

WARMASTER[®]

By
Rick Priestley

with Stephan Hess & Alessio Cavatore



COVER ART
Geoff Taylor

GRAPHIC DESIGN
John Blanche, Alan Merrett & Talima Fox

MINIATURES DESIGNERS
Dave Andrews, Gary Morley, Trish Morrison,
Alan Perry, Tim Adcock, Colin Grayson, Mark Bedford,
Mark Harrison, Alex Hedström, Juan Diaz & Shane Hoyle.

ARTISTS
John Blanche, Alex Boyd, David Gallagher, Nuala Kennedy,
Neil Hodgson, Karl Kopinski & John Wigley

MODEL MAKERS
Chris Smart & Mark Jones

PAINTERS
Richard Baker, Neil Green, Martin Footitt, Matt Parkes,
Keith Robertson, Chris Smart & Dave Thomas

Special thanks to: Rob Broome, Warhammer Players Society, Jervis Johnson, Gordon Davidson, Tim Huckelbery, Jeremy Vetock, Jim Butler, Mark Anscombe, Gary Peterson, John Ratcliffe, Steve Weaver, Matthew Sully and everyone involved at Games Workshop for their help, encouragement and enthusiasm.

PRODUCED BY GAMES WORKSHOP

Citadel & the Citadel logo, 'Eavy Metal, Games Workshop & the Games Workshop Logo, Warhammer and Warmaster are trademarks of Games Workshop Ltd registered in the UK and elsewhere in the world. Bone Giant, Dragon Riders, Empire Steam Tank, Flame Cannon, Gyrocopter, Helblaster, Liche Priest, Nagash, Pistoliers, Reavers, Rock Lobber, Silver Helms, Skull Chukka and Zombie Dragon are all trademarks of Games Workshop Ltd.

All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire.

The copyright in the artwork and the images it depicts is the exclusive property of Games Workshop Ltd.
© Copyright Games Workshop Ltd, 2000. All rights reserved.

British Cataloguing-in-Publication Data.
A catalogue record for this book is available from the British Library.

ISBN: 1 84154 028 5

PRODUCT CODE: 60 04 12 99 001



UK
GAMES WORKSHOP LTD
WILLOW RD,
LENTON,
NOTTINGHAM
NG7 2WS

US
GAMES WORKSHOP INC
6721 BAYMEADOW DRIVE,
GLEN BURNIE,
MARYLAND,
21060 6401

AUSTRALIA
GAMES WORKSHOP,
23 LIVERPOOL ST,
INGLEBURN,
NSW 2565

CANADA
GAMES WORKSHOP,
1645 BONHILL RD,
UNITS 9-11,
MISSISSAUGA,
ONTARIO L5T 1R3

HONG KONG
GAMES WORKSHOP LTD
20th FLOOR
LEADER CENTRE,
37 WONG CHUK
HANG ROAD

JAPAN
GAMES WORKSHOP LTD
WILLOW RD,
LENTON,
NOTTINGHAM
NG7 2WS

Games Workshop World Wide Web site: <http://www.games-workshop.com>

Multitudes march to war. Innumerable bodies merge into a single mass like insects beneath the eye of a colossus. Columns stretching invisibly into the distance twist their way along roads pounded to dust beneath iron-shod feet. Before them lie the border lands of the enemy, dark forests that swallow armies as easily as a toad swallows a fly, swelling rivers whose distant banks shimmer under a hazy sun and finally, a wall of black-towered fortresses whose serried battlements rise in stony defiance of would-be conquerors.



There can be few people who have collected and gamed with armies of model warriors who have not dreamed of recreating the ultimate big battle. Such a battle wouldn't be just a battle – or rather not just the immediate confrontation between rival warriors – but would encompass the manoeuvre and counter-manoeuve of armies, the disposition of whole brigades and the execution of bold strategies as imaginative as they are ambitious. As venerable generals will know, few games offer such opportunities, preferring instead to restrict themselves to the minutiae of individual combat and the intricate details of weapons and armour. Such things have their place, without doubt, but there surely beckons a bigger and altogether grander challenge.

And that, I guess, is what the Warmaster game is all about! I haven't enough room here to tell you the details. Flick through the book and you'll get an idea of how the game is structured. The photographs will show you what the model armies look like far more effectively than words can describe. What I would like to say is that Warmaster is a very different game to games you might have played before. Indeed, it is very different from Games Workshop's well known Warhammer game, for example, because it represents an entirely different level

of conflict. Veteran players who have become expert at other games, particularly at Warhammer, may at first find some of the concepts in Warmaster disturbingly unfamiliar. As these concepts underpin the whole game it's probably worthwhile taking a look at these from the start.

Warmaster is fundamentally a game based on a general's ability to command rather than on his troops' ability to fight, although that will come in useful too! Each turn of the game reflects the time taken to consider, formulate, communicate and enact decisions made by the general rather than the literal time it might take for a man to walk or run a certain distance or shoot an arrow. Indeed, as in real wars, we must assume that our warriors spend a great deal of time awaiting orders and relatively little time actually moving or fighting. This idea underpins the whole Warmaster game. Enough pre-ambling for now! I've expounded further upon the thinking behind the game at suitable points in the book where I felt it helped explain why specific rules work in certain ways. Therefore it only remains for me to say that I hope you enjoy exploring, playing and (as I would make no claims to perfection) improving upon the Warmaster game as much as I've enjoyed creating it.



Stone shatters with a crack like thunder and broken towers tumble upon the crowds below. Hundreds are crushed in a moment as a mass of dark stone crashes to the ground but the undiminished tide surges forwards, scrambling over the ruins of the fortress wall. With a thousand voices, the horde proclaims its possession of the land it has won – a new nation forged in battle to rule all others! Through the smoke and ruin of destruction they advance, an unstoppable army whose ranks spill into the broad plain as effortlessly as a flood tide. You look upon them with the unshakeable pride of the indomitable Warmaster.

CONTENTS

Introducing Warmaster 6

Game Values 8

Game Sequence 11

Command phase at a glance 12

The Command phase 13

 Initiative movement 13

 Ordered movement 13

 Giving an order 14

 Command penalties 15

 Charge! 16

 Brigades 16

Movement at a glance 18


Movement 19

 Movement distances 19

 Formation & movement 20

 Moving by initiative 22

 Units which move off the table 23



Shooting phase at a glance 24

The Shooting phase 25

 Attack value 25

 Targets 25

 Range 26

 How to calculate casualties 26

 Driving back enemies 27

 Shooting at charging enemy 28

 The role of missile troops 28

Combat phase at a glance 30

Combat phase 31

 Combat engagement 32

 Moving chargers 32

 Attacks 36

 Attack modifiers 37

 How to calculate damage 38

 Combat results 39

 Supporting troops 40

 Retreats 40

 Pursuit 42

 Enemy Destroyed 43

 Advance 44

 Fall backs 44

 Reforming 44

 Defended & fortified troops 45

 Multiple combats 46

Confusion at a glance 48

Confusion 49

 When do units become confused? 49

 Confused units 50

 Making way 50

Generals, Wizards & Heroes at a glance 52

Generals, Wizards & Heroes 53

 Game values 53

 Characters as game pieces 54

 Characters & terrain 54

 Orders from Wizards & Heroes 54

 Blunders 55

 Character movement 56

 Joining a unit 56

 Enemy moving through characters 56

 Characters and shooting 57

 Characters in combat 57

 Monstrous and chariot mounts 57

Flying units at a glance 58

Flying units 59

 Initiative 59

 Orders 59

 Home back 59

 Moving 60

 Terrain 60

 Fortified troops 60

 Characters 60

End of the battle at a glance 62

The End of the battle 63

 Turns complete 63

 Player concedes 63

 Withdraw 63

 Victory points 63

ADVANCED RULES

 The aim of the game 66

 The spirit of the game 66

Artillery and machines 67

 Stands 67

 Artillery in combat 67

 Terrain 67

 Shooting overhead 67

 Artillery 68

 Machines 71

Magic 72

 Spells 72

 Magic items 72

 Casting spells 72

 Empire spells 73

 Undead spells 73

 Orc spells 74

 High Elf spells 74

 Chaos spells 75

 Dwarf anti-magic spells 75

 Magic items 75

 Magic standards 76

 Magic weapons 77

 Devices of power 77

Battlefields 78

 Setting up scenery 79

 Table size and deployment areas 79

 How long does the battle last? 79

 Scenarios 79

Sieges & fortresses 90

 Fortresses 90

 Model fortresses 90

 Troops on ramparts 91

 Gateways and breaches 91

 Shot 91

 Battering 92

 Assaults 92

 Siege machines 93

To Arms! 97

Battle honours & umpires 113

 Battle honours 113

 The role of the umpire 114

 Games with several players on each side 116

Campaigns of conquest 117

 An easy option 117

 To map or not to map 117

 Creating a new land 118

 Making a map 118

 Creating nations 119

 Fighting campaign battles 119

Ships and boats 122


 The role of ships 122

 Moving ships and boats 122

 Embarking and disembarking 123

 Attacking a ship 123

 Fighting from ships 123



ARMY LISTS

 The stat line 126

 How to pick an army 127

 Size 127

 Units/characters 127

 Magic items 127

The Empire army 128

The Undead army 130

The Chaos army 132

The Orc army 135

The High Elf army 138

The Dwarf army 140

APPENDICES

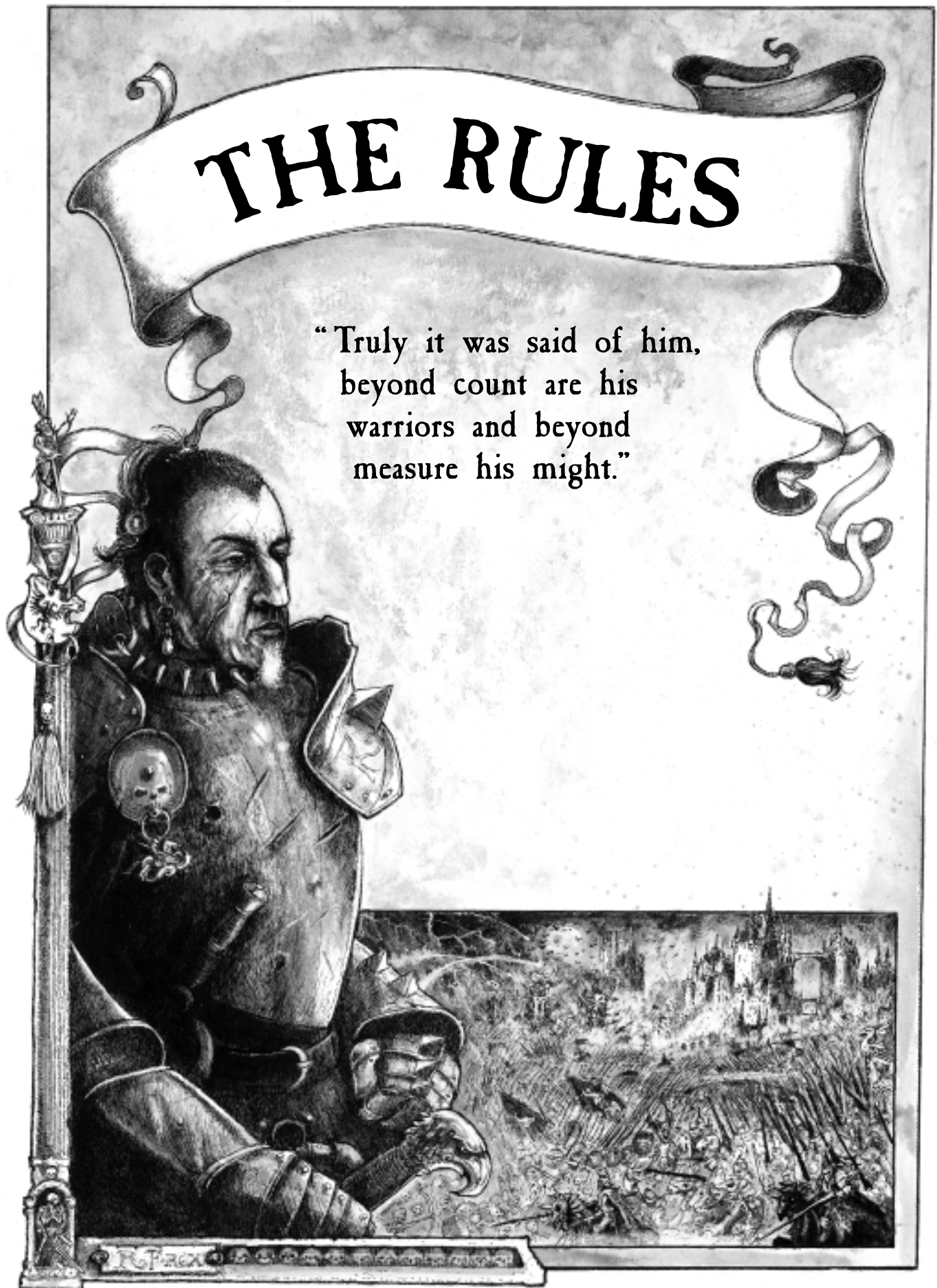
 Appendix 1 – Examples of play 144

 Appendix 2 – Notes on Terrain 147

 Appendix 3 – Warmaster at a Glance 148

 Glossary of Terms 158

 Warmaster Play sheet 159





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. There is also a glossary of terms at the back. For players already familiar with the game there is a reference section at the end of the book.



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.

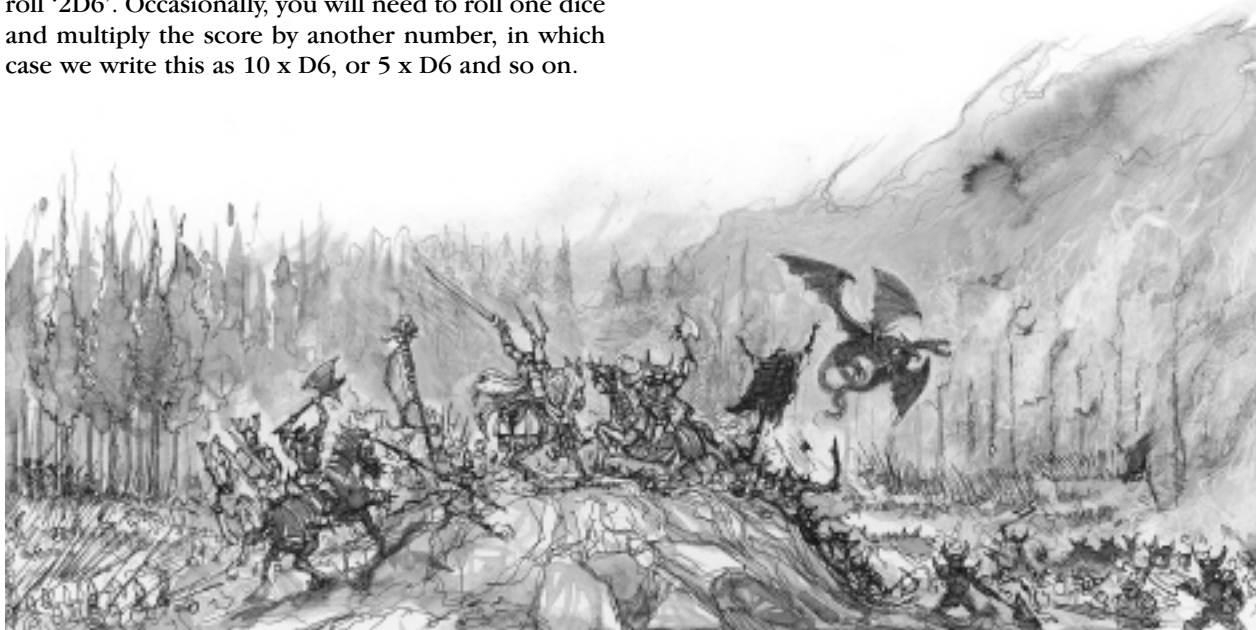
Players who prefer to play using inches can do so by halving the value of all the distances given. This gives slightly longer moves and ranges but makes no practical difference so long as both sides use inches.

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!



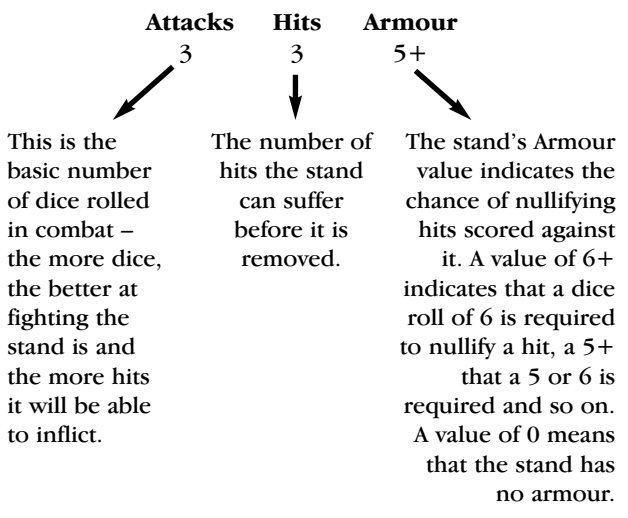
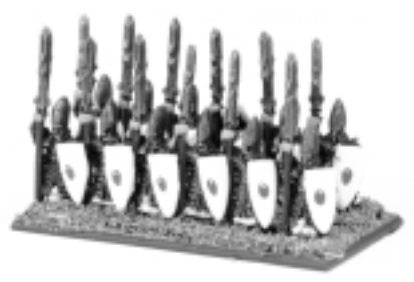
GAME VALUES

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**.

Infantry, cavalry, chariots, monsters, artillery & machines

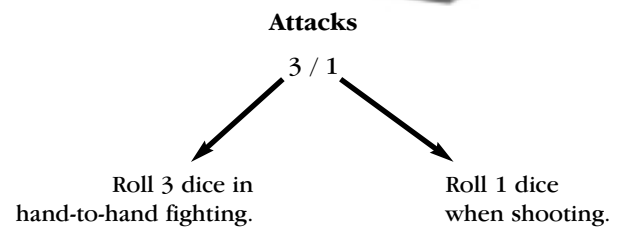
Broadly speaking, armies consist of infantry, cavalry, chariots, monsters, artillery and machines – this last category includes various oddball devices, as we shall discover.

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.



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 metal castings 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.

CHARACTERS

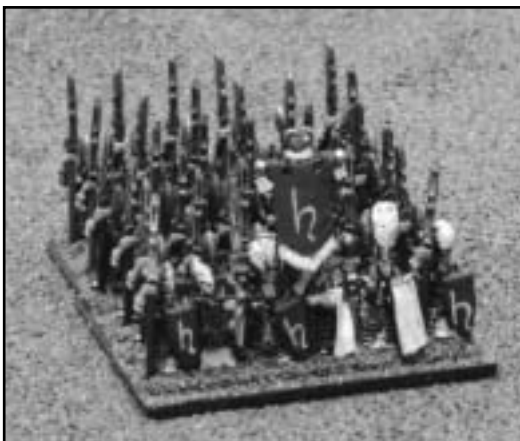
In addition to the troops described, armies always include a General and can include other Heroes and Wizards as well. These consist of a single stand which includes the mighty individual as well as assorted helpmates and hangers on. These stands are referred to as **characters**.

MEASURING

Players are free to measure distances prior to making moves or shooting, 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.

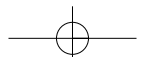
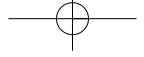


Troops are arranged into units consisting of a number of 'stands' – usually three but sometimes two or even just one. This page shows typical infantry, cavalry and chariot units.

Infantry stands are always oriented along the long edge of the base as demonstrated by the High Elf unit shown above. Generally speaking, all other troops, including monsters and artillery as well as chariots and cavalry 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.

Machines do not usually have bases but are self supporting or can be mounted onto card bases of appropriate size.





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.

See the Battlefields section (p.78).

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.63).

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.24).

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.31).

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.

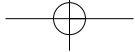
See the End Of The Battle section (p.63).

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.63).



