

WARMASTER

REVOLUTION

COMPENDIUM

An unofficial fan ruleset

v. 2.0

Editor's note

Warmaster Revolution (WMR) is a fan-based 2nd edition of rules for the Warmaster game. Warmaster stopped being supported by Games Workshop (GW) in 2012, yet there are still many players around the world who love this game and are playing it regularly.

WMR first started as a Czech community-based project but has since evolved into a project supported by large parts of the international community. The Warmaster Revolution Rules Committee (WMRRC), consisting of a number of players from around the world, was established to discuss rules issues and potential changes to the army lists.

The main aim of the WMR rule set is to implement the combat system from Warmaster Ancients – a second generation of the Warmaster rules system. In brief, this means a limited amount of combat rounds within one Combat Phase, among many other small fixes and enhancements. WMR also features a set of optional rules that focus on adding more dynamics to the game. Finally, a number of minor changes have also been introduced into the existing army lists.

We believe that WMR offers more dynamic, smooth and “realistic” games than the original version. But most importantly it shows, that though not supported by GW any more, the game still lives on.

Make Wargames, not War!



In honour of Sergei Kushnir and all the fellow wargamers
who had to experience real war.

WARMMASTER

REVOLUTION

By
Rick Priestley
with Stephan Hess & Alessio Cavatore

Revolution edits and layout by Aleš Navrátil
with help from Jan Zpatka

COVER ART:

Albrecht Altdorfer (1529)

ARTWORK:

Matthew Street

Advanced Terrain Rules by C.J. Bennett; Siege rules by Rick Priestley edited by Alexey Belianin and Geralt Denk; Campaign rules by Rick Priestley and Jervis Johnson edited by Aleš Navrátil;

Miniatures painted by:

Christophe Van den Eynde; draconian_minipainting; Jan Truby; Justin Curtis; Shane Streeting; Vasilije Lalic; Remes@remremes; Benjamin Wendt; Aleš Navrátil; Dagmar Navrátilová; Katcher; Piotr „RIP“ Piter; Aitor Jimenez;

Special thanks to:

Justin Curtis; Shane Streeting; Martin Nilsson; Peter Lam; Chistopher Orr; John Braisby; Barry Pittman; Jim Beach; Iain Standing; Kristofer Dingwell; Radek Ratajczak; Andrzej Kret; Radomír Klabačka; Matthew Kozikowski;



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INTRODUCING WARMASTER

Warmaster is a game of conflict on a grand scale, fought over an area of ground that we might imagine to be many miles square. Although our models are approximately 10mm high this should not be taken as a literal representation of scale when it comes to the size of the battlefield.

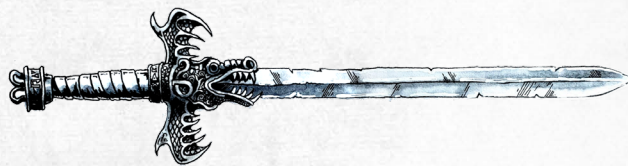
The area occupied by a regiment of models is assumed to encompass hundreds of warriors including all of their supporting elements such as mules laden with spare ammunition, surgeons' wagons, preachers, servants, messengers, scouts and all the paraphernalia of warfare. Never mind that the actual number of warriors depicted is typically about 30-40 in the case of an infantry regiment – we must imagine the formation whole and glorious as it marches to battle! This abstraction, by which a few models are taken to represent many more actual warriors, shouldn't concern us too much during play, although it has a direct bearing on the way the rules have been formulated.

Similarly, when considering the distances moved by our troops it is wise to think of a standard move of 20cm or 30cm as representing a unit redeploying into a new position from which it is able to launch attacks or push groups of warriors forward to shoot, skirmish or scout ahead. Where troops charge their enemies it would be inappropriate to imagine them running hell for leather over this entire distance – rather, they march into position, deploy their ranks appropriately and cover only the very final part of their manoeuvre at anything like a hurried pace. Hence, movement distances in Warmaster are dependent upon a unit's deployment and command structure rather than on the notional speed of an individual warrior.

Because Warmaster units represent such large bodies of troops, the rules for combat emphasise the position of units rather than the weapons with which individual warriors are armed. Troops that are in advantageous terrain or supported by friends obviously fight more effectively. Even poor quality troops will fight relatively well in these circumstances. On the other hand, casualties suffered have a direct bearing on a unit's effectiveness, not only making it weaker in combat but also eroding its logistical support, making it harder for the general to direct as he wishes.

A comparable approach has been taken to missile ranges. In the game, a bow can shoot as far as 30cm but this represents a longer distance than a bow could really shoot. This distance is not based on the range of a bow but the tactical area that a missile armed regiment is able to cover. We might imagine the regimental commander sending individual detachments forward or edging the line to and fro to entice the enemy to their doom! For this reason missile ranges are not based entirely on theoretical weapon ranges – we are interested in the much broader ability of a missile-armed regiment to dominate the ground in front of it.

The most important aspect of the game is the role allotted to the armies' commanders. Warmaster is based around the ability of generals and their subordinate commanders to control the action around them. In the game this is accomplished by dice rolls but in reality we might picture the general and his staff bent over maps, eagerly awaiting word from their subordinates, reading reports of distant fighting and dispatching messengers with fresh orders. Generals influence the action around them by directing troops – their role as combatants is not especially significant – although a commander's immediate presence can inspire troops to that extra bit of effort at critical moments!



THE GAME RULES

The following pages contain all the rules for the Warmaster game. We suggest that you read through them before attempting to play but don't worry about trying to learn the game by heart. It's far better to get stuck in! You can always check out the rules as you go along. After a few games you'll find the basic routines are easily remembered whilst more unusual rules can be looked up as required. The rules are presented with summaries at the beginning of each section.

DICE

The Warmaster game uses dice to represent the chance element of shooting and close combat. To save space we refer to an individual six-sided dice as a 'D6'. So when we instruct you to roll a D6 we are simply asking you to roll a dice.

Sometimes you'll be required to roll two dice and add the scores together, in which case we will ask you to roll '2D6'. Occasionally, you will need to roll one dice and multiply the score by another number, in which case we write this as 10 x D6, or 5 x D6 and so on.

In a few instances the rules will also ask you to roll a 'D3'. This is simply a convenient way of referring to a random roll of between 1 and 3 achieved by rolling a normal D6 and halving the score rounding up. So, a D3 roll of 1-2 = 1, 3-4 = 2, and 5-6 = 3.

RULERS & TAPE MEASURES

In the Warmaster game, units move across the battlefield by a measured distance. When troops shoot it will be necessary to measure to ensure that they are in range. All distances are given in centimetres. We recommend that players purchase one or more retractable tape measures for measuring distances.

Players who prefer to play using inches can do so by halving the value of all the distances given. This gives slightly longer moves and ranges but makes no practical difference so long as both sides use inches.



GET STUCK IN

Although the scope and pageant of the game can only be realised by playing with miniature armies, for the purpose of learning the rules you might want to improvise by making your own troop stands from card. This will enable you to get a feel of how the game works right from the start.

Similarly, you may want to field unpainted models that you buy. You can paint your army later but this will take time so it's best to learn the game and fight a few battles first.

Nothing else is needed, though a pen and paper are useful for making notes and a nice hot cup of tea is always a good idea!



GAME VALUES

Some troops are better fighters than others, some are better trained, some are more naturally violent and so on. So that we can represent these different qualities in the warriors, monsters and weird creatures that are found in the game, we assign three values to each piece or 'stand'. These are **Attacks**, **Hits** and **Armour**.



Attacks

3

This is the basic number of dice rolled in combat – the more dice, the better at fighting the stand is and the more hits it will be able to inflict.

Hits

3

The number of hits the stand can suffer before it is removed.

Armour

6+

The stand's Armour value indicates the chance of nullifying hits scored against it. A value of 6+ indicates that a dice roll of 6 is required to nullify a hit, a 5+ that a 5 or 6 is required and so on. A value of 0 means that the stand has no armour.

Infantry, cavalry, chariots, monsters, artillery & machines

Broadly speaking, armies consist of infantry, cavalry, chariots, monsters, artillery and machines – this last category includes various oddball devices, as we shall discover.

The rules distinguish between these six types of troops. Monstrous creatures of small to medium size are usually classified as either cavalry or infantry – Ogres are clearly infantry, for instance, although their appearance is no less monstrous for all that.

Shooting attacks

If troops carry bows or other missile weapons then they will have two Attack dice values divided by a slash, for example 3/1 or 2/2. In this case, the first number is always that used in hand-to-hand combat and the second value is that used for shooting.



Attacks

3/1

Roll 3 dice in hand-to-hand fighting.

Roll 1 dice when shooting.



COMMAND

Command is another game value and a very important one too! Only your General and other important characters have a Command value and they use it when issuing orders. Values vary from as low as 7 to as high as 10 but only the very best Generals have a value as high as 10. More about command in due course.

UNITS

Infantry, cavalry and most other types of troops fight in formations of several stands each consisting of a number of miniatures glued to a 40mm x 20mm Warmaster base. A number of stands form a regiment of infantry, a squadron of cavalry, a battery of artillery, and so on. All the stands in the same formation are always arranged so they are touching, either side-by-side, one behind the other, or contacting at a point.

For convenience, we shall refer to all of these formations as **units**. Units usually consist of three stands of the same type but this can vary and sometimes a unit can be just a single stand, as we shall see later.

Up to four units can be temporarily placed together to form a **brigade**. We'll be covering brigades in much more detail in the rules that follow.



Troops are arranged into units consisting of a number of 'stands' – usually three but sometimes two or even just one. This page shows typical infantry and cavalry units.

Infantry stands are always oriented along the long edge of the base as demonstrated by the Empire unit shown above. Generally speaking, all other troops, including monsters and artillery as well as chariots, cavalry and machines are oriented towards the short edge of the base as demonstrated by the units shown to the right. Any exceptions are indicated in the Army Lists section.

CHARACTERS

In addition to the troops described, armies always include a General and can include other Heroes and Wizards as well. These consist of a single stand which includes the mighty individual as well as assorted helpmates and hangers on. These stands are referred to as **characters**.

MEASURING

Players are free to measure distances at any time, and in many cases this will be necessary to determine which target to shoot at or charge. There is no restriction on measurement during play itself; players can take measurements as and when they wish.

ANYTHING ELSE TO LEARN?

Most armies have unique troops of one kind or another, many of which have special rules to reflect their sorcerous and fantastical abilities. You don't need to know about these to begin with, so don't worry about them. Later you'll see that this is what makes each army a different and challenging force to command.





GAME SEQUENCE

1 DEPLOY ARMIES

At the start of the battle both players line up their armies at least 80cm apart.

Armies are deployed secretly by making a map of the battlefield with the positions of units indicated or, if players prefer, by placing one unit at a time, starting with the player whose army has the most units.

2 COMMENCE BATTLE

Each side takes a turn one after the other, starting with the player who rolls the highest score on a D6.

A turn is divided into three phases, as shown below. These phases are completed in the order shown, starting with the Command phase and ending with the Combat phase.

Players can either set a number of turns to play or fight until one side is forced to withdraw.

See the End Of The Battle section (p.69).

COMMAND

Orders are issued and troops moved.

The player whose turn it is issues orders to troops in the Command phase. Troops move on their initiative or in response to orders as they receive them.

See the Command section (p.13).

SHOOTING

Troops shoot with missile weapons.

The player whose turn it is can now direct missile fire. Shooting includes short-ranged weapons such as bows, as well as longer ranged weapons like cannons, and magic spells. Often these will be out of range of the enemy, so there will be no shooting that turn.

See the Shooting section (p.27).

COMBAT

Both sides fight hand-to-hand combat.

After shooting is complete, the players work out any hand-to-hand combat. In the Combat phase both sides fight. This phase is a bit different to the other phases because it is not just the player whose turn it is that takes part. In the Combat phase both players fight with all their troops that are engaged.

See the Combat section (p.33).

3 THE BATTLE ENDS

The game finishes when one player concedes defeat or an army is forced to withdraw from the battle or, if players prefer, when an agreed number of turns have passed.

Once a player has completed his Combat phase his turn is over and it's his opponent's turn. His opponent then takes a turn in the same way, starting with Command and ending with Combat. It is then the first player's turn again and so on until both players have completed the predetermined number of turns or until one side concedes defeat or is forced to leave the battlefield.

See the End of The Battle section (p.69).

4 HAIL THE VICTOR!

Once the game is over and the dust of battle settles, it is time to work out who has won.

Once the battle is over, both players add up the number of victory points they have scored. The more enemy units they have destroyed, the more victory points they will accrue.

See the End of The Battle section (p.69).

COMMAND AT A GLANCE

ORDERS

1. Units move by initiative or by orders.
2. Units using initiative are moved first.
3. Other units require orders to move.
4. You must finish giving orders from one character before giving orders from another character.
5. A unit can be given up to three orders by the same commander.
6. You must finish giving orders to one unit before giving an order to another.

COMMAND

1. A character must roll equal to or less than his Command value on 2D6 to issue an order.
2. If a roll is failed, the order is not given and no further orders can be issued by that character.
3. If the General fails to give an order, no further orders can be given by any other characters.

COMMAND PENALTIES

Per full 20cm distance	-1
Each successive order to the unit	-1
Enemy within 20cm of unit	-1
Within dense terrain	-1
Per casualty	-1

ISSUING ORDERS TO BRIGADES

1. Up to four touching units may be brigaded together and issued a single order.
2. Units moving as a brigade complete their entire move as a brigade unless one or more units are charging.

CHARGE

1. A unit that moves into an enemy is said to have charged.
2. Once units are touching an enemy unit or supporting friendly units they are engaged in combat.
3. Units in combat cannot be issued further orders.



Units are moved in the Command phase. A unit usually requires orders before it will move but if the enemy is very close, a unit is able to react directly to its presence. Otherwise, if a unit receives no orders it remains where it is and awaits further instructions.

The Command phase proceeds in the following sequence:

1. Initiative Movement

Any units moving by initiative do so.

2. Ordered Movement

Orders are given to other units to move.

INITIATIVE MOVEMENT

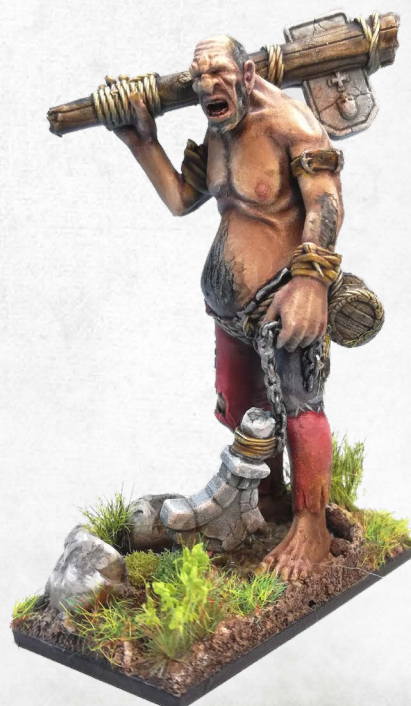
Units within 20cm of the enemy at the start of the Command phase can use their initiative to move without orders. They do not have to do so – it is up to the player to decide whether to use initiative or to issue an order. If the player requires any of his units to use their initiative, they must do so **before** any orders are issued.

Before we concern ourselves further with initiative movement, we need to understand how ordered movement works. For this reason, an explanation of initiative movement and further rules for it are given in the Movement section of the rulebook.

ORDERED MOVEMENT

Issuing orders is one of the most important features of Warmaster. An order is given to a unit to enable it to move. Once a unit has moved, another unit may be given an order and moved and so on. This represents the process of relaying instructions by messenger, or a local commander's interpretation of orders either given by signal or arranged before the battle.

Orders are issued by Generals, Wizards and Heroes, collectively known as characters. Specific rules for Generals, Wizards and Heroes are given in the Generals, Wizards & Heroes section of the rulebook (p.59).



The Command Phase

GIVING AN ORDER

The player begins giving an order by choosing a unit which he wishes to move. He must then take a dice test to determine if the order is received and acted upon. This works in the following way:

Roll 2D6 (ie, roll two dice and add the results to get a score of between 2 and 12). If the score is equal to or less than the character's Command value then the unit has received its order and can move full pace. If the score is more than the character's Command value then the unit has not received its order and can move only half pace (see Movement section p.19). This represents unit's commanders being able to act on their own to some limited extent.

Once a character has begun to issue orders, he must finish issuing all of his orders before another character can start to do so. It is not permitted for a character to issue an order, then a different character to issue one, then the first character again.

COMMAND VALUES

This table shows the Command values for different Generals. As you can see, there are three basic values and some are better than others.

High Elf	10
Dwarf	10
Empire	9
Tomb King	9
Chaos	9
Orc	8

Once a character has failed to give an order, he cannot issue any more orders in that Command phase. Once the General has failed to give an order, no further orders can be issued by any other characters in that Command phase even if they have not done so already.

The character has run out of time, the distance between him and the unit he is issuing orders to is too great for his signals to be discerned, or the message may have been lost or confused (perhaps the messenger has been caught up in nearby enemy action and killed).

Giving further orders

When a unit is given an order, it moves to a new position. Usually this enables the unit to move 20cm if it is infantry or 30cm if cavalry, but some troops move at different speeds as we shall see later.



Once a unit has moved, the character can give it a further order to move again or he can attempt to give an order to a different unit. However, he is not permitted to go back to a previously moved unit once he has moved another unit. Nor is a different character permitted to give a unit an order if that unit has already been given an order that turn, even if the order was failed. This is an important rule so it is worth remembering right from the start. If you want to move a unit several times, the character must finish ordering it to move completely before he can try to issue an order to a different unit. Note that a unit can be given up to a maximum of **three** orders in succession. A unit failing to receive a **further** order **cannot** move at all.

The player continues issuing orders and moving his units until he no longer wishes to move or until he can issue no more orders. It is possible to fail to issue any orders at all during a Command phase, although this happens rarely. More commonly, a player might manage to move only one or two units before a dice roll ends movement. This represents the confusion of battle, the indecisiveness of unit leaders, occasional stupidity and all those other annoying things that bedevil the process of waging war.



COMMAND PENALTIES

Circumstances can sometimes make it harder to issue an order. For example, a unit might be a far distant speck on the horizon or it might be obscured within dense terrain. All of these things make it harder for the character to identify what is going on and less likely that an effective order will be formulated or received. To represent this, we apply the following penalties:

1. If the distance between the character and the unit you wish to move is more than 20cm, the character suffers a Command penalty of -1 per full 20cm of distance. When measuring distances between characters and units in this way, measure the shortest distance between them.

Distance to Unit	Command Penalty
Up to 20cm	none
Up to 40cm	-1
Up to 60cm	-2
Up to 80cm	-3
per +20cm	minus a further 1

2. If a unit has already been issued an order during the Command phase then there is a Command penalty of -1 each time the character gives it a further order. This accounts for fatigue and the limits of time, so a unit which has already moved several times is harder to move again. This penalty is cumulative, so a unit's second order is at -1, its third order is at -2.

Order	Command Penalty
First	none
Second	-1
Third	-2

3. If the distance between the unit you wish to move and the closest enemy unit is 20cm or less, there is a Command penalty of -1. Units close to the enemy are naturally inclined to use their initiative to react, so it is harder to give them a specific order.

Closest Enemy	Command Penalty
Up to 20cm	-1
More than 20cm	none

4. If the unit you want to move is in dense terrain then there is a Command penalty of -1. The penalty applies if at least one stand is even partially within dense terrain. Typical dense terrain features are woods, in and around buildings, ruins and similar. See the Movement section for more about dense terrain (p.22) as well as Advanced Terrain Rules for more examples (p.80).

Dense Terrain	Command Penalty
Within feature	-1

For example, a General (Command value 9) wishes to order a unit of infantry to move forward. The unit is 25cm distant (-1 distance penalty) and within a wood (-1 dense terrain penalty). The player therefore requires a dice roll of 7 or less to successfully issue an order.

5. If the unit has lost one or more stands as casualties then there is a Command penalty of -1 per stand lost. Units which have suffered casualties are harder to motivate than fresh units.

Casualties	Command Penalty
Each Stand	-1

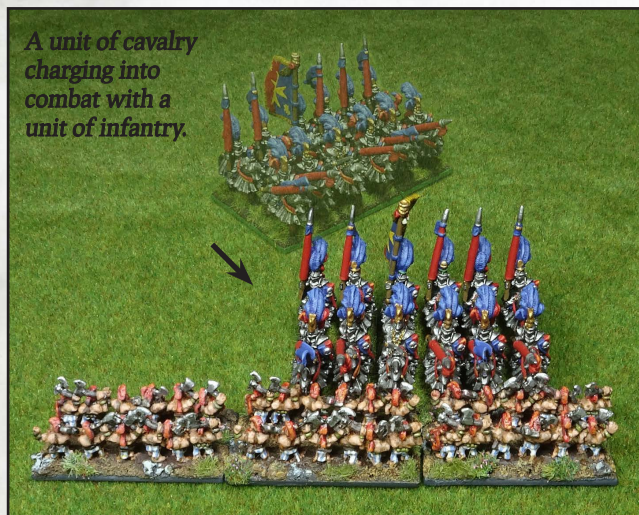


OPTIONAL RULE

All Characters have +1 bonus to their Command value for their first command of the first turn. This represents a better state of organisation and communication before the battle commences. Note that the Command value can never exceed 10.



The Command Phase



A unit of cavalry charging into combat with a unit of infantry.

CHARGE!

A move which brings a unit into contact with the enemy is called a charge. A charge does not imply that the unit concerned covers the whole distance at a mad gallop but, nonetheless, we will use this word as a convenient and dramatic term to describe a move into confrontation. Units that failed to receive an order cannot charge.

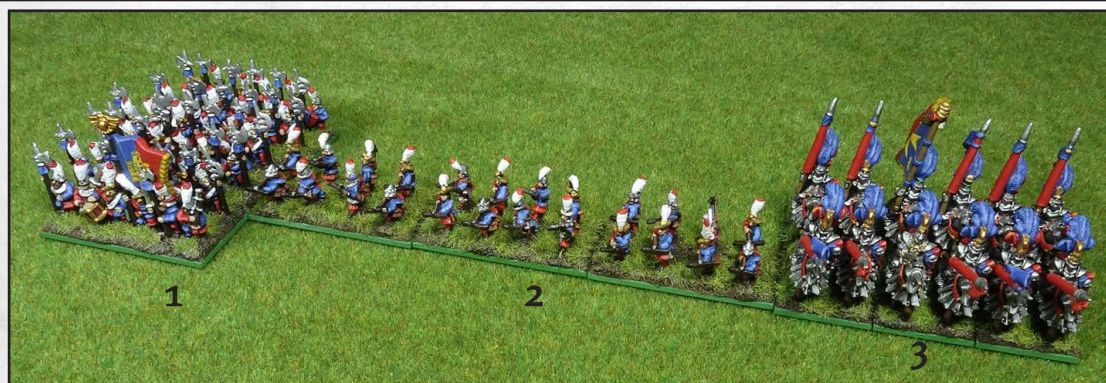
Once it has charged, a unit cannot receive any further orders that turn. It is committed to battle and must fight in the ensuing Combat phase. See the Combat phase section for further explanation (p.33).

BRIGADES

In order to save time, it is permitted for an order to be issued to up to four adjacent units simultaneously. This means that fewer tests need to be taken to issue orders to the entire army and ensures that units move at the same time, maintaining a coherent battle plan. If you find this a bit confusing, don't worry. You can safely ignore the Brigade rules for your first few games. Later on, once you've got the hang of other aspects of the game, you can have a go at giving orders in this way.

A brigade consists of up to four units arranged so that they touch, forming a single body. Units comprising a brigade at the start of the ordered movement part of the Command phase can be given a single order and are moved together as a body. Once it has moved, the brigade can be given further orders if required, potentially moving several times in just the same way as individual units.

Bear in mind that it is not obligatory to move units as a brigade simply because they happen to be touching at the start of the Command phase. A brigade is not a formal division of the army but a convenient ad hoc formation that can be changed from one turn to the next. Units formed up together can be given separate orders if you prefer, or two or three units can be divided from a larger formation and treated as a completely separate brigade. It is really up to you whether you choose to move touching units as a brigade or not.



Above
These three units can be formed into a brigade.

Right
These four units can also be formed into a brigade. Each unit is arranged into a column that is three stands deep.



To give orders to a brigade, measure to the most distant unit in the brigade and take one test. Remember to apply the -1 penalty if any units in the brigade are within 20cm of the enemy, in dense terrain, if the brigade has moved before or if any units have lost casualties. Don't apply any penalties more than once (if two units are in dense terrain for example) and in the case of casualties apply the penalty for the unit which has lost the most stands. If your test is successful, the entire brigade is in receipt of an order, whereas if you fail, it is not and the whole brigade moves at half pace or doesn't move at all depending on whether it is a first or subsequent order (see p.14).

Assuming an order is successfully issued, the brigade can move. Except when units wish to charge, brigades move as a body, with each unit remaining in touch with the brigade as a whole.

Individual units in the brigade can change their relative positions but must still form a brigade once its move is complete. Individual units in the brigade can change formation as they move. No stand in any unit in the brigade may move further than its permitted move distance.

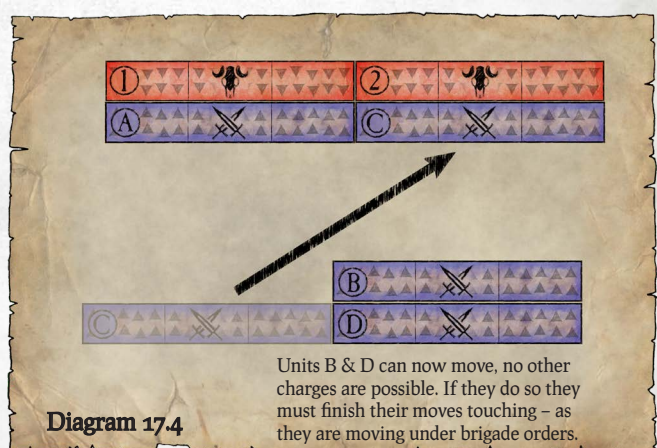
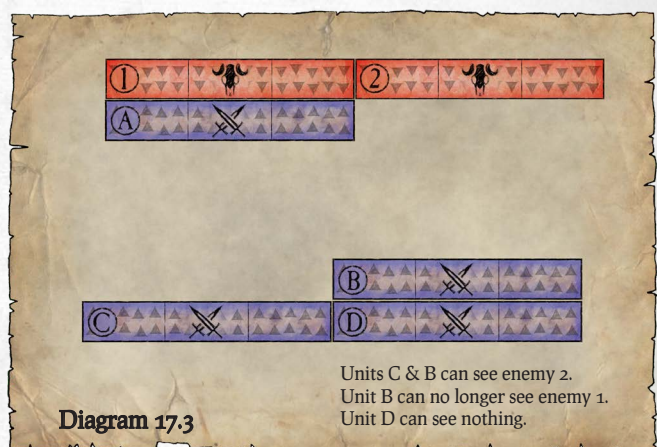
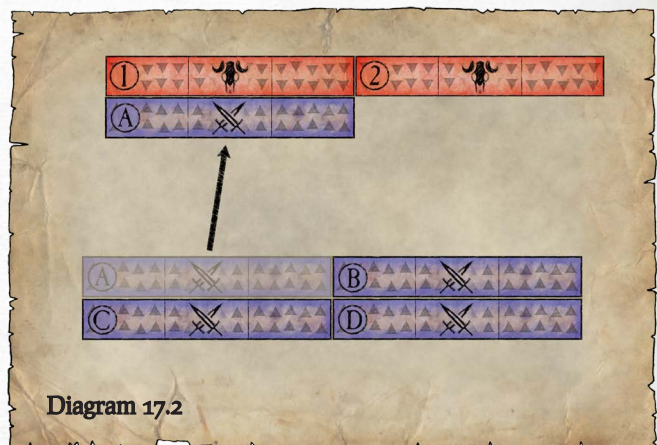
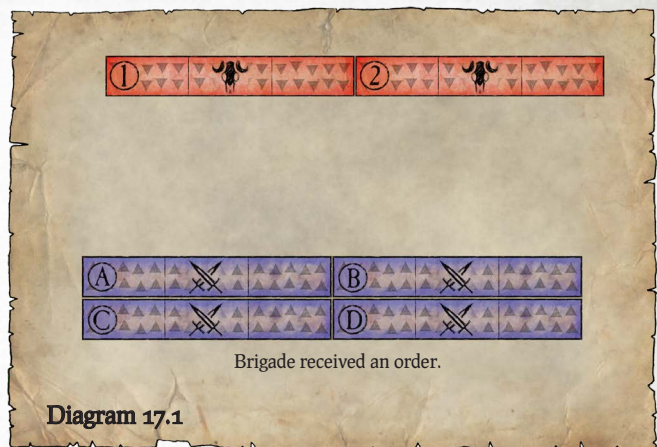
Conceivably, some units in a brigade might wish to charge the enemy whilst others do not, as shown in Diagrams 17.1 to 17.4. Any units in a brigade that wish to charge do not have to remain in touch with the rest of the brigade as a whole. Even though a single brigade order has been issued, individual units can always charge. They do so individually, one at a time, exactly as if they had been issued separate orders. Units which do not charge still have to end their move touching.

Once a brigade has moved, the player may not want to move the whole brigade again but might wish to move an individual unit or subset of touching units. Alternatively, he may wish to divide the brigade into two and move it in two different directions. To do this, the player must issue a separate order to each unit or sub-brigade. The individual units or sub-sets will carry over any Command penalty for a second or subsequent move.

Once a brigade has moved, the player must finish moving all the units in the original brigade before he moves other units. If he divides a brigade into two (say A and B), he must complete the movement of each subset in turn before moving anything else (so he must finish moving group A, then group B and then he can move other units in the army).

Brigades cannot use initiative as a body. Units using initiative must be moved at the start of the Command phase in the usual way.

During a battle, units may be moved into touch to form a new brigade. However, a brigade cannot be formed and subsequently moved in the same Command phase. Units must be in a brigade at the start of the ordered movement part of the Command phase to move as a brigade.



MOVEMENT AT A GLANCE

DISTANCE

1. Units move in the Command phase either by initiative or if they receive orders.
2. Units receiving one order after another are able to move several times during the Command phase.

Types	Full Pace	Half Pace
Infantry	20cm	10cm
Cavalry	30cm	15cm
Chariots	30cm	15cm
Artillery	10cm	5cm
Monsters	20cm	10cm
Machines	Movement distances vary	
Flying Units	100cm	10cm
Characters	60cm	60cm

3. Charging units and evading units move at up to full pace. Regular formations of columns and units in a straight line move at up to full pace unless fortified. Fortified units and units in an irregular formation move at up to half pace.

TERRAIN

1. Infantry can move into any terrain.
2. Cavalry and monsters cannot move into or over terrain features other than hills, bridges, shallow fordable rivers and low obstacles.
3. Chariots, artillery and machines (in general) cannot move into or over terrain features other than hills and bridges.

INITIATIVE

1. A unit within 20cm of the enemy can use its initiative to move.
2. A unit using its initiative must either **charge** or **evade** the closest visible enemy unit.
3. A unit cannot use its initiative and be given orders in the same turn.

GENERALS, WIZARDS & HEROES

1. Characters move once after the Command phase and can move up to 60cm.
2. Characters do not need an order to move.
3. Characters treat terrain in the same way as infantry.

MOVEMENT

Units move when given an order as explained in the Command section or by using their initiative as explained later in this section. The distance a unit can move depends upon its troop type and formation. Some troops are naturally faster than others, cavalry are faster than infantry for example. Also, troops arranged in a regular formation are able to move more quickly than units in an irregular formation.

MOVEMENT DISTANCES

Broadly speaking, infantry units and monsters move up to 20cm at a time, cavalry and chariots move 30cm and artillery, such as stone throwers and cannons, move 10cm. Flying troops can move up to 100cm but their movement is governed by special rules, as described later. The chart below gives the full pace move distances for each troop type plus the half pace movement. In each case, distances are maximums and the player can move the unit a shorter distance if he wishes.



Movement Chart

Types	Full Pace	Half Pace
Infantry	20cm	10cm
Cavalry	30cm	15cm
Chariots	30cm	15cm
Artillery	10cm	5cm
Monsters	20cm	10cm
Machines	Varies – See the Artillery & Machines section	
Flying Units	100cm	10cm
Characters	60cm	60cm

You'll find a few exceptions to these moves in the army lists later in the book but for now we don't need to worry about these oddities.

FORMATION & MOVEMENT

Units must be arranged in formation, by which we mean that all stands in the unit must touch at least one other stand in the unit. Players can arrange the stands as they want so long as they touch either along an edge or at a point.

1. Units charging or evading can move up to full pace regardless of their formation. Charging is discussed in detail in the Combat phase section and evading is described later in this section under Moving By Initiative.
2. All units wholly or partially in a fortified position at the start of their movement can only move at half pace regardless of their formation unless they are charging or evading, in which case they move at full pace as noted above. We'll be introducing further rules for fortified troops in the Combat phase section.
3. Units arranged in a column with stands placed one behind the other (as shown in picture below), either edge-to-edge or corner-to-corner, can move at full pace unless in a fortified position as noted above. Units in a column are said to be in a **regular** formation.



In a column stands are placed behind each other either edge to edge (as on the left) or so that they touch at a point forming a curved column (as on the unit following the road). This formation is primarily suited to movement.



4. Units arranged in a straight line with all their stands facing in the same direction and butted edge-to-edge move at full pace unless in a fortified position, as noted earlier. Units in a line are said to be in a **regular** formation.



Infantry and cavalry arranged into a straight line. This is the most effective fighting formation.



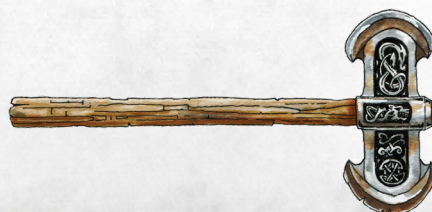
5. All units in other formations or circumstances move at half pace. For example, infantry are able to move up to 10cm, cavalry up to 15cm and so on. This represents the fact that the unit is out of regular formation and that it is necessary to regroup in order to move. For convenience, we refer to all these formations as **irregular**. Note that the only situation where an irregular formation moves at full pace is when it charges or evades.



Units in irregular formations move at half pace to represent the fact that their ranks are disrupted.



6. In some circumstances, units move a distance determined by rolling dice or by the results of combat (such as **drive backs**, **retreat moves** and **advances**). These distances are not affected by the unit's formation.



Moving the stands

When moving a unit, move each stand one at a time. Experienced players usually find it convenient and quicker to move whole units at once but in principle, stands always move one at a time to ensure a path can be traced. Select one stand from the unit and move it. Then move the second stand into formation with it. Then move the third to complete the formation (assuming a unit of three stands). Note there is no need for the unit to retain its original formation - the stands are simply re-arranged as needed when the unit moves.

All stands must be able to trace a clear path to their position in the unit's final formation. Stands do not have to move to their front - they can move backwards, to the side, at an angle or in any orientation or direction.



Stands in the same unit must touch but can be arranged into any formation you like.



No part of a stand can move further than its permitted maximum movement distance. Always measure from the part of the stand that moves the greatest distance - this will often be one of the corners. A stand cannot move through the base area of a stand from **another** unit whether friend or foe either wholly or in part. A stand can move through other stands of the **same** unit if they have not yet moved and are not engaged in combat. This allows stands to move out of their own unit's formation without jamming each other. Even where they belong to the same unit. A stand cannot move through other stands who have already moved or are engaged in combat.

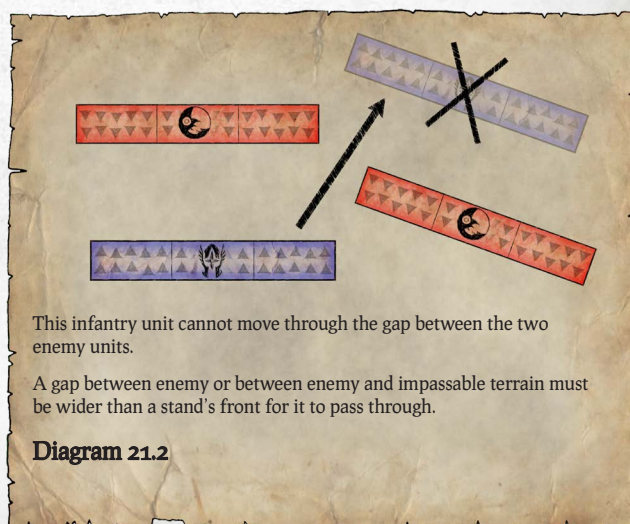
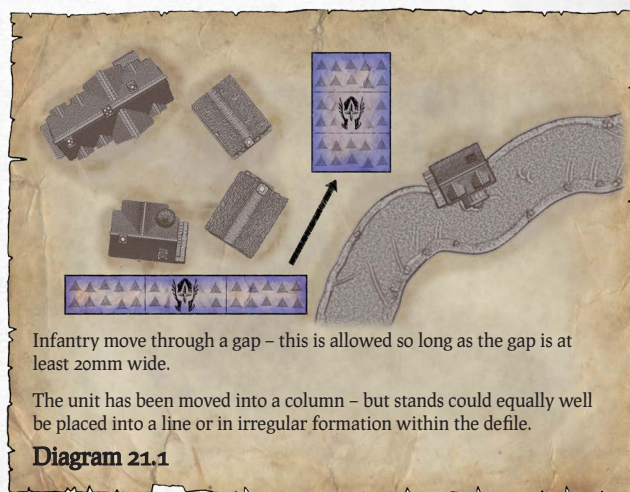
There is an exception to the rule that prevents stands moving through other units - this happens when a unit bursts through another during an evade and is described later (p.24). Stands can always move through characters as described in the Generals & Heroes section (p.59).

The gap rule

When a stand moves it can be oriented to pass through any gap so long as the gap is at least as wide as the stand's shortest edge, usually this will be 20mm. For example, an infantry stand might be turned to its side to move through a gap between impassable walls and a river.

The exception to this rule is that a stand cannot pass through a gap between two enemy stands, or between an enemy stand and any feature or friendly stand, unless the gap is wider than the stand's own frontage, as shown in diagrams 21.1. and 21.2. For example, there must be a gap of more than 40mm for an infantry stand to pass between two enemy stands, between an enemy stand and a friendly stand, or between an enemy stand and the edge of a river.

This rule prevents units moving through gaps whilst close to enemy units and where there is little room for effective manoeuvring. Note that although stands are not permitted to pass between enemy stands as described, this does not prevent them moving between such stands to charge them, assuming there is room to do so (See Moving Chargers p.34).



