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 *Ambush* Units
   - 1.2 Special Rules (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. May pivot up to 180°.
- **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 3 Phases:

1. All "strikes first" attacks.
2. All attacks from units that charged this turn.
3. All regular attacks.
4. All "strikes last" attacks.

Melee Resolution

- +1 per wound caused
- +1 per full row: max +2/+4 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 retreats: move back by 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 modifier for Advance ranges from slow or fast rules (or equivalent). No other modifiers (e.g. Musician).

Pursuit-Moves

2D6 plus any modifiers for Advance ranges.

Melee Morale Tests

Morale test modifiers:
- Remaining models or tough value minus difference in Melee Resolution ≤ half of starting size or tough value: -1 to morale test roll.
- Remaining models or tough value minus difference in Melee Resolution ≤ 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 *retreats*.
- If the test is failed: remaining amount of models or tough value minus difference in Melee Resolution ≤ half of starting size or tough value or already Shaken: unit is *Shaken* and *Flees*.

Flanking

-1 to morale test rolls if fighting in flank
-2 to morale test rolls if fighting in rear or both flanks.

Age of Warhammer Fantasy: Battle Regiments - Special Rules Reference

Command Groups

Sergeant: This model gets AP(+1) when attacking.
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 within 1" of any table edge, over 9" away from enemy units. 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.

Artillery: When this model uses Hold actions and shoots at enemies over 12" away, it gets +1 to hit rolls. If most models in this unit have this rule, as long as they haven't moved during this round, enemy units shooting at them from over 12" away get -1 to hit rolls.

Models with this special rule must always take the Hold charge reaction and cannot make pursuit- or follow up moves. When loosing melee it never retreats or flees but automatically routs instead.

Assault: Counts as both a ranged weapon and a melee weapon.

Bane: Ignores Regeneration, and when attacking the target must re-roll unmodified Defense results of 6.

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.

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 have more than 6 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). Pick a target and roll one die, and on 4+ resolve the spell's effect. Models within 18" of the Caster 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: May strike first with this weapon when charged, unless this unit is Fatigued.

Counter-Strike: Unless this unit is fatigued, it strikes first with this weapon when charged in the front, and the charging unit gets -X total Impact or Impact-Strike rolls per model with Counter-Strike in the two front rows.

Cumbersome: May only use Hold or Advance actions, but can't shoot when moving.

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.

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

Fear(X): When in melee with this model, enemies count as having taken +X wounds when checking who won.

Fearless: When a unit where most models have this rule fails a Morale Test, roll one die. On a 4+ it counts as passed instead.

Flying: May move through units and terrain, and ignores the effects of Difficult and Dangerous terrain.

Furious: When charging, unmodified results of 6 to hit deal 1 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 multi-model unit without another Hero, but must use the unit's Defense until all other models have been killed. The Hero's unit, and units within 6" of friendly Heroes with Tough(9) or higher, may use the Hero's Quality for Morale Tests as long as the Hero isn't Shaken.

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 take the Flee charge reaction or make pursuit or follow up moves. They do not move back if shaken in melee and stay locked in combat instead. If a model with this special rule would have to flee it routs instead.

Impact(X): Is replaced by:
Impact-Strike(X): When it's this model's turn to attack in melee, unless fatigued, roll X dice. For each 5+ the target takes one hit. If this model charged this turn, the target takes hits on rolls of 2+ instead.

Indirect: When using Hold actions and shooting, may target enemies that are not in line of sight as if in line of sight, and ignores cover from Sight Blockers.

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

Parry(X): When this unit takes hits in melee from enemies charging it in the front, roll X dice per model with this rule in it, up to as many dice as hits taken. For each 6+ one hit is ignored (defender picks which).

Regeneration: When a unit where most models have this rule takes wounds, roll one die for each. On a 5+ it is ignored.

Relentless: When this model shoots at enemies over 9" away, unmodified results of 6 to hit deal 1 extra hit (only the original hit counts as a 6 for special rules).

Note: See examples from the Furious special rule for clarifications.

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: Ignores Regeneration, and on unmodified results of 6 to hit, those hits get AP(+4).

Scout: May be set aside before deployment. After all other units are deployed, may be deployed anywhere fully within 9" of their deployment zone, over 9" away from non-Scout enemy units. Players alternate in placing Scout units, starting with the player that activates next.

Shred: For each unmodified result of 1 to block hits, this weapon deals 1 extra wound.

Spell Amplifier: Gets +1 to casting rolls.

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

Stealth: When units where most models have this rule are shot from over 9" away, enemy units get -1 to hit rolls.

Strider: May ignore the effects of Difficult terrain.

Surge: For each unmodified result of 6 to hit, this weapon deals 1 extra hit (only the original hit counts as a 6 for special rules).

Takedown: This model may pick any model in the target unit as its individual target for this weapon's attacks, which is resolved as if it was a unit of [1]. Takedown attacks 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.

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

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. 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, even if already wounded).

Unstoppable: Ignores Regeneration, and ignores all negative modifiers to this weapon.