

Orders – Two-colour orders are like the first colour except for noted changes.

Order	Flag	Shoot?	Movement?	Fighters Enter Combat	Shooters Enter Combat	Combat Effects	Other Limitations
Hold	Blue	Any vis.	No move. May reform.	No.		Combat Test +1	
Attack	Red	May at nearest enemy.	Max at nearest enemy or nearest unengaged enemy. Shooters may halt if targ in short rng.	Must if poss.	May.	1 extra per 5 dice.	
Oppose	Yellow	Any vis.	Any. May Back Away .	No.	No.	Combat Test -1	
Take/ Hold	Yellow/ Blue	Any vis.	Max towards objective posn.	No.		Combat Test -1	Once <3" of dest, → Hold .
Attack/ Hold	Red/ Blue	Any vis.	Max towards dest locn. Shooters may halt if targ in short rng.	If targ obst. dest.		1 extra per 5 =dice.	Once <3" to dest, → Hold .
Intercept/ Rein- force	Yellow/ Red	Targ. unit only.	Max towards targ unit, unless enemy unit in way of targ.	No.		Combat Test -1	Once <3" of targ, → Attack . Targ may be friend to reinforce. If targ destroyed, → Oppose .
Destroy/ Break- out	Red/ Black	Any vis.	Max towards targ unit(s), Shooters may halt if targ in short rng.	May attack enemy unit obst. targ. Must attack targ.	May	1 extra per 5 dice.	If any unit contacts with enemy targ or <3" of friend targ, or all targs gone, → Attack .
General Retreat	?	Any vis. No volley.	Max towards baseline. May Back Away	No.		If charged, → Shaken .	Will not slow for tough ground. Will not stop to reorg. Extra modifiers for New Order test.

Weapons

Weapon Name	Short Range	Long Range	vs unarm'd	vs L. Arm.	vs Med. Arm.	vs Hvy Arm.	vs X.Hvy Arm.	Amm. Supply	Volleys	Worth	Rules	
Thrown Axe	2"	6"	2+	3+	4+	5+	6+	6	3	1		
Thrown Knife	4"	8"	3+	4+	5+	6+	6+	6	4	1		
Thrown Discus	4"	8"	2+	2+	3+	5+	6+	6	4	1	⇒	
Bow	6"	18"	3+	4+	5+	6+	6+	6	4	1	⇒☞☞	
Longbow	8"	24"	2+	3+	4+	5+	6+	6	4	1	⇒☞☞	
Crossbow	8"	30"	2+	2+	3+	4+	5+	6	2	1	☞(Dk Elves only)	
Arquebow	8"	30"	1+	1+	2+	3+	4+	6	2	1	☞(Dk Elves only)	
Crossbow Pistol	2"	6"	2+	2+	3+	4+	5+	4	2	1	☞(Dk Elves only), 2 more ammo @20ea.	
Rpt Crossbow	8"	30"	2+	2+	3+	4+	5+	6	4	1	☞(Dk Elves only), 2 volleys=no HIT-1.	
Stonebow	6"	18"	2+	2+	3+	3+	4+	6	2	1	Crossbow shooting stones.	
Handgun	6"	12"	2+	2+	3+	3+	4+	6	2	1		
Ratmen Rifle	6"	18"	2+	2+	3+	3+	4+	6	2	1		
Pistol	2"	6"	2+	3+	4+	5+	6+	6	2	1		
Sling	4"	8"	3+	4+	5+	6+	6+	8	5	1		
Blowpipe	2"	6"	3+	4+	5+	6+	6+	6	3	1	☞	
Javelin	2"	6"	3+	4+	5+	6+	6+	6	3	1	⇒	
Dwf/H Elf/D Elf Giant Cross- bow/Ballista	8"	30"	0+	0+	1+	2+	2+	6	2	3	☞x2 STR+2	
Orc/Dwf/D Elf/U Catapult	8"	30"	-2+	-2+	-1+	0+	1+	6	2	4	☞x4 STR+4 ☞	
Human Giant H.Gun	6"	12"	-2+	-2+	-1+	-1+	0+	6	2	2	☞x2 STR+4	
Human Culverine	12"	30"	0+	0+	1+	2+	2+	6	2	4	☞x3 STR+2	
Human Cannon	12"	30"	-5+	-5+	-4+	-3+	-3+	6	1	5	☞x4 STR+7 *	
Human Bombard	12"	30"	-1+	-1+	0+	0+	1+	6	1	5	☞x3 STR+3 *☞	
Ratmen Hvy Gun	12"	30"	-2+	-2+	-1+	-1+	0+	6	1	2	☞x2 STR+4 *	
Ratmen Bombard	12"	30"	-1+	-1+	0+	0+	1+	6	1	8	☞x4 STR+3 *☞	
Dwarf Cannon	12"	30"	-3+	-3+	-2+	-1+	-1+	6	2	6	☞x4 STR+5	
Dwarf War Cannon	30"	-	-5+	-5+	-4+	-3+	-3+	6	1	8	☞x4 Ammo@40pt.ea *	
Dwarf Bombard	12"	30"	-1+	-1+	0+	0+	1+	6	1	5	☞x2 STR+3 ☞*	
Hurled Boulders	4"	-	D6=1 is miss, otherwise # of kills.						2	2	-	Giant only. 2 more @25ea
Dragon fireball	6"	-	2+	2+	3+	3+	4+	6	2	1/2	≈STR=1/3 dragon. Ammo shared w/breath.	
Dragon breath	6"	-	2+	2+	3+	3+	4+	6	1	drgn	≈STR=dragon. @1,2,3 ammo d6<=ammo or dragon routs.	