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. The same unit may be given several orders in succession.
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

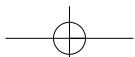
Per full 20cm distance	-1
Each successive order to the unit	-1
Enemy within 20cm of unit	-1
Unit within dense terrain	-1
Per casualty	-1

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 charging.

CHARGE

1. A unit that moves into an enemy is said to have charged.
2. Once units are touching enemy they are engaged in combat.
3. Units in contact with an enemy 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

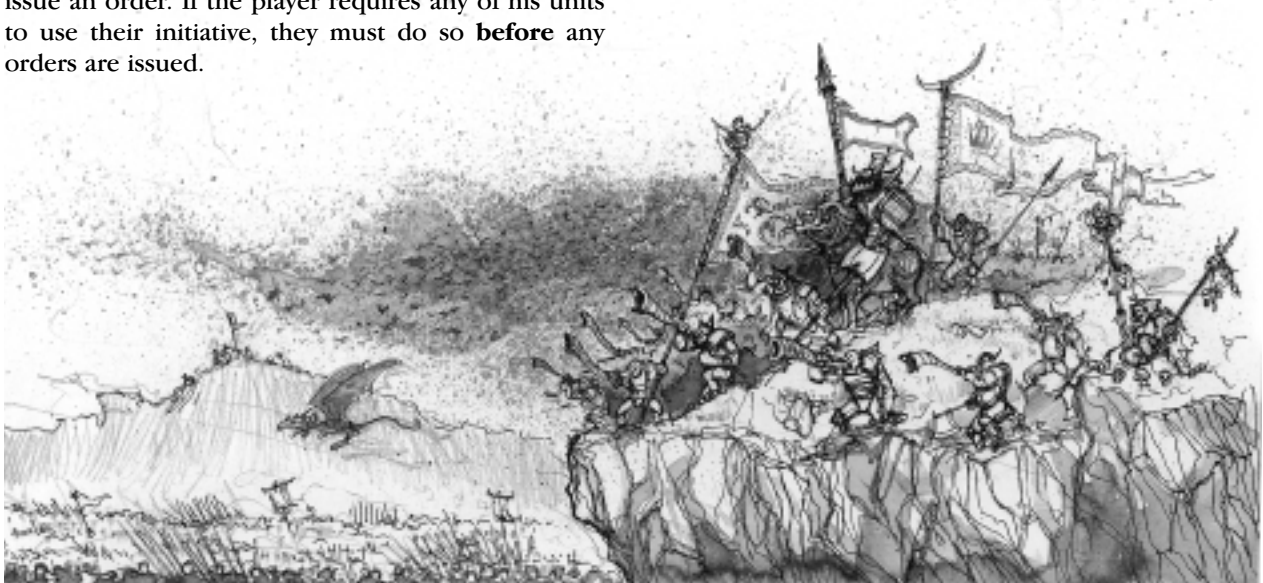
Units within 20cm of the enemy at the start of the Command phase can use their initiative to move without orders. They do not have to do so – it is up to the player to decide whether to use initiative or to issue an order. If the player requires any of his units to use their initiative, they must do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

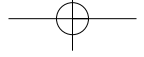
Before we concern ourselves further with initiative movement, we need to understand how ordered movement works. For this reason, an explanation of initiative movement and further rules for it are given in the Movement section of the rulebook.

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.





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. If the score is more than the character's Command value then the unit has not received its order and so cannot move.

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
Undead 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

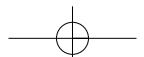
Command phase even if they have not done so already. The character has run out of time, the distance between him and the unit he is issuing orders to is too great for his signals to be discerned, or the message may have been lost or confused (perhaps the messenger has been caught up in nearby enemy action 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.

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 and so on.

Order	Command Penalty
First	None
Second	-1
Third	-2
Fourth	-3
Each additional	minus a further 1

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 such like but see the Movement section for more about dense terrain.

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.

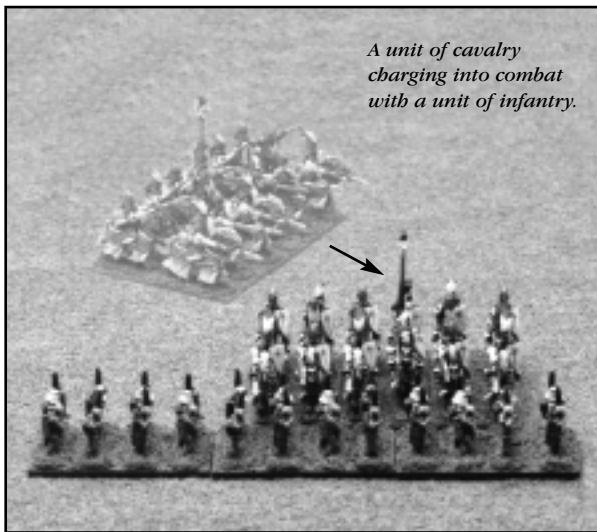
5. If the unit has lost one or more stands as casualties then there is a Command penalty of -1 per stand lost. Units which have suffered casualties are harder to motivate than fresh units.

Casualties	Command Penalty
Each Stand	-1

Example: *The General has a Command value of 9. He has already moved his cavalry forward once. Now he wishes to move them again, hoping to capture a village that lies on the enemy's flank. The cavalry are 65cm away and have already moved once, which means a whopping -4 Command penalty (-1 per 20cm and -1 for the second move). The player will have to roll 5 or less to give the unit an order. He knows this is unlikely but decides to take the risk anyway as he considers the village an important objective. He rolls 2D6 and scores 4... success! The player moves the cavalry into their new position. Next, he attempts to give orders to a unit of infantry 10cm away. Although he only needs 9 or less, this time he is unlucky and rolls a 10. The unit does not move.*



The Command phase



CHARGE!

A move which brings a unit into combat 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.

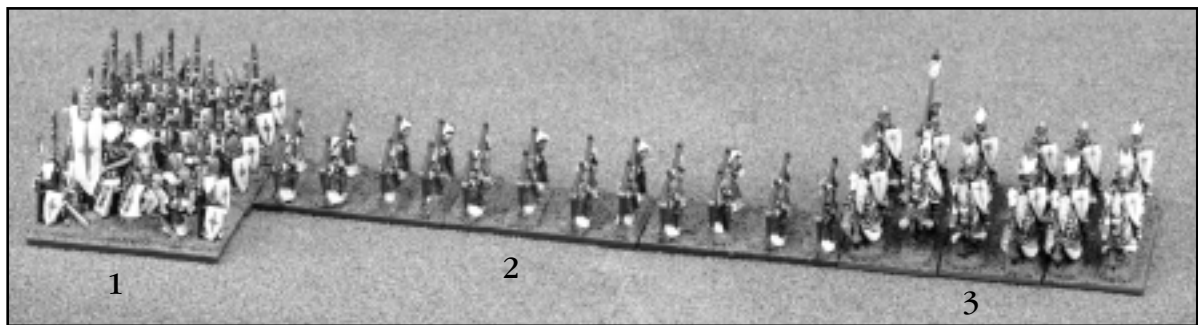
Once it has charged, a unit cannot receive any further orders that turn. It is committed to battle and must fight in the ensuing Combat phase. See the Combat phase section for further explanation.

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.

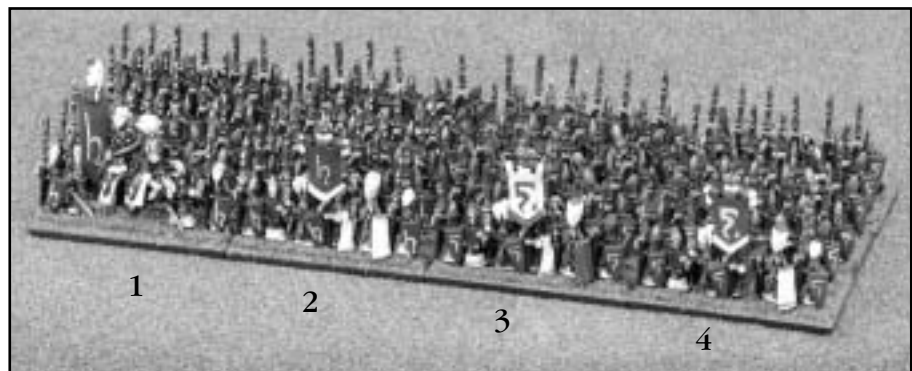
A brigade consists of up to four units arranged so that they touch, forming a single body. Units comprising a brigade at the start of the ordered movement part of the Command phase can be given a single order and are moved together as a body. Once it has moved, the brigade can be given further orders 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 does not move.

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.

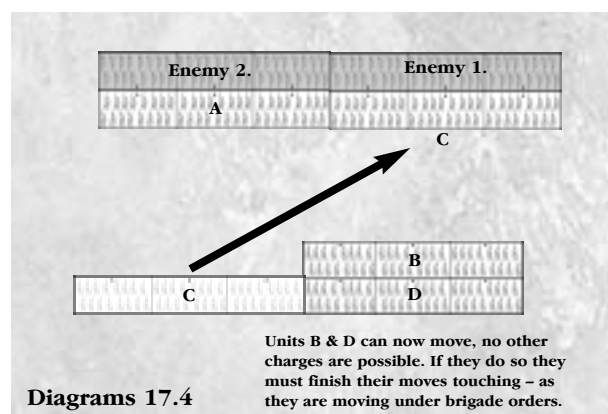
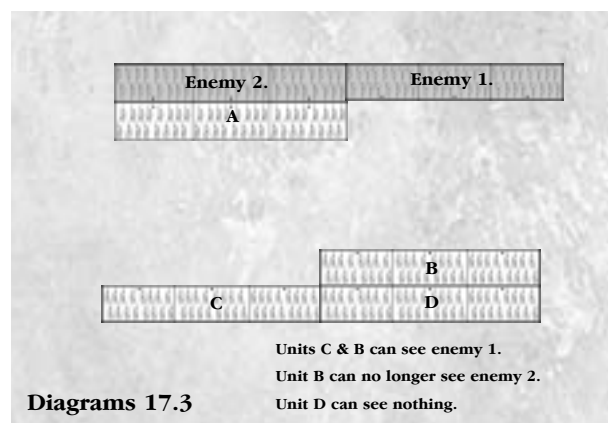
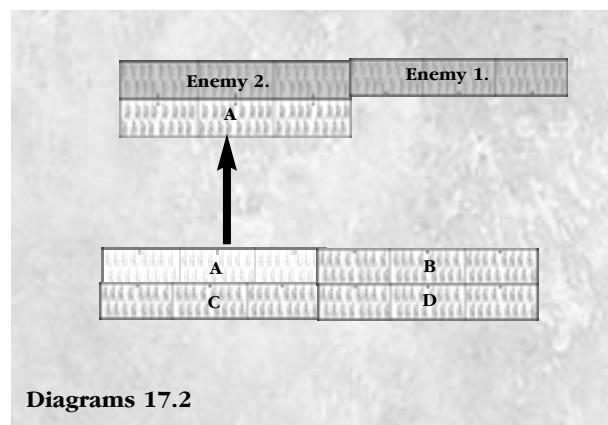
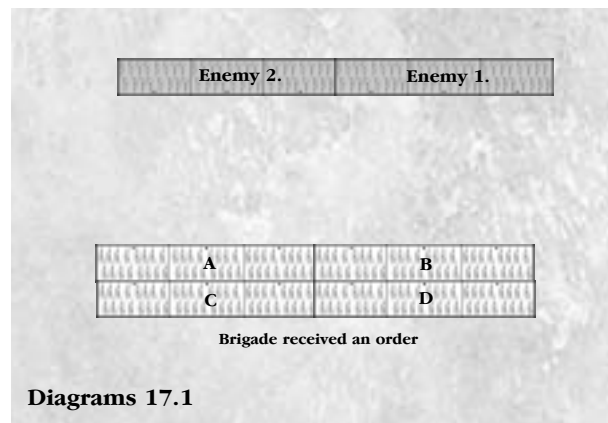
Conceivably, some units in a brigade might wish to charge enemy whilst others do not, as shown in diagrams 17.1 to 17.4. Any units in a brigade that wish to charge do not have to remain in touch with the rest of the brigade as a whole. Even though a single brigade order has been issued, individual units 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.

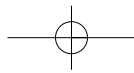
Once a brigade has moved, the player may not want to move the whole brigade again but might wish to move an individual unit or subset of touching units. Alternatively, he may wish to divide the brigade into two and move it in two different directions. To do this, the player must issue a separate order 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	Move distances vary	
Flying Units	100cm	100cm
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

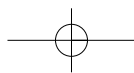
1. Infantry can move into any terrain.
2. Cavalry and monsters cannot move into or over terrain features other than hills, bridges, shallow fordable rivers and low obstacles.
3. Chariots, artillery and machines (in general) cannot move into or over terrain features other than hills and bridges.

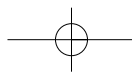
INITIATIVE

1. A unit within 20cm of enemy can use its initiative to move.
2. A unit using its initiative must either **charge** or **evade** the closest 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.

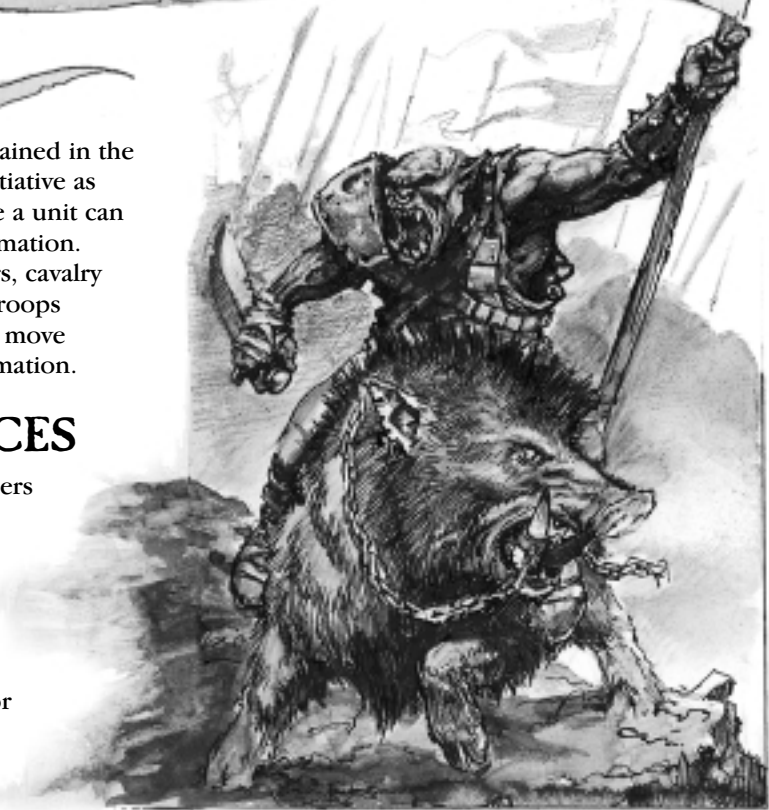




Units move when given an order as explained in the Command section or by using their initiative as explained later in this section. The distance a unit can move depends upon its troop type and formation. Some troops are naturally faster than others, cavalry are faster than infantry for example. Also,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

MOVEMENT DISTANCES

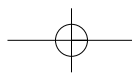
Broadly speaking, infantry units and monsters move up to 20cm at a time, cavalry and chariots move 30cm and artillery, such as stone throwers and cannons, move 10cm. Flying troops can move up to 100cm but their movement is governed by special rules, as described later. The chart below gives the full 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.

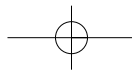


Movement Chart

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	100cm
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.





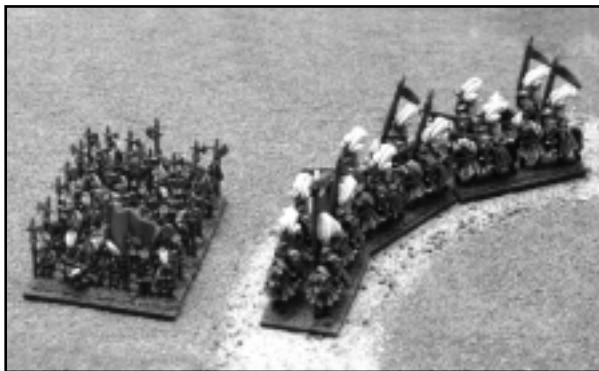
Movement



FORMATION & MOVEMENT

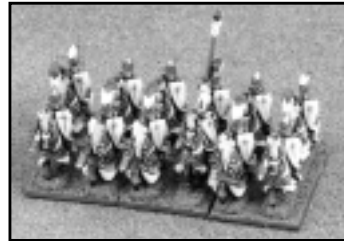
Units must be arranged in formation, by which we mean that all stands in the unit must touch at least one other stand in the unit. Players can arrange the stands as they want so long as they touch either along an edge or at a point.

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 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.

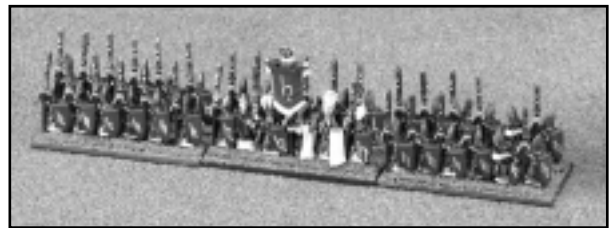


In a column stands are placed behind each other either edge to edge (as on the left) or so that they touch at a point forming a curved column (as on the unit following the road). This formation is primarily suited to movement.

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.



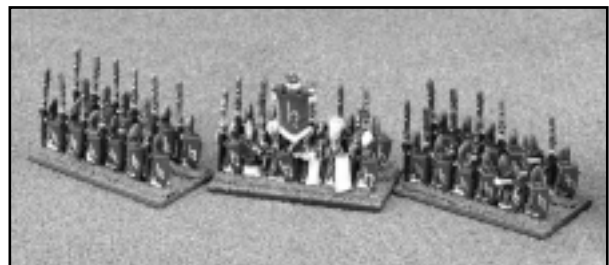
Infantry and cavalry arranged into a straight line. This is the most effective fighting formation.



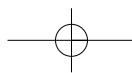
5. All units in other formations or circumstances move at half pace. For example, infantry are able to move up to 10cm, cavalry up to 15cm and so on. This represents the fact that the unit is out of regular formation and that it is necessary to regroup in order to move. For convenience, we refer to all 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.

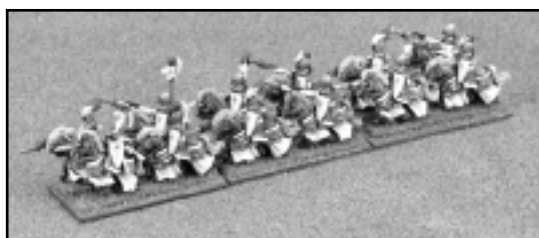
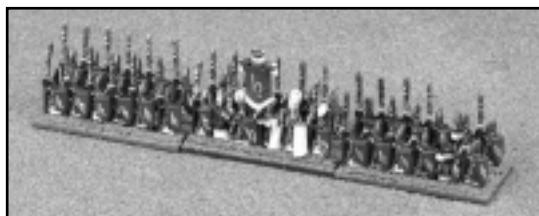
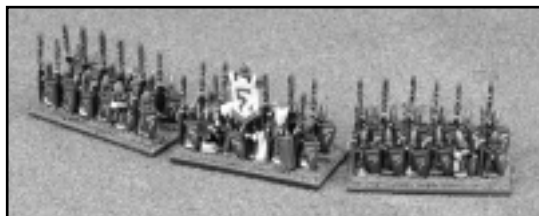


6. In some circumstances, units move a distance determined by rolling dice or by the results of combat (such as **drive backs**, **retreat moves** and **advances**). These distances are not affected by the unit's formation.



Moving the stands

As a unit moves, you can rearrange its stands as you wish. Stands must remain touching but can be turned round or arranged into a line, column, or an irregular formation. When each stand is moved, no part of the stand can move further than its permitted maximum movement distance.