Terrain

It is well known fact that terrain features radically affect strategy, providing strong points to defend as well as obstructions to movement.

Infantry can move into or over terrain features with no reduction to their movement distance.

Cavalry and monsters can't move into or over terrain features on the battlefield except for hills, bridges, shallow fordable rivers, grown fields and low obstacles (hedges, walls, fences or ditches, for example).

Chariots and artillery cannot move into or over terrain features on the battlefield except for hills and bridges.

Machines have special rules but in general treat terrain in the same way as chariots.

There are rules in the rulebook and army lists referring to some terrain features as a **dense terrain**. A **dense terrain** imposes -1 Command penalty as described in the Command phase section (p.15). Typical dense terrain features are woods, built-up areas and broken or marshy ground (for more detail see Advanced Terrain Rules p.80)

Any other feature large enough to warrant representation on the tabletop is considered to form a barrier to cavalry, chariot, monster, machine and artillery movement (unless players choose to agree otherwise before the game).

Hills can be moved over by all troops if they are essentially open and quite shallow but steep, rock strewn or wooded hills are considered impenetrable to all units except infantry.

In some exceptional cases, terrain might be considered a barrier to all troops, including infantry as well as cavalry, etc. Obvious examples include a huge canyon, a lake of molten lava, the ocean or an especially large river. These are unusual and entertaining features but don't really enter into the majority of games, so we won't concern ourselves with them any further. If you refer to the Advanced Terrain Rules section you'll find further examples of rules for unusual terrain.

Rules occasionally oblige units to move into terrain they cannot cross. If units attempt to move into terrain they cannot cross they will halt at the edge. If they are **driven back** into impassable terrain as a result of shooting or magic, they may become **confused** (see the Shooting phase section (p.27) and the Confusion section). If a unit is forced to retreat into impassable terrain during combat, then stands may be destroyed as a result (see the Combat phase section p.45-46).

Fortifications and buildings

High walls, tall towers and large buildings block movement as you might reasonably expect. In these cases, troops must move through gateways or gaps. The exception to this is flying troops and this is covered in detail in the section on Flying Units.

The only time when ground troops can move across an intact curtain wall, tower or similar fortification is when infantry are making an assault as described in the chapter Siege & Fortresses on p.87. Assaulting troops come prepared with scaling ladders, grappling hooks, siege towers and a hefty dose of grim determination.



MOVING BY INITIATIVE

The Initiative rule represents the ability of a unit's commanding officer to lead his troops to the attack or guide them away from danger. Once the enemy is close, a regiment's training and natural instincts pretty much determine what happens next, regardless of what the General might prefer.

During the Initiative Movement section of the Command phase, a unit can use its own initiative to either charge or evade from the closest visible enemy unit within 20cm. It does not have to do so, and can instead wait until the Ordered Movement section of the Command phase and attempt to move by means of an order as usual. The choice is the player's in most cases; exceptions are covered in the army lists.

A unit is assumed to be able to see another if it is possible to draw an uninterrupted line of sight between the **front** edge of any stand and any stand in the other unit. It is not possible to see through unit stands from either side, or terrain other than low features such as low obstacles, rivers/streams etc. Characters never block line of sight (see the Generals, Wizards and Heroes section).

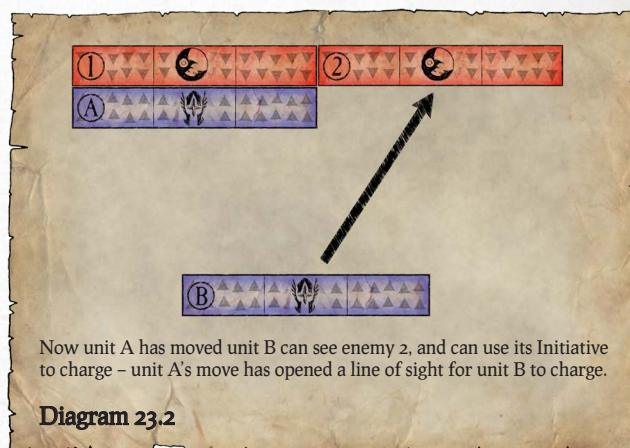
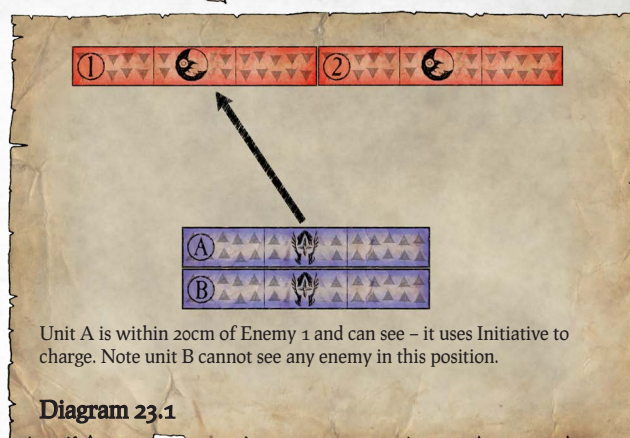
Individual units that wish to move by initiative must move **before** any orders are issued. Once an order has been given by a character, no more units can move using initiative. A unit that used initiative to move **can't** be given orders that turn.

A unit moving by initiative can move in one of two ways. It can **charge** the closest enemy unit that it can see within 20cm or it can **evade** away from the closest enemy unit that it can see within 20cm. If you want a unit to do something else, such as move around a flank or attack an enemy other than the closest, then you will have to issue an order instead.

Units moving by initiative do so during the Initiative Movement section of the Command phase as already explained (above and see p.13). Units are moved one at a time, the movement of each is completed before moving the next, but the player can move the units in whatever order he wishes. Because units are moved one at a time, it is possible for a unit to move so that it blocks the line of sight of another friendly unit, making it either impossible for that unit to use initiative or changing which visible enemy unit is closest. Conversely, a unit's move could open a line of sight, allowing another friendly unit to use its own initiative or changing which enemy unit is closest. See diagrams 23.1 and 23.2.

If two or more enemy units are equally close a player may choose which to charge or evade. Refer to the Combat phase section (p.34-38) for rules for charges.

Some units can see all round – they have 360 degree vision – and you will find this indicated in the unit's description (for example, Wolf Riders in the Orc army).



This simply means a line of sight can be drawn from any free edge of any stand in the unit to any stand of another unit. This can potentially enable such a unit to use its initiative to evade from an enemy positioned to its side or rear. However, note that even a unit that can see all round cannot charge an enemy unless a line of sight can be drawn from a stand's front edge.

Artillery cannot use their initiative to charge, although they can use it to evade. The crews of artillery, such as cannons or stone throwers have no natural inclination and little ability to fight in close combat.

Enemy infantry or artillery in fortified positions can be ignored when it comes to using initiative – these units are considered either unable to move or unlikely to do so. A player can choose to ignore such enemy units if he wishes, in which case his own unit can use initiative to charge or evade the closest non-fortified enemy within 20cm.

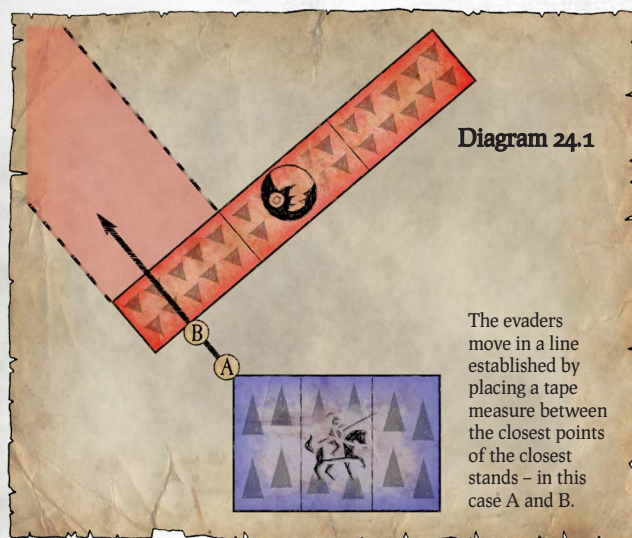
A unit can also ignore the presence of enemy units if they are divided by a mutually impassable barrier so long as neither the unit itself nor the enemy unit(s) can move round the barrier within a full pace move. For example, cavalry cannot cross rivers, so two cavalry units divided by a river can ignore each other for purposes of initiative. A player can choose to ignore such enemy units if he wishes, in which case his own unit can use initiative to charge or evade the closest visible enemy unit within 20cm that is not divided by the impassable barrier.

The path of evaders

When troops evade, they move directly away from the closest enemy they can see up to their full pace move, by at least 1 cm. When we say 'directly away' or, for that matter, 'directly towards', the direction is established by placing a tape measure between the closest points of the closest two opposing stands. Where stands are equally close, the evading player may choose between them. The resulting line indicates the exact direction in which the evaders move. See Diagram 24.1.



Move the evading unit one stand at a time. First, move the evading stand that is closest to the enemy. This stand must move in a straight line in the indicated direction directly away from the evaded enemy. The stand can be oriented to face any direction during its move allowing the evaders to move through gaps, turn to face their enemy, or change the stand's final facing. Move the rest of the stands one stand at a time and arrange them into the unit's new formation. Remember to take into account any necessary distance required to reorient stands as they move.

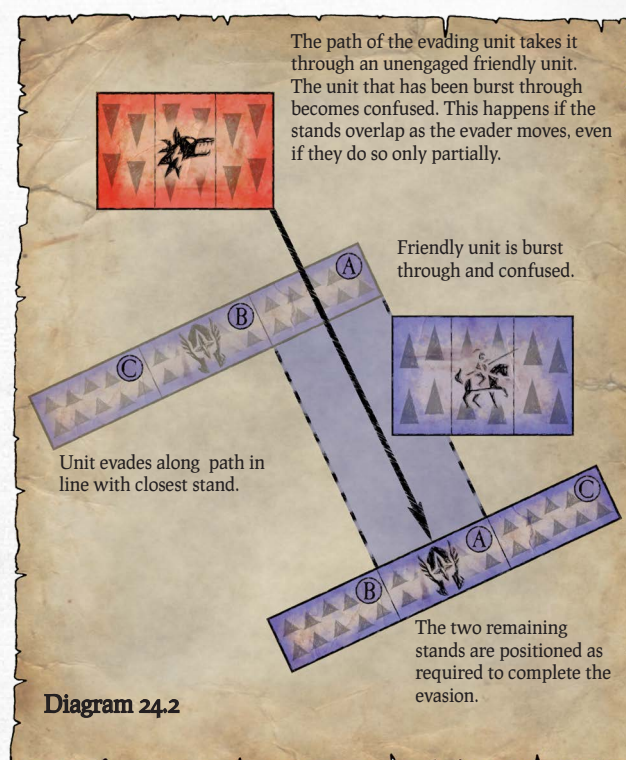


OPTIONAL RULE

Light Cavalry: a Cavalry unit with 6+ Armour can evade in any direction, not just directly away from the enemy. Note that it is still obliged to move in a straight line when evading.

Evading units cannot move through terrain they could not normally enter, nor through enemy units or combat engagements. An evading unit must end its move at least 5cm from any enemy unit or any unit engaged in combat. If unable to comply, units cannot evade.

An evading unit can move through a friendly unengaged unit if the player wishes assuming the evaders have sufficient move to pass completely through. This is called a **burst through** and is an exception to the normal rule that units can't move through each other. The burst through represents a situation where trained troops in good order manoeuvre through each other, one unit opening up its ranks to allow the other to pass. See Diagram 24.2. This obviously takes time, so a unit which is burst through is automatically **confused**! See the Confusion section (p.55)



Character movement

Characters move at the end of the Command phase after unit movement has been completed. Characters never move with units during the Command phase, not even if a character joined a unit in a previous turn or if such a unit charges or evades using initiative. When units are repositioned during other phases, during pursuit combat for example, characters which have joined units are moved with them.

Each character can move once and up to 60cm, or 100cm if flying. Characters can always move at full pace and, unless mounted on a monstrous mount or riding a chariot, always treat terrain as if they were infantry. No Command test is required for a character to move. Any failed Order rolls made in the Command phase do not affect his ability to move.

Due to their unique role in Warmaster, characters are treated differently to other types of units. Character stands are essentially 'tokens' that are considered to be 'transparent' on the battlefield. In other words, this means they can move through units from their own side, and similarly, a unit can move through its own side's characters. All stands from either side can see past and, if they are appropriately armed, can shoot through characters as if they were not there.

See the Generals, Wizards and Heroes section (p.59).



UNITS WHICH MOVE OFF THE TABLE

Sometimes units or characters are obliged to move off the table. This can happen when a unit receives a 'blundered' order but can also happen to units that are defeated in combat or troops driven back by missile fire or magic.

If one or more stands in a unit leaves the table edge, whether wholly or partially, the whole unit leaves the table. Units that leave the table as a result of retreating from combat are deemed destroyed. In any other situation roll a D6 and then consult the table below to see what happens. Deduct -1 from the roll for each of the unit's stands that has already been removed as a casualty and apply the result immediately.

D6 Result

0 or less

The unit/character leaves the battlefield and does not return. The unit/character is considered to have been destroyed.

1-2

The unit/character leaves the battlefield and may or may not reappear. At the start of its side's next turn, before initiative moves are made, roll again on this chart.

3-4

The unit/character reappears at the table edge at the same point it left. The unit/character cannot move further that turn.

5-6

The unit/character reappears at the same point on the table edge it left from. If it is reappearing at the beginning of a turn, it may move as normal.

When a unit reappears on the table it must retain the same formation and face the same direction as when it left the table.

Characters who move off the table with units they have joined suffer the same fate as the unit. Characters who are on their own must roll in the unlikely event that they leave the table.

If a General leaves the table (for whatever reason) and does not return immediately then the battle is over and his army withdraws. He abandons his army and heads for the hills and is considered to be a casualty. See the End of the Battle section.



SHOOTING AT A GLANCE

TARGETS

1. Units shoot once per turn at the closest visible enemy unit.

RANGE

1. Most missile armed troops can shoot at the enemy up to 30cm away.

ATTACKS

1. Total the Attack value for the shooting unit.
2. Roll the number of dice indicated.
3. Rolls of 4+ score hits.
Rolls of 5+ are needed to score hits on a defended target.
Rolls of 6+ are needed to score hits on a fortified target.
4. Roll an Armour save for each hit scored.
5. Record final hits scored.
6. Remove stands where sufficient hits are scored.

DRIVE BACK

1. Roll a dice for each hit taken, rolling 1 less dice for defended units and 2 less dice for fortified units.
2. Add the dice scores together and drive back the target unit by this distance.
3. If any drive back dice roll 6s, the unit becomes confused.
4. Units driven into enemy units, engaged units or friends who do **not** make way become confused.
5. Units driven into impassable terrain or into friends who **do** make way are confused on the roll of a 6.
6. Friendly units making way for driven back units are confused on the roll of a 6.
7. A unit driven back further than its full pace move is destroyed.

SHOOTING AT CHARGERS

1. Hits inflicted on chargers carry over into the first combat round.
2. Chargers cannot be driven back.

DISREGARD ODD HITS

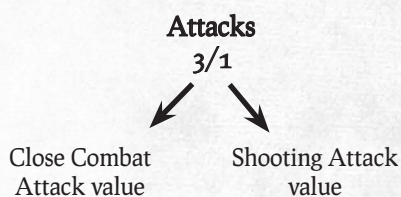
1. At the end of the Shooting phase any odd hits are disregarded.

THE SHOOTING PHASE

The effect of missile weapons is worked out in the Shooting phase. This includes missile fire from troops armed with bows, crossbows and similar weapons as well as long ranged artillery bombardment from weapons such as cannons and stone throwing engines. All magic attacks also happen in this phase, such as *Balls of Flame* or *Death Bolts* hurled by sorcerers.

ATTACK VALUE

Troops that carry missile weapons such as bows, crossbows and handguns have a separate Attack value. This is expressed as a number following a slash, thus: 3/1, where 3 is the Attack value in close combat and 1 is the Attack value for shooting.



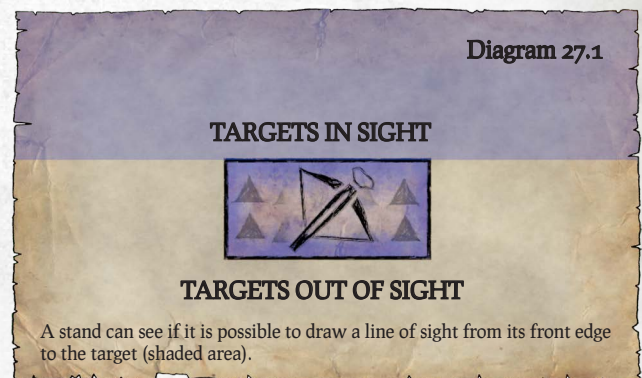
TARGETS

Units equipped with missile weapons can shoot once in their turn if they are in range of a suitable target they can see. Units engaged in combat cannot shoot other than to shoot at units that have charged them, as described later.

A unit automatically shoots at the closest enemy unit it can see. All stands shoot at the same target unit where possible. If two visible enemy units are equally close, the player may choose which to shoot at. If it's impossible for every stand to shoot at the same enemy unit then shooting can be divided stand by stand, though this tends to be ineffective.

A stand must be able to see its target to shoot at it. It is assumed to be able to see if an unobscured line of sight can be drawn from its front base edge to the target's base. However to have enough space to shoot, at least 1cm of the shooting stand should have clear visibility to the target unit. Sight is obscured by interposing terrain (other than low terrain features such as low obstacles, streams/rivers, marshes), other units, other stands from the shooting unit or any features that, in reality, would make it impractical to see or shoot. See Diagram 27.1.

Stands inside a wood are assumed to be able to see up to 2cm. Stands within 2cm of a wood's edge are assumed to be able to see outside the wood. Likewise, stands outside the wood can see stands positioned up to 2cm within it. This makes it possible for archers to line up at the edge of the wood and shoot out without exposing themselves to a charge from cavalry, chariots or other enemy for whom the wood is impassable.



The Shooting Phase

Enemy units in combat are judged to be intermingled with their opponents and don't therefore present a clear visible target to missile fire. They are consequently ignored as potential targets.

Some units can see all round - they have 360 degree vision - and you will find this indicated in the unit's description (for example, Wolf Riders). This means when shooting at the enemy a line of sight can be drawn from any free edge of any stand in the unit. However, note that even a unit that can see all round cannot charge an enemy unless a line of sight can be drawn from a stand's front edge.

RANGE

Most troops have a range of 30cm with their weapons regardless of whether they carry bows, crossbows or whatever. The range represents the tactical area over which the unit operates rather than the literal distance a weapon can shoot and most missile weapons are comparable in this respect. Of course, many artillery pieces can shoot a large boulder, cannon ball or some such missile quite a good distance because their tactical role is to provide long ranged bombardment. In these cases, special rules apply as we shall see later. Various rules for specific weapons are also noted in the Army Lists section.

The distance between units is measured stand by stand. An individual stand must be in range in order to shoot. This may result in some stands being within range whilst others are out, even though they are in the same unit.

HOW TO CALCULATE CASUALTIES

To work out the effect of missile fire, begin by adding up the unit's total shooting Attack value. For example, a unit of three stands, each with a shooting Attack value of 1, will have a total value of 3. The total value is the number of dice rolled to determine how many hits are scored on the target. The minimum dice roll required for a hit is normally 4 or more. So, three dice rolls of 1, 4 and 6 equals two hits on the target.

In practice, players may find it convenient to resolve shooting attacks from several units at once if they are firing at the same target. This is perfectly acceptable and saves time rolling several batches of dice. Just add up the total number of dice rolls from all the units shooting and roll all the dice at once.

It is harder to score a hit on a target if it is in a defended or fortified position. In cases where some stands from a unit are protected whilst others are not, shooters will always target the least protected stands so long as they are able to see them and are within range, even though other stands may be closer. Unprotected stands must be removed as casualties first. In cases where casualties are likely to result in the removal of whole stands, it will be necessary to break the dice rolling into batches so that the appropriate penalty can be applied once all exposed stands are destroyed. The full definitions and further rules for troops in defended and fortified positions are discussed in the Combat phase section (p.53).



The chart below shows the scores needed to hit.

SCORES TO HIT

All targets, except as noted below 4, 5 or 6
Infantry/artillery target in defended position . . . 5 or 6
Infantry/artillery target in fortified position . . . 6



Armour

If a target unit has armour then the number of hits scored by shooters may be potentially reduced. The target's Armour value is expressed as a number 6+, 5+, 4+ or 3+, indicating the minimum dice score required to nullify a hit. Roll one dice for each hit scored on the unit. Any dice that scores equal to or more than the Armour value of the unit will nullify or 'save' one hit. Hits nullified in this way are ignored – they are not struck on the target and no further account is taken of them. For example, a unit of Empire Knights (Armour 4+) is shot at by two units of archers which score four hits. Four dice are rolled for Armour (one dice per hit) scoring 2, 4, 5 and 6. As any score of 4 or more equals a 'save', 3 hits are nullified and the Knights suffer only one hit.

Removing casualties

Units can sustain a number of hits before a stand is destroyed and this number varies depending upon how tough and how determined the target is. Men have a value of 3, for example, whilst dour, stubborn-minded Dwarfs have a value of 4. Once a unit has taken a number of hits equal to its Hits value, remove a stand immediately. If the unit takes insufficient hits to destroy a stand, or if it suffers enough to remove a stand with some remaining, record any hits left over. This is most easily done by placing a distinctively coloured dice directly behind the unit so that it shows the number of hits the unit has taken.

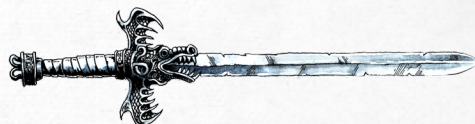
If a unit is shot at by several enemies during the Shooting phase it may take further hits and the total may mount up. Remove stands as casualties occur and record any hits left over as appropriate. Once the Shooting phase is over, any odd hits are discounted. Hits are not recorded from one phase to another or from one turn to the next. We assume that the regiment regroups while lightly wounded or disaffected warriors are brought back into the fighting ranks. Although this means that it is quite difficult to inflict casualties by shooting, missile fire can be used to drive back enemy units, as follows.

DRIVING BACK ENEMIES

At the end of the Shooting phase, units that have taken hits during the phase are driven back by the hail of missiles. This can be thought of as an orderly retreat under fire or as an out-and-out flight followed by a swift rally, depending on the distance involved. The more hits a unit suffers, the further it is likely to be driven back. Work out how far units are driven back once all shooting is complete but **before** disregarding odd hits at the end of the Shooting phase. The player whose units are being driven back can decide the order in which drive backs are resolved.

To determine how far units are driven back, the opposing player rolls one dice for each hit suffered. Don't forget to include hits from any stands that have been removed during the phase. Add up the total of all the dice to find how far the unit is driven back. For example, a unit taking two hits rolls two dice scoring 3 and 4, resulting in the unit being driven back 7cm.

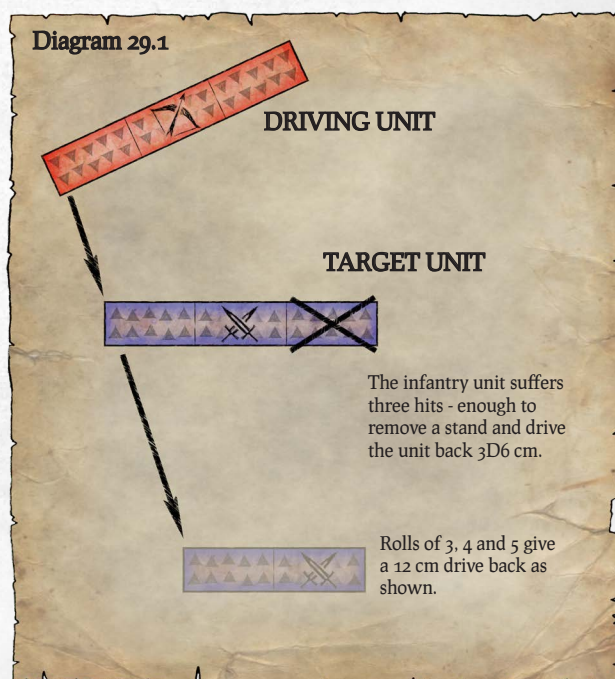
A unit that has one or more stands in a defended position disregards the first hit suffered when working out drive backs. This means one hit cannot cause a drive back, two hits roll one dice, three hits roll two dice and so on.



A unit that has 1 or more stands in a fortified position disregards the first two hits suffered when working out drive backs. This means one or two hits cannot cause a drive back, three hits roll 1 dice, four hits roll 2 dice and so on.

Units that are driven back move directly away from the closest enemy stand that shot at them regardless of whether that enemy inflicted any hits – this is called the driving unit. Note that driving units will normally be units of troops – but can also be enemy wizards if the unit has been affected by an appropriate spell (such as Ball of Flame).

When a unit is driven back, it is moved directly away from the enemy without changing its formation or orientation. The direction of the drive back is



The Shooting Phase

established by placing a ruler or other straight edge between the closest enemy stand and the closest part of the unit as shown in the diagram above. This is similar to an evade move as described in the Movement section (see p.24), but note that in the case of an evade, the unit can change its formation and stands can change their orientation as they move, in the case of a drive back, a unit can do neither of these things but must move back as a block. See Diagram 29.1.

Units confused during drive backs

Units that have been driven back may become confused amidst the turmoil of a disorderly recoil. This is a marked disadvantage because it means that units will be unable to move in their following turn.

When you roll for drive back distances, any dice roll of a 6 means that the unit becomes **confused**.

Units may also become confused if they are driven back into terrain which they can't enter or if they are driven back into other units, whether they are friend or foe. See the section on Confusion (p.55) for full rules.

Units routed by drive backs

If the Drive back dice roll is greater than the unit's full pace movement distance, then the unit is automatically deemed to have fled from the battle in rout. The unit is not moved – instead the entire unit is removed as a casualty.

This happens rarely because units taking many hits are usually destroyed as a result. Large monsters with many hits are more likely to be destroyed in this fashion than infantry or cavalry units.



SHOOTING AT CHARGING ENEMY

Stands capable of shooting (including artillery, appropriate monsters and some machines) and which are not already engaged in combat, can shoot at enemy units charging their own unit. Remember, a unit is 'charged' so long as it is contacted by a charging stand – it does not matter if the unit was not the original target of the charge.



These shots represent the unit pelting the enemy with missiles as they approach, perhaps at the very last moment but possibly as part of a fighting withdrawal by parties posted ahead of the unit's main body. Shooting in this way is an exception to the normal turn sequence because it happens in the enemy's turn. Shots are worked out as soon as the charging unit has finished its move. Shooting stands must be able to draw a line of sight to the enemy unit at some point during the charge move whilst it is within their weapon range. This can be at any moment during the charge: either at the start of the move, once it is complete or at any point in between. Note that some troops are allowed to shoot all round (eg, Wolf Riders) and they can therefore shoot by drawing a line of sight from any edge – other troops must draw a line of sight from their front edge as usual.

Calculate the effect of shots and remove any whole stand casualties straight away before moving any further units. Bear in mind that because casualties are removed at once, this can potentially create a line of sight for another unit to charge into a space vacated by the casualty.

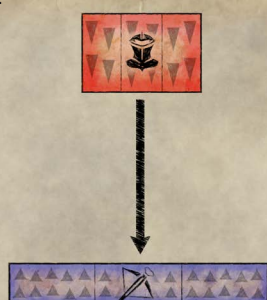
Note that shots from bolt throwers can penetrate enemy stands and affect other stands or units behind the target. Shots are always calculated from the position of the chargers at the beginning or at the end of their move – so penetration can be easily calculated from the starting or the final position of the charging unit.

Hits inflicted on the charging enemy unit are carried over into the combat. When it comes to working out combat results, these hits count as having been struck in the first combat round. If enough shooting hits are caused to destroy one or more charging stands, then casualties are removed immediately and do not therefore fight in the Combat phase. Remember – the total number of shooting hits count as having been struck in the first combat round even where whole stands have been removed, as shown in diagrams 31.1 and 31.2.

For example, if an Archer unit inflicts two hits on a unit of charging Knights, the Knights start the combat with two hits outstanding and these will count towards the combat result for the first round. If three hits were inflicted, then one stand is removed and will not fight in the combat – the three hits still count as having been struck in the first combat round.

Hits on charging units don't cause drive backs. This is partly for convenience, as the game would quickly become very cluttered otherwise, but it also reflects the ability of troops to stoically advance under fire once they have the enemy in sight. Any loss of enthusiasm is taken into account by including any hits inflicted in the result for the first round of fighting (see Combat results p.43).

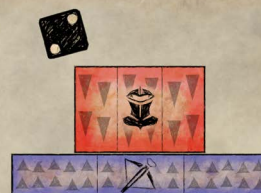
Diagram 31.1



The Archers shoot as the Knights charge.

If a missile-armed unit is charged by two or more enemy units, one after the other, then it can potentially shoot more than once. When shooting at a second or subsequent charger only those stands that are not already engaged can fire. Remember that stands touching corner-to-corner are engaged and so are not free to shoot at charging enemy.

Diagram 31.2



2 hits are scored – not enough to remove a stand – but these hits are carried over into the first combat round.

SPECIAL SITUATIONS

When a unit is hit by shooting or magic being already engaged in combat or if a unit that has been shot at is engaged in combat at the end of shooting phase then it cannot be driven back. Any hits scored count as having been struck in the first round of combat that turn. Note that this will only occur in some very special situations mostly due to magic.

THE ROLE OF MISSILE TROOPS

You may have realised by now that missile fire isn't a terribly effective way of destroying enemy units. The number of hits inflicted will probably be insufficient to remove a stand and any odd hits are always discounted at the end of the phase. The most effective way to employ missile fire is to coordinate attacks from several units at once.

However, shooting is a very effective way of pinning down enemy troops and driving them from strongly defended positions. Good generals will recognise these qualities immediately, for they are an important means of controlling the battlefield and frustrating your enemy's plans.



COMBAT PHASE AT A GLANCE

COMBAT ENGAGEMENT

1. Interlinked units form a single combat engagement. Work out results for each engagement separately.

ATTACKS

1. Total the Attack value for each unit.
2. Roll the number of dice indicated.
3. Rolls of 4+ score hits.
Rolls of 5+ are needed to score hits on a defended target.
Rolls of 6+ are needed to score hits on a fortified target.
4. Make Armour rolls and discount saved hits.
5. Record hits scored.
6. Remove stands where sufficient hits are scored.

RESULTS

1. Compare the hits scored by each side.
2. Add +1 per supporting stand.

Draw

Both sides score the same hits.

Both sides fall back from zero cm (but at least 1cm from the enemy) to 3D6cm except for defended or fortified units. Combat ends.

Win

One side scores more hits.

Losers retreat by the difference (divided by number of units in multiple combats rounded up).

Winners fall back, stand or pursue/advance.

If winners fall back or stand, the combat ends.

Aftermath

If winner pursues in the first round, fight a second round.

If winner pursues in the second round, leave the combat unresolved.

PURSUIT/ADVANCE

1. Infantry never pursue retreating cavalry or chariots unless infantry charged their flank or rear or the charged unit is in irregular formation.
2. Artillery never pursue. If forced to retreat they are destroyed.
3. Fortified troops never pursue.
4. Victors cannot pursue into terrain they cannot enter or cross.
5. Advancing units charge nearest visible enemy unit within 20cm.

ATTACK MODIFIERS

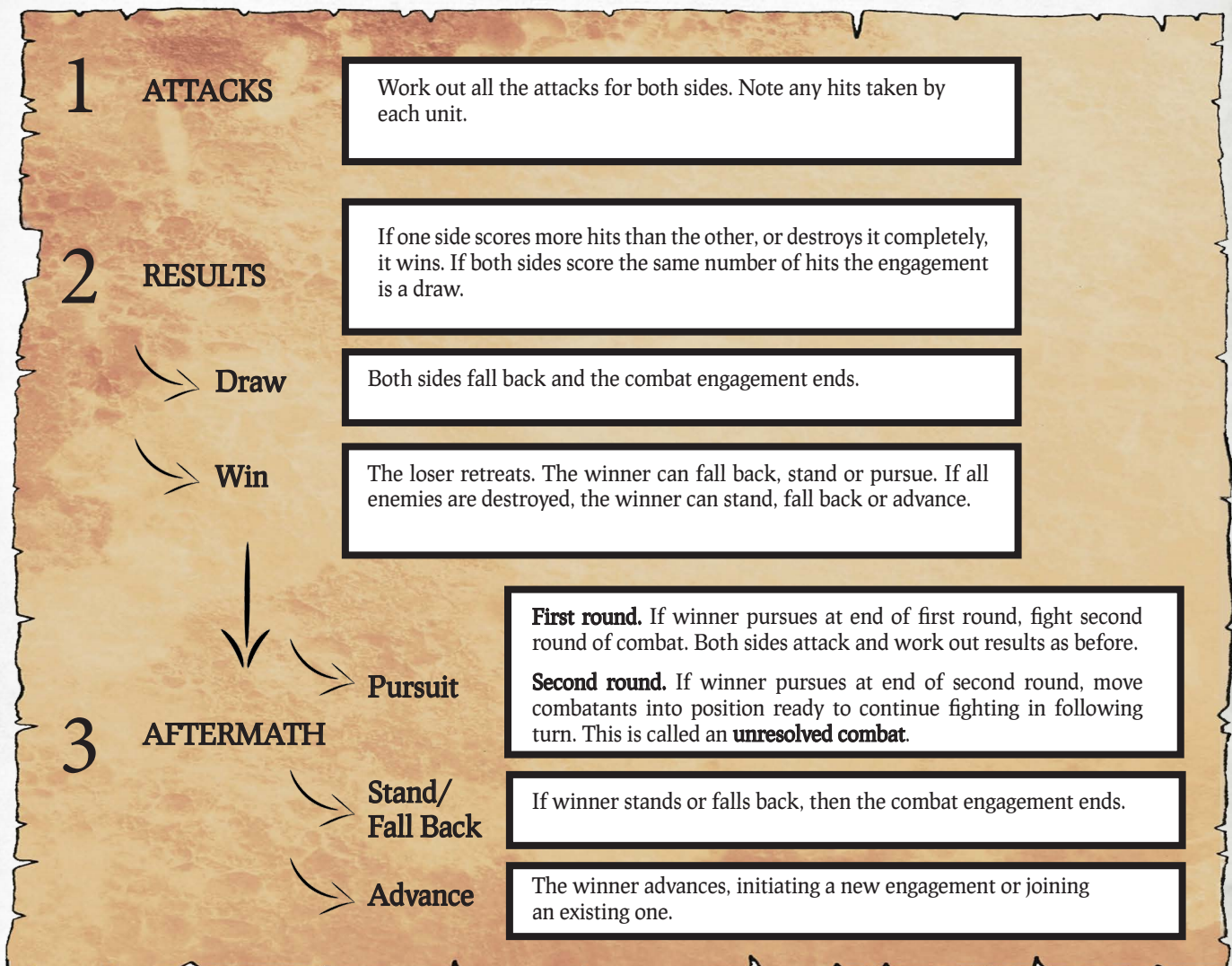
Charging against enemy in the open	+1
Monster/chariot charging enemy in the open	+1
Pursuit attack	+1
Extra pursuit attack (per 3cm)	+1
Fighting terrifying enemy	-1
Enemy facing own side or rear	-1
Confused	-1

END OF COMBAT

1. At the end of the Combat phase, any odd hits are discounted from units that are no longer engaged.

COMBAT PHASE

In the Combat phase, work out the fighting for each combat engagement. You must work out the result for each engagement before going on to the next. Work out each in the following combat sequence.



Combat represents close quarter fighting between enemies whether it is continuous hand-to-hand combat, very short-range missile fire or a combination of both. In some cases we might imagine units clashing repeatedly for brief periods which are punctuated by momentary pauses in which the combatants gather their energy. This

is especially likely when fighting over broken ground such as woods or amongst ruins or when troops are assaulting fortifications. In any case, all close quarter fighting is represented by means of the rules in this section.

COMBAT ENGAGEMENT

Units can move into contact with enemy units during their Command phase either by means of an order or by using their initiative. Units using their initiative must always move against the nearest enemy they can see. Units acting on an order can move against any enemy within reach and which they can see. In both cases, the move is referred to as a charge. Once units are touching an enemy unit they are said to be engaged in combat.

Once units have engaged in combat they might typically be arranged as shown in Diagram 34.1.

A combat engagement can sometimes involve several units on one or both sides. All interlinked units are considered to be fighting in the same engagement. See Diagram 34.2.



MOVING CHARGERS

The rules for moving chargers may look a bit intimidating at first but do not worry! Almost all moves happen in an obvious way. Many of the following rules are intended to overcome any unusual circumstances you might come across where care may be needed.

Sequence of charges

The term 'charge' describes a unit's movement into contact with an enemy unit during the Command phase whether by initiative or by means of an order. Units which move by initiative are moved before units which move by orders but, apart from this, there is no obligation to move charging units in any particular order. Charges occur throughout the Command phase as units move against enemy units. Where a charge is intended, the player must say so before any stands are moved as this alerts both players to the need for care. A unit is not obliged to charge just because the player has stated it - the move may prove impossible or player might simply change his mind for any reason.



Enemy in sight

At least one stand from the charging unit must be able to see the target enemy unit at the start of the unit's charge move. If none of a unit's stands can see the intended target then it cannot charge it. Note that because units

move one after the other it is possible for one unit's move to clear or block the line of sight for another; it is therefore important to take care when deciding which units to move and in what sequence.

