

WARMASTER PLAY SHEET

SEQUENCE

1. Command 2. Shoot 3. Combat

1. COMMAND

Initiative

Units within 20cm of enemy have the option to use initiative to either:

1. Charge the closest enemy
2. Evade the closest enemy

Units must use initiative before orders are given.

Units cannot use their initiative and be given orders in the same turn.

Orders

2D6 against character's Command to issue order

-1	Per full 20cm distance
-1	Each successive order
-1	Enemy within 20cm
-1	Within dense terrain
-1	Each casualty taken

Up to 4 units can be brigaded and issued a single order.

Moves

Infantry	20cm	Cavalry	30cm
Artillery	10cm	Flyers	100cm
Monsters	20cm	Machines	Varies
Chariots	30cm	Characters	60cm

Units in irregular formation move at half pace.

Characters move at the end of the Command phase.

Home Back

Flying units more than 20cm from a character can home back up to 10xD6cm before orders are issued.

A flying unit can home back and receive orders in the same turn.



2. SHOOTING

Units shoot at the closest enemy within range.

Range

Bows/Crossbows etc	30cm
Stone Throwers/Cannons	60cm
Bolt Throwers	40cm
Pistoliers/Goblins etc	15cm

Score to Hit

Target in the open	4, 5 or 6
Target in defended position	5 or 6
Target in fortified position	6

Drive Backs

Roll for drive backs at the end of the Shooting phase. Units suffering missile hits are driven back D6cm per hit.

-1 dice if Defended -2 dice if Fortified

Units are confused if any Drive Back dice roll a 6. Units driven back by the full pace move or more are routed.

3. COMBAT

Charging enemy in the open	+1
Monster/chariot charging enemy in open	+1
Pursuit attack	+1
Extra pursuit attack (per 3cm)	+1
Fighting terrifying enemy	-1
Fighting to side or rear	-1
Confused	-1

+1 to Combat result per supporting stand

Draw

Both sides fall back up to 3D6cm and must fall back by the score of the lowest dice. A defended or fortified unit can stand its ground instead.

Lose

The loser must retreat by the difference in Combat results in cm.

Win

The winner can fall back, stand its ground, pursue or (if the enemy is destroyed) advance. Infantry cannot pursue cavalry or chariots. Artillery never pursue and are destroyed if they retreat. Fortified units never pursue. Troops cannot pursue enemy retreating into terrain they cannot enter. Non-flying units cannot pursue flyers.