WYRDWARS

WyrdWars v.2.2.1

Unit Characteristics

Movement (M)
How far the warrior can move in inches.

Weapon Skill (WS)
The warrior's ability to hit in close combat.

Ballistic Skill (BS)
The warrior's ability to hit with missile weapons.

Strength (S)
How hard the warrior hits in close combat.

Toughness (T)
The warrior's ability to withstand blows.

Wounds (W)
How many times the warrior can be wounded before going *out of action*.

Initiative (I)
How swiftly the warrior strikes in close combat, how good he is at climbing buildings, and how alert he is to the presence of *hidden* enemies.

Attacks (A)
How many blows the warrior can land in a single round of close combat.

Leadership (Ld)
How brave and courageous the warrior is.

Characteristics Tests
When the rules refer to a characteristics test, such as a "Strength test," an "Initiative test" and so on, this is the way to test it:
- Roll a D6: If the result is equal to, or lower than the warrior's characteristic, the test is passed. Otherwise it is failed. *(E.g. if the warrior has a value of 3, then 1-3 is passed and 4-6 is failed.)*
- A natural 1 *always* succeeds and a natural 6 *always* fails, regardless of the warrior's characteristic.
- *(Leadership is tested on 2D6, see below.)*

Maximum and Minimum Characteristics
Characteristics *may* be increased to any level, but *cannot* be reduced below 1.

Leadership Tests
When taking a Leadership test, roll 2D6: If the result is equal to, or lower than the warrior's Leadership characteristic, the test is passed. Otherwise it is failed. An Ld test where the result was 11 or 12 always fails.

Armour Save (AS)
How effective the warrior's armour is at protecting him. When the warrior is hit by an attack, roll a D6: If the result is equal to, or higher than, the warrior's AS value, the armour has protected the warrior against the attack and the hit is forfeit. Otherwise, the armour has failed to protect.

Armour Piercing (AP)
The Strength of incoming attacks will pierce a warrior's armour as follows:

S	1-3	4	5	6	7	8	9	10
AS	-	-1	-2	-3	-4	-5	-6	-7

Note that Armour *Piercing* effects are temporary and only applies to individual attacks whereas Armour *Sundering* effects *(which will be explained later)* last for the rest of the battle.

Out of Action
A warrior that loses his last wound goes *out of action*. He is removed from the board and must roll for injuries after the battle.

Measuring Distances Beforehand
In WyrdWars you may *always* measure *all* distances before deciding whether to take a given action.

Re-rolling Dice
Many rules and abilities call for dice to be re-rolled. In WyrdWars, a dice that has been re-rolled once can *never* be re-rolled again unless the rules specifically state otherwise.

The Turn

1. Power Phase

- All of your non-*fleeing* Wizards automatically gain 1 Power Dice.
- All of your non-*fleeing* Priests must take a Leadership test. Those that pass generate 1 Power Dice.
- If playing with Random Happenings, the active player rolls a D6: On a roll of 1, a random happening occurs.

2. Deployment Phase

Deploy all warriors the scenario dictates.

- *(Since the Deployment Phase is after the Power Phase, Wizards and Priests do not generate Power Dice the turn they are deployed.)*
- In all scenarios, Wizards and Priests entering the battle on Turn 7 or later start the battle with one free Power Dice *(this stacks with other abilities that may cause them to start with Power Dice)*.

3. Charge Phase

- Declare all charges that you wish to make. *(You may measure the distance beforehand.)*
- Once all charges have been declared, work through each charge one at a time, in any order you wish.

4. Rally Phase

All your *fleeing* warriors may take a Leadership test if you want them to: If passed, they *rally*, if failed, they immediately *flee* 2D6" again and can do nothing else that turn.

- Warriors that have *rallied* act as normal for the rest of the turn except that they *cannot* declare a charge, shoot a missile weapon, or attempt to cast a spell or prayer.
- *(Since the Rally Phase is after the Power Phase, Wizards and Priests do not generate Power Dice if they were fleeing at the start of their turn.)*

5. Movement Phase

- A. Move any of your warriors that you wish, working through them one at a time, in any order you wish.
- B. Declare which of your warriors that are *hiding*.

6. Shooting

Each of your warriors may shoot a missile weapon *or* attempt to cast a spell or prayer. Work through your warriors, one at a time, in any order you wish.

7. Close Combat

All warriors engaged in close combat fight.

- *(Wizards and Priests may fight, even if they cast a spell or prayer in the shooting phase.)*
- *(Unlike the Shooting Phase, where only your own warriors get to shoot, enemy warriors get to fight back in close combat.)*

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Moving and Hiding

Normal Moves
Warrior moves up to his Movement value in inches.

Running Moves (No Enemies Within 6")
Warrior moves up to twice his Movement value in inches. He *cannot hide*, shoot a missile weapon, or cast spells or prayers this turn.
- Warriors *cannot* run if there is a non-*fleeing*, non-*hidden*, visible enemy within 6" of them.

Moving Over Obstacles
Warriors can move over obstacles up to 1" high without using Movement or needing climb tests.

Climbing Up/Down (Single Initiative Test)
Warriors can climb up to 6" up or down. There does *not* have to be a wall or solid surface between the start and end of the climb.
- Climbing uses Movement *(i.e. the distance counts towards the maximum number of inches the warrior can move this turn).*
- To climb, a warrior must take a single Initiative test: If passed, he climbs.

Failing Climb Tests
- If a warrior fails a *climb up* test, he stops at the foot of where he started to climb. He *cannot* move any further this turn, but *may* still shoot a missile weapon or attempt to cast a spell or prayer.
- If a warrior *fails a climb down* test, he *falls* the entire distance and *cannot* shoot or attempt to cast spells or prayers that turn.

Jumping Down (Multiple I Tests)
A warrior that *jumps down* must take an Initiative test for each full 2" jumped:
- If he passes them all, he lands safely and may continue his turn as normal.
- But if he fails any of these tests, he fails the jump and *falls* the entire distance.
- Jumping down does *not* use Movement *(i.e. the distance jumped does not count towards the number of inches the warrior can move this turn).*

Jumping Horizontally (Up to 6")
Warriors can jump over gaps that are up to 6" wide. Jumping horizontally uses Movement, but no dice rolls are required. *(You may measure the distance beforehand.)*

Falling
Warriors can only *fall* distances that exceed 1". A warrior that *falls* may not do anything else for the rest of his turn, except fight back in close combat if he is engaged.

Falling Damage (D3 SX Hits)
A warrior that *falls* takes D3 Strength X hits where X is equal to the distance in inches that he fell. Falling damage ignores armour saves *(but not Ward or Regeneration saves).*

Falling off Buildings (Within 1" of Edge)
Warriors that lose a Wound within 1" of an elevated edge or rooftop must pass an Initiative or *fall* to the floor below, taking falling damage as normal. *(Warriors will not fall off edges that have railings or walls at least 0.5" high on all sides.)*
- Warriors do *not* gain Free Hacks against enemies that fall "out of" close combat in this way, but they *do* gain experience if they hit an enemy with an attack that causes him to fall off a building and the enemy is then taken *out of action* by the falling damage.

Hiding
A warrior that is in cover and/or out of line of sight from all enemies may *hide*. *Hidden* warriors may move as normal, but *cannot* be charged, shot at, or targeted with prayers or spells. If a warrior can *fly* for any reason, he *cannot hide* at the end of a flying move.

A *Hidden* Warrior is Automatically Un-Hidden If:
- He runs, declares a charge, shoots, or attempts to cast a spell or prayer.
- An enemy comes within its Initiative value in inches of him *(even if he does not have line of sight).*
- An enemy has completely unobstructed line of sight to him *(i.e. no cover).*

Charging

Must Charge to Fight
Warriors can *only* enter close combat by successfully charging an enemy. Warriors *cannot* move within 1" of an enemy through normal moves or running moves.

Charge Bonus (+1 Initiative to Strike Order)
Warriors that successfully charge an enemy gain +1 Initiative when determining strike order in close combat that turn. *(This bonus only applies to strike order, not to climb tests, etc., and may take the warrior above his racial maximum.)*

Declaring a Charge
You may declare a charge against any visible, non-*hidden* enemy and you *may* measure the distance beforehand.

Distance Moved when Charging
When a warrior attempts a charge, roll 2D6 and add the warrior's base Movement to the highest D6: If the total distance is enough to reach the enemy, the charge is successful. Otherwise, it is a *failed charge*.

Charges Involving Climbing Up/Down
When a charge involves climbing, the charging warrior must pass an Initiative test as described on the preceding page. If the climb test is flailed, the charge also fails. If the warrior failed while climbing down, he also *falls* the entire distance.

Charges Involving Jumping Down
When a charge involves jumping down, the charging warrior must pass an Initiative test for each full 2" jumped as described on the preceding page. If he fails any one of these tests, the charge also fails and he *falls* the entire distance.

Diving Charges (+1 Strength and +D3 Initiative)
If a charge involving Jumping Down is successful and is executed so that the charger lands within 2" of his target, the charger gains an additional +1 Strength and an additional +D3 Initiative to strike order that turn *(stacks with the +1 I for charging)*. These bonuses *may* take the warrior above his racial maximums that turn.

Charging Hidden Enemies
Hidden enemies *cannot* be charged.

Charging Enemies without Line of Sight
When charging enemies without line of sight *(i.e. that are around a corner, behind a wall, etc.)* the charging warrior must pass a single Initiative test. If failed, he fails the charge.

Charges and Climbing/ Jumping/ Line of Sight
Charges can involve any combination of climbing, jumping, and charging around corners etc., however all Initiative tests required to do so stack.

Failing a Charge
Warriors that fail a charge may *not* shoot missile weapons or cast spells or prayers that turn.
- Normally, a warrior that fails a charge is moved his base Movement value in inches towards his target *(and is stopped before he would move within 1" of any enemy, if he would otherwise do so).*
- However, if a charge fails because of a failed *climb up* test, the warrior stops at the foot of where he attempted to climb.
- If a charge fails because of a failed *climb down* or *jump down* test, the warrior stops where he fell.

Intercepting (2")
If a warrior is within 2" of an enemy's movement or charge path, and he is not *fleeing* or engaged in close combat, he may *intercept* that enemy.
- The interceptor moves into the enemy's charge path.
- The enemy will count as charging the interceptor *(i.e. +1 Initiative, etc.)*.
- Each moving enemy can only be intercepted by a single interceptor.
- Interceptions can be made against any kind of moves: Charging moves, normal moves, running moves, *fleeing* moves, and flying moves. As long as the enemy's path comes within 2" of the interceptor, the interception is valid.

Shooting

Who can Shoot?
Warriors can shoot 360˚ around themselves, but *cannot* shoot if they are engaged in close combat. *(You may always measure the distance between shooter and target beforehand.)*
- A warrior shoots just once, regardless of how many attacks he has on profile.
- Warriors armed with multiple missile weapons can only shoot one of them each turn *(unless he is shooting with two pistols, which will be explained later)*.

Targeting Shooting (Closest Enemy)
When shooting a missile weapon, a warrior *must* target the closest visible, non-*fleeing* enemy.
- If the closest enemy is subject to 'to hit' penalties, you may choose a more distant target, provided that it is easier to hit. *(Note that the more distant target must be definitively easier to hit – it is not enough that it is just as easy to hit.)*

Pick Target (Elevated 2" or More)
Warriors elevated a full 2" or more above ground level may target any visible enemy, not just the closest. However, if there are any visible, non-*fleeing*, non-*hiding* enemies within 6" of such a warrior, he does not get to pick his target, but must follow the normal rules for targeting missile weapons *(i.e. shooting at the closest enemy)*.

Fleeing Enemies
Warriors may *not* target *fleeing* enemies as long as there is another non-*fleeing* enemy in range. Warriors that may pick their target ignore this constraint.

Cover (-1 to Hit)
For the purposes of shooting attacks, all terrain features, or other warriors that obscure the shooter's line of sight to his target *(even the slightest)*, will make the target count as being in cover, which gives the shooter -1 to hit them.

Shooting into Close Combat
Warriors *cannot* shoot into close combat involving members of their own warband.

Shooting Further than 12" (-1 to Hit)
Warriors shooting at a target further than 12" away from them suffer an additional -1 to hit.

Multiple Shots
A warrior with multiple shots must *always* target the same enemy with all of his shots. *(But may freely choose a new target at the start of each of his shooting phases.)* If the enemy is taken *out of action* before all shots have been resolved, some shots may go to waste.

Leaning through Windows
A warrior that is less than 1" from the window of a building may determine line of sight from the other side of the window, even if he is positioned inside the building. However, warriors that opt to do so may also be shot back at by any enemies able to hit the window the warrior leaned through in the opponent's next shooting phase.

Cannot Shoot
Warriors cannot shoot:
- Through allied warriors.
- While *fleeing*, the same turn they rallied, or the turn they made a running move.
- At *hidden* enemies or enemies out of line of sight.

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Close Combat

Who can Fight?
Warrior can fight 360˚ around themselves. All enemies within 1" of each other are considered to be engaged in combat with each other.

- *(However, line of sight is also required; enemies that cannot see each other cannot strike at each other in close combat.)*
- *(Wizards and Priests also fight, even if they cast a spell or prayer in the shooting phase.)*

Who Strikes First?
Strike order is *always* resolved in Initiative order. Warriors with the highest Initiative value strike first. If Initiative values are equal, roll dice. *(I.e. chargers do not automatically strike first for charging.)*

- If a player has several fighters who are all faster than their enemies, he may *not* change their strike order. *(E.g. if you have one fighter with I5 and one with I4, fighting an enemy with I3, the warrior with I5 must strike first.)*

Switching Weapons in Close Combat
Warriors that are armed with multiple weapons *(and Nets or a Shield)* may switch freely between them during each of the controlling player's power phases *(i.e. not opponent's).*

Breaking from Close Combat
At the *end* of each of *your own* close combat phases *(i.e. not opponent's)*, you may opt to have one or more of your warriors leave close combat. Breaking warriors *flee* after all blows are struck, and all non-*fleeing* enemies that were within 1" of them gain a Free Hack attack.

Free Hacks (Hit Automatically)
When a warrior *flees*, all non-*fleeing* enemies that are within 1" of him gain one special "Free Hack" attack.

- Free Hacks are free extra attacks that do *not* use up the warrior's normal Attacks.
- Free Hacks hit automatically. There is no 'to hit' roll and thus no possibility of scoring a Critical Hit.

Fighting with Two Weapons
Warriors that are fighting with two weapons gain +1 Attack but suffer -1 to hit on *all* attacks and *cannot* cause Critical Hits in close combat.

Pistols in Close Combat
Pistols are solely missile weapons and *cannot* be used in close combat at all. They can however Stand and Shoot.

Stand and Shoot
When a warrior is charged, he may fire up to two Crossbow Pistols or Blackpowder Pistols in his possession at a charging enemy *instead* of striking in close combat that turn.

