

ORDERS

- 1 Per full 20cm distance
- 1 Each successive order
- 1 Enemy within 20cm
- 1 Within dense terrain
- 1 Each casualty taken

An Order roll of 12 is a blunder see opposite tables.

HOME BACK

Flying units more than 20cm from a character can home back up to 10xD6cm before orders are issued.

A flying unit can home back and receive orders in the same turn.

SHOOTING

Range

Bows/Crossbows etc.	30cm
Stone Throwers/Cannons	60cm
Bolt Throwers	40cm
Pistoliers/Goblins	15cm

Score to Hit

Target in Open	4,5,6
Target in defended position	5,6
Target in fortified position	6

Drive Backs

Roll for drive backs at the end of shooting. 1D6cm per hit.

- 1 dice if Defended
- 2 dice is Fortified

Unit becomes confused if a drive back dice is a 6.

Units driven back full move or more are routed.

COMBAT

All modifications are per stand

Charging enemy in open	+1
Monster/Chariot charging enemy in open	+1
Pursuit attack	+1
Extra Pursuit Attack (per 3cm)	+1
Fighting terrifying enemy	-1
Fighting side or rear	-1
Confused	-1

+1 to Combat result per supporting stand

Draw : Both sides fall back up to 3D6cm (minimum lowest dice) defended/fortified units may stand ground.

Lose : Loser must retreat by the difference in Combat results in cm.

Win : Fall back, stand ground, pursue or (if the enemy is destroyed) advance (once).

BLUNDERS (D6)

- 1 The Unit, or one chosen from a brigade, suffers a -1 Command penalty for the rest of battle.
- 2-3 ... If there are no visible enemy within a full pace move, the unit halts. If there are visible enemy then the unit/brigade must move so it is at least a full pace move distant where possible.
- 4-5 ... The unit/brigade can move up to half pace but no unit can charge.
- 6 The unit/brigade moves its full pace towards the nearest enemy and will charge if it is possible to do so.

STEAM TANK BLUNDERS (D6)

- 1 Immobilised for rest of game.
- 2-3 ... Cannot shoot that turn
- 4-6 ... Unaffected.

GIANT GOES WILD (D6)

- 1 Giant will neither move nor fight this turn.
- 2 Move Giant to nearest table edge. If he moves into another unit (friend or foe) he will attack. If victorious in combat he will stand his ground
- 3 Giant throws a rock/tree towards the closest unit (friend or foe), object travels 5D6cm, and if it hits does 3 attacks.
- 4 Giant moves full pace in direction he is facing, if he reaches enemy he attacks as normal. If he moves through friendly units they become *confused* for remainder of Command phase. Units walked through cease to be *confused* at end of Command phase along with other confused troops.
- 5 As 4 above but moves towards the nearest enemy unit he can see.
- 6 Giant rushes towards the nearest enemy he can see at double full-pace move, doing double his Attack value for the first round of combat.

FLAME CANNON ATTACKS

Double Result

- 1 No hits caused. Destroyed
- 2 4 hits caused + 2D6 attacks. Destroyed
- 3 3 hits caused. Shoots with one dice in future.
- 4 4 hits caused - otherwise unaffected.
- 5 Doesn't shoot this turn - otherwise unaffected.
- 6 12 hits caused + D6 attacks - otherwise unaffected.

Empire

Ball of Flame (5+, 30cm)

Each unit beneath a 30cm line projected from wizard takes 3 shooting attacks. Unengaged units driven back. Engaged units add to first combat round.

Voice of Command (5+, 30cm)

Target unit can move as if it had received an order. Only one **VoC** per unit per turn.

Weird Enchantment (4+, 30cm)

Target unit reduced to half pace (even charging). It counts all enemy as terrifying (unless target undead). Units which cause *terror* cease to do so. Effect last until end of opposing players following turn. Only one **WE** per unit at a time.

Teleport (2+)

The Wizard moves to a new position on the table and can attempt to cast a further spell on the D6 roll of 4+.

Undead

Raise Dead (5+, 30cm)

Can be cast if there is a combat within 30cm of Wizard. 1 unit of Skeleton Infantry are created and placed in a Combat engagement within 30cm of the caster. Do not count as charging.

Touch of Death (4+)

Three combat attacks on one enemy touching unit wizard is with. Hits carry over to first combat round.

Doom and Despair (4+, 60cm)

Unit cannot charge and if engaged in combat will not pursue/advance. Lasts until end of opposing players turn. Only one **D&D** per unit at a time.

Death Bolt (5+, 30cm)

Counts as 3 shooting attacks with no Armour save. Causes drive backs as normal shooting. Wizard must have LOS and can't shoot into combat.

Chaos

Boon of Chaos (4+)

Adds +1 to combat attacks of each stand in a unit he is joined to including his own. Lasts for the duration of the following Combat phase.

Anger of the Gods (4+, 30cm)

This spell lasts throughout the enemy's turn. All enemy within 30cm of the Wizard suffer a -1 penalty to their Command rolls. A unit can only be affected by one **AotG** at a time.

Rage of Chaos (5+, 30cm)

Affects one unit for the duration of the following combat round. During combat, the player may roll up to 1 dice for each stand in the unit and add the score to the unit's Attacks. Dice can be rolled one at a time. If a double is rolled (any two rolls the same), all extra hits rolled are struck on the unit itself, not on the enemy.

Curse of Chaos (5+, 30cm)

Counts as 3 shooting attacks with no Armour save. Causes drive backs as normal shooting. Wizard must have LOS and can't shoot into combat.

