

I. START OF THE GAME

Roll for each of your Wizards' spells.

One Spell per Wizard level. Loes of Magic (490)

II. PANIC

A unit immediately takes a panic test when ...

- a unit suffers 25% casualties
- a friendly unit is destroyed within 6"
- a friendly unit fails a break test within 6"
- a friendly unit flees through a unit

Only ONE Panic Test is taken per unit per phase.

III. START OF THE TURN (15)

Some models have particular actions they must do at the start of the turn.

IV. MOVEMENT PHASE (13)

- Always keep units, friend or foe, at least 1" apart, except for charges. The same goes for units and impassable terrain or table edge.
- Skirmisher have to be 1/2" apart.
- All movement is calculated at the speed of the slowest model.

1. Charge (16)

Declare a Charge

Determine which unit is charging which enemy unit (or units if it cannot be avoided).

Charge Reaction

Determine charge reaction: Hold or perform
Charge Reaction: Stand and Shoot (once) or Flee.

If the unit flees, the charge can be redirected (19).

Flee Roll	2D6*
Pursue Roll	2D6*

*Swiftstride special rule: 3D6 (only use 2 highest)

Declare Next Charge

2. Move Chargers (18)

Move chargers into close combat, any sequence.

Movement distance: Characteristic + 2D6*

*Swiftstride special rule: 3D6 (only use 2 highest)

3. Compulsary Moves (20)

Make Compulsary Moves, such as fleeing units.

4. Remaining Moves

Movement

Normal Move	Characteristic
March Move	2x Characteristic

Thanks for the support : [Chamber of the Everchosen](#) : Unuhexium , Finhatch, confused, lambobolt, theorox
[Warseer](#) : freddieyu, Schmapdi, danny-d-b, Seal Cub, A. Smith, Imperial Vampire, amysrevenge, The Grim, Spinocux

V. MAGIC PHASE (28)

1. Generate Power and Dispel Dice

- Roll 2D6 for Winds of Magic
- Power Pool = Total Result
- Dispel Pool = Highest Dice
- Roll one D6 for each Wizard.
On a 6, add 1 dice to the Power or Dispel Pool.
- Max. 12 dice for each pool

2. Cast (31)

Roll with dice from the power pool, remove them when they are used.

Roll of 2 or less

Cast failed.

Roll of 2 or more 6's

Irresistable force and roll on the Miscast Table.

Spell cast when:

Roll + Wizard level (= Cast Value) is higher or equal to the Spell's Casting Value

3. Dispel (35) (Unless spell cast with irresistable force)

Roll with dice from dispel pool, remove when used.

Roll of 3 or less

Dispel failed.

Roll of 2 or more 6's

Irresistable force.

Cast dispelled when:

Roll + Wizard level is higher or equal to the Cast Value.

When the spell was cast in a previous round (Remains in play), the Roll + Wizard level has to be higher or equal than the Casting Value.

4. Spell Resolution (36)

If the spell is cast successfully and not dispelled, execute the spell.

5. Next Spell

Spell type	Direct Damage	Magic Missile	Augment	Hex	Magical Vortex
Forward arc	y	y	n	n	y
Line of Sight	n	y	n	n	y
In combat	n	n	y	y	-
Friendly	n	n	y	n	-
Enemy	y	y	n	y	-

VI. SHOOTING PHASE (38)

1. Nominate a Unit to Shoot

2. Choose a Target

3. Roll to Hit (40)

Roll one D6 for each shot fired.

Target is hit when Roll \geq modified To Hit.

A D6-roll of a 1 always fails.

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

To Hit Modifiers

Moving and Shooting	-1
Firing at Long Range	-1
Multiple shots	-1
Standing and Shooting	-1
Target has Skirmisher Special Rule	-1
Target is behind Soft Cover	-1
Target is behind Hard (and Soft) Cover	-2

7+ To Hit chart

7	6 followed by a 4+
8	6 followed by a 5+
9	6 followed by a 6
10+	NOT possible

4. Roll to Wound (42)

See To Wound Chart.

5. Take Saving Throws

See VIII. Taking Saving Throws.

6. Remove Casualties (45)

7. Next Shooting

VIII. TAKING SAVING THROWS

Models without any kind of armour: 7+ .

Therefore, with only 1 D6 per wound, you cannot save wounds if you don't have any kind of armour.

A D6-roll of a 1 always fails, on all kinds of saves.

To save a wound you only have to pass one save.

1. Roll for Armour Save (Sv)

Strength	3-	4	5	6	7	8	9	10
Modifier	0	-1	-2	-3	-4	-5	-6	-7

2. Roll for Ward Save (WSv)

OR (never both)

Roll for Regeneration

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VII. CLOSE COMBAT PHASE (46)

1. Fight a Round of Close Combat

! Don't forget Fear test, Terror test, ...

- Determine Strike Order (Initiative + Special rules).
- Roll on To Hit Chart.
- Roll on To Wound Chart.
- See VIII. Taking Saving Throws
- Remove Casualties.