- If successfully charged by multiple enemies, Stand and Shoot *must* target the first successful charger.
- Shots from 'Stand and Shoot' are resolved *before* any close combat blows are struck.
- Shots from 'Stand and Shoot' have an additional -2 to hit. *(If firing two pistols, this stacks with the -1 to hit from 'Multiple Shots' for -3 to hit.)*
- If firing two pistols, both shots *must* be fired at the same enemy.
- Shots from 'Stand and Shoot' are resolved using the warrior's BS, and enemies *may* use the 'Dodge: Ranged' skill against shots from 'Stand and Shoot.'
- Warriors cannot Stand and Shoot if they are *fleeing*.

Fighting Unarmed
Unarmed attacks suffer a -1 Strength modifier *(down to a minimum of 1)*. Warriors with the 'Fight Unarmed' rule are exempt from this.

Multiple Close Combat Attacks
Warriors with multiple close combat attacks *must* always target the same enemy with *all* of their attacks. *(But they may freely choose a new target in each round of close combat, including the opponent's).* If the enemy is taken *out of action* before all attacks have been made, some attacks may go to waste.

Spells and Prayers (1/2)

Signature Spells and other Spells
At the start of each battle, Wizards and Priests pick one of the lores available to them. They *always* know the signature spell or prayer from their lore. In addition, they start with a number of spells / prayers specified on their entry.

Which Spells Are Known?
Which spells a caster knows is randomly determined before each battle. *(E.g. if a Wizard knows two spells from his lore, he rolls 2D6 before each battle to determine which spells from his lore he will be able to cast in the upcoming battle, re-rolling any duplicates.)*

Gaining More Spells / Prayers
A Wizard or Priest that rolls 'New Skill' for his Level Up may increase the number of spells or prayers he knows by one. Doing so uses up the skill advance. *(Casting difficulties are never reduced by skill advances.)*

Targeting Spells / Prayers (May Pick Target)
Unlike shooting attacks, spells and prayers *may* target warriors engaged in close combat and *may* target any enemy within range, not just the closest. Template spells or prayers *may* be cast into close combat involving friendly warriors.

Casting in Close Combat (Range Reduced to 1")
Casters *may* casts spell while in close combat and *may* fight in close combat, even if they have cast a spell or prayer in the Shooting Phase. However, while a caster is engaged in close combat, he can *only* choose warriors that are within 1" of him as the target of his spells or prayers. This constriction applies to both harmful and beneficial spells and prayers.

Power Dice
Power Dice are normal D6. Wizards and Priests start each battle *without* Power Dice and generate Power as described on page 3.
- There is no maximum to the amount of Power Dice a Wizard or Priest can store, though any remaining Power Dice are lost at the end of the battle.

Casting Spells / Prayers
Spells and prayers are cast in the controlling player's Shooting Phase *instead* of shooting a missile weapon. Spells and prayers require line of sight to their target unless their entry says otherwise. *Fleeing* warriors *cannot* cast spells or prayers. Casters that fail their casting attempt *cannot* shoot a missile weapon afterwards or attempt to cast a spell or prayer again that turn.

Allocating Power Dice
To cast a spell or prayer, the warrior selects one of the spells or prayers that are known to him, and declares how many of his Power Dice he is expending on the roll.
- If the sum of these dice is equal to, or higher than, the spell or prayer's Difficulty, the spell / prayer is successfully cast. Otherwise, the spell / prayer is *not* cast and the Power Dice are lost.
- A Wizard or Priest may *not* use the Power Dice of other Wizards or Priests in the warband unless a rule or ability specifically states otherwise.

Bonuses and More Powerful Versions
- Where a spell or prayer has both a normal version and a more powerful version, you *must* declare which version you are attempting to cast *before* rolling any dice.
- Where you have the option to add bonuses to a casting roll *(e.g. through Power Scrolls, etc.)*, you *must* declare that you are doing so *before* rolling any dice.

Spells / Prayers with 'Remains in Play'
- Are immediately dispelled if caster goes *out of action*, or if caster successfully casts the same spell or prayer again.
- Remain active even if the caster *flees*, or the distance between caster and target exceed the spell or prayer's original range.
- Retain their original target until dispelled or successfully cast again.

Spells and Prayers (2/2)

Saving vs. Spells / Prayers
Take armour saves and other saves as normal unless the specific spell or prayer says otherwise.

Spells and Armour (Wizards Only)
Wizards *cannot* cast spells if they are wearing armour *(Shields and Nets are also armour)*. Priests *may* wear armour and cast prayers.

Two or More 1s Cause a Miscast (Wizards Only)
If two or more 1s are rolled for a spellcasting roll, the spell *always* fails and the Wizard must roll on the Miscast chart. Prayers *never* cause miscasts.

Prayers are not Spells and Vice Versa
Rules that affect spells do *not* affect prayers and vice versa. *(E.g. a warrior that has a 4+ save vs. spells cannot use this save against prayers.)*

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Panic and Fleeing

Panic
A warrior that suffers a Wound and is left with one Wound must take a Leadership test at the *end* of the current phase. If failed, he immediately *flees*. Warriors that are already *fleeing (e.g. because they left close combat voluntarily)*, do not test for panic as they are already *fleeing*.

Fleeing Movement
Fleeing warriors move 2D6" instead of their normal movement, *fleeing* in a *(roughly)* straight line towards a point indicated by the scenario played.

- A *fleeing* warrior *never* climbs up, but attempts to make his way around obstacles to get to his rally point.
- If a warrior has to descend from a building while *fleeing*, the controlling player decides whether that warrior *climbs down* or *jumps down*.
- *Fleeing* warriors that can *fly* still flee only 2D6" but do *not* have to pass climb down or jump down tests while *fleeing*.
- *Fleeing* warriors continue to *flee* each turn until they have passed a rally test.

Last Man Standing (3")
A warrior who was otherwise required to make a Panic test as a result of being reduced to one Wound in the Close Combat phase, does not have to test for Panic if there are no visible enemies within 3" at the end of the phase. *(Fleeing and hidden enemies are not counted.)* *(Note that this only applies to the end of the Close Combat phase and not to other phases.)*

Being Charged while Fleeing
If a warrior is charged while *fleeing*, all of the enemy's close combat attacks hit automatically. *(There is no 'to hit' roll and thus no chance to score critical hits.)*

- If the *fleeing* warrior survives, he will *not* strike back in close combat, but immediately *flees* a further 2D6" towards the point that he is trying to reach *(as indicated by the scenario played)*.
- Enemies do *not* gain Free Hacks against warriors that *flee* again if they were already *fleeing* when they were charged.

Fleeing and Hiding
If a *hidden* warrior *flees* for any reason, he immediately becomes un-*hidden*.

Special Rules

Leader (6")
Other warriors in the warband that are within 6" of this warrior may use his Leadership instead of their own for fear, panic, and rally tests *(but not for other purposes).* This ability requires line of sight and is *not* active while the Leader is *fleeing.*

Fear (-3 Initiative, -1 to Hit)
At the start of *all* close combat rounds *(i.e. both yours and opponent's)*, warriors that are engaged in close combat with enemies that cause *fear* must take a Leadership test: If failed, they suffer -3 Initiative to strike order, and -1 to hit, vs. *all* enemies that round.
- Warriors that cause *fear* are immune to *fear* themselves.
- A warrior only has to test for *fear* once per round, even if he is fighting multiple enemies that cause *fear*.

Hatred (+1 to Hit)
A warrior that *hates* his enemy has +1 to hit that enemy in *all* rounds of close combat. *(Hatred only affects close combat attacks.)* Hatred modifiers *never* stack and are always +1 to hit.

Poisonous
A *poisonous* attack may re-roll natural 1s to wound. No effect vs. enemies immune to poison.

Flammable / *Flaming* Hits
Flaming Hits have +1 Strength vs. warriors with the 'Flammable' rule.
- If an attack is both *flaming* and *poisonous*, poison has no effect.

Concussive (X)
Each time a warrior is successfully hit by an attack with Concussive *(even if not wounded)*, he suffers -X Initiative for the rest of the battle.
- Concussive effects stack and last until the end of the battle.

Armour Piercing (X)
An attack with Armour Piercing pierces the enemy's armour save by X more points that it normally would. Armour Piercing effects stack.

Sunder (X)
Each time a warrior is successfully hit by an attack with Sunder *(even if not wounded)*, he suffers -X to his armour save for the rest of the battle.
- *(Since the 'to hit' roll is prior to the armour save roll, modifiers from Sunder apply immediately, i.e. also to armour save rolls vs. the attack with Sunder.)*
- Sunder effects stack and last until the end of the battle.

Scaly Skin / Stony Skin (X+)
Warriors with Scaly or Stony Skin have a natural armour save that stacks with other armour. Scaly Skin suffers Armour Piercing and Sunder effects as normal. *(I.e. it is modified by the Strength of attack and other Armour Piercing effects, and deteriorates when hit by an attack with Sunder.)*
- Scaly Skin saves that have been Sundered are restored to their full AS value at the *start* of *each* Power Phase *(i.e. also opponent's).*

Regeneration Save (X+)
A warrior with Regeneration has a special saving throw that he may use *after* his normal armour save has failed. This save does *not* suffer Armour Piercing or Sunder effects. *(I.e. it is not modified by the Strength of attack and other Armour Piercing effects, and does not deteriorate when hit by an attack with Sunder.)*
- Regeneration saves stack but cannot be increased beyond 4+.
- *Flaming* hits ignore Regeneration.

Ward Save (X+)
A warrior with a Ward save has a special saving throw that he may use *after* his normal armour save has failed. This save does *not* suffer Armour Piercing or Sunder effects.
- Ward saves stack but cannot be increased beyond 4+.
- If a warrior has both a Ward save and a Regeneration save, he must choose which one to use.

Creating a Warband

Warband Specifications
Starting Gold: 500gc
Max Warband Members: 15
Max Number of Heroes: 6

No Level Ups from Starting Experience
Some warriors have starting experience. This represents the experience they have accumulated before joining the warband. Warriors *do not* gain level ups from starting experience.

Sacking Warriors
You may fire any warrior in your warband in the 'Buy, Sell, and Reinforce' phase of each post-battle sequence. You may fire any number of warriors in each 'Buy, Sell, and Reinforce' phase.

Promoted Henchmen
Henchmen that become heroes also take up one of the warband's 6 Hero slots. They also retain their Henchman type. *(E.g. if your warband says 0-6 Marksmen and a Marksman is promoted to a Hero, that Marksman still counts towards the Marksman limit.)*
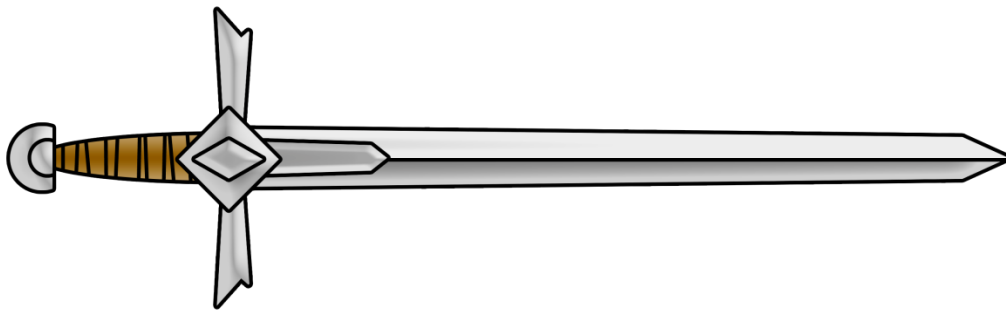
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Arming Warriors

Number of Weapons
Warriors can carry any number of weapons, but can only wear a single suit of armour and only carry a single instance of Shield or Nets. *(I.e. a warrior cannot both carry a Shield and Nets.)*

Weapon Proficiencies
Warriors are proficient with the weapons and armour specified on their equipment lists.

Special Equipment
Only heroes can use Special Equipment unless an entry says 'May be given to Henchmen.' Warriors may carry any amount of Special Equipment, but can only carry one instance of each type of Special Equipment at a time. Animals *never* use Special Equipment.

Hand Weapons and Great Weapons
Clubs, Axes, and Swords are considered Hand Weapons. Great Clubs, Great Axes, and Great Swords are considered Great Weapons.

Selling Items
Warbands that want to sell items receive half the item's price in gc, rounded down.

Common and Warband-Specific Items
All of the items listed in the main rulebook may be bought by any warband, even if that warband has no warriors that can actually use them.

- Conversely, special items that appear on specific warband sheets can *only* be bought by that warband.

Close Combat Weapons

Club / Hammer / Mace 5gc
Concussive (1): Each time an enemy is successfully hit by an attack from this weapon *(even if not wounded)*, he suffers -1 Initiative for the rest of the battle.

Axe 5gc
Armour Piercing (1): Attacks from this weapon confer an additional -1 modifier to the enemy's armour save.

Sword 5gc
Initiative Bonus: +1 I in all rounds of combat.
(Fighting with a Sword and another weapon in the other hand can give a warrior two separate Initiative values when determining strike order.)

Great Club / Hammer / Mace 10gc
Concussive (2)
Strength Bonus: +2 S in all rounds of combat.
Initiative Penalty: -2 I in all rounds of combat.
Slow Swing: Wielder *cannot* use this weapon for 'Free Hack' attacks. *(I.e. if he gains a Free Hack while fighting with this weapon, the Free Hack will go to waste.)*
Two-handed.

Great Axe 10gc
Sunder (2): Each time an enemy is successfully hit by an attack from this weapon *(even if not wounded)*, he suffers -2 to his Armour Save for the rest of the battle.
Strength Bonus: +2 S in all rounds of combat.
Initiative Penalty: -2 I in all rounds of combat.
Slow Swing.
Two-handed.

Great Sword 10gc
Strength Bonus: +2 S in all rounds of combat.
Initiative Penalty: -1 I in all rounds of combat.
Slow Swing.
Two-handed.

Spear 5gc
Initiative Bonus: +2 I in first round of combat.
Only Shield in off hand.

Halberd 10gc
Strength Bonus: +1 S in all rounds of combat.
Initiative Bonus: +2 I in first round of combat.
Slow Swing.
Two-handed.

Morning Star 10gc
Strength Bonus: +1 S in first round of combat.
Only Shield in off hand.

Flail 10gc
Strength Bonus: +2 S in first round of combat.
Slow Swing.
Two-handed.

Combat Whip 5gc
Whiplash: May re-roll up to one failed roll 'to hit' in the first round of combat. *(Re-rolled dice cannot cause critical hits.)*
Only Club, Axe, Sword or Shield in off hand.

Fighting Claw 5gc
Charge Bonus: Attacks from this weapon have +1 Initiative and +2 to rolls on the Critical Hits chart the turn wielder charges. *(Stacks with other modifiers.)*

Missile Weapons

Sling 5gc
Range: 18" **Strength:** 2
Concussive (1)
Cannot be Poisoned.

Short Bow 5gc
Range: 18" **Strength:** 3
Proficiency: Any warrior who can use Bows can also use Short Bows. *(But warriors that can use Short Bows cannot necessarily use Bows.)*

Bow 5gc
Range: 24" **Strength:** 3

Long Bow 10gc
Range: 30" **Strength:** 3

Light Crossbow 10gc
Range: 24" **Strength:** 3
Armour Piercing (1)

Crossbow 20gc
Range: 30" **Strength:** 4
Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' Critical Hits.
Move or Fire.

