

Combat Resolution:

- 1 point per wound inflicted (not saved)
- Rank Bonus +1/rank (up to a max pg.105)
- Close Order Unit in Combat Order +1 each
- Standard +1
- Battle Standard +1
- Flank Attack +1
- Rear Attack +2
- High Ground +1
- Overkill +1/excess wound
- Other bonuses may apply

If these scores are tied then any side which includes at least one Musician adds a further +1. This may result in a real tie if both sides have one!

Break Tests:

A unit that has lost combat by any amount rolls a LD test with a modifier equal to the amount they lost by (ie a unit that lost combat by 3 will be at +3 to the roll)

- If natural roll is higher than their LD they Break and Flee
- If natural roll is equal or lower than LD but higher than modified they Fall Back in Good Order
- If equal or lower than modified LD (or a double 1 regardless) they Give Ground

Fleeing:

Moves 2D6 away from winning unit with highest unit strength

Breaks – the unit Flees, if caught then they are killed

Fall Back in Good Order - the unit flees using the highest of the 2D6, rallying automatically at the end of that move; if their Unit Strength is less than 50% the winning side then the unit Breaks instead

Gives Ground - moves 2" directly away from all enemy units (not just highest unit strength); if unable then stay locked in combat

Pursuing:

Before fleeing units roll their distance moved the winning units must each decide what to do

Restrain and Reform – pass a LD test, stay put, and make a free reform; if test is failed then must Pursue

Follow Up – if enemy Gives Ground simply move back up into base contact; unit may perform a free turn before doing so

Pursuit – if enemy Falls Back in Good Order or Breaks and Flees move 2D6" towards fleeing unit

Overrun:

If enemy units are all completely destroyed then may choose to Restrain and Reform or make a Pursuit move but may not turn first, moving straight forwards

MAGIC

Strategy Phase – Enchantment and Hex

Movement Phase – Conveyance

Shooting Phase – Magic Missile and Vortex

Combat – Assailment

Casting:

Roll 2D6 adding Wizard level to result

Bound Spells add their level to 2D6 result

Dispelling:

If you have a wizard within range roll 2D6 and add wizard level, must beat casting result to dispel

- Level 1&2 Wizards 18" Range
- Level 3&4 Wizards 24" Range

Fated Dispel:

If no friendly Wizards in range once per turn can make a dispel on natural 2D6 with no modifiers

Miscasts and Perfect Cast/Dispel:

A Casting or Dispelling Roll of double 1 results in a roll on the miscast table. Double 6 means the spell cannot be dispelled, or is automatically dispelled

Miscast: 2D6 Roll	Result
2-4 Dimensional Cascade	Place 5" template over the Wizard every model hit suffers a S10 AP-4
5-6 Calamitous Detonation	Place 3" template over the Wizard every model hit suffers a S6 AP-2
7 Careless Conjuration	Wizard suffers a S4 AP-1 hit
8-9 Barely Controlled	Spell is cast at its casting value but you cannot cast more spells this turn
10-12 Power Drain	Spell is cast and cannot be dispelled but you cannot cast more spells this turn

