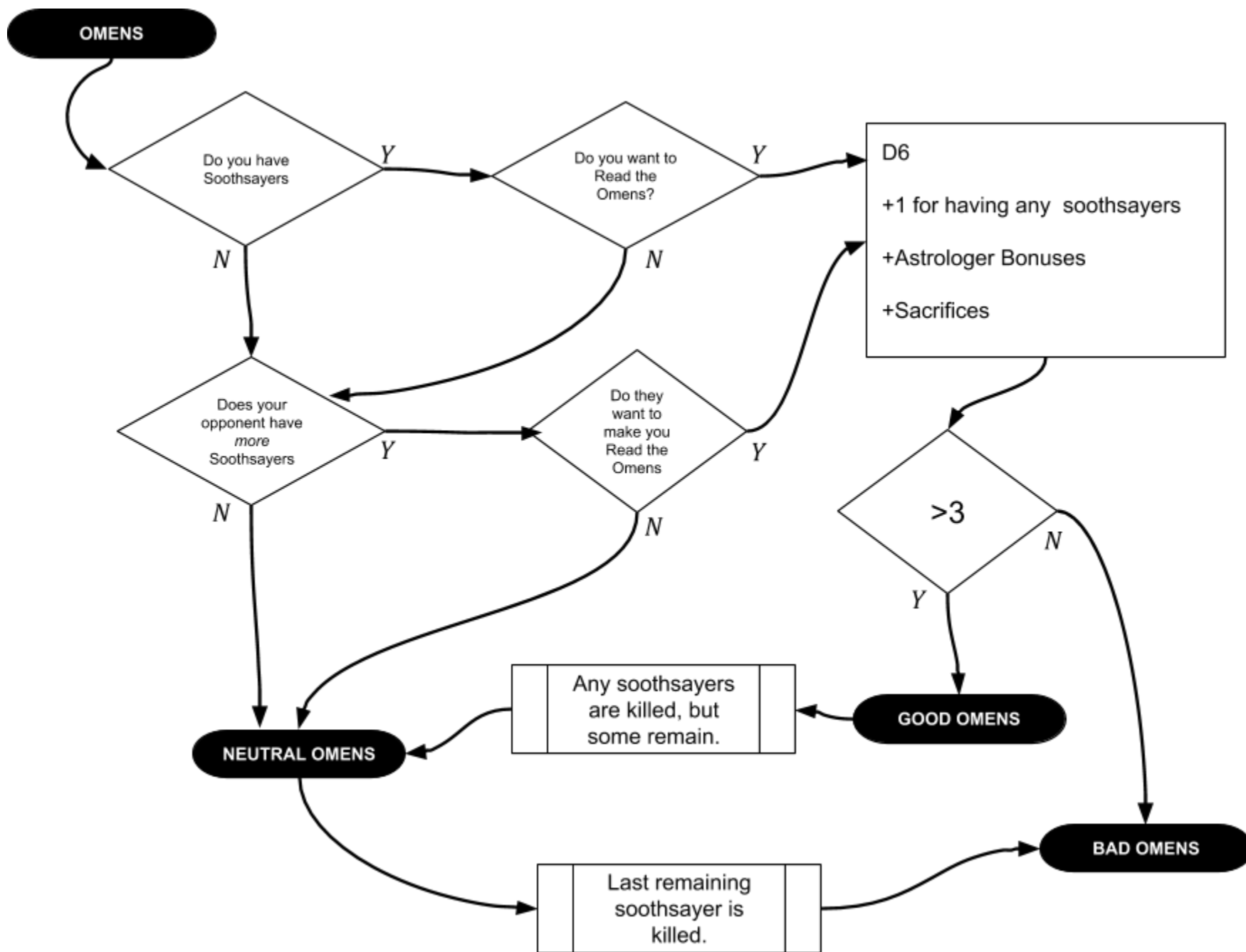


	Bloodlust	Disordered	Shaken	OK
In Contact	Must fight. May not reorganise. +1 on to-wound roll. First rank only.	Must fight. May not reorganise. -1 on to-wound roll. First rank only.	Must fight. May not reorganise. First rank only.	Must fight. May overlap. May not reorganise. May use multi-rank weapons
Attack Destroy Storm	Must charge. May not reorganise. Will not slow for terrain. Will not halt at C-de-F or Spiked Pits & will take dmg.	Must charge. May slow for terrain. May reorganise. If shooters with ammo, may stop when within short range. May not pass through units or be passed through.	Must charge. May slow for terrain.. If shooters with ammo, may stop when within short range. May not pass through units or be passed through. May not reorganise.	Must charge. May slow for terrain. May reorganise. If shooters with ammo, may stop when within short range. May not pass through units or be passed through.
Oppose Take Intercept	Must charge. May not reorganise. Will not slow for terrain. May pass through. Will not halt at C-de-F or Spiked Pits & will take dmg.	May reorganise. May move. Must not move into contact.	May move. Must not move into contact. May pass through friendly unit if it is not disordered and it is under Oppose. May not reorganise.	May reorganise if disordered. May move. Must not move into contact. May pass through friendly unit if it is not disordered and it is under Oppose.
