

WARHAMMER: THE OLD WORLD

REFERENCE SHEET

BY SPIN

I. STRATEGY PHASE

- START OF TURN
- COMMAND
 - CHARACTER ABILITIES
- CONJURATION
 - ENCHANTMENT AND HEX SPELLS
- RALLY FLEEING TROOPS
 - LD TEST [+1 IF THE UNIT CONTAINS A MUSICIAN]
 - FAILED UNITS WILL FLEE DURING COMPULSORY MOVEMENT PHASE

NOTES

- COMMAND RANGE
 - CHARACTERS COMMAND RANGE = LD INCHES
 - GENERAL & BATTLE STANDARD = 12 INCHES / 18 INCHES ON A LARGE TARGET
 - GENERAL = USE LEADERSHIP | BATTLE STANDARD = REROLL PANIC, RALLY & BREAK TESTS

II. MOVEMENT PHASE

- DECLARE ALL CHARGES: MAX 6 + M | INCLUDING A SINGLE WHEEL MANEUVER
- DECLARE ALL CHARGE REACTIONS:
 - HOLD
 - STAND & SHOOT: RANGE > M | NOT IN COMBAT | -1 TO HIT | CAUSES NO PANIC
 - FLEE: 2D6 PIVOT AWAY FROM THE CHARGE
- MOVE CHARGES: 2D6 [HIGHEST RESULT] + M [FREE CLOSE THE DOOR WHEEL]
- COMPULSORY MOVEMENT
 - MODELS WITH RANDOM MOVEMENT
 - FLEEING MODELS: 2D6 IN A STRAIGHT LINE
- REMAINING MOVEMENT
 - CONVEYANCE SPELLS
- MARCHING: 2M / 3M IF IN A MARCHING COLUMN [8 INCHES OF ENEMY REQUIRES LD TEST]
 - MUSICIAN GRANTS A REROLL | ONLY WHEELS | MAY NOT SHOOT / CAST

NOTES

- MANEUVERS
 - WHEEL: PIVOT FROM ONE CORNER | MEASURE FURTHEST MODEL TRAVELLED
 - TURN 90°: COSTS QUARTER MOVEMENT
 - TURN 180° | MOVE BACKWARDS | MOVE SIDWAYS : COSTS HALF MOVEMENT
 - READDRESS RANKS: COSTS HALF MOVEMENT [ADD OR REMOVE UP TO 5 MODELS]
 - REFORM: COSTS ALL MOVEMENT
- MARCHING COLUMN: DEEPER THAN WIDE | COMBAT ORDER: WIDER THAN DEEP
- DISRUPTED UNIT
 - ENGAGED IN REAR / FLANK | 25%+ IN DIFFICULT TERRAIN | STRADDLING AN OBSTACLE
 - CANNOT CLAIM RANK BONUS

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III. SHOOTING PHASE [MODELS WHO DID NOT MARCH, CHARGE, ARE FLEEING OR IN COMBAT]

- MAGIC MISSILES & VORTEX SPELLS
- CHOOSE UNITS & SHOOT
- ROLL TO HIT

MOVING AND SHOOTING : -1 STAND & SHOOTING : -1

FIRING AT LONG RANGE : -1 AT SKIRMISHERS : -1

PARTIAL COVER : -1 FULL COVER : -2

BS	0	-1	-2	-3+
TO HIT	6+	6+	6+	N/A
2ND ROLL	4+	5+	6	N/A

- LOOK OUT SIR: CHAR. IN A UNIT WITH 5+ MODELS
 - ROLL D6: 2+ HITS UNIT INSTEAD
- ROLL WOUNDS AND ARMOUR SAVES
 - ARMOUR | WARD | REGENERATION
 - AP MODIFIERS TO ARMOUR ONLY
- PANIC TEST
 - UNITS LOST MORE THAN 25% OF MODELS THIS PHASE [LD TEST]
 - FAIL WITH 50% OF MODELS REMAINING: FALL BACK IN GOOD ORDER
 - FAIL WITH LESS THAN 50% MODELS REMAINING: FLEE 2D6 AWAY FROM SHOOTER