SAVES

Armour

- Light: 6+
- Heavy: 5+
- Full Plate: 4+

Bonuses to Armour

- Shield +1
- Barding +1

An armour save may never be improved better than 2+

Common Weapons

<u>Melee Weapons pg. 213</u>	Range	Strength	AP	Special Rules
Hand Weapon	Melee	S	-	-
Additional hand weapon	Melee	S	-	Requires Two Hands Extra Attacks +1
Great Weapon	Melee	S+2	-2	Armour Bane (1) Requires Two Hands Strike Last
Flail	Melee	S+2	-2	Requires Two Hands S+2 first round of combat only
Morningstar	Melee	S+1	-1	S+1 first round of combat only
Halberd	Melee	S+1	-1	Amour Bane (1) Requires Two Hands
Whip	Melee	S	-	Fight in Extra Rank Strike First
Lance	Melee	S+2	-2	Armour Bane (1) Turn user charged only
Cavalry Spear	Melee	S+1	-1	S and AP only on turn user charged Fight in Extra Rank any turn they did not charge
Throwing Spear	Melee	S	-	Fight in Extra Rank on turn user charged
Thrusting Spear	Melee	S	-	Fight in Extra Rank on any turn they did not charge +1 Initiative when charged
<u>Missile Weapons pg. 216</u>	Range	Strength	AP	Special Rules
Shortbow	18"	3	-	Quick Shot, Volley Fire
Warbow	24"	S	-	Volley Fire
Longbow	30"	3	-	Amour Bane (1), Volley Fire
Repeater Handbow	12"	3	-	Multiple Shots (2), Quick Shot
Brace of Repeater Handbows	12"	3	-	Multiple Shots (4), Quick Shot
Crossbow	30"	4	-	Armour Bane (2), Ponderous
Repeater Crossbow	24"	3	-	Armour Bane (1), Multiple Shots (2)
Pistol	12"	4	-1	Armour Bane (1)
Brace of Pistols	12"	4	-1	Armour Bane (1), Multiple Shots (2), Quick Shot
Repeater Pistol	12"	4	-1	Armour Bane (1), Multiple Shots (3), Quick Shot
Handgun	24"	4	-1	Armour Bane (1), Ponderous
Repeater Handgun	24"	4	-1	Armour Bane (1), Multiple Shots (3), Ponderous
Throwing Weapon	9"	S	-	Multiple Shots (2), Move & Shoot, Quick Shot
Throwing Axe	9"	S+1	-	Quick Shot
Javelin	12"	S	-	Move & Shoot, Quick Shot
Sling	18"	3	-	Multiple Shots (2).

<u>Artillery pg. 222</u>	Range	Strength	AP	Special Rules
Bolt Thrower	48"	6	-3	Cumbersome, Move or Shoot, Multiple Wounds (2). Through & Through
Repeater Bolt Thrower	48"	6	-3	Cumbersome, Move or Shoot, Multiple Wounds (2). Rapid Fire, Through & Through
Repeater Bolt Thrower (Rapid Fire)	48"	4	-1	Armour Bane (1), Cumbersome, Move or Shoot, Multiple Shots (D3+3)
Stone Thrower	12-60"	4 (8)	-1 (-3)	Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D3+1)
Cannon	48"	8	-2	Armour Bane (2), Cannon Fire, Cumbersome, Move or Shoot, Multiple Wound (D3)
Great Cannon	60"	10	-3	Amour Bane (2), Cannon Fire, Cumbersome, Move or Shoot, Multiple Wounds (D3+1)
Grapeshot	12"	4	-1	Cumbersome, Move or Shoot, Needs More Nails
Organ Gun	30"	5	-1	Amour Bane (2), Cumbersome, Move or Shoot, Multi-Barrelled
Mortar	12-48"	2 (6)	-2 (-3)	Armour Bane (1), Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D3)
Fire Throwers	12"	5	-1	Column of Fire, Cumbersome, Flaming Attacks, Move or Shoot

Stone Thrower Misfire Table

D6	Result
1	Destroyed: The weapon cannot take the strain! Bits of wood and metal debris are thrown into the air and the stone tumbles to the ground. The model is destroyed and immediately removed from play.
2-4	Malfunction: One of the crew has become caught in the firing mechanism. This problem can be fixed, but only by partially dismantling the weapon, the crew member, or both. The crew immediately loses one Wound, the model fails to shoot this turn and cannot shoot before the end of the next round.
5-6	Twang: Something has snapped. This is a rather minor mishap, but one that will require plenty of elbow grease and strong language to repair. The model fails to shoot this turn.

