

**Rank-and-File Recovery.** After each battle, players must determine which casualties recover and which are dead or lost. There are two types of rank-and-file models for which players must make recovery rolls: those that fled off the board without being run down by pursuers, and those that were removed as casualties (e.g., fell in combat, taken Out of Action in a skirmish battle, removed by a spell, run down by pursuers, and the like).

Roll a D6 for each rank-and-file model that was removed as a casualty or fled off the board and consult the table below.



Rank and File Recovery Table	
Model Type*	D6 Roll Required for Recovery
From Winning Banner, Fled off Board	1+**
From Winning Banner, Removed as Casualty	2+
From Losing/Tied Banner, Fled off Board	2+
From Losing/Tied Banner, Removed as Casualty	3+
From Massacred Banner***, Fled off Board	4+
From Massacred Banner***, Removed as Casualty	5+

\* War machines and their crews, Chariots and their crews (but not characters riding on them who must make a separate character roll), Dwarf Anvils, Lizardman Stegadons and their crews, and the similar model teams make a single recovery roll. Either they all recover or they all die.

\*\* In most cases, models that fled off the board from a winning banner will automatically return. However, scenario rules or GM's rulings may impose penalties on the recover roll; thus, a base number is given here.

\*\*\* For scenarios that are not resolved by Victory Points, the GM may also decide that a banner has been massacred for purposes of recovery if it was badly defeated and/or suffered heavy casualties.

**Character Recovery.** Character models removed as casualties must also roll to recover and may receive permanent injuries that can affect their stat lines and the type of equipment they can use. Roll a D66 and consult the table below. (To roll a D66, take two different-colored dice, assign one to be the tens digit and the other to be the ones digit, and roll 'em. A result of 2 and 6 would be 26, whereas a result of 4 and 1 would be 41.)


Character Injury Table	
D66	Roll Result

<b>11-15</b>	<b>Dead.</b>
<b>16-21</b>	<b>Multiple Injuries.</b> Roll D6 times on this table. Reroll any “Dead,” “Captured,” or “Multiple Injuries” results.
<b>22-23</b>	<b>Leg Wound.</b> -1 M.
<b>24</b>	<b>Arm Wound.</b> Roll D6. 1-3, Lose an arm (can no longer use a weapon that requires two hands or a shield). If both arms are lost, the character must be retired. 4-6, Light wound, -1 WS.
<b>25</b>	<b>Madness.</b> Roll D6. 1-3, Stupidity. 4-6, Frenzy.
<b>26</b>	<b>Chest Wound.</b> -1 T.
<b>31</b>	<b>Blinded in One Eye.</b> -1 BS. Keep track of which eye has been lost (i.e., roll D6: 1-3, left eye; 4-6, right eye). If both eyes are lost, the character must be retired.
<b>32</b>	<b>Old Battle Wound.</b> Roll a D6 before each battle. On the result of a 1, the old wound is acting up and the character cannot participate in the battle.
<b>33</b>	<b>Nervous Condition.</b> -1 I.
<b>34-36</b>	<b>Robbed.</b> The character survives, but all his equipment and magic items are lost. If this character was part of a losing banner, the winning banner may capture his equipment and use it unless normally prevented from doing so (e.g., the Beasts of Chaos magic item Crown of Thorns can only be used by Beasts of Chaos characters but can be captured – but not used – by other banners).
<b>41-56</b>	<b>Full Recovery.</b> No effect.
<b>61-66</b>	<b>Captured.</b> If not part of a winning banner, the character is captured. If part of a winning banner, roll a D6. On a 1-3, the character is captured; on a 4-6, the character makes good his escape and rejoins his banner. Captured characters can be executed per the rules on p. 73 of <b>The General’s Compendium</b> or traded or ransomed.

After all recovery rolls have been made and record sheets have been updated, banners may be reorganized, consolidated, or split up. Banners must be within 1/4" to exchange troops or merge into one banner, however. Items and troops that had been held in reserve in the [baggage](#) (e.g., Dispel Scrolls or Night Goblin Fanatics) can be incorporated into the army list and should be assigned to characters or units as appropriate.

If any unit has fallen below Unit Strength 5, the GM may allow those few odd models to be incorporated into another unit. Ideally, this unit should be of exactly the same type, e.g., a 4-strong unit of Dwarf Warriors with great weapons could join a 15-strong unit of Dwarf Warriors with great weapons. However, some GMs may allow other types of “lateral moves.” For instance, a 3-strong unit of Empire Halberdiers could exchange their Halberds for swords scavenged from the battlefield and join a larger unit of Empire Swordsmen. Such a change seems equitable as the models are similar in points cost, size, ability, and battlefield role. However, Empire Halberdiers could never be upgraded to Knights of the White Wolf, Greatswords, or Pistoliers. Even more ridiculous transfers – Chaos Marauders becoming Tzeentch Screamer,



Snotlings becoming Ogres, or Hobgoblins becoming Chaos Dwarfs 

– are right out. Remember that all such transfers should be made for reasons of ease of play and not to take cheesy advantage of a chance to upgrade a few troops. Of course, the GM must approve all such transfers.

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