close combat. But may still use a shield for its +1 armour save against shooting.
Venomous	These weapons are treated as always being coated in the Black Lotus poison.
Gromril Weapon	An extra -1 save modifier.
Ithilmar Weapon	+1 Initiative bonus.
Missile Weapons	Range Strength Special Rules

Blowpipe	8"	1	+1 Save Modifier, Poison, Stealthy
Bow	24"	3	
Crossbow	30"	4	Move or Fire
Crossbow Pistol	10"	4	Shoot in hand-to-hand combat
Elf Bow	36"	3	-1 save modifier
Long Bow	30"	3	
Repeater Crossbow	24"	3	Fire Twice
Short Bow	16"	3	
Sling	18"	3	Fire twice at half range.
Throwing Star or Knife	6"	As user	Thrown weapon
Blackpowder Weapons			
Blunderbuss	Spl.	3	Shot, Fire once
Duelling Pistol	10"	4	Accuracy, Prepare shot, -2 Save modifier, Hand-to-hand.
Handgun	24"	4	Prepare shot, Move or fire, -2 Save modifier.
Hochland Long Rifle	48"	4	Prepare shot, Move or fire, -2 Save modifier, Pick Target.
Pistol	6"	4	Prepare shot, -2 Save modifier, Hand-to-hand
Warplock Pistol	8"	5	-3 Save Modifier. Fire every other turn.

SPECIAL RULES

Accuracy	+1 bonus on to hit rolls.
Fire Once	This weapon takes so long to reload it may only be fired once per battle.
Fire Twice at Half Range	A slinger may fire twice at short range if he does not move.
Fire Twice	This weapon may be fired twice, with a -1 to hit penalty on both shots.
Hand-to-Hand	This weapon may be used in hand-to-hand combat as well as shooting. If carried as a second weapon it grants +1 attack which is resolved as an attack of strength 4 with a -2 save modifier. This bonus may only be used once per combat. A brace of weapons provides two such attacks in the first turn of combat.
Move or Fire	You may not move and fire this weapon in the same turn. You may freely pivot to face the target or stand up from being knocked down.
Pick Target	You may fire at any target in sight, not just the closest one.
Poison	If a 6 is rolled to hit the weapon automatically causes a wound. This weapon cannot cause critical hits.
Prepare Shot	This weapon takes a whole turn to reload. You may only fire every other turn. If you have a brace of pistols you may fire every turn.
Save Modifier	This weapon affects the armour save against its attacks.
Shoot in hand-to-hand combat	A warrior armed with this weapon may shoot in the first round of a hand-to-hand combat, and this shot is resolved first before any blows are struck. -2 to-hit penalty.
Shot	Draw a line 16" long and 1" wide from the firer. Any and all models it its path are automatically hit by a strength 3 hit.
Stealthy	This weapon may be fired while hidden without revealing the firer's position though the target receives an initiative test to see the firer.
Thrown weapon	No penalty for long range or moving. They cannot be used in close combat.