Crossbow Pistol 10gc
Range: 6" **Strength:** 3
Armour Piercing (1)
Multiple Shots x2: May fire twice at the same target with -1 to hit on both shots if armed with two Crossbow Pistols.
Assault: May Run and Fire.
Stand and Shoot

Throwing Knives / Stars 5gc
Range: 6" **Strength:** 2
Multiple Shots x2: May fire twice at the same target with -1 to hit on both shots.
Assault: May Run and Fire.

Throwing Axes 10gc
Range: 6" **Strength:** 4
Assault: May Run and Fire.

Javelins 5gc
Range: 12" **Strength**: 3
Quick to Fire: No -1 to hit for moving and shooting.

Bolas 5gc
Range: 12" **Strength**: 3
Concussive (1)
Cannot be Poisoned.

Blowpipe 5gc
Range: 12" **Strength:** 3
Poisonous *(May re-roll natural 1s 'to wound,' except vs. enemies immune to poison.)*

Stand and Shoot
When a warrior is charged, he may fire up to two Crossbow Pistols or Blackpowder Pistols in his possession at a charging enemy *instead* of striking in close combat that turn.
- If successfully charged by multiple enemies, Stand and Shoot *must* target the first successful charger.
- Shots from 'Stand and Shoot' are resolved *before* any close combat blows are struck.
- Shots from 'Stand and Shoot' have an additional -2 to hit. *(If firing two pistols, this stacks with the -1 to hit from 'Multiple Shots' for -3 to hit.)*
- If firing two pistols, both shots *must* be fired at the same enemy.
- Shots from 'Stand and Shoot' are resolved using the warrior's BS, and enemies *may* use the 'Dodge: Ranged' skill against shots from 'Stand and Shoot.'
- Warriors cannot Stand and Shoot if they are *fleeing*.

Blackpowder Missile Weapons

Pistol 10gc
Range: 6" **Strength:** 4
Armour Piercing (1)
Multiple Shots x2: May fire twice at the same target with -1 to hit on both shots if armed with two Pistols.
Assault: May Run and Fire.
Stand and Shoot

Handgun 20gc
Range: 24" **Strength:** 4
Armour Piercing (1)
Lethal
Move or Fire.

Blunderbuss 15gc
Range: Flame Template **Strength:** 3
Grapeshot: All warriors under, or partially under, the template take 1 Strength 3 hit. Blunderbuss *may* be targeted so it also hits friendly warriors.
Never Misfires.
Fire only once per battle.

Duelling Pistol 15gc
Same as Pistol but first shot each battle has +1 to hit. Can be used by anyone who can use Pistols.

Blackpowder Weapons
- Cannot be Poisoned.
- Must roll on the Misfire chart whenever they roll a natural 1 to hit.
- When firing a Blunderbuss up or down, the template is assumed to be 1" high.
- Blunderbusses follow the normal rules for targeting shooting *(i.e. they must normally target the closest enemy)*.

Armour

Light Armour 10gc
Armour Save: 6+

Heavy Armour 20gc
Armour Save: 5+
Initiative Penalty: Wearer has -1 I throughout the battle. Even if the warrior's armour save has been completely Sundered, the Initiative penalty still applies.

Shield 5gc
Requires one hand to use.
Armour Save: 6+
Ward Save (6+): If wearer is fighting with a Club, Axe, Sword or Spear in the other hand, he also gains a 6+ Ward save vs. all types of attacks.
Cumbersome: Warriors that are also armed with weapons that have the 'Two-handed' rule, or with missile weapons of any kind, can only use their Shields while engaged in close combat.

Nets 5gc
Requires one hand to use.
Armour Save: None.
Entangle (-2 I): At the *start* of *each* close combat phase *(i.e. including opponent's)* where wielder is using this weapon, one enemy of your choice that is within 1" of this wielder suffers -2 Initiative to strike order until end of turn. Not active while wielder is *fleeing.*
Only Club, Axe, Sword or Spear in off hand.

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Special Equipment

Rope & Hook 5gc
Owner rolls 2D6 for climb tests and picks either as his result. May be given to Henchmen.

Lantern 5gc
Owner adds +3" to the distance he spots *hidden* enemies, loses 'Stealth' if he has it, and cannot *hide* himself. May be given to Henchmen.

Sling Bullets 5gc
Owner's shots from Sling have +1 Strength. Last entire campaign. May be given to Henchmen.

Hunting Arrows 10gc
Owner's shots from any kind of Short Bow, Bow, or Long Bow have +1 Strength vs. Animals. Last entire campaign. May be given to Henchmen.

Serrated Bolts 10gc
Owner's shots from Crossbow *(not Light Crossbow)* have 'Sunder (1).' Last entire campaign. May be given to Henchmen.

Mercurial Rounds 10gc
Owner's shots with Handgun are *flaming* and have an additional +D3 modifier to rolls on the Critical Hits chart. Last entire campaign. May be given to Henchmen.

Aiming Scope 10gc
No -1 to hit for shooting further than 12" with Handguns. May be given to Henchmen.

Poison Vial 5gc
Owner may poison one of his weapons, chosen by you, this battle. You may choose which. One use only. May be given to Henchmen.

Lucky Charm 10gc
Owner may modify his next roll on the Campaign Injuries chart by +1/-1. Charm is automatically lost at the end of any post-game sequence where owner went out *of action*, even if he chose not to modify the roll.

Tears of Shallaya 5gc
Drug: Warrior is immune to poison this battle. One use only. May be given to Henchmen.

Power Scroll 5gc
Owner adds +3 to any one of his spellcasting rolls *(declare that you are using this item before rolling any dice)*. One use only. Can only be carried by Wizards.

Spellbook 10gc
Owner knows one more spell from his lore than he otherwise would. Can only be carried by Wizards.

Holy Tome 10gc
Owner has +1 to all prayercasting rolls. Can only be carried by Priests.

Holy Relic 10gc
Owner has +1 Ld on all tests to see if he generates Power Dice. Can only be carried by Priests. *(Ld tests of 11 or 12 always fail.)*

Healing Herbs 5gc
Drug: Owner regains up to 3 points of Initiative lost to Concussive effects. May be taken during any of the controlling players Power Phases where owner is not *fleeing* or engaged in close combat. One use only.

Crimson Shade 5gc
Drug: +3 Initiative this battle. One use only.
Side Effect: When Owner takes this drug, roll a D6: On a roll of 1 he also takes one automatic Strength 3 hit with no saves of any kind allowed.

Madcap Mushrooms 5gc
Drug: Owner is immune to fear and panic this battle. One use only.
Side Effect: When warrior takes this drug, roll a D6: On a roll of 1 he also takes one automatic Strength 3 hit with no saves of any kind allowed.

Mandrake Root 5gc
Drug: Owner is immune to Concussive effects this battle and critical hits scored against him this battle have a -D3-1 modifier to rolls on the Critical Hits chart this battle. One use only.
Side Effect: When warrior takes this drug, roll a D6: On a roll of 1 he also takes one automatic Strength 3 hit with no saves of any kind allowed.

Rules for Skills

Common and Special Skills

Skills are divided into two categories: Common Skills and Special Skills.

- Common Skills are the five generic skill lists that are available to all warbands: Combat, Shooting, Academic, Strength, and Speed.
- Special Skills are warband-specific and not available to every warband *(e.g. Sigmarite skills for Witch Hunters and Assassin skills for Skaven)*.

Gaining Skills

Whenever a hero rolls 'New Skill' on the level up chart, he may choose a skill from any of the skill lists that are available to him.

- Each skill can only be taken once unless otherwise stated.

Heroes and Additional Skill Lists

Some heroes have options to buy access to extra skill lists when they are hired. In such cases, this access *must* be bought when the warrior is first hired. It is *not* possible to upgrade his palette of skill lists later on through this ability.

Skills and Promoted Henchmen

Henchmen that are promoted to Heroes gain access to three skill lists of the controlling player's choice. These may be any of the five basic skills lists, and/or any special skill lists that the warband has access to. *(Special skill lists are not free but counts as one of the warrior's choices in this regard.)*

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Common Skills

Combat

Swashbuckler
Warrior suffers no -1 to hit for fighting with two weapons.

Buccaneer
Warrior can cause critical hits while fighting with two weapons.

Dodge: Close
All enemy close combat attacks have an additional -1 to hit this warrior. *(No effect vs. spells / prayers.)*

Strike to Injure (+D3)
Warrior's close combat attacks have an additional +D3 modifier on the critical hit chart.

Swordmaster
Warrior may re-roll all failed rolls 'to hit' with Swords and Great Swords the turn he charges.

Sentry
Warrior may re-roll all failed rolls 'to hit' with Spears and Halberds in all turns where he was charged by an enemy and was *not* already engaged in close combat at the start of the turn *(intercepting a charging enemy also counts as being charged).*

Swiftstrider
Warrior rolls 3D6 instead of the normal 2D6 when determining the random distance added to his charging moves. *(I.e. he rolls 3D6 and adds the highest result to his base Movement.)*

Sixth Sense
Warrior automatically passes Initiative tests for charging enemies without line of sight. *(E.g. that are behind a wall, around a corner, etc.)*

Weapons Training: Close
Warrior can use any close combat weapons that he comes across, not just those on his list. *(Shields and Nets are Armour, i.e. this skill does not grant proficiency with Shields or Nets.)*

Shooting

Eagle Eyes
Warrior suffers no -1 to hit for shooting at enemies with 'Stealth.'

Crack Shot
Warrior suffers no -1 to hit for shooting at enemies in cover.

Skirmisher
Warrior suffers no -1 to hit for moving and shooting.

Aim to Injure (+D3)
All of warrior's shooting attacks have an additional +D3 modifier on the critical hit chart.

Rapid Reload
Warrior may move and fire with weapons that have the 'Move or Fire' rule. *(With -1 to hit for moving and shooting as normal. May be combined with the 'Skirmisher' skill.)*

Pistolier
Warrior suffers no -1 to hit for firing 'Multiple Shots' with Pistols and Crossbow Pistol. Also applies to 'Stand and Shoot' attacks.

Quick Shot
Warrior gains both of these:
- Multiple Shots x2 with Sling, Light Crossbow, Blowpipe and any kind of Bow. *(No effect with normal Crossbows.)*
- Multiple Shots x2 becomes Multiple Shots x3 with Throwing Knives / Stars.

(This skill does not grant proficiency with any of these weapons.)

Blackpowder Expert (+D3-1)
All of warrior's rolls on the Blackpowder Misfire chart have an additional +D3-1 modifier.

Weapons Training: Ranged
Warrior can use any shooting weapons that he comes across, not just those on his list.

Common Skills

Academic

Apothecary
Warrior is immune to poison and has +1 Toughness vs. hits from the Side Effects of Drugs.

Animal Trainer
In any battle where warrior participates, up to 3 Animals in the warband, chosen by you, gain the 'Sixth Sense' Combat skill this battle. Active even while warrior has not been deployed yet, and also while warrior is *out of action* himself.

Quartermaster
Whenever warrior is deployed, he may select any 'One Use Only' item in his possession *(e.g. a Drug, Poison Vial, Power Scroll, etc.)*: If that item is used this battle, it is *not* lost, but returned to the warband's possession after the battle.

Battle Tongue (6")
Warrior gains the 'Leader (6")' rule. *(No effect if he has it already.)*

Acolyte
Whenever this warrior is deployed, the warband gains 1 Power Dice that may be used by any Wizard or Priest in the warband.

Streetwise (+1/-1)
At the end of any battle where warrior was deployed and he was not *out of action* at the end of the battle, you may modify one exploration dice, chosen by you, by +1/-1. Multiple warriors with this skill do *not* stack *(i.e. you can still only modify one dice by +1/-1).*

Quick Mind
Warrior gains both of these:
- Whenever warrior gains a level up from now on, he may choose to automatically make it a 'New Skill' result instead of rolling on the Level Up chart.
- Whenever warrior gains 'New Skill' result for his level ups from now on, roll a D6: On a roll of 4+, the warrior gains an additional +1 XP.

Strength

Killing Blow
When striking at enemies that are down to one Wound, this warrior's attacks with Great Weapons wound automatically *(if they hit)* and ignore saves of any kind.

Crushing Blow
Warrior's attacks with Great Clubs and Great Axes have a -1 modifier to the enemy's Ward and Regeneration saves.

Indomitable
Warrior may re-roll Armour Save rolls of 1 vs. close combat attacks. *(No effect vs. shooting or spells / prayers.)*

Sturdy
Warrior is immune to Concussive effects.

Stout
Warrior suffers no Initiative penalties for wearing Heavy armour. *(This skill does not grant proficiency with Heavy Armour.)*

Impale
All of warrior's attacks with Halberds and Throwing Axes have 'Sunder (1),' and all of his attacks with Javelins have 'Armour Piercing (1).'

Backswing
Warrior ignores the 'Slow Swing' penalty of Great Weapons and Halberds *(i.e. he may use these Weapons for 'Free Hack' attacks).*

Whirling Death
Warrior may re-roll all failed rolls 'to hit' with Flails and Morning Stars the turn he charges.

Strongman
Warrior gains both of these:
- Warrior gains +2 Initiative to strike order when fighting with Great Weapons.
- Warrior gains the Strength bonus from Morning Stars and Flails in *all* rounds of combat, not just the first.

Common Skills

Speed

Dodge: Ranged
All enemy shooting attacks have an additional -1 to hit this warrior. *(No effect vs. spells / prayers.)*

Wall Runner
Warrior automatically passes Initiative tests for climbing up and down. *(This skill has no effect on Jump Down tests.)*

Sprint
Warrior has +2" to the maximum distance moved while running, up to a maximum of 10". *(This skill has no effect on charging.)*

Stealth
While warrior is in cover, shooting against him suffers an additional -1 to hit.

Quick Hands
Warrior may switch between his different close combat weapons *(and Shield / Nets)* in both his own and the opponent's Power Phases *(as opposed to normally only his own).*

Lightning Reflexes
Warrior ignores the -1 to hit penalties for striking and shooting at warriors with the 'Dodge: Close' and 'Dodge: Ranged' skills.

Rooftop Fighter
Warrior gains both of these:
- Warrior automatically passes Initaitive tests to see if he falls off buildings when losing a Wound 1" of an edge or rooftop.
- Warrior gains +2 Initiative to strike order in close combat in all turns where he is 2" or more above ground level.

Quicksilver
Enemies cannot 'Stand and Shoot' at this warrior or intercept him the turn he charges.