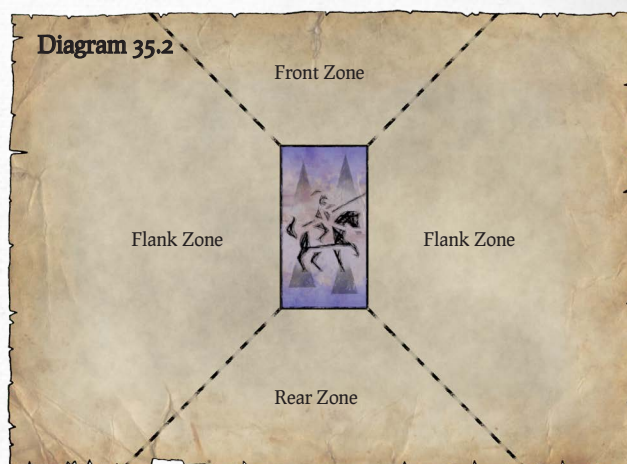
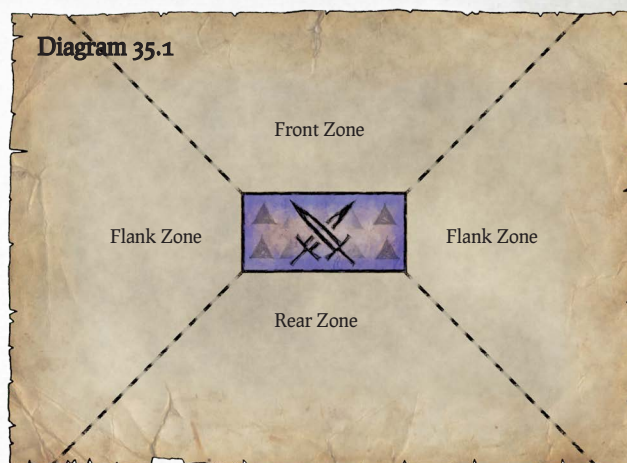
A stand can 'see' if it is able to draw an uninterrupted line of sight from its front edge to any part of the enemy unit as described in the Shooting section (p.27). All intervening stands, friend or foe, block a stand's line of sight. All intervening terrain also blocks the line of sight with the exception of low obstacles, rivers/streams, marshes, and similarly low features. Character stands never block a unit's line of sight, as explained in the Generals, Wizards and Heroes section (p.59).

Zones

For purposes of working out where to position units during a charge, the area around each stand is divided into four zones as shown on the accompanying diagrams. The division between each zone bisect the corners of the stand at the angle of 135 degrees relative to the edge. Zones are self evident in most situations and can be checked using a simple guide if necessary. See Diagrams 35.1 and 35.2.

Once a unit's intention to charge has been declared, begin by considering the position of the entire charging unit relative to the **closest visible stand** in the target unit. If the charging unit begins its move in the stand's front zone then it charges to the front, if it begins to the stand's flank it charges in the side, and if it begins to the rear it charges in the rear. See Diagram 36.1.

If the charging unit is not entirely within a single zone then it counts as being in the zone that it mostly occupies. So, if a unit is between the front and flank but the greater proportion is to the front, the unit counts as in the front. If a unit is positioned in such a way that it is exactly divided between two zones then roll a dice to decide - eg. 1, 2, or 3 the front; 4, 5, or 6 the side. See Diagram 36.2.

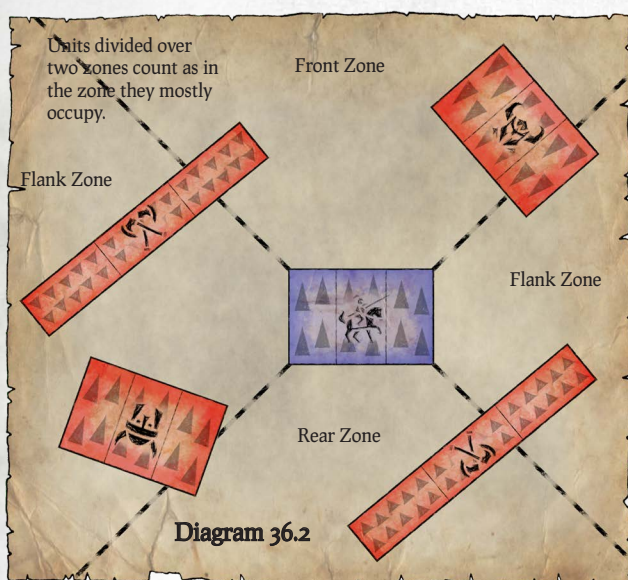
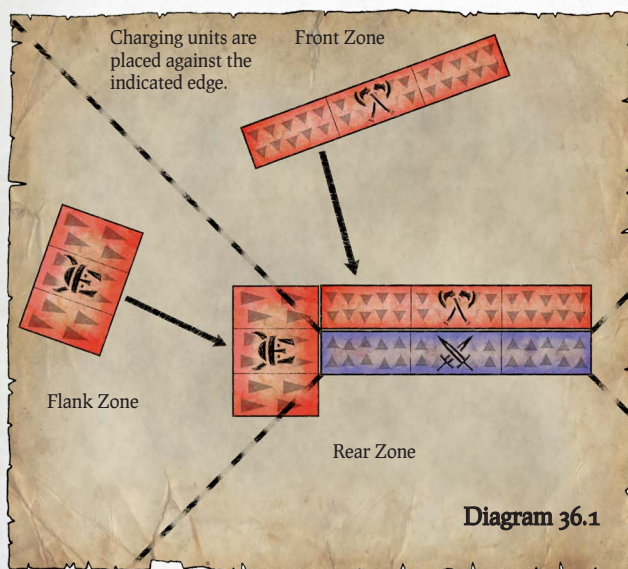


Combat phase

The charge move

In most situations it is a simple matter to position the charging unit against the indicated front, side, or rear edge of the enemy unit. In some cases extra care is called for. Players who are unfamiliar with the game should make a point of moving the stands one at a time, as described below, until they are used to the placement rules.

To begin, the charging player selects one stand from the charging unit. Any stand may be chosen - it does not have to be the closest. This stand must be able to see the enemy and must have a clear path to the target. The selected charging stand is moved into place against the enemy stand that has already been identified as the closest visible stand to the charging unit.



Move the charging stand so that its front edge contacts the appropriate edge of the enemy stand. If the unit is charging from the front zone, place the charger against the enemy stand's front edge.

When placing the first charging stand, position it exactly centre-to-centre against the indicated edge of the target stand. If this is impossible because of interposing stands or scenery then place the charger as closely as possible to the centre of the target stand. There must be at least 1cm of clear base edge on the target stand to place the first charging stand otherwise the move is not allowed (see Blocked Edges).



Forming a battle line

Once the first charging stand has been positioned, the remaining stands are placed one at a time to make a line formation or 'battle line'. Each stand must be able to trace a line to its new position as it moves. Note that it doesn't matter what formation the unit is in when it begins its charge, charging units always form a battle line if they can do so.

Stands are placed into a coherent formation as they move. Place a second stand beside the first, and place the third stand beside either the first or second. You cannot leave a gap in the battle line and then fill it later. The reason for breaking down movement by individual stands is to make sure each stand has an accessible route to its final place in the battle line.

Each stand must be placed in the battle line in such a way that as much of its front edge as possible makes contact with the enemy. This is called '**maximising frontage**'. If it is impossible to place a stand into the battle line so that its front edge makes contact with an enemy, then it must be placed so that its front corner touches an enemy if it can. This means that the maximum number of charging stands will be drawn into the combat.

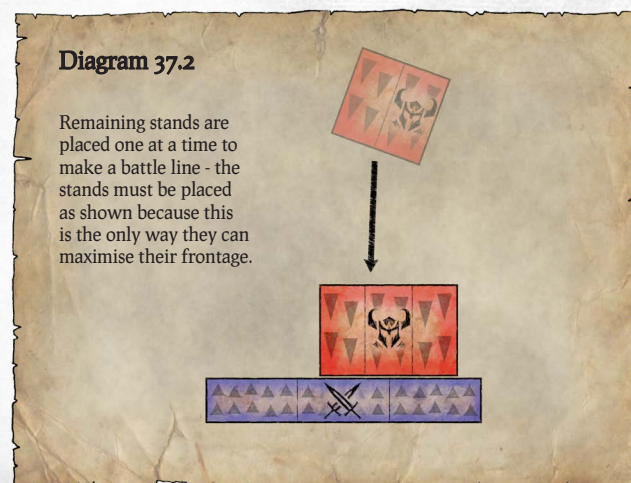
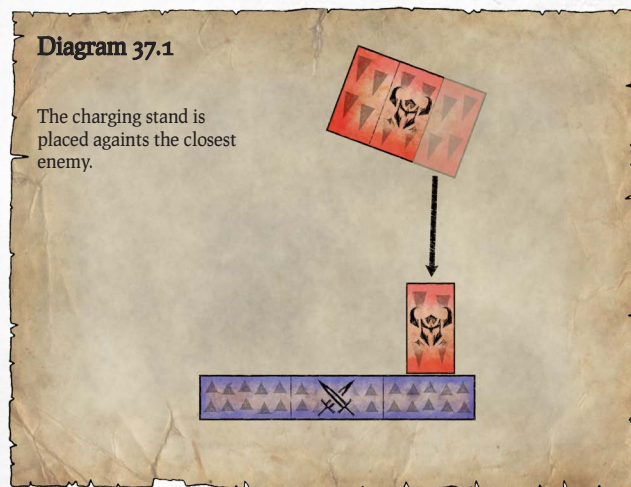


Contact with other enemy

If there are other enemy units adjacent to the target unit then the obligation to 'maximise frontage' extends to these other units too. So, where there is another enemy stand aligned to the target unit, a charging stand must be placed against this second enemy if this is its only way to maximise frontage. However, chargers will always **maximise frontage** against the unit they **originally** charged where they can do so.



Any additional units contacted by charging stands count as being charged and are drawn into the combat engagement - even if they are only touching corner-to-corner. If armed with appropriate weapons they can shoot at the chargers as described in the Shooting section.



Exceptions & Anomalies

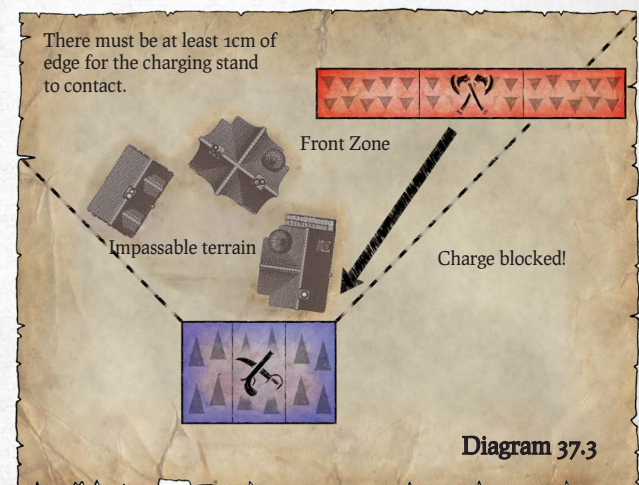
In some situations the proximity of scenery or other stands makes it impossible to position all the chargers exactly as described. In some cases this may mean the charge is not permitted, in others that chargers can be repositioned to accommodate the situation. These circumstances are covered in the following rules sections.

Unable to contact centre-to-centre

The first charging stand is always positioned centre-to-centre with the closest enemy stand where possible. If this is not possible then the first charging stand is positioned as closely to centre-to-centre as it can go, but there must be at least 1 full cm of exposed stand edge to contact against.



If there is less than 1 cm of exposed edge then the stand is not an eligible target because it is 'blocked'. See below for how to deal with blocked stands.

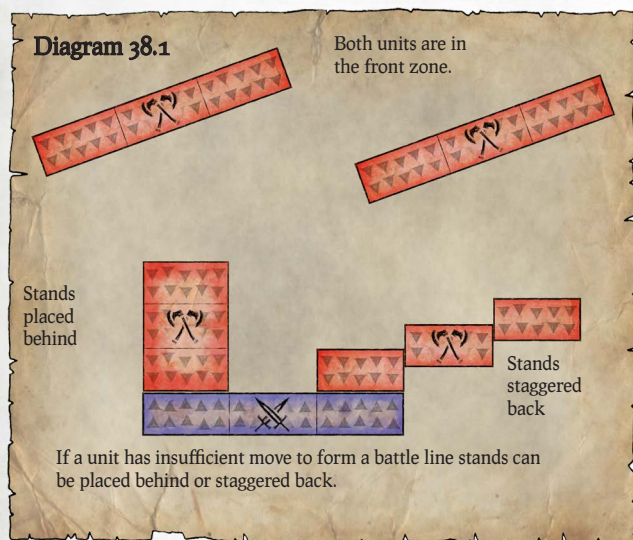


Unable to form a battle line

If a stand has insufficient room or insufficient move distance to form a straight battle line, it must be placed either directly behind, or beside and staggered back from a stand that has already moved. Stands placed behind must be positioned facing the same direction as the stand in front of them. Stands that are staggered back can be placed with as much or as little of their stands touching as the player wishes, but must contact with a fellow stand at least corner to corner. Either way the unit must retain a coherent formation with all stands touching. If a unit is unable to both charge **and** retain a coherent formation then the move is not allowed. See Diagram 38.1.

Combat phase

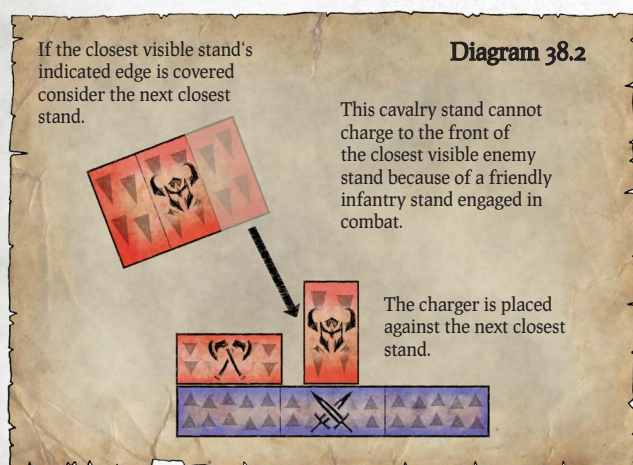
Any additional enemy units contacted as a result of the placement of these stands also count as being charged and are drawn into the combat engagement - even if chargers are only touching at their side or rear edge. If armed with appropriate shooting weapons they are entitled to shoot at the charging unit as described in the Shooting section.



Blocked edges

In some situations a charging unit will be unable to charge because, although it can see the enemy unit, the indicated edge of the closest stand is blocked. The indicated edge could conceivably be blocked by impassable terrain, by other enemy stands, or by stands from other friendly units that have already engaged the enemy unit in combat. Remember, an edge is blocked not only if it is completely covered, but also if there is less than 1cm of exposed edge available to contact.

In all these situations the charger moves the charging stand against the next closest stand in the target unit, assuming this stand is an accessible visible stand within the **same** zone. If this stand edge is also blocked then the charger can move to the third closest stand, and so on.

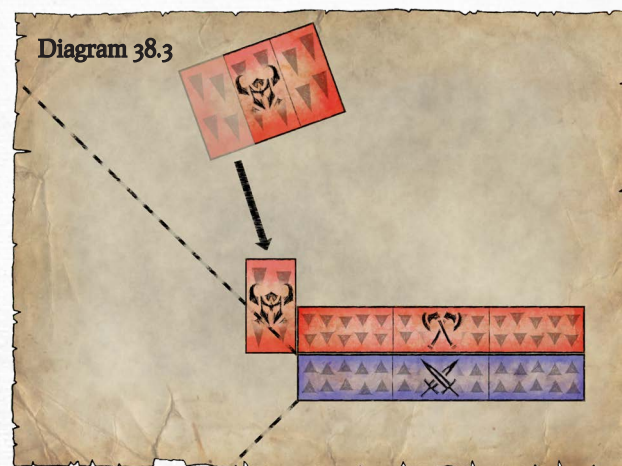


If no accessible edge is presented by any stand in the target unit then the charge is not normally allowed - for example, if there is impassable terrain covering the unit's

front edge and the charger is positioned in the target's front zone. The exception to this is a 'pinned' enemy unit as described below.

Pinned targets

If the indicated edge of the entire enemy target unit has already been covered by stands from other friendly units then the unit is described as 'pinned'. In the case of a pinned target, the first charging unit can move into corner-to-corner contact with the closest enemy stand assuming the charger can see it and has a clear path. This is an exception to the normal rule that stands must charge edge-to-edge. See Diagram 38.3.

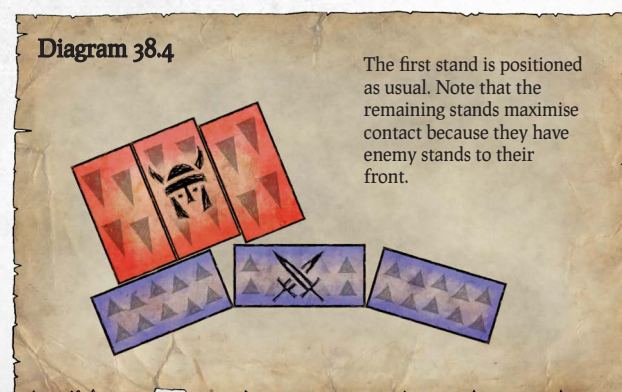


Irregular formations

If the target unit is in irregular formation then it might not be possible for all the charging stands to engage by forming a conventional battle line. In this case the first charging stand is placed in the standard way as already described. It is only the remaining chargers that are placed differently.

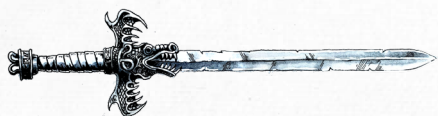
Remaining charging stands are placed in a line but staggered to the front or rear so that they follow the shape of the stands presented by the enemy unit.

Although these charging stands might touch the enemy only at a corner or along part of their front edge, they are considered to be maximising frontage so long as they have the maximum portion of enemy stand directly to their front.



Enveloping charge

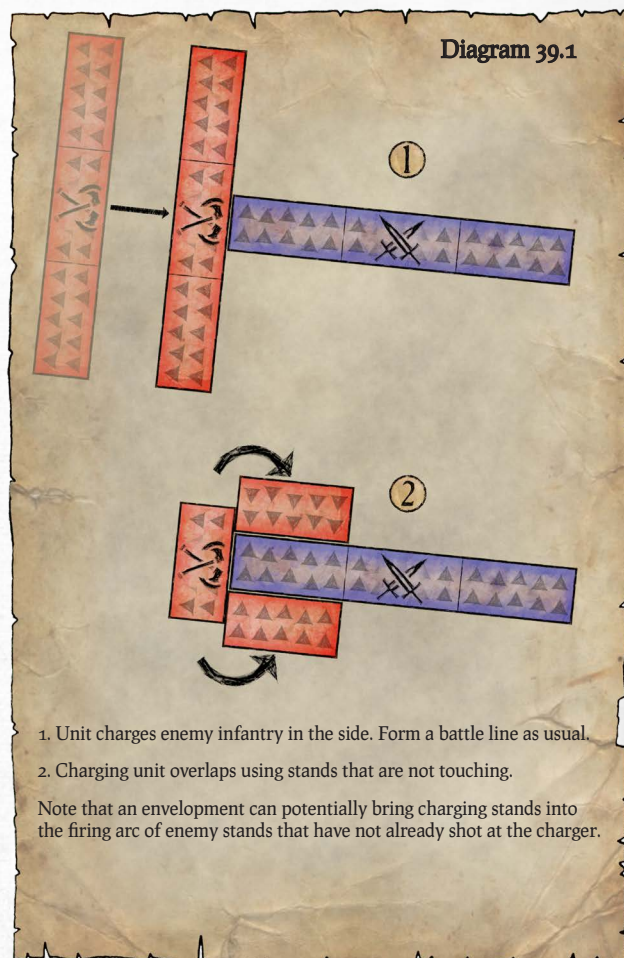
The 'envelop' rule applies when a unit is charged in the side - it represents a unit's inability to turn enough troops quickly enough to avoid being enveloped by an enemy charge. The reason for this rule is to avoid situations where it is otherwise disadvantageous to charge a unit in the side because only a single stand can touch.



When a unit charges an enemy unit from the flank and contacts only against the side of an enemy stand or stands, then any charging stands that would not otherwise touch the enemy when forming a battle line are allowed to make a further move into contact with the charged enemy unit as described for a pursuit. Stands must have sufficient move distance remaining from their charge move to make the envelopment move.

This is called an 'enveloping charge' and it is entirely up to the charger whether to envelop or form a conventional battle line. Each stand enveloping in this way must move so that its front corner contacts the charged enemy unit, otherwise these stands can be positioned as the player wishes so long as they remain in formation. Enveloping stands can contact other enemy units and therefore bring them into the combat, but they must also contact the charged unit either to their front edge or front corner as described. Note that this is comparable to a normal pursuit move in most respects - the enveloping charge effectively combines a charge and pursuit into a single move.

If chargers are infantry with supporting chargers then move both the charging and supporting units and work out any shooting first. Supporting units remain in their battle line and do not envelope.



Combat phase

ATTACKS

Regardless of whose turn it is, all units which are engaged in combat can fight in the Combat phase. Work out one engagement at a time. The player whose turn it is nominates which engagements to fight first.

If at the end of an engagement a victorious unit **advances** into another engagement or initiates a new engagement by advancing into a fresh enemy then work out that engagement next and include the advancing unit amongst those fighting (see Advance, p.50).

Attack value

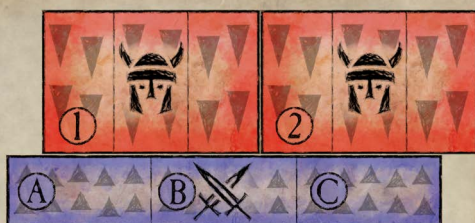
All stands have an Attack value which determines how effective they are in combat. The higher the value, the better combatants fight. Some troops have two values separated by a slash. The first is used for close combat and the second for shooting.

3 / 1

Close Combat Attack value Shooting Attack value

Work out the attacks of one unit at a time. It is usual for the player whose turn it is to complete his attacks before his opponent as this 'feels right', especially where units charge dramatically into combat! Strictly speaking, it makes no difference who goes first as stands which fall casualty are allowed to fight back before they are removed.

Diagram 40.1



Where a stand is touching two or more enemy units (as with Stand B) the player can decide which to attack.

Every stand touching an enemy stand can fight - even if it is only touching corner-to-corner or at a side or rear edge. Hits inflicted are always accumulated against the target unit as a whole and not against individual stands.

Each stand must direct all of its attacks against a single enemy unit - it is not permitted to divide a stand's attack between two different enemy units. Where a stand can potentially attack one of two or more enemy units, the player must declare where all of the unit's stands are attacking before rolling dice - this prevents combats becoming bogged down into stand-by-stand dice rolls.



Stands strike against enemy units as dictated by the following list of priorities:

1. A stand will **always** strike against an enemy unit touching its own front edge if possible. If a stand is touching more than one enemy unit to its front, the player can decide which to attack.
2. If a stand is not touching the enemy to its front, then it must direct its attacks against an enemy unit to its **side or rear edge** if possible. If a stand is touching more than one enemy unit to its side and/or rear edges, the player can decide which to attack.
3. If a stand is **only** touching an enemy corner-to-corner then it can direct its attacks against any unit it is touching. Note that where a stand's edge is touching an enemy, it cannot direct attacks corner-to-corner: corner-to-corner attacks are not allowed where there is edge contact.



ATTACK MODIFIERS

The Attack value of a stand is modified by tactical factors as shown below. These represent different tactical situations by means of bonuses or penalties.

Charging against enemy in the open	+1
Monster/chariot charging against enemy in open	+1
Pursuit attack	+1
Pursuit attack per full 3cm	+1
Fighting terrifying enemy	-1
Enemy facing own side or rear	-1
Confused	-1

Charging against enemy in the open

This bonus applies to all stands where a unit charges into combat. The bonus only applies in the first combat round of an engagement. The bonus does not apply if the enemy are not in the open, e. g., when a stand is fighting against infantry or artillery in a defended or fortified position as described later.

Monster/chariot charging

This bonus is applied to Monster and Chariot stands charging in addition to the basic charging bonus. This means that Monsters and Chariots receive a total bonus of +2 when charging against enemy stands in the open.

Pursuit attack

This bonus applies to stands from pursuing units that won the previous round of combat and are attacking enemy units that retreated from the same engagement. Pursuit bonuses only apply in subsequent rounds of combat, including the first round of unresolved combats fought in the previous turn.

Pursuit attack per full 3cm

This bonus applies to stands whose units pursue enemies that have retreated by 3cm or more in the previous round of the same engagement. The bonus is added to the standard pursuit bonus. Each full 3cm that the enemy retreats adds a further +1. So a unit which forces its enemy to retreat 6cm gets a +1 pursuit bonus plus a further +1 for each full 3cm, making +3 in total.

Fighting terrifying enemy

This penalty applies to all individual stands which are touching at least one stand of terrifying enemy. Terrifying enemy include especially scary creatures such as massive Dragons. The penalty doesn't apply to units which are terrifying themselves... you can't terrify a terrifying creature! Creatures which terrorise their foes are indicated in the Army List section.



Enemy facing own side or rear

This penalty applies to individual stands which have an enemy stand's front edge or front corner touching their own side edge, rear edge or rear corner. Note that only enemy front edges and corners impose this penalty. Opposing stands touching side to side don't impose a mutual penalty for example.

Confused

This penalty applies to all stands in a confused unit. Units can become confused as a result of missile fire or by moving into other friendly units or impassable terrain. See the section on Confusion, p.55.

The Last Ditch Dice

Attack modifiers can potentially reduce a stand's Attack to zero. If this happens, then a unit always rolls one Attack dice regardless.

HOW TO CALCULATE DAMAGE

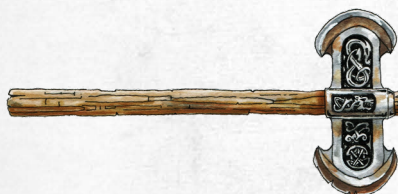
To work out the damage inflicted by a unit in combat, begin by adding up the total Attack value of its fighting stands. For example, a unit of three stands each with an Attack value of 3 has a total value of 9.

The total Attack value is the number of dice rolled to determine how many hits are scored on the enemy. The minimum dice roll required for a hit is normally four. So, eight dice rolls of 1, 2, 2, 3, 4, 4, 6 and 6 equal four hits on the enemy.

If enemies are in defended or fortified positions, the roll needed to hit will be 5+ and 6 respectively. See Defended & Fortified Troops (p.53).

Armour

As already described for shooting, if a unit has armour then the number of hits scored by the enemy might be reduced. A unit's Armour value is expressed as a number: 6+, 5+, 4+ or 3+. This indicates the minimum dice score needed to nullify a hit. Roll one dice for each hit scored on the unit. Any dice that rolls equal to or more than the Armour value of the unit will nullify or 'save' one hit. Hits nullified in this way are ignored – they are not struck on the target and no further account is taken of them.



Casualties

A stand can take a number of hits before it is destroyed, as described in the Shooting phase section (p.28). This varies depending upon how tough and determined the unit is. Men have a value of 3, for example, whilst Dwarfs, an infuriatingly hardy folk, have a value of 4.

Record hits suffered by each unit during the combat round. Once the round is complete, units that have suffered hits equal to or greater than their Hits value must remove one or more stands as casualties. The player who lost the combat should remove his casualties first and then the winner. In the case of a draw roll a dice and the lowest score removes his casualties first. Stands are removed one at a time from the edge of the formation so that the formation is not broken at any time, but otherwise the player can choose which of his stands to remove. Stands that are not touching an enemy can be removed as casualties if the player wishes, in which case it is assumed that casualties occur at the front and warriors press forward to take their place.

Where a unit takes too few hits to destroy a stand or if it suffers enough to remove a stand with some remaining, record any outstanding hits. This is most easily done by placing a distinctively coloured dice directly behind the unit to show the number of hits it has taken. If combats involve several units on each side, it is advisable to use a notepad and paper to keep a record of casualties. Alternatively, you can devise suitable markers or simply remember, whatever you find the most convenient.

At the end of the Combat phase, odd hits are discounted from units that are no longer engaged. Hits are only recorded from one turn to the next for units that remain engaged in an unresolved combat at the end of the Combat phase. Discounting hits in this way can be thought of as units recovering their combat efficiency during lulls in the fighting.

Note that it is important to record hits through the Combat phase and only discount outstanding hits once all engagements are finished. This is because it is possible for units to become involved in a second engagement, for example as a result of an advance. In such a situation, any hits accumulated in a previous engagement are carried forward into the next.



COMBAT RESULTS

After units have attacked it is time to work out the result. If one side is destroyed then the combat is automatically won by the survivor, otherwise compare the number of hits inflicted by both sides. In cases where a unit has been struck with more hits than it can actually take (for example a unit with a total of nine hits might suffer twelve) then only count actual hits taken. Excess hits are ignored for purposes of working out combat results.

Hits Equal – Draw!

If both sides score the same number of hits, the result is a draw and both sides must **fall back**.

To find out how far a unit falls back, roll three dice. The unit can fall back up to the total score of the dice. For example, on a roll of 2, 4 and 6 the unit falls back between 0cm and 12cm but must end up at least 1cm from enemy units or any units engaged in combat. Once the combatants have disengaged the combat is over. See Fall Backs (p.51) for more details.

The exception to the fall back rule is that defended or fortified units can stand their ground instead of falling back. Players may decide to fall back with such units if they prefer. See Defended and Fortified Troops (p.53) for rules about fighting in defended and fortified positions.

One Side Scores More Hits – Win!

If one side scores more hits than the other, it wins the combat round. The loser must retreat 1cm for each hit taken in excess of hits inflicted. So if one side scores three hits and the other scores one hit, the second side loses by two and must retreat 2cm. See Retreats (p.45) for further details about how to move retreating units.

If a unit wins, the player has a choice of what to do next. The victorious unit can fall back, stand its ground or pursue. If a unit destroys its enemy, it cannot pursue but can advance instead.

Fall Back. The victorious unit falls back up to 3D6cm. The combat is over.

Stand its Ground. The victorious unit remains where it is. The combat is over.

Pursue. The victorious unit is moved back into contact and a further round of pursuit combat is fought in the same way as before. See Pursuit (p.47). Any hits already scored are carried over into the next pursuit round. Hits carried over don't count towards working out who wins the next round but they might result in the loss of stands due to cumulative damage. No charge bonus is awarded during a pursuit but there is a +1 bonus for pursuit itself and further bonuses for pursuing enemy that have retreated 3cm or more. If a defeated enemy infantry unit has been forced to retreat from a defended or fortified position then it is no longer defended or fortified.

Advance. The victorious unit can advance up to 20cm either initiating a new engagement or joining an existing one. See Enemy Destroyed (p.50).

SUPPORTING TROOPS

It is possible to affect combat results by using adjacent infantry stands to support fighting infantry units. This represents the ability of a unit to threaten the enemy's flanks or to provide solidity through depth. Only **infantry** can support and be supported in this way.

A stand can only support if it is not touching an enemy and the unit it belongs to is not confused. The stand must be aligned either exactly behind or exactly beside a stand that fought to its front during the combat round. The supporting stand must also be facing in the same direction as the supported stand as shown in the accompanying diagrams. Note that a stand touched by enemy to its front and sides or rear during the combat round can be supported, but a stand touched by enemy only to its sides or rear cannot. A supporting stand can be from the same unit as the fighting stand it supports or from a completely different unit. See Diagram 44.1.

For each supporting stand in the combat engagement **add +1** to the combat result. For example, if a side inflicts five hits on the enemy and has three supports, its combat result is 8. Note that supports merely add to the result and not to the actual number of hits inflicted.

Work out how many supporting stands each side has once all attacks have been struck but before removing casualties. Units benefit from support throughout a combat round even where casualties might remove supported or supporting stands.

Supporting Combat

Units are automatically included in any combat engagement where they support. This means they are affected by the combat result and the usual options apply. This is covered in the following sections under Retreats and Aftermath.

Sometimes, a unit finds it is supporting two different friendly units fighting what would otherwise be two separate combat engagements. Even in this case, there is only one combat engagement - not two. All the units are interlinked via the supporting unit.

Supporting Charges

During the Command phase, a unit is allowed to make a supporting charge if it is positioned behind another so that at least one stand could theoretically support in combat from the rear.

If the front unit charges, whether on initiative or by means of an order, then the second unit can automatically make a supporting charge. It can do so whether the first unit charges on initiative or with an order, even where the second unit was not included in a brigade order.

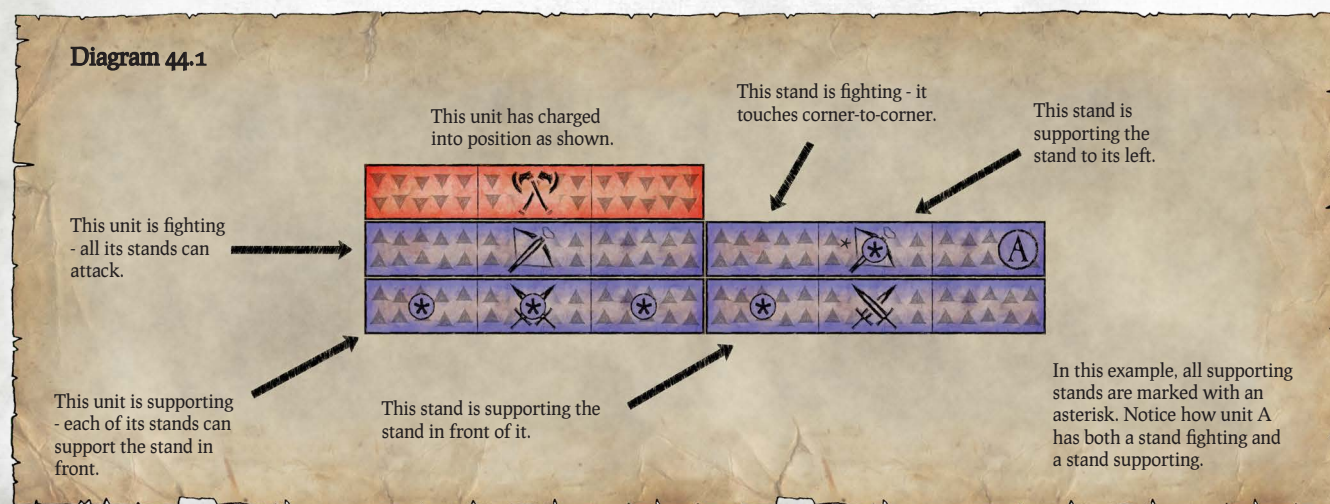


Note that the second unit might have more or fewer stands than the charging unit, or it could have some stands positioned to give rear support and some not. Regardless of how stands are positioned, only one unit can make a supporting charge on behalf of another. It is not possible to place two units so that they can both make supporting charges - in such a situation, the player must choose which unit will make the supporting charge.

The supporting charge is a normal move, except the unit making the supporting charge must be placed so that it touches the first unit and at least one stand supports it either from the rear or side. No stands can be placed into touch with enemies - neither into edge contact nor corner-to-corner contact.

The supporting charge is a special kind of combined move - the supporting unit's move is rolled into that of the charging unit and is considered part of it. The charger can be thought of as carrying the supporting charger with the same order. If a unit is unable to move for whatever reason (if it is confused for example), or if it does not have sufficient move distance to move (if it is in irregular formation for example) then it cannot make a supporting charge. Also note, that after **failing** to receive its **first order** a unit cannot use its half pace move to join combat by moving into the **supporting position**.

Diagram 44.1



RETREATS

A unit that loses a combat round must retreat by the difference in the combat result in centimetres. For example, if one side scores four hits and the other side scores one, the losing unit retreats 3cm. Remember to add any support from both sides before calculating the result.

If several units are engaged on the losing side, then the retreat distance must be reduced to take into account the potentially huge difference in combat results. To work out the retreat distance, divide the difference in the combat result by the number of units on the **losing** side. Remember to include any supporting units and any units that have been destroyed if they fought that round. Round any fractions up to the nearest cm - the minimum possible retreat is therefore 1cm. For example if there are three units on the losing side and the difference is 6, the losing unit retreat by 2cm.

If two or more units are retreating from the same engagement then move the units one at a time. The retreating player can decide which order to move the units in.

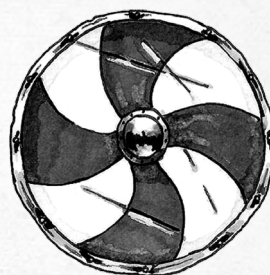
A retreating unit moves away from the enemy without changing formation or the direction it is facing. It will normally be apparent where to move the unit to. In most cases, all enemy stands will be aligned solely against the unit's front, side or rear and the retreating unit simply moves in the opposite direction.

The direction of the retreat may be less clear if the unit is fighting enemy from several directions at the same time. In this case, the unit retreats from the greatest number of touching enemy stands. If this is equal, the retreating player can nominate which of the possible directions it will retreat. For the purpose of calculating the retreat direction, enemy stands touching corner-to-corner count as touching the edge that is parallel to the enemy stand's front.

If there are no enemy stands touching the unit due to removing casualties, retreat from the closes enemy that was part of the combat engagement.

In a few cases, a unit's formation may be arranged so that the direction of the retreat is in doubt. In this case, identify the retreating **stand** touching the most enemy stands and work out the unit's retreat relative to that. If all stands face the same number of enemy stands, the player can decide which to use.

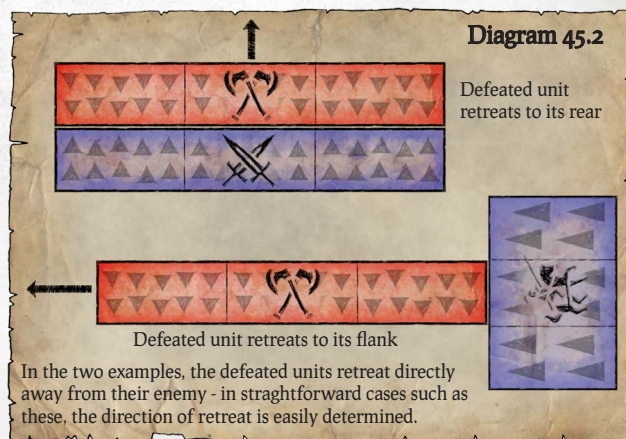
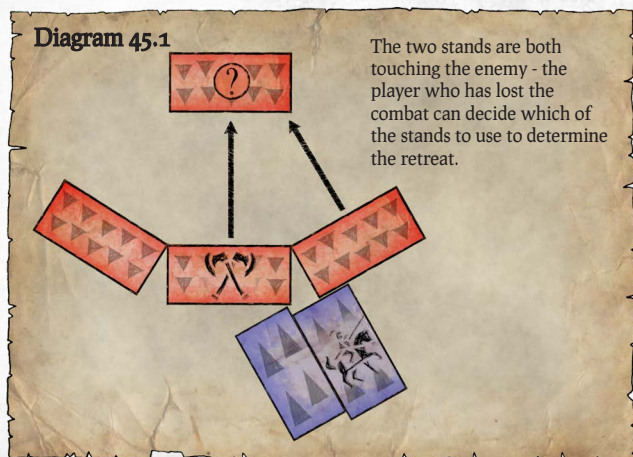
If all of a unit is supporting another, eg. if it is placed in a second line, then none of its stands are touching an enemy. In this case, the friendly supported unit/s determine the direction of retreat. Work out the direction of retreat for the fighting units and then move supporting units back in the same direction. This means fighting and supporting units will effectively move as one, although it will still be necessary to move the units one at a time to make sure that stands have a path to their final position.