☞May be poisoned by Orcs, Goblins, Amazons, Mercenaries and Dark Elves.

☞May shoot indirectly.

⇒Two ranks may shoot.

*Ignition test.

≈Variable strength, not pre-added.

Boasts

Boast	Condition
"Attack! Attack! Attack!"	Boast holds while all cmds in army have ATTACK orders.
"I have no need of a bodyguard, the enemy cannot harm me."	Boast is good unless the WC is with a unit.
"I will stay upon this spot, immovable like a rock for the entire battle."	Place the WC on a spot. Boast is good until WC moves.
"Look for me in the thick of battle."	Boast is good while the WC is fighting.
"We shall destroy the enemy by sunset/sunrise."	Boast holds until next dusk or dawn. Then broken if enemy not defeated.

Spells

Name	Cost	LOS req'd	Method
"Arcane Eye"	d6 per 3pts	-	Add scouting points.
"Arcane Terror"	1 per 12" rng + targ unit worth.	Yes	D6 1-2=halve cost, 5-6=double cost. Targ unit takes threat test for terrible creature of greater worth. Paladin makes unit immune.
"Banish Magic"	10d6	-	If cost >35, no magic may be used for 6 turns.
"Blast"	1 per 12" rng, +1 per attack dice, minium 2	Yes	Name targ unit. Roll dice. 4-6 kills a fig as if in shooting. Any doubles rolled double cost of spell.
"Call Ghostly Horde"	5d6	-	Dark Elf/Undead only. Announce at turn start. Takes whole turn. If caster makes saving throw during turn, fails. Any figure killed this turn becomes an undead warrior in the horde. BL/wraith may become its leader. 1 casting per summoner. Summoner must create necro power to sustain & may not use other spells.
"Create Necro.Power"	D6 per power point	-	Dark Elf/Liche only. Create necromantic power to sustain/animate undead.
"Duel"	-	-	See companion p43-44.
"Eldritch Command"	1 per 12" rng, +d6	No	Wizard must be in contact with WC. May attempt to change orders of a BL. Targ BL must be able to change orders. Test as normal – pay cost even if fail test.
"Fickle Finger"	1 per 12" rng, +2d6.	Yes	Roll d6=5+ and the wizard can destroy the orders carried by a courier/messenger. The player may not look at the original order. The courier may try save (if has one) to prevent destruction.
"Finger of Death"	1 per 12" rng, +2d6	Yes	Name targ fig. Roll 2d6. Any 6 = a kill. Targ may save.
"Fudge the Omens"	2d6	-	Re-roll the omens.
"Haste"	d6 per extra 3"	-	Increase move of ind or unit w/wizard in contact.
"Hasten Day or Night"	3d6 per step	-	Move hourglass in desired direction.
"Incite Frenzy"	1 per 12" rng, +worth of targ unit.	Yes	Roll d6. 1-2 cost halved (round up), spell fails. 3-6 spell succeeds, targ unit → Bloodlust ". If 5-6 cost doubled.
"Portent of Doom"	10d6	-	Opposing army must make command roll as if WC was lost.
"Protection"	2d6 + 5	-	Wizard or a fig in contact with him may avoid a death/saving throw. Targ fig must be named.
"Shield"	d6 per volley removal attempt	-	Wizard protects unit they're in contact with. Cost = Dice total. For each 4+, volley token blocked.
"Spellbreak"	5d6	No	If cost >5 then an enemy spell is prevented from having any effect – opposing wizard must pay cost of spell. (And make dice rolls if they would affect cost).
"Summon Fiend"	2d6	-	See companion p44.
"Summon Wraith"	4d6	-	Dark Elf/Undead only. Announce at turn start. Takes whole turn. If caster makes saving throw during turn, fails. Wraith appears 3" from summoner. If summoner killed, so is wraith. 1 wraith per summoner.