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



When a stand moves it cannot move through another stand of a different unit whether friend or foe. Stands can move through other stands of their own unit that have not yet moved and which are not already engaged in combat. Otherwise, stands cannot move through other stands of the same unit. This allows units to flow in a realistic manner without stands getting in each other's way.

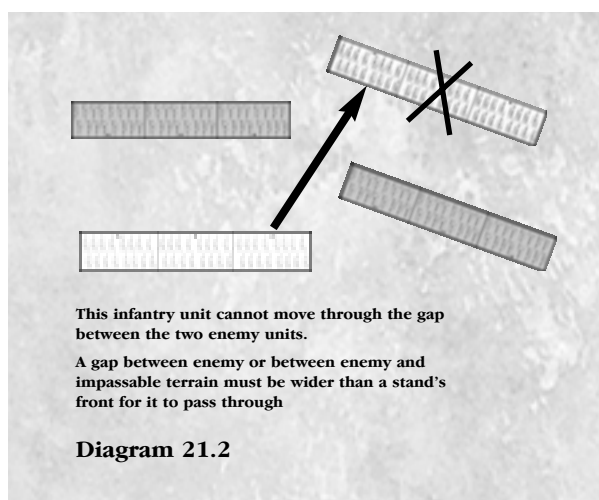
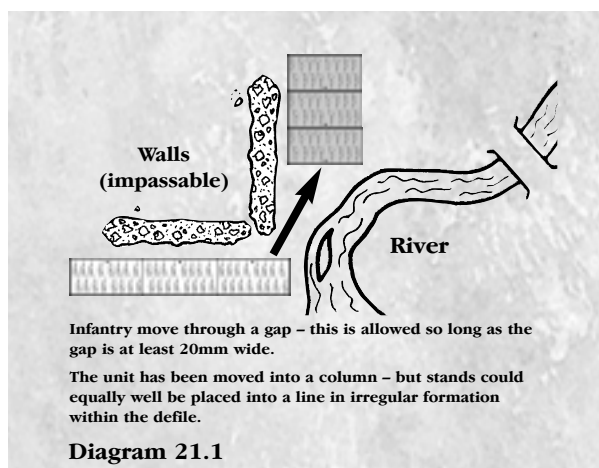
There is an exception to the rule that prevents stands moving through other units – this happens when a unit bursts through another during an evade and is described later (p23). Stands can always move through characters as described in the Generals Wizards & Heroes section (p53).

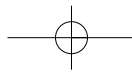
The gap rule

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 p32).





Movement

Terrain

Later on we'll discuss ways that you can make woods, rivers, hills and other such terrain features for your battlefield. For now, it is enough to know that these 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 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.

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

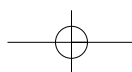
especially large river. These are unusual and entertaining features but don't really enter into the majority of games, so we won't concern ourselves with them any further. If you refer to the To Arms! section you'll find further examples of rules for unusual terrain.

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.28) 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 p41 & 43).

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 Sieges & Fortresses section. 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.

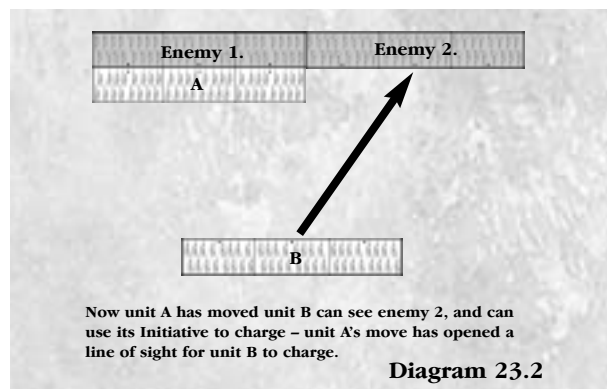
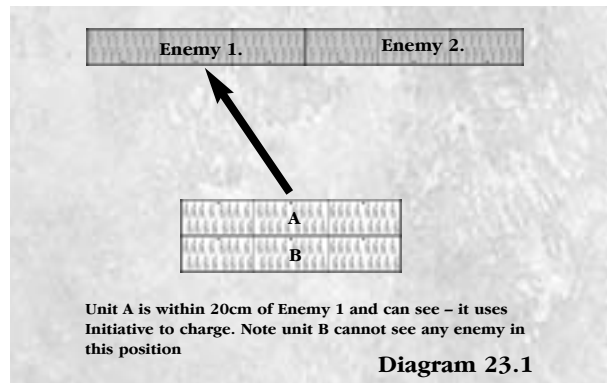
During the Initiative Movement section of the Command phase, a unit can use its own initiative to either charge or evade from the closest visible enemy unit within 20cm. It does not have to do so, and can instead wait until the Ordered Movement section of the Command phase and attempt to move by means 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 p13). 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.

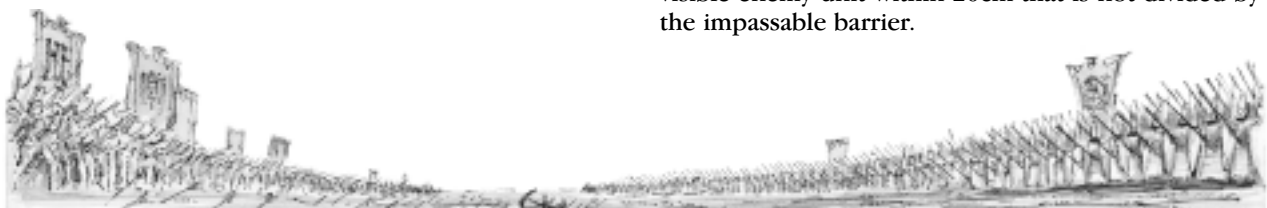


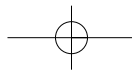
If two or more enemy units are equally close a player may choose which to charge or evade. Refer to the Combat phase section (p.32-35) for rules for charges.

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.



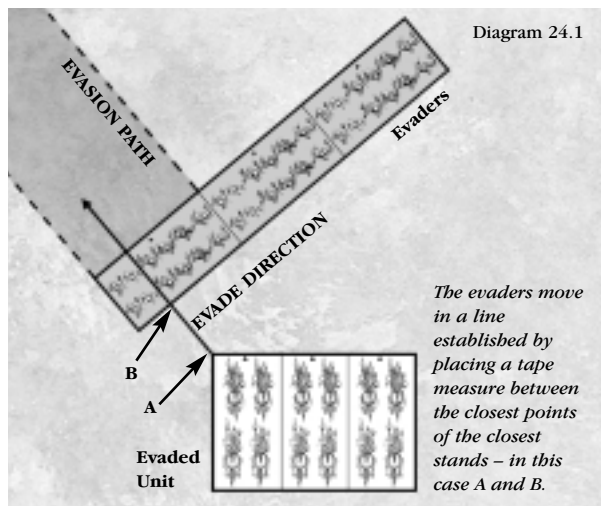


Movement

The path of evaders

When troops evade, they move directly away from the closest enemy they can see up to their full pace move. 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.

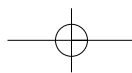
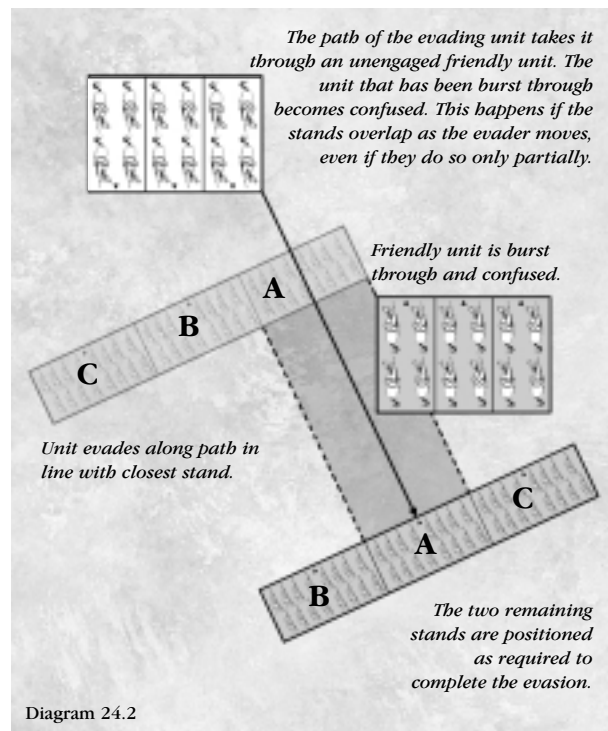
Move the closest evading stand in a straight line in this direction then pivot it to face in any direction that you want. Finally, rearrange the remaining stands into formation around the first. Remaining stands cannot be placed closer to the evaded unit than the first. These remaining stands can be moved further than their full pace move where required and can change their relative position in the unit as they evade.



When units evade in this way, their path is determined by the movement of the first stand and the final position of the unit as a whole. We assume that the remaining stands follow the same path as the first, rather than necessarily moving alongside each other as a body.

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 1cm from any enemy unit.

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.



Character movement

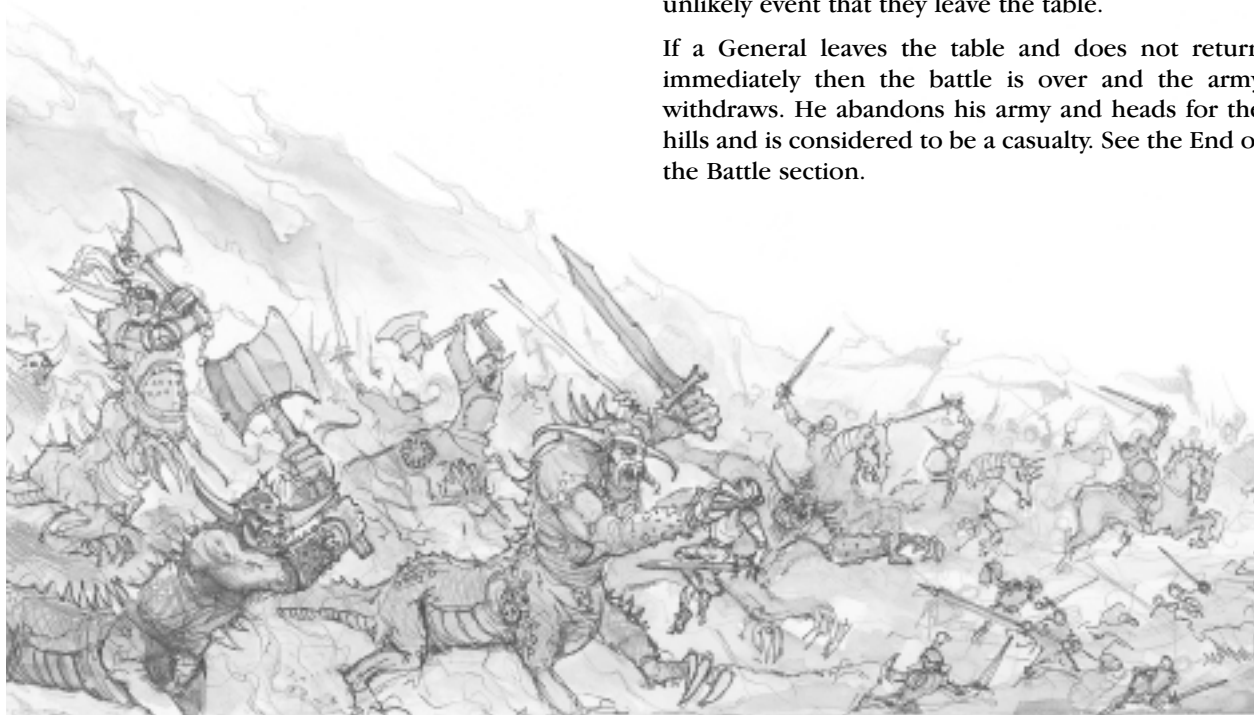
Characters move at the end of the Command phase after unit movement has been completed. Characters never move with units during the Command phase, not even if a character joined a unit in a previous turn or if such a unit charges or evades using initiative. When units are repositioned during other phases, 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 flying creature 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.



UNITS WHICH MOVE OFF THE TABLE

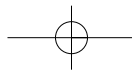
Sometimes units or characters are obliged to move off the table. This can happen when a unit receives a 'blundered' order but can also happen to units that are defeated in combat or troops driven back by missile fire or magic.

If one or more stands in a unit leaves the table edge, whether wholly or partially and for whatever reason, roll a D6 and then consult the Left the Battle 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.

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 is placed at the table edge where it left. The unit/character cannot move further that turn.
5-6	The unit/character reappears at the table edge it left from. If it is reappearing at the beginning of a turn, it may move as normal.

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 and does not return immediately then the battle is over and the 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 enemy unit.

RANGE

1. Most missile armed troops can shoot at 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

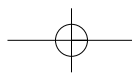
1. Roll a dice for each hit taken, rolling 1 less dice for defended units and 2 less dice for fortified units.
2. Add the dice scores together and drive back the target unit by this distance.
3. If any drive back dice roll 6s, the unit becomes confused.
4. Units driven into enemy units, engaged units 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.

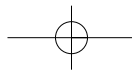
SHOOTING AT CHARGERS

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.

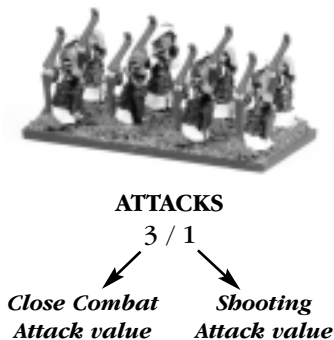




The effect of missile weapons is worked out in the Shooting phase. This includes missile fire from troops armed with bows, crossbows and similar weapons as well as long ranged artillery bombardment from weapons such as cannons and stone throwing engines. Some magic attacks also happen in this phase, 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.



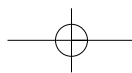
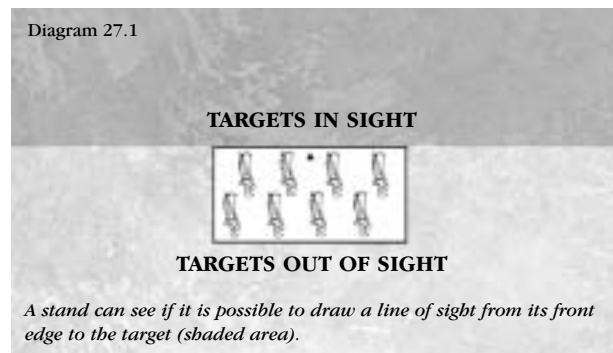
TARGETS

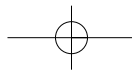
Units equipped with missile weapons can shoot once in their turn if they are in range of a suitable target they can see. Units engaged in combat cannot shoot other than to shoot at units that have charged them, as described later.

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. 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

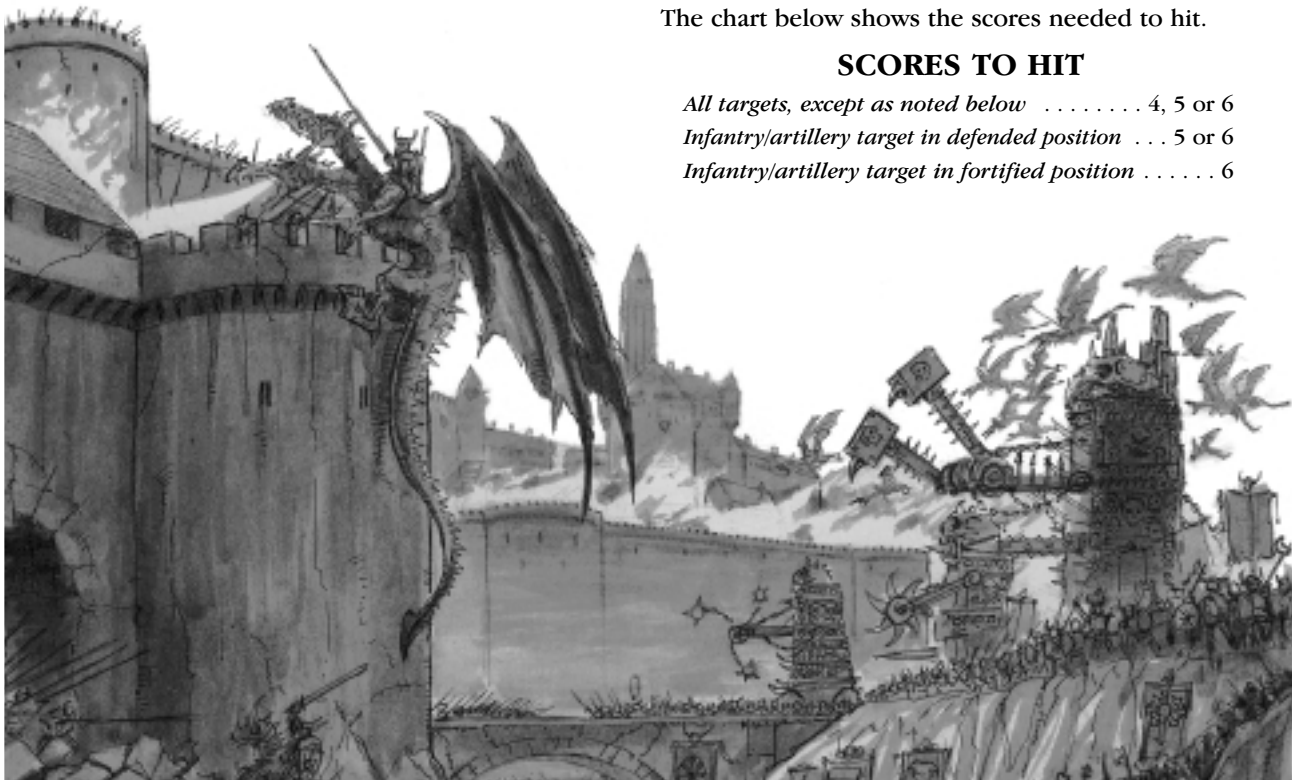
Enemy units in combat are judged to be intermingled with their opponents and don't therefore present a clear visible target to missile fire. They are consequently ignored as potential targets.



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 Attack value. For example, a unit of three stands, each with an Attack value of 2, will have a total value of 6. The total Attack 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, eight dice rolls of 1, 2, 2, 3, 4, 4, 6 and 6 equals four hits on the target.

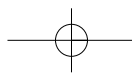
In practice, players may find it convenient to resolve shooting attacks from several units at once if they are firing at the same target. This is perfectly acceptable and saves time rolling several batches of dice. Just add up the total number of dice rolls from all the units shooting and roll all the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

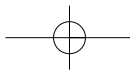
It is harder to score a hit on a target if it is in a defended or fortified position. In cases where some stands from a unit are so protected whilst others are not, shooters will always target the least protected stands so long as they are able to see them and are within range, even though other stands 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.45-46).

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 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.

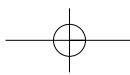
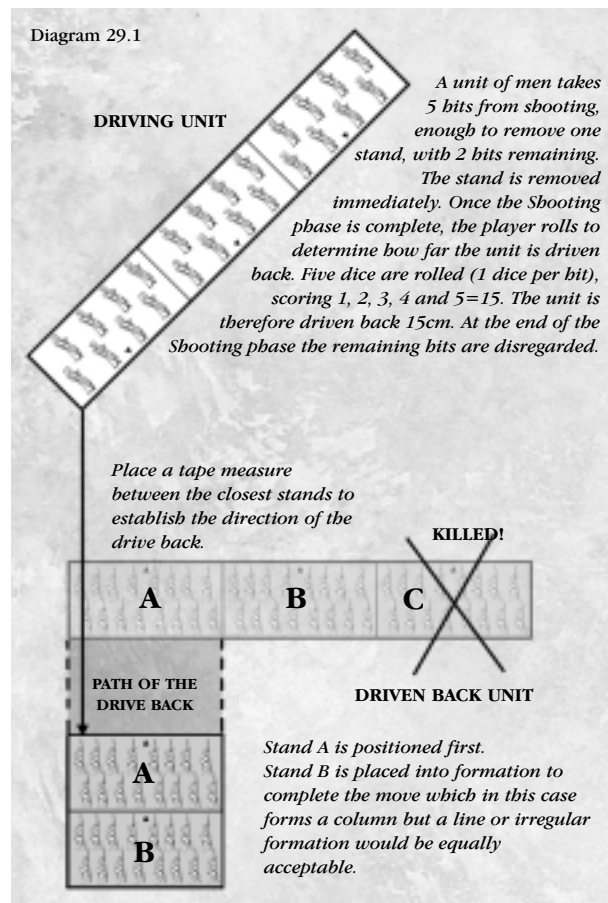
To determine how far units are driven back, the opposing player rolls one dice for each hit suffered. Don't forget to include hits from any stands that have been removed during the phase. Add up the total of all the dice to find how far the unit is driven back. For example, a unit taking two hits rolls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

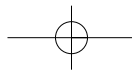
A unit that has one or more stands in a defended position disregards the first hit suffered when working out drive backs. This means one hit cannot cause a drive back, two hits roll one dice, three hits roll two dice and so on.