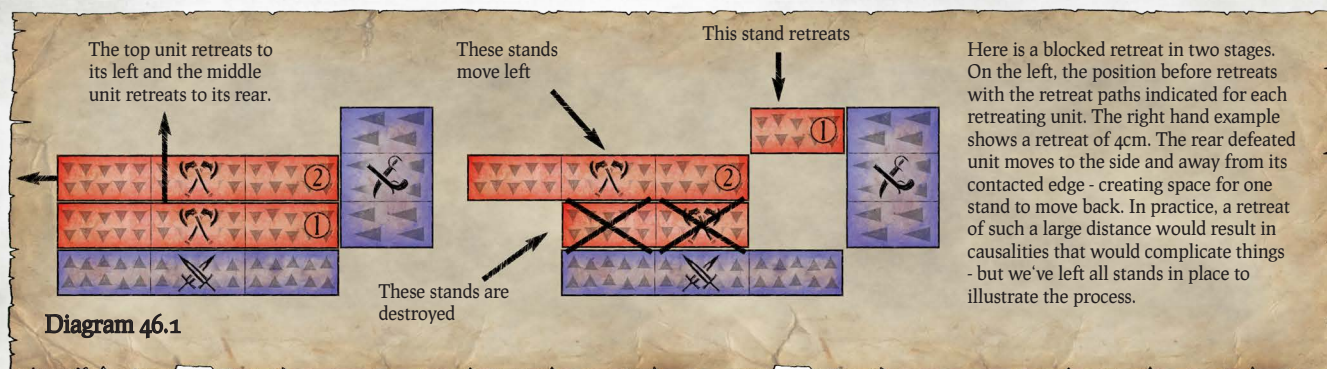
Blocked retreats

A retreating stand is destroyed if its retreat move is blocked. A retreat is considered **blocked** if any part of the stand's base is obliged to move through any of the following: enemy stands, stands of other friendly units that are engaged in combat (including friendly units that have already retreated from the same combat during that round), terrain that is impassable, and stands from unengaged friendly units that do not make way as noted above.

Stands that are destroyed are removed immediately without reducing the number of outstanding hits on their unit.



Combat phase



If unengaged friendly units lie in the way of a unit's retreat then these can be moved. The unengaged unit is said to **make way**. It is up to the player whether the blocking unit makes way or not. Units which make way and retreating units forcing others to make way can become confused as a result. See the Confusion section for further rules for confused units and making way (p.56).

A stand's retreat can potentially bring it into contact with an enemy stand without intersecting with it. For example a stand retreats 1cm into an enemy stand exactly 1cm away. In this case, the retreat is blocked if the enemy unit is not part of the same combat engagement. If the enemy unit is part of the same combat engagement, the retreat is **not** blocked and the move is covered by the rules for incidental contacts described later.

Blocked retreats often occur where units are partially surrounded, for example fighting to the front and rear at the same time. Blocked retreats also become common in large engagements as friendly units often get in each other's way.

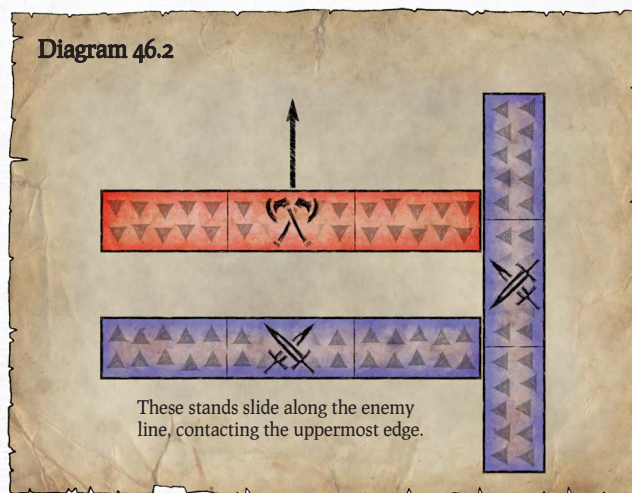
In rare occasions a unit of three stands may be split when only the middle stand has blocked retreat. If such a unit is out of coherency at the end of the turn and no longer engaged in combat, one of the remaining stands is automatically destroyed. Owning player decides which one.

Retreating units and incidental contacts

A stand can potentially retreat into contact - but not intersect - an enemy stand from a unit taking part in the same combat engagement. This often happens when a stand is facing enemies to its front and side, because by retreating from one it must move across the front edge of another. In such a case the retreat is not blocked and the stand is not destroyed. What happens next will depend on what the winner decides to do.

Retreating artillery

An artillery unit which is forced to retreat is automatically destroyed. Its weapons are overrun and the crew massacred or scattered beyond hope of recovery.



AFTERMATH

A winning unit can stand, fall back, pursue, or in the case where all enemy units are destroyed, advance. Victorious units do not all have to do the same thing and in some cases it may be impossible for them to do so. The player deals with the victorious units one at a time in any order. It makes no difference whether individual units advance, pursue fall back or stand - the player can deal with them in any order.

Move victorious units after enemy units have retreated after the losing side has completed any necessary moves to make way and remove any stands whose retreat is blocked.



PURSUIT

A unit which wins the first round of an engagement can pursue a retreating enemy and fight a second round. A unit that wins a second round of an engagement might also pursue, in which case the fight continues in the following turn.

Which units can pursue?

A victorious unit can pursue enemies retreating from the same combat engagement. However, pursuit is not allowed in the following circumstances:

1. Infantry units cannot pursue cavalry or chariots retreating from the same engagement. This enables mounted troops to avoid pursuit from slower foot troops, and also to cover the retreat of friends in some situations. There are a few exceptions to this rule. If an infantry unit charges a cavalry or chariot unit that is in irregular formation or charges it in the flank or rear, the infantry unit is permitted to pursue the retreating cavalry or chariot unit in the round it charged. For further exceptions see Infantry contact with cavalry on p.49.
2. Artillery never pursue retreating enemies of any kind and must stand or fall back instead.
3. Fortified units never pursue. If they win a combat they must fall back or stand their ground.
4. Troops never pursue enemy who have retreated into or through terrain they cannot enter. For example, cavalry cannot pursue infantry who retreat into a wood. There must be at least 1cm of edge outside the wood.
5. Non-flying units cannot pursue flying units retreating from the same engagement. Exceptions; a flying unit can be pursued by a non-flying unit when charged in the flank or rear or when in irregular formation in the round it charged. For further exceptions see Infantry contact with cavalry on p.49.

Moving pursuers

Move pursuers one unit at a time starting with units that can see the retreating enemy. Where several units can pursue the same enemy, the victorious player can move them in whatever order he wants. The sequence can be important as one unit's move can easily obstruct that of another either blocking line of sight or affecting the positioning of subsequent units.

If pursuing unit cannot see a retreating enemy unit (for example, because other pursuers have obscured their view), then pursuers cannot move into edge contact. Note that units unable to see an enemy may still be able to move into support as described under Supporting Pursuits p.48.

Occasionally, it will be impossible for a unit to pursue into edge contact even though it can see an enemy. For example, terrain or other units may block the unit's path. In such a case, and only in such a case, a unit that can see an enemy is allowed to make a supporting pursuit instead (See Supporting Pursuits p.48).

Pursuing stands can move up to a normal full pace move to close the gap between themselves and either the enemy or the stand they are going to support.

All pursuing stands must be able to trace a clear path towards the enemy. Towards means just that - a pursuer's path cannot take it away from the enemy and then back again by a circuitous route.



Basic pursuit

Choose a unit to make a pursuit move. Every stand that can move straight forward so that its front edge contacts an enemy stand must do so. This includes stands of enemy units that were in supporting position before casualties were removed. In many cases, the entire unit will move in this way. Once all of the unit's stands that can move straight towards the enemy have done so, the unit's remaining stands can be placed as the player wishes and can be placed into contact with the enemy or not, either as the player wants or as circumstance dictates.

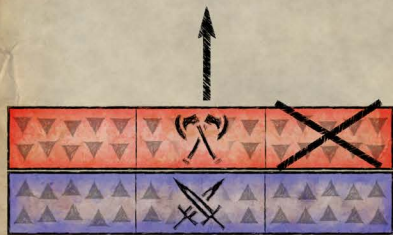
The obligation to move stands straight ahead is waived where doing so would cause a unit to split its formation. This can happen where multiple enemy units retreat in different directions for example. In such cases, the player can choose which stands will pursue so as to avoid splitting the formation.

Note that the pursuing rules allow some stands to be arranged around the sides or rear edges of the enemy where there is room. This enables a victorious unit to lap around the enemy and maximise his attacks in the following round. Conversely, the rules also allow stands to be positioned to fight from a corner, to support, or to extend a unit's position to meet a charge in a subsequent turn.

Combat phase

Diagram 48.1

① The unit retreats 2cm



② Victorious unit pursues



③ New position



This diagram shows a typical direct pursuit move where two stands have pursued straight forward and the third has been placed back into formation. Note that the third pursuing stand could be placed anywhere the player wants - the position shown is merely one option.

Diagram 48.2

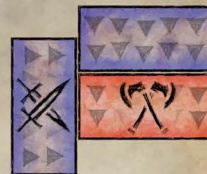
① The losing unit retreats 2cm



② The victorious unit pursues



③ New position.



An indirect pursuit. No pursuer can move 'straight forward' so the first pursuing stand is moved as for a charge. In this case, the pursuing unit lies to the defeated unit's side so the first pursuer moves to the flank as shown. The second pursuer can then move into formation as the player wishes - the position shown is merely one example.

Indirect pursuit

Occasionally, you will find that no stands can pursue by moving straight ahead even though the unit can see a retreating enemy. In this case, a unit can pursue as long as at least one stand has a clear path towards the enemy.

Take any one pursuing stand that can see the retreating enemy. Move the stand into contact with the closest visible enemy stand exactly as you would during a charge. Having placed the first stand, remaining stands are positioned as the player wishes, as already described for basic pursuits.

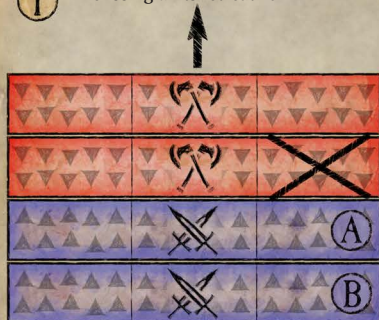
Supporting pursuits

A unit that cannot see a retreating enemy cannot pursue into edge contact. Such a unit might still be able to pursue in order to support a fighting friend. As only infantry can support and be supported, it follows that only infantry are able to pursue in this way. This is called **supporting pursuit**.

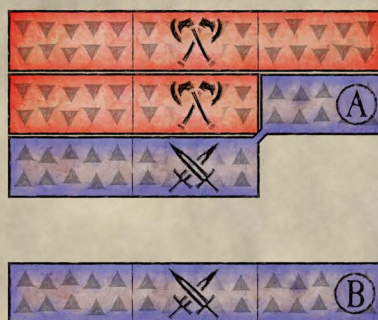
A unit can also make a supporting pursuit if it can see a retreating enemy but it is impossible to pursue into edge contact for whatever reason. Units able to pursue into contact cannot choose to make a supporting pursuit instead.

Diagram 48.3

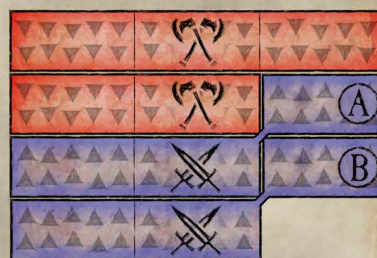
① The losing units retreat 2cm



② The first victorious unit pursues



③ The second victorious unit pursues to support.



Supporting pursuit. The second victorious unit cannot see an enemy but can pursue into support. Notice that the right victorious stand touch a losing unit corner-to-corner and therefore fights in the following round.

To make a supporting pursuit at least one stand must be moved straight ahead so that it is directly behind or directly beside a fighting infantry stand from a different unit. Note that this might coincidentally bring the stand into corner-to-corner contact with enemy, in which case the stand can fight in the following round. If it is impossible for at least one stand to move as described then the unit cannot pursue.

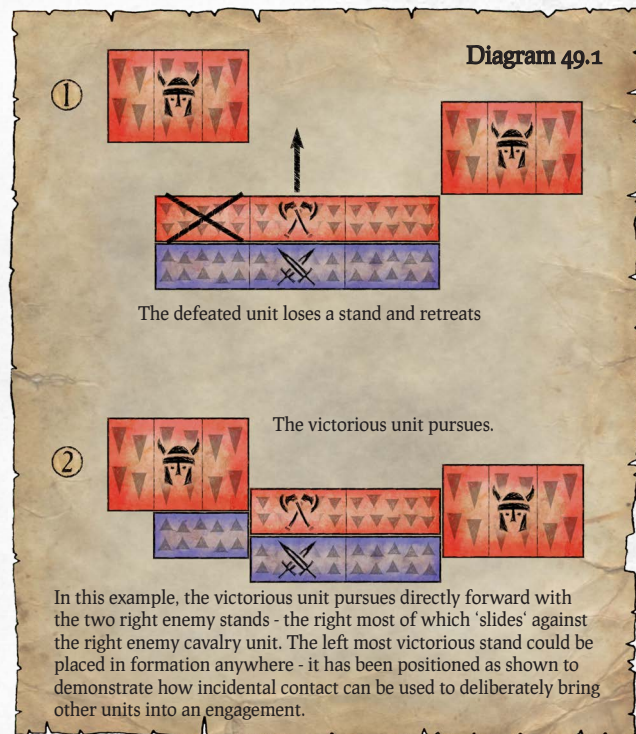
When one stand has been moved into position as described, the unit's remaining stands can be moved into formation. These stands can be positioned as the player wishes so long as they are not placed into edge contact with any enemy stands.

Note that although supporting pursuer cannot be placed into edge contact with enemies, they can be positioned into corner-to-corner contact. Often this is the inevitable result of stands moving into what would otherwise be supporting position.



Incidental contact

When moving a pursuer into contact with retreating enemies, it is possible for stands to come into contact with enemy units that were not previously engaged in the same combat. This is called **incidental contact**.



Incidental contact is sometimes unavoidable. It will depend on the order in which pursuers are moved and, in some cases, how a player chooses to position pursuing stands. However, units making a supporting pursuit are not permitted to contact any enemy stands edge-to-edge, not even as incidental contacts. See Supporting Pursuits. Any opposing units touching once pursuits are complete are automatically drawn into the engagement. It is important to remember that pursuit bonuses apply only against enemy units that fought in and retreated from the same combat engagement as the pursuer in the previous round. No pursuit or charge bonuses apply against newly engaged enemy units.

In case of incidental contact with an enemy unit that is part of another engagement the situation depends on whether that engagement was already fought or not. If the engagement was already fought and was therefore left unresolved, the retreating and pursuing units become part of that unresolved combat and no other rounds are fought. If the engagement hasn't been fought yet, it becomes part of the actual combat. However, the newly engaged units can fight at most one round of combat alongside the pursuing and retreating units. If the incidental contact occurs as a result of a second round of combat, the newly engaged units do not get to fight in this combat phase.

Infantry contact with cavalry

It can sometimes happen that infantry maintain contact with retreating cavalry or chariots. This can occur where infantry pursue enemy infantry and end up in corner-to-corner or side-to-side edge contact with enemy cavalry or chariots that have retreated alongside them. Contact can also be maintained where a unit is obliged to retreat at a right angle along an enemy infantry formation. In all these cases, retreating units that remain in contact with their enemy also remain engaged for the following round regardless of rules that normally forbid pursuit. Where attacks are struck against retreating cavalry/chariots the usual pursuit bonuses apply. Same principle applies on non-flying units pursuing flyers.

Impossible to pursue

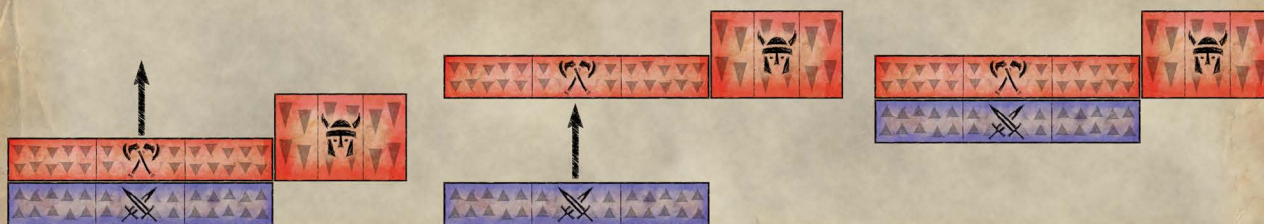
It can happen that it is impossible for a unit to pursue - for example because no stands can be moved into front edge contact or into supporting positions. Such a situation sometimes occurs where other units have already pursued a retreating enemy and blocked line of sight, for example. A unit that cannot pursue a retreating enemy must either stand or fall back. The unit is not allowed to advance instead.



Combat phase

Diagram 50.1

- ① The victorious infantry defeats the enemy infantry and cavalry units
- ② The losing units retreat
- ③ The victorious infantry pursues the losing infantry units



In this situation, the pursuing infantry maintain contact with the enemy cavalry because they are touching corner-to-corner.

Pursuit and destroyed enemy

A unit is destroyed once all of its stands have been removed as casualties. At the end of a combat round, it is possible that all the units engaged on one side will have been entirely destroyed. In such a case the victorious units can advance. Pursuit is not possible because there are no retreating enemies to pursue against. See Advance.

Pursuit and Combat Dropouts

It can happen that several units retreat on one side but pursuers move in such a way that one or more retreating units are no longer engaged in the combat. A unit remains engaged whilst it is either touching an enemy, or supporting stands that are touching an enemy, but it is quite possible for retreating units to find they are no longer in combat at all. Such units simply drop out of the combat engagement like any other units that have not been pursued. It is possible for such units to be contacted by pursuers during subsequent rounds of combat, in which case they are treated as new incidental contacts. See Incidental Contacts.

Pursuit in Terrain

Visibility within woods (and other features described in Advanced Terrain Rules on p80) is restricted to 2cm for most purposes, but in the case of combatants we make an exception. If units are fighting inside a wood (or other features with restricted visibility) then potential pursuers are assumed to be able to see units that have retreated from the same combat. This represents the fact that combatants would actually move together without one side necessarily losing sight of the other as they retreat.

ADVANCE

If all the enemy units in a combat engagement are destroyed, a victorious unit can do one of three things: it can **stand** its ground, **fall back**, or **advance**.

Note that in a combat engagement with multiple units on both sides, all enemy units have to be destroyed for an advance to be able to happen. When friendly units fighting together in single combat get separated by the removal of stands, they still count as being in the same combat engagement until the end of the current Combat Phase.

A unit is only allowed to advance once in a Combat phase even if its enemies are destroyed a second time.

Units can't advance through terrain they can't enter, if they are in fortified positions, if there is no path to enable them to do so, if the unit is artillery, or if they have already advanced in that Combat phase. Otherwise, units are allowed to advance against any kind of enemy, even if they are a troop type that would not normally be allowed to pursue, such as infantry fighting cavalry or chariots.

An advance is essentially a new charge move of 20cm. An advancing unit can charge the closest enemy unit that it can see and which it can reach. The unit cannot charge any other enemy unit and if there is no visible enemy within reach the unit cannot advance. This is comparable to a charge move made on initiative in the Command phase.

The advancing unit's move is worked out in the same way as a charge except that no stand may move further than 20cm regardless of its usual move rate or formation. This also applies on the supporting unit.



FALL BACKS

Although the move is essentially the same as a charge, no charge bonus of any kind applies to advances: this takes into account a measure of exhaustion resulting from prolonged combat.

An advance might initiate a new combat engagement, it might bring the advancing unit into an existing unfought engagement, or it might bring the advancing unit into an engagement that has been fought but which remains unresolved.

If advancing into an engagement that has already been fought that turn (an unresolved combat), the advancing unit will fight in the Combat phase of the **following** turn.

If advancing into an existing unfought engagement or a new combat engagement, the advancing unit fights as part of the engagement **that turn**. This means the unit fights in two separate engagements during the same Combat phase and could, potentially, fight up to four rounds of combat during the turn.

An enemy unit that has been advanced upon can shoot at the advancing unit in exactly the same way as a unit shooting at chargers in the Command phase.

Any hits already accumulated against the advancing unit from its first engagement are carried over into the new combat engagement.

OPTIONAL RULE

If the enemy is destroyed in the first round of combat, the advancing unit gets a charge bonus as per normal charge.

In a drawn combat both sides must fall back unless one side is in a defended or fortified position in which case it can stand instead. A victorious unit can choose to fall back if the player wishes. The opportunity to fall back gives players a chance to pull units out of combat and move them to better tactical positions.

If both players have units falling back from a drawn combat each side takes it in turn to select and move one unit – roll a dice to determine which side goes first. 1, 2, 3 one side, 4, 5, 6 the other.

A fall back is basically a free move that represents the unit rallying back on its standards and officers. This move is made in the same way as a move by order except that the maximum distance is determined randomly and the direction must be 'back' as defined below.

The maximum distance a unit falls back is established by rolling three dice and adding the scores together. So, on a roll of 6, 4, and 3, a unit can fall back up to 13cm. There is no minimum distance - a unit that has elected to fall back does not have to move at all so long as it is at least 1cm from enemy units and from any units engaged in combat as described below.

Where several friendly units fall back out of the same combat at the same time, one roll is made for them all. The same maximum distance applies to all, but units do not all have to move the same actual distance.

Stands that are falling back are allowed to momentarily contact the enemy stands belonging to units touching their own unit during the combat round. This allows stands to 'slide' out of position as they fall back - often this will be unavoidable. Stands cannot contact enemy stands from units they were not touching during the combat round.



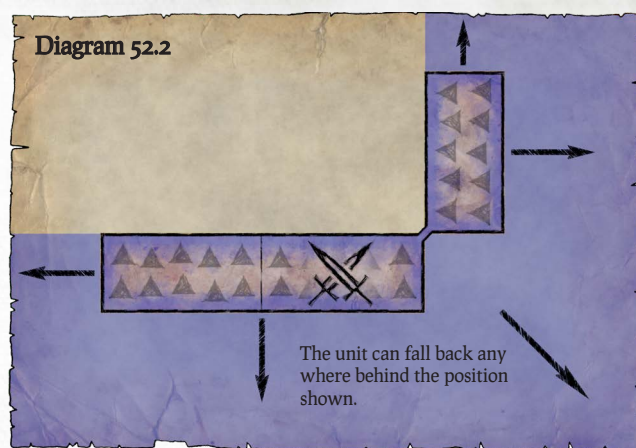
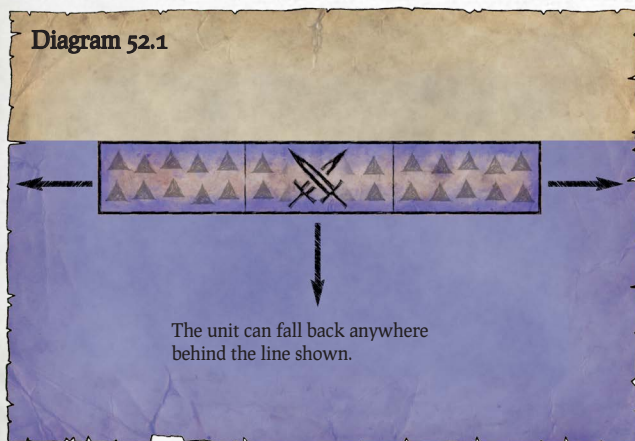
Combat phase

Stands that fall back must end their move at least 1cm from any enemy units and from any units that are engaged in combat whether friends or foes. If it is impossible to move all the stands so they are at least 1cm from enemy or engaged friends, then the unit is automatically confused. See Confusion.

Occasionally, opposing stands are still touching at the end of the Combat round once both sides have fallen back. If this happens, units remain engaged in combat and will fight in the following round. Units that fall back but fail to break contact are automatically confused by dint of being within 1cm of enemy.

Moving back

When a unit falls back, the player selects any one stand from the unit and moves it back. In this case, 'back' is defined as behind the line drawn across the line of contact with the enemy units. See Diagram 52.1 and 52.2. Other stands can then be moved into formation as convenient so long as they do not exceed their permitted move. They can be positioned forward of the line established for the first stand if desired. Note that the unit does not necessarily fall back towards its own base edge or its own friends - the 'back' position is worked out relative to the first stand moved.



UNRESOLVED COMBATS

If after two rounds of combat both sides are still engaged then the combat is **unresolved**. All units remain in position and fighting resumes in the Combat phase of the following turn. This is quite common and happens where a second round results in one unit retreating and the victors elect to pursue.

It is important to remember where pursuit bonuses apply from the final round of the previous Combat phase. These bonuses will apply in the first round of the following Combat phase to those pursuers who are fighting retreating enemy. It is a good idea to make a separate note or use some kind of marker to remind players which bonuses apply to which combatants.

REMOVE ODD HITS

Once all combat engagements have been fought, remove any odd hits remaining on units that are no longer engaged in combat. Note that units that are part of an unresolved combat do not remove odd hits but carry them over into the following turn. This includes any units that are only supporting.



DEFENDED & FORTIFIED TROOPS

Only infantry, flying troops, and giants can move into base contact with fortified enemy stands at any time – for example by charging, during a pursuit, or as a result of an advance. Where other stands would accidentally contact a fortified enemy – for example by charging an adjacent unfortified unit these stands must be repositioned so that they no longer contact a fortified enemy stand. Note that this overrides the normal obligation to maximise edge contact against enemy units where this applies. Any position that brings troop stands, other than those indicated, into contact with fortified enemy is simply ineligible. If circumstance dictates that such a stand is unable to be positioned out of contact with fortified enemy then it is destroyed and does not fight.

Infantry and artillery units, however, can take advantages of natural vegetation, the lie of the land, fieldworks or permanent fortifications in order to make their position much more secure. This allows infantry and artillery stands to be either defended or fortified. In both cases the score required to hit will increase as shown on the chart below.

Target	D6 result required
Fortified infantry/artillery	6+
Defended infantry/artillery	5+
All other targets/circumstances	4+

Defended

A stand is defended if it is placed wholly or partially; behind a low obstacle, such as a hedge or wall; at the edge of or within a wood; or amongst ruins or buildings. A stand is also defended if it is positioned on the crest or upper slope of a hill or rise so that it occupies higher ground than the charger at any point of the charge move. These are all judged to be situations that confer an advantage to infantry or to small units of artillery (even against flying units). Such units can position themselves closely to the lie of the land, taking advantage of minor folds in the ground, local vegetation, or barriers such as hedges or ditches. This advantage is partly due to a unit's ability to entrench itself, for individual warriors to find cover, or for whole units to conceal themselves –for example by kneeling amongst dense undergrowth. Similarly, it confers an advantage to a unit that has taken up a position that is hard or exhausting for an enemy to approach.

Note that a unit can gain the defended status only when charged from the direction it can get advantage of the terrain feature, e.g. from the other side of the fence or up the hill slope.

Fortified

A stand is fortified if it is placed on the ramparts of a substantial fortification such as a castle wall, tower, fort or a large permanent earthwork.

These situations do not regularly occur in field battles but are included here for the sake of completeness. A well prepared field fortification might be considered to be a fortified rather than defended position – but only if it is constructed and positioned in such a way that troops must resort to climbing or scrambling up a steep slope in order to attack.



Defended & fortified enemy

Only infantry, flying troops, and giants can move into base contact with fortified enemy stands at any time – for example by charging, during a pursuit, or as a result of an advance. Cavalry, chariots, artillery and non-flying monsters and machines cannot do so. In the case of castle walls, towers and similarly tall fortifications, specialist equipment may be needed to mount an assault as described in the chapter Siege & Fortresses on p.87.

Defended or fortified stands are harder to hit as described above. Hence a score of 5+ or 6 respectively is needed to inflict hits. Also, charge bonuses don't count against them because they are not 'in the open'. The most common occurrences of this during a game are situations where infantry are on the upper slopes of hills or at the edge of a wood.

Cavalry, chariots, machine and monster stands never count as being defended or fortified, even when they have moved onto hills, behind hedges, low walls and so forth. In these situations, cavalry and chariots are assumed to have to move in order to fight, surrendering any advantage of shelter in favour of greater mobility.

Monsters and machines are simply too big or too dimwitted to take advantage of cover.

Troops that charge or advance are always assumed to be in the open, such as infantry stands charging in a wood. Troops that pursue a retreating enemy are also assumed to be in the open. In both cases, troops cannot take advantage of cover whilst pressing their attack. Troops that retreat in one combat round always count as being in the open during following rounds of pursuit combat. In most cases, this is obvious because enemy will have been pushed over a low wall or rampart. In other cases, a unit may be still inside a wood or still up-slope of an enemy. However, a unit always loses the advantage of its position once it has retreated.

CONFUSION AT A GLANCE

UNITS BECOME CONFUSED IF:

1. Burst through by evaders.
2. Driven back by missile fire on any Drive Back roll of a 6.
3. Driven back/falling back into impassable terrain on the roll of a 6.
4. Driven back/falling back into enemies or combat.
5. Forcing friends to make way on the roll of a 6.
6. Driven back/falling back into unyielding friends.
7. Making way on the roll of a 6.
8. Unable to Fall Back to 1cm from enemy or combat.

CONFUSED UNITS

1. Confused units cannot move in the Command phase by either initiative or orders.
2. Confused stands suffer a -1 Attacks modifier in combat.
3. Confused infantry stands cannot support in combat.
4. Confused units cease to be confused at the end of their Command phase.

CONFUSION

As astute readers will have gathered, there are several situations where units become confused. Confusion often happens in the Combat phase when a unit is forced to move into other troops or impassable terrain or in the Shooting phase when a unit is driven back by missile fire. For convenience, we have summarised all the circumstances where units can become confused in this section.

WHEN DO UNITS BECOME CONFUSED?

1. Burst through by evaders.

Unengaged friendly units burst through by evaders are automatically confused. Such units won't be able to move further during that Command phase but recover at the end of the Command phase and so suffer no further penalties that turn. See the Movement section (p.24) for more details.

2. Driven back by shooting.

A unit is confused if it is driven back by shooting and any dice roll for the drive back distance is a 6. See the rules for driving back enemies in the Shooting phase section (p.29).

3. Driven back/falling back into impassable terrain.

If a unit is driven back by shooting into terrain it can't cross, or is unable to avoid falling back into terrain it can't cross, it will halt at the edge and is confused on the D6 roll of a 6. See driving back enemies in the Shooting phase section (p.29).

4. Driven back/falling back into enemies or combat.

A unit driven back by shooting into, or unable to avoid falling back into, enemies or any units engaged in combat, whether friends or foe, halts 1cm away and is automatically confused. See driving back enemies in the Shooting phase section (p.29).

5. Unable to Fall back to 1cm from enemy or combat

If unit Falls Back from combat and is unable to move so that it is at least 1cm from any enemy unit, or any friendly unit that is engaged in combat, then it is confused automatically.

6. Forcing friends to make way.

If a unit is driven back by shooting, retreats from combat, or is unable to avoid falling back, through a friendly unengaged unit, the player has the option of moving the friendly unit to make way. A unit which moves into friends forcing them to make way will become confused on the D6 roll of a 6. See the rules for Making Way on p.56 later in this section.

7. Driven back through friends who do not make way.

A unit driven back by shooting so that it intersects a friendly unengaged unit that the player is unable or unwilling to move to make way is automatically confused. The unit that has been driven back halts upon contact; the friendly unit does not have to roll for confusion as it is not making way.

8. Making way.

A unit that makes way for another unit is confused on the D6 roll of a 6. See the rules for Making Way on p.56 later in this section.

Stands which are forced to retreat from combat into unyielding friends, enemies, units in combat and impassable terrain are destroyed. Hence the possibility of confusion is not considered! See the Combat phase section (p.45-46) for details on retreats from combat.

Note that it is quite possible that a unit has to roll multiple times for confusion as a result of a single move – for example, for making way and for forcing friends to make way at the same time. In these situations make the appropriate number of tests.



CONFUSED UNITS

A confused unit is judged to have become disheartened or disordered. The troops are unwilling or unable to obey their officers and in combat they fight either unenthusiastically or in a poorly coordinated fashion. The unit remains confused until the end of its Command phase. At the end of its Command phase the unit automatically recovers.

1. A unit which is confused cannot use Initiative and it cannot be issued Orders. This means that a confused unit will not usually be able to move at all in the Command phase. See the Command phase (p.13-14) and Flying Units (p.65). Note that confused units are able to move in other phases and must do so where the rules require it.
2. Whilst it is confused, a unit suffers a -1 Attack modifier in combat. Units commonly become confused during combat if retreating units are forced back into unengaged friends. See the Combat phase (p.45).
3. A confused infantry unit cannot support in combat. See the Combat phase (p.44).

When a unit becomes confused, it is a good idea to make this visually apparent in some way. A convenient method is to 'jiggle' the stands into an irregular formation to represent disorder in the ranks. The unit can then be rearranged back into formation at the end of its Command phase. If a confused unit is in combat it is often better to use a marker or turn a stand round, as disturbing the unit's formation may make it hard to work out retreat moves.

MAKING WAY

Unengaged units are allowed to make way for friendly troops that have been driven back, that are retreating or that are themselves making way as a result of a drive back or retreat. Units that are engaged in combat, constricted by terrain or unable to move for whatever reason cannot make way.

When a unit makes way, stands can move up to the normal move distance for their formation. When a unit makes way, it can either **move aside** or **move back**.

Moving aside

When moving aside, all stands in the path of the friendly unit are moved and all other stands remain stationary. The player rearranges the stands that move around the stands that remain stationary. If the entire unit lies within the path of the friendly unit then all stands must be moved, in this case the player begins with the stand that must move the shortest distance to get out of the path of its friends. This stand is moved the shortest

distance out of the path of its friends without changing its orientation. The remaining stands are then rearranged into formation around the first. Note that units that are moving aside can change their formation as they do so. See diagram 57.1.



Moving back

When moving back, a unit simply keeps pace with its friend and moves in the same direction. The move doesn't necessarily need to be to the unit's 'back'. In the case of infantry units that are making way for other infantry units when all the stands of the unit that is making way lie in the path of the friendly unit, it can be moved behind its friends and stands can be arranged into support. See Diagram 57.2.

Making way for friendly troops may result in several units shifting, each moving aside to allow room for the next unit. All units that move to make way, plus the original unit, must test for confusion as described already. The original unit will have to test for each unit that it forces to make way, so the more units it moves through the more likely it is to become confused.

Units making way cannot move into contact with enemies or units engaged in combat. Otherwise, the usual rules apply, eg. units cannot move over impenetrable terrain, must maintain formation, and so on.

Units which are unable to make way or which the player refuses to move to make way are considered to be 'unyielding friends'. A unit forced against unyielding friends halts on contact and becomes confused automatically (see p.55). A unit retreating from combat is destroyed if forced into unyielding friends (see Combat (p.45)).

Note that making way does sometimes give units the opportunity to redress formations to their benefit. Making way is not necessarily a disadvantage other than the attendant risk of confusion.

Diagram 57.1

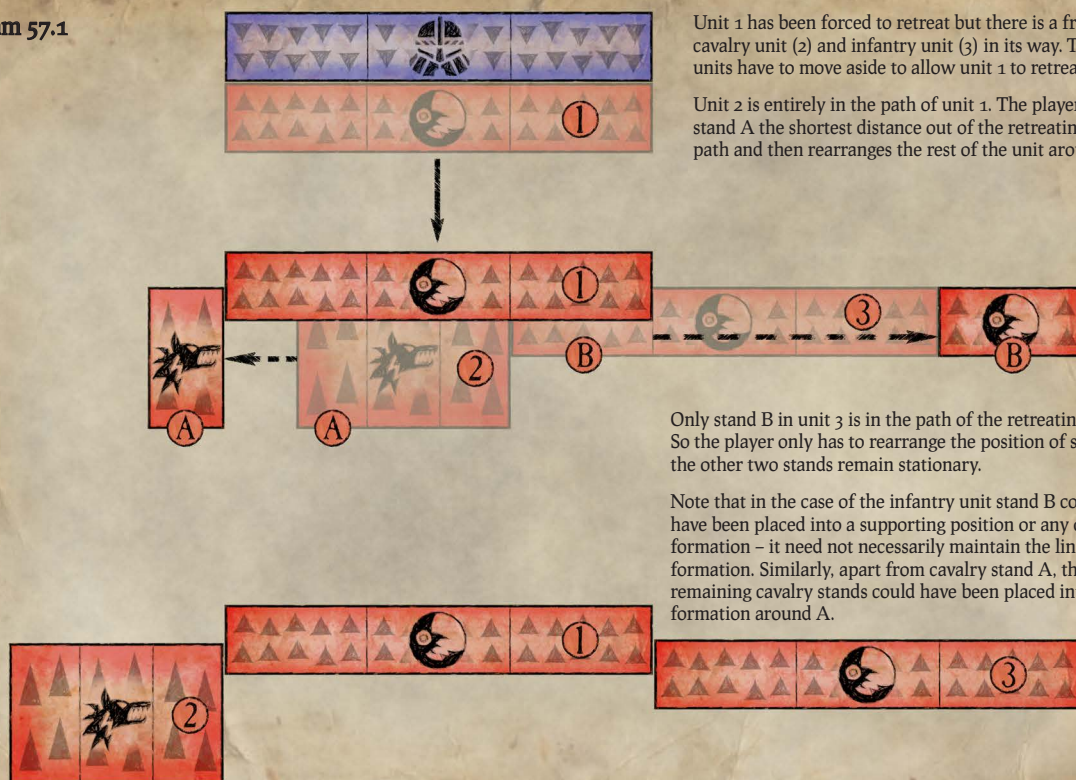
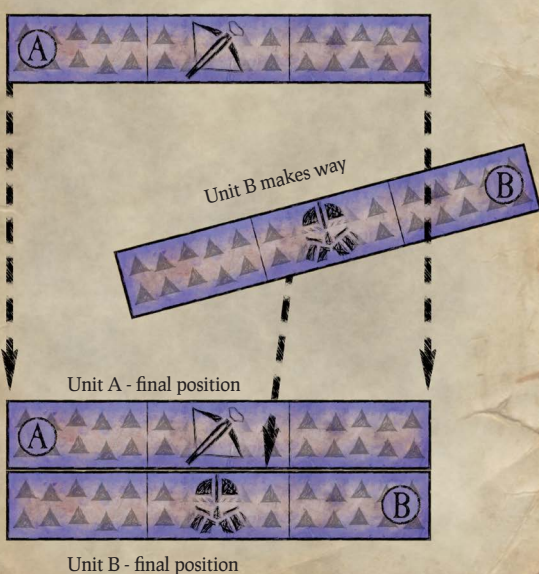


Diagram 57.2

Infantry unit A retreats. Infantry unit B is entirely in the path of unit A.