Black Powder Misfire Table

D6	Result
1	Destroyed: The weapon explodes with a thunderous noise, leaving a hole in the ground and a cloud of black smoke hanging in the air. The model is destroyed and immediately removed from play.
2-4	Malfunction: The charge misfires, terminally inconveniencing one of the crew and knocking the war machine over. It can be righted, but it will take time. The crew immediately loses one Wound, the model fails to shoot this turn and cannot shoot before the end of the next round.
5-6	Pffft: The fuse has gone out. As far as mishaps go, it is not very serious, but one of the crew will be feeling rather foolish! The model fails to shoot this turn.

Spell Lore

Battle Magic

Hammerhand (signature)	Assailment	7+	Combat	A single enemy unit the caster is engaged in combat with suffers 2D3 Strength 4 hits with an AP of -2.
1. Fireball	Magic Missile	8+	24"	The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -. This spell has the Flaming Attacks special rule.
2. Curse of Arrow Attraction	Hex	7+	21"	Until your next Start of Turn sub-phase, you may re-roll any rolls To Hit of a natural 1 when shooting at the target enemy unit.
3. Pillar of Fire	Vortex	9+	12"	Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a direction of the caster's choosing during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 3 hits, each with an AP of -2. These hits have the Flaming Attacks special rule.
4. Arcane Urgency	Conveyance	10+	15"	If the target friendly unit is not fleeing and has already moved during this Movement phase, it may immediately move again.
5. Oaken Shield	Enchantment	7+	Self	Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 5+ Ward save against any wounds suffered.
6. Curse of Cowardly Flight	Hex	9+	15"	The target enemy unit must immediately make a Panic test. If the target unit automatically passes any Panic tests it is required to make for any reason, it must still make this test and, should it fail, it will Give Ground.

Daemonology

The Summoning (signature)	Magic Missile	9+	18"	The target enemy unit suffers 2D6 Strength 4 hits with an AP of -1.
1. Steed of Shadows	Conveyance	9+	15"	This spell can only target friendly models whose troop type is 'infantry'. If the target friendly unit is not fleeing and has not already moved during this Movement phase, it gains the Fly (12) special rule until your next Start of Turn sub-phase.
2. Gathering Darkness	Hex	9+	12"	Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Initiative characteristic (to a minimum of 1), a -2 modifier to its Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule. This spell may target an enemy unit engaged in combat.
3. Daemonic Familiars	Assailment	8+	Combat	A single enemy unit the caster is engaged in combat with suffers 2D6 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).
4. Daemonic Vessel	Enchantment	10+	Self	Until the end of this turn, the caster, their mount and any unit they have joined, gain a +1 modifier to their Strength and Attacks characteristics (to a maximum of 10), and improve the Armour Piercing characteristic of their weapons by 1.
5. Vortex of Chaos	Vortex	8+	15"	Remains in Play. Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D6+1 Strength 3 hits, each with an AP of -.
6. Daemonic Vigour	Enchantment	9+	15"	Until the end of this turn, the target friendly unit gains a +1 modifier to its Movement, Toughness and Initiative characteristics (to a maximum of 10).

Dark Magic

Doombolt (signature)	Magic Missile	8+	24"	Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit. Any enemy model whose base lies underneath the template risks being hit (page 95) and suffering a single Strength 3 hit with an AP of -2.
1. Word of Pain	Hex	10+	18"	Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Strength and Toughness characteristics (to a minimum of 1). This spell may target an enemy unit engaged in combat.
2. Stream of Corruption	Assailment	8+	Combat	Place a flame template so that the narrow end touches the caster's base edge and the broad end is over a unit they are engaged in combat with. Any model (friend or foe) whose base lies underneath the template risks being hit (page 95) and suffering a single Strength 3 hit with an AP of -1.
3. Infernal Gateway	Conveyance	10+	12"	This spell can only target friendly characters, but may target characters engaged in combat. If the target friendly character is not fleeing, you may immediately remove it from the battlefield and replace it anywhere within 12" of its original location, but not within 6" of any enemy models. <i>Note this allows the character to leave combat.</i>
4. Phantasmagoria	Vortex	9+	12"	Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Enemy units that end their movement within 12" of the template must immediately make a Panic test. Those that fail will Fall Back in Good Order or flee directly away from the template. Those that pass (or that do not have to make the test) become subject to the Impetuous special rule whilst they remain within 12" of the template.
5. Battle Lust	Enchantment	9+	12"	Until the end of this turn, the target friendly unit gains the Frenzy and Hatred (all enemies) special rules.
6. Soul Eater	Assailment	7+	Combat	A single enemy model the caster is engaged in combat with suffers a single Strength 3 hit with the Multiple Wounds (3) special rule and with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