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 its path is determined in a comparable way to evading troops (see p22). Move the stand that is closest to the driving unit directly





The Shooting phase

away from it without changing the orientation of the stand. Once this first stand has been positioned, remaining stands move back along the same path into a suitable formation but cannot be placed closer to the driving unit than the first stand. Note that the actual drive back measurement is made only to the closest stand, other stands may move further than the distance rolled and are often obliged to do so. This flexibility allows the unit to rearrange its formation as it retires. 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**.

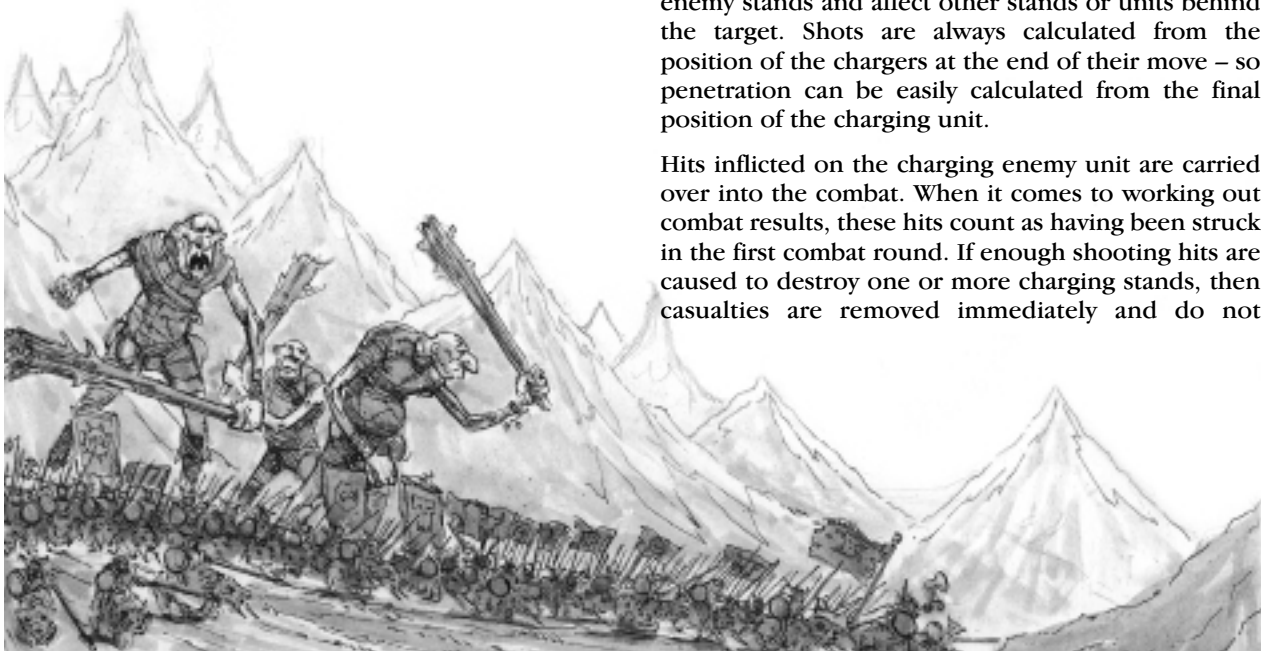
Units may also become confused if they are driven back into terrain which they can't enter or if they are driven back into other units, whether they are friend or foe.

See the section on Confusion (p.54) 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.

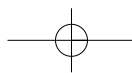
Shooting in this way is an exception to the normal turn sequence because it happens in the enemy's turn.

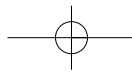
Shots are worked out as soon as the charging unit has finished its move. Shooting stands must be able to draw a line of sight to the enemy unit at some point during the charge move whilst it is within their weapon range. This can be at any moment during the charge: either at the start of the move, once 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 (p27).

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 end of their move – so penetration can be easily calculated from 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

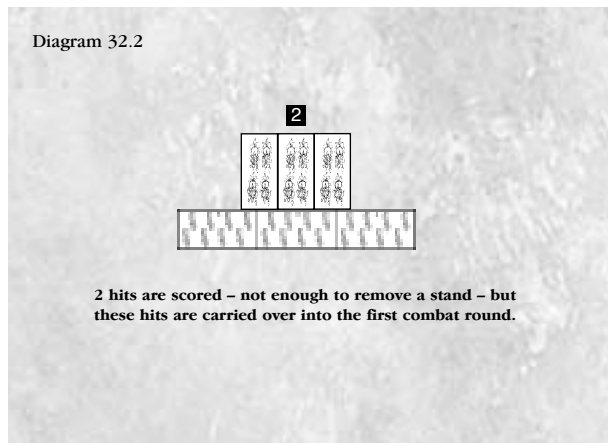
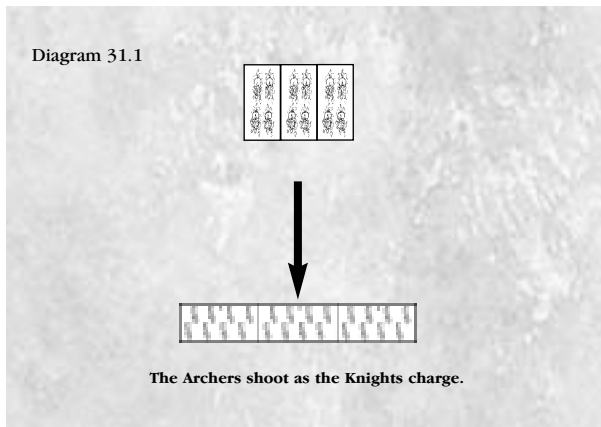




therefore fight in the Combat phase. Remember – the total number of shooting hits count as having been struck in the first combat round even where whole stands have been removed, as shown in diagrams 32.1 and 32.2.

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 p43).

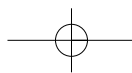


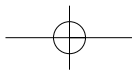
If a missile-armed unit is charged by two or more enemy units, one after the other, then it can potentially shoot more than once. When shooting at a second or subsequent charger only those stands that are not already engaged can fire. Remember that stands touching corner-to-corner are engaged and so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

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

1. **Attack** Roll and record hits.
2. **Result** Compare hits scored.
Draw Both sides fall back.
Win Loser retreats. Winner stands, pursues/advances or falls back.
3. **Pursuit** Fight a further round of combat.

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 1cm 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).
 Winners fall back, stand or pursue/advance.
 If winners fall back or stand, the combat ends.
 If winners pursue, fight a further round.

PURSUIT/ADVANCE

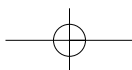
1. Infantry never pursue retreating cavalry or chariots.
2. Artillery never pursue. If forced to retreat they are destroyed.
3. Fortified troops never pursue.
4. Victors cannot pursue into terrain they cannot enter or cross.
5. Advancing units charge nearest visible enemy unit within 20cm/10cm.

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

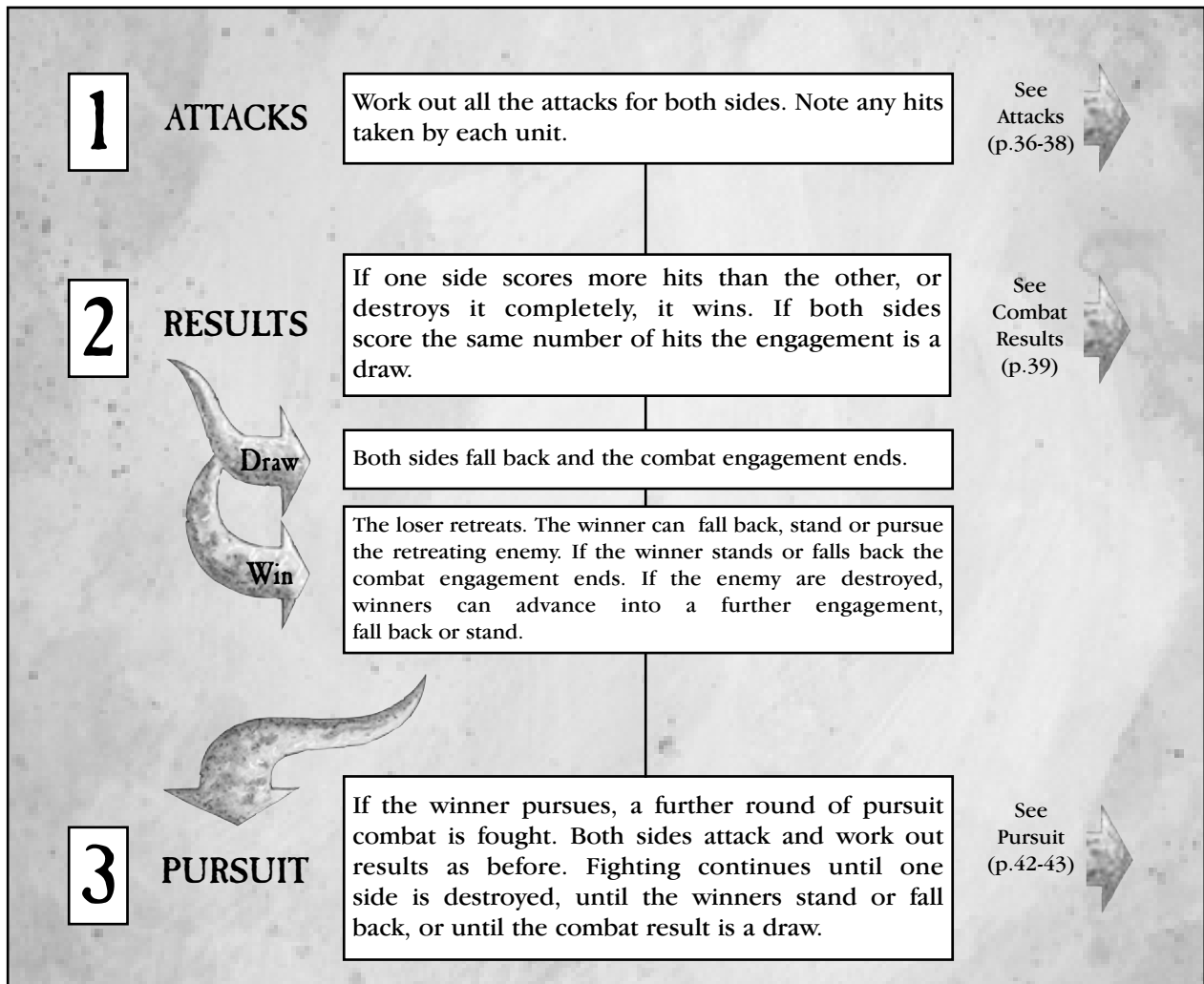
END OF COMBAT

1. At the end of the Combat phase any odd hits are disregarded.
2. Units can reform.



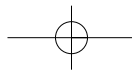
COMBAT PHASE

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.



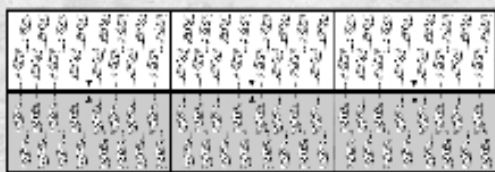
Combat phase

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.

Diagram 34.1

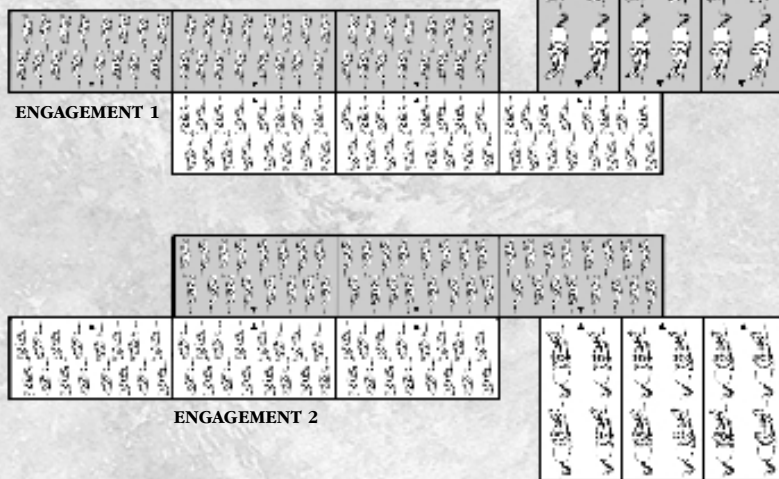


Top: Two infantry units in combat.

Bottom: A unit of cavalry in combat with a unit of infantry.

Where units are interlinked, as shown in the two examples here, they form a single engagement.

Such an engagement can involve several units on each side but typically involves two or sometimes three units on one side and only one on the other.



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.

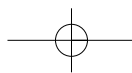
Sequence of charges

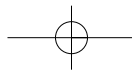
The term 'charge' describes a unit's movement into contact with an enemy unit during the Command phase whether by initiative or by means of an order. Units which move by initiative are moved before units which move by orders but, apart from this, there is no obligation to move charging units in any particular order. Charges occur throughout the Command phase as units move against enemy units. There is no need for a player to announce that a unit is charging before he moves it or to declare that a charge is intended. Players are free to measure before moving to determine whether a charge is possible.

Enemy in sight

A unit can only charge an enemy that it can see at the start of its move. It is possible for one unit's charge to subsequently block the line of sight of another, making it impossible for that second unit to charge even though its target was visible beforehand. It may also be possible that a unit's charge clears the line of sight for another. This is why a charging unit must be able to see its target at the **start of its move**, so it is always well worth bearing this in mind when deciding which units to move first.

A unit is assumed to be able to see an enemy if it is possible to draw an uninterrupted line of sight from the front edge of any stand to any edge of any stand in the enemy unit. All other units, friend or foe, block the line of sight as does terrain, other than low features such as low obstacles, rivers/streams, marshes etc. Characters never block a unit's line of sight, as explained in the Generals, Wizards and Heroes section.





The charge

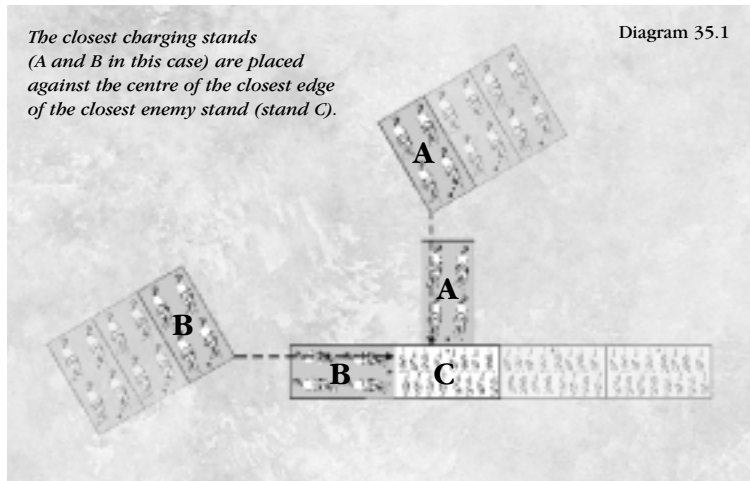
Before moving the charging unit, determine which stand is closest to the enemy unit being charged. A stand which can't see the enemy or which can't reach the enemy, for whatever reasons, is ignored in favour of one that can. Where impenetrable terrain or other units block the shortest path to the enemy then measure the actual route to be taken to determine which stand is closest and whether it can reach. If you really can't tell which stand is closest, if two are equally near for instance, the player making the charge nominates one as the 'closest'.

Move the closest charging stand into edge to edge contact with the closest visible enemy stand. Place the front edge of the charging stand centre-to-centre against the closest edge of the enemy stand. See Diagram 35.1.

If the nearest point of an enemy stand is its corner, then the closest charging stand must move to the edge indicated by the balance of the charging unit's frontage as shown on the Diagram 35.2. If more of the charging unit lies to the left of the shortest line between the two units, then the closest stand moves to the left-most edge, if more of the charging unit lies to the right it favours the right-most edge. If it is impossible to tell which way to go because the balance is exactly equal then the charger can choose.

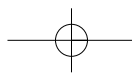
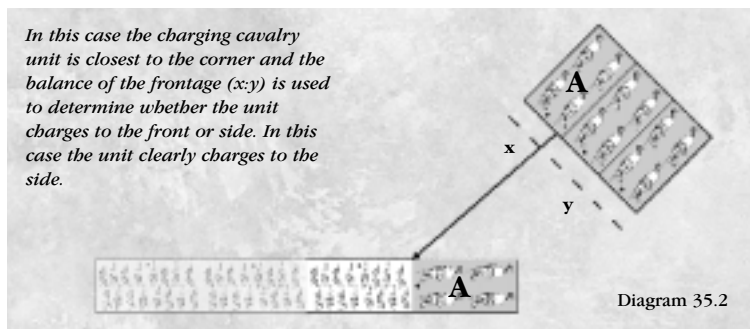
The closest charging stands (A and B in this case) are placed against the centre of the closest edge of the closest enemy stand (stand C).

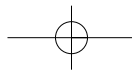
Diagram 35.1



In this case the charging cavalry unit is closest to the corner and the balance of the frontage (x:y) is used to determine whether the unit charges to the front or side. In this case the unit clearly charges to the side.