Unit B makes way for unit A moving back. All stands of unit B may be rearranged and placed to support the stands of unit A.

Unit A retreats.



GENERALS, WIZARDS & HEROES AT A GLANCE

CHARACTERS

1. Generals, Wizards and Heroes are referred to as characters.
2. Characters can move through and be moved through units from their own side.
3. Characters cannot be seen, shot at or charged by the enemy.
4. Character stands with units are ignored for the purposes of measurement and calculating which stands fight.

ORDERS

1. Generals can give orders to any units in the army. Heroes can give orders to units within 60cm. Wizards can give orders to units within 20cm.
2. When issuing orders from a Hero or Wizard, a roll of a 12 indicates a blunder. The unit or brigade must make a Blunder roll.
3. Once the General fails to issue an order no other characters can do so.

COMBAT

1. Characters cannot be attacked. Characters are slain if their unit is destroyed in combat, by shooting or by magic.
2. Characters add their Attacks value as a bonus to any stand in the unit they are with.
3. Characters fight, advance, pursue, retreat or stand with their unit unless unable to do so because of terrain restrictions.

GENERALS, WIZARDS & HEROES

Generals, Wizards and Heroes are represented by a single stand which includes the great man himself plus his bodyguard, standard bearer, familiars, servants, messengers, observers, courtiers, pets, jesters, toadies and other such hangers-on as make up his immediate entourage. For the sake of convenience, Generals, Wizards and Heroes are referred to as characters.

GAME VALUES

In some armies, Generals, Wizards and Heroes have different names such as Liche priests in the Undead army and Shamans in the Orc army. Names apart, they amount to the same thing and each is either a General, Wizard or Hero as indicated in the Army Lists section of the rulebook.



General



Wizard



Hero



Wizard

Generals, Wizards and Heroes are immediately recognisable pieces.

Unlike troop stands Character stands don't have a value for Hits or Armour. Instead they have a Command value. They have no Hits value at all. They have an Attack value which is expressed as a bonus, for example +1, +2, +3, etc. The picture below shows an Empire Hero stand with its game values. Full game values for all characters can be found in the Army List section.



Attacks +1

Hits *

Armour *

Command 8



CHARACTERS AS GAME PIECES

Characters are different from other pieces in the game. Most stands of infantry or other warriors represent a substantial body of troops defined by the stand's area. Characters represent a comparatively tiny number of actual individuals, some of whom may be scattered across the battlefield in the role of messengers, scouts and observers.

The character stand's prime function is to provide a fixed point from which orders are issued. In addition a character stand can bolster a unit's combat ability by joining it. In the case of Wizards they can also cast spells, some of which are directly offensive in nature.

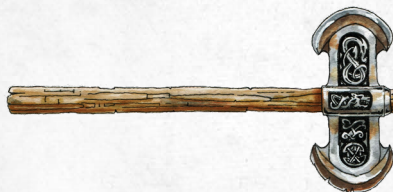
Because of their unique place in the game, character stands are treated differently to units of troops. A character stand is used much more in the manner of a token or marker. The stand itself is ignored on the battlefield by units from both sides.

Units from their own side can move through characters without penalty and they, in turn, can move through units from their own side. If friendly units are moved in such a way that they displace a character then the player must immediately move the character by the minimum distance required to allow the unit to take up its position. This may result in a character moving several times during the Command phase to get out of the way of troop movement.

If moved through by enemies, characters are repositioned as described below.

Characters can also be seen through and, where appropriate, shot through by troops from both sides. Their presence is not considered to block a unit's line of sight.

It follows that characters cannot be specifically shot at, targeted with spells or attacked in combat. Characters don't suffer hits from shooting or combat, although they can be slain if a unit they are with is destroyed, as described later. A character stand on its own cannot charge or fight an enemy unit.



It is worth bearing in mind that character stands are always ignored when considering which enemy target is the closest and when measuring between units. Similarly, an enemy unit cannot act on its initiative with regard to a character and the presence of an enemy character within 20cm does not impose a -1 Command penalty.

CHARACTERS & TERRAIN

Unless riding monsters or chariots, character stands ignore terrain in the same way as infantry. Only terrain which is impossible for infantry to cross is impossible for characters (ie, a character cannot move across the open ocean, into a volcanic lake and so forth). If riding monsters or chariots, characters are restricted by terrain in the same way as these troops. See Monstrous and Chariot Mounts (p.63).



ORDERS FROM WIZARDS & HEROES

We have already described how characters give orders in the Command phase.

Any character can issue an order to any unit or brigade within his command range. The General's command range extends over the whole battlefield but a Hero can only issue orders to units within 60cm of the character stand and a Wizard can only issue an order to a unit within 20cm of the character stand.

Character	Command Range
General	Battlefield
Hero	60cm
Wizard	20cm

A player can issue orders from his characters in any sequence he wishes but must finish issuing orders from each character before moving to the next. For example, you can't issue orders from the General then from a Hero and then from the General again.

Once a Hero or Wizard has failed to issue an order, that character can issue no more orders in that Command phase. However, other characters can continue issuing orders until they too fail to issue an order. Once the General has failed to give an order, **no further orders** can be issued in that Command phase by **any** characters even if they have issued no orders previously. This makes it preferable for Heroes and Wizards to issue orders first and the General last, although this is not mandatory. A player may occasionally prefer to await the outcome of his General's attempts to issue orders before committing a Wizard or Hero.

BLUNDERS

Wizards and Heroes are not always reliable. We presume that the General has briefed them concerning his battle plan, carefully instructed them in their duties and taken pains to make everything as clear as possible. In a perfect world this should be sufficient but, alas, this is rarely so. Some underlings are plain dim and so misunderstand their orders. Others get carried away and charge off in pursuit of a new and exciting goal. A few are quick to ignore their General's orders in favour of their own plan.

This wayward inclination is taken into account whenever a Wizard or Hero fails to issue an order as a result of rolling a 12. If the player rolls a 12 then not only is the order not issued but something has gone wrong. Someone has blundered. The Wizard or Hero has got carried away or ignored the instructions he has been given or taken a wrong turning or mistaken a wandering group of locals for the enemy. The player rolls a dice and consults the Blunder table. The result applies to the unit which has failed to receive its order and to all units in the case of a brigade, except where noted otherwise. If it is the first order to the unit/brigade then the half pace move is not allowed. Follow the result of the Blunder table instead.

General doesn't blunder. However, if the General rolls a 12 the unit/brigade cannot move even if it was its first order and therefore it was eligible for a half pace move.



D6 Blunder

1 You must be crazy!

The unit's officers are seriously bewildered by their orders and insist on disputing their interpretation. This takes a long time during which tempers fray, fists fly and some officers storm off determined to spend the rest of the battle undermining the efforts of their rivals. The unit suffers a -1 Command penalty for the rest of the battle. If a brigade has blundered then this penalty applies to one unit and the player can choose which is affected. The penalty will apply to the whole brigade if an order is given to the brigade that includes the affected unit. This penalty is cumulative so it's theoretically possible for a unit's effectiveness to plummet to a seriously incompetent level. The unit/brigade may not move further that Command phase.

2-3 Blimey Sir! There's thousands of 'em!

The unit's officers mistake a shabby group of curious locals for a huge enemy force. If there are no visible enemy units within a full pace move of the unit or brigade then the unit/brigade halts and in this case there is no further penalty. If there are visible enemy units within a full pace move of the blundering unit or brigade then the unit or each unit in a brigade must move the shortest route to get outside a full pace move from all enemy units. Where units have different moves, the brigade moves at the speed of the slowest. Once it has moved, the unit/brigade halts. If unable to comply, the unit/brigade moves as far away from all enemy units as possible instead.

4-5 No sense in getting killed sir!

The unit's officers are timorous and hesitant, convinced that the unit is surrounded by enemy and unseen dangers. The unit/brigade may not move and cannot receive any further orders that Command phase.

6 Up and 'at 'em, men!

The troops are overcome by a sudden and uncontrollable lust for glory and surge forwards out of control. The unit must move at its maximum full pace towards the nearest visible enemy unit and will charge the nearest enemy unit if it is possible to do so. If a whole brigade goes 'up and 'at 'em!' then move each unit one at a time as the movement of one may affect the ability of subsequent units to charge because it blocks sight or access to base edges. Once units have moved, they halt as for a normal failed order. Once units have moved, or there is no visible enemy, they halt. The unit/brigade cannot receive any further orders that Command phase.

CHARACTER MOVEMENT

We have already covered the essentials of character movement in the Movement section. To summarise:

1. Characters move at the end of the Command phase and never move in company with units during the Command phase.
2. A character can move once up to 60cm (100cm if flying). No Command test is required for a character to move.
3. Characters move in company with units they have joined in other phases. For example, if they are driven back by missile fire, move to make way for other units, and throughout the Combat phase during pursuit, fall backs, retreats and advances



JOINING A UNIT

A character may join a unit by moving into touch with it at the end of the Command phase. The player declares that the character is now with the unit. A character can join a unit which is in combat if you wish. Players should be careful not to place characters touching units if they are not intended to be joined and should always leave a discernible gap where this makes the position clear.

A character must also join a unit if he is obliged to move as a result of enemy troop movement. In this case, he must move into touch with a friendly unit within a 30cm move as described opposite.

If a character is joined with a unit which is confused, this does not prevent the character from moving at the end of the Command phase. Nor does it prevent him issuing orders to other units during the Command phase itself.

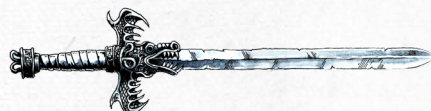
The precise position of the character stand relative to a unit he has joined is not critical. Once he has joined a unit, the character himself is assumed to be within the unit's formation. Once a character has joined a unit, his stand may be moved to any point around the unit as required, for example so that another unit can charge into position or move alongside. The character stand must remain in touch with the unit at some point if possible. If this is impossible, if the unit is in combat and completely surrounded for example, the player can temporarily balance the character stand in the middle of the unit or say that he is doing so whilst placing the stand safely aside. A character joined with a unit that is locked in unresolved combat can still issue orders in the Command phase. Nominate a stand in the unit and work out the measuring of the distance to the commanded unit from that stand.

ENEMY MOVING THROUGH CHARACTERS

If a lone character gets in the way of enemy units as they move then the character stand must be moved up to 30cm to join a friendly unit. Flying units fly over the battlefield as they move and so only displace characters if their move ends on top of them. Character stands cannot be moved so that they displace enemy characters. Note that a displaced character does not have to join the closest unit, the player can decide which unit to join.

If a character cannot move to a friendly unit, he is considered to have been slain and is removed from the battle. If the General is slain, the battle is over as described in The End of The Battle (p.69).

This is an important rule because it obliges characters to remain fairly close to their own troops, especially Wizards who might otherwise exploit their invulnerability to launch unsupported magical attacks deep behind enemy lines.



If a character is with a unit when it makes contact with a moving enemy then the character can be repositioned out of the way as convenient, so long as he stays in touch with the unit he is with. If this is impossible (if the unit is surrounded, for example) then the character can be precariously balanced on top of the unit or removed but assumed to be included within the unit's formation.

CHARACTERS & SHOOTING

Characters cannot be shot at but may have joined a unit which is shot at and either been driven back or destroyed as a result. If a character is with a unit that has been driven back by shooting, he automatically moves with it.

If a character has joined a unit that is subsequently destroyed by shooting or which is routed and destroyed as a result of a drive back then the character is slain.

Monster mounted characters or other characters that have a shooting attack when joined to units are assumed to be within the unit's formation regardless of the actual position of the character stand. When shooting in the Shooting phase, or during the Command phase if shooting at chargers, the player chooses one of the unit's stands and works out the character's shooting from that stand. All shots taken at the same enemy unit have to be worked out from the same stand, but otherwise the character can 'move' from stand to stand during the turn as required (this can happen during the opposing player's Command phase if the unit is charged by more than one enemy for example). The same principle applies to characters casting spells.

CHARACTERS IN COMBAT

When one or more characters join a unit in combat, the character with the highest Attack value can add this as a bonus to the Attack value of any one stand in the unit. A unit may be joined by any number of characters but only one character can ever add his Attack value bonus to a unit per round of combat.

Character stands which have joined a unit in combat must remain with it whilst the combat lasts and must fall back, stand their ground, retreat, pursue or advance with the unit.

A General, Wizard or Hero is slain if the unit he is with is destroyed. This is of particular importance as it makes combat an extremely risky business for characters and certainly not something to be indulged in lightly.

CHARACTER MOUNTS

If you read the Army Lists section you'll see that Generals, Wizards and Heroes are often allowed to ride on some sort of monster or in a chariot. In the case of monsters these are referred to as **Monstrous Mounts** and chariots are **Chariot Mounts**. Sometimes characters are allowed to ride on some **Special Mounts** that have their own special description in appropriate army lists. In all other cases where characters are modeled riding on common mounts (or simply **mounts**) like horses, wolves and similar creatures, they do so for free.

If a character rides either a Monstrous or Chariot Mount this does not affect the rules described above. The stand is still a General, Wizard or Hero stand for our purposes. However, the mount will usually increase the character's Attack value bonus in combat. Chariot and Monster Mount bonuses are added to the character's normal Combat bonus. In addition, there may be special rules that apply. For example, a General riding a Monstrous Mount may cause terror. These rules are noted in the Army Lists.

It is quite common for characters to ride some sort of flying creature such as a Griffon or a Dragon. This increases the rider's maximum movement to 100cm.

A flying character is not affected by normally impassable terrain because it can fly right over it in the same way as other flying stands.

A character riding a chariot or a monster cannot move into terrain that his mount could not enter. He cannot enter a wood for example. He cannot join a unit if all of its stands are in a wood. If a unit he is with retreats, falls back, pursues, is driven back, advances or is otherwise obliged to move into a wood he must move up to 30cm to another unit in the same way as a lone character contacted by the enemy. If he cannot do so, he is slain. However, so long as at least one stand in a unit is positioned in unrestricted terrain, the character can join the unit.

Note that common mounts such as horses, wolves, boars and similar creatures are not accorded any special rules, and characters riding these are simply treated the same way as characters on foot.

ODD SIZE CHARACTER BASES

Characters are mounted on standard sized bases in the same way as troop stands – however many players prefer to mount their characters on round bases as this makes them easier to spot. In addition, some of the special character models, such as the Grand Theogonist, are too large to fit onto the standard sized base.

Character stands can be mounted onto round bases up to 25mm in diameter using the normal rules. Simply measure distances to the stand's edge as you would for a rectangular base. This confers no significant advantage over a standard base.

Character stands can be mounted onto larger bases, whether rectangular, round or whatever, but in these cases all distances must be measured either to the centre of the base or to a specific point on the base such as a particular model. Players must point out where they will measure from before the game. Oversized bases are slightly inconvenient in play, but allow for some very nice decorative models or more complex scenes and do look very attractive.



FLYING UNITS AT A GLANCE

INITIATIVE

1. Flying units can use Initiative to charge if within 20cm of enemy. Flying units cannot evade.

HOME BACK

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

ORDERS

1. Flying units can only be issued orders if they are within 20cm of a character.
2. Flying units under orders can move up to 100cm.

TERRAIN

1. Flying units ignore terrain (they fly right over it) but cannot end their move in a wood.

CHARACTERS

1. Characters riding a flying Monstrous Mount add its Attack value to their own.
2. Characters who ride a flying creature can move up to 100cm rather than 60cm.

FLYING UNITS

Troops and monsters who are able to fly can move long distances very quickly. However, once airborne they are almost impossible to direct, so such troops must be deployed and committed to battle with care.

INITIATIVE

A flying unit can use its initiative to charge an enemy within 20cm. In this respect it's like any other unit.

Flying troops don't evade as ground based troops do. This is because they are allowed to home back instead. Homing back is explained below.

ORDERS

A flying unit can only be issued orders by a character within 20cm. This restricted range reflects the difficulty of issuing orders to troops that are airborne.

HOME BACK

Flying units more than 20cm from a character at the start of the Command phase can choose to move up to 1D6x10 cm towards any character after initiative moves have been made but **before** any orders are issued. This is called a home back move. The player can roll for distance before deciding whether or where to home back to.

A unit can home back and be given orders in the same Command phase if it homes back to within 20cm of a character.

A unit can home back even if confused and therefore normally barred from moving, although such a unit cannot be given an order in that Command phase.

Unless affected by a spell that prevents movement, flyers can always home back if the player wishes. This is because airborne units are isolated from broader events and their natural reaction to not knowing what is going on is to home back rather than stand around in confusion. Once the player has decided where to home back, move the unit towards the nominated character. If the dice roll is greater than the distance between the unit and character move the unit directly towards the character stand and into touch.

Otherwise, move the unit the full distance rolled towards the character. If this isn't possible due to the presence of other units or restrictive terrain, move the flyers as far as possible. The nearest stand is placed first - the other stands are placed around the first. No stand may be placed nearer to the character than the first. No stand may change orientation along their way. Flyers cannot be placed into touch with enemy stands when they home back.

MOVING

When flying units move in the Command phase they can move over other units, including other units of flyers, whether friend or foe. They can also move over terrain as noted below. Flying units cannot end their move touching enemy units unless they have charged, nor can they end their move on top of other friendly stands - stands must have room to be positioned in the same way as units on the ground.

Flying units move up to 100cm when moving under orders. However when charging, flyers can move only up to 60cm. Once a flying unit has moved, it is treated exactly like a ground based unit and can therefore be shot at, charged or attacked with magic in the normal way. However, certain special rules apply regarding terrain as noted below. Also note, that flying units can only move **half pace** (up to 10cm) when charging from irregular formation which is an exception to the normal rules.



WHAT CAN FLYING UNITS SEE?

When working out if a flying unit can see an enemy, for shooting or charging for example, treat the flying unit exactly as you would a unit on the ground. Even though a flying unit can fly over another unit, or over terrain such as a wood, flying stands still can't see through other stands or obstructive terrain. This forces flying units to move towards their targets rather than simply bouncing enemy units out of the blue, and it enables enemy units to avoid aerial attack if they have screening units or if there is plenty of terrain.



TERRAIN

When flyers move in the Command phase they ignore terrain altogether because they fly right over it. This means they can move over terrain that is impassable to other troops such as sheer cliffs, wide rivers, and so forth.

Although flyers can move over all kinds of terrain they cannot end their move in any kind of terrain that would be impassable to infantry, or over woods. The restriction for woods is because we imagine it is practically impossible for flyers to operate effectively amongst trees. The general restriction for other kinds of impassable terrain is because we have chosen to treat flyers as 'hopping' from position to position rather than remaining airborne from move to move. Although this may seem a little arbitrary, it is necessary to avoid complexity and ambiguity in other aspects of the game, and it is a very practical way of representing flyers.

Moving in the shooting and combat phases

Flyers that are driven back by shooting will move over interposing stands and terrain in the same way as in the Command phase. Driven back flyers that end their move positioned over impassable terrain will stop in front of it in the same way as ground troops. Driven back flyers that end their move positioned over friendly units are treated exactly like ground troops – i.e.; friends can make way or, if they do not do so, the flyers halt as they touch. Driven back flyers that end their move positioned over enemy will come to a stop 1cm in front of them in the same way as ground troops. In all cases appropriate tests must be made for confusion (see p.55).

In the Combat phase flying units that are retreating or pursuing make all moves along the ground, and their moves will be blocked by other stands, terrain that is impassable to infantry, or woods. This represents the fact that flyers are operating at ground level and that in reality these moves are progressive and can be thought of as occurring during the fighting. In cases where flyers are destroyed because they retreat into enemy or impassable terrain it may be more convincing to think of the unit as routed or dispersed rather than actually slain. For our purposes this amounts to the same thing so the unit can be removed from the game.

Flying units that are advancing or falling back in the Combat phase are treated as during the Command phase and can therefore fly over terrain and stands.

FORTIFIED TROOPS

Flying units can attack fortified units as well as units within castle courtyards and similar places. Fortified units still count as fortified to attack from the air. It is assumed that ramparts have hoardings and other fortifications which offer sufficient shelter to protect them from aerial attack.

CHARACTERS

If a General, Wizard or Hero rides a flying Monstrous Mount, such as a Dragon or Griffon, his fighting ability is vastly improved. The stand's maximum movement is increased to 100cm and the Attack bonus of the monster is added to the character's.

A character riding a flying monster is bound by the terrain movement restrictions that apply for flying monsters. See Generals, Wizards and Heroes (p.59-63).

If a lone flying character has to move to a friendly unit as a result of enemy contact he can move 30cm to reach safety in time. In this case, his move is not increased because he rides a flying creature. If there is no friendly unit he can join within 30cm, he is slain.

If a flying character joins a unit in combat, he must remain with it as it fights but if the unit retreats, falls back, pursues or advances into terrain which the character cannot enter then he must move to another unit in the same way as a lone character contacted by the enemy. He can move up to 30cm and if he is unable to reach a friendly unit he is slain.

OPTIONAL RULE

In the Command phase, flying units must end their movement more than 1cm away from enemy units unless charging.



END OF THE BATTLE AT A GLANCE

THE BATTLE ENDS

1. Once both players have taken the predetermined number of turns.
2. Once one player concedes.
3. Once one army withdraws.

WITHDRAW

1. An army must withdraw if:
 - a) *The General is slain.*
 - b) *The army has lost 50% or more of its units.*
2. Once an army withdraws, the game is immediately over.

VICTORY POINTS

1. Each player earns victory points for enemy units and characters he destroys including magic items.
2. Each player earns half victory points for enemy units reduced from three or four stands to one.
3. The player who amasses the most victory points wins the battle.
4. A player who concedes earns no victory points.
5. An army which withdraws cannot win the battle, though it can draw.

END OF THE BATTLE

The battle rages on until both sides have played a predetermined number of turns, until one player concedes defeat or until one army is forced to withdraw from the battlefield. Once the game is over, each side works out how many victory points it has scored. The higher your score the better you have done and the player who scores the most is the winner.

TURNS COMPLETE

Many players like to play to the bitter end, others prefer a strict turn limit. Players can agree to set a turn limit at the start of the game but are not obliged to do so. Players preferring a limit can either agree how many turns to play or roll a dice at the start of the game to determine how long the battle lasts: 1-2 = 6 turns, 3-4 = 7 turns, 5-6 = 8 turns. Once both players have taken this number of turns, night falls and the battle ends. Alternatively players may agree on random end during the battle. Roll a dice at the end of 5th, 6th and 7th turn. On roll 4+ the battle ends. Battle definitively ends at the end of 8th turn.

PLAYER CONCEDES

A player may surrender at any time he wishes. If he surrenders then his army earns no victory points.



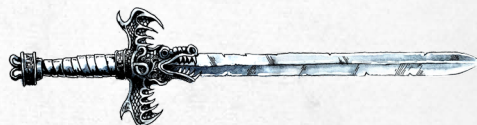
WITHDRAW

An army is forced to withdraw in two circumstances. It must withdraw if the General is slain or leaves the table for good, and it must withdraw if it suffers so many casualties that it is judged unable to fight on. In either case the game is ended. Both sides calculate victory points. If the withdrawing side scores higher than the enemy the game is a draw.

General Slain. If the General is slain or leaves the table for good, the army must withdraw. Rumours of their leader's death soon reach the troops who promptly beat a hasty retreat from the battlefield.

Casualties. At the start of the game each player makes a note of how many units are in his army. Generals, Wizards and Heroes are not included, even if they ride a monster or chariot. Once the army has lost half of its total number of units rounded up it must withdraw. This is often referred to as the army's 'break point' – the point at which the army withdraws or 'breaks'. Note that units reduced from 3 stands to 1 count as half a unit lost.

Once one army withdraws, the game ends immediately. Victory points are calculated to establish the victor.



VICTORY POINTS

Victory points are earned as follows:

1. Each enemy unit destroyed and each slain character earns its full points value as given in the Warmaster Army Lists. In the case of characters, this value includes mounts. In all cases, the value includes magic items.
2. Each enemy unit reduced from three or more stands to one stand earns half its points value rounding up to the nearest 5 points and including the value of any magic item. Enemy units which start the game at one or two stands must be destroyed to earn victory points.
3. Some of the battles described later include bonus victory points for achieving specific objectives. A few battles do away with victory points altogether and victory is determined purely by objectives achieved.

You can keep track of victory points as you go along or you can wait until the end of the game and work out the points from the 'dead heap'. It makes no difference either way.



ADVANCED RULES



Once you've reached this far, you will have read all of the basic rules of the Warmaster game. The following section introduces new rules to cover magic, engines of destruction, ways to improve the fighting qualities of your armies and, for the very ambitious, we'll discuss how to fight entire campaigns of conquest. You don't need to use any of these rules to play Warmaster but they do make the game more fun. We'd recommend that you fight a few games using only the core rules to familiarise yourselves with the way that the game works. Once accustomed to the basic routines, further rules can be introduced as you wish.

THE AIM OF THE GAME

The advanced rules in this section describe ways of extending the Warmaster game to cover new weapons, campaigns and scenarios. Unlike the earlier sections of this book, many of these themes are presented in a discursive fashion so that players can decide for themselves how to develop their Warmaster battles. This might strike some readers as a little odd in a book of gaming rules but Warmaster is no ordinary game.

Most other games provide fixed and finite rules and leave very little up to the players themselves. Warmaster invites players to change, invent, expand and super-detail the rules to their liking. Indeed, it would be impossible for us to provide rules for every single imaginable aspect of warfare or which would accommodate everyone's individual tastes. Players are positively

encouraged to invent their own rules, to change bits they don't like and to expand the game to suit their own purposes. For example, you might wish to represent novel and potent sorceries, or vast and exotic war machines of your own devising. You might have a burning desire to fight games which involve shipboard action on the high seas, waterborne assaults, lengthy sieges, aerial warfare between soaring beasts, whirling machines and so forth. All of this would require some effort and no little imagination but lies well within the capabilities of the experienced gamer.

THE SPIRIT OF THE GAME

Winning isn't the most important thing, honest! Sure, we all want to win but we want to do so with superior tactics, well taken decisions and just a little luck, not by bickering over the rules or bullying our opponents into compliance. The really important thing is that all the players involved have a good time.

If players find themselves quibbling over a particular rule or are confused over how to proceed, it is best to agree what to do and get on with the game. Later, once the heat of battle has cooled, there will be plenty of opportunity for the players to check over the rulebook or come up with a new rule of their own to apply in future. If you really are stuck and can't agree what to do then roll a dice to decide which interpretation to apply. This might seem arbitrary but it is fair and keeps the game going where it might otherwise bog down.



ARTILLERY & MACHINES

This section covers cannons, stone and bolt throwing war engines. Both artillery and machines share some rules in common, so we've included them together to avoid taking up more space than necessary. Special artillery units and machines will be described in particular army lists.

Artillery describes crewed weapons such as cannons, Stone Throwers, Flame Cannons, etc. In most cases, these are arranged into units called **batteries**; a typical battery consisting of two individual weapons.

Machines describes unusual devices such as Steam Tanks and Gyrocopters. Each model is invariably a single unit in its own right.

STANDS

Artillery pieces are mounted on stands which include the weapon itself plus any necessary crew. For our purposes, the two are inseparable. After all, an artillery piece without its crew is useless and crewmen without a weapon are an embarrassment.

Machine models are based on a single stand.

ARTILLERY IN COMBAT

Artillery cannot use initiative to charge. The role of artillery is to shoot at the enemy from a distance, not to fight. A player can order artillery to charge into combat if he wants, although this is rather a desperate thing to do! See the Command phase p.13-17.

Artillery is vulnerable in combat. An artillery unit that wins a round of combat never pursues and if it retreats it is automatically destroyed.

Machines are more complex than artillery and some have their own rules for fighting in combat, as described in particular army lists.

TERRAIN

As discussed in Movement (p.22), artillery cannot move into or over terrain features on the battlefield except for hills and bridges. Any other type of terrain is impassable to artillery.

Except where noted, machines treat terrain in the same way as chariots. Some machines have special rules of their own, as described in individual army lists.

SHOOTING OVERHEAD

As we described in the Shooting section, stands cannot see through other stands. Consequently, missile-armed troops cannot shoot through or over a friendly stand to attack an enemy. Technically speaking, the stand's 'line of sight' is blocked and it is unable to fire.

Whilst this is perfectly true and satisfactory for the majority of troops, when it comes to artillery fire it is felt that an exception is called for. After all, is it not appropriate that cannons, stone throwing engines and the like should lob their missiles over the heads of intervening troops onto the enemy? Obviously, it is of great benefit to crew if they can see where their missiles land but we can conveniently assume that there are forward observers placed in strategic positions to observe the fall of shot and somehow communicate any targeting information back to the crew.

Artillery stands that are positioned on high ground can shoot over the top of intervening troops on a lower level. Artillery stands can shoot over the top of intervening troops on the same or higher level if the target is on a higher level still. In both cases intervening troops includes all friendly units and any enemy units that are ineligible as targets – for example, because they are engaged in combat. Enemy units that are eligible as targets cannot be shot over because they have to be shot at – artillery being obliged to shoot at the closest viable target in



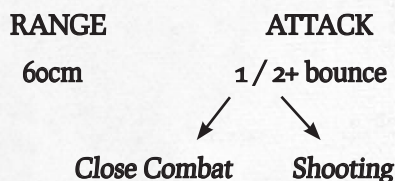
the same way as other shooters. Eg, artillery placed on top of a hill can shoot over friendly stands and combat engagements on lower ground. However, it cannot shoot over intervening terrain such as woods, build-up areas and similar terrain features that block line of sight.

Artillery placed on the ramparts of a castle or upper storey of a watch tower is assumed to be higher than the corresponding ground level of the fortress wall or tower.

ARTILLERY

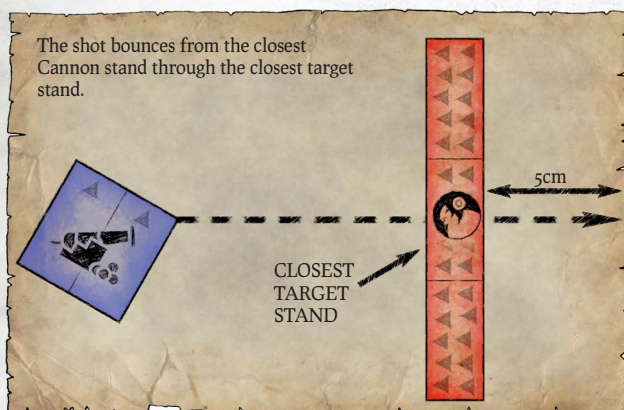
CANNONS

These are large calibre guns that fire a heavy cannon ball. Gunpowder weapons like these are primitive and unreliable compared to the tried and trusted technology of stone throwers and the like. Only Dwarf smiths and a few weapon makers in the Empire can build these devices. These wild and determined individuals can be recognised by their dense covering of soot and lack of eyebrows.



Cannons ignore a target's Armour because no armour can nullify a hit caused by a cannon ball. No Armour roll is made. In addition, fortified targets only count as being defended (5+ to hit) and defended targets count as being in the open (4+ to hit).

Cannon balls can bounce through densely packed ranks causing immense destruction. To represent this, a shot is deemed to strike the closest point of the target stand, pass all the way through it and bounce a further 5cm in the same direction. If more than one cannon from the same unit is shooting then both cannon balls are assumed to bounce the same distance through the path between the closest cannon and closest target stand. The target unit suffers two attacks plus +1 for each additional stand that is bounced through.



A shot that bounces into a different unit inflicts one attack on that unit for each stand bounced through. This can result in units normally ineligible as targets being hit, such as friendly units or units in combat. Total up the number of attacks struck and roll for all the attacks against each unit at a time.

If a cannon is charged it can shoot at the enemy by firing 'grapeshot'. Like cannon balls, grapeshot has an Attack value of 2 but it doesn't bounce and targets shot at by grapeshot count their full Armour value – armour is not discounted as it is with a cannon ball.

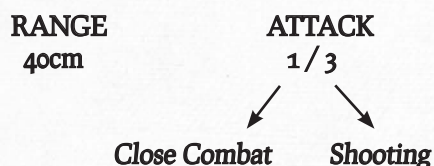
Although grapeshot is pretty effective compared to, say, a shot from a single archer stand, it is actually less effective than ordinary cannon fire. At first glance this may seem wrong. After all, shouldn't grapeshot be devastating compared to normal cannon fire? The reason for this is not that we've made grapeshot weak but that normal cannon fire represents not a single shot but a continuous bombardment in which dozens of balls are fired by each cannon. Grapeshot, on the other hand, represents just one hurried blast at close quarters, far more deadly than a single cannon ball which could easily sail over the enemy formation or pass between the ranks but not as deadly as a rain of well aimed cannon balls over a longer period.



Because cannons can cause additional damage by bouncing shots, it is possible to inflict hits upon friends or upon units from either side that are engaged in combat. Both of these are normally ineligible targets, but in the case of bouncing cannon shots they can suffer hits as a result of fire directed nearby. Any friendly unengaged units that take hits from cannons are driven back as if taking enemy fire. Where friendly units are driven back in this way wait until all drive backs for enemy units have been completed, and then work out drive backs for friendly units. Any engaged units taking hits from cannons will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account.

ELVEN BOLT THROWER

This elegant device was devised many years ago by the High Elves for use onboard their ships. Since then it has become a feature of many Elven armies and is sometimes known as the 'Reaper' because of its deadly effect. The machine throws a hail of light weight bolts, ideal for raking the decks of enemy ships or the ranks of enemy regiments.

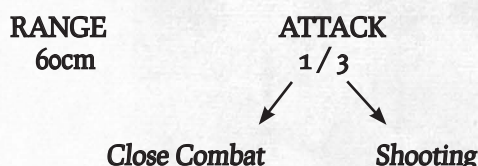


The Elven Bolt Thrower can shoot at a charging enemy in the same way as a missile-armed infantry or cavalry unit. Unlike many artillery pieces, the Elven Bolt Thrower does not automatically pierce its target's armour. Enemies take their Armour rolls as normal. The Elven Bolt Thrower's darts are relatively small and light compared to say, the Undead Bone Thrower's.



STONE THROWERS

Stone Throwers are big machines which employ a system of counterweights or torsion power to chuck either one big rock, several small rocks or what (or whoever) takes your fancy. These stone throwing machines are favoured by greenskins because they are



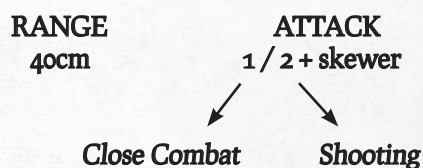
simple to build from readily available materials. Because Stone Throwers lob rocks of such immense size no armour can protect against them. Even the most heavily armoured knight would be instantly pulped if a boulder the size of a horse were to land on him. To represent this, targets always ignore their armour when shot at by a Stone Thrower. No Armour roll is made.

Stone Throwers shoot with such a high trajectory that they cannot shoot at charging enemies.

Because of the high trajectory Stone Throwers can shoot blind at targets they cannot see. The targets are assumed to be reported by scouts or messengers from other units. If there is no target in sight a Stone Thrower may instead shoot at the nearest enemy unit in range it cannot see. When shooting blind it always hits on 6+ no matter if the target is in the open, defended or even fortified.

BOLT THROWER

A Bolt Thrower is a device fashioned to hurl large missiles upon the enemy. It is essentially a big crossbow... a very big crossbow indeed! The missiles it fires are as long as spears and can skewer a whole line of troops.



Targets always ignore their armour when shot at by a Bolt Thrower. No Armour roll is made. The Bolt Thrower's heavy dart can pierce even the thickest armour.

When you shoot with a Bolt Thrower it will strike up to two touching stands within the missile's line of flight. These can be stands from the same or a different unit – the missile will automatically pass through and strike up to two stands so long as they are touching along the missile's path.

The target unit suffers two attacks plus +1 for additional stand from the same unit within the missile's path. A shot that skewer into a different unit inflicts one attack on that unit. All attacks against the same unit are rolled at once - for example, an infantry unit in column takes three attacks so roll three dice.

Because a bolt thrower can cause hits on different units by skewering shots, it is possible to inflict hits upon enemy units that are engaged in combat. These are normally ineligible targets, but in the case of skewering shots they can suffer hits as a result of fire directed at a unit touching another enemy unit. Any engaged units from either side taking hits from Bolt Throwers will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account. Units that are not engaged are driven back in the usual way.

Bolt Throwers can shoot at a charging enemy and can do so at any point as the enemy charges, including the start of the move or when the charger has reached its final position.



Magic is a potent ally but a dangerous adversary. All armies make use of some sort of sorcery so it is important to have a grasp of the arcane abilities that lie at your command.

SPELLS

Only Wizards can cast spells. The term 'Wizard' includes various types of sorcerer such as Orc Shamans, Elven Mages, Undead Liche Priests as well as human Wizards. Every army's magic is different and some are better than others as we shall see. Individual spells are listed in Army List section of this book.

MAGIC ITEMS

Magic items are devices such as banners, swords or armour that confer special attacks, protection, etc. Each magic item has its own rules and points value. When you choose an army you can include magic items in it. Any unit of infantry, cavalry or chariots can be given one magic item. Each character can also be given one magic item. If you decide to give a magic item to a unit or character then you must pay the extra points. This means that you will have less points for other troops.

Magic items cannot be given to monsters or war machines. Some items can only be given to characters or to a Wizard as described later.

CASTING SPELLS

In his Shooting phase, each Wizard can cast one spell from the spell lists for his army. He can cast a spell even if he has joined a unit that is engaged in combat. The spell has a range just like a shooting weapon and the target unit must lie within this distance. Unlike shooting from missile weapons, the Wizard does not have to target the closest enemy unit but can choose whichever enemy unit he wants. The Wizard is assumed to be able to see all round though his vision will be blocked by unit stands and terrain as usual.

The Wizard nominates the target and must roll the required dice score to make the spell work; usually 4+, 5+ or 6 depending on how difficult the spell is to cast.

If you are successful, the spell works as described. If not then the spell has failed and there is no effect. The score required is sometimes modified but, regardless of any modifier, a dice roll of 1 always fails and a roll of 6 always succeeds.