2. Calculate Close Combat Result (52)

Wounds	+1 / wound	
Charging	+1	
High Ground	+1	When charging
Extra Ranks	+1 / full rank	Max. 3
Standard	+1	Max. 1
Battle Standard	+1	Max. 1
Flank Attack	+1	Max. 1 / flank /unit
Rear Attack	+2	Max. 1 /rear /unit
Overkill	+1 / wound	Max. 5

3. Loser takes a Break Test (54)

The break test is taken with a Modified Ld.

Modified Ld = Ld - difference between losers and winners Combat Results.

If the break test fails, that unit's Standard Bearer dies.
If the winner pursues, they capture the banner.

4. Combat Reform (55)

See Reforming Chart.

5. Flee and Pursue (56)

See IV. Movement Phase (13) > Charge Reaction.

6. Next Combat

Armour Modifiers

Models without any kind of armour: 7+ .

Shield	-1	
Mounted	-1	
Barding (mount)	-1	
Light Armour	-1	
Heavy Armour	-2	
Dragon armour	-2	See High Elves, p.57
Fullplate armour, Gromril armour, Chaos armour	-3	

IX. CHARTS

1. To Hit Chart

		Weapon skill - TARGET										
		1	2	3	4	5	6	7	8	9	10	
Weapon skill - ATTACKER	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+	1
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+	2
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+	3
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+	4
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+	5
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+	6
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+	7
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+	8
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+	9
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+	10
		1	2	3	4	5	6	7	8	9	10	

2. To Wound Chart

		Toughness - TARGET										
		1	2	3	4	5	6	7	8	9	10	
(Ranged Weapon) Strength - ATTACKER	1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+	1
	2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+	2
	3	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+	3
	4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+	4
	5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+	5
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+	6
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+	7
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+	8
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+	9
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+	10
		1	2	3	4	5	6	7	8	9	10	

3. Miscast Table

2D6	Result
2-4	Dimensional Cascade Put the large template on the wizard, every model (incl. wizard) underneath takes a S10 hit. Roll a D6. • 1, 2, 3 = Remove Wizard • 4, 5, 6 = Remove D6 dice from Power Pool.
5-6	Calamitous Detonation Put the small template on the wizard, every model (incl. wizard) underneath takes a S10 hit. Remove D6 dice from Power Pool.
7	Detonation! Models in contact with the wizard take a S10 hit, not the wizard. Remove D6 dice from Power Pool.
8-9	Magical Feedback The wizard and every other friendly wizard takes a S6 hit. Remove D6 dice from Power Pool.
10-12	Power Drain Wizard level - D3, never lower than 0. For every level lost, randomly forget a spell. The first spell to lose is the spell that caused the miscast. The wizard cannot cast spells this turn.

4. Black Powder Warmachine Misfire Chart

D6	Result
1-2	Destroyed The warmachine is destroyed.
3-4	Malfunction The warchine cannot fire this turn or the next.
5-6	May not shoot The warchine cannot fire this turn.

5. Troop types

Troop Type	Rank Width	Horde Width	Support attacks	Swift-stride?
Infantry	5	10	1	n
War Beasts	5	10	1	y
Cavalry	5	10	1*	y
Monstrous Infantry	3	6	3	n
Monstrous Beasts	3	6	3	y
Monstrous Cavalry	3	6	3*	y
Monsters	-	-	-	n
Chariot	-	-	0	y
Swarms	5	10	1	n

* not the mount

6. Stone Thrower Misfire Chart

D6	Result
1	Destroyed The warmachine is destroyed.
2-3	Disabled The warchine gets a wound and cannot shoot this turn or the next.
4-6	May not shoot The warchine cannot shoot this turn.

7. Reforming Chart

Reform Requirement	Ld test ?
Normal Reform Instead of moving.	No.
Swift Reform (reform + move) Requires a musician, test after making the reform during <u>Remaining Moves</u> .	Yes.
Combat Reform (lost fight) After passing a modified break test.	Yes, modified by amount the fight was lost by.
Combat Reform (won/drew fight) After enemy past Break test	No.
Restrain and Reform (flee) After enemy has fled from combat.	Yes.
Restrain and Reform (wipeout) After wiping out all combat enemies.	No.

8. Special Rules Chart

Pages	Special Rules
66-67	Always Strikes First, Always Strikes Last, Armour Piercing, Breath Weapons
68-69	Devastating Charge, Ethereal, Fast Cavalry, Extra Attack, Fear, Fight in Extra Ranks, Flaming Attacks, Flammable
70-71	Frenzy, Fly, Hatred, Hover, Immune to Psychology, Ignores Cover, Impact Hits
72-73	Killing Blow, Large Target, Loremaster, Magic Resistance, Monsters and Handlers, Move or Fire, Multiple Shots, Multiple Wounds, Poisoned Attacks, Quick to Fire
74-75	Random Attacks, Random Movement, Regeneration, Requires Two Hands, Scaly Skin, Sea Creature, Slow to Fire, Sniper
76-77	Stomp, Strider, Stubborn, Stupidity, Swiftstride, Skirmishers
78-79	Terror, Unbreakable, Unstable, Volley Fire, Deployment Special Rules (Ambushers, Scouts, Vanguard)