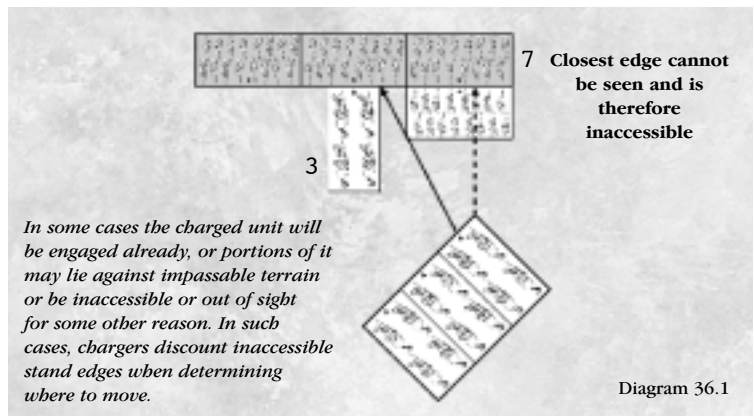
Diagram 35.2



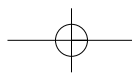
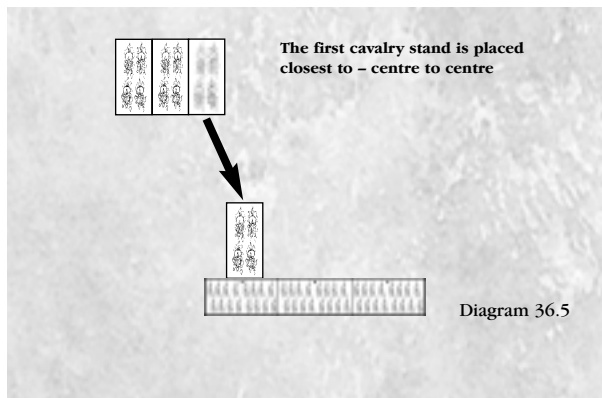
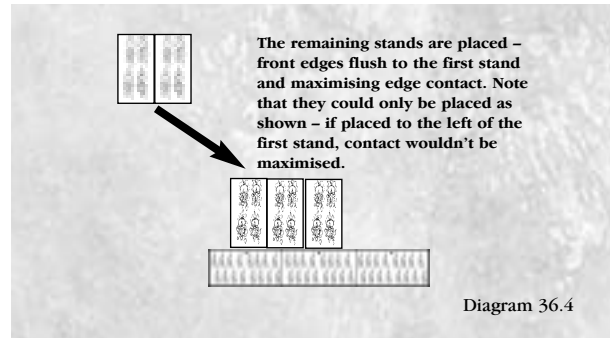
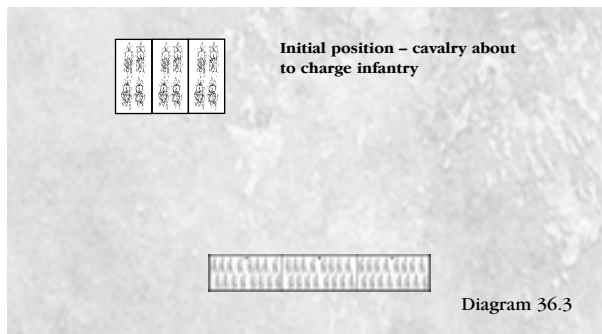
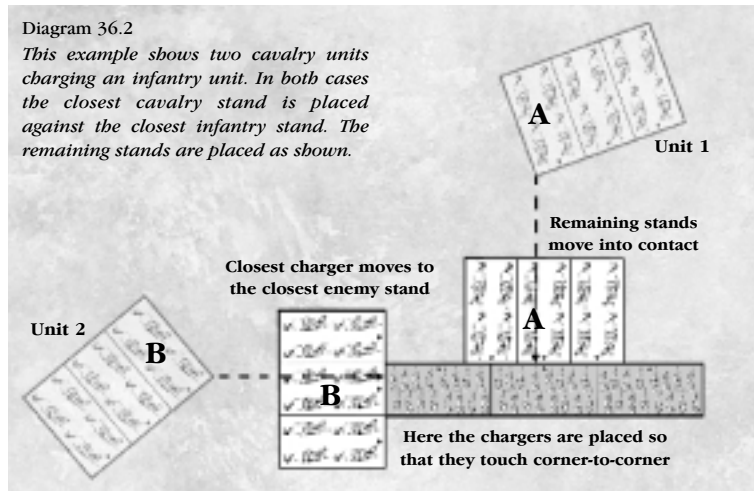


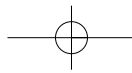
Combat phase

When working out where to position the closest charging stand, enemy stands or stand edges which cannot be seen or which are inaccessible are always ignored. For example, such stands might lie against impassable terrain such as marches or rivers, or they might be entirely obscured by other stands. Note that this means a unit may be unable to charge because it doesn't have the move distance or cannot see an enemy stand edge that is accessible – even though it may be able to see inaccessible stand edges within its charge reach. See Diagram 36.1 for examples and the section Partially Accessible Edges for more about exceptional moves.



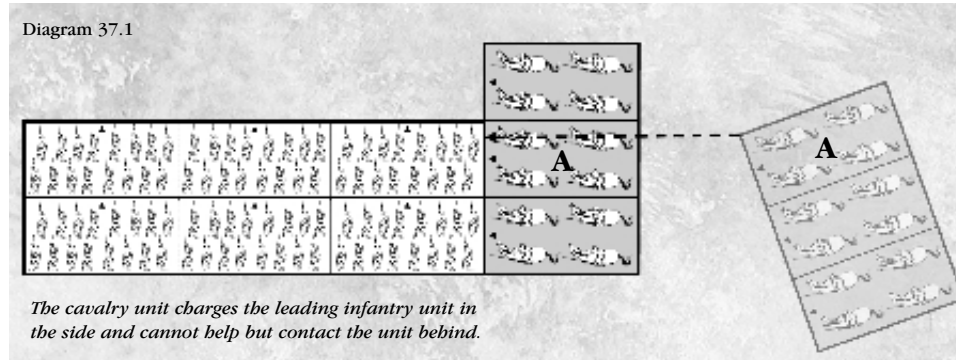
Once you have placed the closest charging stand, move the remaining stands one at a time, placing each stand so that it touches one already in position. Where possible, remaining stands must be placed so that their front edge is flush with the front edge of the closest charging stand forming a straight line. These remaining stands don't have to be placed centre-to-centre against enemy stands as does the closest charger, but stands must be placed so that their front edge contacts as large an area of enemy stand as possible – even if this is just a corner. See Diagrams 36.2, 36.3, 36.4 and 36.5 (opposite).





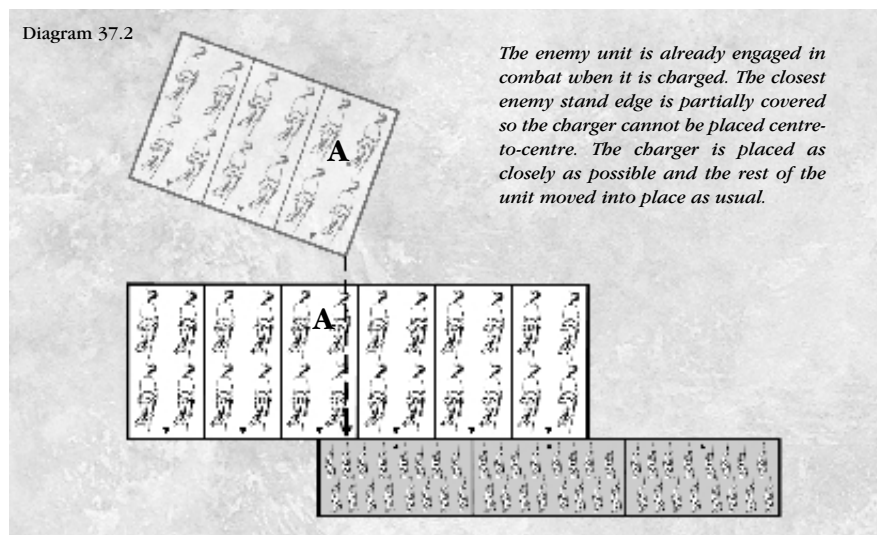
Contact with other enemy

In some cases you may find that charging stands come into contact with other enemy units positioned alongside the first. These other units also count as having been 'charged' and are drawn into the combat engagement. Once the closest charger has moved, the obligation for remaining chargers to maximise their front edge contact extends to adjacent enemy units and tends to result in more units being drawn into the engagement. See diagram 37.1.



Partially accessible edges

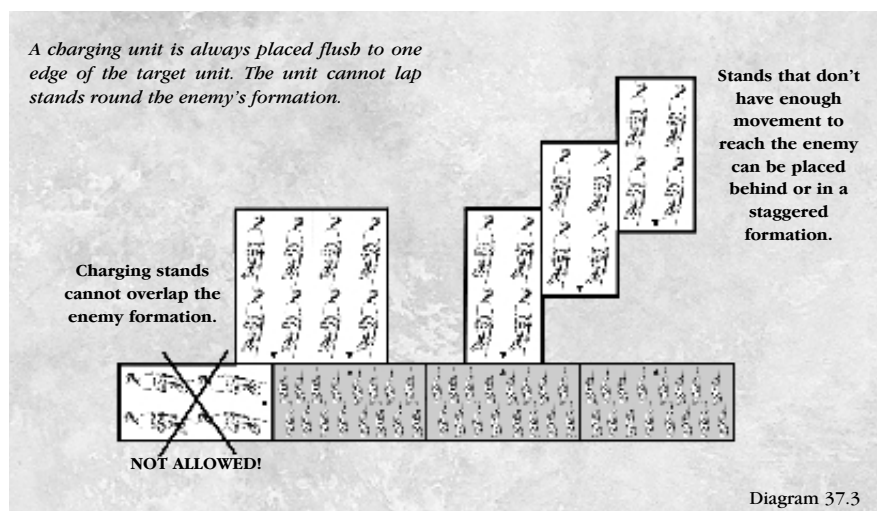
Occasionally, you may find it impossible to position the closest charging stand centre-to-centre against the enemy stand because the edge is partially covered, for example, by another stand or by terrain. In this situation the charger is placed as close as possible to the ideal centre-to-centre position but must contact at least some of the enemy stand's edge as shown on Diagram 37.2.



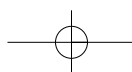
It is not sufficient for the closest charging stand to contact the enemy corner-to-corner. The closest charger must always contact edge to edge. Stands that can only contact corner-to-corner are ignored when working out the move of the closest charger. Where a corner is the only part of an enemy unit that can be reached the charge is not allowed.

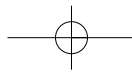
The maximum move of chargers

No charging stand may move further than its permitted move distance. If the closest charging stand cannot reach the enemy and position itself centre-to-centre as described above, then the unit cannot charge. Even if the first charger is not placed exactly centre-to-centre because of a partially accessible edge, the charger must have enough movement to position itself centre-to-centre were it able to do so.



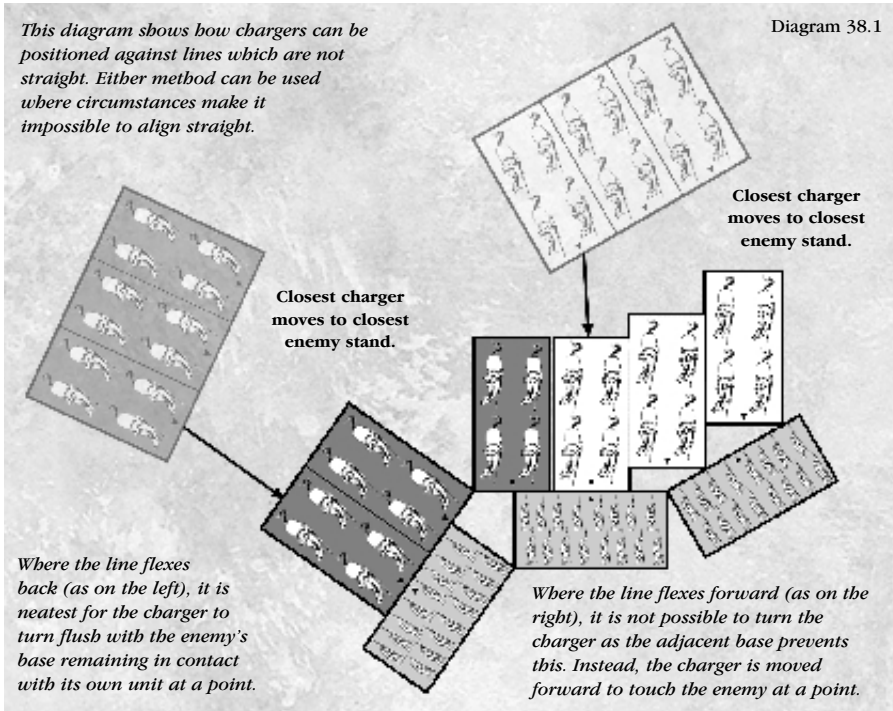
If remaining chargers do not have sufficient movement to reach the enemy as described, or if there is insufficient room to position them, they must be placed behind other stands in their unit or staggered slightly rearwards so that they remain in formation. In both cases stands must have sufficient movement distance to remain in formation and if it is impossible for them to do so, the charge is not allowed. See Diagram 37.3.





Combat phase

This diagram shows how chargers can be positioned against lines which are not straight. Either method can be used where circumstances make it impossible to align straight.



Note that corner-to-corner contact is quite common where one unit's formation is wider than another, for example where a cavalry unit charges an infantry unit in the side. Remember, once the closest charging stand has been placed centre-to-centre, remaining charges must maximise their contact whilst staying flush with the front of the first stand, this tends to result in situations as shown in Diagram 38.2.

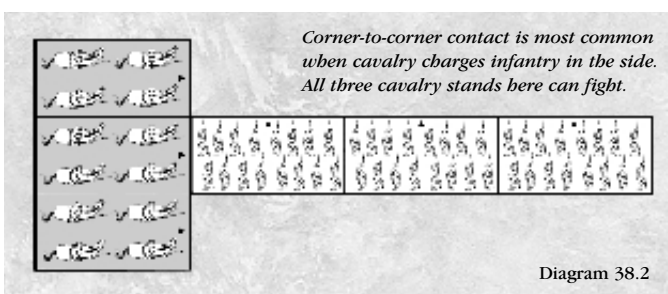
Moving chargers from brigades

Up to four units that are touching when orders are issued can be given a single order and moved as a brigade (See the Command

phase section, p.16-17).

Normally, a group of units given a brigade order must move as a body (ie, they have to be touching once they have moved). However, a unit which charges will automatically separate from its brigade. The unit does not have to be given an individual order to do so; the order already issued to the brigade allows any or all units to charge. The entire brigade does not have to charge just because one unit does so. Charges must be worked out one unit at a time, as the movement of one may block or open the path for others. The player may decide the order in which units will charge.

The reason why chargers are permitted to separate in this way is that it is often impossible for units in a brigade to remain touching once they charge. The positioning of individual stands against enemy stands often obliges units to part, while gaps can appear if casualties are inflicted as a result of shooting. Allowing units to separate in this way may be thought of as representing the ability of individual unit leaders to identify and close with their adversaries once battle begins. Units which do not charge must still touch at the end of their move and must move into touch where gaps have appeared due to charges.



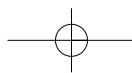
Charges and irregular formations

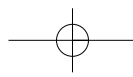
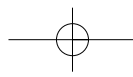
Occasionally, it will be impossible to position chargers exactly as described because the enemy line is not straight. In this case, chargers are arranged along the enemy formation so that individual stands touch both their own unit and their enemy.

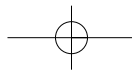
The routine is to identify and place the closest charging stand in the usual manner. Once the closest stand has been positioned, remaining stands are placed by the charger so that they are in formation, and contact the enemy either frontally or at a front corner. See Diagram 38.1.

Charging - some points to note

Note that charging units are always positioned flush to the enemy formation's front, side, or rear depending on the placement of the closest charging stand. So, in a charge to the front, remaining stands are not allowed to move around the side or rear for example. Later we'll describe how pursuing stands can move round and surround a retreating enemy once combat is underway (see Pursuit p46-47). See Diagram 37.3.







Combat phase

ATTACKS

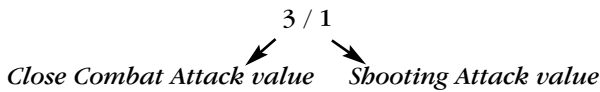
Regardless of whose turn it is, all units which are engaged in combat can fight in the Combat phase. Work out one engagement at a time. The player whose turn it is nominates which engagements to fight first.



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.49).

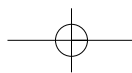
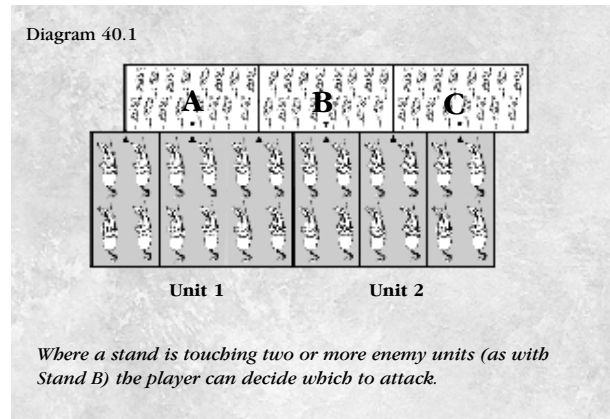
Attack value

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 separate values separated by a slash. The first is used for close combat and the second for shooting.



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.

Choose a unit to start with. Any stand touching an enemy unit can fight, even if stands are only touching corner-to-corner or at side or rear edges. A stand can strike against any one enemy stand it is touching. If a stand is touching two or more enemy units, the player can decide which to attack. See Diagram 40.1.



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.

<i>Charging against enemy in the open</i>	+1
<i>Monster/chariot charging against enemy in open</i>	+1
<i>Pursuit attack</i>	+1
<i>Pursuit attack per full 3cm</i>	+1
<i>Fighting terrifying enemy</i>	-1
<i>Enemy facing own side or rear</i>	-1
<i>Confused</i>	-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, ie, 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 whose units won the previous round of combat and pursued their enemy. Pursuit bonuses only apply where a combat lasts over several rounds.

Pursuit attack per full 3cm

This bonus applies to stands whose units pursue enemy that have retreated by 3cm or more in the

previous round. 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

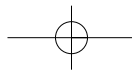
This penalty applies to all individual stands which are touching at least one stand of terrifying enemy. Terrifying enemy include especially scary creatures such as massive Dragons. The penalty doesn't apply to units which are terrifying themselves... you can't terrify a terrifying creature! Creatures 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.54.



Combat phase

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.51).

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.

For example, a unit of Elven spearmen (Armour 5+) takes four hits. Four dice are rolled for Armour (one dice per hit) scoring 2, 3, 5 and 6. As any score of 5 or more equals a 'save', two hits are nullified and the Elves suffer only two hits as a result.

Casualties

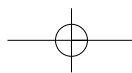
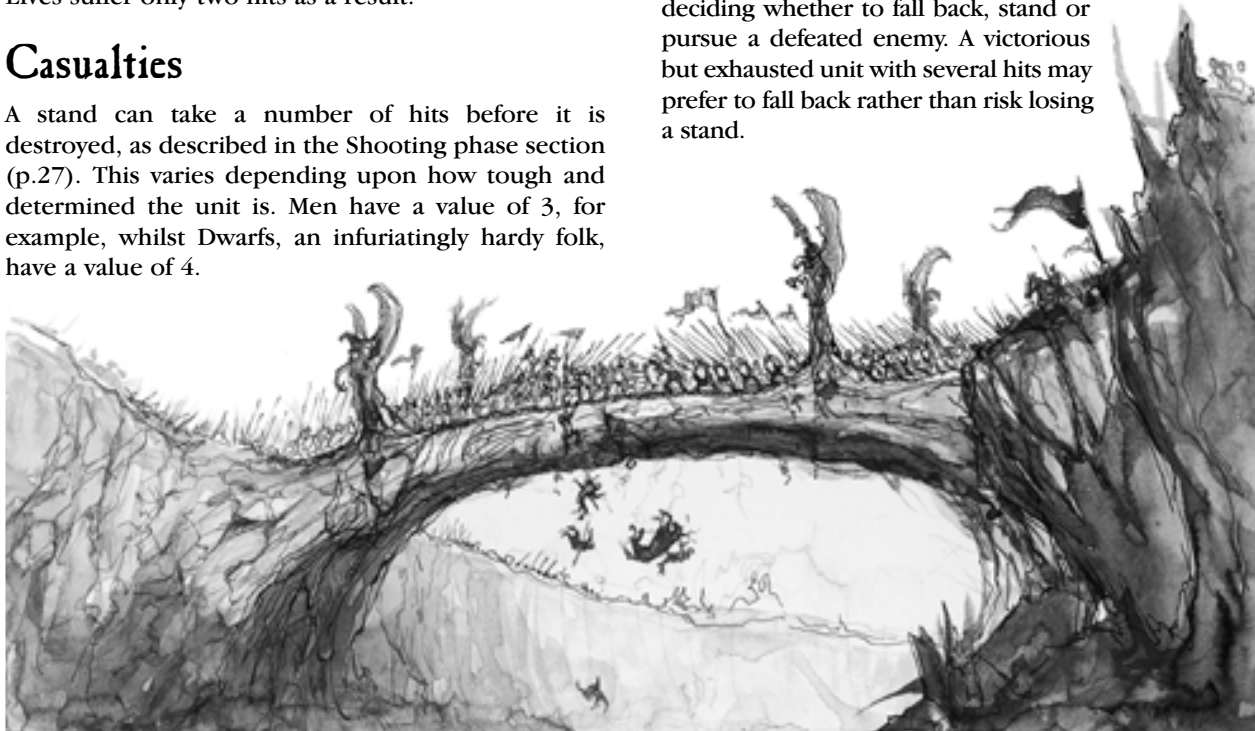
A stand can take a number of hits before it is destroyed, as described in the Shooting phase section (p.27). This varies depending upon how tough and determined the unit is. Men have a value of 3, for example, whilst Dwarfs, an infuriatingly hardy folk, have a value of 4.