Wizards can cast spells against any eligible targets within range, but a unit can only ever be affected by the same spell once in any turn. A unit has been affected if a spell has worked by rolling the appropriate dice score, has not been dispelled or antimagicked, and its effect has been resolved on the unit as per the spell description. Note that a spell might take full effect but still cause no damage – a Ball of Flame inflicts 3 shooting attacks for example but all 3 might fail to score hits or hits might be nullified by armour.

There are some situations where the target of a spell is not literally a unit – for example the Ball of Flame and Gotcha! spells inflict shooting attacks upon all units that lie within their path. In these cases, all units are affected once the appropriate dice roll has been scored to make the spell work and assuming it is not dispelled or antimagicked. Note that this means a unit can potentially be struck by two different Ball of Flame spells coming from different directions – but only the first will affect it.

Where there might be room for doubt, the spell descriptions specifically remind players that spells cannot affect the same unit twice. This is just to clarify the rule where it was felt worthwhile to do so. The rule applies to all spells not just those that contain a separate note.

Logically minded players might quibble that a spell could be cast upon a unit any number of times eg, blasting it to pieces with fireballs from dozens of wizards. The restriction exists so that magic is rarely enough to cause casualties on its own. Magic is intended to augment conventional tactics and weaponry not from a battle-winning tactic in itself. For this reason wizards are allowed to target their spells upon specific foes, selectively augmenting conventional weaponry, but are prohibited from picking out single units for annihilation with the same destructive spell cast over & over again.

MAGIC ITEMS

Our armies rely on brute strength, courage and meticulous training to overthrow their opponents... and if that doesn't work there's always sorcery. It's not just Wizards that get to use magic. Units can have magic items and other characters can carry them too.

Magic is part and parcel of the fantastic world our armies are fighting over. To keep things fair, each item is allotted a points value, just like the troops themselves, and some items can only be used by certain races or types of warrior. There are three broad types of magic item: Magic Standards (most of which protect the unit carrying them in some way), Magic Weapons (which are carried by a unit's leader and which usually increase the unit's fighting power) and Devices of Power (which increase the leadership abilities of Generals, Wizards and Heroes).

MAGIC STANDARDS

A unit of infantry, cavalry or chariots can be given a single Magic Standard. Characters and other types of units cannot be given Magic Standards. An army can never include more than a single example of each type of standard. Magic Standards serve to make a unit more difficult to destroy by increasing its Armour value or number of Hits. The effect doesn't apply on any attached stands (such as Empire Skirmishers) or characters. Some banners have various ranks available only to units with specific values of Armour or Hits.

THE BATTLE BANNER

Cost 50 pts

A unit with this banner increases the Attacks value of each of its stands by +1 during its first Combat engagement of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance.

THE BANNER OF SHIELDING

Cost - superior (units with Armour 4+ only).50 pts
- major (units with Armour 5+ only).30 pts
- minor (units with Armour 6+ or 0 only). . .15 pts

A unit with this banner has its Armour value increased in effectiveness by +1. If the unit's Armour value is 5+ then this banner increases it to 4+ and so on. A unit's Armour value cannot be better than 3+. If a unit already has an Armour value of 3+ then this banner has no effect. This bonus lasts until the unit loses a stand. After the unit has lost a stand, the banner has no further effect.

As a general rule, a unit or character can only have one magic item. A unit of infantry can have a Magic Banner or a Magic Weapon, for example, but not both. Similarly, a Wizard can have a Magic Weapon or a Device of Power but not one of each. Furthermore, a specific item may only appear in an army once. You cannot have two Banners of Fortitude or three Swords of Cleaving, for example.



THE BANNER OF FORTITUDE

Cost - major (units with 4 Hits only).50 pts
- minor (units with 3 or 2 Hits only).30 pts

A unit with this banner increases the Hits value of each of its stands by +1 during its first Combat engagement of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance. Discard odd hits at the end of the Combat engagement before discounting the effect of the Banner of Fortitude.

THE BANNER OF STEADFASTNESS

Cost - superior (units with 4+ Armour only)20 pts
- major (units with 5+ Armour only).15 pts
- minor (units with 6+ Armour only).10 pts

One shooting hit inflicted on the unit after saves have been taken in each turn is ignored because the missiles are cast aside by the Banner of Steadfastness. This includes hits from magic spells inflicted in the Shooting phase. This effect lasts until the unit loses a stand. After the unit has lost a stand the banner has no further effect.

THE BANNER OF FORTUNE

Cost15 pts

The player can choose to immediately re-roll all the unit's Attack dice once in either the Shooting phase or Combat phase. This includes any bonus attacks from magic items or characters. The player declares that he is unsatisfied with the scores he has rolled, takes all the dice and immediately rolls them all once again. Note that the player must roll all the dice again, including any that have scored hits, so it is possible to be very unfortunate and roll an even worse score! The Banner of Fortune works only once during the game.



MAGIC WEAPONS

Magic weapons can be carried by an infantry, cavalry or chariot unit or by a character. Only a single example of each type of magic weapon can be included in an army.

SWORD OF DESTRUCTION

Cost 10 pts

If a unit has this weapon then one enemy unit that it is touching is affected and must re-roll one successful Armour roll in each round of combat. For example, if three hits are scored and one is saved by armour then the successful roll must be taken again. Only one enemy unit can be affected by this.

SWORD OF FATE

Cost 5 pts

In the first round of the unit's first combat, a unit with this sword adds a +1 bonus to the Attack value of one stand in a similar way as the Attack bonus of a character. The Sword of Fate only works once in the entire game. Note that this gives +1 Attack in total and not +1 to each stand!

SWORD OF CLEAVING

Cost 10 pts

A unit with this sword can re-roll one unsuccessful Attack dice each round of combat.

SWORD OF MIGHT

Cost 10 pts

A unit with this sword adds a +1 bonus to the Attack value of one stand, similar to the Attack bonus of a character. Note that this gives +1 Attack in total, not +1 to each stand!

DEVICES OF POWER

Devices of power can be carried by characters. Only a single example of each device can be included in an army.

CROWN OF COMMAND

General only 70 pts

If the General has this potent magic item he can choose to issue his first order of each turn against an unmodified Command value of 10. No command penalties apply when the Crown of Command is used. This only applies to the General's first order each turn, subsequent orders must be given normally. Should the General fail to issue his first order, by rolling an 11 or 12, then the Crown of Command ceases to work.

HELM OF DOMINION

General only 40 pts

Only a General is allowed to wear the Helm of Dominion (only his head is big enough!). The General's Command value is increased by +1 up to a maximum value of 10. The Helm of Dominion works for one turn only during the entire battle, the player must specify at the start of the turn if he wishes to employ its powers.

ORB OF MAJESTY

General only 30 pts

If the General has this magic item he may disregard a single failed Command test and roll it again as if he had a Command value of 8. The usual adjustments are made for Command penalties but note that the previously failed roll is disregarded so it doesn't count as a penalty. If the re-roll is successful the order is issued and the General can continue issuing orders in the usual way with his normal Command value.

The Orb of Majesty will only work once in the entire game and only affects an order that has been issued by the General.

RING OF MAGIC

Wizard only 30 pts

A Wizard with this ring is able to cast a spell without making the usual dice roll to do so. This item will only work once in the entire game.

STAFF OF SPELLBINDING

Wizard or Dwarf Runesmith only 30 pts

If an enemy Wizard fails to cast a spell, he can be spellbound on the D6 roll of a 4+. A spellbound Wizard suffers a -1 dice penalty each time he tries to cast a spell. The Staff of Spellbinding ceases to work once it has been used successfully. It follows that only one enemy Wizard can be spellbound as a result.

SCEPTRE OF SOVEREIGNTY

General only 30 pts

If the General carries the Sceptre of Sovereignty, he may ignore one blundered 'double 6' roll for an order made by either himself or any of the army's other characters. If the blunder is made by a subordinate character you can roll to see what the blunder is before deciding whether to use the Sceptre of Sovereignty or not. If ignored, the Command test is passed and the character may continue issuing orders as normal. The steely will of the Sceptre of Sovereignty reaches out and stays the incompetent wretch before the deed is done.

SCROLL OF DISPELLING

Wizard or Dwarf runesmith only 20 pts

If a Wizard or a Dwarf Runesmith has the Scroll of Dispel he can automatically cause an enemy's spell to fail. The Scroll can only be used once to nullify the effect of a spell an enemy Wizard has successfully cast. In the case of a Runesmith, the Scroll can be used after a normal Dwarf anti-magic roll has failed.

WAND OF POWER

Wizard only 10 pts

A Wizard with the Wand of Power can add +1 to the chance of a spell working once during the game. The player must decide that he is using the Wand of Power before rolling the dice. As always a spell fails on the roll of a 1 even when using the Wand of Power.

ROD OF REPETITION

Wizard only 10 pts

If a Wizard casts a spell and rolls sufficiently well for it to work then he can cast another spell. He can only do this once during the entire game. Note that it does not matter if the previous spell is dispelled or anti-magicked by a Runesmith so long as the required dice score is rolled. Once any effects of the previous spell have been resolved, the Wizard can decide to use the Rod of Repetition to cast another spell - this can be the same spell again or a different one. Note that the same spell can be cast upon the same unit if the previous spell has been dispelled/anti-magicked. This next spell is cast exactly like any other - roll a dice to determine if it works in the usual way.

Note that some spells, such as the Teleport spell, already allow for the possibility of casting a further spell on a random dice roll. In these cases the Rod of Repetition can be used instead of the random dice roll to try and cast the second spell if you prefer, or the Rod of Repetition could be used after the second spell has been cast assuming it is cast successfully. By using the Rod of Repetition with spells of this kind it is possible to cast the spell again, however, you do lose the bonus spell option, effectively restricting casting to a maximum of 3 spells per turn. For example: Teleport, 2nd spell, RoR, 3rd spell - or - 1st spell, RoR, Teleport, 3rd spell - supposing the 1st, 2nd or 3rd spell may be a Teleport too.





ADVANCED TERRAIN RULES

The Advanced Terrain Rules are meant to widen the variety of terrain possibilities so players may spice up their battlefields with different terrain types.

Hills/Slopes. Impose no penalties on the movement of troops. All units can move over hills and slopes so long as they are not especially steep, rugged, or otherwise difficult - such features must be stated before the game. Overall footprint of the hill models, including slopes block line of sight. Infantry and artillery stands positioned on a hill are defended against any units charging or shooting from lower positions (see p.53).

Shallow rivers/Streams. This terrain only blocks the movement of Chariots and Artillery/Machines. Infantry can be defended along the river's edge against enemy charging from within or across a stream. Streams and shallow rivers don't block line of sight (see p.53).

Broken/Marshy Ground. This includes areas that are hard going for whatever reason; for example: treacherous ruins, entangling scrub, irrigated or excessively muddy fields, soft marshy ground. This terrain type counts as dense and doesn't block line of sight. Infantry stands are defended in broken/marshy ground (see p.53).

Loose Terrain. Cultivated fields to sand dunes. Rocky ground to fully grown corn fields. This terrain doesn't necessarily give a defender any advantages, but it isn't going to do anything to help the chargers advance. Charging units earn no charging bonus when charging a unit within loose terrain. It is also impenetrable to Chariots and Artillery/Machines. Loose terrain doesn't block line of sight.

Woods and Tall Scrub. These consist of substantial areas of growing trees or tall vegetation. Only Infantry can enter it and stands count as defended when within. Woods and Tall Scrub are dense terrain with visibility of 2 cm.

Villages/Cities and other Built-Up Areas. Distinguishable bordered area consisting of a number of buildings. They will typically have paths and dividing walls as well as areas of garden, pasture, orchards and so forth. The entire built-up area is considered to be a broad terrain type: no account is taken of individual buildings, gardens, and so forth. All units can enter it, infantry and artillery units count as defended when within (see p.53). All units can be pursued when starting their retreat in this terrain type. Villages/Cities are dense terrain with visibility of 2 cm.

Individual Buildings/Terrain Features. These are significant sight. structures or even densely packed or connected clusters of individual buildings or terrain features such as sole rocks. These are impenetrable to all units and block line of sight.

Rivers/Lakes and other Deep Water. These are impenetrable to all units and don't block line of sight.

Ravines/Deep pits. These are impenetrable to all units as might reasonably be expected. This type of terrain doesn't block line of sight.

Sheer Cliffs and Mountains. These are impenetrable to all units as might reasonably be expected and they block line of sight.

Roads and Tracks. These permit movement to units in column formation as for open ground regardless of the type of terrain traversed. A base placed centrally across or along a road is conveniently assumed to be travelling along it despite the road's width. Infantry placed on a road through dense terrain still count as 'defended' stands - other troop types count as 'in the open' as usual. If a unit moves its entire distance along a road then the next order will be issued with a +1 to command. Roads obviously don't block line of sight.

Some players may prefer to move their infantry in marching column along the roads in the same way as cavalry ie. short edge to the front. This is perfectly possible and the 20cm can be treated as the 'front' for the purpose of moving and sight, however it still counts as side when being in combat with all the consequences.

Bridges and Fords. If a river or ravine has a bridge then all troops can cross at that point without penalty. Similarly, if a river has a ford, all troops except Chariots and Artillery/Machines may also cross at the ford without penalty. Bridges and fords don't block line of sight.

Low Linear Obstacles. These are features such as ditches, hedges, fences, and low walls primarily intended to form property boundaries, divide fields or confine animals. Low linear obstacles impose no restriction or penalties on the movement of Infantry, Cavalry or Monsters, but cannot be crossed by Chariots or Artillery/Machines. Infantry and artillery stands placed behind a low linear obstacle count as defended. Low linear obstacles don't block line of sight.

High Linear Obstacles. These are tall features such as high walls and hedged, fenced or ditched embankments primarily intended for defense. These features are impenetrable to all troops except for infantry. Infantry can move over or through a high linear obstacle without penalty. Infantry and artillery stands placed behind a high linear obstacle count as 'fortified'. High linear obstacles block line of sight.

City and Fortress Walls. These can be found in detail in the chapter Siege & Fortresses on p.87.

BATTLEFIELDS

SETTING UP ARMIES

There are several different but equally acceptable ways of setting up armies for a battle. In the scenarios it is often specified which side deploys first or how the units are deployed. However, where a game is played without a specific scenario or a scenario is played where no deployment is specified, players can deploy in any mutually agreeable fashion. The following are commonly used and provide an evenhanded way of deploying.



One unit at a time. Each side deploys one unit at a time onto the table starting with the player whose army has the most units. If both armies are the same size roll a dice to decide who goes first. Once one player has no units left, his opponent places the rest of his units on the battlefield. Characters are placed once all units are in position, either all at once or one at a time in the same way as units.

Maps. Each player makes a sketch map of his table edge and draws the positions of his units and characters. Once both players have completed their maps they are placed on the table and the armies are deployed by each player in accordance with the position indicated.

Screens. A screen is set up across the centre of the table and each player sets up his army out of sight of the other. Once both armies are deployed the screen is removed and the dispositions revealed.

One side first. Both players roll a dice and the highest scoring player decides whether to set up first or second. One side then sets up its entire army first, then the other side sets up. The side that sets up first, decides who takes the first turn.

Scouts. This way of setting up the armies is described in detail on the next page (p.82)

SETTING UP SCENERY

It is entirely up to the players to decide on how to set up the scenery before the armies deploy. However, we recommend you use between 6 and 10 significant scenery pieces, evenly distributed across the table. Here are some ways on how to set up your scenery.

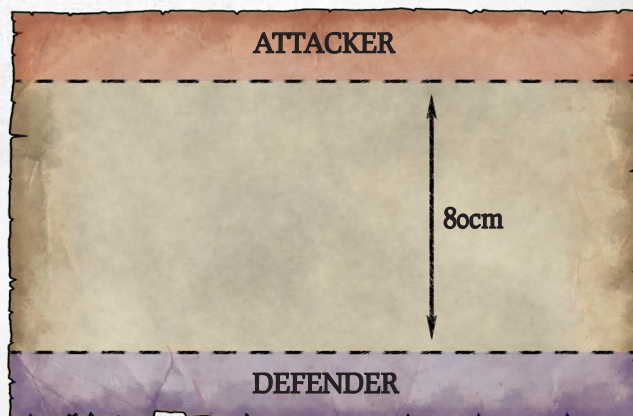
Dice for Edges. Both players help to construct the battlefield, after which they roll a dice to see which table edge they fight from. As neither player knows which edge he will start from, it is in their interest to make a battlefield that is reasonably balanced.

One player sets up and his opponent chooses which edge to fight from. One player sets up the terrain and the other decides which of the opposing edges he will fight from. This is a good method when one player is travelling to another's house as it enables the host to set up the scenery beforehand.

Symmetrical set up. The scenery is laid out perfectly symmetrically so that no advantage is conferred to either side. This is a bit mechanical and rather unrealistic but it's certainly fair in principle.

TABLE SIZE AND DEPLOYMENT AREAS

Warmaster has been developed for 6'x4' gaming tables. It can be played on a slightly smaller or much larger table using suitably sized forces. Armies need about 20cm of depth hence the standard game rule is that armies deploy along opposite table edges 80cm apart.



SCOUTING

Scouting rules are an alternative way deploying your armies. It represents the pre-battle struggle for information between opposing armies' scouts, and their commanders carrying out personal reconnaissance.

Before the game starts, players must indicate on their army lists which units and/or characters they wish to commit to scouting. Using the table below count the total number of committed scouting points.

Role	Scouting Points	Troop Types
Flyers	3	flying unit or any flying character or character on flying mount; Rangers; Gutter Runners; Gorgers; Waywatchers
Scouts	2	any unit of cavalry with 6+ Armour; Ethereal Hosts; Centigors; Warhounds; Huntsmen; Beastherd/Herdkin deployed as ambushers; Skirmishers; non-flying General
Patrols	1	any unit of cavalry with zero or 5+ Armour; Rat Swarms; Skinks; non-flying command 8 character.

Each player then rolls 2D6 and adds this to their number of committed scouting points. The player with the higher total chooses the table side and places his committed scouting units and/or characters within deployment zone. Units which are allowed to infiltrate or ambush do not need to be placed at this stage. Scouts and Patrols that are an addition to units (such as Empire Skirmishers) have to be placed at this stage with the rest of the unit. Next the player with the lower total must place all of his units and characters within his deployment zone. Finally, the player who 'won' the scouting roll then places the remainder of his units in his deployment zone and must move second in the first turn.

HOW LONG DOES THE BATTLE LAST?

There are several ways to determine how long the battle will last. Here are some of them described in detail. In any case the battle ends when one side concedes or withdraws.

Unlimited time. Players may prefer to play a battle without any fixed end. In such cases the battle ends when one side concedes or withdraws because their General is slain, or their break point is reached.

Agreed on beforehand. Players may simply agree on the number of turns before the game begins.

Random length decided beforehand. Roll a dice and consult the table below to see how long the battle will last.

D6	Game Length
1-2	5 turns
3-4	6 turns
5-6	7 turns

Random length. At the end of the 5th turn, roll a dice. On the roll of 4+ the battle ends. Otherwise repeat the roll on the end of the next turn. The game definitely ends at the end of the 8th turn.

Time limit. Apart from the number of turns, the length of the game can be set by a time limit. If no side breaks when the time limit is reached, then the side with the most victory points is the winner. Alternatively the death clock can be used, in which case the side that runs out of time first is the loser.

SCENARIOS

The simplest way to start a game is by lining the armies up across the battlefield 80cm apart using one of the methods described. Although easy, this seems unnecessarily dull when you could embellish each battle with its own story. So why not have a go. The following scenarios present examples of how battles can be fought. You can play these exactly as they are, or you can change the objectives and other details to suit yourselves. There are no rules when it comes to creating a battle. It's up to you to invent an entertaining plot or spin a fantastic yarn to underpin the game.

Victory Points

Victory Points in following scenarios are designed so they fit into the campaign system presented further in this Rulebook. In these scenarios the Victory Points are not related to the point costs of the units destroyed but purely to the scenario objectives.

As usual, the player with the most Victory Points is the winner. To see how decisive the victory was, consult the Victory Points difference with the following table:

1-2 Victory Points - Minor victory

3-5 Victory Points - Major victory

6+ Victory Points - Massacre

If both sides have an equal number of Victory Points, then the game is a draw.

TAKE AND HOLD

The aim of this scenario is to fight over certain objectives rather than just breaking your opponent. The battle can be played at any number of points however we recommend 2000 or more.

Special Rules

After terrain is set, players take turns in placing four game objectives. These can be any kind of markers or preferably some terrain features, such as buildings, lone trees, shrines etc. Two of the objectives should be placed 15cm within the central table line (objective zone B). Place the remaining two objectives outside this zone as well as outside the deployment zones (objective zone A). In each objective zone A there should be one objective. Place the objectives at least 5cm from any dense terrain and at least 30cm from each other.

After the objectives are placed, roll for sides and deploy your armies within the deployment zones.

Victory Points

Victory Points are awarded not only for breaking the opponent but for holding the objectives during the game. Victory Points for holding an objective are scored if a non-confused unit is within 5cm of the objective while there is no enemy unit within 5cm of the same objective at the end of player's turn from 3rd turn on. Flyers cannot hold objectives however, they can contest them. Number of awarded points depends on where the objective lies

1 point for holding the objective on your side of the table.

2 points for holding an objective on the enemy side of the table.

2 points for forcing the enemy to withdraw.

Game ends when one player collects 10 Victory Points, one side withdraws or in a pre-agreed way (see How long does the Battle last? p.82).

An army that withdrew cannot win but draw at best even when it has more Victory Points than the enemy.



BATTLE FOR THE TOWER

This scenario features a bloody struggle for a tower positioned in the middle of the battlefield. The battle can be played at any number of points however we recommend 2000 or more.

Special Rules

Along with other terrain, place a tower (or any similar significant terrain feature such as farm house, monolith, shrine etc.) right in the middle of the table. This terrain feature counts as impassable terrain.

Deploy your armies as usual.

A player controls the tower if at least two of their non confused units of infantry, cavalry or chariots (in any combination) are touching the tower and are not in combat, and no enemy unit is touching the tower.

Victory points

It is important who controls the tower no matter which side withdrew. From 3rd turn on, a player will be awarded Victory Points at the end of his turn if he controls the tower. Amount of awarded points depends on following situation:

3 points for controlling the tower.

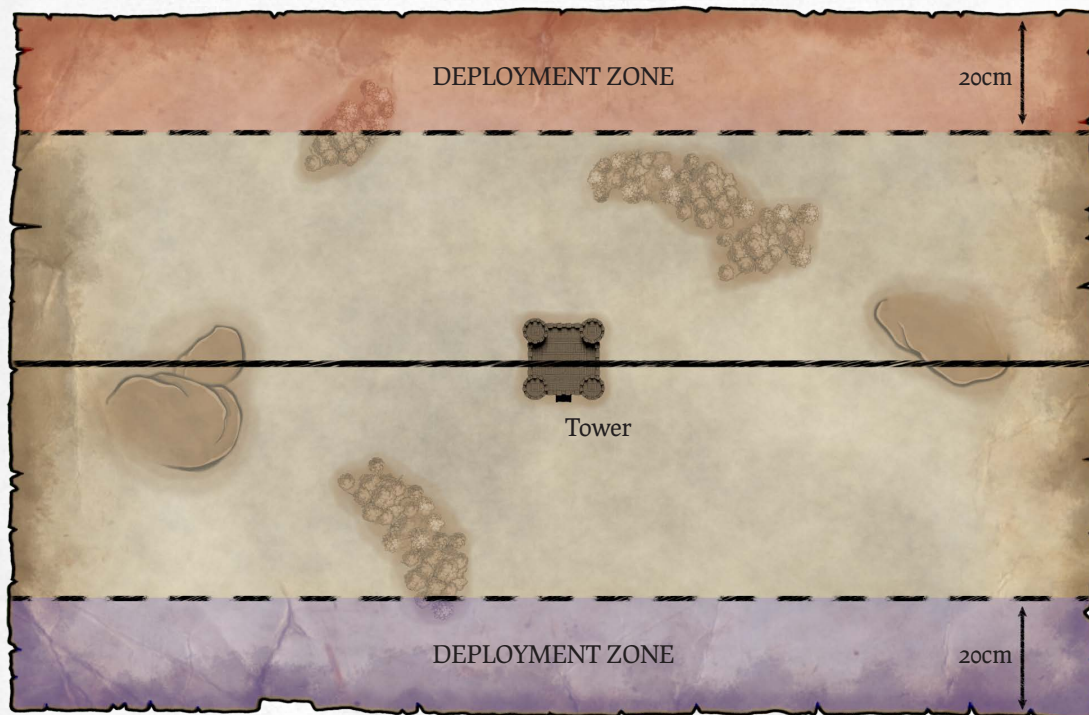
1 point extra if there is no enemy unit within 10cm of the tower.

1 point extra if there is no enemy unit within 20cm of the tower. This bonus stacks with the previous one.

2 points for forcing the enemy to withdraw.

Game ends when one player collects 10 Victory Points, one side withdraws or in a pre-agreed way (see How long does the Battle last? p.82).

An army that withdrew cannot win but draw at best even when it has more Victory Points than the enemy.



DEFENDING THE VILLAGE

In this scenario one player is the defender defending a village and farmsteads against the attacker's army raiding the country. The attacker's aim is to burn down as many of the buildings as possible, while the defender is trying to prevent this from happening. The scenario is designed for 2000 point armies.

Special Rules

Along with the other terrain, place a village in the defender's corner. The village should be approximately 20cmx20cm. Next players take turns in placing four buildings starting with the attacker. Two buildings are placed 10cm from the diagonal axis on the attacker's half of the table (line A on the diagram). Two other buildings are placed 20cm from the axis on the defender's side (line B on the diagram).

The attacker deploys first in his deployment zone (see the diagram below). The defender then deploys, and goes first.

Any stand from an attacker's unit of infantry (non-flying), cavalry or chariots that is not in combat or confused, and is touching a building can try and set it on fire by rolling a 6 in the combat phase. Once the building is on fire, it is deemed to have been burned down. The village counts as one model for this purpose.

The game ends when one side withdraws or in a pre-agreed way (see How long does the Battle last? p.82).

Victory Points

Victory Points are gained for defending and destroying the buildings, depending which role the army had.

2 point for breaking the enemy.

1 point for the attacker for every burnt building on the line A.

2 points for the attacker for every burnt building on the line B.

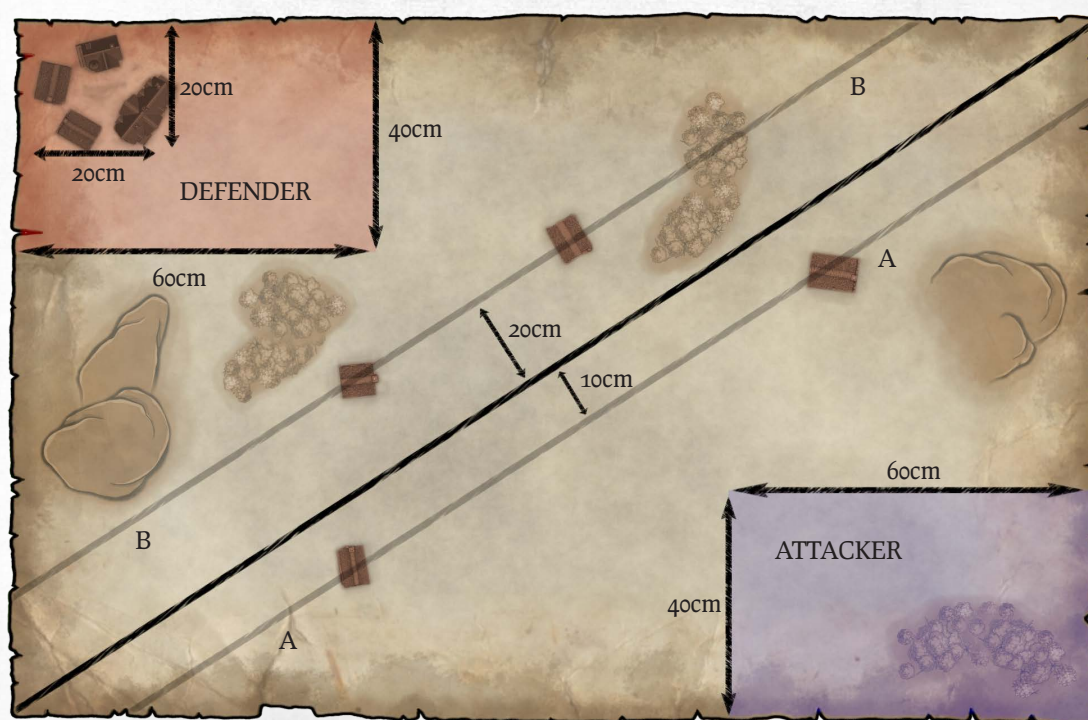
3 points for the attacker for burning the village.

1 point for the defender for defending the village.

2 point for the defender for every unburnt building on the line B.

3 points for the defender for every unburnt building on the line A.

A broken army cannot win the game. It can either lose or draw.



WAGON TRAIN

A supply wagon train escorted by a patrol force is suddenly ambushed by the enemy. The defender's task is to protect and get to safety as many wagons as possible. The attacker's aim is to destroy the wagons and loot them for bounty. The scenario is designed for 2000 point armies.

Special Rules

Along with the other terrain place a road running through the middle of the table. The defender places 6 wagons on the road so that no wagon is more than half the way across the table and no closer than 40cm to the defender's side of the table (see diagram). Then the rest of the defender's army is deployed within their deployment zone. Then the attacker deploys. The defender goes first.

Wagons can move 20cm once in the Command phase, heading in the direction leading away from the defender's side of the table. They don't need to be given orders to do this. Alternatively they can be given individual orders, in which case they can move once 20cm along the road in whatever direction you wish, or 10cm cross country. A wagon can't be given two or more orders in a turn. Any that leave the table by any edge are counted as having been saved. Wagons cannot be driven back by missile fire.

The wagons can be just destroyed or destroyed and looted. The wagon is destroyed when at least one attack (shooting, magic or close combat) is inflicted. A unit in contact with a wagon cannot attack it if it is engaged in close combat. To loot a wagon an enemy unit must destroy it and remain in touch with it until it's own Command Phase. Only infantry and cavalry can loot wagons.

Game ends when one side withdraws or in a pre-agreed way (see How long does the Battle last? p.82).

Victory Points

2 points for breaking the enemy.

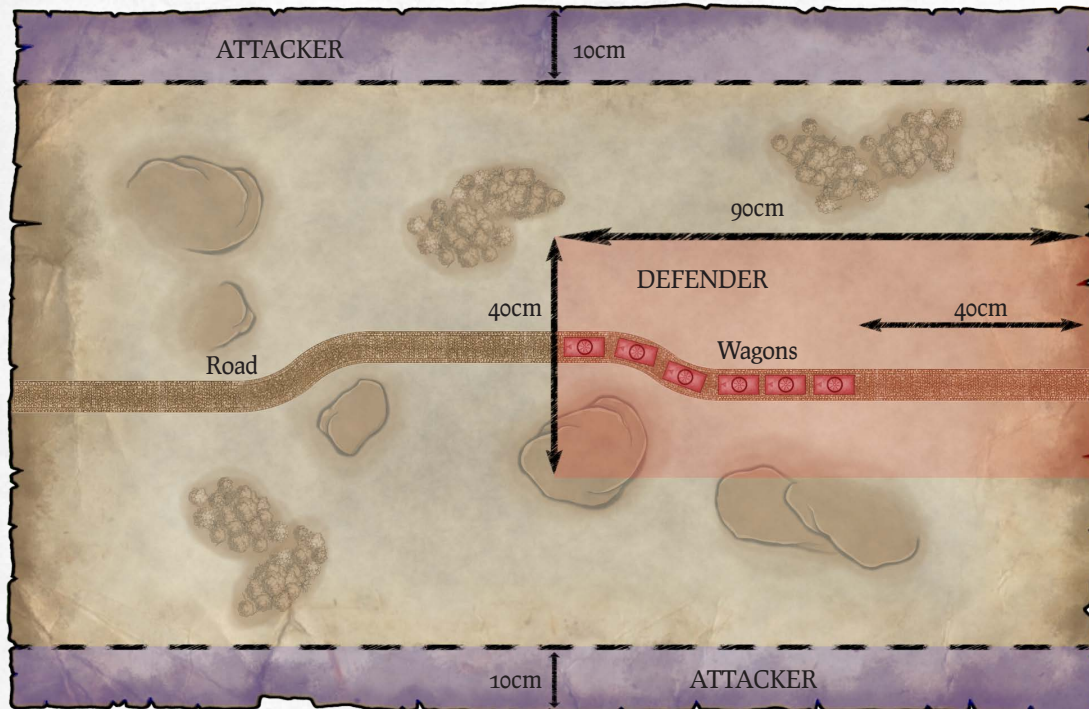
1 point for the attacker for every wagon destroyed in close combat.

3 points for the attacker for every wagon destroyed and looted. However, a unit that looted a wagon must survive the battle to yield the points.

1 point for the defender for every non destroyed wagon.

3 points for the defender for every wagon saved.

Broken army cannot win the game. It can either lose or draw.





SIEGE & FORTRESSES

INTRODUCTION

In the game of Warmaster it is possible to represent fortresses, walls, towers, castles and even entire cities on the tabletop by means of appropriately sized models. The scale of the game is ideally suited to fighting massive sieges with sweeping armies, mighty fortresses, lumbering war machines and towering engines of destruction.

In our Siege game system defenders and attackers will have to pay points for each part of fortification and Siege equipment and of course for their units, so that in the end it will be possible to play balanced Siege games with equal chances for all sides. Within those rules it should also be possible to play scenarios with only small fortifications (like a watchtower, a traveller's inn or a cemetery) without giving the defender too much of an advantage. It is a fact that big Sieges usually lasted weeks or even years. But knowing that many players prefer single session, pickup games, we tried to include actions like bombardments etc. into one playing session. That does not mean that Siege Campaigns should not be supported by these rules. But we intended to make it possible to play easy, uncomplicated pickup Siege games (especially as we think Warmaster is the perfect scale for them). Special scenarios or campaigns might still follow.

MODEL FORTRESSES

Walls, castles and towers can be made from card, plastic, balsa or similar materials. The small scale of Warmaster models means that it is relatively easy to produce a fortress using readily obtainable items. For example, plaster of paris and plasticine can be used to create wall sections, towers and even gateways. However, the easiest material to use is thick card, such as the mounting card commonly sold for picture framing.

When making walls or towers for a castle or fortress where troop stands will be deployed it is necessary to make sure that the walkways are sufficiently wide

enough to take a stand (i.e., 20mm). Similarly, it is also a good idea to make sure that such things as bridges, gateways and roads between buildings are at least 20mm wide so that stands can move along them. The following Siege rules very much depend on dividing the fortress in sections between 40 to 50mm, so building a castle you should consider either making sections of this width or at least think of a way of marking those sections.

GENERAL SIEGE RULES

Generally in siege scenarios the Breakpoint for both armies is ignored. The game will only end when either one of the generals dies or when the turn limit for the scenario expires. Occasionally a scenario will state otherwise, in this instance the specific scenario rules take precedence over this.

When deciding to play a siege game always let the defender pay the points for his units, fortifications and siege equipment first then the attacker may spend the same amount of points on his troops and/ or equipment according to the scenario description.

Additionally, the defending army always rounds up its max level to the next highest level of min/max if it is not a round figure. For example, a 1500 points army would use the min levels for a 1000 points army, but the max levels of a 2000 points army. This represents the higher number of well trained troops, artillery and equipment that you tend to find in most fortifications. This will again always be the case in any siege scenario, unless the specific scenario rules state otherwise.

When rules refer to a wall, it is referring to a wall section being between 40 and 50mm wide. When it refers to a tower, it generally includes the entirety of the tower as defined in the Warmaster rulebook as well as the rules that follow.

MOVEMENT

High walls, tall towers and substantial tall buildings are considered to block the movement of all but flying units. Troops are therefore obliged to use gateways, doors or gaps when moving into or out of fortresses.

Only infantry and artillery can man the ramparts of a fortress. Cavalry, chariots, monsters, machines and infantry based in the same way as cavalry cannot move onto ramparts.

Infantry and artillery stands can move up, onto, or off the defender's side of ramparts as normal. It is assumed there are sufficient internal stairs or ladders to enable them to do so regardless of what the fortress model may look like. Vertical distance is ignored as far as unit formation is concerned.

Wall sections or towers work like extensions of bases standing upon it. If more than half of a base is on a wall section its control area extends to the ends of this section as long as the area is not yet occupied. When it comes to shooting distances, those may be measured from the edge of the occupied section. This also means that enemy troops may attack or evade from occupied wall sections by initiative.

Up to four units being placed on wall-sections and/or towers directly next to each other may be moved as a brigade (even if the units themselves do not touch each other). That also includes units in the courtyard that touch the appropriate sections. The reason for this is that room inside a fortress can be quite packed, so with this rule it still should be possible to rearrange troops. This means i.e. that a unit inside a tower may change place with a unit standing on the neighbouring rampart with only one command (even



if they are not touching each other - it is sufficient that the building sections touch). Keep in mind that units in fortified sections only have half movement.

Infantry stands that are from an attacking force can move over a wall and onto unoccupied ramparts as long as they are equipped with ladders or similar to scale the walls. Infantry can also use a siege tower to move directly onto a rampart. From there they may be ordered to move on.

In most cases attackers will be forced to fight defending troops before they are able to move onto the ramparts. This is explained further under Assaults.

SHOOTING

Fortress walls, towers and gateways are pretty solid. Arrows and light shot will bounce harmlessly off. They can only be damaged by shots from cannons and stone throwing engines such as Rock Lobbers. The Empire Steam Tank, the Helblaster Cannon or Dwarf Gyrocopters which fire a hail of small calibre cannon balls are unsuitable for breaching walls. Undead Skull Chukkas are assumed to be able to throw stones in the same way as an Orc Rock Lobber.

To breach a wall or gateway or collapse a tower you must shoot at it with a unit of suitable artillery or machines. Each 40 to 50mm long section of wall counts as a separate target. A tower is considered a single target unless it is very large (more than 50mm base area), in which case it must be divided into a suitable number of sections in the same way as a castle wall.

When shooting at a wall, gate or tower it is not necessary to shoot at the closest target, as is normally the case with missile fire, as the besiegers will generally pick a vulnerable point beforehand and concentrate their fire at that. If a player wishes to shoot at fortifications he can ignore the normal targeting rules and may shoot where he wants to within the normal limitations of range and sight.