Orc & Goblin

Foot of Gork (6+, 50cm)

Target suffers 6 attacks but are *not* driven back. Cannot be cast into combat.

Gotcha! (5+, 30cm)

Each unit beneath a 30cm line projected from the Shaman take 3 shooting attacks. Unengaged units driven back. Engaged units add to first combat round.

Gerroff! (5+, 60cm)

Target is driven back 5D6cm towards own table edge. Can't be cast on units engaged in combat or successfully on the same unit more than once in a turn.

Waaagh! (4+, 30cm)

Each unit stand and character in target unit adds +1 to Attacks during the following Combat phase. A unit can only have one *Waaagh!* successfully cast on it at a time.

High Elf (Can re-roll a failed spell)

Storm of Stone (6+, 30cm)

Each enemy within 30cm of Wizard takes D3 shooting attacks. Units are not driven back by hits. Engaged units carry over hits into first round of combat.

Light of Battle (5+, 30cm)

Affects all High Elf units within 30cm. Each unit stand and character adds +1 Attack during the following combat phase. A unit can only have one **LoB** successfully cast on it at a time.

Heaven's Fire (5+, 30cm)

Cast on a friendly missile armed unit. The unit may shoot whether it has done so or not. A unit can only have one **HF** successfully cast on it per turn. Can't be cast on Artillery or Machines.

Hand of Destruction (5+, 30cm)

Counts as 3 shooting attacks with no Armour save. Causes drive backs as normal shooting. Wizard must have LOS and can't shoot into combat.

Dwarf Anti-Magic

A Dwarf Runesmith can attempt to nullify an enemy spell by rolling 4+ on 1D6. Only one attempt can be made to nullify each spell.

Kislev

Icy Blast (5+, 30cm)

Counts as 3 shooting attacks with no Armour save. Causes drive backs as normal shooting. Wizard must have LOS and can't shoot into combat.

Chill (4+, 30cm)

Engaged enemy unit loses 1 attack per stand.

Monster Bear (4+)

Shaman gets 2 additional close combat attacks and causes Terror in the next combat phase.

Freeze (6+, 60cm)

Select and enemy stand within range. Roll a D6. Stand is destroyed if roll \geq hits of troop type, else no effect. Destroyed Stands are treated as taking enough shooting hits to destroy and are driven back as per shooting.

Brettonian

Aerial Shield (4+, 15cm)

Lasts until next Brettonian shooting phase. Units within 15cm may re-roll failed Armour Saves against any Shooting attacks (incl. Magic and Stand-and-Shoot)

Shield of Combat (4+, Joined Unit)

Lasts until next Brettonian shooting phase. Joined unit may re-roll failed Armour Saves suffered during the Combat Phase excluding Stand-and Shoot.

Eerie Mist (4+, 30cm)

Lasts until end of opponents turn. The enemy unit cannot use its initiative and orders given to the unit or brigade it is part of, suffer a -1 command penalty.

Lady's Favour (5+, 30cm)

A single unit can be moved as if it ordered. Joined characters do not move.

Vampire Counts

Raise Dead (5+, 30cm)

Can be cast if there is a combat within 30cm of Wizard. 1 unit of Skeleton Infantry are created and placed in a Combat engagement within 30cm of the caster. Do not count as charging.

Death Bolt (5+, 30cm)

Counts as 3 shooting attacks with no Armour save. Causes drive backs as normal shooting. Wizard must have LOS and can't shoot into combat.

Vanhel's Danse Macabre (5+, 40cm)

Any unit within range, except Ghouls, machines or artillery instant move.

Curse of Years (4+, 30cm)

Target unit is half move and -1 command until end of opponents next turn.

Devices of Power / Weapons / Banners

Crown of Command

General's first order in a turn against unmodified 10 if he chooses (before rolling). Can be used until one of those tests is failed.

Helm of Doom

Command value +1 up to a max. of 10. Lasts one turn only. Announce use before first order test.

Orb of Majesty

One failed General's order is ignored. The order is executed and the General can give further orders. One use only.

Sceptre of Sovereignty

Can be used if a character blunder. After the blunder roll, but before the roll takes effect, the player can decide to ignore the blunder and than the command will count as issued successfully in all respects (and the character can give further orders). One use only.

Ring of Magic

Cast spell without rolling the dice. One use only.

Staff of Spellbinding

If enemy wizard fails to cast a spell, he is spellbound on a 4+. Spellbound wizards chances to cast are reduced by 1. One successful use only.

Scroll of Dispelling

When an enemy spell roll is successful the scroll can be used to make it fail nonetheless. Dwarfs use it after the dispel roll. One use only

Wand of Power

Increase chance of spell-casting by one up to a min. of 2+. One use only

Rod of Repetition

Can try to cast a second spell. One use only.

Sword of Destruction

One unit in contact must re-roll 1 successful armour roll each combat-round.

Sword of Fate

+1 Attack to one single stand in the first combat engagement. One use only.

Sword of Cleaving

Re-roll 1 attack dice in each round of combat.

Sword of Might

+1 Attack to one single stand.

Banner of Fortitude

+1 hit per stand for the first combat phase of the battle.

Banner of Fortune

Re-roll all shooting or close combat dice. One use only.

Banner of Shielding

Armour better by 1 but never better than 3+. Lost with the first stand.

Banner of Steadfastness

First shooting or magic hit each turn is ignored. Lost with the first stand.

Battle Banner

+1 attack per stand for the first combat phase of the battle.