Elementalism

Storm Caller (signature)	Hex	7+	12"	Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Movement and Initiative characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.
1. Flaming Sword	Assailment	8+	Combat	A single enemy unit the caster is engaged in combat with suffers D6+1 Strength 3 hits, each with an AP of -. These hits have the Flaming Attacks special rule.
2. Plague of Rust	Hex	9+	21"	Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its armour value. This spell may target an enemy unit engaged in combat.
3. Summon Elemental Spirit	Vortex	9+	15"	Remains in Play. Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain over which no line of sight can be drawn. The template moves D6" in a random direction during every Start of Turn subphase. Any enemy unit the moving template touches or moves over suffers D3+3 Strength 4 hits, each with an AP of -1.
4. Earthen Ramparts	Enchantment	10+	15"	Until your next Start of Turn sub-phase, the target friendly unit gains a 5+ Ward save against any wounds suffered and counts as being behind a defended low linear obstacle if charged. However, whilst this spell is in play the target unit cannot march or charge.
5. Wind Blast	Magic Missile	8+	15"	The target enemy unit suffers D3+3 Strength 5 hits with an AP of -1. Once these hits have been resolved, the unit must Give Ground.
6. Travel Mystical Pathway	Conveyance	10+	9"	If the target friendly unit is not fleeing and has not already moved during this Movement phase, you may immediately remove it from the battlefield and replace it anywhere within 12" of its original location, but not within 6" of any enemy models. The target friendly unit cannot move again during this Movement phase.

High Magic

Drain Magic (signature)	Hex	9+	Self	Remains in Play. Whilst this spell is in play, enemy Wizards that are within 24" of the caster's model when attempting to cast a spell must increase that spell's casting value by 2.
1. Walk Between Worlds	Conveyance	10+	Self	Until your next Start of Turn sub-phase, the caster and any unit they have joined gain the Ethereal and Reserve Move special rules.
2. Fiery Convocation	Magic Missile	10+	18"	Place a large (5") blast template so that its central hole is directly over the centre of the target enemy unit. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (page 95) and suffering a Strength 4 hit with an AP of -2. These hits have the Flaming Attacks special rule.
3. Tempest	Vortex	9+	12"	Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Whilst within 6" of the template, enemy units treat open ground as difficult terrain and difficult terrain as dangerous terrain.
4. Corporeal Unmaking	Assailment	8+	Combat	A single enemy unit the caster is engaged in combat with suffers D3 Strength 5 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).
5. Fury of Khaine	Enchantment	9+	12"	Until the end of this turn, the target friendly unit gains the Extra Attacks (+1) special rule. This spell may target a friendly unit engaged in combat.
6. Shield of Saphery	Enchantment	9+	18"	Until the end of this turn, the target friendly unit gains a 5+ Ward save against any wounds suffered. If this spell is cast, the effects of any other Enchantment previously cast on the target unit immediately expire.