Hold	Must charge. May not reorganise. Will not slow for terrain. Will not halt at C-de-F or Spiked Pits & will take dmg.	May not move. May expand or reorganise. May not be passed through.	May not move. May expand. May not be passed through. May not reorganise.	May not move. May expand or reorganise. May not be passed through.
Retreat	Must move max distance towards baseline. May end moves facing enemy. Will not slow for terrain — will become disordered. May not reorganise. Must not move into contact. Any contact results in shaken. May not pass through units or be passed through. May not darken skies.			
	May not reorganise if has Firewater.			

Expand / Contract	D6+quality figures may move to or from rear rows to a flank. (Undead gain bonus +1 per standard). Must be at start/end of move.
Reorganise	The unit does not move and loses its DISORDERED status.
Pass Through	Friendly units may pass through each other provided both have OPPOSE orders and neither is DISORDERED.
Charge	Must move max possible distance towards nearest enemy/nearest unengaged enemy. May not slow down for terrain — will collect DISORDERED as appropriate.



OMENS

Do you have Soothsayers

Y

Do you want to Read the Omens?

Y

D6
+1 for having any soothsayers
+Astrologer Bonuses
+Sacrifices

N

N

Does your opponent have more Soothsayers

Y

Do they want to make you Read the Omens?

Y

N

N

>3

N

Y

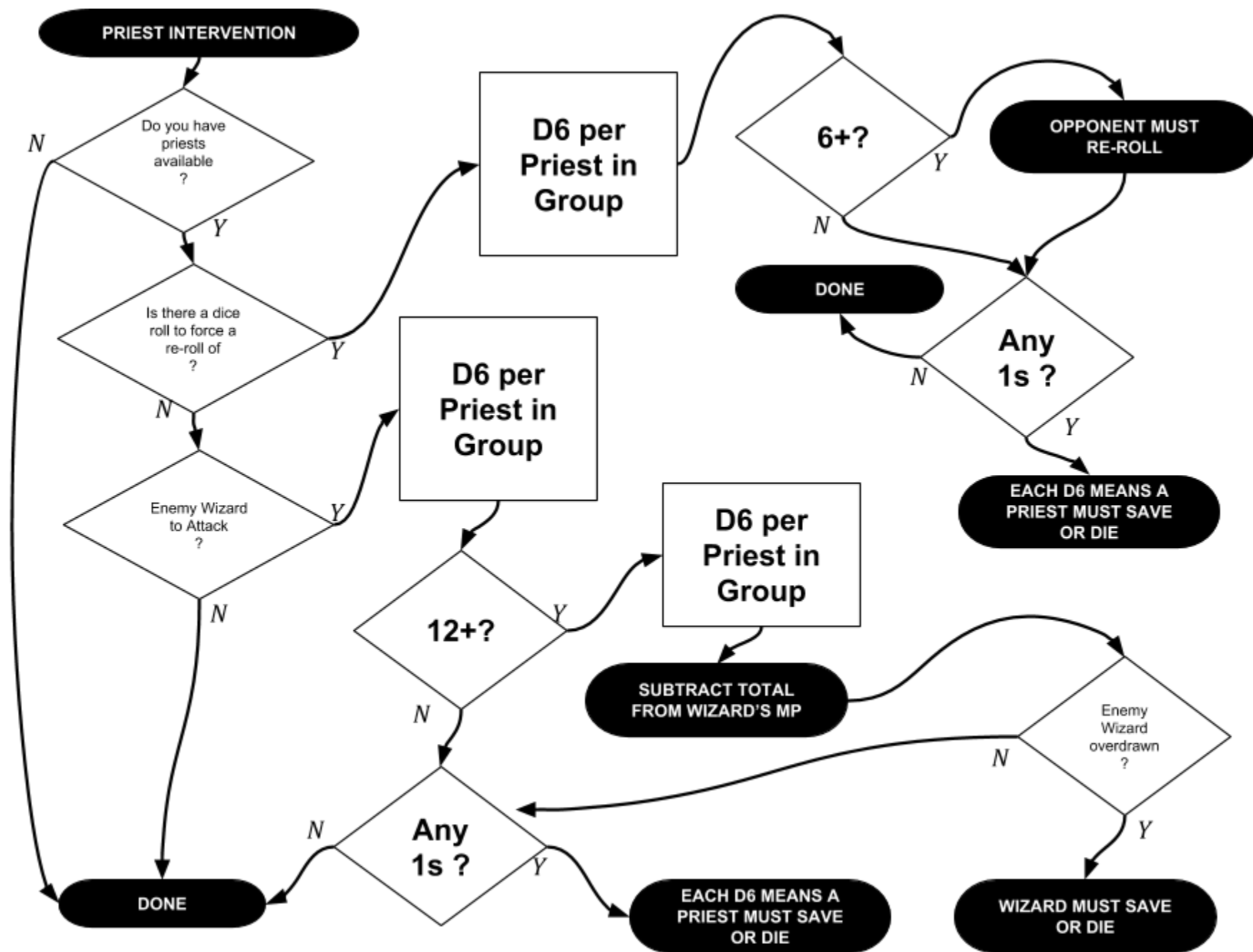
Any soothsayers are killed, but some remain.