If you wish to shoot at troops on ramparts of walls or towers then the normal shooting rules apply and no account is made of damage on the wall or tower itself. Shots that are directed at the rampart can only cause harm to the troops and not to the fortification.

As fortresses are difficult to damage, a wall, gateway or tower counts as fortified (6 to hit) but has no armour.

Units on ramparts and towers can shoot overhead friendly troops on the ground.

STRUCTURE TESTS

To resolve the effect of hits on a wall, gate or tower first roll to hit as normal. At the end of the shooting phase take a D6 for every hit the building took this round, add all destruction dice from earlier rounds and make a Structure Test. If the result is higher than the Structure Resistance of the building it is destroyed (a bit similar to a drive back roll - without the movement of course). If the building was not destroyed the attacker may add another Destruction Dice. So for every round of successful shooting a maximum of one destruction dice may be added. Those destruction dice stay until the fortification is destroyed or the game ends. If there are destruction dice on a building it has to make a structure test at the end of every opponent shooting phase even if it took no hits in the current round.

Example: Brognak, the orcish leader lets his two Rock lobbers shoot at the gateway of the city of Hundstadt he is besieging. The results are 1-3-4-6-6-6. As any piece of fortification counts as fortified, Brognak has hit three times. The gate has 12 structure points, so the Orc player makes a structure test with three dice and needs to roll a 13: 2-3-6! 11 is not enough for destroying the gate, so it is marked with one destruction dice for a round of successful shooting. Next round Brognak only rolls one 6, so even with the one destruction dice from the last round 2 D6 will not be enough to break the gate. After 5 rounds of shooting the gate still stands but there are 4 destruction dice on it. This round no 6 at all is rolled and Brognak already thinks of biting the gate open with his own teeth. No destruction dice is added for this round but still there are 4 destruction dice on the gate so a structure test has to be done before (this representing the serious structural damage the gate has already taken). 3-3-4-5: 15! The gate cracks at last and the orcish troops rush to the gap to take the city.

Once a wall is breached the entire 40 to 50mm long section is destroyed and collapses. Any stand on the rampart is destroyed. Where practical, the wall section can be removed and replaced by rubble or, if you wish, by a specially made section of a breached wall.

Once a gateway is breached, the gate is assumed to have been blown apart. A stand on a rampart above the gate is not affected as it is the gate that is the target rather than the surrounding stone.

As with walls, any stand on the rampart and inside a tower is destroyed when it collapses. Where practical, the tower should be replaced with model rubble to show that it has collapsed.

BATTERING

Walls, towers and gates can also be breached by means of Battering Rams or similar. First the battering unit 'charges' the targeted part of the fortification by initiative or order. The defending units on the 'battered' and the directly adjacent sections may use their missiles or boiling oil according the normal assault rules, which means that if the battering unit loses one stand the assault is failed and the assaulting unit has to retreat 1cm for each hit they have taken. If not the battering unit may ignore the defending troops to batter the structure. Each ram automatically inflicts one hit in the shooting phase. At the end of the shooting phase a structure test is made for the particular piece of fortification (see Structure Tests). Of course the particular wall may not be shot at when assaulted by a battering unit (as the battering unit is in the way) but adjacent wall sections may be shot at.

If the wall or gate fails the test it collapses. So in the following combat phase the battering unit may proceed as if it had destroyed their first unit in combat and may fall back or advance. In case of an advance the battering unit may ignore fortified troops in this particular case as

it storms into the courtyard. Touching units on ramparts are not taken in account during the following combat as this fight happens on different height levels.

In the case of destroyed gateways, the defending units above may not use their boiling or similar attacks against the battering unit anymore as they already have, but they may use them against following units that try to enter the gateway.

If the structure is not destroyed by the battering attack add another destruction dice and fall back 10 cm with the battering unit.

Giants can also batter a wall with their clubs but no other monster is sufficiently large to do so.

Example: One tower seems to be especially resistant. Although the orcish rock lobbers fired load after load at the solid stone building it still did not show any sign of weakness. So Brognak orders his strongest giant to batter the walls of the tower and to his surprise the giant follows the order. Of course the tower may not be shot at anymore as the giant is "in the way" but there are 8 destruction dice on it so at the end of the shooting phase a structure test has to be made. Results are 6-6-5-5-4-3-2-1 which is more than the 30 structure points the tower has. The tower collapses before the surprised giant and he is allowed to advance into the next enemy he can see.



BREACHES

When a breach is caused, either by the destruction of a wall section, or that of a tower, you should remove the relevant part of the fortification that has been destroyed (if possible) and replace it with a suitable marker or model.

In certain cases you will find that a breach caused in a wall or tower will destroy stands from a unit, possibly even destroying a stand in the middle of the unit, which would normally not be possible due to the Removing Casualties rules.

In that case count the number of wounds the lost stand had and proceed as if the unit would have taken that many wounds by shooting. So a unit with three hits discounts two because of being fortified but the attacker may roll the last dice to determine driveback and the defender may still choose which stand he removes according to normal rules (even if that means that an intact wall section is left unguarded and a stand is put into the breach). The unit is driven back directly away from the wall no matter from where the shooting has been coming from.

Units attacking units in a breach are not drawn into combat with any units on adjacent standing wall sections. The reverse is also the case, in that troops assaulting a wall section do not count as attacking troops in adjoining breaches. This is one instance where corner-to-corner contact does not count. In addition, this means that units attacking breaches or wall sections in this way only have to spread out and maximise contact with adjacent troops that are on the same level as the attacked unit.

Example: The last wall section of three has been breached by Brognak's rock lobbers. The orc warriors charge the stand of halberdiers that is defending the breach. On the still intact walls a unit of crossbowmen tries to lure the orcs to fight with them too, but the orcs don't have to spread out as the crossbowmen are on another level. If the halberdiers would have been placed on the still intact walls too the orcs would have been obliged to spread out to them.

You can, if you wish, attack or assault all of the wall sections in question if the charging stands have enough movement.

Gateways and Breaches

Walls can have entrances of two broadly different sizes: large gateways and smaller doors or gates, such as postern gates and sally ports. The chances are that a model gateway won't look wide enough for an infantry stand to move through - but we won't worry about that. Just as in real life, troops will file through a door or gate so we must assume our warriors can do the same.

Friendly units and characters can move through intact gateways without penalty. It is assumed that they have the wits to open it beforehand and close it behind them once they've gone through. Enemy cannot move through

an intact closed gateway but must smash it down first. If a defending unit for whatever reason ends its movement directly in or has to retreat through the gateway while still fighting the gate counts as open. If this unit is destroyed in combat the victorious unit may advance through the gate into the next visible unit. Of course the gate may also be closed to block the retreating path of own units if all stands of the unit are outside. It is not allowed to close the gate if there are parts of the unit standing in or behind the gateway.

Once a gateway in a wall is destroyed remove the appropriate wall sector (for providing better playability). Any units being on that sector are not destroyed but placed directly behind the gate. It is assumed that they hurried down from the ramparts to defend the suddenly open entrance against any attackers.

Gateways in towers are treated differently. The attacker has to choose if he attacks/shoots at the gateway or the tower. If the gateway is destroyed, attackers may move through it to attack troops behind. Units still manning the tower above may use their shooting/rock/boiling oil attacks in the same way as if an adjacent wall section would have been attacked.

Any units from either side can move through it without any reduction to their movement. Giants are assumed to stoop if necessary!

Small doors can be moved through by friendly infantry or cavalry and appropriate characters. Monsters, artillery, machines and chariots cannot move through smaller types of doors and gates. Cavalry riders are assumed to dismount in order to lead their horses through.

Units moving through a small door or gate suffer no reduction in their movement but a maximum of three troop stands and any number of character stands can go through in any Command phase (i.e., a single unit in most cases). Enemy cannot move through small doors at all.

Intact gateways and small doors are assumed to block sight for the attackers. This means that an attacking unit will not be able to move through and charge in the same move. This is because the unit cannot see its target at the start of its move. Defenders on the other hand are assumed to have peeping holes in doors so a defending unit positioned directly behind a gate can see through it as if it were not there.

A breach in a wall or collapsed tower can be moved through by infantry, cavalry or monsters. Still any unit trying to cross the breach has to stop there; either to fight any defending units or to wait for another order to move through (the area there is too difficult to just march through). Machines, artillery and chariots, however, cannot move over the debris at all. The wreckage caused by a collapsing wall or tower counts as cover to defenders in the same way as a low wall or barricade. A breach can therefore be defended by troops on the other side once the wall or tower itself has been knocked down.

ASSAULTS

It is possible for infantry to attack an enemy on the ramparts of a fortress' walls but not enemy on towers, as these are too high to reach. Depending on the construction of the model's fortifications it may be necessary to designate some high walls, gateways or towers as being 'too high to assault'. This is left to the players' discretion.

Infantry can also attack a rampart from siege towers as discussed later. In both cases this is called an assault. Only infantry can assault. Except for the odd examples discussed later, cavalry, chariots, monsters, artillery and machines cannot assault a fortress because they cannot attack fortified stands. Assaults are different from ordinary combat in several ways.

Infantry units can make an assault by charging up to the base of the defended fortress walls. The assaulting units do not have to for a battle line as in case of normal charge. The two sides then fight a round of combat as if they were touching.



As fortress models will never exactly match the size of a base it is necessary to adjust the normal rules concerning base to base contact in assaults. For our rules to work it is important that no rampart section is more than 5cm wide.

If a wall section is assaulted, the nearest units on adjacent wall sections may make stand and shoot attacks (even if the units on that section do not directly touch the attackers). And they count as being in cross contact with the attackers in the following combat.

Units in towers are a bit different. As towers are built to provide extra defences, all units in a tower may support assaulted adjacent wall sections with stand and shoot (even if they won't be in combat afterwards due to the higher position they have). Still they may only do that for the adjacent wall section that was attacked first. If the tower itself is being assaulted afterwards, units in it may stand and shoot as normal again. Have a look at Illustration 1.



Illustration 1

When unit 1 attacks B, the Cannons A on the tower, and units B and C may Stand and Shoot. Cannons D may not Stand and Shoot as it is not the nearest unit on the wall section (and it will not be in combat contact of course). B and C will be in combat contact with 1.

If unit 2 would have attacked first, Cannons A would have had their Stand and Shoot against them but not against unit 1 afterwards.

Towers may also use their special "Stand and Shoot"-ability against attackers with Sows, Siege Towers or Battering Rams. But those attackers do profit from the better armour roll their siege equipment provides. If an assaulting unit loses a stand by shooting or boiling oil attacks, the assault has failed and the unit retreats 1cm for each hit taken.

During an assault, no account is made for the effect of supporting stands for either side. In the dangerous, cramped and confused melee of an assault it is impossible for troops to support each other as they do on the open battlefield. Also as units fighting on ramparts can hardly maintain a coherent formation, there is no need for stands to direct their attacks primarily to the front.

Missile armed defenders can shoot at troops making an assault in the same way as at troops making a charge. Any hits inflicted are carried over and count as if struck in the assault.

If the attackers win the combat round, their assault has succeeded. Beaten defenders must retreat down from the ramparts and away from their enemy. Measure all retreat moves horizontally. No account is made of the distance moved up or down (otherwise a stand could end up halfway down a wall!). Artillery stands are automatically destroyed if forced to retreat.

Victorious units automatically move stands onto the empty ramparts. If the unit won't fit on the ramparts, some stands must be left at the base of the wall. Because combatants will be separated, the combat ends. No pursuit combat is fought during an assault.

In the event of a draw, the combat is deemed unresolved and carries on in the next combat phase. The assaulting units invested too much effort to scale the walls to simply fall back.

If the defenders win the combat then the attackers are thrown back and must retreat in the usual manner. The defenders remain in place. Defenders will not (and cannot!) pursue over ramparts.

Counter attacks on ramparts

Once attackers have taken a fortress' walls it is likely that their enemies will counter charge. Stands holding the ramparts of walls against attacks from the inner side of the fortress do not count as being fortified. Because of the advantage of height they count as being defended.

Sometimes it may occur, in the odd situation, that two opposing units end their movement side by side on

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adjacent ramparts with no line of sight to each other. It seems quite impossible in this special situation to ignore the enemy. So by way of exception it is allowed to charge an enemy unit that's placed directly upon the neighbouring rampart section by initiative even if no line of sight can be drawn. For the same reason it is allowed to evade out of initiative, though the evasive movement in this situation will be away from the outer wall not away from the enemy.

If a unit upon a rampart is charged from an adjacent tower or rampart section it is assumed that the attackers attack in the open and get a +1 attacking bonus as they are coming from the same level. Still only one stand may come into combat contact and there is no support taken in account on neither side. Units fighting this way may be placed flank to flank to each other due to lack of space but this should not result in any attack deductions.

In this situation, a unit defending ramparts will be destroyed if it is defeated and obliged to retreat because it has nowhere to go (except over the fortress wall to its destruction). Victorious attackers automatically move up onto the recaptured ramparts but cannot pursue over walls. In case of a draw the combat is deemed unresolved and carries on in the next combat phase. Defeated units that were counterattacking from a tower can retreat back to the tower assuming there is still room.

Example: Chaos Ogres managed to take three rampart sections. At the one end of the rampart there's a tower manned by Bowmen. At the other end there are further rampart sections with a unit of Spearmen guarding them. In the next round the Bowmen in the tower may

charge the Ogres out of initiative (units in towers have 360 degrees sight). The Spearmen on the other flank also may charge out of initiative although they have no direct line of sight (this is an outspoken exception to the basic Warmaster rules and only affects combat on ramparts).

The Spearmen are placed flank edge to flank edge to the Ogres as there is no room to place them straight but note that all units attack with their full attacks as flanks are not taken into account on ramparts.



The results of the Bowmen's four attacks are 6-6-3-2, the Spearmen's 6-4-3-2, the ogres save none. The Ogres hit the Bowmen with 6-5-1-1 and the Spearmen with 6-4-3-3 (the Spearmen save none). The combat result is 4:4 and the Ogres (losing one stand) may hold their position while the Bretonnian troops may be placed one centimeter away from the Ogres.



GIANTS

Because they are so tall, Giants can attack troops on ramparts. However, they are too heavy and clumsy to scale the walls of a fortress and the people of the Warhammer world have sufficient sense to build their walls high! A Giant can just about reach sufficiently high enough to bash any enemy on the ramparts of the wall with his club (aka 'large tree trunk'). Towers and anything higher than a normal fortress wall are assumed to be out of his reach. If your model fortifications are such that there is doubt whether a Giant can reach them or not then the players should ideally agree beforehand which walls are out of reach.

A Giant can fight against a unit of enemy on the rampart of a fortress wall but can't pursue should the enemy retreat. Although he can clear the ramparts of foes, he can't take and hold ramparts as infantry can.

Giants can use their clubs to batter in the same way as a Battering Ram. A Giant can only do this if there are no troops on the ramparts that he can fight, otherwise he must fight the defenders instead. When attempting to batter walls, each Giant inflicts one automatic hit and damage is calculated in the same way as for Rams.

TOWERS

Towers are usually the most important element of any defensive structure. They are very tough to knock down and incredibly difficult to assault, whilst providing an ideal position to pour missile fire onto the attacking army. A tower may only be assaulted from either the courtyard or from the ramparts of adjacent wall sections. This is because a tower is generally much too high to assault with even the

longest ladders or tallest siege towers, so the only way in is through the doors.

The number of stands that a tower can hold is determined by its base area. The standard tower as defined in the defenders fortification list has around 40-50mm edge length and may hold up to three stands or at least one unit of troops (but not more than two units). Towers with more edge length cost double points and may hold up to 3 units but no more than 6 stands. This represents units not only being positioned on the roof of the tower, but all throughout its height, probably stationed at gun ports or arrow slits.

Free-standing lone towers only have one facing that can be attacked in this way. Whichever facing this is must be declared by the defender before the start of the battle. This facing is assumed to be the one with the door in, whether it is on ground level, high up with a removable ladder.

Towers that are part of bigger fortifications are assumed to have an entrance at every facing and level linked to another fortress section. So towers always have an entrance to the courtyard and to each rampart that touches them no matter if the actual model has one displayed.

Missile units in towers count as having a 360° fire arc. This means that they will all have to target the closest eligible enemy unit to the tower if they wish to fire their missile weapons. Distances are measured from the edges of the tower. In addition to this, all missile units in a tower may stand and shoot at units that attack any facing of the tower they occupy as long as the shooting stand is not yet in combat. They may also shoot if they are not taking the assault themselves. The only stands that cannot do this are those that are already engaged in combat with another unit that has charged the tower.

When assaulting a tower in this way only one stand may attack each facing of the tower (usually only one or two are eligible in this way). These must be from different units and the defender may also only defend with one stand per facing (although they must defend with one stand on multiple facings if there are insufficient defending stands). Defending stands never count as being flanked.



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Suffering the first charge the defending stands in a tower count as fortified. If the attacker wins the first round of combat it is assumed that the troops could make their way into the tower. Still attacker and defender only fight with one stand but the attacker will get the normal pursuit bonus. The defender still keeps on being defended in the following rounds of combat. Defenders of a tower can never be driven out of a tower. To put it quite simply, you have to wipe out all the units in a tower before you can occupy it.

In the case of a tower that holds more than one unit, the defender chooses which unit takes the attack. Only this unit takes all attacks until it is wiped out or the attackers are driven off. If the tower is attacked by more than one unit the defender may choose which unengaged defending stand or unit takes this attack. However the following combat will count as one big combat.

If the attacker manages to wipe out the first defending unit he may advance once into the next defending unit and the whole assault begins anew with the defender being fortified.

If the attackers lose a round of combat they are placed outside the towers' wall as if it would have been the front edge of the attacked unit. So a unit losing by 2 is placed 2cm away of the attacked wall.

Other than this, all the normal rules regarding attacking fortifications stand. For example, if by some miracle the attacking troops do manage to wipe out all the defenders in a tower, then they do not receive any advance charge move. The only option available to them is to consolidate their position and occupy the tower.

Example: Manfred von Hornberg, commander of a lonely watchtower at the sylvanian border is attacked by a Vampire horde. The tower is defended by a unit of cannons and a hellblaster cannon.

First a unit of grave guards attacks the entrance of the tower. They are welcomed by 8 shooting attacks from the hellblaster and another 4 shots by the cannon. The grave guards however only take 2 hits (one more and the assault would have failed as the guards would have lost a stand). Hornberg decides that a stand of the cannons has to counter the attack. At the same time a unit of vampire bats attacks the roof of the tower. They are shot at 8 times by the hellblaster, 2 times by the one free cannon stand and get 3 wounds. The second stand of the cannon counters the bats.



The grave guards attack 3 times and roll a total of three 6s, the bats roll another 6. The cannon wounds the guards and the bats once. The grave guards lose one stand and so do the bats but the cannons are destroyed. The bats have to retreat as they are flyers so only the guards try to go on charging the remaining hellblaster. Another round of stand and shoot follows but the guards only lose one wound. They attack 3 times but no 6 is rolled so the hellblaster survives and the guards have to retreat 1 cm out of the tower.

Manfred von Hornberg sighs relieved, but knowing that the worst was yet to come.

Gateway towers are exactly like all other towers with the one exception that a gate leads through it. The gate may be attacked on its own and the defenders manning the gateway tower are not part of the combat that follows, but they may use boiling oil or stand and shoot against the attackers.



FLYERS ATTACKING FORTIFICATIONS

Flyers may attack fortified targets in the same way as infantry, hitting on 6s with no charge bonus. They may never occupy fortifications and thus if they win a round of combat against troops in fortifications, they may not pursue them for a second round of combat and may either stand their ground, or fall back. The defenders, however, do still have to retreat.

Flyers are unique in that they are the only units that can actually attack units stationed in a tower without having to do so from the courtyard or adjoining ramparts. The normal rules for attacking towers still apply though, so the defenders will not retreat and all the missile troops will be able to stand and fire at the attacking flyers.

Walls, ramparts and towers are difficult terrain for flying creatures so if they are attacked and lose a round of combat or if they are pushed back they are destroyed.

Of course if flyers try to assault fortifications, boiling oil attacks cannot be used against them.

CHARACTER MOVEMENT

As commanders are too valuable to risk their lives uselessly it is not allowed for them to enter fortress sections unless they are part of a unit. They are allowed to be placed on unoccupied fortress sections or onto sections that are occupied by their own troops. If a character unit on a fortress section is touched by the enemy units it has to join a friendly unit within 30cm. The buildings or the height of the walls do not restrict the movement of the character no matter if it has a flying mount or not.

MAGIC

In the process of building a fortress in fantasy worlds magic grounding incantations are integrated, antimagic runes are carved in the walls and magic absorbing gems are used. So it is not possible to use magic that crosses the ramparts or walls of a fortress.

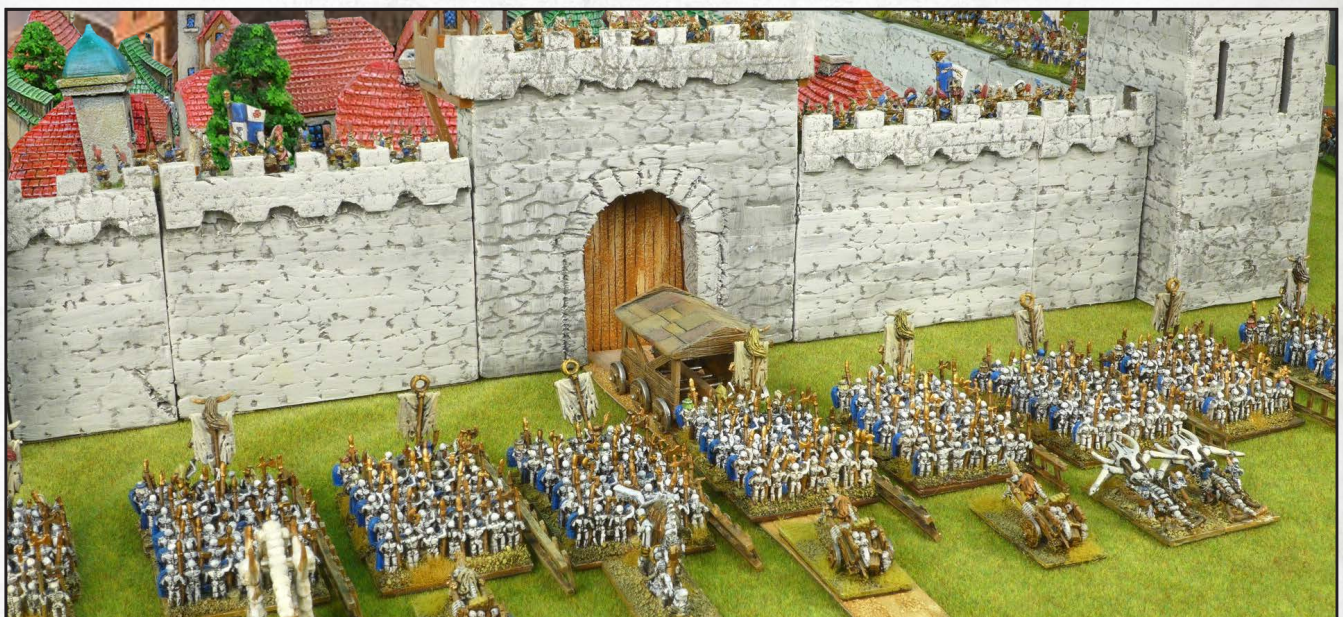
However, it is allowed to use magic spells on units that are assaulting a wall as well as in a combat that takes place there. So for example an assaulting unit may get extra attacks by "Rage of Chaos" and these extra attacks will stay as explained in the rules even if the unit crosses the ramparts. "Raise Dead" will also work on or even behind the walls of the fortress as long as there is enough room to place the raised unit and the raised unit touches any units in combat.

SIEGE MACHINES

No besieging army would be complete without siege towers and rams with which to pound the enemy's fortress to pieces. Some races have developed their own versions of these devices but all function in more or less the same fashion and have equal effectiveness.

Concerning Victory Points, destroyed or lost Siege Machines immediately give the opponent their victory points no matter if the unit carrying them is destroyed or not.

Siege Machines like Siege Towers, Battering Rams or Sows may use initiative to attack the nearest wall section (towers may be ignored).



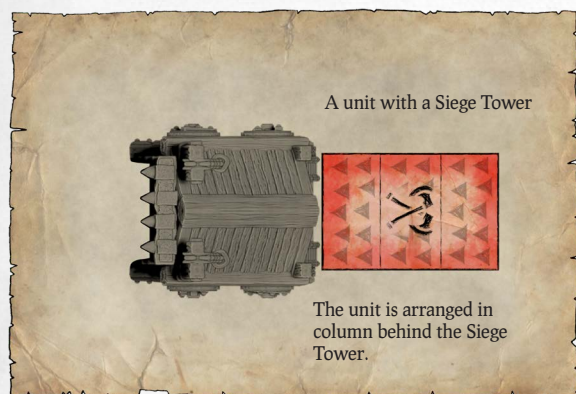
Siege & Fortresses

Siege Towers

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max
Siege Tower	M	0	3	3+	-	1	20	-/-

A Siege Tower is a massive wooden tower that rolls forward on huge wheels. It is pushed to the enemy's fortress by troops who are protected by its stout timbers. Once the tower reaches its target, a ramp descends allowing the sheltering troops to swarm over the walls.

A Siege Tower is a unique kind of machine. Its sole purpose is to deliver troops onto the enemy's walls. A Siege Tower must be assigned to a unit of infantry. To represent the fact that they are really inside the Siege Tower, the unit is arranged directly behind in column.



As Siege Towers are such huge constructions the same shooting rules apply to them as to wall sections. All shooting enemy units within reach of Siege Towers may choose which Tower they want to shoot at (but if they choose to shoot at units without Siege Towers they still have to shoot at the next visible unit).

All enemy shots against the unit are assumed to hit the Siege Tower because the troops are actually inside it. A Siege Tower and the unit inside it cannot be driven back by missile fire.

Should a Siege Tower be destroyed by shooting, its accompanying infantry will abandon it and may continue to fight normally.

The Siege Tower has no value in close combat. If the unit is attacked, the Tower is simply ignored. If the unit is forced to retreat, the Siege Tower is destroyed. Units in Siege Towers may pursue or advance in combat leaving their machine behind which effectively means the Siege Tower is destroyed.

The Siege Tower can be pushed forward at a speed of 15cm. As it is an incredible effort to move a massive construction like a Siege Tower, command rolls get an extra -1 from second command onward (so the second command would work at a -3 instead of -2).

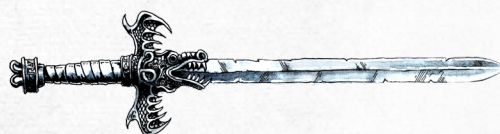
A unit accompanying a Siege Tower cannot make way for other units. If all its accompanying infantry are killed in combat before it reaches the walls, the Siege Tower is considered to have been immobilized or destroyed.

Once the Siege Tower reaches the enemy's walls it has effectively done its job. As soon as the walls are reached, the accompanying infantry can assault the defenders or, if there are no defenders, they can occupy the wall as described below.

A Siege Tower is usually not tall enough to reach a tower. However, if there is doubt because a tower is especially low, the players should agree before the game whether it can be assaulted like this.

Troops making an assault from a Siege Tower cancel out the advantage of fortifications. Both sides count as being in the open (4+ to hit) and the assaulting stand gets the usual +1 bonus for charging.

The assaulting unit fights with only one stand (the warriors at the top of the Siege Tower) whilst the defenders fight with all stands that would theoretically be touching were it possible to move all the stands properly into place!



As stands touching corner-to-corner would normally fight, defending stands adjacent to the stand directly facing the Siege Tower will fight, assuming they are otherwise free to do so.

Once a Siege Tower has reached the walls and is not destroyed, up to three stands of infantry can move up it and onto the walls in subsequent turns, assuming that there is room for them to spread out whilst remaining in physical contact with each other. (Once stands have moved onto the ramparts they cannot move further that turn, even if unopposed).

If a unit assaulting walls via Siege Tower loses the combat and retreats 4cm or less, it still counts as being in the tower and can assault again in the next turn. If the unit retreats more than 4cm and the wall section it faces is subsequently occupied by the enemy, it is automatically destroyed. They push it over! Troops defending walls from a counter attack cannot retreat down a Siege Tower and enemy cannot pursue or advance using a Siege Tower.

If the unit pushing the Siege Tower consists of missile armed troops, all stands can shoot as if they were positioned on top of the tower. This brings them up to the same height as the walls. Targets on the ramparts of walls count as being defended from a Siege Tower rather than being fortified. Targets in higher towers still count as being fortified.

Battering Rams

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max
Battering Ram	M	0	3	3+	-	1	10	-/-

Battering Rams are mounted on a wheeled chassis and protected by a wooden roof so that troops inside can push the ram forward under cover. A Battering Ram can be incorporated into a Siege Tower in which case it simply combines the attributes of both.

A Battering Ram's purpose is to affect a breach in the enemy's gate or walls.

A Battering Ram must be assigned to a unit of infantry. To represent the fact that they are inside the covered frame the unit is arranged directly behind in column.

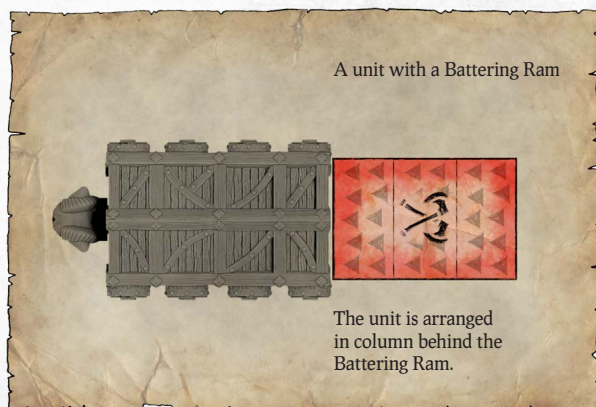
All enemy shots against the unit are assumed to hit the Battering Ram because the troops are actually inside it. A Battering Ram and the unit inside it cannot be driven back by missile fire.

Should a Battering Ram be destroyed by shooting, its accompanying infantry will abandon it and may continue to fight normally.

The Battering Ram has no value in close combat. If the unit is attacked, the Ram is simply ignored. If the unit is forced to retreat, the Ram is destroyed. If units with Battering Rams pursue or advance in combat they leave their machine behind which effectively means it is destroyed.

The Battering Ram can be pushed forward at 15cm. A unit accompanying a Battering Ram cannot make way for other units. If all its accompanying infantry stands are killed before it reaches the walls, the Ram is abandoned and is considered to have been immobilized or destroyed.

Once the Ram reaches the enemy's walls it can begin to batter! The rules for battering are described above. The Ram must be accompanied by a unit of infantry of at least one stand in order for it to batter (they provide the muscle). A unit may not batter and assault at the same time.



Sows

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max
Sow	M	0	3	3+	-	1	5	-/-

These are roofed and wheeled structures that offer protection to troops as they advance towards a castle. A Sow is very much like a big shed on wheels or, to put it another way, a Battering Ram without a ram. A Sow is represented by the same rules as a Battering Ram except that it cannot batter.

Sows have no value in close combat. If the unit is attacked it is simply ignored. If the unit is forced to retreat, the Sow is destroyed. Units with Sows may pursue or advance in combat leaving their machine behind which effectively means the Sow counts as destroyed.



Mantlets

These are large mobile shields made from stout wood. They offer protection to troops behind them and can gradually be shuffled forward without exposing the sheltering troops to enemy fire. They are used by infantry units and are provided with arrow slits through which missile armed units can shoot.

In a siege game, units of infantry can have Mantlets for +10 points per unit. This is enough to cover the unit's frontage and the unit is considered to be in a defended position. If it charges, it must abandon its Mantlets. If the unit suffers casualties, it automatically abandons any unnecessary Mantlets (these cannot be used by other troops). If retreating or pursuing in combat its Mantlets are abandoned if they haven't been already.

If a unit equipped with Mantlets is driven back by shooting it will carry its Mantlets with it. However, if driven back more than its half pace move (10cm for standard infantry), the unit automatically abandons its Mantlets as it moves. As units carrying Mantlets count as occupying defended positions, they deduct one dice from their drive back distance.

A unit can abandon its Mantlets at any time during the Command phase, in which case it is not restricted to one move that Command phase. In this case, the Mantlets are overturned or cast aside and removed from the battle.

Boiling Oil or Rock Droppers

Defenders are liable to throw anything they can get their hands on at enemies trying to scale the castle walls. Well prepared defenders will have amassed numerous large rocks, prodigious amounts of garbage, masonry, furniture, statuary, dead horses, stone sinks, anvils and the like. Of course, the professional choice is boiling oil but scalding water and hot sand are also used to good effect. We won't worry much about the exact type of missile. For our purposes it's enough to assume that the defenders have something appropriate to hand. For the sake of explanation, we'll assume that Boiling Oil is our preferred option.

A 40 to 50mm wide section of wall may be provisioned with Boiling oil or Rock Droppers. This may be used by any unit of troops manning that section.

If an assault is launched against a fortress section which is provisioned with Boiling Oil or Rock Dropper units on this and any adjacent sections may use their equipment against the assaulting enemy. Boiling Oil or Rock Droppers can also be used against units making an assault via Siege Tower or Sow but the attackers may use the 3+ armour save of their Siege equipment instead their own.

Note that a unit may only use one Stand and Shoot attack. So units equipped with bows or similar have to choose if they use Boiling Oil or their bows when they are assaulted. They may never use both.

Boiling Oil or Rock Dropper attacks are worked out immediately before normal combat at the same time, as shots at chargers. A unit can pour oil or shoot with its own weapons at the same time. Any hits inflicted are carried over into the combat and count as having been struck in the first round. Roll a dice and consult the chart below.

D6 Result

- 1 No effect, you miss or the enemy successfully protect themselves from your barrage.
- 2-3 The enemy unit suffers 1 attack with a -1 on armour saves.
- 4-5 The enemy unit suffers 2 attacks with a -1 on armour saves.
- 6 The enemy unit suffers 3 attacks with a -1 on armour saves.



Tribock

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max
Tribock	Art	1/6	4	0	-	1	120	-/1

Range	Close Combat	Attack	Shooting
20-120cm	1	-	6

As the Tribock is such a giant machine it has to be placed on a special stand with a front edge of 40mm and flank edges of 60mm.

For siege use only! May not move once it is deployed. Must be deployed before any other unit.

Shooting straight ahead: Other than normal shooting units the Tribock has a very restricted view. It can only draw line of sight to targets that lie in the corridor that extends straight ahead from the front edge. So the Tribock only has a 4cm wide corridor of sight. For targets outside this corridor it must be ordered to turn. If the order is failed it

does not fire that turn. Any Hits caused by the Tribock allow no save.

Because of its immense size the Tribock has a range of 120cm but a minimum range of 20cm as the slingshot like nature of the weapon makes it impossible to shoot at closer targets. This obviously makes units that are under 20cm ineligible as potential targets; thus they are ignored as far as the rules for firing at the closest target are concerned. The Tribock may not shoot at enemy units that charge it.



Bombard

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max
Bombard	Art	o/4+b	3	0	-	1	130	-/1

Range	Close Combat	Attack	Shooting
90cm	0	-	4 + bounce

For siege use only! May not move once it is deployed. Must be deployed before any other unit.

Shooting straight ahead: Other than normal shooting units the bombard has a very restricted view. It can only draw line of sight to targets that lie in the corridor that extends straight ahead from the front edge. So the bombard only has a 2cm wide corridor of sight. For targets outside this corridor it must be ordered to turn. If the order is failed it does not fire that turn.

Any Hits caused by the Bombard allow no save. In addition, fortified targets only count as being defended (5+ to hit) and defended targets count as being in the open (4+ to hit).

The Bombards shot bounce like a normal cannon's. This does not apply when shooting at walls/towers as the stonework will obviously stop the cannon ball and prevent it bouncing. Bombards cannot shoot at charging enemy units.

Bombards may not be used by Elves or Bretonnians.



Mangonel

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max
Mangonel	Art	o/4	3	0	-	1	80	-/1

Range	Close Combat	Attack	Shooting
20-90cm	0	-	4

For siege use only! Mangonels must be deployed before any other unit and cannot move once it is deployed.

If firing it fires "straight ahead". This means it can only draw a line of sight to targets that lie in the corridor that extends straight ahead from the front edge. So the Mangonel only has a 2cm wide corridor of sight. For targets outside this corridor it must be ordered to turn. If the order is failed it does not fire that turn.

Any Hits caused by the Mangonel allow no save. The Mangonel has a minimum range of 20cm as it is impossible to adjust its mechanism to shoot at closer target. Mangonels can't shoot at charging enemy units. Earthworks



Siege & Fortresses

Earthworks

These are defensive works built by both defending and attacking forces in a siege and sometimes in other situations as well. These are usually hastily constructed out of earth, log barricades, upturned carts, barrels and whatever else comes to hand.

Each section of earthworks purchased is 40mm long and 10mm wide, half the size of a standard Warmaster base.

Unless otherwise specified in a particular scenario, earthworks are always deployed before the armies set up in the relevant deployment zones, starting with the defender deploying all his earthworks first, or dice off to decide if for some reason there is no defined attacker or defender. Earthworks can be arranged together in whatever formation is desired by the purchasing player.



Earthworks count as a linear feature that confers fortified status against missile fire and defended status against any close combat attacks.

To remove earthworks to make way for your siege towers and battering rams, a unit of infantry (and only infantry) must be adjacent to the earthworks. If the unit is not in combat at the beginning of the combat phase each stand in contact with an earthwork section gets its basic attacks against it (no charge bonuses, as what the troops are doing is getting their entrenching tools out). Any 6's that are rolled will destroy the earthwork that is attacked in this way. It is important that you declare exactly which earthwork sections each stand is attacking, as each 40x10mm section is effectively counted as a separate unit for these purposes.

Log Rams

Log rams are effectively Battering rams but without the added protection of an armoured covering to shield the battering unit. Log rams can be brought to bear much more rapidly than a Battering ram can be. The main disadvantage is, of course, the lack of protection, especially against boiling oil poured on the battering unit by troops on the ramparts above or stand and fire from these units.

Attacking infantry units may be equipped with Log rams. A unit that is equipped with Log rams may abandon its Log rams at any point and is then unrestricted by this. Also, when equipped with Log rams a unit may not cross or move through any terrain which is classed as difficult for movement purposes, such as forests or earthworks.

If a unit equipped with Log rams is driven back by enemy shooting or magic and is forced to enter difficult terrain it loses its log rams and moves on.

