

# WARHAMMER

## REFERENCE SHEET

### MOVEMENT

#### 1. Declare charges

Indicate which units are charging and nominate the enemy unit which they are going to charge. Take Panic tests for any units that are in close combat that will be charged in the flank or rear. Opponent chooses one of the following charge responses:

Stand and Shoot – You may stand and shoot if the chargers come from more than half their charge move away. Work out casualties immediately.

Hold – The unit stands and takes the charge.

Flee! – The unit turns tail and runs. Models are moved immediately 2D6" away from the enemy if their Movement is 6" or less or 3D6" if their Movement is more than 6".

#### 2. Rally fleeing troops

Troops that fled in a previous turn can be rallied by passing a Leadership test. A unit must have at least 25% of its original number of models surviving to rally. Rallied troops may not move or shoot this turn but may adopt any formation facing the enemy. Rallied characters may cast spells as normal. Units with Musicians will gain a +1 Ld bonus in any attempt to rally (max. Ld=10).

#### 3. Compulsory moves

Units subject to compulsory movement must be moved now.

#### 4. Move charges

Chargers make a double move towards the target unit and must bring as many models into combat as possible. Chargers may not turn or change formation, but can wheel once to bring more models into contact with the enemy. However, the unit need not do so if this means that it would not reach its target. Once a unit reaches the enemy it halts and is aligned with its opponent to form a neat battle line. If a charging unit's target has fled but is still within charge range it is destroyed. If the target unit flees out of reach or the charge move is too short, the charge has failed. Move the charging unit its normal Movement unless another unit is also within range, in which case the charge may be redirected against this new target. A charge may only be redirected once. Units which fail to complete a charge may not shoot, although a Wizard is free to cast spells as normal.

#### 5. Remaining moves

Any remaining units may now move. Units may move in a straight line or may manoeuvre. There are four types of manoeuvre:

##### Wheel

Units can pivot around one corner. Measure the distance travelled by the outside model. A unit may wheel several times in a turn as long as it has enough movement. A unit may wheel once in a charge to bring models into combat.

##### Turn

A unit that is not charging or marching may turn 90° or 180° by surrendering a quarter of its move. Note that each individual model turns in place; the unit as a whole does not move. Leaders, Standard Bearers and Musicians are then moved to the unit's new front rank.

##### Change formation

A unit may increase or decrease the number of ranks it is deployed in by one at a cost of half its move. It may increase or decrease its ranks by two if it does not move at all.

##### Reform

If it is not in close combat, a unit may reform into as many ranks as it wishes and face in any direction it wishes. If a unit reforms it cannot move at all and may not shoot in the Shooting phase, but Wizards are free to cast spells as normal.

##### Marching

A unit can march if there are no unbroken enemy models within 8" at the start of the Movement phase. It can, however, move to within 8" of enemy units during its march. A marching unit moves at twice its Movement characteristic and the only manoeuvre it may attempt is the wheel; it can neither change formation nor turn. It may not move through difficult terrain or cross obstacles and must stop if it reaches such features. A unit which is marching cannot shoot in the Shooting phase, but Wizards are free to cast spells as normal.

### TURN SEQUENCE

- 1 START OF TURN
- 2 MOVEMENT

### 3 MAGIC

### 4 SHOOTING

### 5 CLOSE COMBAT

### PSYCHOLOGY

*Except for hatred and frenzy, where no test is necessary, tests for psychology are taken against Leadership. Roll 2D6 – if you score equal to or less than the troops' Leadership value you have passed.*

#### Panic

*A unit which fails a Panic test will flee in the same way as a unit broken in close combat or a unit which flees when charged. A unit must take a Panic test in the following circumstances:*

- 1 - Fleeing friendly unit is within 4" at the start of the turn.
- 2 - Friends within 6" break from close combat or are destroyed.
- 3 - The unit is charged in the side or rear whilst engaged in combat.
- 4 - Fleeing friends within 4" are destroyed by chargers.
- 5 - The unit suffers 25% casualties from shooting or magic.
- 6 - A unit is wiped out by shooting within 4".

#### Fear

*A unit defeated in close combat by an enemy that it fears is automatically broken without a Break test if it is outnumbered.*

- 1 - Test to overcome *fear* if charged by an enemy that causes *fear*. Make this test once the enemy declares his charge. If the tester fails to overcome *fear* then he must flee if outnumbered by the attackers. If not outnumbered, then a unit which fails its Fear test may fight on, but requires a 6 to hit during the first turn of combat.
- 2 - Test if you wish to charge a *fear*-causing enemy. If you fail the test then you may not charge and must remain stationary for the turn.

#### Terror

*Only one Terror test is ever taken by a unit during the game – once it has been taken no further Terror tests are required. Troops which fail their Terror test will flee immediately exactly like troops broken in combat or fleeing from a charge.*

- 1 - Test to overcome *terror* if charged by or wishing to charge an enemy that causes *terror*.
- 2 - Test if there is a *terror*-causing enemy within 6" at the start of your turn.

#### Stupidity

*Test at the start of each turn. If troops fail their test:*

- 1 - If in close combat, half the creatures stop fighting.
- 2 - If not in close combat, move the unit directly forward at half normal speed.

#### Frenzy

*Troops affected by frenzy must behave as follows.*

- 1 - *Frenzied* troops must charge enemy within charge reach.
- 2 - *Frenzied* troops fight with +1 extra Attack.
- 3 - *Frenzied* troops always pursue.
- 4 - *Frenzied* troops are immune to other psychology.
- 5 - If defeated in combat they are no longer *frenzied*.

