

# WARHAMMER

## 3RD EDITION REFERENCE FOR PLAYING REALM OF CHAOS WARBANDS

This document is an abridged version of the 3rd edition Warhammer Fantasy Battle rules. It is intended as an optimised rule set for playing Realm of Chaos warbands. The "house rule" notation indicates a simplification or update of the core rule for ease of play. Notably this is a change to the combat "to hit" chart, and a simplification of the movement rules.

### TURN PHASES

**1.CHARGE**

**2.MOVEMENT**

**3.SHOOTING**

**4.COMBAT**

**5.RESERVES**

**6.MAGIC**

**7.RALLY**

**8. END**

### UNITS AND PERSONAL STATISTICS

A block of models is considered a unit. Essentially, a single model is a unit of 1.

A unit of 4 or more models can form ranks. Each rank containing 4 models counts as full.

The advantage of a unit is that it can get "rank bonuses" in combat and can be used to protect the champion or other valued members of the warband.

Units may be lead by a character. The last 4 characteristics in the profile of characters are their personal statistics. These usually have a bonus noted with them. These are the number that can be added to any psychology tests that the unit is required to make.

**HOUSE RULE** The exact nature of a unit in 3rd ed is largely glossed over.

When playing Realm of Chaos, models can be used as individuals or grouped up into units.

It is assumed that players will be fielding units of generally the same type of models, and that these will generally be 10 or more infantry, or 5 or more cavalry and monsters.

However there are no real hard rules on this. Players may form units in unconventional ways, and indeed several formations are shown in the rule book.

Players should feel free to split or combine as is appropriate for the situation.

Characters may be added to a unit in any amount, or form entire units of characters with no "troops". Models may join or leave a unit by doing a "reform" move action.

This document is intended to provide a reference for playing specifically Realm of Chaos campaigns with warbands.

These warbands are generally not heterogeneous and have very mixed unit types and numbers.

Therefore units may be conglomerates of very different profiles and equipment. This is fine, and is generally extremely straight forward if not abused.

The only really hard rules are that the unit may only move as fast as it's slowest member and that psychology tests are made on the majority Ld, Cl, Wp or Int of the unit.

Generally players will naturally want to put like with like, but sometimes fun combos and odd mixed units are the best option.

### STANDARD BEARERS AND MUSICIANS

Standard bearers add +1 to combat resolution when figuring out who winds a round of melee.

Musicians are used for giving a bonus to making the more complicated maneuvers covered in the rule book, but which are simplified here. So musicians are just for show in this document.



## HAND TO HAND COMBAT

Models fight in initiative order.

If they are tied, the charger attacks first, or the unit that won the previous round of combat.

**HOUSE RULES** The "to hit" table is one number easier than printed in the rulebook.

### TO HIT TABLE

	1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	6	6	6	6	6	6
2	3	4	4	5	5	6	6	6	6	6
3	2	3	4	4	5	5	6	6	6	6
4	2	3	3	4	4	5	5	6	6	6
5	2	2	3	3	4	4	5	5	6	6
6	2	2	2	3	3	4	4	5	5	6
7	2	2	2	2	3	3	4	4	5	5
8	2	2	2	2	2	3	3	4	4	5
9	2	2	2	2	2	2	3	3	4	4
10	2	2	2	2	2	2	2	3	3	4

### TO HIT BONUS

+1 Charging

+1 Followed up last round

+1 I have the high ground Anekin!

-1 Opponent is defending an obstacle

### COMBAT RESOLUTION

+1 per wound caused

+1 Charged

+1 Followed up last round

+1 Having Banner

+1 per rank at start of round. Ranks are 4 wide. Maximum bonus is +3

Side with the lowest combat resolution lose.

Loser is pushed back 2". Winner may follow up.

If the loser lost 25% they must take a rout test on Ld.

### ROUTING

A failed rout test means unit is now routing and runs away at double M. This is done immediately and out of the normal move sequence.

The winning unit gets a free hack (1 attack per model) on the routing unit, which hits automatically.

The winning unit may pursue at double M. If they remain in contact with the routing unit then they get another free hack, which hits automatically.

Routing units keep running away every turn unless they rally.

### RESERVE MOVE PHASE

If models did not run, shoot or fight in combat then they may make a reserve move. This is a standard move.

