

# AGE OF WARHAMMER FANTASY: BATTLE REGIMENTS REFERENCE SHEET

## TURN SEQUENCE

0. Start of the round (1 round = 1 turn by both players)
  - 0.1 allocate spell tokens
  - 0.2 resolve all other (optional) Rules that call for action

at *the beginning of a round*

  - 0.3 start of player turns
1. First Strategy Phase
  - 1.1 Deploy Ambusher Units
  - 1.2 Special Rules (e.g. War Duty, Engineer, etc. Also optional rules like Boosted Actions or Heroic Feats)
  - 1.3 Cast Spells
2. Movement Phase
  - 2.1 Declare charges
  - 2.2 Declare charge reactions:
    - Hold
    - Stand and Shoot
    - Flee
  - 2.3 Charge moves
  - 2.4 Remaining moves
3. Second Strategy Phase
  - 3.1 Special Rules
  - 3.2 Cast Spells
4. Shooting Phase
  - 4.2 Ranged attacks
  - 4.3 Morale tests due to losses from ranged attacks or spells
5. Close Combat Phase
  - 5.1 Fight Melee combat
  - 5.2 Melee Resolution
  - 5.3 Morale Tests
  - 5.4 Flight and Pursuit moves
  - 5.5 Consolidation Moves
  - 5.6 Repeat 4.1-4.5 until all combats are resolved
6. Rally Phase
  - 6.1 Remove the Shaken status from own units that have not become Shaken in this turn

## MOVEMENT PHASE

In this Phase the active player moves his units by taking one of the available actions:

- **Hold** - Doesn't move, can shoot.
- **Advance** - Moves 6" and can shoot after moving.
- **Rush** - Moves 12" but can't shoot.
- **Charge** - Moves 12" into melee.

## ORDER OF ATTACKS

Combat is resolved in 4 Phases:

1. All Counter attacks.
2. All Impact hits.
3. All attacks from charging/attacking units.
4. All remaining attacks.

## MELEE RESOLUTION

- +1 per wound caused
- +1 per full row: max +3 per unit
- +1 if charged in this turn
- +1 if attacking in the flank
- +2 if attacking in the rear

## CONSOLIDATION MOVES

After determining who won the melee and taking morale tests, the units must make consolidation moves.

- If one of the two units was destroyed: pivot up to 180° or move up to 3".
- If neither of the units was destroyed, and the unit that lost the melee passed it's morale test or, if the melee is a tie: pivot to face a unit in the flank or rear facing.
- If neither of the units was destroyed, and the unit that lost the melee is Shaken: move back by  $D3+3"$ .  
Winning unit may follow up or either pivot up to 180° or move up to 3".
- If neither of the units was destroyed, and the unit that lost the melee flees: flight-move and pursuit-move. If chooses not to pursue: morale test and either pivot up to 180° or move up to 3".
- If there are still units locked in combat after all other consolidation moves have been made: close any gaps.

## FLIGHT-MOVES

2D6 plus any bonus/malus for Advance ranges from slow or fast rules. No other modifiers (eg. Musician).

## PURSUIT-MOVES

2D6 plus any bonus/malus for Advance ranges.

## MELEE MORALE TESTS

**Morale test modifiers:**

- Remaining models or tough value minus difference in Melee Resolution  $\leq$  half of starting size or tough value: -1 to morale test roll.
- Remaining models or tough value minus difference in Melee Resolution  $\leq$  0: -2 to the morale test roll.
- If the test is passed: nothing happens.
- If the test is failed: remaining amount of models or tough value minus difference in Melee Resolution  $>$  half of starting size or tough value: unit is *Shaken*.
- If the test is failed: remaining amount of models or tough value minus difference in Melee Resolution  $\leq$  half of starting size or tough value or already Shaken: unit is *Shaken* and *Flees*.

## FLANKING

- 1 to morale test rolls if charged in flank
- 2 to morale test rolls if charged rear.

# AGE OF WARHAMMER FANTASY: BATTLE REGIMENTS SPECIAL RULES REFERENCE

## COMMAND GROUPS

**Sergeant:** This model gets +1 to hit rolls.

**Musician:** This model and its unit move by +1" when taking move actions.

**Banner:** This model and its unit get +1 to morale test rolls

## SPECIAL RULES

**Ambush:** May be set aside before deployment. At the start of any of your turns after the first, this unit may be deployed fully within 6" of any table edge. Units that deploy via Ambush can't seize or contest objective markers on the round they deploy.