GOOD OMENS

NEUTRAL OMENS

Last remaining soothsayer is killed.

BAD OMENS



	Requires	Denied By	Effects
1st Round Profile	Must be in first round of combat. Must be either ATTACK or BLOODLUST Must be fighting enemy to its front. Cavalry using their mounted profile.	Defender has PIKES and is ATTACK or HOLD and is being attacked on their front.	Unit may use its first-round profile. Cavalry will become DISORGANISED .
Berserker Profile	Unit must be in BLOODLUST		Unit MUST use Berserker profile.
Capturing Standard	Opponent must have a standard. Declare this before combat roles.		Enemy gains +1 To-Kill bonus. If win this combat, standard must SAVE or be lost. Losing standard is a -1 to COMBAT TEST .
Characters in Combat	Characters attached to a unit.		Characters, leaders, specials may always fight as if in the front rank. They are also always available to be killed by the combat.
Collision between Units	Moving unit has ATTACK or BLOODLUST and has no other route.	Units are not friends.	Both units become DISORGANISED . Uses entire move of moving unit.
Determining Cover	<pre> graph LR TARGET[TARGET] --> C1[>50% behind prepared cover?] TARGET --> C2[1% - 50% behind prepared cover?] TARGET --> C3[>50% behind terrain cover?] TARGET --> C4[<50% behind terrain cover?] C1 --> B2[-2 BONUS] C2 --> B2 C3 --> B1[-1 BONUS] C4 --> B0[NO BONUS] </pre>		
Difficult to Control			If unit does not have ATTACK orders, it must make a threat test & obey reactions.
Formation Change	Move phase, before or after move.	Only on ONE flank.	D6 + QUAL count of figures may change rank/file.
Giant Creatures	5x5 base or larger.	<ul style="list-style-type: none"> Includes Free Leadership. May upgrade to Musician or Std or Champ for 10pt. Always counts as a UNIT even if just 1 of them. Immune to reactions unless takes >4 hits per turn. 	<ul style="list-style-type: none"> If lost, trigger a COMMAND TEST. if base > 5x5 If threatened by lesser worth, test may include: <ul style="list-style-type: none"> A free musician bonus. A free Friendly Terrifying Creature bonus.
Indirect Shooting		Some terrain may block indirect shooting.	May shoot over intervening units/terrain. Take a -2 to hit (do not take the -1 for LONG RANGE). Shoot between SHORT RANGE and LONG RANGE only.
Lances	Must be in first round of combat Must be either ATTACK or BLOODLUST Must be fighting enemy to its front.		+1 on their To-Hit roll.
Linebreaker	Must be in first round of combat Must be either ATTACK or BLOODLUST Must be fighting enemy to its front.	Attacker is cavalry/chariots and defender has PIKES and is ATTACK or HOLD and is being attacked on their front. The defender has a wider frontage than the attacker.	Enemy becomes DISORGANISED if not already. If already DISORGANISED , becomes SHAKEN unless routed by the combat.
Mounted Profile	Unit has a mounted profile with "Horns & Hooves" or "Tooth & Claw" weapons.		Use the mounted profile in combat. The unit becomes DISORGANISED .
Moving through Units	Entire move of moving unit.	Either unit is DISORDERED . Either unit does not have OPPOSE orders. Units are not friends.	Characters may always pass through friendly units.
Shooting into Combat		You may never shoot into combat.	
Tracing LOS	Drawing a line from the front base of any figure to any target unit figure.	Units block LOS. Raised difficult gnd between shoot/target blocks LOS.	
Transit Terrain	Must have this ability. or Be WOOD ELVES in WOODLAND		May cross difficult terrain without becoming DISORGANISED .
Wood Elves	Must be WOOD ELVES . Target in WOODLAND .		Target may not claim -1 soft cover modifier to shooting.