Magic Weapons

Weapon	Effect
Soul-Eater Sword WC, BL, Hero, Destroyer	If weapon kills WC, BL, Hero, Destroyer it absorbs their life-force and gains KILL+1. Effect is cumulative. Test at start of 7th & subsequent turns if sword has not absorbed a worthy soul. D6 <4 kills wielder.
Screaming Blade WC, BL, Hero, Destroyer	Blood-curdling scream unnerves warriors. THREAT-2 modifier if wielder's unit threatens OR is threatened.
Sword of Light Paladins	Blade shines brightly, converting night to day. Paladin, unit in contact with him and enemy units in combat with them always fight as if it were day. Shooting at paladin and unit in contact with him gets +1 to hit.
Doombringers Marksmen	These are arrows/bullets which have their target's names magically inscribed on them. In the Boasts and Omens phase players should secretly note which enemy individual each of their marksmen's Doombringers will seek out. Once in range and with line-of-sight to the nominated target a hit is automatic. Kills are worked out as normal. A Doombringer which fails to kill speeds back to the marksman who fired it. Again the hit is automatic, but the to-kill throw is worked out as normal.

H2H Weapons

Weapon Name	vs unarmoured	vs Light Arm.	vs Med. Arm.	vs Heavy Arm.	vs X.Hvy Arm.	Ranks	Rules
Hand Wpn	3+	3+	4+	5+	6+	1	-
2H Wpn	2+	2+	3+	4+	5+	1	-
Spear	3+	4+	5+	6+	6+	2	1 rank only if disorganised.
Lance	3+	4+	5+	6+	6+	2	1 rank only if disorganised. If ATTACKing or in BLOODLUST, gain +1 on first round.
Pike	3+	4+	5+	6+	6+	3	1 rank only if disorganised. If ATTACKing/HOLDing negates 1st round profiles and linebreaking.
Tooth/Claw	2+	3+	4+	5+	6+	1	Disorganises attacker if used.
Horn/Hoof	3+	3+	3+	4+	5+	1	Disorganises attacker if used.
Naginata Glaive Halberd	Can choose between spear/2ranks or 2H weapon/1rank per combat. May not use shields. May not fight in 2 ranks if reacting or disorg.						

Speeches

Speech D6 roll	Result
	+1 per talisman in army.
	+1 if target unit in WC command.
	-1 if bad light.
10+	Legendary Speech. All units in command go into BLOODLUST.
9	Rousing Speech. Target unit goes into BLOODLUST.
8,7	No effect.
6	Target unit disheartened by poor speech. Disorganised and Shaken.
5 or less	All units in command disheartened by poor speech. Disorganised and Shaken.