When a unit with a Log ram makes contact with a fortress wall it will commence battering in much the same way as a Battering ram. However, if as a result of a boiling oil attack or stand and fire from units on the walls enough hits are inflicted to remove a whole stand then the battering attempt fails. For every wound the unit has to retreat 1cm.



Ladders

Infantry units may only assault the walls of a fortress with a siege tower or by using ladders. It costs +5 points to equip all stands of a unit with ladders. Infantry units based as cavalry cannot climb ladders.



SIEGE EQUIPMENT LIST

There are three distinct siege equipment lists; the fortification list, the siege equipment list and the siege artillery equipment list. These lists work in the same way, but access to them is dependant upon the specific restrictions of a particular scenario. The scenario special rules will specify exactly which lists may be used by which side.

Earthworks are available to both the attacker and the defender, as are siege artillery.

All equipment is available to all armies of all races in Warmaster for siege battles unless stated otherwise. No army may ever have more than two wallbreaching artillery per 1000 points. Remember that also cannons and rock lobbers count as wall breaching!

FORTIFICATION

Troop	Type	Attack	Structure points	Armour	Command	Unit Size	Points	Min/Max	Special
Gateway	Building	-	12	Special	-	40mm	40	1/-	*1
Gateway Tower	Building	-	12/25	Special	-	40mm	150	-/-	*1, *2
Wall	Building	-	20	Special	-	40mm	55	-/-	*1
Sally Gate	Building	-	-	Special	-	20mm	+10	-/1	*3
Tower	Building	-	30	Special	-	40+40mm	200	-/-	*1
Palisade Tower	Building	-	25	Special	-	40mm	165	-/-	*1, *2
Palisade Wall	Building	-	15	Special	-	40mm	45	-/-	*1
Earthwork	Fieldwork	-	-	Special	-	40x10mm	15	-/-	*3, *4

Special Rules

***1** Only defenders are allowed to invest points into fortification with the exception of earthworks.

***2** The gateway may be destroyed independently with a Structure Point value of 12. If the tower is destroyed the gateway is destroyed with it.

***3** Sally Gates may secretly be placed in any piece of wall and are not revealed to the attacker until used. They may not be targeted separately by the attacker and do not weaken the structure of the wall (unless they are open). One defending unit may cross the sally gate per round

either on order or initiative. For that reason a defending unit directly touching the Sally Gate may draw a line of sight as if it were invisible. Whenever a unit leaves or returns by the Sally Gate the defenders need to open and close the gates. Roll 3 dice. If the result is equal to or more than the distance of the nearest enemy the Sally Gate counts as open and has to be closed by a successful command. An open Sally Gate counts as defended.

***4** Gives fortified status when shot at, defended status if in combat. May be removed by troops being in contact and rolling a 6 with their attacks.



SIEGE EQUIPMENT LIST

Troop	Type	Attack	Structure points	Armour	Command	Unit Size	Points	Min/Max	Special
Boiling oil and Rock Dropper	Machine	-	-	Special	-	1	5	-/-	*1
Log rams	Machine	-	-	Special	-	1	5	-/-	*2, *3, *5
Ladders	Machine	-	-	Special	-	-	5	-/-	*2
Sow	Machine	-	3	3+	-	1	5	-/-	*2, *3
Mantlets	Machine	-	-	Special	-	-	10	-/-	*2, *4
Siege Towers	Machine	-	3	3+	-	1	20	-/-	*2, *3
Battering ram	Machine	1	3	3+	-	1	10	-/-	*2, *3, *5

Special Rules

***1** Defenders Only - Only defenders in a siege scenario may use these.

***2** Attackers Only - Only attackers in a siege scenario may use these.

***3** Have a move of 15. Are not driven back by shooting.

***4** Give defended status. Are lost if carrying units are charging or are driven back more than half their move.

***5** Rams always make one automatic hit when battering.

SIEGE ARTILLERY LIST

Troop	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Mangonel	Building	0/4	3	0	-	1	80	-/1	*2, *3
Bombard	Building	0/4	3	0	-	1	130	-/1	*1, *2, *3
Tribock	Building	1/6	4	0	-	1	120	-/1	*2, *3

Special Rules

***1** Cannon like - Shots from a Bombard bounce like cannons and get +1 when shooting at defended or fortified targets. May not be used by Elves of any kindred, or Bretonnians.

***2** Wall Breaching artillery - No army may ever have more than two wall breaching artillery per 1000 points. All of the following count as wall-breaching artillery:

Mangonels, Bombards, Tribocks, Cannons, Skull-Chukkas, Rock-Lobbers, Trebuchets and Earth-Shacker Cannons.

***3** Shooting straight ahead - may only draw line of sight in the corridor that extends straight forward in the width of the front edge.

SCENARIOS

Into the breach

'Into the breach' can be played on a 1.2x1.2m(4x4') table.

In this scenario the defender should invest about half of his points in fortifications, but only has to pay for the front side of the fortress i.e. the one facing the enemy. The other sides are of no relevance.

Set-up

Note that the defender's side of the table should be essentially bare; for variety one could put up some ruins outside the castle gate, or the remains of a farm towards the table center. On the attacker's side of the table there should be several pieces of whatever scenery is at hand.

The defender sets up first inside the defender's zone on the castle's walls, on and inside the towers and gatehouse or even outside the castle.

Attackers may set up outside 40cm of the wall, ready to storm the castle.

There is no breakpoint for the defender, as he has nothing to lose.

The game lasts for 7-10 rounds. At the end of the 7th turn the game ends on roll of 4+. If it doesn't end repeat the same in the next turn. The game ends automatically after 10th turn is played.

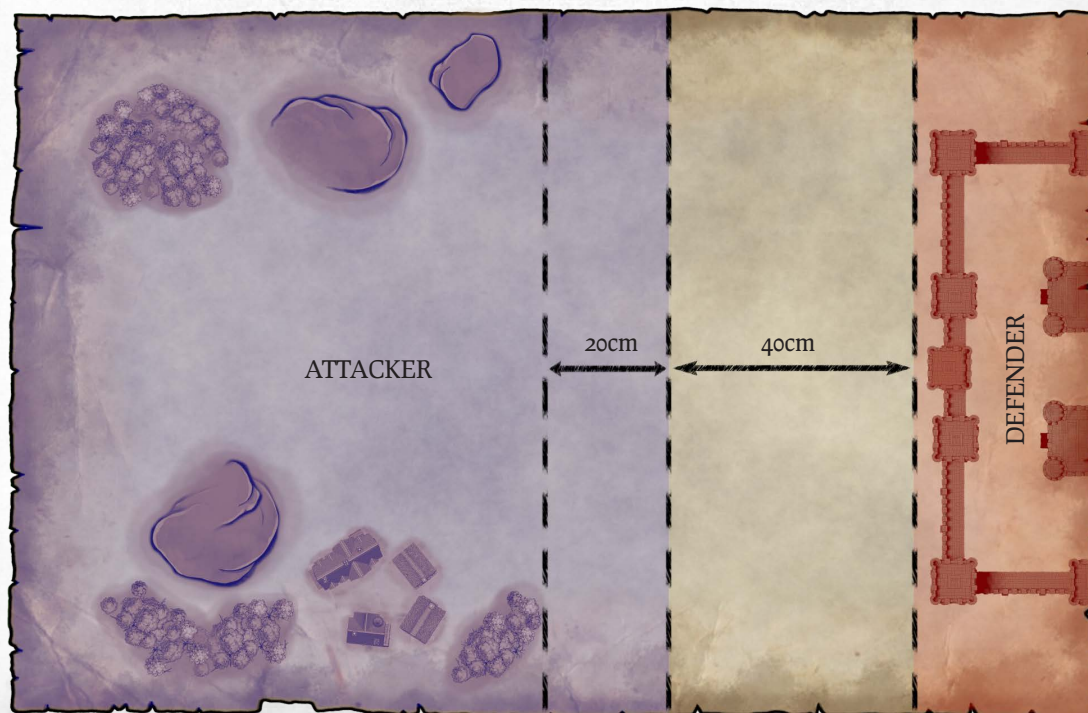
The attacker has the first move.

Victory conditions

The attacker immediately wins if he orders one of his units (not flyers) to move off the defender's edge between the two shorter castle walls. Note that the attacker can NOT win by breaking the defender NOR by killing the defenders general.

The defender wins if he breaks the attacker's army or kills the attacker's general.

In all other cases the player with the most victory points wins.



The Watchtower

The Watch Tower can be played on a 1.8x1.2m(6x4') table with the Attackers and Relief coming on to the table. This scenario is played with 2000 points or less on both sides.

The defender may use up to one quarter of his points to defend the watchtower. At least one character has to be part of this contingent. Up to two units may be placed in the watchtower itself – but these units cost three times their normal points. Any other units have to be placed within 20cm of the watchtower. The watchtower is for free but it may be equipped with boiling oil for an extra cost. Watchtower troops cannot be broken and do not count towards the defenders breakpoint. The rest of the defending troops are the relief force.

The attacker may only buy sows or mantlets.

Set-up

The watchtower is placed in the middle of the table with the gate directed towards one narrow edge of the table. The troops defending the watchtower are then placed in or around the watchtower but no more than 20cm away.

The attacker places his troops at a line at least 60cm away of the watchtower's gate. The attacker has the first turn.

In his first round the defender may declare any unit he can spare as dispatch units. Those units may not be brigaded but can be sent towards his (the) own table edge to get help. Any dispatch unit that reaches the entering edge of the relief force gives a +1 towards the roll to determine if the relief force arrives...

At the start of the second and subsequent turn on the defender may roll a D6. On a result of 5+ the relief force

arrives. All characters of the relief force may be placed at a line at least 70cm away of the watchtower opposite the attacker. Draw a line across the table at least 90cm away of the watchtower. The relief force may be placed behind this line (if the table is not big enough – play as if the units were placed just outside the table edge). The relief force may be ordered immediately.

Special situations

Characters may not join units defending the tower. Nevertheless they may enter the tower if they are forced to join a unit within 30cm and count as if they had joined a unit. However they cannot add their attacks to any units defending the tower.

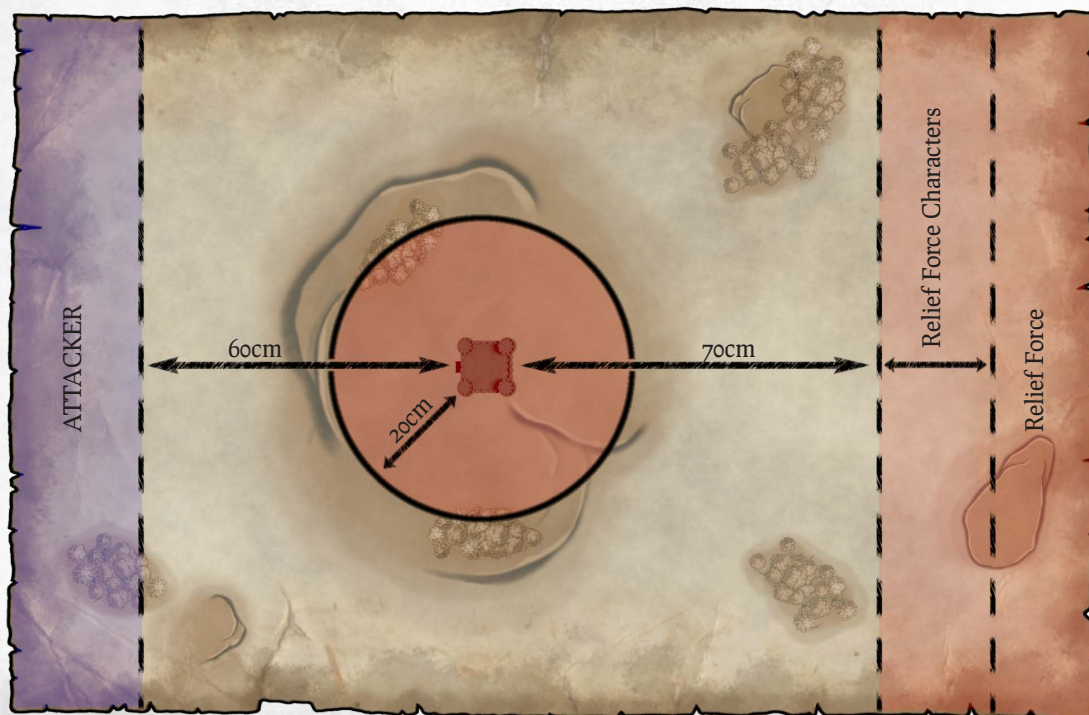
Be aware that cannons shooting at troops manning the tower have no bounce-through effect. Also remember that troops within the tower do not roll for drive back and are never confused. If more than one unit mans the tower, the defender may choose which unit gets hit by enemy shooting this turn (declare before shooting dice are rolled). If one unit is fighting against assaulting troops the other unit is automatically the target. During the game units defending the tower may not leave it nor may any defending units enter the tower to restock the troops in there (even if the gate would be accessible).

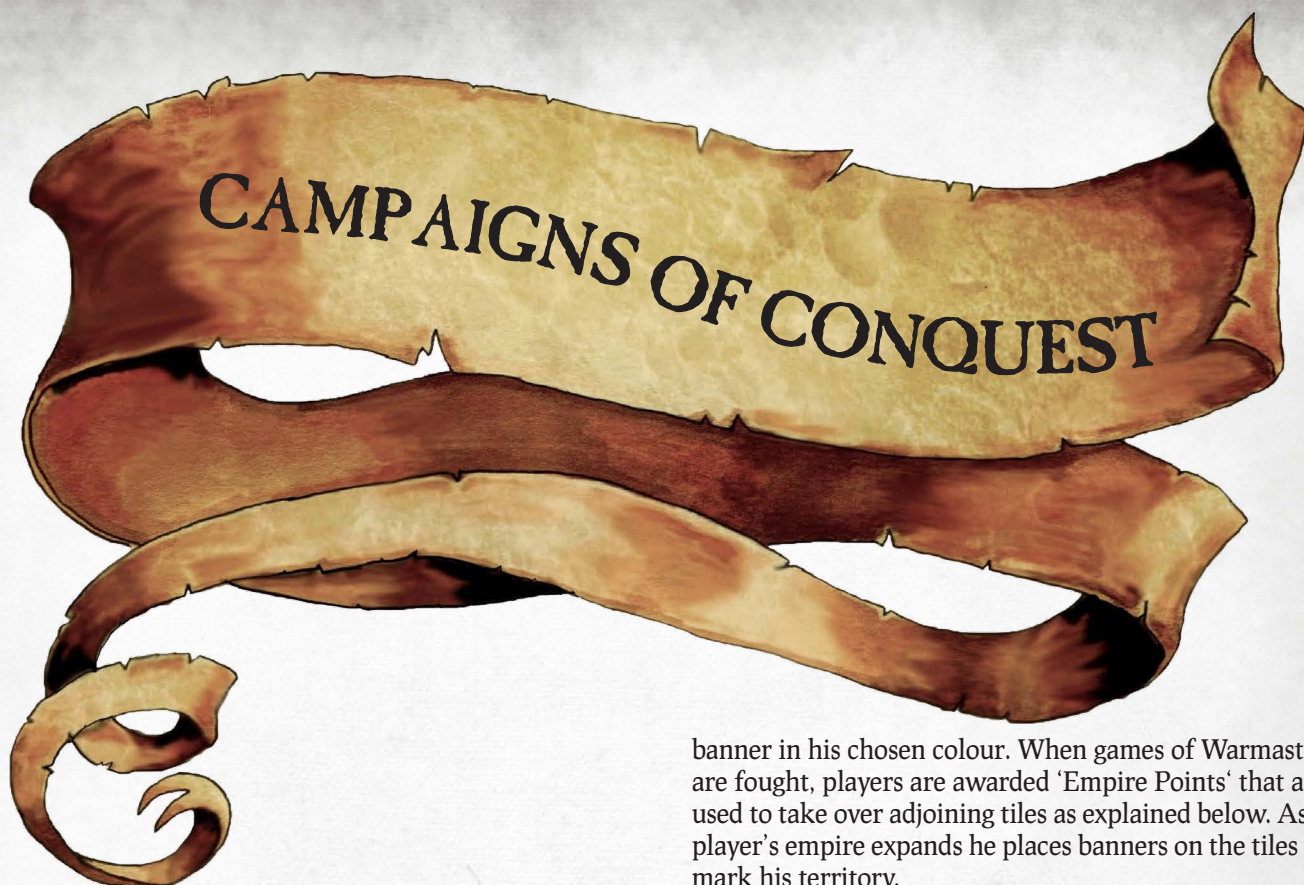
Victory conditions

The game ends after 8 turns.

At the very moment the Watchtower is conquered the attacker wins. If the attacker destroys enough units to break the defending troops the game is a draw.

If the defender breaks the attacking force he wins. If there is still one stand defending the watchtower at the end of the game the defender wins.





INTRODUCTION

These campaign rules are based on the rules written by Rick Priestly and Jervis Johnson for Mighty Empires campaign supplement designed for 8th edition of Warhammer. The supplement included a map consisting of hexagonal map tiles and variety of markers. Here the rules are adjusted for the Warmaster environment. Though the rules were designed primarily for the original map supplement, it can be used for any map system as long as it is segmented into a sufficient number of fields.

In our experience complex campaign systems tend to stumble and die out rather quickly. Philosophy of this system is to keep it as simple as possible yet still motivating to fight and contest over new territory. In the current digital age it is possible, and even more convenient to control the whole campaign on-line rather than have to arrange for all the players to meet together for the campaign to progress.

WARMASTER CAMPAIGN

You will need at least two – and preferably three or more – rival players compete for territory until one player conquers the others or establishes an empire of such size and power he is declared the victor. During each round of the campaign the participating players play a game of Warmaster and, depending upon their degree of success, they can expand their territories into their neighbours.

The map is used to show the territory that each player controls. Each player begins with one tile marked with a

banner in his chosen colour. When games of Warmaster are fought, players are awarded 'Empire Points' that are used to take over adjoining tiles as explained below. As a player's empire expands he places banners on the tiles to mark his territory.

The winner is the first player to carve out an empire of ten tiles – this is a simple way of working out who has won and you can set this target higher or lower as you wish.

STARTING A CAMPAIGN

In case you don't have the original supplement with plastic tiles and markers, you will need to create a map divided into sufficient number of fields (tiles). The map needs to have at least seven tiles for every player taking part. There are various tile types. The rules distinguish common wood/countryside tiles, river tiles, mountain tiles and shore tiles. You will also need banner markers in a distinctive colour for each player. Further markers used in the rules are mines, ports, castles, cities and objectives.

Once you have a map, each player must now choose a capital city from amongst the cities on the campaign map. Choose an order in which players pick a capital city available on the map. A capital cannot be chosen next to another capital – there must be a gap at least 1 tile between them. If there are no available capital cities left on the map then the player may add a new city to the map to claim as their capital. Once each player has selected his capital you are ready to play. Note that no others tiles are claimed at this stage – players will get to do that as the game progresses.

It is good idea to put few objectives on a map to motivate players to fight over them (see Objectives). They should be placed and spread in neutral area so all players have similar chance to reach them.

THE LARGEST EMPIRE

During the campaign players will often need to do things in a certain order depending on the size of their empires. This is determined by counting the number of tiles each player controls. Tiles that contain a city count as two tiles when working out the size of a player's empire. At the start of the turn, count how many tiles each player controls. The player with the most tiles has the largest empire, the player with the second most tiles has the second largest empire, and so on. If players are tied for the number of tiles, use the number of cities as tiebreak, then the number of castles, and finally a dice roll if they are otherwise identical. This order is for the whole turn, even if circumstances change.

SEQUENCE OF PLAY

The campaign is fought over a number of rounds. Ideally – all players must be present for each round or alternatively (and most likely) it can be organised online through internet forums. There are also many online dice roll rooms on the internet these days, which are ideal to solve all the required

rolls online. A typical group of players will usually work through one round every week, but it all depends on how often you can get together. It is even possible to play a whole campaign over a single weekend. At the end of each round, players must organise and play any Warmaster games that are required the before next round can proceed. In each round all players work their way through the following sequence of play. All the players carry out the event phase, then all carry out the revenue phase, and so on.

1. Events
2. Revenue
3. Challenge
4. Battle
5. Conquest & Build

Events Phase

Each player picks one event from the event chart, starting with the player with the smallest Empire. You cannot pick an event that has already been chosen by another player, unless all the events have already been chosen at least once.

1. **Fool's Gold** – Pick a Player. That player cannot collect any revenue during this round.
2. **Building Boom** – You may place a castle, mine or port in any tile that you control, or replace a castle you control with a city.
3. **Disaster** – Pick one player. They must roll a D6 for each castle, city, port or Mine. On a roll of 1 the place is destroyed.
4. **All or Nothing** – You receive an extra 2 empire points this round as long as you don't lose or draw any battles. If you lose or draw then you receive no empire points at all this round.
5. **Scouts** – In any battles you fight in this round, your opponent must deploy their whole army before you deploy your army, and you decide who gets the first turn.
6. **Diplomacy** – Pick one player. They may not issue a challenge against you this round.
7. **Land Grab** – The first tile you claim this turn only cost 1 empire point rather than the normal 2.
8. **Elite Army** – In any battles you fight this round, you may take one unit over Min/Max value.

Revenue Phase

Each player collects revenue from any mines they control. The gold is added to the player's treasury each round and can be spent or saved up and spent in future rounds. Players must keep track of how much gold they have.

Mines generate 2D6 x 10 gold pieces to a player's treasury each round if they are on a river tile, and 3D6 x 10 gold pieces each round if they are on a mountain tile.



Exhausting A Mine

If all of the dice rolls are the same (eg. you roll two 1's on a river, or three 5's on a mountain) then the mine is exhausted. Collect revenue as normal and then remove the mine from the map, but leave the banner behind to show who controls the tile. A new marker may be created on the tile latter in the game if desired.

Challenge Phase

Each player must issue a challenge to another player, starting with the player with the smallest empire. The challenger and the player they challenged must fight a Warmaster battle in the battle phase. A player who has been challenged cannot issue a challenge that round – his army is already committed to battle!

Forming A Team

A player can challenge a player who has already been challenged to a battle. The player who has been challenged can choose to either fight one battle against all his challengers (see team battles), or he can choose to fight a series of individual one-on-one battles against each of his challengers in turn (see multiple battles). Any number of players can form a team in this way.

Breaking Up A Team

A player can challenge a player who is already part of a team – this will break the team up. For example, if Andy and Phil had formed a team against Bob, then Max could challenge one of them in order to break up the team.

If you do this then the player you have challenged fights a battle with you, leaving the remaining team member(s) to fight their opponent. So, carrying on our example, if Max challenges Phil, then Max and Phil fight a battle, leaving Andy to fight against Bob.

Battle Phase

Players can agree to fight battles of whatever size they find convenient – there is no need for all battles to be fought at a preset size or with a pre-selected army list. Just play Warmaster games as you normally would at 1000pts, 2000pts, 3000pts or whatever is your preferred size.

Army Bonuses

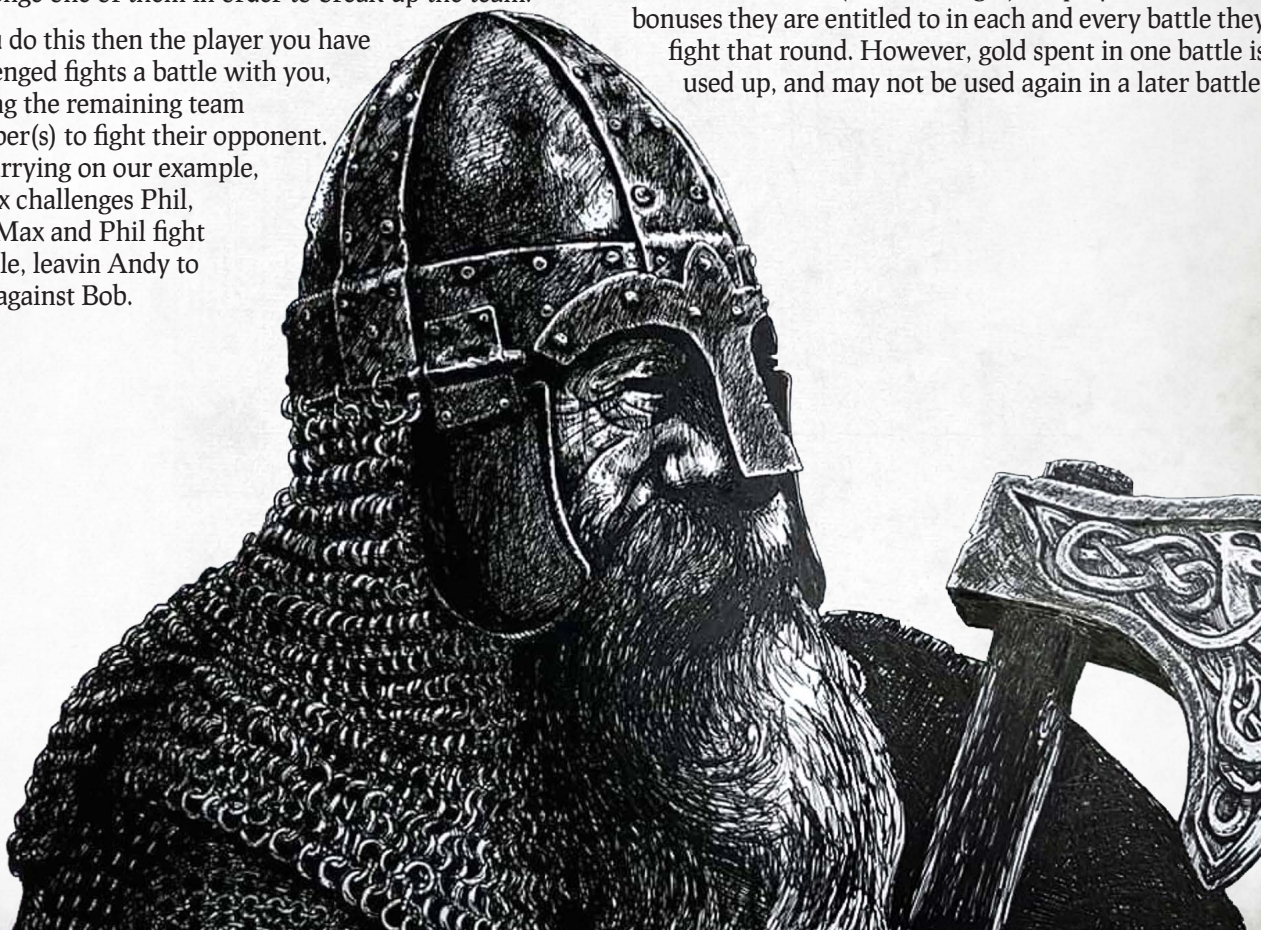
Each player receives a bonus to use when they select their army.

- The player who has the largest empire receives a bonus of 1/40 of the total army points. So in 2000pts battle he may field 2050pts, in 1000pts he may field 1025pts.

- Any player may spend up to 200 gold pieces from his treasury to add extra points to his army. For those 200 gold pieces he may add 1/10 of total army points. So in 2000pts he may add 200 points, in 1000pts battle he may add 100 points. If the player spends less than 200 gold pieces, the number of points is proportional. So if he spends 50 gold pieces in 2000pts battle, he may add 50 points, in 1000pts battle he may add 25 points.

Multiple Battles

Sometimes a player will have to fight more than one battle in a round (see challenges). A player can use all bonuses they are entitled to in each and every battle they fight that round. However, gold spent in one battle is used up, and may not be used again in a later battle.



Team battles

Sometimes players will fight together as a team (see challenge). When this happens the team must split the total points value of their force between all the players in the team in a mutually agreeable manner. For example in 2000pts game a two player team might take 1000 points each, or one might take 1500 and the other 500 and so on. Each player is then allowed to add bonuses to their individual total as described above.

- Each player in a team controls his own army. Both players move their units in the movement phase, both players shoot in the shooting phase etc.
- Units may not charge, shoot or cast magic spells against units controlled by another player in the team.
- Characters from one army may not join units belonging to another team member's army.
- Commanders can only command units from their army.
- Only units that belong to the same army count as „friendly units“ for the purpose of the rules. Units belonging to another team member's army do not count as friendly units.
- In team battles the break point of each team army counts together, so both armies withdraw only when total break point is reached.
- Each army has its own general. If one general is killed, his army doesn't withdraw, however the team can no longer win the battle. It can only lose or draw. Commanders can only command their own armies and wizards can only cast bonus spells on their own troops.

Conquest and Building Phase

When you play a game of Warmaster you earn empire points as shown on the chart below. Empire points are used to take territory, to build cities, castles, ports or mines or to remove territory from a rival player. Players take it in turns to spend their empire points, starting with the player with the smallest empire and working up.

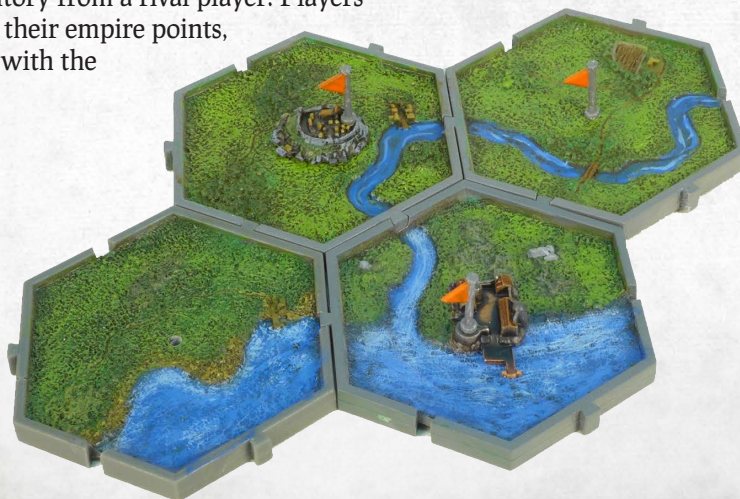
Earning Empire Points

The number of empire points a player has to spend depends on how well he did in the battle phase. Players who lose earn 1 point, drawing players earn 2 points, and winners earn 3, 4 or 5 depending upon level of victory. Results of a battle are determined as follows:

- **Lose – 1 Empire Point.** Army is forced to withdraw while earning less victory points than the opponent OR army earns less victory points when no side withdraws. A player also loses when he willingly surrenders.
- **Draw – 2 Empire Points.** In case one army is forced to withdraw but gains more victory points than its opponent the battle is a draw and both armies get 2 EP. A player also gets 2 EP when no side withdraws but they have more victory points than the opponent.
- **Minor victory – 3 Empire Points.** Army is victorious when it forces the enemy to withdraw and earns more victory points at the same time.
- **Major Victory – 4 Empire Points.** Army breaks the enemy while not losing more units than half of its break point.
- **Massacre – 5 Empire Points.** Army massacres an enemy when forcing him to withdraw while not losing more than 25% of its break point.

In a team game all players in a team earn one less empire point (so if their side wins a victory each player earns 2 Empire points).

If a player fights more than one battle in a turn then he must average out the empire points for the battles they fought, rounding any fractions down. For example if a player fights two battles, loses one and scores a major victory in the other, then he would score $(1+4)/2=2,5$, rounded down to 2 empire points.



Spending Empire Points

Empire Points can be spent as follows. Only one unused empire point can be carried over to the next campaign round.

- **Claim Tile (2 EP)** – place a banner on a tile without a banner that is adjacent to one of your own tiles.
- **Conquer Tile (3 EP)** – Remove another player's banner from a tile that is adjacent to one of your own tiles and replace with your own. You must have fought and won a battle against the player in the preceding battle phase.
- **Build (1 EP)** – Add a castle, city, mine or port to a tile you already control (see Buildings).
- **Raids (1 EP)** – Player can raid a free territory in which case he gains 3D6 x 10 gold pieces. Alternatively he can raid territory of another player. He gains 2D6 x 10 gold pieces that are taken from the treasury of the player who's territory was raided. You cannot get more gold pieces than the raided player actually has. You also cannot get the gold guarded in castles and cities (see Castles and Cities).
- **Plunder (2 EP)** – If you win a battle against another player, you can plunder one of his tiles. You don't need to be bordering their territory. Choose one opponent's tile. If there is a mine or port, remove them. If there is no building on the tile, remove opponent's flag. Tiles with castles or cities cannot be plundered.

Mountains – It costs 1 extra empire point to Claim or Conquer a Mountain tile.

Castles or Cities – It cost 1 extra empire point to Conquer a tile that contains a castle or city.

Buildings - You can spend empire points to add a castle, city, mine or port to a tile that you control. Alternatively, you may instead replace a marker on a tile you control with another one. There can be only one building on each tile.

Castle

Makes it more difficult for players to conquer the tile (see above). Castles can also hold 25 gold pieces against enemy raiders. Cannot be built on marsh tiles.

City

To build a city there must already be a castle on the tile. You may upgrade a castle in the same turn that you build it, and the city replaces the castle. The tile counts as having a castle and in addition counts as two tiles when working out who has the largest empire. Cities cannot be built on mountain or marsh tiles.

Mine

Generates gold pieces in the revenue phase. Can only be built on river or mountain tiles. You can spend gold from your treasury to increase the point size of your army in a battle (see Revenue phase). Gold mines on a river generate 2D6 x 10 gold pieces, gold mines in a mountain generate 3D6 x 10 gold pieces. Mines on tiles that were conquered are destroyed.

Port

Can be built on river or shore tile (if you have any on your map). Player with a port can claim and conquer river or shore tiles which are not adjacent to the player's own tiles.

OBJECTIVES

Mage Tower

Player who owns a tile with Mage Tower may add +1 to the spell casting roll once per battle.

Dwarf Brewery

Player who owns a tile with Dwarf Brewery may once per battle re-roll one save roll each round of a single combat phase.

Orc Idol

Player who owns a tile with Orc Idol may once per battle add D3 attack dice to a single unit during one combat phase.



HOW TO WIN

A player wins instantly when he claims his tenth tile or if he knocks any other player out of the game by conquering the last tile that player controls. Tiles that contain a city count as two tiles for determining when a player wins the game.

SIEGE

A big advantage with Warmaster is that it has a well written siege system. Because there are fortified places such as castles and cities in the campaign system it would be shame not to include a the possibility of siege battles. To play a siege battle requires lots of special terrain and models are needed (eg. fortress walls, siege towers, ladders etc.). It may also slightly break the flow of the campaign. For these reasons siege battles are considered only as an option for players who want to play it. There is no need to play siege battles in your campaign if you don't want to. Siege battles are played only when both players agree to do so.

Into the breach!!

When a player wins a battle and decides to conquer a loser's tile with a castle or city, he can do it either in the standard way or, if both players agree, they can start a siege. When players decide to start a siege, the tile is conquered for 2 EP as usual, however the castle or city

remains in the defender's hands. This tile counts as a half of a tile for both players for the purpose of determining the largest empire.

The situation remains the same until the castle/city is conquered or the whole map tile is conquered back. To conquer the castle/city both players must play a siege battle (Into the breach! scenario in Siege and fortresses section). In this scenario the conquering player is the attacker of course. If the besieger wins the siege battle, he conquers the whole tile. If he fails, the siege goes on. One such attempt to conquer the castle/city can be made per campaign round.

Until the castle/city is conquered the defender has a chance to conquer the map tile back in the usual manner. No extra 1 EP is needed to pay for conquering a tile with a castle or city on it as it is being held by own troops.



NAVAL OPERATIONS

Another option to spice a campaign up is to add ship battles on sea. Main task of fleets in a campaign is to support ground operation on shores. Of course this is only possible when your map includes a sea. The main problem is that ship battles are not included in Warmaster rules and so you would need to play them using some stand-alone rule system with its own models (eg. old Man O'War game or Armada). For this reason the naval operation rules are optional and can be used only when at least two players agree on that.

Set sails!

Naval operations can only take place at sea, not on rivers. Players who agreed on involving naval operations can challenge each other to fight sea battles in the same manner as in ordinary ground battles. Sea battles are fought in Battle sequence no matter the order.

A player who wins a sea battle gets a *Naval Advantage* over the defeated player. Naval Advantage means you can conquer a shore tile of the player defeated at sea for 1 EP less (usually 2) while it costs 1 EP more for the defeated player to conquer a shore tile (usually 4) of the player who has Naval Advantage over him. Note that a player still has to defeat another player in a Warmaster battle in order to conquer his shore tiles.

The Naval Advantage only makes it easier or more difficult depending on the situation at sea.

The Naval Advantage is carried over into subsequent campaign rounds and lasts until the player with the advantage is defeated in naval battle by any involved player. Involved players with no shore ports can still fight sea battles for Naval Advantage, however they cannot conquer another player's shore tiles until a sea port is built.



OPTIONAL RULES

These rules are designed to give a player an additional tool to turn the probability of success in their favour at critical moments of the battle.

GENERAL'S ABILITIES

In the most critical of situations, a General can try to focus all his efforts to avert some dire event, or the mishaps of his subordinates. There are two abilities a General can use in such situations. Each of these Abilities can be used once per game.

Reliable Courier: One Hero or Wizard within 30cm of the General can re-roll a failed order.

Inspection of Arms: One friendly unit within 30cm of the General can re-roll all dice for either one to-hit roll or armour roll.

Abstract Battle Resolution

To keep a campaign going players must be active. However there are situations when even the most enthusiastic players cannot find free time to play a battle, whatever are the reasons.

In case a player cannot fight a battle against his opponent(s) he can either find a volunteer to fight it for him (no matter what army he uses) or he can use the Abstract Battle Resolution system. This system is designed to decide the battle with just simple dice roll. This can happen online in a virtual dice room.

In this roll-off the challenger is considered the attacker and the challenged player is the defender. First find out a strategy bonuses your army has:

Strategy Bonus	Attacker	Defender
Elite army	+1	-1
Scouts	+1	-1
Largest empire	+1	-1
Each 100 GP spent (max 200)	+1	-1

Roll for the outcome

Third person who is not involved in the battle rolls 2D6 and applies any strategy bonuses. High result favours the attacker, low result favours the defender.

Adjusted die roll	Result
2 or less	Defender major victory
3-5	Defender minor victory
6-8	Draw
9-11	Attacker minor victory
12 or more	Attacker major victory







ALEXANDER MDARIVM VLT: SVPERAT
CA: SIS IN ACIE: PERSAR: PEDIT: CMEQVT
VLRO XMIN TERFECTIS: MATRE QVOOVE
CONIVGE: LIBERIS DARI REG: CVM M: HAVD
AMPLIVS EQVITIB: FVGA DILAPSI: CAPTIS.