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.

Hits inflicted are accumulated from round to round and into new combat engagements resulting from advances, see *Advances* (p.49).

Once the Combat phase is finished, any odd hits left over are disregarded. As with shooting, hits are not kept from one phase to the next, or from turn to turn. We assume that units regroup once fighting is finished and partially wounded or disaffected warriors return to the fighting ranks. This is not just done to save recording hits, it is an important consideration when deciding whether to fall back, stand or pursue a defeated enemy. A victorious but exhausted unit with several hits may prefer to fall back rather than risk losing a stand.



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 and must fall back by at least the score of the lowest scoring dice. For example, on a roll of 2, 4 and 6 the unit falls back between 2cm and 12cm. Once the combatants have disengaged the combat is over. See Fall Backs (p.50) 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.51) 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) and Multiple Combats (p.46-47) 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.

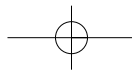
Fall Back. The victorious unit falls back up to 3D6cm and must fall back by at least the score of the lowest scoring dice. The combat is over.

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.46-47). 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.

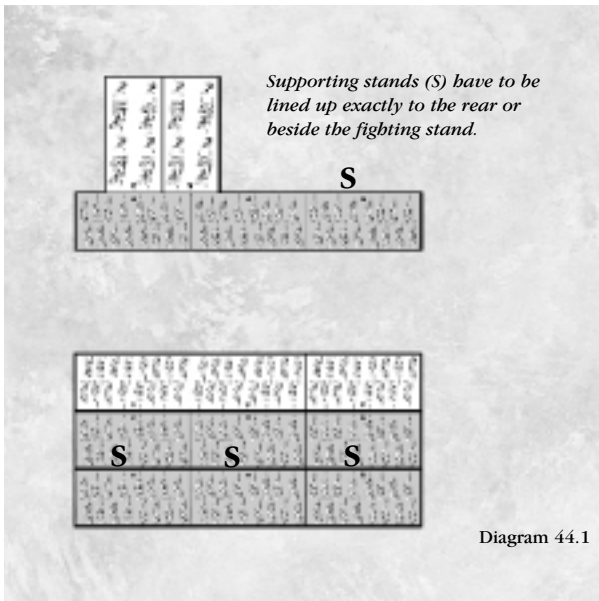
Advance. The victorious unit can advance once up to 20cm in the first round or 10cm in subsequent rounds to engage another enemy unit. See Enemy Destroyed (p.48).





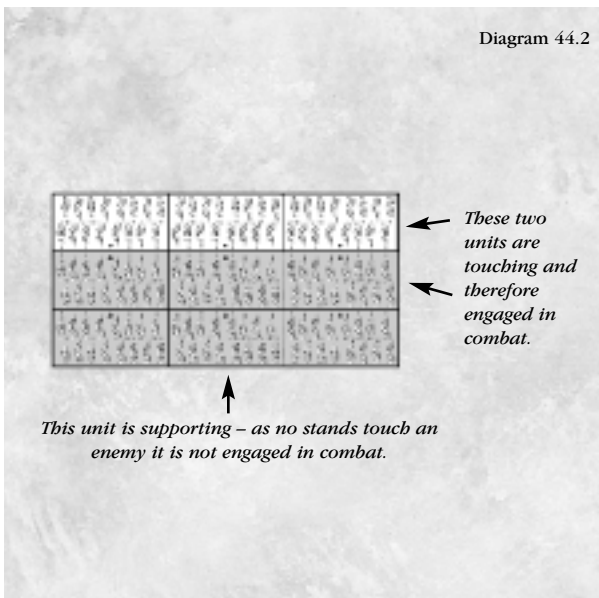
Combat phase

SUPPORTING TROOPS



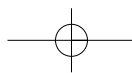
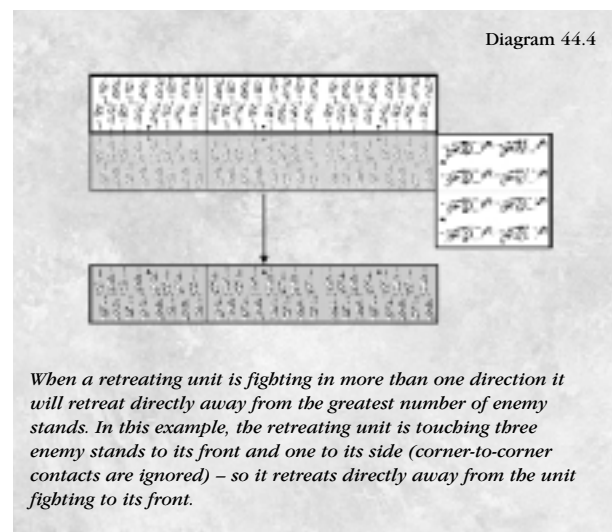
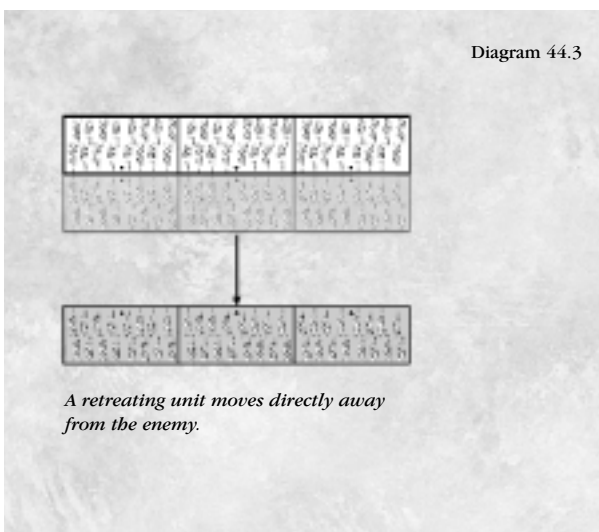
It is possible to affect combat results by using adjacent infantry stands to support fighting infantry units. This represents the ability of a unit to threaten the enemy's flanks or to provide solidity through depth. Only **infantry** can support and be supported in this way.

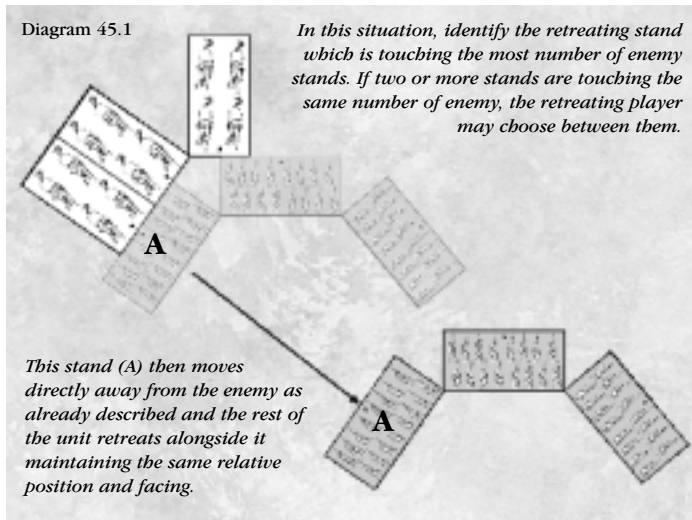
A stand can only support if it is not touching an enemy and the unit it belongs to is not confused. The stand must be aligned either exactly behind or exactly beside a stand that fought to its front during the combat round. The supporting stand must also be facing in the same direction as the supported 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.



Each friendly supporting stand in position once both sides have fought adds a +1 bonus 'hit' to the combat result of the supported side. Stands that fall casualty during the fighting cannot support or be supported. This can turn defeat into a draw or victory or increase the effect of a victory in an ensuing pursuit. Note that supporting stands only add a bonus 'hit' to the combat result. They do not actually inflict hits, though the bonus counts towards the side's overall score and so affects the defeated side's retreat distance.

A unit placed directly behind a fighting unit to support it as shown in Diagram 44.2 is not engaged in combat and cannot therefore pursue if the enemy retreats (see Pursuit and Retreats). If the fighting unit in front is forced to retreat, an unengaged supporting unit does not retreat with it but must **make way** for it or refuse to do so. This is explained under Blocked Retreats and in more detail in the Confusion section of the rules.





RETREATS

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. See Diagram 44.3.

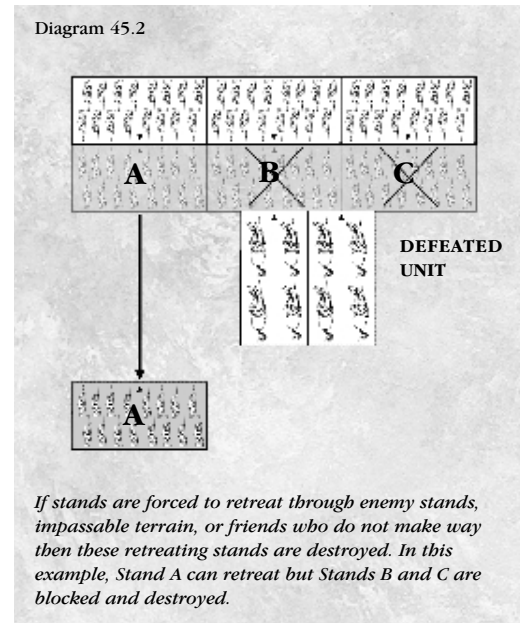
The direction of the retreat may be less clear if the unit is fighting enemy from several directions at the same time. In this case, the unit retreats from the greatest number of touching enemy stands (front, side or rear – corners are ignored). If this is equal, the retreating player can nominate which of the possible directions it will retreat. See Diagram 44.4.

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 and work out the unit's retreat relative to that, as shown in Diagram 45.1. If all stands face the same number of enemy, the player can decide which to use.



Blocked retreats

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.



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.

A retreat is also blocked if a stand's move brings it into contact with a stand from an unengaged enemy unit. Note that in this case contact alone is sufficient to block a retreat – the retreating stand does not need to move through the enemy stand. For example, a stand that retreats 1cm into contact with an unengaged enemy stand 1cm away is destroyed.

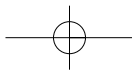
Stands that are destroyed are removed immediately without reducing the number of outstanding hits on their unit.

Blocked retreats often occur where units are partially surrounded, for example fighting to the front and rear at the same time. See Diagram 45.2.

Players may occasionally feel that in the interests of playability a certain leeway is allowable when repositioning units along their line of retreat. This is considered acceptable if both players are in agreement.

Retreating artillery

Retreating artillery units are an exception to the normal rules for retreating troops. 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.



Combat phase

PURSUIT

A unit engaged in combat can pursue a retreating enemy and fight a further round of combat immediately. This second round can lead to third and subsequent rounds in the same way. This is called **pursuit** combat. Only units which are already engaged in the combat can pursue. A unit not engaged but whose stands are only supporting cannot pursue. This may influence a player's decision to pursue or not as pursuit can often deprive a fighting unit of its support.

Pursuit combat continues from round to round until one side is destroyed or the combat is drawn or the winning unit stands its ground or falls back. The decision to pursue will often rest upon how badly mauled victorious troops are compared to their foes.

Not all troops can pursue in all circumstances. Some troops are restricted in their options as described below:

Pursuing restrictions

1. Infantry never pursue retreating cavalry or chariots. They can pursue other infantry and retreating monsters and machines as described in the rules.
2. Artillery never pursue retreating enemies of any kind. Artillery stands who retreat are automatically destroyed. See the Artillery & Machines section, p.67.
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.
5. Non-flying units never pursue retreating flying units. Only flying units can pursue flying units.

Moving pursuers

During pursuit combat, pursuing units are moved back into contact with enemy units that have retreated away from them. The distance the pursuers are allowed to move is not fixed – it will vary depending on the distance retreated by the enemy.

Pursuers are moved after defeated units have retreated and after any appropriate making way has been completed. If several units are pursuing, move them one unit at a time. The player making the pursuit can move the units in whichever order he wishes – the order can be important as the position of pursuers can easily block other pursuers if you are not careful.

Where they are able to do so, pursuing stands must move against the same units they faced in the combat round. In order to explain this process clearly; in the following descriptions 'retreaters' and 'retreating units' refers only to units that were touching the pursuers during the combat round.

When moving a pursuing unit, begin with all the stands that can re-establish edge to edge contact with retreating units by moving directly forward. If the stand's front edge can contact at least part of the edge of a retreating stand by moving directly forwards then it must do so (but see Multiple Combats for exceptions). Note that pursuing stands cannot move directly forward if there is an obstruction in the way – there must be a clear path for the pursuer to move directly forward. Diagram 46.1 & 46.2 shows the simplest case (below).



Infantry suffers one casualty and retreats.

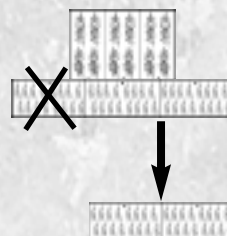


Diagram 46.1

Cavalry pursues. All three stands move directly forward back into contact with the retreating enemy.

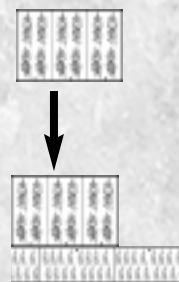
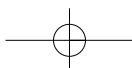
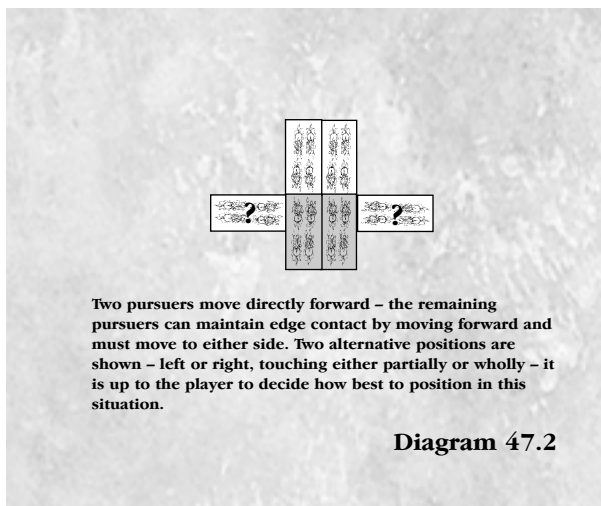
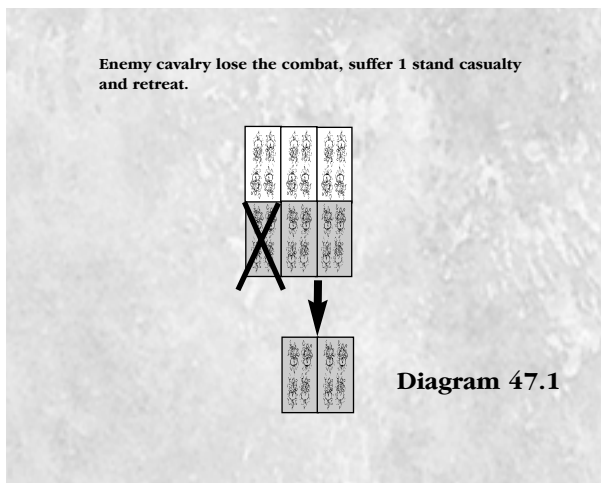


Diagram 46.2

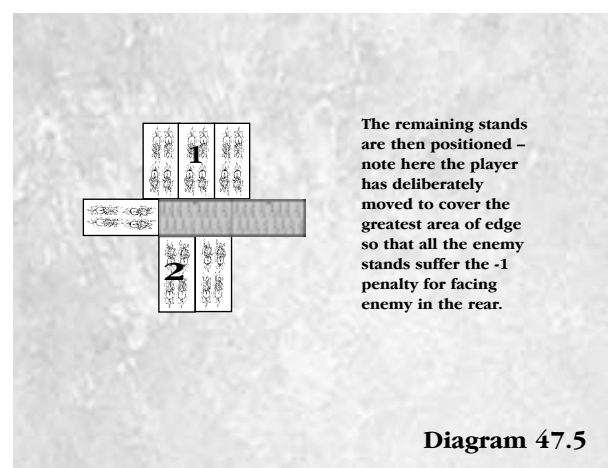
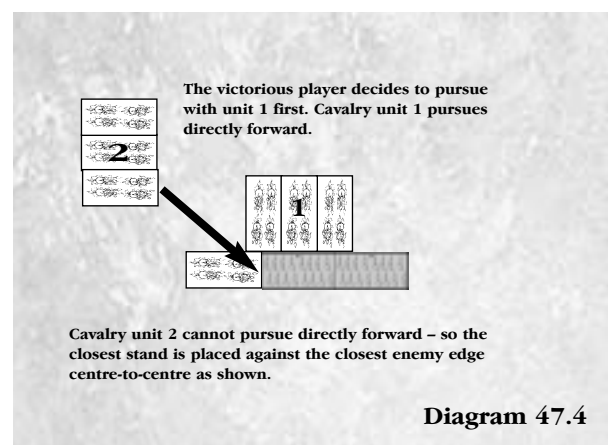
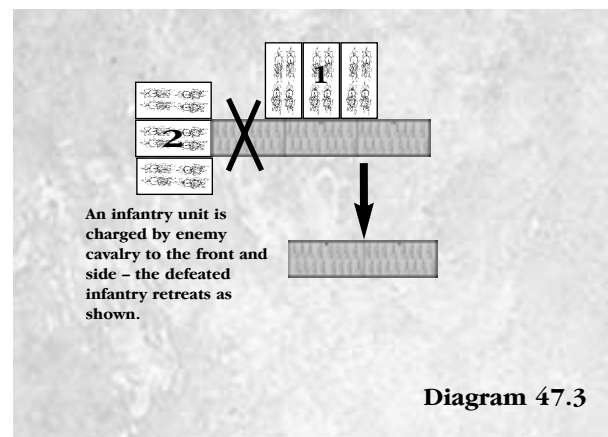


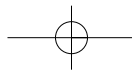


Once stands that can pursue directly forward have done so, other stands from the same unit are also moved into edge contact. This includes stands that would only contact corner-to-corner by moving directly forward, as well as stands that would not contact at all. Where possible, these stands must also be positioned against the same enemy unit as stands that have already pursued directly forward. Pursuing stands must be positioned so that their front edge contacts at least part of the edge of a retreating stand where possible – but note that there is no obligation to maximise frontage as there is during a charge. See Diagrams 47.1 & 47.3

In all cases, pursuing stands must have a clear path to their new position. Once stands have pursued directly forward, other stands are placed one at a time and must be placed into touch with a stand that has already moved. This ensures that a unit will always maintain a proper formation with all stands touching once it has pursued. Stands may be obliged to shift their relative position in their unit or even move round onto an enemy stand's side or rear in order to pursue as described. See Diagram 47.3.

Occasionally, you will find that no stands can pursue by moving directly forward. When this happens take the stand that is closest to the retreating unit and move it against the closest accessible edge of the closest enemy stand. In this case, place the stand centre-to-centre where possible in the same way as if it were charging – though note that it does not necessarily have to see its enemy. Note also that the stand still needs a clear path past other units or obstructions. Having placed the first stand, position the remaining stands as described above. See Diagrams 47.3, 47.4 & 47.5.





Combat phase

Sometimes it will be possible to move some but not all stands of a pursuing unit as described because of the position of other units (friend or foe) or because of impassable terrain. Any stands that cannot be placed as described must be placed in formation with their unit, but otherwise can be positioned as the player wishes. So long as at least one stand from their unit is already in front edge contact, stands unable to move into front edge to edge contact can be placed in front corner-to-corner contact if circumstances permit, allowing them to fight in the following round. A unit is not permitted to pursue if it can only maintain contact by corner-to-corner contact – at least one stand must have front edge to enemy edge contact in order to pursue. See Diagram 48.1.