Speed

Alley Cat
Warrior gains both of these:
- Warrior may re-roll failed Jump Down tests *(including Jump Down tests used for Diving Charges).*
- Warrior may *fall* any distance without taking falling damage. *(He still cannot do anything else for the rest of the turn, except fight back in close combat if engaged).*

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Scenarios

Combat Groups

All scenarios ask players to split their warband into Combat Groups. To do so, each player divides his warband into 3 Combat Groups. This division is done *before* it is determined which scenario will be played. Each Combat Group may contain 0-2 heroes and 0-3 henchmen as follows:

Group 1:

Hero	Henchman	
Hero	Henchman	Henchman

Group 2:

Hero	Henchman	
Hero	Henchman	Henchman

Group 3:

Hero	Henchman	
Hero	Henchman	Henchman

Empty Combat Groups

Combat Groups *can* contain 0 warriors. Groups with 0 warriors still count as groups for the purposes of scenarios where the player has to deploy a random warband group. *(So try to make your groups equally strong or you might end up deploying zero models on turn 1!)*

Determining Scenarios

Unless some prior factor in the campaign has determined the next scenario, roll 2D6 and play the scenario rolled.

The First Turn

Unless the scenario says otherwise, the warband with the fewest Victory Points always takes the first turn. If Victory Points are tied, roll dice.

The Seventh Turn (or Later)

Wizards and Priests entering the battle on Turn 7 or later start with 1 Free Power Dice *(this stacks with other free Power Dice they may start with)*.

Tabletop Zones

Many scenarios use Tabletop Zones. We recommend outlining the zones by marking the edges of these zones with coins, dice, or similar.

Holding Tabletop Zones

Some scenarios refer to "holding a tabletop zone uncontested of the enemy." To hold a zone uncontested, a warband must have at least one warrior inside that zone at the end of the game. *(Warbands that lost the battle can still hold and contest zones.)* If the enemy also has at least one such warrior in the zone at the end of the battle, the zone is considered contested.

Warriors that are *hiding*, *fleeing* or unable to capture scenario objectives *never* count as holding or contesting tabletop zones.

Rout Tests

Scenarios usually end when either party fails a Rout Test. To take a Rout Test, take a Leadership Test against the highest Ld value of any warrior in your warband that is currently deployed and not *fleeing*: If passed, your warband fights on. If failed, your warband routs the battle and you lose the scenario.

Underdog Bonuses

If one warband has 3 or more Victory Points less than its opponent, it is eligible for Underdog Bonuses as follows:

- **Difference is 3 Victory Points:** One random Hero from the *first* Combat Group that is deployed by the underdog warband starts with +1 Wound.
- **Difference is 4 Victory Points:** One random Henchman from the *third* Combat Group that is deployed by the underdog's warband starts with +1 Wound.
- **Difference is 5+ Victory Points:** One random Henchman from the *second* Warband Group that is deployed by the underdog's warband starts with +1 Wound.

All Underdog Bonuses Stack *(e.g. if the difference between the two warbands is 5 Victory Points or more, the underdog will gain all of the bonuses above).*

Setting Up the Game

When setting up the game, first define combat groups, then roll scenario, and then roll spells.

Scenario (2-3): Ambush

Background
One warband has carefully laid an ambush for another, using every trick in the book.

Special Rules for Ambush
The warband with the fewest Victory Points is always Red.

The difference between the two warbands must be at least 4 Victory Points to play this scenario. Otherwise, re-roll the dice to see which scenario is played.

Deployment
1. Both players divide their warbands into Combat Groups.
2. Blue's biggest Combat Group is deployed in his Deployment Zone on turn 1. (*If there is a tie for the largest group, randomly determine which one that is deployed.*)
3. Blue deploys first and may deploy anywhere within his own deployment zone, although all warriors must be deployed on ground level.
4. Red then rolls twice to determine which *two* of his Combat Groups that are deployed on turn 1. Each group must be deployed in a *different* Deployment zone, as detailed to the right, but Red may freely choose which group is deployed in which zone. Red may deploy anywhere in these deployment zones, *including* on the upper floors of buildings, albeit *not* with line of sight to Blue warriors.
5. At the start of Turn 4, Blue deploys another group in the Blue Backup Zone as detailed to the right.
6. At the start of Turn 7, Blue deploys his last group in the Blue Backup Zone and Red deploys his last group in one of his deployment zones, determined at random.
7. Groups not deployed on turn 1 can be deployed no more than 8" in from the table edge.

The First Turn
Red always takes the first turn.

Fleeing
- Blue warriors *flee* towards the table edge of the Blue Backup Zone. If they reach the edge, they rally.
- Red warriors *flee* towards the table edge of the zone they were deployed in. If they reach the edge, they rally.
- Blue warriors cannot move into the escape zone (*i.e. leftmost third of the board*) until the beginning of turn 3.

The Zones:

Escape Zone: Blue can escape by moving off this table edge.	Red's Deployment Zone	
	Blue's Deployment Zone	Blue Backup
	Red's Deployment Zone	

Winning
- If three or more Blue Heroes escape, Blue immediately wins. (*To escape, a warrior needs to move off the table edge of the Escape Zone.*)
- If five or more Blue warriors are *out of action*, Red immediately wins.
- If either side has 4 or more warriors escaped and/or *out of action*, it may voluntarily Rout at the *start* of each of its own turns and *must* take a Rout Test at the start of each of its own turns.

Exploration Dice
- +1: Winning the Scenario.
- +1: being the warband with the fewest Victory Points.
- -1: Being the warband with the most Victory Points.
- Blue: +1 per hero that escaped.
- Both: +1 per enemy hero *out of action.*

Scenario (4): Lost

Background

One warband has gotten lost in the maze of the ruins. The other warbands decides to capitalize on it!

Red and Blue

The warband with the fewest Victory Points is always Blue.

Deployment

1. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
2. Each player deploys two of his groups, determined at random, on turn 1.
3. Blue always deploys in his own Deployment Zone.
4. Red must deploy his first two groups in Red Deployment Zone (1) and (2); one group, determined at random, in each zone.
5. At the start of Turn 4, each player deploys his last Combat Group; Blue in his deployment zone, Red in Red Deployment Zone (3).
6. All warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

The Zones

The board is divided into zones as follows:

Red's Deployment Zone (3)		Red's Deployment Zone (2)
Red's Deployment Zone (1)		Blue's Deployment Zone

Fleeing

Warriors *flee* towards the table edge of the zones they were deployed in. If they reach the edge, they rally.

Winning

If either side has 5 or more models *out of action*, it may voluntarily Rout at the start of each of its own turns, and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +1 Winning the Scenario.
- +1 being the warband with the fewest Victory Points.
- -1 being the warband with the most Victory Points
- Red: +2 for holding Deployment Zone (1) or (2) uncontested of the enemy *(or +4 for holding them both).*
- Blue: +3 for holding Deployment Zone (1) or (2) uncontested of the enemy *(or +6 for holding them both).*

Bonus XP

- +1: Blue heroes gain an additional +1 XP each time they take a *fleeing* enemy *out of action (including with Free Hacks against enemies just starting to flee.)*
- +1: A Red hero that was deployed in Deployment Zone (1) and is the *only* Red warrior left in that zone at the end of the battle gains an additional +1 XP.
- +1: A Red hero that was deployed in Deployment Zone (2) and is the *only* Red warrior left in that zone at the end of the battle gains an additional +1 XP.

Scenario (5): Breakthrough

Background

One warband has found a treasure and is guarding the passageway to the loot.

Red and Blue

The warband with the fewest Victory Points may choose to be either Red or Blue. Red always takes the first turn.

Deployment

1. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
2. Blue deploys one of his groups, chosen by him, in the Blue Defense Zone on turn 1.
3. Red deploys one of his groups, determined at random, in the Red Deployment Zone on turn 1.
4. At the start of Turn 4, each player deploys another random Group in his own deployment zone.
5. At the start of Turn 7, each player deploys his last Group in his own deployment zone.
6. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

The Zones

The board is divided into zones as follows:

	Blue Defense (Red can Exit here)	
Blue's Deployment Zone		Red's Deployment Zone

Exit to Treasure

The exit to the treasure is 8" wide and in the center of the table edge of the Blue Defense Zone. Red *cannot* exit before the beginning of turn 5.

Fleeing

Warriors *flee* towards the table edge of their own deployment zone. If they reach the edge, they rally. *(This means that warriors that were deployed in the Blue Defense Zone flee towards the table edge of the Blue Deployment Zone.)*

Winning

- If two or more Red heroes exit through Blue's Defense Zone, Red immediately wins.
- If either side has 5 or more models *out of action,* it may voluntarily Rout at the start of its own turn and must take a Rout Test at the start of each of its own turns. *(Red warriors that exited through the defense zone do not count as out of action.)*

Exploration Dice

- +1 Winning the Scenario
- +1 being the warband with the fewest Victory Points
- -1 being the warband with the most Victory Points
- Red: +3 per hero *(not henchman)* that exited through the Blue Defense table edge.
- Either side: +1 per enemy taken *out of action* inside the Blue Defense zone.
- Either side: +2 having more models than the enemy inside the Blue Defense zone at the end of the battle.

Bonus XP

- +1: The first Red hero that exits though the Blue Defense Zone gains an additional +1 XP.

Scenario (6): The Brawl

Background
Both warbands are headed back out of Mordheim after a day of searching the ruins. They run into each other next to a city gate and a big brawl ensues!

Red and Blue
The warband with the fewest Victory Points may choose to be either Red or Blue.

Deployment
1. Both players divide their warbands into Combat Groups.
2. Each player deploys two of his Combat Groups, determined at random, on turn 1.
3. At the start of Turn 4, each player deploys his last Group in his own Deployment Zone.
4. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

The Zones
The board is divided into zones as follows:

	The Gate	
Red's Deployment Zone		Blue's Deployment Zone

The Gate
The Gate is 8" wide and in the center of the table edge.

Fleeing
Warriors that *flee* move towards the Gate. If they reach the Gate, they exit.

Winning
If either side has 5 or more models escaped through the Gate and/or *out of action*, it may voluntarily Rout at the *start* of each of its own turns, and must take a Rout Test at the start of each of its own turns.

Exploration Dice
- +3 Winning the Scenario.
- +1 being the warband with the fewest Victory Points.
- -1 being the warband with the most Victory Points.
- +1 per Hero in the warband that escaped through the gate.
- +1 per enemy Hero taken *out of action.*
- +2 per enemy Hero taken *out of action* while that hero was in the same zone as the Gate. *(Stacks with the +1 for taking Heroes out of action.)*
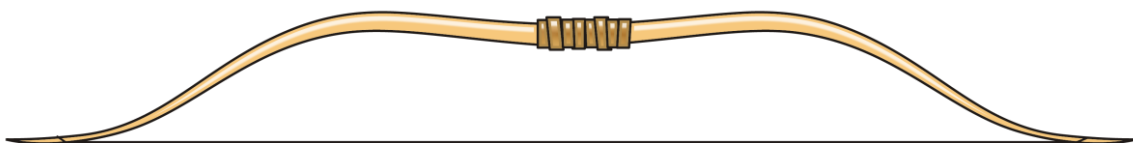
Scenario (7): Skirmish

Background
Both warbands are spread out, searching the ruins for valuables, when a detachment from each warband stumbles upon the other.

Deployment
1. Both players divide their warbands into Combat Groups.
2. Then each player rolls a D3 to determine which of his groups is deployed on turn 1.
3. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.
4. At the start of Turn 4, each player deploys another Combat Group, determined at random.
5. At the start of Turn 7, each player deploys his last Warband Group.

The Zones
The board is divided into zones as follows:

+4 (Blue Only)	Red's Deployment Zone	+4 (Blue Only)
+2	+2	+2
+4 (Red Only)	Blue's Deployment Zone	+4 (Red Only)

+4 Zones
The Zones next to a player's own Deployment Zone confer *no* benefits to that player, but confer *double* benefits to the opposing player.

Fleeing
Warriors *flee* towards the table edge of their own Deployment Zone. If they reach the edge, they rally.

Winning
- Zones *cannot* be held or contested until the beginning of Turn 3.
- Once a warband occupies 3 or more zones uncontested of the enemy, the enemy must take a Rout Test at the *start* of each of his turns.
- *(If a warband re-contests a zone, so that the enemy no longer holds 3 or more zones uncontested of the enemy, that warband will stop taking Rout Tests because of this rule.)*
- If either side has 5 or more models *out of action*, it may voluntarily Rout at the *start* of each of its own turns, and must take a Rout Test at the start of each of its own turns.

Exploration Dice
- +2 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- -1 being the warband with the most Victory Points.
- +2 per zone held uncontested of the enemy.
- +4 for holding one of the zones next to the enemy's Deployment Zone uncontested of the enemy.
- +1 per zone held which the enemy also contests *(i.e. both +2 and +4 Zones only give +1 Exploration Dice if the zone is contested by the enemy).*
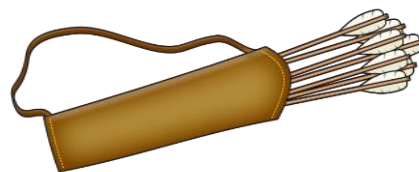
Scenario (8): Flanking

Background
As patrols from each warband catches sight of the other, both parties' comrades rush to the scene to help out.
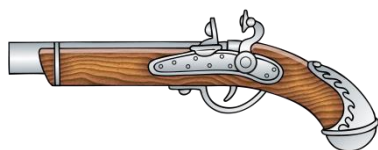
Deployment
1. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
2. Both players start with one Combat Group, determined at random, deployed in their main deployment zone on turn 1.
3. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.
4. At the start of Turn 4, each player deploys another Group, determined at random.
5. At the start of Turn 7, each player deploys his last Group.
6. Groups that are not deployed on turn 1 are *always* deployed in Flanking zones, see below.

The Zones
The board is divided into zones as follows:

Flank (1)	Flank (3)	Red's Deployment Zone
Flank (2)		Flank (6)
Blue's Deployment Zone	Flank (4)	Flank (5)

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Flanking Zones
1. Groups that are deployed on turn 4 and 7 are *not* Deployed in Deployment Zones.
2. Instead, roll a D6 to see which Flanking Zones they are deployed in, as detailed to the left.
3. Once a group has been deployed in a Flanking Zone, remove that zone from the possible zones that groups can be deployed in. *(I.e. two groups can never be deployed in the same zone.)*

Fleeing
Warriors *flee* towards the table edge of their warband's main deployment zone *(not Flanking Zones)*. If they reach the edge, they rally.

Winning
- If a warband holds the enemy's Deployment Zone uncontested of the enemy at the *start* of its own turn, the enemy must take a Rout Test.
- When either side has 5 or more models *out of action*, it may voluntarily Rout at the *start* of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice
- +1 Winning the Scenario.
- +1 being the warband with the fewest Victory Points.
- -1 being the warband with the most Victory Points.
- +3 holding the enemy's Deployment Zone uncontested of the enemy at the end of the battle.
- +2 contesting the enemy's Deployment Zone at the end of the battle.
- +1 per zone held uncontested of the enemy that are *not* deployment zones *(including Flanking Zones and the zone in the middle of the board)*.

Scenario (9): Extraction

Background
A combat group has ventured too far ahead of its warband and has been surrounded by the enemy warband. Now his comrades attempt a breakout.

Red and Blue
The warband with the fewest Victory Points may choose to be either Red or Blue.