## **MAGIC PHASE**

Wizards have magic points. Spells cost magic points to use. Spend the points then roll to see if the spell works.

Roll 2D6 and score equal or less than the remaining magic points.

## **RALLY PHASE**

Routing units flee in the compulsory moves part of the turn, at the very beginning.

This is double their M. If they flee off the board they are considered casualties.

Routing units may test to see if they rally, as long as they are not being persuaded.

Units cannot rally on the same turn as they routed.

To rally, a unit must pass a Ld test. This is done at the end of the turn.

They count as unformed in the next movement phase.

Unformed units must spend their next movement reforming. If charged before they have reformed, the unit will automatically rout if it loses the following round of combat.

## **END PHASE**

Nothing much happens in the end phase, it's just a time to reflect on your fortunes and do any book keeping before the next turn starts.

## **PSYCHOLOGY**

### **ROUTING**

Covered above, taken on Ld.

### **FEAR**

Units that cause fear are not effected by other units that cause fear.

Models must pass a CI test if they wish to shoot at a unit they fear and are within charge range of that unit.

Models must pass a CI test if they wish to charge at a unit they fear. If they fail they may not move this turn.

Units charged by a fear causing unit must pass a Ld test or automatically rout.

If a unit loses combat against a unit it fears it automatically routs.

### **FRENZY**

When a unit charges, make a CI test. If they fail they become frenzied.

Frenzy remains active until the unit is no longer in base contact with an enemy unit.

Frenzied units are immune to all other psychology.

Frenzied units must always follow up and pursue routing enemy.

Frenzied models gain +1 to hit, +1 to wound and +1 armour save.

Characters leading a unit subject to frenzy may deduct their CI modifier instead of adding it, making it easier to go into frenzy.

### **HATRED**

Models must charge or shoot at other models they hate, unless they pass a CI test.

Models gain +1 to hit and +1 Ld against hated enemies they are in combat with.

Must pursue hated enemies that they rout.

### **PANIC**

Panic tests are taken against CI.

Units must test for panic if they are within 4" of a routing unit at the start of the turn

or if any unit within 12" routs from combat, or if the unit itself is charged in the side or rear.

A unit that fails the test immediately routs.

## EQUIPMENT

When you generate your warband, the entries usually detail what equipment the models come with. In addition to this, Champions get D6 plus extra depending on what level character they are. Points costs can be found on page 296 of LatD.

**HOUSE RULES** Players should feel free to "sell" any equipment they like from their warband and spend the points any way they wish. It makes for a more fun and personalised warband.

## WEAPONS REFERENCE

### HAND WEAPONS

Strength as user.

Mounted troops vs on foot under 10' tall get +1 to hit.

### IMPROVISED WEAPONS

Strength as user. -1 to hit and the target gets +1 to their save.

### DOUBLE HANDED WEAPONS

Strength as user +1. Attacker gets -1 Initiative. Armour save modifier of -1. Can't use shield.

### FLAILS

Strength as user +1. Attacker gets -1 Initiative. Only charges at Movement rate, not double. Drops the flail if routed and pursued. If not pursued moves at normal rate, not double.

### HALBERD

Strength as user +1. Attacker gets +1 Initiative versus mounted or flying opponents. Can't use shield.

### SPEARS

Strength as user. Shield is allowed.

+1 Initiative in first round of combat. +2 versus mounted opponent every round, +1 vs flying. SO first round versus mounted troops, spears get +3 Initiative.

Mounted troops vs on foot under 10' tall get +1 to hit. Mounted spear users get +1 Strength on the round they charge.

### LANCE

Mounted models only. Gains +2 Initiative and +2 Strength on the first round of combat.

Subsequent rounds the model counts as being equipped with a hand weapon.

### RANGED WEAPONS

	Range	Strength	Notes
Bow	24"	3	
Short Bow	16"	3	
Longbow	30"	3	-1 at upto half range
Crossbow	30"	3	-1 at upto half range. Move or fire
Repeating Crossbow	16"	3	2 shots at -1 to hit
Throwing Dart or Knife	6"	as user	May be thrown when charging, but at
Javelin	8"	as user	-2 hit (-1 for moving, -1 during the charge) Ignore penalty for shooting at over half range.

See my guide to building a warband at  
<https://downloads.ramshacklegames.co.uk/RoC26/>