Tricks

Species	Trick
Goblin War Chant	Whole army has a chant. If any unit does anything but stand and chant, it's broken and uses result 7. 1D6 + warchief's worth. +1D6 it's night. +1 per talisman. +1 if omens good. +1 if enemy omens bad. +2 if have battle drum. 16+ Enemy must make command test. All goblins in blood lust. All goblins get attack orders. Chant over. 15 All goblins in blood lust. All goblins get attack orders. Chant over. 14 All organised goblins in blood lust. Chant over. 10-13 No effect yet. Chant may continue next turn. 8-9 No effect. Chant over. 7 All units shaken. Omens now bad. Chant over. 0-6 Goblins can't chant. All units shaken. Omens now bad. Command test required. Chant over.
Wood Elf Outmanoeuvring	Whole army must be wood elves. Must outmanoeuvre during scouting phase. None-scouting units may set up in terrain features containing trees but will be disorganised & under HOLD orders.

Ignition Test

D6 plus modifiers.

Modifier	Reason	Result	Outcome
-1	Per crew less than 4.	<0	Explosion. Cmd test required. All figures within 12" killed (saving throw allowed).
-1	No leader.	1	Misfire.
-1	Disorganised.	2	Shoots with worth -4.
-2	Shaken.	3	Shoots with worth -2.
-1	If double charged.	4	Shoots.
-2	If triple charged.	5	Shoots with worth +2.
+1	If have artillery master.	6	Shoots with worth +4.

Terrain & Movement

Terrain	Infantry Unit	Cavalry Unit	Chariot	Monsters	Animals	Machines	Individuals
Hill	<i>difficult</i>	<i>difficult</i> ^[1]	No.	<i>difficult</i>	<i>difficult</i>	<i>difficult</i>	<i>difficult</i>
Woods	<i>difficult</i> ^[2]	<i>difficult</i> ^{[1][2]}	No.	<i>difficult</i>	Normal. ^[2]	<i>difficult</i>	<i>difficult</i> ^[2]
Broken	<i>difficult</i>	<i>difficult</i> ^[1]	<i>difficult</i>	<i>difficult</i>	<i>difficult</i>	<i>difficult</i>	<i>difficult</i>
Swamp	No H/XH armour. <i>v.difficult</i>	No.	No.	STR>1 <i>v.difficult</i>	<i>v.difficult</i>	No.	No H/XH armour. <i>v.difficult</i>
Marsh	No XH armour. <i>v.difficult</i>	No H/XH armour. <i>v.difficult</i>	No.	No XH armour. <i>v.difficult</i>	No XH armour. <i>v.difficult</i>	No?	No XH armour. <i>v.difficult</i>
River	FW p28.	FW p28.	No.	FW p28.	FW p28.	No.?	<i>difficult</i>
Ford	<i>v.difficult</i>	<i>v.difficult</i> ^[1]	<i>v.difficult</i>	<i>v.difficult</i>	<i>v.difficult</i>	<i>v.difficult</i>	<i>v.difficult</i>
Bridge	BASE<2in. Single File. <i>difficult</i>	BASE<2in. Single File. <i>difficult</i>	BASE<2in. Single File. <i>difficult</i>	BASE<2in. Single File. <i>difficult</i>	BASE<2in. Single File. <i>difficult</i>	BASE<2in. Single File. <i>difficult</i>	BASE<2in. Single File. <i>difficult</i>
Palisades	>1/2 speed => D6-2 hits as spears. Disorg.	>1/2 speed => D6-2 hits as spears. Disorg.	No.	>1/2 speed => D6-2 hits as spears. Disorg.	>1/2 speed => D6-2 hits as spears. Disorg.	No?	?
Chevaux de Frise	Halt or D6-3 hits as spears.	Halt or D6-3 hits as spears.	No.	Halt or D6-3 hits as spears.	Halt or D6-3 hits as spears.	No?	?
Spike Pit	Halt or D6-3 hits as spears <i>per pit</i>	Halt or D6-3 hits as spears <i>per pit</i>	No?	Halt or D6-3 hits as spears <i>per pit</i>	Halt or D6-3 hits as spears <i>per pit</i>	No?	?
Hostile Dangerous	6s on 12D6 = kills.	6s on 12D6 = kills.	?	6s on 12D6 = kills.	6s on 12D6 = kills.	?	Any 6 on 2D6 = kill.
Scouting	No XH armour. No polearms. No pikes.	No XH armour. No polearms. No pikes.	No XH armour. No polearms. No pikes.	BASE<5cm. No stupid.	No?	No.	No XH armour. No polearms. No pikes.

