

QUICK REFERENCE



Turn Summary

Each player's turn is split into four phases:

1. The Strategy Phase
2. The Movement Phase
3. The Shooting Phase
4. The Combat Phase

Casting & Dispellying Spells (page 106)

Casting A Spell

To cast a spell, roll 2D6 and add the casting Wizard's level:

- If the result is equal to or higher than the casting value, the spell is cast.
- If a natural double 6 is rolled, the spell is cast regardless of casting value and cannot be dispelled.
- If a natural double 1 is rolled, the spell is miscast and is not cast. Roll on the Miscast table.

Dispellying A Spell

When your opponent casts a spell, you can make a dispel attempt. To dispel a spell, roll 2D6 (if attempting a Wizardly dispel, add the dispelling Wizard's level):

- If the result is equal to or higher than the Casting roll, the spell is dispelled.
- If a natural double 6, the spell is dispelled regardless of the casting result.
- If a natural double 1 is rolled, the dispel attempt fails. Roll on the Miscast table.

Wizardly Dispel: A Wizard that is not engaged in combat, is not fleeing and is within range may be nominated to attempt a Wizardly dispel:

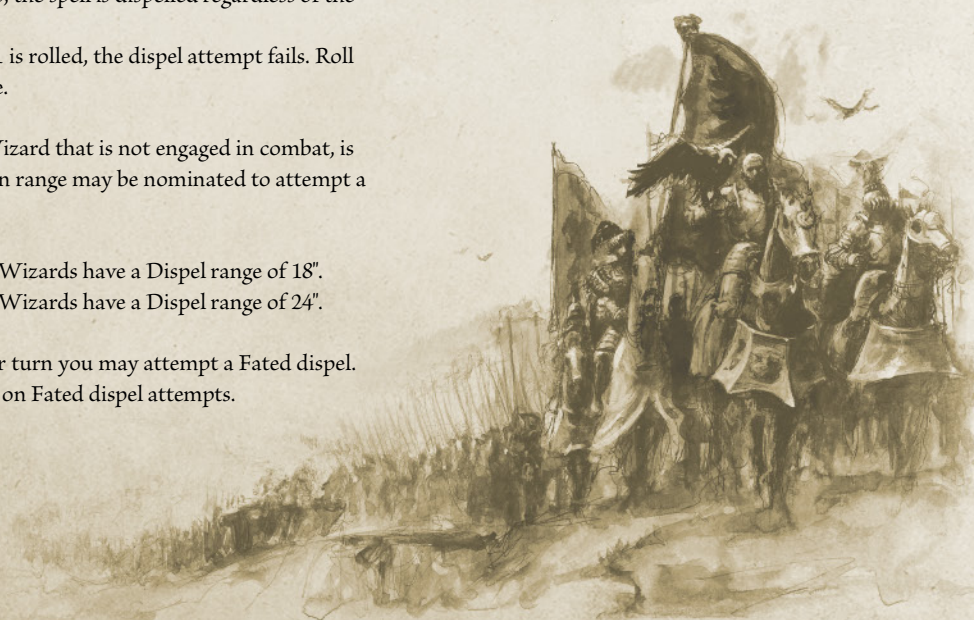
- Level 1 and Level 2 Wizards have a Dispel range of 18".
- Level 3 and Level 4 Wizards have a Dispel range of 24".

Fated Dispel: Once per turn you may attempt a Fated dispel. There is no range limit on Fated dispel attempts.

Miscast Table

2D6 Result

- 2-4 Dimensional Cascade:** The summoned magic breaks free, creating an ethereal tornado. Centre a 5" blast template over the Wizard. Every model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 10 hit with an AP of -4.
- 5-6 Calamitous Detonation:** Roiling magic explodes from the Wizard in a flash of light. Centre a 3" blast template over the Wizard. Every model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 6 hit with an AP of -2.
- 7 Careless Conjuraton:** The Wizard mispronounces a syllable, causing the spell to backfire, knocking them to the ground. The Wizard suffers a single Strength 4 hit with an AP of -1.
- 8-9 Barely Controlled Power:** The Wizard manages to control the magic, but at the expense of great power. The spell is cast (at its casting value, for the purpose of dispel attempts). However, you cannot attempt to cast any more spells for the remainder of the current turn.
- 10-12 Power Drain:** With a deafening boom, the summoned magic is unleashed and an unnatural calm descends. The spell is cast with a perfect invocation. However, you cannot attempt to cast any more spells for the remainder of the current turn.



Strategy Phase

The Strategy phase is broken up into several sub-phases:

1. Start Of Turn (page 116)

Resolve any special actions and/or make any tests that need to be resolved or made at the start of the turn.