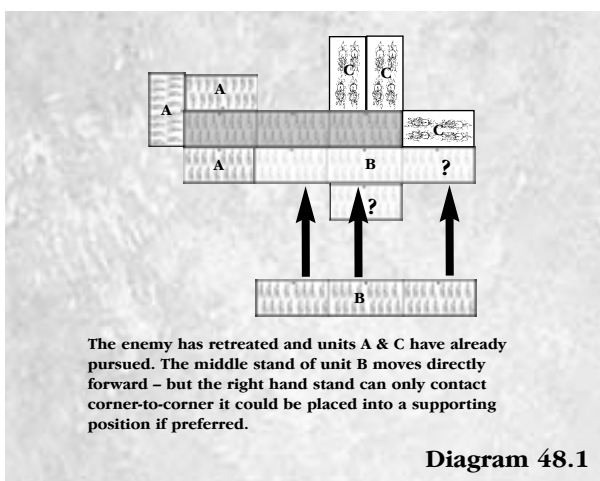
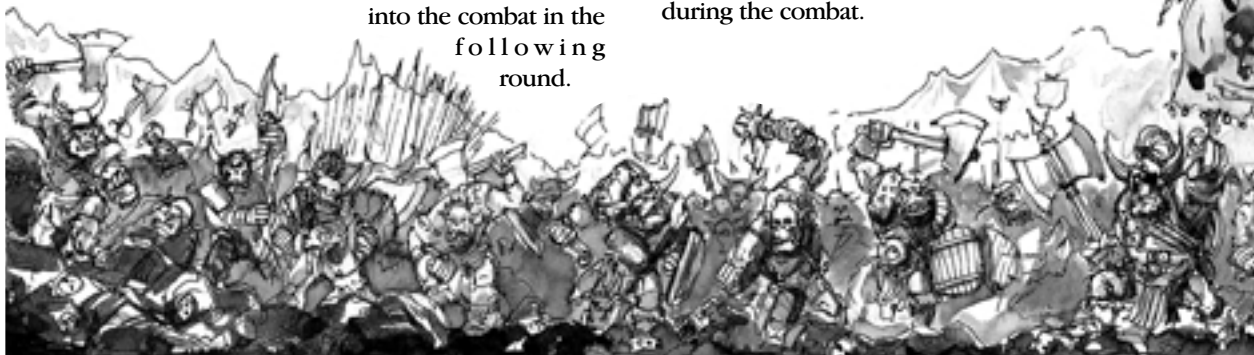


Diagram 48.1

Note that where pursuit results in the front edge of stands touching a side edge, rear edge, or rear corner of enemy stands, a combat penalty will be incurred in the following round. This applies to both sides (see Attack Modifiers p41).

Pursuers and unengaged enemy

When moving pursuers it is possible for stands to come into contact with unengaged enemy units. It is also possible for pursuers to come into contact with other enemy units retreating from the same combat, but which the pursuers were not touching in the previous round. In some cases this may be unavoidable – in others it will depend on the order in which pursuers are moved and how the player chooses to position pursuing stands. Any units contacted in this way are automatically drawn into the combat in the following round.



Pursuit bonuses only apply against retreating units if they fought in the same combat engagement as the pursuer. It does not matter whether a pursuer actually fought the retreating unit in the previous combat round – only that the unit retreated from the same engagement. No pursuit or charge bonuses apply against newly engaged units.

Impossible Pursuits

It can happen that pursuit is impossible. This is usually because it is not possible to place a pursuer into front edge to enemy edge contact – for example if the enemy unit has already been pursued by other friendly units and is surrounded. Remember – corner-to-corner contact will not suffice to maintain pursuit, at least one pursuing stand must be able to bring its front edge into contact with an enemy edge. Where a unit cannot re-establish contact with a retreating enemy unit it cannot pursue.

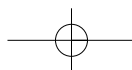
A unit that cannot pursue an enemy because it cannot re-establish contact is not allowed to advance instead. A unit can only advance if all the enemy units it is fighting are destroyed. See Advance p49.

Note that it might also prove impossible to pursue a retreating unit where two enemy units are retreating in different directions. In this case the pursuers will not divide their formation but will ignore one enemy unit in favour of the other. See Multiple Combats – Options for victorious units p52.

ENEMY DESTROYED

A unit is destroyed if all of its stands fall casualty, or if all of its stands are forced to retreat through impassable terrain, stands that are engaged in combat, or friends who do not make way, or into contact with unengaged enemy units. In addition, artillery units are destroyed if forced to retreat. Weapons are assumed to be abandoned by their crews and overrun by the enemy.

Often a unit will find that the enemy unit, or units, it was fighting have been destroyed. When all of the enemy units in touch with a victorious fighting unit are destroyed then the winner cannot pursue because there are no enemies left to pursue! There may be other enemy units still involved in the engagement but these cannot be pursued if they were not touching the victorious unit during the combat.



ADVANCE

If all the enemies a unit is fighting are destroyed it can do one of three things. It can stand its ground, it can fall back up to 3D6cm as if the combat had drawn, or it can **advance** into a new combat. Troops 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 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 advancing unit charges the closest enemy unit that it can see and can reach. A unit which has destroyed its enemy in the first round of combat may advance up to 20cm. A unit which destroys its enemy in a subsequent round of combat may advance up to 10cm. The advancing unit's charge is worked out in the same way as any other charge except that no stand may move further than the distance it is allowed to advance. As you can see, the distance a unit is allowed to advance is not dependent upon its troop type but upon the decisiveness with which it destroys its enemy. A unit which bowls over its enemy in the first round can more easily exploit its victory! Note that the term advance is used to distinguish this move from an ordinary pursuit (which is worked out differently) or an ordinary charge (which takes place in the Command phase). In this context, an 'advance' is a charge. A unit cannot simply advance into the open once it has destroyed its enemies.

An advance may initiate a new combat engagement or it may bring the advancing unit into an existing engagement. The advancing unit is treated as charging. An enemy unit which is advanced into can shoot at the advancing unit in the same way as it is able to shoot at chargers. The advancing unit receives

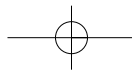
bonuses for charging as usual but no bonuses for pursuing because the advance will lead to a new combat against a different unit. Any hits already accumulated against the advancing unit are carried over into the new combat round. Outstanding odd hits are only removed at the end of the Combat phase once all combats are finished.

When a unit advances, always work out the resultant combat engagement next – regardless of whether it is an existing engagement or a new one. If the unit has advanced out of a combat engagement that is not finished (as can sometimes happen in large engagements) then complete the original combat engagement before going on to the new one. If several units advance out of the same combat, initiating or joining different engagements, the player whose turn it is decides which order to work them out in – but all must be resolved before going on to any further engagements. The reason for working out advancing combats straight-away is two-fold – firstly, it enables the victorious player to take full advantage of his success by flowing the unit through into another engagement; secondly, it makes it easier to remember which units have already advanced during the phase.

A victorious unit does not have to advance if the player doesn't want it to unless the unit is normally obliged to charge enemies where possible because of a special rule, in which case it must.

Note that, as described already, a unit can only advance once during any Combat phase. This applies even if the unit must normally advance because a special rule obliges it to charge whenever it can do so. Advancing troops are judged to be far too exhausted to be able to advance again during the same Combat phase. This limits the range over which a unit can fight during the Combat phase and prevents units from working their way from one side of the battlefield to the other in a single turn.





Combat phase

FALL BACKS

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 – both players roll a dice and the highest score decides whether to take the first turn or defer to his opponent.

A fall back is basically a free move that represents the unit rallying back on its standards and officers. Unlike an evade, drive back, or retreat, it doesn't have to be made in a specific direction or over an exact distance, nor does it have to be made in a straight line.

The distance a unit falls back is established by rolling three dice. A unit can fall back a maximum distance equal to the total dice score and must fall back by at least the score of the lowest dice. So, on a roll of 6, 4, and 3 a unit can fall back between a maximum distance of 13cm and a minimum of 3cm.

If several units fall back out of the same combat one roll is made for them all. Each unit must move between the same maximum and minimum distance, but units do not all have to move the same distance.

When a unit falls back no individual stand may move more than the distance permitted, and at least one stand must move the minimum distance. It is not necessary for every stand to move the minimum distance. When stands move they may not move closer than 1cm to any enemy troop stands or stands engaged in combat except to move away initially. Falling back stands may not move through friendly stands or impassable terrain.

If a unit cannot move the minimum distance required without moving closer than 1cm to enemy stands or stands in combat, through impassable terrain, or through a friendly stand, then the unit is treated as if it had been driven back by shooting. When this happens, the unit can become confused, see the Confusion section (p.54). In this circumstance a friendly unit can make way for a unit falling back, as it can for a unit driven back by shooting, but otherwise friendly units do not make way for units that fall back and falling back units must move round them.

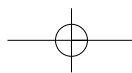
REFORMING

At the end of the Combat phase any outstanding hits are discounted. After hits have been discounted, surviving units that contacted enemy units during the Combat phase can reform. Infantry units that were merely supporting the combat and which did not contact an enemy during the phase cannot reform.

Units can reform regardless of whether they won, lost or drew combat, or which side they are on. It is important to wait until the end of the Combat phase before doing this because it is possible for pursuit or advance to bring a unit back into combat.

If both players wish to reform, each side takes it in turn to select and reform one unit – both players roll a dice and the highest score decides whether to take the first turn or defer to his opponent.

A unit that is reforming rearranges its stands as follows. One stand stays where it is but may pivot about its centre to face any direction. Other stands can then be rearranged into formation around it. The distance they move is unimportant. However, stands must have a clear path to move into their new position. They cannot move through impenetrable terrain or other units for example.



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 its attackers.

These are all judged to be situations that confer an advantage to infantry or to small units of artillery. 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.

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.

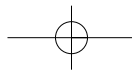
These situations do not regularly occur in field battles but are included here for the sake of completeness. A well prepared field fortification might be considered to be a fortified rather than defended position – but only if it is constructed and positioned in such a way that troops must resort to 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 Sieges & Fortresses section of the rulebook (p.90).

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.





Combat phase

Cavalry, chariots and machine and monster stands count as being in the open in all circumstances. They 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 dim-witted 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 the same turn. 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.

MULTIPLE COMBATS

So far we have mostly described situations where one unit is fighting one enemy unit. This is a common enough occurrence but it is also possible for a combat to encompass several units as shown in Diagram 52.1. In situations where a unit charges another it can often happen that a second unit is drawn into the combat engagement because one stand touches the chargers corner-to-corner. It can also happen that two units charge the same enemy one after the other. In these situations, all units which are touching become engaged in the combat even if they are only touching corner-to-corner.

Resolving multiple combats

To resolve multiple combats, work out attacks from all the units involved and note all the hits scored. Bear in mind that stands touching corner-to-corner are engaged and can fight.

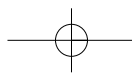
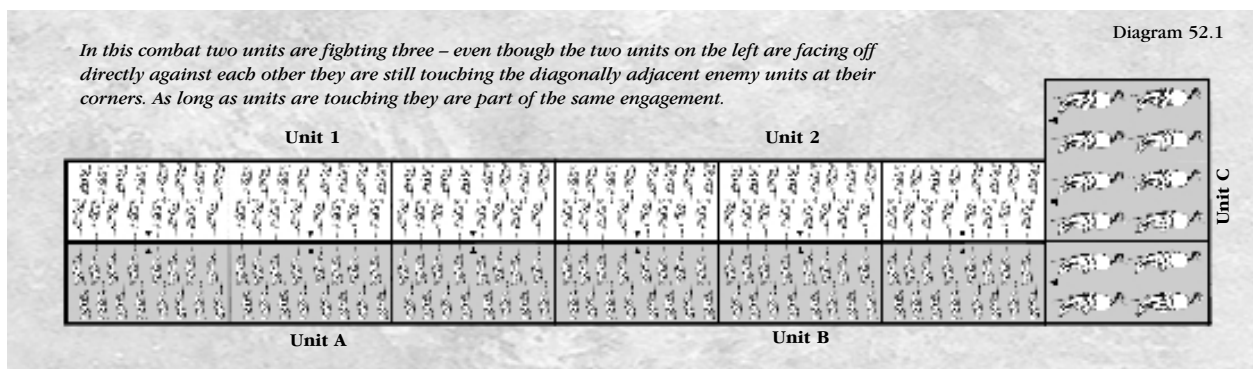
You will find that in multiple combats where several units are attacking the same enemy unit it is often possible to roll the dice in a single batch rather than dicing for each unit one at a time. However, this is merely suggested as a matter of convenience and it is entirely up to the player whether he prefers to do this or not.

Once all units have fought, compare the hits that have been scored by all the units on each side and add any bonuses for supporting stands. This means that although one unit might do badly, another does spectacularly well, ensuring that overall the side wins the combat round. Where the score is equal, the result is a draw as usual and all units fall back. Make one Fall Back dice roll for all the units from each side involved in the combat. They all fall back between the same minimum and maximum distance but don't have to fall back exactly the same distance if the player does not want them to.

Retreats and pursuits

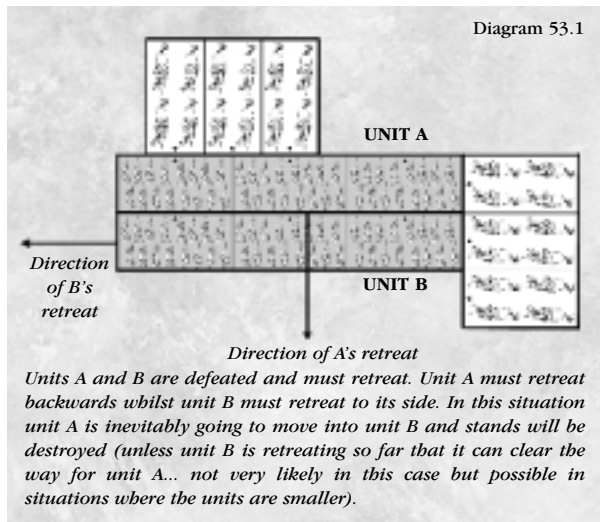
If one side wins then each enemy unit must retreat. The retreating player can decide which units to move first. The distance moved is the difference between the number of hits scored divided by the number of units on the losing side including any units removed as casualties. Remember to include bonus hits from supporting stands and hits on units which have been destroyed as these are easily overlooked. Round up any fractions when calculating retreat distances. It follows that retreating units will always move back at least 1cm.

For example, side A inflicts eleven hits on side B which inflicts three hits in return. Side A wins by eight hits. Side B has two units fighting so eight divided by two = a 4cm retreat.



Blocked retreats

Blocked retreats become common in multiple combats. Stands forced to retreat through units engaged in combat will be destroyed as already described. This will be especially apparent when a double line of troops is fighting to its side and front at the same time, as shown on Diagram 53.1. The front unit must retreat back but the rear unit will be pushed sideways. In this situation, the front unit is likely to lose stands as it retreats.



It is possible to reduce the potential loss by being careful about which stands are removed as casualties during the fighting and by retreating units in an order which creates as many gaps as possible. However, in practice, dense formations which have been 'flanked' in this way will usually collapse pretty quickly.

Options for victorious units

The units on the victorious side have the usual options of falling back, pursuing/advancing or standing their ground. There is no obligation for all victorious units to do the same things. Some can fall back whilst others pursue, for example. The player can move the units in whatever order he wishes. If units choose to fall back, the player makes just one dice roll which applies to all as for a drawn result (see above).

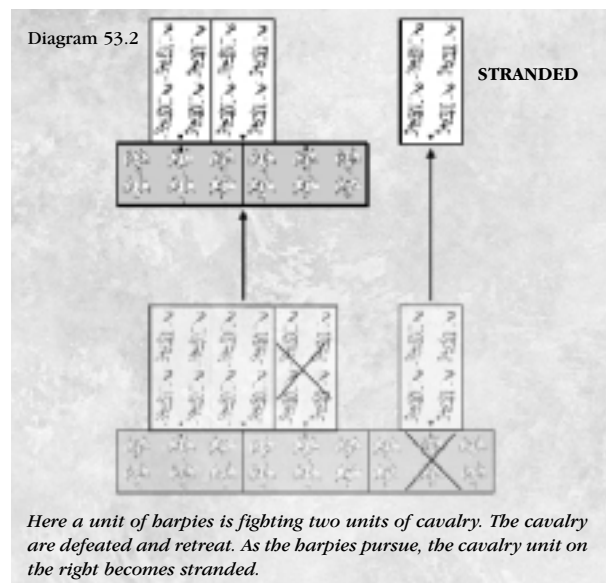
A pursuing unit may be opposed by enemy units retreating in different directions. In this case, a unit will pursue enemy units to its front, if possible and this may result in some retreating units becoming stranded. If a pursuing unit is (unusually) facing

several different directions, it will pursue the enemy faced by the majority of its stands, if this is not apparent, the player decides which enemy to pursue.

If all of the enemy in touch with a victorious unit are destroyed then it cannot pursue but has the option of advancing (see Advance p.49). An advancing unit always charges the closest enemy within range and which it can see. In a multiple combat engagement this often results in an advance upon the flank of an adjacent enemy unit.

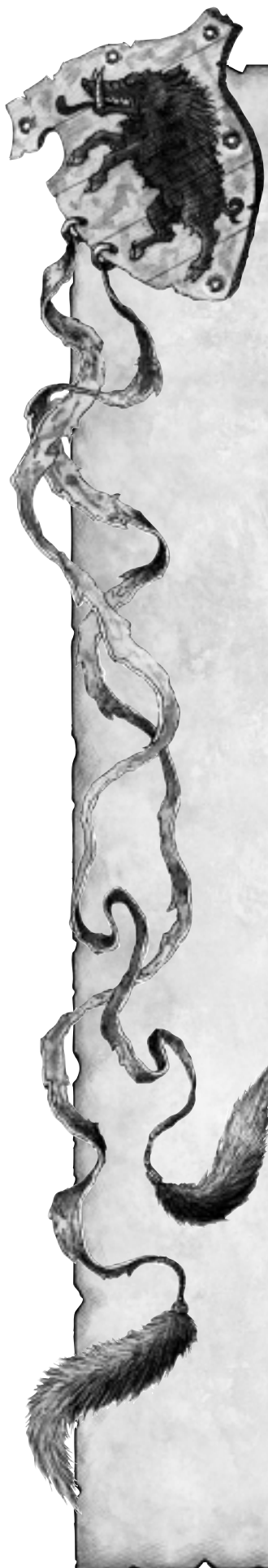
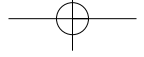
Stranded units

If a victorious side takes casualties then its frontage may effectively 'shrink'. In a multiple combat this can result in some defeated units becoming stranded. The defeated unit retreats but there are no enemy stands left to pursue it. Retreating units which become detached in this way simply drop out of the combat engagement. Any remaining hits are retained until the end of the Combat phase because it is possible that further pursuit or advances may bring the unit back into combat once more. See Diagram 53.2.



Units can also become stranded where two or more units are forced to retreat in different directions away from the same enemy or where a pursuing unit effectively disengages from one enemy as it pursues another. In these circumstances, any units which are no longer touching an enemy drop out of the combat engagement and are allowed to reform at the end of the phase, see Reforming (p.50).