#### Hatred

*Troops fighting in close combat with a hated foe behave as follows:*

- 1 - Troops may re-roll any misses in the first turn of close combat.
- 2 - Troops must pursue *bated* enemies who flee.

#### Stubborn

*Stubborn troops behave as follows:*

- 1 - *Stubborn* troops take all Break tests on their unmodified Leadership value. They do not reduce this value regardless of any combat results, how many casualties they have suffered or other combat bonuses.



SHOOTING

Resolve each unit’s shooting one at a time, starting with weapons that require the range to be guessed.

**Declare target.** A model armed with a missile weapon may choose any enemy unit as a target if it lies within the model’s 90° fire arc and is in line of sight. Only models in the front rank of the unit may fire their missile weapons unless the unit is positioned on a hill, in which case up to two ranks may fire.

**Measure range.** Measure the range to the target. If targets are out of range the shots miss automatically.

**Roll to hit.** A dice roll of 1 is always a miss.

Firer’s BS:	1	2	3	4	5	6	7	8	9	10
D6 Score:	6	5	4	3	2	1	0	-1	-2	-3

To hit modifiers

- +1 Shooting at large target.
- 1 Shooting while moving.
- 1 Shooting at a charging enemy.
- 1 Shooting at long range.
- 1 Shooting at a single character or at skirmishers.
- 1 Target is behind soft cover.
- 2 Target is behind hard cover.

**Roll to damage.** Exactly as in close combat.

**Take armour saves.** Exactly as in close combat.

**Remove casualties.** Exactly as in close combat.

**Take any Panic tests.** If a unit takes 25% or more casualties from shooting it must immediately take a Panic test.

TO WOUND CHART  
TARGET’S TOUGHNESS

ATTACKER’S STRENGTH	1	2	3	4	5	6	7	8	9	10
	4	5	6	6	–	–	–	–	–	–
	3	4	5	6	6	–	–	–	–	–
	2	3	4	5	6	6	–	–	–	–
	2	2	3	4	5	6	6	–	–	–
	2	2	2	3	4	5	6	6	–	–
	2	2	2	2	3	4	5	6	6	–
	2	2	2	2	2	3	4	5	6	6
	2	2	2	2	2	2	3	4	5	6
	2	2	2	2	2	2	2	3	4	5
	2	2	2	2	2	2	2	2	3	4

Armour

None	No Save
Light	6+
Heavy	5+
Shield	+1
Barding	+1
Mounted	+1

Armour save  
modifiers

Strength of hit	Save modifier
4	-1
5	-2
6	-3
7	-4
8	-5

CLOSE COMBAT

1. Fight combats

Resolve each combat one at a time. The player whose turn it is will determine the order of the combats.

**Order of combat.** Charging units strike first. Otherwise, models strike in order of Initiative.

**Roll to hit.** Check on the To Hit chart to find the score needed on a D6 to hit. When fighting against cavalry, all blows are struck against the rider using the rider’s Weapon Skill. A mount uses its own Weapon Skill if it has its own Attack.

**Defended obstacles.** Models behind or in defended obstacles can only be hit on a roll of a 6, regardless of relative Weapon Skills. Once attackers win a round of combat, further combat rounds are fought as normal.

**Roll to damage.** Cross-reference the attacker’s Strength versus the defender’s Toughness value on the To Wound chart to find the score required on a D6 to cause a wound.

**Take armour saves.** Roll a D6 for each wound that is caused. A roll of 1 is always a failure.

**Remove casualties.** Remove casualties from rear ranks. Removed models do not get to attack if they have not already done so.

TO HIT CHART  
DEFENDER’S WEAPON SKILL

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

2. Combat results

Add up the number of wounds caused by each side in the combat and add any modifiers that apply from the following list. The side with the higher score has won the combat.

Combat resolution bonuses

- +1 per rank after the first, to a maximum of +3.
- +1 unit outnumbers the enemy.
- +1 Standard Bearer in front rank.
- +1 unit occupies higher ground.
- +1 Flank attack. If both flanks are engaged the modifier will still only be +1.
- +2 Rear attack. Combined with a flank attack, this gives a +3 bonus.
- +1 Overkill. A challenger who kills his opponent and inflicts more wounds than the enemy has adds +1 to the combat result score for each excess wound caused (max +5).

3. Losers take Break test

The losing unit in a combat rolls 2D6 and adds the difference between the combat results. If the score is greater than the unit’s Leadership value the unit has broken and will flee once all remaining combats have been resolved.

4. Panic tests

All units within 6" of a friendly unit that has broken or been destroyed must take an immediate Panic test.

5. Flee!

Fleeing troops move directly away from the largest enemy unit involved in the combat. If the unit normally moves 6" or less it flees 2D6". If it normally moves more than 6" it flees 3D6". Fleeing units ignore movement penalties for difficult ground and obstacles.

6. Pursuit

Victorious units will pursue fleeing troops 2D6" if their normal Movement is 6" or less, 3D6" if their normal Movement is greater than 6". A victorious unit that slays all of its opponents may also make a pursuit move; this is worked out exactly the same as a normal pursuit move. If this score is equal to or greater than the score rolled by the unit it is pursuing, the fleeing unit is destroyed. Pursuers ignore movement penalties for difficult ground and obstacles. If the pursuit move carries them into a fresh enemy unit this counts as a new charge and is resolved in the following turn.

**Restraining pursuit.** A unit may restrain its pursuit by rolling equal to or less than its Leadership value on 2D6. Units that are fighting from a building or other defended position can automatically restrain a pursuit. Declare you are not pursuing before your opponent rolls any dice.