Deployment
1. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
2. One random Blue Combat Group is deployed in the Extraction Zone on turn 1. This Combat Group is known as the Vanguard.
3. Two random Red Combat Groups are deployed on turn 1 in the two Red Deployment Zones. *(Which group is deployed in which zone is also determined at random.)*
4. The remaining two Blue Combat Groups are deployed on turn 1 in the Blue Deployment Zone.
5. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.
6. At the start of Turn 4, red deploys his last Combat Group. *(Which group this group will be deployed in is determined at random.)*

The Zones
The board is divided into zones as follows:

		Blue's Deployment Zone
Red's Deployment Zone (1)		
Extraction Zone	Red's Deployment Zone (2)	

Fleeing
- All Blue warriors *flee* towards the table edge of Blue's Deployment Zone. If they reach the edge, they rally.
- Red warriors *flee* towards the table edge of the zone they were deployed in. If they reach the edge, they rally.

Winning
- If one or more Heroes from the Vanguard reach the table edge of Blue's Deployment Zone, Blue immediately wins.
- If both Heroes from the Vanguard group are taken *out of action*, Red immediately wins.
- When either side has 5 or more models *out of action*, it may voluntarily Rout at the *start* of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice
- +1 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- -1 being the warband with the most Victory Points.
- Red: +2 per Vanguard Hero *out of action*.
- Blue: +2 per Vanguard Hero still deployed at the end of the battle.

Bonus XP
- Any Vanguard Heroes that reach Blue's Deployment Zone gain an additional +1 XP *(they do not have to reach the table edge, but merely enter the zone).*
- Any Red Hero that takes a Vanguard Hero *out of action* gains an gains an additional +1 XP *(in addition the +1 XP for taking an enemy out of action).*
- A Red Henchman that takes a Vanguard Hero *out of action* may re-roll one failed promotion roll per Vanguard Hero he took *out of action*.

Scenario (10): The Map

Background
Both warbands have heard tales of a famous cartographer who lived in a certain quarter of the city. With the fall of the comet, his maps have been scattered around the place where he lived.

Red and Blue
The warband with the fewest Victory Points may choose to be either Red or Blue.

Deployment
1. *Before* it is determined who should be Red and Blue (i.e. who deploys where) players take turns to place Map Piece tokens anywhere in the three Zones marked 'Pieces'. There are 6 Map Pieces all in all.
2. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
3. Both players start with one Combat Group, determined at random, deployed in their main deployment zone on turn 1.
4. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.
5. At the start of Turn 4, each player deploys another Group, determined at random.
6. At the start of Turn 7, each player deploys his last Group.

The Zones
The board is divided into zones as follows:

	Pieces	
Blue's Deployment Zone	Pieces	Red's Deployment Zone
	Pieces	

Fleeing
Warriors flee towards the table edge of their own deployment zone. If they reach the edge, they rally.

Finding the Map Pieces
Warriors may pick up Map Pieces by moving within 1" of them *(warriors with the 'Cannot Capture Scenario Objectives' rule cannot pick up Map Pieces)*.

Holding Map Pieces
- If a warrior carrying a map piece is taken *out of action*, he drops it where he stood. Other warriors may then pick it up by moving within 1" of it.
- Warriors can carry any number of Map Pieces.
- At the end of the battle, map pieces that are not currently carried by any warrior are lost *(i.e. the winning warband does *not* get to pick them up)*.

Winning
- When either side has 5 or more models *out of action*, it may voluntarily Rout at the *start* of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice
- +1 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- -1 being the warband with the most Victory Points.
- +1 For each Map Piece a warrior in the warband was carrying at the end of the battle.
- +1 Having more Map Pieces than the enemy.

Bonus Find
If the winning warband carried 5 or more Map Pieces at the end of the battle, it also finds 1 random Magic Item.

Scenario (11-12): Artefact Hunt

Background

Both warbands have heard a rumor that a Magical Artefact is hidden in this quarter of town. Now they race to find the stash.

Deployment

1. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
2. Both players start with one Combat Group, determined at random, deployed in their main deployment zone on turn 1.
3. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings within the area.
4. At the start of Turn 4, each player another Group, determined at random.
5. At the start of Turn 7, each player deploys his last Warband Group.

The Zones

The board is divided into zones as follows:

Artefact? +3 (Blue Only)	Artefact?	Artefact? +3 (Red Only)
Red's Deployment Zone	Artefact?	Blue's Deployment Zone
Artefact? +3 (Blue Only)	Artefact?	Artefact? +3 (Red Only)

+3 Zones

The Zones next to a player's own Deployment Zone confer *no* benefits to that player, but gives the opposing player +3 to the D6 roll to see if the Artefact is found.

Fleeing

6. Warriors *flee* towards the table edge of their own deployment zone. If they reach the edge, they rally.
7. A warrior that has the Artefact *flees* towards the nearest table edge. If he reaches the edge, he rallies.

Finding the Artefact

- Tabletop Zones *cannot* be searched until the beginning of Turn 3.
- Once a warband occupies a zone uncontested of the enemy at the *start* of its own turn, roll a D6: On a roll of 5+, one random warrior in that zone has found the Artefact *(warriors with the 'Cannot Capture Scenario Objectives' rule can neither search nor contest zones)*.

Holding the Artefact

Once the artifact is found, generate a random Magic Item from the Magic Items Chart. The warrior that found the artifact may immediately use the item if he is proficient with it. If the warrior carrying the artifact is taken *out of action*, he drops the Magic Item where he stood. Other warriors may then pick it up by moving within 1" of it.

Keeping the Artefact

The warband whose warrior holds the artifact at the end of the battle gets to keep the magic item. If no warriors hold the artifact, or it has not been discovered, no one gets to keep the artifact.

Winning

When either side has 5 or more models *out of action*, it may voluntarily Rout at the *start* of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +1 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- -1 being the warband with the most Victory Points.
- +3 Searching a zone *without* finding the Artefact in that zone.

Bonus XP

- A hero that finds the Artefact gains +1 XP, even if he later goes *out of action*.

Rules for Random Happenings

Happenings are Optional Rules
Random Happenings are hazardous to your warriors and introduce more randomness to the game. Random Happenings should only be used in a campaign where all players agree to use them.

Using Happenings
At the start of each player's turn, that player rolls a D6: On a roll of 1, a Random Happening takes place.

- The player must then roll D66 and see what happens by consulting the chart on the following pages. *(To roll D66, roll 2D6 where one dice designates 'tens' and the other designates 'ones', e.g. if you roll 2 and 4, the result is 24.)*

Happenings Affect Active Player
Unless otherwise noted, the effects of Random Happenings *always* pertain to the player whose turn it is.

- If there are no eligible warriors for a given happening then the event has no effect *(e.g. if a happening effects a warrior "inside a building" and none of the active player's warriors are inside a building, nothing happens).*

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Random Happenings Chart

(11-12) Rat Swarm
A swarm of rats suddenly emerge from a sewer or drainage pipe and race down the street.

One random warrior in the active player's warband that is on ground level takes D3 automatic Strength 1 hits with armour saves as normal.

(13-14) Earthquake
The ground suddenly quakes and rumbles.

All movement, running, and charging distances are halved *(rounding up)*, all Initiative tests, that have to be taken by any warrior for any reason, have an extra -2 modifier to that warriors' Initiative. Furthermore, all shooting is at -1 to hit this turn. All effects from this happening are absolved at the end of this turn.

(15-16) High Winds
Swooping winds suddenly start roaring among the rooftops.

All Initiative tests, that have to be taken by any warrior for any reason, have an extra -1 modifier to that warrior's Initiative this turn, and all shooting is at -1 to hit this turn. Additionally, all models *(friend or foe)* that are a full 2" or more above ground level must take 1 Initiative test; if failed, they suffer 1 automatic Strength 2 hit with armour saves as normal.

(21) Lucky Find
A warrior has discovered gold crowns!

One random warrior in the active player's warband that is not *fleeing*, or engaged in close combat, finds a purse containing 3D6gc. If the warrior is *not* taken *out of action* this battle, your warband keeps the money. If the warrior *is* taken *out of action*, he drops the purse where he stood. Other warriors can then pick it up by moving within 1" of it. If no one had the purse at the end of the battle, the money is lost. This happening *cannot* effect warriors with the 'Cannot Capture Scenario Objectives' rule and warriors with this rule *cannot* pick up the purse.

(22) Man-Eating Tree
A Chaos-infested carnivorous tree sprouts from the ground.

One random warrior in the active player's warband that is on ground level is attacked by a Man-Eating Tree. Your opponent places the tree anywhere on ground level within 1" of the affected warrior. The Tree counts as charging this turn. Warriors *may* break from close combat with the Tree by *fleeing* as normal. Warriors *can* gain Experience and/or promotion rolls for taking the Man-Eating Tree *out of action*.

Man-Eating Tree								
Race: Daemon								
M	WS	BS	S	T	W	I	A	Ld
-	3	-	4	6	4	3	2	5

SPECIAL RULES
Causes Fear, Immune to Panic
Flammable: This warrior loses 2 wounds instead of 1 whenever it is successfully wounded by a *flaming* attack.

(23-24) Collapsing Building
One of the burned-out buildings finally gives in.

One random warrior in the active player's warband that is a full 2" or more above ground level must pass three Initiative tests: If he fails any one of them, he falls to the nearest possible point below his original position, taking falling damage as normal.

(25-26) Flies and Locusts
A warrior is suddenly beset by a cloud of flies and locusts.

One random warrior in the active player's warband must halve his movement, running, and charging distances *(rounding up)* and suffers -2 to all 'to hit' *rolls (both shooting and close combat)* this turn.

Random Happenings Chart

(31) Hidden Cache
A warrior finds a hole in the cobblestone.
Something appears to be glittering inside.

One random warrior in the active player's warband that is on ground level and not *fleeing* or engaged in close combat may stick his arm into the hole if you want him to. If he does, rolls a D6:
- (1-2) One automatic Strength 3 hit with armour saves as normal.
- (3) A suit of Light Armour.
- (4-5) A Sword.
- (6) A Pistol.

If an item is found, it may be used at once. If the warrior cannot use the item found, he keeps it in his possession for the rest of the battle. If the warrior is *not* taken *out of action* this battle, your warband keeps the item. If the warrior *is* taken *out of action*, he drops the item where he stood. Other warriors can then pick it up by moving within 1" of it. If no one had the item at the end of the battle, it is lost. This happening *cannot* effect warriors with the 'Cannot Capture Scenario Objectives' rule and warriors with this rule *cannot* pick up the item.

(32-33) Sinkhole
A warrior is swallowed up by the ground.

One random warrior in the active player's warband that is on ground level must take 1 Initiative test: If failed, he takes 1 automatic Strength 5 hit that ignores armour saves *(but not Ward or Regeneration saves)*.

(34-35) Mordheim Survivor
A panicked survivor lies injured in the gutter.

Whichever warband wins this battle may roll 1 extra Exploration Dice.

(36) Silence
All warriors are suddenly unable to speak.

No warriors, neither friend nor foe, can use the 'Leader' ability, the 'Animal Handler' Academic Skill, or cast spells/prayers this turn.

(41-42) Dense Fog
A thick, unnatural fog descends on the city.

Roll 2D6 and mark down the sum in inches: No warriors *(neither friend nor foe)* can charge, shoot, or cast spells if the range to their target exceeds the distance rolled on the 2D6. Lasts until the *beginning* of *your* next turn.

(43) Forbidden Fruit
A lush, otherworldly bush appears amongst the ruins, glowing with a faint white light.

A shrubbery appears in base contact with any one random hero in the active player's warband that is on ground level and *not fleeing* or engaged in close combat: Your opponent places a piece of shrubbery terrain 1x1", and 1" high, anywhere within 1" of the effected warrior and *not* on top of other warriors. The shrubbery has D3 fruits on it and the affected warrior immediately eats the first fruit. Roll a D6:
- (1-3) D3 automatic *poisonous* Strength 3 hits with no saves of any kind allowed.
- (4-6) +1 XP

If the warrior survives and is not *fleeing*, he may immediately eat more fruit if you want him to. The warrior can keep eating fruit, as long as he survives.
- Any pieces of fruit that the warrior opts not to eat will vanish *(other warriors cannot eat them)*, but the shrubbery remains on the board.

Random Happenings Chart

(44) Screaming Walls

Daemonic faces appear in the walls, screaming and twisting in a mockery of the souls who were killed by the comet.

One random warrior in the active player's warband that is not *fleeing* or immune to panic must take a panic test. No effect vs. Undead, Daemons, and warriors immune to fear or panic.

(45-46) Suffocating Heat

A sudden heat wave smothers the warriors.

All warriors *(friend or foe)* suffer -1 to their Movement characteristic and -2 to their Initiative characteristic this turn. Undead and Daemons are not affected.

(51-52) The Challenge

Heinrich Schmoller is a flaccid asparagus and the son of a motherless goat!

This happening does not take place until the end of the battle: After the battle you may send one of your heroes who were not *out of action*, chosen by you, to fight in the pits, exactly as if he had rolled 'Sold to the Pits' for Campaign Injuries *(see Campaign Injuries).*

(53-54) Flooding

The sewers suddenly run over and flood the streets with an ankle-high layer of sewage.

All warriors on ground level who wish to move this turn must roll a D6: On 2-6 they move as normal but on a roll of 1 they cannot move, and take 1 *poisonous* Strength 1 hit instead with no armour or Ward saves allowed *(Regeneration saves may still be used).*

(55-56) Power Surge

The winds of magic twist and swirl above.

Whenever a wizard *(not priest)* from either warband attempts to cast a spell, using at least 1 Power Dice, add +D3 to the spellcasting roll *(roll separately for each spellcasting roll).* Lasts until the *beginning* of *your* next turn.

(61-62) Deep Rumble

The ground shakes mildly and a deep rumble startles the animals in the area.

All Animals on the board *(friend or foe)* must take a panic test. No effect vs. animals immune to fear or panic *(warriors that cause fear are immune to fear themselves).*

(63-64) Chaos Gate

A warp gate appears and a whole building (or similar feature) is sucked into the realm of Chaos.

You nominate a piece of terrain and your opponent nominates a piece of terrain. Then roll a D6 to see what piece is affected:
- (1-2) Your piece
- (3-4) Opponent's piece
- (5-6) Nothing happens

The affected piece of terrain is removed from the board. All models standing on the affected piece of terrain that were elevated a full 2" or more above ground level *fall* to ground level as the terrain piece is removed from the board. *(No effect vs. warriors that were already on ground level.)*

(65-66) Magical Maelstrom

A maelstrom of magical energy appears in the sky, hissing and crackling out magical energies.

All of the following happens:
1. All currently active spells *(not prayers)* with 'Remains in Play' are dispelled.
2. All Wizards *(not Priests)* currently deployed lose all accumulated power dice. Then each Wizard gains D6 power dice. *(Roll separately for each Wizard.)*
3. All Wizards *(not Priests)* currently deployed must re-roll their spells on their spell chart to see what spells they know this battle. *(E.g. if a wizard knows two spells, he loses them both and rolls to generate two new spells.)*

Post-game Sequence

1. Update Victory Points:
  +1 VP: If you lost.
  +2 VP: If you won.

2. Explore
  A. Roll the number of Exploration Dice determined by the Scenario just played.
  B. When exploring you never choose more than 6 Exploration Dice as your final result. If you are allowed to roll more than 6 Exploration Dice, roll the total number allowed and then choose any 6 to keep as your final result.
  C. If you roll any doubles, triples, etc., you have found a bonus location.
  D. Calculate the sum of all your exploration dice *(up to a maximum of six)* to see how much Wyrdstone you find.