Illusion

Glittering Robe (signature)	Enchantment	8+	Self	Until your next Start of Turn sub-phase, enemy units suffer a -1 modifier to any rolls To Hit made against the caster and any unit they have joined. If this spell is cast, the effects of any other Enchantment previously cast on any of the affected models immediately expire.
1. Mind Razor	Magic Missile	7+	15"	The target enemy unit must immediately make a Leadership test. If this test is passed, it suffers D3 Strength 3 hits, each with an AP of -. If, however, this test is failed, it suffers D3+3 Strength 4 hits, each with an AP of -3.
2. Shimmering Dragon	Conveyance	8+	12"	This spell can only target friendly characters. If the target friendly character is not fleeing and has not already moved during this Movement phase, it gains the Fly (10) special rule until the end of this turn.
3. Column of Crystal	Vortex	10+	9"	Remains in Play. Place a large (5") blast template so that its central hole is within 9" of the caster. Whilst in play, the template does not move and is treated as impassable terrain over which no line of sight can be drawn.
4. Confounding Convocation	Hex	9+	9"	Remains in Play. Whilst this spell is in play, the target enemy unit becomes subject to the Stupidity special rule.
5. Spectral Doppelganger	Assailment	9+	Combat	A single enemy unit the caster is engaged in combat with suffers 2D6 hits, resolved using the characteristics and special rules of the caster and of any weapon they carry.
6. Miasmatic Mirage	Hex	11+	15"	Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Movement characteristic (to a minimum of 1) and cannot march or charge. If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

Necromancy

The Dwellers Below (signature)	Assailment	7+	Combat	Place a small (3") blast template so that its central hole is directly over the centre of a unit the caster is engaged in combat with. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (page 95) and suffering a single Strength 3 hit with an AP of -.
1. Deathly Cabal	Enchantment	10+	Self	Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack. In addition, whilst this spell is in play, the affected models gain the Fear special rule. If they already have the Fear special rule, they instead gain the Terror special rule.
2. Unquiet Spirits	Magic Missile	8+	15"	The target enemy unit suffers 3D6 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).
3. Spiritual Vortex	Vortex	11+	12"	Remains in Play. Place a large (5") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Whilst within 8" of the template, enemy units suffer a -1 modifier to their Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule.
4. Curse of Years	Hex	10+	15"	Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Movement, Weapon Skill and Toughness characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.
5. Spectral Steed	Conveyance	9+	12"	Remains in Play. This spell can only target friendly characters whose troop type is 'infantry'. Whilst this spell is in play, the target friendly character gains the Ethereal and Fly (10) special rules.
6. Spirit Leech	Hex	8+	18"	Until the end of this turn, the target enemy unit suffers a -2 modifier to its Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule. This spell may target an enemy unit engaged in combat.

Waaagh! Magic

Fist of Gork (signature)	Assailment	9+	Combat	Place a large (5") blast template so that its central hole is directly over the centre of a unit the caster is engaged in combat with. Once placed, the template will scatter D3"+1. Any model (friend or foe) whose base lies underneath the template's final position risks being hit (page 95) and suffering a single Strength 4 hit with an AP of -1.
1. Vindictive Glare	Magic Missile	8+	21"	The target enemy unit suffers a single Strength 7 hit with the Multiple Wounds (D3) special rule and with no armour save permitted (Ward and Regeneration saves can be attempted as normal). This spell may target an enemy unit engaged in combat.
2. Hand of Mork	Conveyance	7+	18"	This spell can only target friendly characters, but may target characters engaged in combat. You may immediately remove the target friendly character from the battlefield and replace it anywhere within 2D6" of its original location, but not within 3" of any enemy models. However, if a double 1 is rolled, the character lands badly and loses a single Wound. <i>Note that this spell allows a character to leave combat.</i>
3. Bad Moon Rizin'	Hex	10+	15"	Until the end of this turn, the target enemy unit suffers a -D3 modifier to its Weapon Skill and Initiative characteristics (to a minimum of 1).
4. Evil Sun Shinin'	Enchantment	9+	Self	Until your next Start of Turn sub-phase, friendly units that are within the caster's Command range may reroll any rolls To Hit of a natural 1, and improve the Armour Piercing characteristic of their weapons by 1.
5. 'Ere We Go!	Enchantment	9+	Self	Any friendly unit that is within the caster's Command range during the Declare Charges & Charge Reactions sub-phase of this turn increases its maximum possible charge range by 3" and, when it makes a Charge roll, may apply a +D3 modifier to the result.
6. Foot of Gork	Vortex	8+	15"	Remains in Play. Place a large (5") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves 2D6" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 5 hits, each with an AP of -1.