

WARHAMMER FANTASY BATTLE PLAYSHEET

TURN SEQUENCE

1. MOVEMENT
2. SHOOTING
3. HAND-TO-HAND
4. RESERVES
5. MAGIC
6. RALLY

MOVEMENT

Movement over difficult ground is at half rate. Movement over an obstacle takes up half the total move allowance that turn.

A unit is permitted one free simple manoeuvre during its movement or reserve phase as long as its formation is not divided by an obstacle. A unit cannot change formation if it is on difficult ground. Any other manoeuvre must be preceded by a successful Ld test (2D6). A failed test brings a unit to an immediate halt except during a charge as noted below.

Simple manoeuvre

Formation change (4 models)
Turn of 90 or 180 degrees
Wheel

Complex Manoeuvre

Moving backwards at half rate
Wheeling backwards at half rate
Wheel from centre at half rate

SINGLE FILE FORMATIONS

Single file formations ignore difficult ground. Obstacles impose a 1/4 move penalty. They cannot charge. They must run away from a charge. They may make snaking moves.

RESERVES

A unit may not reserve move if it is within 4' of enemy troops at the start of the reserve phase. A unit may not approach within 4' of enemy during the reserve phase. Otherwise a unit may reserve move except in the cases outlined below. A moving unit approaching within 4' of enemy ends its move immediately.

A unit may not reserve move if:

1. The unit is engaged in hand-to-hand combat.
2. The unit is Routing or Pursuing.
3. The unit is within 4' of any routing troops.
4. The unit failed a manoeuvre test for a complex manoeuvre in its movement phase.
5. The unit is flying.
6. The unit comprises of vehicles, heavy chariots, engines.
7. The unit is on difficult ground or its formation is divided by an obstacle.
8. Troops in the unit have fired crossbows, arquebus, or blunderbusses, in the shooting phase

CHARGING

Charges must be declared before other movement. Only models which charge may approach within 1' of enemy troops. Charging troops double their movement rate. Charging troops failing a manoeuvre do not halt, but continue to charge and become unformed. Charging troops may not attempt to manoeuvre within 4' of their enemy other than to wheel to bring them within 22.5 degrees of their target's facing (if they do this all charging bonuses are lost).

SHOOTING

TO HIT

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

- +1 Large Target - such as a wagon, building or anything greater than 10' tall
- 1 Shooter Moved - if the shooter moved in his movement phase
- 1 Rapidly Moving Target - a target which moved more than 6" in its reserve phase
- 1 Firing at a Charging Enemy - if you are standing and firing against a charger
- 1 Firing at over half your maximum range
- 1 Target is behind soft cover - such as a hedge or wood
- 2 Target is behind hard cover - such as a wall or building

SAVING THROW

Armour	Without Shield	With Shield	Mounted without shield	Mounted with shield
None	None	6	6	5 or 6
Light	6	5 or 6	5 or 6	4, 5 or 6
Heavy	5 or 6	4, 5 or 6	4, 5 or 6	3, 4, 5 or 6

STAND AND FIRE

A missile unit may only attempt to stand and fire against a unit charging from over half its charge move away. A Ld test is necessary for success.

HAND-TO-HAND

During hand to hand combat a model may make as many attacks as shown on its profile (if a close combat weapon is carried in each hand, then the model may make as many attacks as shown with each weapon. For example, if A=2 the model could make 4 attacks if it has a weapon in both hands).

Procedure

- 1 Attack in initiative order - all models in contact may fight
- 2 Roll to hit - routing models are hit automatically
- 3 Roll to damage
- 4 Determine amount of damage where appropriate
- 5 Make any permitted saves
- 6 Once all models engaged have fought establish results of combat

TO HIT

Roll one D6 for each attack. Compare the attacker's WS with the defender's WS to find the basic score needed to hit. A dice roll of a 1 is always a miss irrespective of any modifiers.

Attacker's WS	Defender's Weapon Skill									
	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	+4	+4	+5	+5	+6	+6
2	4	5	5	6	6	+4	+4	+5	+5	+6
3	4	4	5	5	6	6	+4	+4	+5	+5
4	3	4	4	5	5	6	6	+4	+4	+5
5	3	3	4	4	5	5	6	6	+4	+4
6	2	3	3	4	4	5	5	6	6	+4
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

- +1 Charging - this bonus is lost if the charger changes formation during the charge. The bonus is also lost if the unit attempts a wheel within the last 4'. Unformed units receive no charge bonus.
- +1 Following Up - if the unit won the previous round of combat
- +1 Higher Ground - positioned on a higher slope, stair or rampart
- 1 Defenders behind hedge, stakes, prepared defences, etc.

DAMAGE

Roll to determine if damage is caused. Compare the weapon's strength with the toughness of the target.

Attacker's Strength	Target Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

COMBAT RESULTS

Each side adds up the number of wounds inflicted on the enemy - wounds which have been saved are not counted, only those actually inflicted. Then add the following.

Charged that turn +1

Followed up last turn +1

Unit Standard +1

Army Standard with unit +1

Each rank behind 1st +1

(up to +3, must be at least 4 models engaged)

The side with the highest score is the winner. Losing units must take a rout test if they have suffered 25% or more of their original strength as casualties in the battle to date. Unless routed the losers are retreated 2". This is called a push back. Winners follow up losers who have been pushed back and models are moved back into base contact. The winner may expand his formation by 4 models or wrap round as he follows up (see p132 of WFB).

ROUTS

A unit must test for rout if:

1. A unit has lost 25% of its **original** strength and is beaten in hand to hand combat. Test before making the push back.
2. A unit suffers 25% or more of its **current** numerical strength to missile fire/magic during a single turn.