Finding Wyrdstone

Dice Result	Shards Found
1-4	1
5-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

Selling Wyrdstone

Number of Warbands in the Campaign with at least 3 Victory Points more than you:

Number of Shards Sold	4+	3	2	1	0
1	45gc	40gc	35gc	30gc	30gc
2	60gc	55gc	50gc	45gc	40gc
3	75gc	70gc	65gc	60gc	55gc
4	90gc	85gc	75gc	70gc	65gc
5	105gc	95gc	85gc	80gc	75gc
6	120gc	105gc	95gc	90gc	85gc
7	135gc	115gc	105gc	100gc	95gc

3. Resolve Locations
When exploring the ruins after each battle, if you roll any doubles, triples, etc. you have found a Location.
    You can only find *one* Location per battle. If you score multiple doubles, triples, etc., you must choose which one to resolve.

4. Determine Injuries
  A. Roll a D6 for each henchman that was taken *out of action*: (1): Dead and equipment is lost. (2): Dead but equipment is recovered, except for Heirlooms. (3-6): Survives with all equipment.
  B. Roll a D66 for each hero that was taken *out of action* and see 'Campaign Injuries.' *(To roll D66, roll 2D6 where one dice designates 'tens' and the other designates 'ones', e.g. if you roll 2 and 4, the result is 24.)*

5. Gain Experience and Level Ups
  A. Each hero that survived the battle gains +1 XP for participating, even if he was taken *out of action*.
  B. A hero gains +1 XP each time he takes any enemy *out of action*.
  C. Heroes that reach 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 XP roll for Level Up.

6. Buy, Sell, and Reinforce
  A. Each warband may sell up to 7 Wyrdstone shards for gold, using the table to the left. Shards that are *not* sold are lost.
  B. Each warband may sell weapons, armour, and equipment that it owns at half the base price, rounded up.
  C. Each warband may buy new recruits, weapons, armour, and equipment.

7. Ready to Fight Again!

Exploration: Doubles

(1 1) Well
If you wish, choose a hero that was *not out of action*: He must take a Toughness test. If passed: +1 Wyrdstone. If failed: Miss next battle. *(Multiple 'Miss next battles' stack.)*

(2 2) Shop
D6gc. If you roll a 1, you also find a Lantern.

(3 3) Corpse
Roll a D6:
   (1-2) D6gc
   (2) Club
   (4) Axe
   (5-6) Light Armour

(4 4) Straggler
+1 Exploration Dice after next battle.

(5 5) Overturned Cart
Roll a D6:
   (1-2) Light Armour
   (3-4) 2D6gc
   (5-6) Blunderbuss

(6 6) Ruined Hovels
D6gc. If you roll a 1, you also find a Club.

Exploration: Triples

(1 1 1) Wine Cellar
Choose a hero that was not *out of action*: He must take a Leadership test. If passed: 4D6gc. If failed: 2D6gc. If all heroes were *out of action*, you automatically fail the test, gaining 2D6gc.

(2 2 2) Smithy
Roll a D6:
   (1) Sword
   (2) Great Sword
   (3) Morning Star
   (4) Halberd
   (5) Great Axe
   (6) Heavy Amour

(3 3 3) Prisoners
+D6gc and a 20gc discount on the next henchman you hire. This discount must be used before the next battle or it is lost.
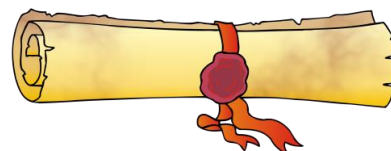
(4 4 4) Fletcher
Roll a D6:
   (1) D3 Short Bows
   (2-3) D3 Bows
   (4) Long Bow and Hunting Arrows
   (5) Light Crossbow
   (6) Crossbow

(5 5 5) Market Hall
3D6gc.

(6 6 6) Returning a Favor
30gc discount on the next single Hero or Hired Sword you hire. This discount must be used before the next battle or it is lost.

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Exploration: Four of a Kind

(1 1 1 1) Gunsmith
Roll a D6:
  (1) Blunderbuss
  (2-3) Two Pistols
  (4) Dueling Pistol
  (5) Handgun
  (6) Handgun and Aiming Scope

(2 2 2 2) Shrine
Roll a D6:
  (1-4) Any one hero in your warband, chosen by you, may learn the 'Acolyte' Academic skill. The hero may learn this skill even if he does not normally have access to Academic skills, however, he *cannot* learn it if he knows it already.
  (5-6) 1 random Magic Item.

(3 3 3 3) Townhouse
3D6gc and D3 Lanterns.

(4 4 4 4) Armourer
Roll a D6:
  (1-2) D3 Shields
  (3) D3 Suits of Light Armour
  (4) Heavy Armour
  (5-6) 1 random Magic Item.

(5 5 5 5) Ancient Library
Roll a D6:
  (1-4) Any one hero in your warband with access to Academic skills, chosen by you, gains +D3 XP.
  (5-6) 1 random Magic Item.

(6 6 6 6) Catacombs
If you wish, choose a hero that was *not out of action*: He must take a Toughness test. If he fails, he suffers a roll of 'Multiple Injuries' *(see Campaign Injuries)*. If he passes, the warband gains 1 random Magic Item.

Exploration: Five of a Kind

(1 1 1 1 1) Merchant's House
D6x10gc. If another warband has more Victory points than you, you also find 1 random Magic Item.

(2 2 2 2 2) Alchemist's Laboratory
You find 1 Spellbook and any one hero in your warband, chosen by you, gains the 'Streetwise' Academic skill. The hero may learn this skill even if he does not normally have access to Academic skills, however, he *cannot* learn it if he knows it already.

(3 3 3 3 3) Jewelsmith
D6x5gc and 1 Aiming Scope. If another warband has more Victory points than you, you also find 1 random Magic Item.

(4 4 4 4 4) Elven Ruins
Roll a D6:
  (1-4) D6x5gc
  (5-6) 3D6gc and 1 random Magic Item

(5 5 5 5 5) The Fighting Pits
If you wish, choose a hero in your warband that was not *out of action* at the end of the battle: That warrior must fight a Pit Fighter exactly as if he had rolled 'Sold to the Pits' for Campaign Injuries *(see Campaign Injuries)*.
  If the hero wins, the warband also gains 1 random Magic item, in addition to the normal gc and XP.

(6 6 6 6 6) Ruined Cathedral
One Wizard or Priest in the warband, chosen by you, may desecrate or pray at the site for +D3 XP. In addition, roll a D6:
  (1-4) Holy Tome
  (5-6) 1 random Magic Item

Exploration: Six of a Kind

(1 1 1 1 1 1) The Comet Pit
If you wish, choose a hero in your warband that was not *out of action* after the battle: That hero ventures down into the Pit.

Roll a D6:

(1-3) The hero is killed. All weapons, armour, and equipment he was carrying is retained, but any Heirlooms that he had are lost.

(4-6) The hero comes back up with 2D3 Wyrdstone and 1 random Magic Item. If another warband has more victory points than you, the hero comes back with D3 random Magic Items instead.

(2 2 2 2 2 2) Slaughtered Warband
Roll a D6 for each of these:

D3 Suits of Light Armour	4+
Heavy Armour	5+
D3 Halberds	5+
D3 Swords	3+
D3 Shields	3+
D3 Bows	4+
D3 Axes	5+
2D6gc	5+
1 random Magic Item	6+

(4 4 4 4 4 4) Moneylender's House
D6x10gc and 1 random Magic Item.
Furthermore, the warband in the campaign that has the most Victory Points loses 1 Victory Point *(this may be your own warband)*.

(3 3 3 3 3 3) Chaos Shrine
1 random Magic Item. In addition, one wizard in the warband, chosen by you, may study the chaos runes. If he does, roll a D6:

(1) The wizard suffers a roll of 'Multiple Injuries' *(see campaign injuries)*.
(2) The wizard now permanently knows 1 spell from the lore of Chaos Rituals.
(3) The wizard now permanently knows 1 spell from the lore of Tzeentch.
(4) The wizard now permanently knows 1 spell from the lore of Nurgle.
(5) The wizard now permanently knows 1 spell from the lore of Slaanesh.
(6) The wizard now permanently knows 1 spell from the lore of Kin-Magic.

Learning these spells will *not* cause the wizard to learn the signature spells from these lores if he did not know it already.

(5 5 5 5 5 5) Hidden Treasure
1 random Magic Item and roll a D6: On a roll of 5+ you find another random Magic Item.

(6 6 6 6 6 6) Noble's Villa
D6x5gc, pair of Dueling Pistols, and 1 random Magic Item.

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Rules for Magic Items

Gaining Magic Items
Magic items cannot be bought. Your warband will find them through explorations, or in scenarios.

Finding Magic Items
Finding magic items is done by exploring the ruins and rolling doubles, triples, etc. on the exploration dice after a battle. See the exploration section for details.

Which Item is Found?
When a magic item is bought or found, it is *always* randomly generated from the magic items chart. The new owner *cannot* decide what type of magic item it will be. Once a new item is definitively found, roll D66 to determine which item is found.

- *(To roll D66, roll 2D6 where one dice designates 'tens' and the other designates 'ones', e.g. if you roll 2 and 4, the result is 24.)*

Magic Items are Unique
All magic items are unique. This means that if one warband already owns a given magic item, no other warband can acquire it through rolling on the magic item chart *(keep re-rolling the result until a magic item that is not already present in the campaign is generated)*.

- If a magic item *was* present in the campaign, but disappeared *(e.g. because the hero that was carrying it died)* that item can be generated anew if its number is rolled on the magic item chart.

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Selling Magic Items
Magic items can be sold for 10gc per item.

Magic Item Types
Where magic items belong to a given class of weapon or armour, that magic item will gain all of the usual properties of the type of weapon or armour to which it belongs. *(E.g. if an entry says that a magic item is a 'Close Combat Weapon: Club' that item will have all the properties of a normal Club, in addition to its magical effects.)*

Magical Shields
Where a magical Shield gives increased armour saves or ward saves, the warrior wielding the Shield must still be eligible for that type of save as per normal rules for Shields. *(I.e. warriors armed with weapons that have the 'Two-handed' rule, or with missile weapons of any kind can only use Shields in close combat.)*

Magic Items and Skills
Magic items and skills *can* be used in conjunction. *(E.g. a warrior with a skill that affects Great Weapons and is equipped with a magical Great Weapon can use his skill while wielding that Weapon.)*

Magic Items and other Items
Magic items and other items that usually boost such items *cannot* be used in conjunction. *(E.g. a warrior with a magical Bow and Hunting Arrows cannot use these two items in conjunction.)* The exception to this is poison, see below.

Magic Items and Poison
Magic items *may* be poisoned by skills, rules, or Special Equipment that the wielder has as normal *(though note that if an attack is both flaming and poisonous, poison has no effect).*

Magic Item Chart

Skull Staff (11)
Close Combat Weapon: Club
Whenever caster rolls on the miscast table, he may re-roll his result.
Can only be carried by Wizards.

Skull Wand of Kaloth (12)
Close Combat Weapon: Club
Enemies wounded by an attack from this weapon must take a panic test *(unless they are immune to panic).*
Can only be carried by Wizards.

Sword of Striking (13)
Close Combat Weapon: Sword
Critical Hits scored with this weapon have +D6 to all rolls on the critical hits chart *(stacks with other modifiers)*.

Sword of Battle (14)
Close Combat Weapon: Sword
Wielder may re-roll 1 failed roll to hit with this weapon each turn *(including the opponent's). (Re-rolled dice cannot cause critical hits.)*

Sword of Might (15)
Close Combat Weapon: Sword
Attacks with this weapon have +1 Strength.

Shrieking Blade (16)
Close Combat Weapon: Sword
Wielder causes *fear (this also makes him immune to fear himself)*.

Biting Blade (21)
Close Combat Weapon: Sword
This weapon has Armour Piercing (2).

Sword of Command (22)
Close Combat Weapon: Sword
Wielder gains the 'Leader (6")' rule or adds +6" to its range if he has it already.

Skabskrath (23)
Close Combat Weapon: Sword
Enemies within 1" of wielder must take fear and panic tests on 3D6, using the highest two as their result.

Filth Mace (24)
Close Combat Weapon: Great Club
Attacks are *poisonous*. Whenever wielder takes an enemy *out of action* with an attack from this weapon, he causes *fear* for the rest of the battle.

Black Axe of Krell (25)
Close Combat Weapon: Great Axe
When this weapon wounds an enemy, roll a D6: On a roll of 5+ that enemy takes 1 automatic Strength 3 hit with armour saves as normal.

Battleaxe of the Last Waaagh! (26)
Close Combat Weapon: Great Axe
Attacks have -1 to hit but +2 Strength.

Chaos Tomb Blade (31)
Close Combat Weapon: Great Sword
Ignores armour and regeneration saves.

Enchanted Shield (32)
Armour: Shield
This Shield grants a 5+ armour save instead of the normal 6+.

Shield of Ptolos (33)
Armour: Shield
This Shield grants a 5+ ward save vs. shooting attacks instead of the normal 6+.

Spelleater Shield (34)
Armour: Shield
This Shield grants a 4+ ward save vs. spells *(not prayers)* instead of the normal 6+.

Dragonshield (35)
Armour: Shield
This Shield grants 'Scaly Skin (6+)' instead of the normal 'Armour Save (6+).'

Dragon Bow (36)
Missile Weapon: Long Bow
Range: 36" Strength: 3

Asp Bow (41)
Missile Weapon: Bow
Range: 24" Strength: 3
Shots are *poisonous* and ignore cover.

Magic Item Chart

Ring of Volans (42)
Special Equipment
Wearer starts each battle with 1 free Power Dice. Can only be carried by Wizards.

Wand of Jet (43)
Special Equipment
Wielder has +1 to all spellcasting rolls.
Can only be carried by Wizards.

Book of Ashur (44)
Special Equipment
Warrior gains access to one of the 8 basic lores of magic in addition to his other lore *(choose which before each battle)*. Warrior *always* knows the Signature Spells from both lores and when generating spells before each battle, he may freely decide which lore each of his spells will come from. Can only be carried by Wizards.

Heart of Woe (45)
Special Equipment
When wielder is taken *out of action* all warriors *(friend or foe)* within 1" of him take 1 automatic Strength 6 hit with armour saves as normal. Then Heart of Woe is lost. Wearer *can* gain experience for taking enemies *out of action* this way, even while *out of action* himself.

Armour of Renald (46)
Suit of Armour: Light Armour
Wearer may re-roll Armour Save rolls of 1 against all types of attacks and gains the 'Alley Cat' Speed skill.