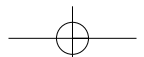
CONFUSION AT A GLANCE

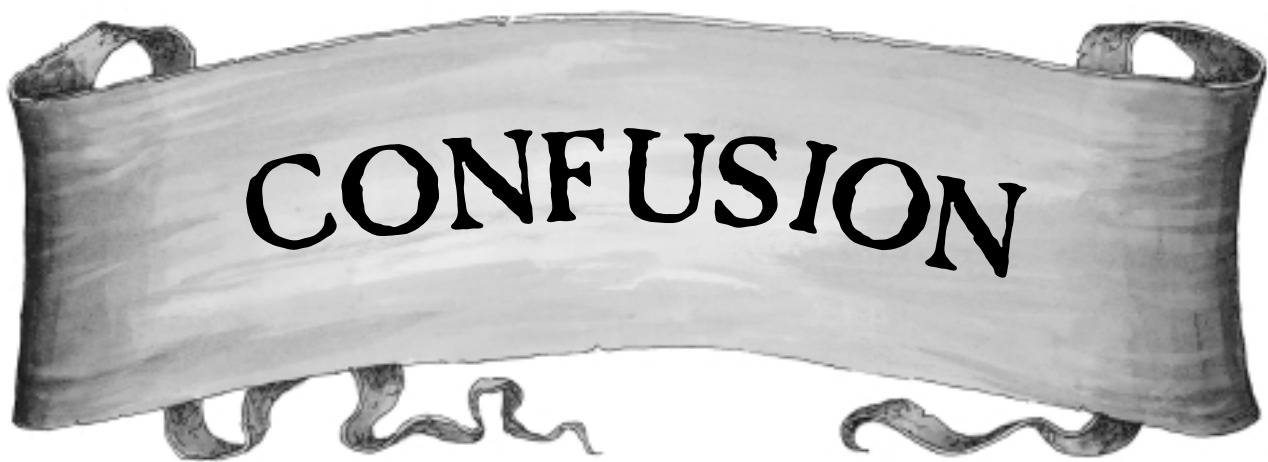
UNITS BECOME CONFUSED IF:

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.

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.





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.22-23) 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.27-28).

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.27-28).

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.27-28).



5. 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.50-51 later in this section.

6. Driven back/falling back through unyielding friends.

A unit driven back by shooting, or unable to avoid falling back, through a friendly unengaged unit that the player is unable or unwilling to move to make way is automatically confused. See p.27-28 for rules on driving back the enemy.

7. 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.50-51 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.40-41 & p.46-47) 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.

Confusion

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.

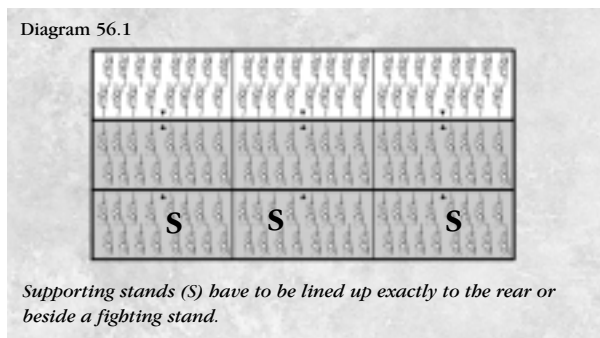
1. A unit which is confused cannot use Initiative and it cannot be issued Orders. This means that a confused unit will not usually be able to move at all in the Command phase. See the Command phase (p.13-14) and Flying Units (p.59). Note that confused units are able to move in other phases and must do 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.41).
3. A confused infantry unit cannot support in combat. See the Combat phase (p.40).

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.

The most common instance where a unit might make way occurs during a retreat in combat where one infantry unit is placed directly behind another to support it. See Diagram 56.1.



When a unit makes way for another, it can either move aside or back.

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 unit's that are moving aside can change their formation as they do so. See diagram 57.1.

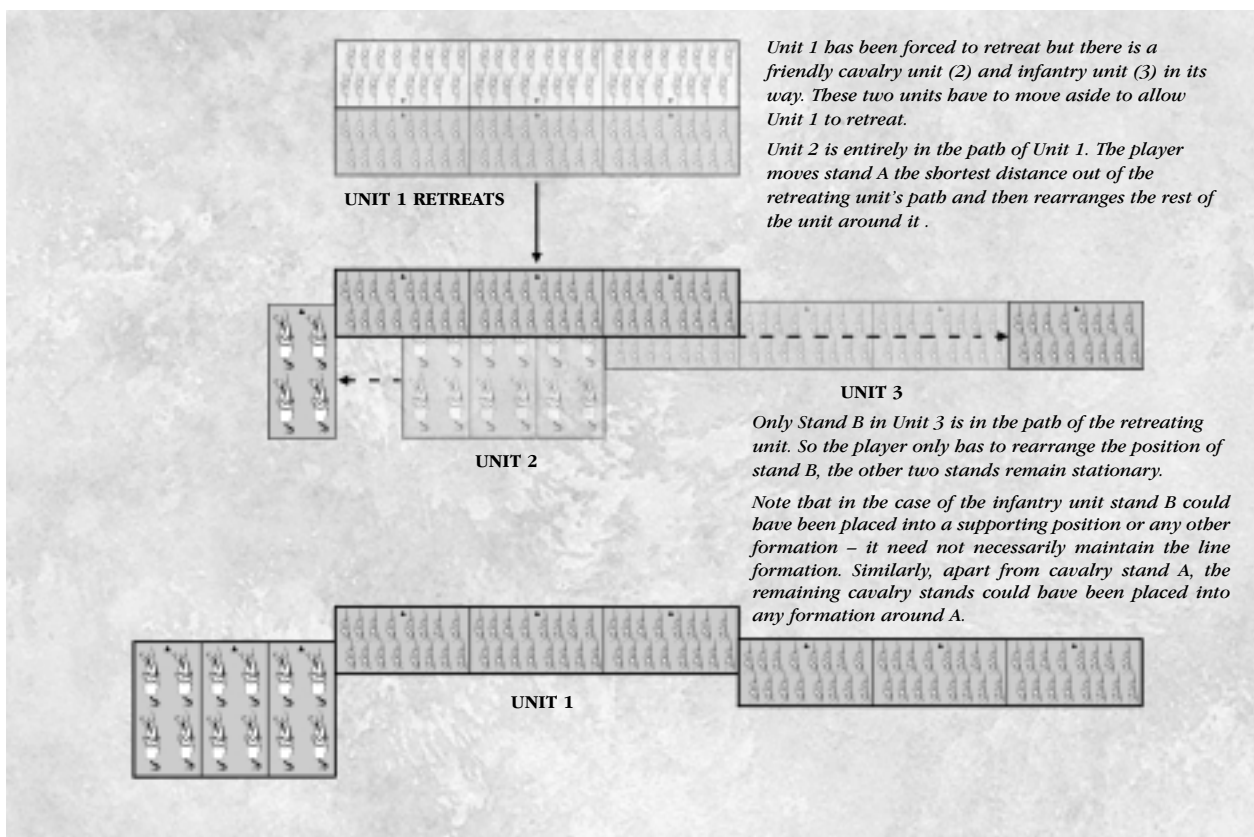
When moving back, the whole unit simply keeps pace with the friendly unit it is making way for. The unit moves back in the same direction as its friend without changing its own orientation or formation, ending its move touching the unit for which it made way. In the case of infantry units that are making way for other infantry units, if all the stands that are making way lie within the path of the friendly unit, they can be rearranged to support their friend if desired. This is shown on Diagram 57.2.

When moving back, a unit simply keeps pace with its friend and ends its move positioned behind. In the case of infantry units that are making way for other infantry units, stands that are touched by a retreating unit can be repositioned so that they support retreating troops where required. 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.

A unit cannot make way if in order to do so it would have to move to within 1cm of enemy (assuming it isn't at the start of its move), into contact with any units engaged in combat or into impassable terrain or through stationary friends.

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.41)). A unit retreating from combat is destroyed if forced through unyielding friends.





GENERALS, WIZARDS & HEROES AT A GLANCE

CHARACTERS

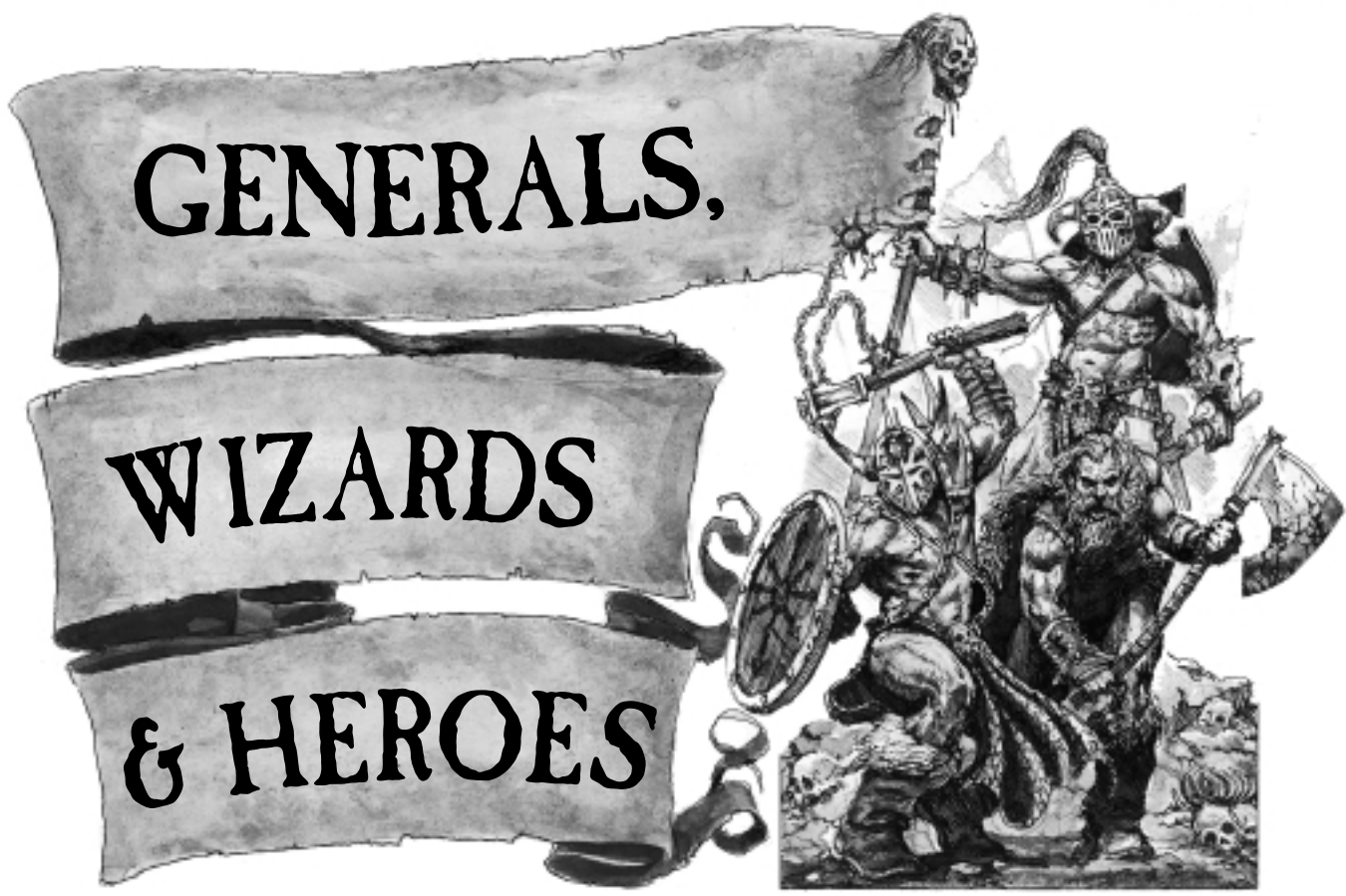
1. Generals, Wizards and Heroes are referred to as characters.
2. Characters can move through and be moved through units from their own side.
3. Characters cannot be seen, shot at or charged by the enemy.
4. Character stands with units are ignored for the purposes of measurement and calculating which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

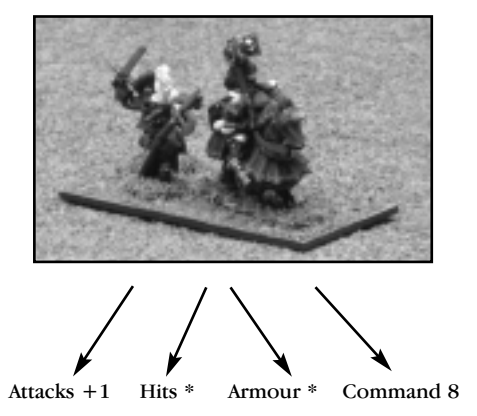
Wizard

Hero

Hero

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.



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.57).

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.

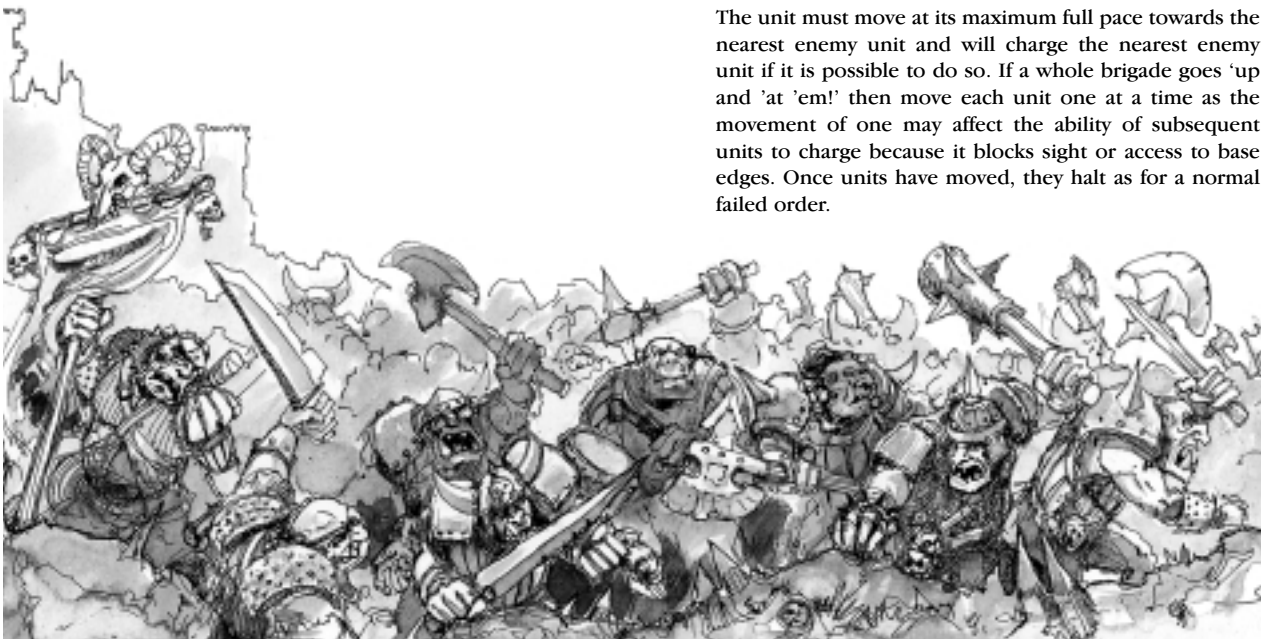
BLUNDERS

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.

Alternative Blunder Rule

An alternative blunder rule favoured by a few players, and so given here for your consideration, is that a blunder simply ends the Command phase in the same way as a failed order from a General. This is more predictable and so appeals to players of an especially sober disposition.



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. As the order has been failed, 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 unit or brigade then the unit or each unit in a brigade must move away from any visible enemy units so that it is at least a full pace move away. Where units have different moves, the brigade moves at the speed of the slowest. Once it has moved, the unit/brigade halts as for a normal failed order. If unable to comply, a unit halts 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. If forced to advance in what they judge to be a rash manner, they will be as cautious as possible!

The unit/brigade can move but will move no faster than half pace and may not charge. Once it has moved, the unit/brigade halts as for a normal failed order.

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 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.

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.



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.63-64).

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 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).

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 at a time.

Character stands which have joined a unit in combat must remain with it whilst the Combat phase 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 in combat. This is of particular importance as it makes combat an extremely risky business for characters and certainly not something to be indulged in lightly.

MONSTROUS AND CHARIOT 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.

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 character stands riding horses are treated exactly like stands on foot. We don't penalise characters for riding horses!

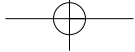
ODD SIZE CHARACTER BASES

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

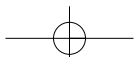
1. Flying units can only be issued orders if they are within 20cm of a character.
2. Flying units under orders can move up to 100cm.

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.





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 opposite.

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 10xD6cm 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. 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 and always move at the same 'pace'. 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.



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 – ie 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 p49).

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.53-57).

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.







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.
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 earn more victory points than the enemy (ie, it 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.

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 but the withdrawing side cannot score higher than its enemy.

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 a half or more of its units it must withdraw.

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. See p.81 & 89.

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.





Lord Elodain grimaced in disgust as the stench of the foe drifted towards him on the wind. It was the dry Lacrid odour of the tomb that haunted the air of the valley and made the steeds of the Elves stamp their hooves and bite nervously upon their bits. The Elven Lord steadied Snowmane with a soothing word and the horse quietened at once, such was the trust between rider and the mount he had raised from a foal in the land of Ellyrion.

At his back a hundred riders waited for his command. He turned to watch as each steadied his own horse much as he had done. They were the finest of the Elven cavalry. Each wore a coat of keenly wrought chain and over this a breast plate embellished with all the marvellous skill of Elven craftsmanship. Upon his arm each bore a tapering shield whose surface shone with Elven runes of wonderful delicacy. In a mailed glove each warrior carried a long lance tipped with a deadly sparkling point. At his side each carried a long sword whose edge was keener than any razor. Finally, each wore the tall helm for which they were named the Silver Helms, the pride of the Elven kingdoms.

Lord Elodain watched as the enemy's tattered ranks stumbled down the valley, neither hurrying nor delaying, but shuffling onwards as if directed clumsily by some malign will. He knew these were but corpse soldiers, ragged bone and rotted cloth, blunted swords and crumbling shields. They were as nothing compared to the majesty of the Elves - yet there were a great many, and they were utterly without fear.

As Lord Elodain watched the distant horde of the dead, a warrior reined his horse beside his own. It was Aeol, one of the young Elves whose swift horses, keen eyes and exceptional riding skills had earned him the task of scouting in advance of the army.

"My Lord, I see a messenger approaching from the east," he announced as he pointed towards the distant hilltop that marked the edge of the valley.

Lord Elodain strained to see the tiny dot that seemed hardly distinguishable from the jagged rocks and the battered trees that struggled for life in that desolate place.

"Your eyes are keen indeed Aeol," declared Elodain. "I see only dust rising from the ground."

"That is the horde of dead riders that follows in his wake. He is flagging. I think his horse is lame for the cadavers are gaining which otherwise they could never do."

"Quickly, Aeol! Take a company of Silver Helms and save him, for he must be upon some vital errand to merit such a dangerous ride." But even as Elodain spoke a shadow passed over Aeol's face and he spoke without hope.

"It is too late my Lord, even now they snap upon his heels, curse them! He draws his bow and looses arrow after arrow between their bony ribs but they are too many. He has but one arrow left. No wait! He turns towards us and shoots! Now they are upon him." With those words Aeol fell silent and Lord Elodain knew that the valiant rider was no more.

The Elves bowed their heads sorrowfully and mourned the loss of one so brave, wondering what message could be so important that its bearer should die so horribly attempting to deliver it. Lord Elodain wondered also what he should do - to advance or retreat, to move or stand his ground, for who could guess how the battle progressed beyond the narrow confines of the valley. For all he knew the battle hung in the balance awaiting the critical intervention of his warriors. But when? And where?

With a soft thud the arrow landed a score of feet in front of Snowmane. It had been shot with the strength of desperation and carried upon the air as far as any arrow ever flew. It fell harmlessly, its impetus exhausted, so that even if it had struck naked flesh it would have stung no more than a twig thrown by an infant. It was a white arrow fletched with the feathers of eagles and its shining point was polished to such a degree that it had parted the sky as a scythe mows the tender grass of spring. Tied to its shaft and written upon the thinnest parchment was the message.

Aeol dismounted at once and hurried to recover the arrow which he bore to Lord Elodain without hesitation. The Elven Lord took it carefully, removed the parchment and in a moment all sign of doubt was cast from his face. The Silver Helms would not be drawn into what he now understood to be an invidious trap. He knew the enemy would be defeated thanks to the brave rider from the east. He looked upon the fine white arrow, the polished tip and delicately feathered flight.

"Take this Aeol," he said as he presented the arrow to the young Elf. "It will make a fine tale to tell your great-grand children one day when your eyes grow dim and your limbs are stiff with age. Treasure it in memory of the rider whose courage once saved your life."