difficult If move >1/2 speed becomes disorg.
v.difficult 1/2 speed at most, units become disorg.
 [1] Except goblin spider cavalry, which may pass freely if move ends outside the terrain.
 [2] Wood Elves who outmanoeuvre can deploy forward into here.

Element	VPs	VP Change	Interpretation
Warchief	2		Stalemate.
Army Standard	2	1-3 greater	Minor victory.
Sacred Item	2	4-6 greater	Decisive victory.
Beloved Person	2	7-8 greater	Major victory.
Battle Leader	1	8+ greater	Crushing victory.
Individual	1		
Unit	1		

Add up the score value of the army before the battle. At the end, add up the remaining value and ALSO the value of your opponent's losses.

Army	Special Rules Summary
Wood Elves	May move through woods without terrain penalty. May shoot in woods without terrain penalty. Do not suffer Bad Light. May add woods to table if outscout enemy. May not use field defence equipment.
Halfmen	Do not suffer Bad Light.
Dwarves	Do not suffer Bad Light.
Dark Elves	Do not suffer Bad Light. Become fanatics if fighting Wood or High Elves.
Elves	Do not suffer Bad Light.
Goblins	Are "fanatics" during the night. Are "tribal" during the day. Spider cavalry can cross difficult terrain without penalty if crossing in a single move.
Undead	Cannot be threatened. Cause dread.

Scouting

Condition	Scouting
Each scouting command	+1D
Each scout individual	+2D
Scouting command BL	+ Idrship
Each avg unit in scouting cmds	+1
Each vet unit in scouting cmds	+2
Each elite unit in scouting cmds	+3
Each Triton Chameleon unit	+D6
Each Triton Nekthurs unit in scouting cmd.	+2D
Each Mounted unit in scouting cmds	+1
Each Flying unit in scouting cmds	+3
Astrologer w/Book of Thoth, D6=3+	WC may scout for +Idrship
Astrologer w/Book of Thoth, D6=6	add'l +6
Astrologer w/Astrolabe, D6=3+	WC may scout for +Idrship
Astrologer w/Astrolabe, D6=4+	+D6
Astrologer w/Astrolabe, D6=6	+6
Astrologer's Tower	2D6
Astrologer's Telescope	2D6
Each Necromancer + scouting undead foot unit	+2
Each Necromancer + scouting undead mounted unit	+4
Each Necromancer + scouting undead flying unit	+6
Each 2 wraiths scouting	+D6
Each Bat Swarm	+D6
Each halfling scout individual	another +1D
Each halfling scouting unit	another +1

Condition	Outcome	Results
	Scouted	Units must deploy <6" from baseline. Units must deploy >12" from WC. Units start w/HOLD orders. Units start disorganised. Necromancers must be with their Undead scouting units.
>opp	Outscouted	Deploy second. May re-roll time dice.
>opp x2	Outmanoeuvred	Deploy second. May choose side of table. May rearrange terrain. (FW, p14-15) May choose start time.

Omens

Condition	Omens
Basic roll	D6
Each soothsayer	+1
Any Sacrifice which is positive	+1
Astrologer's Bird	+1
Opponent has Astrologer's Bird	-1
Astrologers/Soothsayers in contact w/Tower	+1
Astrologer casts "Reading of Signs", 2D = any 6s	+1
Astrologer w/Book of Thoth, D6=4+	+1
Astrologer w/Book of Thoth, D6=6	add'l +1
Astrologer w/Astrolabe, D6=4+	+1
Astrologer w/Astrolabe, D6=6	add'l +1