Grudgebringer Sword (51)
Close Combat Weapon: Sword
Attacks with this weapon are *flaming*. Wielder gains access to the 'Fireball' spell from the lore of Lore of Fire and generates power dice each turn as if he were a Wizard. *Cannot* be carried by Wizards. Wielder *may* wear armour and cast Fireball. Wielding the Grudgebringer Sword does *not* make the warrior count as a Wizard.

Crown of Command (52)
Special Equipment
Wearer gains the 'Leader (6")' rule and +1 Ld.

Van Horstmann's Speculum (53)
Special Equipment
Use only once per battle: At the *start* of each of wearer's own turns, choose an enemy within 12" of wearer and choose a profile characteristic that is not Wounds: Wearer and that enemy then swap their values for that characteristic for the rest of the battle.
- This ability requires line of sight and wearer *cannot* use this ability while *fleeing*.
- Only the *unmodified* characteristics values are swapped between the two warriors: Modifiers from skills, spells, prayers, injuries, etc. are *not* counted.

Skull of Katam (54)
Special Equipment
Bearer must add +D3 to all his spellcasting rolls, but also takes 1 Strength 6 hit with no saves of any kind allowed each time he fails a spellcasting roll. *(This D3 does never contributes to miscasts.)* Can only be carried by Wizards.

Golden Shield of Atrazar (55)
Armour: Shield
Wearer cannot be critically hit. *(Treat critical hits as normal hits.)*

Hail of Doom Arrow (56)
Special Equipment
Use only once per battle: Bearer gains 'Multiple Shots D3+1' this shooting phase with any non-magical Short Bow, Bow, or Long Bow that he is carrying. This ability follows the normal rules for firing multiple shots *(i.e. all shots must be fired at the same target and additional -1 to hit on all shots)* and replaces any other 'Multiple Shot' abilities that the warrior may have that turn.

Book of Grudges (61)
Special Equipment
Bearer *hates* all enemies in all rounds of combat.

Morning Star of Fracasse (62)
Close Combat Weapon: Morning Star
Attacks with this weapon have Concussive (2).

Magic Item Chart

Ruby Chalice (63)
Special Equipment
Shooting attacks have an additional -2 to hit wearer as long as he is down to 2 Wounds or less. *(A natural 6 is always a hit.)*

Flail of Skulls (64)
Close Combat Weapon: Flail
Attacks with this weapon have +D6 to all rolls on the critical hits chart *(stacks with other modifiers)*.

Crimson Amulet (65)
Special Equipment
Wearer gains +1 Initiative and automatically passes all characteristics tests that are *not* Leadership tests. *(May also be used during exploration, i.e. with locations.)*

Black Gem of Gnar (66)
Special Equipment
Use only twice per battle: At the *start* of *any* close combat phase *(i.e. also opponent's)* choose any enemy within 1" of bearer: Neither bearer nor the targeted enemy may strike any blows in close combat or be struck at in close combat this turn. Any passive abilities they may have *(such as fear)* are still active.
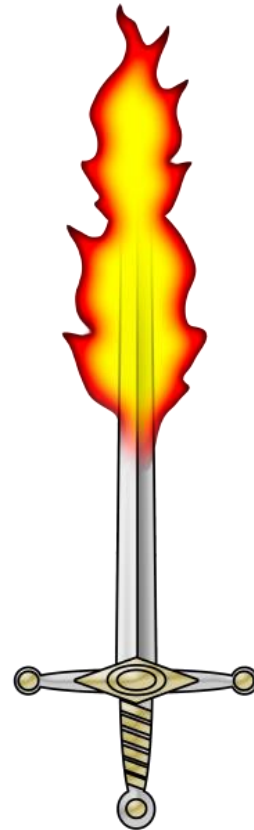
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Experience and Level Up

Hero Experience
Heroes gain experience as follows:
- +1 XP: Taking any enemy *out of action*.
- +1 XP: Surviving a battle. *(Even if out of action and having to roll for injuries, they still gain experience as long as they survived.)*

Heroes Level Up
Heroes Level Up whenever they reach 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 XP. Whenever a level up is gained, roll 2D6:

2D6	Level Up
2-4	Choose New Skill
5	Choose +1 S, I, or Ld
6-7	Choose +1 WS or BS
8	Choose +1 I or Ld
9	Choose +1 A or T
10-12	Choose New Skill

Racial Maximums
Heroes must re-roll any advances that would take them above the following thresholds.
- Note that these maximums *only* apply to Level Ups: Warriors can still exceed these values through effects from weapons, skills, diving charges, spells, prayers and the like.

	WS	BS	S	T	W	I	A	Ld
Human	8	8	4	4	3	8	2	9
Halfling	7	9	3	2	3	9	2	8
Dwarf	10	8	4	4	3	6	2	10
Elf	10	10	4	3	3	10	2	10
Skaven	8	8	4	4	3	9	2	7
Ungor	7	7	4	3	3	8	2	7
Gor	9	6	4	4	3	8	2	7
Daemon	10	8	5	4	3	9	2	10
Vampire	10	8	5	4	3	10	2	10
Skeleton	10	7	4	4	3	6	2	8
Ghoul	7	7	4	4	3	8	2	7
Orc	8	7	4	4	3	7	2	9
Goblin	7	8	3	2	3	8	2	7
Dryad	10	7	4	4	3	9	2	10
Hobgoblin	7	8	4	2	3	8	2	7
Skink	7	8	3	2	3	9	2	7
Saurus	9	7	4	4	3	6	2	10
Ogre	8	7	6	5	3	7	2	9

Henchman Experience:
Henchmen do *not* gain experience, but whenever a henchman takes an enemy hero *(not henchman) out of action*, roll a D6:
- (1-5): Nothing happens.
- (6): The Lad's Got Talent!

The Lad's Got Talent!
After the battle you may promote that henchman to a hero. If you already have six heroes, you may fire an existing hero to make room for the new hero. Alternatively, if an existing hero dies after the battle, you may have the new hero take his place.

The new hero gains access to three skill lists of your choice. These may be any mix of the five basic skill lists, as well as any special skill lists that are available to your warband. *(Note that access to special skill lists is not automatically granted, but count as a choice in this regard.)*

If the promotion is not used after the battle where it was gained, it is lost.

Experience, Promotion, and Grey Areas
With any grey areas *(such as a warrior knocking an enemy off a building, causing him to go out of action from the falling damage)* the default is always to let the hero gain XP or let the henchman gain a promotion roll.

However, warriors *never* gain XP or promotion rolls for taking members of their own warband *out of action*, e.g. through the accidental effects of spells, shooting, and the like.

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Victory Points

Victory Points

Victory Points are used for winning the campaign. Warbands gain victory points as follows:

+2 VP for each scenario won.
+1 VP for each scenario lost.

Maximum 25 Victory Points

Warbands cannot have more than 25 Victory Points. Any Victory Points gained while at 25 are discarded.

Winning the Campaign

Once a warband has accumulated 25 victory points, other warbands that lose a battle against the warband are eliminated from the campaign. When there are no other warbands left, the warband will have won the campaign.

No Warband Rating

As opposed to normal variants of Warhammer skirmish rules, there is no need to calculate warband ratings in WyrdWars. Victory points fill that function instead.

Injuries

Hero Injuries

Heroes that went *out of action* must roll D66 and consult the chart on the next page.

- *(To roll D66, roll 2D6 where one dice designates 'tens' and the other designates 'ones', e.g. if you roll 2 and 4, the result is 24.)*
- Heroes *can* acquire multiple instances of the same injury *(e.g. two Hand Injuries for -2 WS)*.
- Injuries are *not* counted for the purpose of racial maximums *(e.g. a Human with WS 8 and two Hand Injuries cannot gain further WS advances even through the injuries have reduced his actual WS to 6).*
- Warriors *can* gain injuries that exceed their characteristics. *(E.g. a warrior with WS 2 can gain any number of Hand Injuries, even though he only has WS 2. Characteristics cannot be reduced below 1, so a warrior with WS 2 and three Hand Injuries still has WS 1 in battle. But the injuries are still there and count against future advances.)*

Henchman Injuries

Henchmen that went *out of action* must roll a D6:

- **(1):** Dead and all equipment is lost.
- **(2):** Dead but all equipment except Heirlooms is retained.
- **(3-6):** Survives and all equipment is retained.

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Campaign Injury Chart

(11-14) Dead
Warrior is Dead and all weapons, armour, and equipment that warrior was carrying are lost, including Heirlooms.

(15-22) Multiple Injuries
Warrior must roll D3+1 more times on this chart, re-rolling any results of 'Dead', 'Thrown to the Pits', 'Hatred', and further 'Multiple Injuries.'

(23) Hand Injury
-1 Weapon Skill

(24) Eye Injury
-1 Ballistic Skill

(25) Arm Injury
-1 Strength

(26) Chest Injury
-1 Toughness

(31-32) Nerve Injury
-1 Initiative

(33-34) Madness
Roll a D6: (1-5) -1 Leadership (6): Immune to Fear.

(35) Robbed by Enemy Warband
All weapons, armour, and equipment that warrior was carrying are transferred to the enemy warband, including Heirlooms.

(36) Robbed by Stragglers
All weapons, armour, and equipment that warrior was carrying are lost, including Heirlooms.

(41-43) Smashed Leg
Choose which: Warrior must miss the next battle *or* warrior permanently suffers -1" to the maximum distance moved when running or charging *(not fleeing)*, down to a minimum of 6". *(Multiple 'Miss next battles' stack.)*

(44-63) Full Recovery
Warrior makes a full recovery.

(64) Sold to the Pits
Warrior must fight a Pit Veteran. The two warriors start engaged in close combat, and Initiative determines the strike order *(neither side counts as Charging)*.

- Armour Sundering, Concussive and other 'Until the end of the battle'-effects that the warrior had sustained are returned to their normal values before the fight.
- Warrior is returned to his full number of Wounds before the fight.
- 'One use only' items *(such as Poisons or Drugs)* that the warrior was using in the preceding battle are still active.
- Wizards and Priests *may* cast spells and prayers, but start with no Power Dice.
- Nowhere to run: Warriors cannot *flee* or leave close combat in a pit fight: If either fighter fails a panic test, the enemy gains a Free Hack against him as normal and the fight continues with no further effect.
- If the warrior wins he gains 5D6gc and +1 XP.
- If the warrior loses, all weapons, armour, and equipment that he was carrying are lost, including Heirlooms, and he must roll on this chart again, re-rolling further results of 'Thrown to the Pits.'

PIT VETERAN								
M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	4	3	4	2	7

WEAPONS AND ARMOUR
Morning Star

SPECIAL RULES
Finishing Move: When striking at enemies that are down to one Wound, this warrior's close combat attacks wound automatically *(if they hit)* and ignore saves of any kind.

(65) Hatred
The warrior *hates* all members of the enemy warband for the rest of the campaign.

(66) Against All Odds
Full recovery and additional +1 XP.

Smooth or Classic?

Two Ways to Play
WyrdWars has been designed so that there are two ways to play: Smooth or Classic. The *only* difference is how to resolve 'to hit' rolls in close combat.

Classic
Uses the standard WS vs. WS tables from classic Warhammer games. This makes games slower and close combat less bloody, but more nuanced.

Smooth
Uses a static 'to hit' table, as known from modern skirmish games. This makes games quicker and combat more bloody, but less nuanced.

Which One to Use?
Discuss with your group which method you prefer!

Play Sheet (Classic)

To Hit: Close Combat

A natural 1 is always a miss.
A natural 6 is always a hit.

WS	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	5+	5+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

- -1 to hit: Fighting with two weapons.
- -1 to hit: Target has 'Dodge: Close.'
- +1 to hit: Warrior *hates* his target.
- -3 I and -1 to hit: Failing a *fear* test.

To Hit: Shooting

A natural 1 is always a miss.
A natural 6 is always a hit.

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

- -1 to hit: Target is in cover.
- -1 to hit: Moving and shooting.
- -1 to hit: Shooting further than 12".
- -1 to hit: Firing multiple shots.
- -1 to hit: Target has 'Dodge: Ranged.'
- -2 to hit: 'Stand and Shoot' with Pistols.

To Wound

A natural 6 is always a wound.
A natural 1 may wound automatically.

S/T	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
3	2+	3+	4+	5+	6+	6+	6+	6+	6	6+
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
5	1+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	1+	1+	2+	2+	3+	4+	5+	6+	6+	6+
7	1+	1+	1+	2+	2+	3+	4+	5+	6+	6+
8	1+	1+	1+	1+	2+	2+	3+	4+	5+	6+
9	1+	1+	1+	1+	1+	2+	2+	3+	4+	5+
10	1+	1+	1+	1+	1+	1+	2+	2+	3+	4+

Strike Order in Close Combat

Initiative *always* determines who strikes first in close combat:

- +1 I: Charging.
- Additional +D3 I and +1 S: Diving Charge.
- -3 I and -1 to hit: Failing a *fear* test.

Armour Piercing (AP)

A natural 1 always fails to save.
A natural 6 may fail to save.

The Strength of incoming attacks can temporarily pierce a warrior's armour as follows:

S	1-3	4	5	6	7	8	9	10
AS	-	-1	-2	-3	-4	-5	-6	-7

Critical Hits

A natural 6 to hit is *always* a critical hit *unless* the warrior is fighting with two weapons. Re-rolled dice *never* cause critical hits. When a critical hit is scored, roll a D6:

D6	Result
1	**Mighty Blow:** The attack has +1 Strength.
2-3	**Stunning Blow:** The attack has +1 Strength and is Concussive (1).
4-5	**Piercing Blow:** The attack has +1 Strength and is Armour Piercing (1).
6	**Deathblow:** The attack has +2 Strength and ignores Regeneration saves *(but not armour or ward saves).* If the weapon has the 'Two-handed' or 'Lethal' rule, the enemy also loses 2 Wounds instead of 1 if successfully wounded.

(Critical hits apply to both close combat and shooting attacks, but never to Spells/Prayers.)

No Knocked Down and Stunned!

As opposed to normal variants of Warhammer skirmish rules, there are no *knocked down* or *stunned* states in WyrdWars. A warrior that loses his last wound goes straight *out of action.*

Play Sheet (Smooth)

To Hit: Close Combat
A natural 1 is always a miss.
A natural 6 is always a hit.

WS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

- -1 to hit: Fighting with two weapons.
- -1 to hit: Target has 'Dodge: Close.'
- +1 to hit: Warrior *hates* his target.
- -3 I and -1 to hit: Failing a *fear* test.

To Hit: Shooting
A natural 1 is always a miss.
A natural 6 is always a hit.

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

- -1 to hit: Target is in cover.
- -1 to hit: Moving and shooting.
- -1 to hit: Shooting further than 12".
- -1 to hit: Firing multiple shots.
- -1 to hit: Target has 'Dodge: Ranged.'
- -2 to hit: 'Stand and Shoot' with Pistols.

To Wound
A natural 6 is always a wound.
A natural 1 may wound automatically.