BS	1	2	3	4	5
TO HIT	6+	5+	4+	3+	2+

BS	6	7	8	9	10
TO HIT	2+	2+	2+	2+	2+
RE-ROLL	6+	5+	4+	3+	2+

IV. COMBAT PHASE

- ACTIVE PLAYER CHOOSES ORDER OF COMBATS
- ASSAILMENT SPELLS
- MODELS ACTIVATE IN INITIATIVE ORDER
 - CHARGING UNIT: +1 INITIATIVE PER INCH CHARGED, UP TO +3 [FLANK / REAR +4]
 - DISORDERED CHARGE: NO INITIATIVE BONUS
- FIGHTING RANK: ALL MODELS IN A RANK CONTAINING BASE CONTACT MODELS CAN FIGHT
 - MODELS IN BASE CONTACT USE ATTACK PROFILES
 - NOT IN BASE CONTACT USE 1 ATTACK
- ROLL TO HIT & WOUND
- ARMOUR SAVES
 - ARMOUR | WARD | REGENERATION
 - AP MODIFIERS TO ARMOUR ONLY
- COMPARE COMBAT RESULTS & BREAK TEST
 - LOWER TAKES A BREAK [LD] TEST LD - CR DIFFERENCE
- PASS MODIFIED LEADERSHIP: GIVE GROUND
 - 2 INCH MOVE DIRECTLY AWAY FROM COMBAT
 - RESTRAIN & REFORM / CHANGE FACE & FOLLOW UP
- PASS UNMODIFIED LEADERSHIP : FALL BACK IN GOOD ORDER
 - FLEE 2D6 [HIGHEST DIE] | FREE REFORM
 - RESTRAIN & REFORM / PURSUE 2D6
- FAIL UNMODIFIED LEADERSHIP: BREAK & FLEE
 - PIVOT 180° | MOVE 2D6 INCHES
 - RESTRAIN & REFORM / PURSUE 2D6

COMBAT RESULT

CLOSE ORDER FORMATION +1
COMBAT WOUND : +1
STAND & SHOOT WOUND : +1
REGENERATED WOUND : +1
RANK BONUS : +1 **
STANDARD : +1 *
BATTLE STANDARD : +1 *
MUSICIAN : +1 ***
FLANK : +1 *
REAR : +2 *
HIGH GROUND : +1 *
OVERKILL WOUND : +1

* ONCE PER SIDE PER COMBAT
** LIMITED BY UNIT TYPE
*** IF COMBAT IS A DRAW

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TO HIT DEFENDER

ATTACKER

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

TO WOUND DEFENDER [T]

ATTACKER [S]

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

COMMON SPECIAL RULES SUMMARY

- **FEAR** [YOU HAVE FEAR AND A HIGHER UNIT STRENGTH]
 - WHEN CHARGING: LD TEST | FAIL: FAIL CHARGE WITHOUT MOVING
 - BEFORE COMBAT: LD TEST | FAIL: -1 TO HIT
 - ONE TEST PER TURN REQUIRED
- **TERROR** [ALSO CAUSES FEAR]
 - CHARGE REACTION: LD TEST | FAIL: MUST FLEE
 - BREAK TEST: -1 MODIFIER TO EACH UNIT
 - MODELS WITH FEAR TREAT TERROR ONLY AS FEAR
- **CUMBERSOME**: CANNOT STAND & SHOOT
- **FRENZY** [LOSING COMBAT WILL LOSE FRENZY]
 - +1 ATTACK | IMMUNE TO TERROR, FEAR & PANIC | MUST CHARGE | MAY NOT CHOOSE TO FLEE
- **HORDE**: MAY CLAIM 1 ADDITIONAL RANK BONUS
- **PONDEROUS**: ADDITIONAL -1 FOR MOVING & SHOOTING
- **STRIKE FIRST**: I10 IN COMBAT | **STRIKE LAST**: I1 IN COMBAT [BOTH WILL CANCEL EACH OTHER]
- **STUBBORN**: FIRST TIME LOSING COMBAT, THIS UNIT CAN CHOOSE TO FALL BACK IN GOOD ORDER
- **UNBREAKABLE**: WILL ALWAYS GIVE GROUND WHEN LOSING COMBAT
- **UNSTABLE**: LOSE 1 WOUND PER POINT OF COMBAT UNIT LOST BY [BEFORE BREAK TEST IS MADE]