**AP(X):** Targets get -X to Defense rolls when blocking hits from weapons with this special rule.

**Blast(X):** Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

**Caster(X):** Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. In the Strategy Phases, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Note that Casters get spell tokens each round even if they are not on the table (waiting to Ambush for example), and that the Caster's spells must be picked from their own faction.

**Counter:** Strikes first with this weapon in the first round of combat when charged in the front, and the charging unit gets -1 total Impact rolls or Impact attacks per model with Counter in the two front rows if fighting in the front.

**Deadly(X):** Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

**Entrenched:** Enemies get -2 to hit when shooting at models with this special rule from over 9" away, as long as the Entrenched model hasn't moved since the beginning of its last activation.

Models with this special rule cannot make pursuit- or follow up moves.

**Fast:** Models with this special rule move +2" when using Advance and +4" when using Rush/Charge.

**Fear(X):** This model counts as having dealt +X wounds when checking who won melee.

**Fearless:** Whenever a unit where most models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

**Flying:** Models with this special rule may move through units and terrain, and ignore terrain effects whilst moving.

**Furious:** When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

**Hero:** Heroes with up to Tough(6) may deploy as part of one multimodel unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Note that when a Hero joins a unit, they count as part of that unit, so the unit's size is increased by 1, and even if the hero is the last model remaining, it takes morale tests as the unit. This also means that a hero may never leave its unit or join another.

**Immobile:** Models with this special rule may only use Hold actions, cannot make pursuit or follow up moves and does not move back if shaken in melee and stays locked in combat instead. If a model with this special rule would have to flee it routs instead.

**Impact(X):** Models in the two front rows roll X dice when attacking after charging. For each 2+ the target takes one hit. If the Unit stays locked in combat, in the following rounds of combat they gain X Attacks in Combat Phase 4 (All remaining attacks) instead. No weapon special rules or rules that modify a models melee weapons (e.g. poison in melee) apply for these attacks. But rules that modify impact hits are applied (e.g. Counter or Joust).

**Indirect:** Gets -1 to hit rolls when shooting after moving (including pivoting). May target enemies that are not in line of sight as if in line of sight, and ignores cover from sight obstructions.

**Lance:** When charging, gets +1 to hit rolls and AP(+1) in melee.

**Limited:** Weapons with this rule may only be used once per game.

**Poison:** This weapon ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

Note that a die roll may only be re-rolled once, so if another 6 is rolled after re-rolling Defense, then the hit is blocked.

**Regeneration:** When taking a wound, roll one die. On a 5+ it is ignored.

**Relentless:** When using Hold actions and shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

**Reliable:** Models attacks at Quality 2+ with this weapon.

Note that Reliable only changes the Quality value, so the roll can still be modified, Fatigue still applies, etc.

**Rending:** This weapon ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

**Scout:** May be set aside before deployment. After all other units are deployed, must be deployed and may then be placed anywhere within 12" of their position. Players alternate in placing Scout units, starting with the player that activates next.

**Slow:** Models with this special rule move -2" when using Advance, and -4" when using Rush/Charge.

**Sniper:** Shoots at Quality 2+, and each model with Sniper may pick any model in the target unit as its individual target, which is resolved as if it was a unit of 1. Sniper weapon shooting must be resolved before other weapons.

Note that other models in the target's unit don't block line of sight or provide cover to the target model in the unit.

**Stealth:** Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

**Strider:** May ignore the effects of difficult terrain when moving.

**Tough(X):** This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

**Transport(X):** May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Transports may deploy with units inside, and units may enter/exit by using any move action, but must stay fully within 6" of it when exiting. When a transport is destroyed, units inside must take a dangerous terrain test, are Shaken, and must be placed fully within 6" of the transport before removal.

Note that units inside Transports are deployed at the same time as the Transport, and units can't both embark/disembark in the same turn. Units inside/outside of Transports don't have line of sight to the outside/inside, so they can't target each other for shooting, spells, etc. (but units inside can target other units inside, and the Transport itself). Units may use Charge actions to disembark, and they ignore the 1" move restriction when embarking (only one model needs to reach the Transport for everyone to embark).