S/T	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
3	2+	3+	4+	5+	6+	6+	6+	6+	6	6+
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
5	1+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	1+	1+	2+	2+	3+	4+	5+	6+	6+	6+
7	1+	1+	1+	2+	2+	3+	4+	5+	6+	6+
8	1+	1+	1+	1+	2+	2+	3+	4+	5+	6+
9	1+	1+	1+	1+	1+	2+	2+	3+	4+	5+
10	1+	1+	1+	1+	1+	1+	2+	2+	3+	4+

Strike Order in Close Combat
Initiative *always* determines who strikes first in close combat:

- +1 I: Charging.
- Additional +D3 I and +1 S: Diving Charge.
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2-3	**Stunning Blow:** The attack has +1 Strength and is Concussive (1).
4-5	**Piercing Blow:** The attack has +1 Strength and is Armour Piercing (1).
6	**Deathblow:** The attack has +2 Strength and ignores Regeneration saves *(but not armour or ward saves).* If the weapon has the 'Two-handed' or 'Lethal' rule, the enemy also loses 2 Wounds instead of 1 if successfully wounded.

(Critical hits apply to both close combat and shooting attacks, but never to Spells/Prayers.)

No Knocked Down and Stunned!
As opposed to normal variants of Warhammer skirmish rules, there are no *knocked down* or *stunned* states in WyrdWars. A warrior that loses his last wound goes straight *out of action.*

Miscasts and Misfires

Magical Miscasts

Whenever a Wizard rolls two or more natural or modified 1s for his spellcasting roll, he has caused a miscast and must roll on this chart. Prayers *never* cause miscasts.

- A spell will *always* fail because of a miscast, even if it had enough power to meet its Difficulty value.
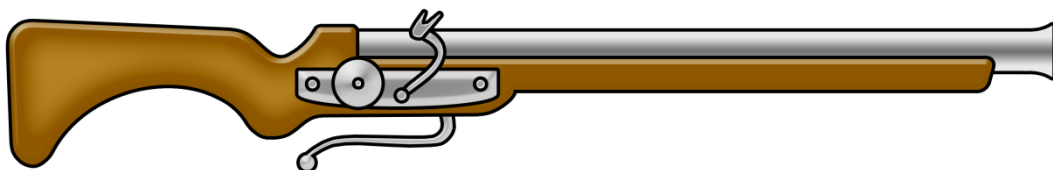
D6	Result
1	**Shattering Pulse:** Wizard, and everyone within 1" of Wizard *(friend or foe),* take 1 Strength 4 hit with armour saves as normal.
2	**Daemonic Apparition:** Wizard must immediately take a panic test. If he fails, he not only *flees*, but also cannot cast one random signature spell he knows for the rest of the battle. No effect on Wizards immune to panic.
3	**Memory Lapse:** Wizard cannot cast the spell he was attempting to cast for the rest of the battle.
4	**Backlash:** One random enemy Wizard *(not Priest)* gains +D3 Power Dice.
5	**Fizzle:** All active 'remains in play' spells cast by this Wizard are immediately dispelled.
6	**Stumbles upon Power Word:** Wizard gains +D3 Power Dice and may immediately attempt to cast a new spell.

Blackpowder Misfires

Whenever a warrior rolls a natural 1 to hit with a Blackpowder weapon, his weapon has misfired and he must roll on this chart.

- When firing multiple shots with two Blackpowder pistols, the shots are resolved simultaneously. *(I.e. even if one shot backfires and takes the shooter out of action, the other shot will still be resolved as normal. Shooter can gain experience if the other shot takes an enemy out of action, e ven while out of action himself.)*
- Blunderbusses never misfire.

D6	Result
1	**Backfire:** Wielder takes 1 Strength 4 hit with armour saves as normal.
2	**Phut:** Weapon suffers -1 Strength for the rest of the battle. Multiple 'Phut' results stack, down to a minimum of Strength 1.
3	**Jammed:** Weapon suffers -1 to hit for the rest of the battle. Multiple 'Jammed' results stack, but a natural 6 is always a hit.
4-5	**Click-click:** Weapon fails to fire, but there is no additional effect.
6	**Click-click-Ka-boom!:** Warrior may re-roll the failed 'to hit' roll. If re-roll is successful and the shot hits its target, it also has +1 Strength.

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Version History

v.2.2.1
Changed Speed skill Alley Cat.
Added Speed skill Rooftop Fighter.

v.2.2
Magical Miscasts results: 2: If the wizard knows multiple Signature Spells, he loses one random sig. spell.
Holy Tome and Spellbook 10gc.
Fighting Claws changed to: Attacks from this weapon have +1 Initiative and +2 to rolls on the Critical Hits chart the turn wielder charges.
Added reminder text to play sheets that a natural 6 for armour saves may fail to save.
Fleeing: Added: Warriors that are already *fleeing (e.g. because they left close combat voluntarily)*, do not test for panic again as they are already *fleeing*.
Panic: Added: Last Man Standing (3”): A warrior who was otherwise required to make a Panic test as a result of being reduced to one Wound in the Close Combat phase, does not have to test for Panic if there are no visible enemies within 3". (Note that this only applies to the Close Combat phase and not to other phases.) Hat tip to TelucDK.

v.2.1
Blowpipes simplified.
Net doesn't give an armour or ward save; simply -2 I to a target opponent.
Mercurial Rounds replace Concussive with +D3 to critical.
Side effects of Drugs nerfed.
Power Scrolls give +3 to the spellcasting roll instead of +D3.
Apothecary Academic skill also gives +1 T vs. the hits from side effects of Drugs.
Combat Whip: All bonuses replaced with re-roll up to one failed roll to hit in the first round of combat.
Fighting Claws lose Armour Piercing on charge, gain +2 Initaitive instead.
Strength skill Crushing Blow gives a -1 modifier to the enemy's ward and regeneration saves.
Diving Charge range triggers at 2” instead of 1”.
Speed skill Alley Cat also gives +1 to hit on Diving Charges.
Speed skill Dashing Strike (+2 I on charge) removed.
Magic Items: Horn of Ungork (46) replaced with Armour of Renald.

v.1.4.3
Removed general armour splintering rules.
Removed Oversplinter. Replaced with new ability called Sunder, which works differently.
Concussive triggers on successful hits, not successful wounds.
Handguns lose Concussive.
More interesting and clear Blackpowder Misfire table.
Strength Skill: Indomitable: Changed to: Warrior may re-roll armour save rolls of 1 vs close combat attacks.
Added Bolas.
Revamped Great Axe, Fighting Claws, Combat Whip.
Removed Slann maximum characteristics from p. 43 (since Slann are no longer in the main game).
Lantern also makes wielder lose 'Stealth' if he has it.
Corrected typo on p. 46.
Tweaked some magic items slightly.

Magic items can be sold for 10gc.
Tweaked and clarified Scenarios.
Revamped Academic skills.

v.1.4.2
Page 11: Clarified that a warrior can only have one instance of Nets.

v.1.4.1
Javelins 5gc (was 10gc)
Handguns 20gc (was 25gc)
Mastercrafted Handgun 30gc (was 35gc)
Changed Nets
(Thanks to red5711 and Carlos3)

v.1.3.4
Changed Nets.
Clarified: Grudgebringer Sword: Wielder *may* wear armour and cast Fireball.

v.1.3.9
Changes
- Changed Strength skill Indomitable to give +1 AS value, removed restriction that warrior has to wear Heavy Armour.
- Changed Combat skill Sentry to re-roll failed to hit rolls when charged while using Spear/Halberd.
- Replaced Quick Draw Speed skill with Flanker: +1 to if in Close Combat if enemy was already engaged in Close Combat at the start of the turn.
- Quick Shot Shooting skill also works with Blowpipe.
- Replaced Headshot shooting skill with Blackpowder Expert.
- Shield Ward Save also works with Spears.
- Revamped Combat Whip.
- Blunderbuss 15gc.
- Revamped Academic skills.
- Renamed Armour Splinter ability to Oversplinter to avoid confusion between the rule and the ability; generally removed almost all Oversplinter effects from the main rules *(some warbands still have these abilities).*
- Removed 'Exposure' penalty of great weapons *(was: Exposure: Enemy close combat attacks (not shooting, spells, or prayers) have +1 to hit wielder, except the turn he charges).*
- Clarified and simplified some scenarios *(most notably 'Extraction').*
- New concept art.
- Added "an Ld test where the result was 11 or 12 always fails" to prevent warbands auto-passing Rout Tests and other Ld tests.
- Removed Oversplinter from Handguns; Replaced with Concussive.
- Added that anyone who can use a normal bow can also use a Short Bow.
- Moved Nets to armour and streamlined rules for nets.
- Campaign Injuries Multiple Injuries rolls D3+1 more times rather than 2D3 times.
- Corrected typos and added more rules examples and clarification text to make the rulebook more friendly to new players.

v.1.3.8
Changes • Changed Strength skill Indomitable to give +1 AS value if wearing heavy armour. •
Changed Combat skill Sentry to give enemies -1 to hit in the first round of combat while using

Spear/Halberd • Replaced Quick Draw Speed skill with Flanker: +1 to if in Close Combat if enemy was already engaged in Close Combat at the start of the turn.

v.1.3.7
<u>Changes</u>

- Spells/Prayers changed from Run *and* Fire to Run *or* Fire.
- Crossbows and Handguns gain 'Lethal' rule: Cause 2 wounds instead of 1 on 'Deathblow' critical hits.
- Blunderbuss loses Armour Piercing, -5gc price.
- Shooting Skills: Splintering Shot replaced with Headshot: *(Any missile weapon that warrior uses gains the 'Lethal' rule in all turns where he did not fire multiple shots (shooting twice in the same turn with two Pistols also counts as multiple shots).)*
- Strength Skills: Impale changed to: All of warrior's attacks with Javelins and Throwing Axes have +1 to hit and are Armour Piercing (1).
- Strength Skills: Whirling Death changed to: Attacks with Flail and Morning Star have +1 to hit and Concussive (1) the turn warrior charges.
- Acolyte Academic skill cannot be used in turns where warrior made a running move.
- Toned down some Magic Items; made it easier to find Magic Items through exploration.
- Moved Nets to armour; made Nets a support weapon to avoid lots of clunky extra rules.
- Strength skill Splintering Blow replaced with Indomitable (if wearing heavy armour, his armour save cannot splinted beyond 6+).

v.1.3.6
<u>Changes</u>

- Changed rules for Fighting Claws s to allow re-roll to hit the turn wielder charges and +1 I in first round of combat. Removed all other bonuses.
- Wizards and Priests entering the battle on turn 7 start with 1 free power dice - (thank you to red5711, Menco90)
- Skirmish scenario: +2 Exploration Dice for winning (up from 1) - (thank you to red5711, Menco90)
- The Brawl scenario: +3 Exploration Dice for winning (up from 1) - (thank you to red5711, Menco90)
- (Thanks also to everyone else who gave their opinion on the Wyrdwars Reddit Forum.)

v.1.3.5
<u>Changes</u>
Clubs lose Armour Splinter
Axes lose Armour Splinter
Great Axe loses Armour Splinter; upped Armour Piercing from (1) to (D3)
Aiming Scope may be given to henchmen
'Slow Swing' rule of Great Weapons and Halberds changed to mean that warrior cannot use these weapons for Free Hack attacks at all.
Changed 'Bodyguard' Strength skill to 'Backswing'; may use Great Weapons and Halberds for Free Hacks.
<u>Clarifications</u>
Corrected typos.

v.1.3.4
<u>Changes</u>
Blowpipe may re-roll 'to hit' if shooter was hidden at the start of the shooting phase.
Nets ignore Ward saves

Added Lucky Charm special equipment.
Spellbook -5gc price.
Holy Tome -5gc price.
Heavy Rounds -5gc price.
<u>Clarifications</u>
Clarified that being hit by multiple Nets is a stackable effect.
Clarified that a spell will always fail because of a miscast, even if it had enough power to otherwise go off.
Clarified that the D3 from Power Scrolls does not contribute towards miscasts.
Clarified that when warriors being blocked from running by visible enemies within 6" is measured at the *start* of the move.
Time for Switching Weapons in Close Combat moved from close combat phase to Power phase to prevent in-game exploits.
Cleaned up lots of wrong and missing words throughout the document, courtesy of user Lecorth.

v.1.3.3
<u>Changes</u>
Mandrake Root drug also protects against critical hits (4+).
<u>Clarifications</u>
Clarified that everyone who can use normal pistols/handguns can use duelling pistols / mastercrafted handguns.

v.1.3.2
<u>Changes</u>
'Leader' ability can be used for rally tests.
Added Ogre racial maximums.
<u>Clarifications</u>
All Random Happenings tweaked for clarity. Now only Scenarios to go!

v.1.3.1
<u>Changes</u>
Failing a fear test also means -1 to hit.
Animal Handler skill also gives animals +1 Initiative.
Reduced campaign winning threshold from 30 to 25 victory points.
Tweaked Exploration Locations lists to make sure all names are correct.
Still needs updating: Scenarios, Random Happenings. Post your thoughts on the forum!
<u>Clarifications</u>
Clarified that henchmen receive full recovery on post-battle rolls of 3.
Changed mentions of lesser magic to proper magic lores.
Rewrote magic section to be (hopefully) completely newbie-friendly.

v.1.3
<u>Changes</u>
Great Weapon wielders have +1 to *be* hit except when charging.
Great Weapons and Halberds down to 10gc price.
Warband max size reduced from 18 to 15.
Combat groups reduced from 2 heroes, 4 henchmen to 2 heroes, 3 henchmen.
Bodyguard strength skill also gives +1 to hit.
Breakthrough scenario: Red cannot exit before turn 5.
Combat Whip -1 S except the turn wielder charges.
<u>Clarifications</u>

Clarified that Splintering Shot stacks with other Armour Splintering effects.
Clarified that ward and regeneration saves stack, but cannot be increased beyond 4+.
Changed Mercurial Rounds to proper name: Heavy Rounds.
Clarified that you may intercept fleeing moves.

v.1.2
Changes
Mace gets Armour Splinter (1).
Great Weapons upped to 15gc.
Great Weapons and Halberd get 'Slow Swing' – cannot be used for free hacks.
Combat Whip changed to +2 I in first round of combat and -1 S, +0 I in other rounds of combat.
Combat Whip must use Club, Axe, or Sword in off hand.
Clarifications
Clarified that a warrior can only carry one Shield
Clarified paired weapons.
Swapped Shooting and Close Combat sections of rulebook.
Clarified that a warrior needs line of sight to strike at an enemy in close combat.
Clarified that the correct game setup procedure is (1) divide warband into combat groups (2) roll scenario (3) roll spells and prayers.
Clarified that promoted henchmen *also* count as one of the warband's 0-6 heroes.
Clarified that template spells *may* be cast into close combat.
Clarified that, with shooting attacks, cover is literally anything that obscures the shooter's line of sight to his target; even the slightest obstruction/reduction will count as cover in this regard.
Clarified that critical hits apply to close combat and shooting attacks, but *not* to spells and prayers.
Clarified that the strength skill Splintering Blow stacks with other splintering effects.
Added that warriors that opt to "lean through windows" when shooting may be shot back at by any enemy able to hit the pane of that window in the opponent's next shooting phase.
Fixed multiple typos.
Hap tip to Tashin and his group for playtesting, compiling notes, and suggesting changes!

v.1.1
Multiple edits and tweaks.

v.1.0
First Release!