These are unofficial rule extensions.

	Requires	Denied By	Effects																		
Combat Bonus for Spiked Weapons	Unit has SPEAR/PIKE/HALBERD . Attacked on front. Attacked by Cavalry.	Not on HOLD or OPPOSE orders.	Gain +1 STR for each 6" of charge by attacker.																		
Shooting Bonus for Hills	Archer unit is on hill. Target is below them.		Archers gain +6" range.																		
Defending Bonus for Hills	Fighting unit is on hill. Opponent is below them.		Defenders gain +1 STR..																		
Defending Bonus for Depth	On HOLD orders.	Not infantry unit.	Gain +1 WORTH per 2 full uninvolved ranks.																		
Attacking Bonus for Depth	On ATTACK orders.		Gain +1 STR per 2 full uninvolved ranks.																		
Attacking Bonus for Flank/Rear			<table border="1"> <thead> <tr> <th>Attacking</th> <th>Round</th> <th>Hit Modifier</th> <th>Wound Modifier</th> </tr> </thead> <tbody> <tr> <td rowspan="2">Flank</td> <td>1st</td> <td>+1</td> <td>+1</td> </tr> <tr> <td>2+</td> <td></td> <td>+1</td> </tr> <tr> <td rowspan="2">Rear</td> <td>1st</td> <td>+2</td> <td>+1</td> </tr> <tr> <td>2+</td> <td>+1</td> <td>+1</td> </tr> </tbody> </table> <p>Units receiving a flank/rear attack must take a casualty test every round, even if no casualties have been caused.</p>	Attacking	Round	Hit Modifier	Wound Modifier	Flank	1st	+1	+1	2+		+1	Rear	1st	+2	+1	2+	+1	+1
Attacking	Round	Hit Modifier	Wound Modifier																		
Flank	1st	+1	+1																		
	2+		+1																		
Rear	1st	+2	+1																		
	2+	+1	+1																		

	No Undead Power	1 Undead Power	2 Undead Power	Individuals	Other Rules
Threat			May threaten.	May threaten. No power needed.	Undead units are never threatened or countered.
Dread				Some may cause DREAD.	ALL living units take Threat test with -3 modifier if within 12". No LOS needed.
Reorg		Must have LEADER, WRAITH or WARCHIEF. +1 to EXPAND/CONTRACT if have STANDARD BEARER.		N/A	
Move		+2" bonus to move for a STANDARD BEARER.		No power needed.	
Move into Combat			May enter combat. For first round, counts as having ATTACK.	No power needed.	
Shoot			+1 To-Hit if unit has a WRAITH +1 To-Wound if unit has a WRAITH	No power needed.	Gain Necromancer Power for; <i>Specialist killed.</i> +1 <i>Unit Annihilated.</i> +3 <i>Individuals & Battle Leaders killed.</i> +5 <i>Paladins killed.</i> +10 <i>Warchief killed.</i> +10
Fight Combat	No hits. Take DOUBLE CASUALTIES. Cannot defend standard.	May fight May spend 2 POWER for +1 STRENGTH. +1 To-Hit if unit has a WRAITH +1 To-Wound if unit has a WRAITH		No power needed.	
Take Shots	Cannot count shield bonus.	Can use shields.		No power needed.	If leader lost, lose 1 power from reserve. Take a drain test.
Drain Test			Triggered by loss of <input type="checkbox"/> Warchief <input type="checkbox"/> Necromancer <input type="checkbox"/> Wraith <input type="checkbox"/> Spectre <input type="checkbox"/> Liche		<input type="checkbox"/> D6 <input type="checkbox"/> +1 per Necromancer in Cabal. <input type="checkbox"/> +1 if night. <input type="checkbox"/> +Necro power in Reserve. <input type="checkbox"/> +1 per undead artifact. <input type="checkbox"/> -6 if undead warchief is dead. <input type="checkbox"/> -1 per surviving enemy paladin. <input type="checkbox"/> -1 per disorganised undead unit.
Casualty, Combat, Influence Tests	Not taken. Undead are never in BLOODLUST or SHAKEN.				