Roll 2D6 against Ld. If the score is equal to or less than the unit's Ld the test is passed with no further effect. Otherwise the unit is routed. As soon as a unit routs it is turned directly away from its enemy and moved immediately at double pace away from them. The winning side strikes free hacks as the routers turn away - free hacks automatically hit and any saving throw from shields is discounted as the enemy have their backs turned.

During the initial rout out of combat routers move directly back through any friends blocking their path, however if there is a gap of 2" or more within their path they will funnel through this instead. If there is no such gap the routers will burst through the friendly formation. Friends who have been burst through in this way may not move in their following movement phase as they need time to recover their formation.

Following the initial rout move, routing units are moved in their own movement phase at double rate towards the nearest table edge and may do nothing else. No penalties are imposed for manoeuvres. If routers leave the table edge they are removed from play.

A routing unit may not rally in the turn in which it has routed. After the initial rout turn the routing unit may attempt to rally in its rally phase. Routers may not rally if they are engaged in combat by pursuers or other enemy. Routers may not rally if nearer to enemy than friends or within fear range of a fear causing monster.

GENERALS AND STANDARDS

A unit whose leader is within 12" of the general may take any rout or rally test on his Ld characteristic value.

A unit within 12" of the Army Standard may retake a failed rout test. A routing unit within 12" of the Army Standard may add +1 to its rally test. An Army Standard adds a further +1 to a unit's Combat Result if fighting in the front rank - ie +2 if the unit also has its own standard.

PURSUIT

If all of a unit's hand-to-hand combat opponents rout the unit normally pursues. Pursuers follow the routers during the initial rout move, and strike a second free hack if still in contact at the end of it. Pursuers may test to avoid pursuit when their enemy first rout. Test against Ld - if successful the unit does not have to pursue and proceeds without further restriction.

After the initial rout from combat, pursuers move in the router's movement phase following the path of the routing unit. Pursuers in contact with routers during the hand-to-hand combat phase strike further free hacks. Pursuers who wish to do so can test to end pursuit as the routers move away in their movement phase. Take a 2D6 test against Ld - if this is passed the pursuit is ended and the unit immediately halts unformed (see **UNFORMED**).

Pursuers unable to move quickly enough to catch their routing enemy move as far as they can in the initial rout and then halt unformed until the end of their following movement phase.

If pursuers wipe out routers then they also halt unformed until the end of their following movement phase.

If pursuers chase routers off table then they halt unformed at the table edge until the end of their following movement phase.

If pursuers are engaged by fresh enemy they immediately cease pursuit and fight normally **but** if pushed back in the first round of combat they are automatically routed.

UNFORMED

A unit becomes unformed if:

1. It charges and fails to contact an enemy.
2. It attempts and fails a manoeuvre during a charge (no further manoeuvres may be attempted but the unit completes its charge and may automatically wheel to bring itself with 22.5 degrees of the enemy's facing).
3. It charges and contacts an enemy formation at an angle of more than 22.5 degrees.
4. A unit ends pursuit of a routed enemy, or ceases to pursue because routing enemy are slain, leave the table edge, or move out of reach.

An unformed unit must spend its entire following movement phase stationary after which it is reformed. Alternatively it may retire remaining unformed. Unformed units receive all charges at the halt. An unformed charging unit loses all of its charge bonuses. Unformed units receive a penalty of -1 Ld, Int, CI and WP. An unformed unit which is pushed back in hand-to-hand combat is routed. An unformed unit not pushed back in hand-to-hand combat reforms automatically.

FRENZY

Troops who are subject to frenzy must take a 2D6 test against their CI when they charge. The unit's leader may apply his CI bonus to either increase or decrease the unit's chance of going into frenzy. If the CI test is failed then the unit is in frenzy for as long as they remain in base-to-base contact with the enemy. The following rules apply to frenzied troops;

Frenzied models gain +1 on all to hit, wound and saving rolls.

Frenzied troops must always follow up and pursue enemy troops.

Frenzied troops are immune to all psychology and rout tests while they remain in frenzy.

FEAR

A 2D6 test is taken against the unit's cool if:

1. Wishing to charge a feared enemy - if failed the unit spends the turn stationary.
2. Charged by feared enemy - if this test is failed the unit is routed.
3. Wishing to shoot at a feared enemy who is within his own charge distance - if failed the unit may not shoot that turn.

A unit pushed back by enemy that it fears is automatically routed.

HATRED

A unit which hates an enemy within charge distance at the start of its movement phase must charge unless it successfully takes and passes a 2D6 test against its CI.

A unit which hates an enemy unit within its missile range during the shooting phase must fire at it unless it successfully takes and passes a 2D6 test against its CI.

A unit fighting a hated enemy in hand-to-hand combat may add +1 to all its to hit rolls and +1 to any rout test.

If a hated enemy routs, the unit must always pursue and must continue to pursue until the enemy unit is either destroyed or leaves the table, or if the unit is charged by other enemy while pursuing.

PANIC

A unit must take a 2D6 panic test against its CI if:

1. It is within 4" of friendly routers at the start of its turn.
2. It is within 12" of a friendly unit which routs from hand to hand combat (+1 may be added to the unit's CI if it outnumbered the routers by 4 to 1 or more).
3. It is charged in the side or rear - unless the unit has stomp attacks.
4. Character leaves the unit while it is engaged in combat.
5. It is charged while its formation is divided by a wall or hedge.

STUPIDITY

Troops who are stupid must take a 2D6 test against their CI at the start of each of their turns. If this is failed then the unit strikes only half its total number of blows in hand-to-hand combat. If not engaged in combat the unit may not fire missiles or use magic, and moves in a random direction as described on p 74 of WFB.