

COMBAT METHOD page 32

Combat is simultaneous. Remove casualties after all combat and tests have been taken.

HIT THROW

- * Throw 1D for each point of worth in base-to-base contact with the enemy.
- * Add 1D if the unit has a champion.
- * If the unit has ATTACK orders add 1D for every 5D you already have.
- * Any 6 thrown is an automatic hit. Any 1 thrown is an automatic miss
- * To the remaining dice (those that show 2,3,4 or 5) apply any relevant modifiers.

MODIFIERS

- 1 Your unit is of lesser quality.
- 1 Your unit is disorganised.
- 1 Your unit is fighting in 2 or more ranks.
- +1 Your unit is of better quality.
- +1 The enemy has no shield.

RESULTS scores after modification.

4 - 6 = HIT 1-3 = MISS

KILL THROW

- * Throw 1D for each hit including automatic hits
- * Any 6 thrown is an automatic kill. Any 1 thrown is an automatic failure
- * To the remaining dice (those that show 2,3,4 or 5) apply the following modifiers.

ADD: The strength of your unit.

+1 Your unit is in bloodlust. +1 Your unit is defending its standard.

SUBTRACT: The enemy's resilience.

WEAPONS V ARMOUR TABLE

Weapon	Armour				
	None	Light	Medium	Heavy	Extra Heavy
Hand	3,4,5,6	3,4,5,6	4,5,6	5,6	6
Two handed	2,3,4,5,6	2,3,4,5,6	3,4,5,6	4,5,6	5,6
Spear/lance	3,4,5,6	4,5,6	5,6	6	6
Pike	3,4,5,6	4,5,6	5,6	6	6
Tooth & claw	2,3,4,5,6	3,4,5,6	4,5,6	5,6	6
Horn & Hoof	3,4,5,6	3,4,5,6	3,4,5,6	4,5,6	5,6

RESULTS

If the final score is equal to any of the numbers shown on the weapons v armour table the target has been killed. If the target has a saving throw it can attempt it. This also applies to automatic kills.

THE COMBAT TEST page 34

The testing player throws 1D and adds or subtracts for the unit's quality on the QUALITY THROW table over the page. (top center)

THEN APPLY THE RELEVANT MODIFIERS

- 1 Your unit is operating under OPPOSE orders
- 1 Your unit has over 25% casualties this phase *
- 1 Your unit greater losses
- 1 Your unit lost its standard
- 1 Your unit is enduring bad light
- 1 Your unit is fighting a terrible creature
- 2 Your unit is shaken
- 3 Your unit has over 50% casualties phase *
- +1 Your unit has HOLID orders
- +1 Your unit has killed more figures than it has lost
- +1 Your unit has a hero with it
- +1 Your unit has a leader
- +1 Your unit carries its standard
- +2 Your unit is in bloodlust

Find your score on the TEST RESULTS TABLE over the page (top right), and check across for any REACTIONS.

* NOTE: When casualties are mentioned they refer to the units current tabletop total not the total the unit started the battle with.

BATTLE LEADERS TEST page 37**METHOD**

Throw 1D

Add the battle leader's leadership

+1 Battle leader is a fanatic receiving ATTACK orders

+1 Warchief deliver the message personally

+1 Message is delivered by courier

-1 Battle leader different race to the warchief

-1 Battle leader enduring bad light

-1 Any units in command are disorganised

-1 Each unit in command shaken or in bloodlust

-2 Battle leader base-to-base contact with one of his units

RESULT

6+ OK The battle leader understands and accepts the new order.

5 OK/Confusion see page 37

4 Delay see page 37

3 Delay and Confusion see page 37

2 Ignored see page 37

1 Ignored and Confused see page 37

0 Confusion and misunderstanding see page 37

Less than 0

Utter confusion and panic. see page 37

PHASE SIX-INFLUENCE page 38

Add 1 to the battle leaders leadership if he has a banner bearer with him.

Subtract 1 from the battle leaders leadership if he is of a different race to the unit.

METHOD

Throw 1D

Score equal or under the battle leader's leadership. see SUCCESS below.

Score greater than the battle leaders's leadership see FAILURE below.

Score is 6 or three greater than the battle leader's leadership. see HORRIBLY WRONG below.

SUCCESS= Return unit to OK status. If it is disorganised it will still remain so.

FAILURE = Battle leader may try again the next turn, provided he remains with the unit.

HORRIBLY WRONG see page 38.

PHASE SEVEN-THE COMMAND TEST Page 39**METHOD**

for your warchief, each battle leader and any commands without a battle leader throw 1D.

ADD

Leadership

+1 omens are good.

+1 Warchief's boast still good.

+1 Each talisman is still functioning.

SUBTRACT

-1 The omens are bad.

-1 Warchief's boast no longer holds good.

-1 Each command that has routed or has been annihilated.

-1 Testers suffering from bad light.

-3 Warchief is dead or has routed.

SCORE

7+ The command is unaffected.

6 All units in the command become disorganised.

5 All units in the command become shaken.

4 or less The warchief or battle leader and any units in his command rout. If the warchief routs ALL individuals also rout.