2. Command (page 117)

Resolve any abilities of characters that are not fleeing that are used in the Command sub-phase.

3. Conjunction (page 117)

Wizards controlled by the active player can cast Enchantment or Hex spells.

4. Rally Fleeing Troops (page 117)

The active player attempts to rally their fleeing units. Any that fail continue to flee.

Movement Phase

The Movement phase is broken up into several sub-phases:

1. Declare Charges & Charge Reactions (page 119)

The active player declares charges, indicating which of their units are charging, and which enemy unit is being charged:

- A charging unit must be able to draw a line of sight to the unit it wishes to charge.
- Units that are in a Marching Column, engaged in combat or fleeing cannot charge.

Charge Reactions: When charged, a unit can declare one of several charge reactions:

Hold: The unit stands its ground to receive the charge.

Stand & Shoot: The unit fires its missile weapons at the charging unit. If the distance between the units is less than the charging unit's Movement characteristic then this reaction cannot be declared.

Flee: The unit flees directly away from the charging unit:

- Pivot the unit about its centre so that it is facing directly away from the centre of the charging unit.
- After pivoting the unit immediately makes a flee move.
- If a unit is already fleeing it must declare this reaction (note that a unit cannot make more than one charge reaction in a phase).



2. Charge Moves (page 121)

To complete a charge:

Determine Charge Range: Roll two D6 and discard the lowest, this is the Charge roll. Add the Charge roll to the unit's Movement characteristic, this is the charge range.

Move Charging Unit: If the charge range is sufficient to reach the target unit, perform a charge move, as described on page 126.

Failed Charges: If the charge distance isn't sufficient to reach the target unit, the charging unit moves directly towards the target a distance equal to the Charge roll.

Charging a Fleeing Enemy: When charging a fleeing enemy:

- If the charging unit makes contact with the fleeing unit, it wheels to align and the fleeing unit is destroyed. The charging unit may take a Leadership test to attempt to reform.
- If the charging unit does not make contact with the fleeing unit, it moves forward its full charge range.

3. Compulsory Moves (page 122)

All compulsory moves are made during this sub-phase.

4. Remaining Moves (page 122)

Any remaining units may move during this sub-phase. Wizards may cast Conveyance spells.

Marching: A marching unit can move up to double its Movement characteristic (triple, if in a Marching Column) and may wheel to change direction, but cannot perform any other manoeuvres. If a unit wishes to march while within 8" of an enemy unit, they must first pass a Leadership test.

Manoeuvres: During its movement, a unit may perform one of the following manoeuvres (note that no model may move more than double its Movement characteristic):

- **Wheel:** The leading edge of the unit moves forward, pivoting around one of its front corners.
- **Turn:** All models remain in place and turn through 90° or 180° to face their side or rear. For every 90° it turns, a unit uses a quarter of its Movement characteristic.
- **Move Backwards:** The unit halves its Movement characteristic and moves backwards.
- **Move Sideways:** The unit halves its Movement characteristic and moves sideways.
- **Redress the Ranks:** The unit uses half of its Movement characteristic to add or remove up to five models to or from its front rank.
- **Reform:** The unit uses its entire Movement characteristic to pivot about its centre to change its facing, and to rearrange itself as required to change formation or adopt a different formation.



Shooting Phase

The Shooting phase is broken down into several sub-phases and is followed in full for each shooting unit, one at a time:

1. Choose Unit & Declare Target (page 137)

A unit is selected to shoot and its target is declared.

2. Roll To Hit (page 138)

To determine if your models hit, roll To Hit using the below chart based on their Ballistic Skill:

Ballistic Skill	1	2	3	4	5
D6 roll To Hit	6+	5+	4+	3+	2+

One or more of the following modifiers may apply to your roll(s) To Hit:

- Moving and Shooting -1
- Firing at Long Range -1
- Standing and Shooting -1
- Target Behind Partial Cover -1
- Target Behind Full Cover -2

3. Roll To Wound & Make Armour Saves (page 140)

Roll To Wound: For each hit, make a roll To Wound, cross-referencing the weapon's Strength with the target's Toughness on the below chart:

Armour & Ward Saves: For each wound, your opponent can make an Armour Save roll, as described on page 141.

To Wound Chart
Target's Toughness

Weapon's Strength		1	2	3	4	5	6	7	8	9	10
	1	4+	5+	6+	6+	6+	6+	-	-	-	-
	2	3+	4+	5+	6+	6+	6+	6+	-	-	-
	3	2+	3+	4+	5+	6+	6+	6+	6+	-	-
	4	2+	2+	3+	4+	5+	6+	6+	6+	6+	-
	5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
	6	2+	2+	2+	2+	3+	4+	5+	6+	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+

4. Remove Casualties

& Make Panic Tests (page 142)

Remove Casualties: Unsaved wounds are applied to the unit, each causing a model to lose one Wound. When a model has been reduced to zero Wounds, it is removed as a casualty.

