

# House Rules v.1.0

---

*This document compiles house rules submitted by players and their groups. The rules are not official, but may serve as inspiration for other groups.*

---

## **Alternative Free Hacks**

Our playgroup has changed the way Free Hacks work to the following: The model that is *fleeing* rolls a D6 and adds his Initiative, and then all models that can Free Hack within 1" of that warrior do the same.

- Any warrior whose I+D6 beats the *fleeing* model's I+D6 get a Free Hack as normal. Warrior's that fail to beat the fleeing warrior's I+D6 do not get a Free Hack.

We changed this because 90% of the time, when you're panicking (or breaking) from combat, you're dead from the Free Hacks. It also makes voluntarily breaking a strategically null decision if your warrior is almost dead, and punishes you for trying to break.

Some think the change favors fast armies (like elves), but they're T2, so if they're caught, they're likely do get cut down, while the slow armies (orcs and dwarves) will likely get caught but have a less chance of getting wounded on the way out due to their toughness.

*\* Submitted by red5711*

---

## **Broken Idols are Gone Forever**

Regarding the Witch Hunters' 'Break the Idols rule,' since the weapon was destroyed, it should not go back into the pool of available magic items for the campaign. Normally if a warband loses a magic item, it can be found again later on. I think this should not be the case with this rule.

*\* Submitted by red5711*

---