

**COMMAND PHASE** p13**Initiative** p23 p13

Units not brigades within 20cm of enemy may

1 Charge the closest enemy within 20cm (not art)p23

2 Evade the closest enemy within 20cm, (cannot be ordered after evading) p23. Flyers cannot evade p65

If confused cannot use initiative p56

**Flyers Home Back** p65

Flyers more than 20cm away from a character can Home Back 10x1D6 before orders are issued

Flyers can home back & be ordered in the same turn

If confused may still home back

**Command Order Range** p60

General – battlefield

Hero 60cm

Wizard 20cm

Flyer within 20cm of a character p65

**Orders** p15 & p54

Against a characters leadership with the following

2D6

Per full 20cm distant (not flyers)

-1

Each successive order

-1

Enemy within 20cm

-1

Within dense terrain

-1

Each stand lost

-1

Up to 4 units can be brigaded and issued an order

Confused units cannot be ordered p56

**Blunders** p61

If 12 is rolled the Hero/Wizard cannot issue more orders after the blunder p61

D6

The Unit or one chosen from a brigade suffers a -1

1

Command penalty for the rest of the battle

If no visible enemy unit within enemy full pace move

2-3

HALT. If enemy then move away at least a full pace distance from enemy. Brigades move at the speed of the slowest.

The unit / brigade can move up to ½ pace but no unit may charge

4-5

Unit / Brigade must move a full pace towards the nearest enemy and charge if possible.

6

**Movement****Reg****Irregular**

Full Half Terrain p22

Infantry

20

10

all

Cavalry

30

15

clear,hill,bridge,ford

low linear obstacles

Monster

20

10

clear,hill,bridge,ford

low linear obstacles

Chariot

30

15

clear,hill,bridge

Artillery

10

5

clear,hill,bridge

Machine

Vary

Vary

Flyer

100

100

Fortified move half pace p20.2

Irregular formations move half pace p20.5

**Units which move off table** p25c

D6

Each stand lost

-1

The unit leaves the table and is destroyed

-0

The unit leaves the table next turn, roll on this table again

1-2

The unit is placed on the table edge just before it left

3-4

The unit reappears at the table edge it left from. If it

5-6

reappears at the beginning of a turn it may move as normal

**Characters Move** p25 p62

60cm or if on flyers 100cm, treat terrain as above

**Confused Units** p56a

Confused units are now not confused rearrange them

**WARMASTER REFERENCE SHEET LRB v.4****SHOOTING** p27 & **MAGIC PHASE** p72

Shoot at closest enemy (Magic any enemy)

Range

cm

Bows/Crossbows

30

Stone Throwers/Cannons

60

Bolt Throwers

40

Pistoliers/Goblins

15

**Score to Hit** p28

D6

Target in the open

4+

Target in defended cover

5+

Target in fortified

6+

**Drive Backs** p29

For each hit per Unit roll D6

If in defended -1 dice

If in fortified -2 dice

Total = distance in cm driven back

On a 6 unit is confused (mark it)

If a unit is driven back a distance greater than its full pace move it is routed/destroyed

**COMBAT PHASE** p33 p41

Charging enemy in the open

+1

Monster/chariot charging enemy in the open

+1

Pursuit attack

+1

Extra pursuit attack per 3cm

+1

Fighting terrifying enemy

-1

Fighting to side or rear

-1

Confused

-1

**Score to Hit** p51

D6

Target in the open

4+

Target in defended cover

5+

Target in fortified

6+

Combat results per infantry supporting stand p44 (not confused p56)

+1

**Combat Results** p43**Win** p43 p53

1 May fall back up to 3D6cm (min 1D6) p50

2 Stand

3 pursue p46-8 or (if the enemy is destroyed) advance 20cm

1st round / 10cm. 2nd+ round p48-9

**Pursuing Restrictions** p46

1 Infantry cannot pursue cavalry or chariots

2 Artillery never pursue

3 Fortified units never pursue, can fallback or stand

4 Cannot pursue into terrain they cannot enter

5 Non flyers cannot pursue flyers

**Lose** p43 p45

Must retreat by the difference in Combat results in cm. p43

Artillery are destroyed if they retreat p45d

**Draw** p43

Both sides fall back up to 3D6cm (min 1D6). p50

A defended or fortified unit can stand its ground. p43

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