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MISCAST TABLE (DOES NOT APPLY FOR BOUND SPELLS)

2-4: 5 INCH BLAST TEMPLATE OVER THE WIZARD (RISK OF BEING HIT ROLLS)

ST 10 | AP -4

5-6: 3 INCH BLAST TEMPLATE OVER WIZARD (RISK OF BEING HIT ROLLS)

ST 6 | AP -2

7: WIZARD SUFFERS A HIT: ST 4 AP | -1

8-9: WIZARD MAY CAST NO MORE SPELLS THIS TURN

10-12: SPELL CASTS WITH PERFECT INVOCATION (CAN'T BE DISPELLED)

WIZARD MAY CAST NO MORE SPELLS THIS TURN

<u>TROOP TYPES</u>	MODELS PER RANK	MAX RANK BONUS	UNIT STRENGTH PER MODEL
REGULAR INFANTRY	5	+2	1
HEAVY INFANTRY	4	+2	1
MONSTROUS INFANTRY	3	+2	3
• CLUMSY: UNITS MUST ONLY CONTAIN MODELS WITH THIS RULE			
SWARMS	-	-	3
• INSIGNIFICANT: DO NOT BLOCK LINE OF SIGHT AND IGNORED WHEN TARGETING CHARACTERS			
• NO ONE CARES: DO NOT CAUSE PANIC IN FRIENDLY UNITS			
• UNDISCIPLINED: CANNOT USE INSPIRING PRESENCE OR HOLD YOUR GROUND BENEFITS			
LIGHT / HEAVY CALVARY	5 / 4	+1	2
• SPLIT PROFILE (CALVARY): SEE PAGE 192 FOR DETAILS			
• CALVARY SUPPORT: IF ABLE, ONLY RIDERS MAY MAKE SUPPORT ATTACKS			
MONSTROUS CALVARY	3	+1	3
• SPLIT PROFILE (CALVARY): SEE PAGE 192 FOR DETAILS			
• CLUMSY: UNITS MUST ONLY CONTAIN MODELS WITH THIS RULE			
WAR BEASTS	5	+1	1
• UNDISCIPLINED: CANNOT USE INSPIRING PRESENCE OR HOLD YOUR GROUND BENEFITS			
LIGHT CHARIOTS	3	+1	3
• SPLIT PROFILE (CHARIOTS): SEE PAGE 194 FOR DETAILS			
• IRON SHOD WHEELS: DANGEROUS TERRAIN FAILS GENERATE D3 WOUNDS			
• CHURNING WHEELS: UNITS MUST ONLY CONTAIN MODELS WITH THIS RULE			
• FIRING PLATFORM: 360° VISION ARC FOR SHOOTING & MAGIC			
HEAVY CHARIOTS	-	-	5
• SPLIT PROFILE (CHARIOTS): SEE PAGE 194 FOR DETAILS			
• SCYTHED WHEELS: IMPACT HITS CAUSE AP -2			
• LUMBERING: FOLLOWS RULES FOR CLOSE ORDER FORMATIONS			
• CAN PIVOT 90° AFTER MOVING (NOT CHARGING, MARCHING OR FLEEING)			
MONSTEROUS CREATURES	-	-	AS STARTING WOUNDS
• LUMBERING: FOLLOWS RULES FOR CLOSE ORDER FORMATIONS			
BEHEMOTHS	-	-	AS STARTING WOUNDS
• LUMBERING: FOLLOWS RULES FOR CLOSE ORDER FORMATIONS			
• THUNDERSTOMP: STOMP ATTACKS VS NON-MONSTERS = AP -2			
WAR MACHINES: SEE PAGE 197	-	-	AS STARTING WOUNDS