Make Panic Tests: If, during the Shooting phase, a unit loses more than a quarter (25%) of the models it contained at the beginning of the Shooting phase, it makes a Panic test, as described on page 160.

Misfire Tables

If a 'Misfire' is rolled on an Artillery dice when firing a war machine, you may be required to roll on one of the following Misfire tables:

Stone Thrower Misfire Table

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

Black Powder Misfire Table

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



Combat Phase

The Combat phase is broken up into several sub-phases.

1. Choose & Fight Combat (page 145)

This sub-phase is broken down into the following steps:

1.1. Choose Combat & Determine Who Can Fight.

1.2. Roll To Hit.

1.3. Roll To Wound & Make Armour Saves.

1.4. Remove Casualties.

1.1. Choose Combat & Determine Who Can Fight: The active player chooses which order the combats are resolved in. Each combat must be fully resolved before moving onto the next one. Each combat is resolved in Initiative order. Models in a charging unit gain a bonus to their Initiative for the remainder of the turn depending on how far they charged:

- **Charging an Enemy in their Front Arc:** +1 Initiative per full 1" moved, to a maximum of +3.
- **Charging an Enemy in their Flank or Rear Arc:** +1 Initiative per full 1" moved, to a maximum of +4.

Each model in the fighting rank can attack, though models that are not in base contact with the enemy unit may only make one attack regardless of the number of attacks on their profile.

1.2. Roll To Hit: Make a roll To Hit for each attacking model, cross-referencing their Weapon Skill with that of the model they are attacking:

1.3. Roll To Wound & Make Armour Saves: For each successful hit, roll To Wound and make Armour Save rolls as described for Shooting attacks.

1.4. Remove Casualties: Casualties are removed from the rear rank of the unit as normal, representing members of the rear ranks stepping forward to fill gaps left by fallen comrades. A model cannot attack during a phase in which it stepped forward, as described on page 150.

To Hit Chart
Target's Weapon Skill

	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	2+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	2+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	2+	2+	3+	3+	4+	4+	4+	4+	4+	4+
6	2+	2+	3+	3+	3+	4+	4+	4+	4+	4+
7	2+	2+	2+	3+	3+	3+	4+	4+	4+	4+
8	2+	2+	2+	3+	3+	3+	3+	4+	4+	4+
9	2+	2+	2+	2+	3+	3+	3+	3+	4+	4+
10	2+	2+	2+	2+	3+	3+	3+	3+	3+	4+

Attacker's Weapon Skill

2. Calculate Combat Result (page 151)

To determine your combat result score, consult the table below and calculate how many 'combat result points' your unit(s) scored:

Combat Result Table

Unsaved wounds inflicted	1 point each
Rank Bonus	+1 point/rank
Standard	+1 point
Battle Standard	+1 point
Flank attack	+1 point
Rear attack	+2 points
High ground	+1 point
Overkill	+1 point/excess wound
Other bonuses	As applicable

3. Break Test (page 154)

Each unit belonging to the losing side must make a Break test by rolling 2D6 and applying the difference between the winner and the loser's combat result scores as a negative modifier. Compare the result to the unit's Leadership characteristic:

- If the result of the natural roll is higher than the unit's Leadership, the unit 'Breaks' and flees.
- If the result of the natural roll is equal to or lower than the unit's Leadership, but the modified result is higher than the unit's Leadership, the unit Falls Back in Good Order.
- If the modified result is equal to or lower than the unit's Leadership, or if the roll is a natural double 1, the unit Gives Ground.

4. Follow Up & Pursuit (page 156)

Once Break tests have been made, but before any units Give Ground or make a Flee roll, the winning unit(s) must decide what they will do next: restrain and reform, follow up or pursue.

Restrain & Reform: A unit that wishes to restrain & reform makes a Restraint test by testing against its Leadership. If this test is passed, it remains where it is and may make a free reform. Otherwise, it must follow up or pursue.

Follow Up: If the enemy Gives Ground, the winning unit(s) move forwards to engage it once again. Before following up, a unit may perform a free turn manoeuvre (of 90° or 180°).

Pursuit: If the enemy Falls Back in Good Order or flees, the winning unit(s) can pursue, as described on page 156.

Overrun: If a unit wiped out its enemy, it may overrun by making a pursuit move directly forwards.

