



QUICK REFERENCE SHEETS

SPELLBOOK TABLE

SPELLBOOK TABLE		
Spell Name	Colour of Magic	Page Reference
Almighty Prod!	Amber	129
Be Brave!	Amber	130
Befuddle Thee!	Violet	135
Bog Thee!	Jade	132
Curse Thee!	Violet	135
Dragon's Breath!	Saffron	134
Go Wild!	Saffron	134
Heal Thee!	Emerald	131
Sharp Blades!	Magenta	133
Sharp Darts!	Magenta	133
Sod-Off Spell!	Emerald	131
Spring Heeled!	Jade	132
Stronger Shields!	Magenta	133
Superglue You!	Indigo	131
Take That You Rotter!	Crimson	130
Teleport Thee!	Turquoise	134
Transpose Thee!	Turquoise	135
Utter Chaos!	Crimson	130
You Have Wings!	Jade	133
You Shall Not Pass!	Indigo	132

BATTLE RULES AT A GLANCE

IN YOUR ACTIVATION PHASE

1. Rally Battered units.
2. Activate Wild Charges.
3. Order other activations.

LEADERS

- Each turn, you may reroll one failed Move, Attack, or Shoot test within 12" of your Leader's model unless the Leader is Battered. This may be applied to the Leader's own unit.
- +1 to your total for all Courage tests for units within 12" of the Leader model (including the Leader's unit) unless the Leader is Battered.

RALLYING

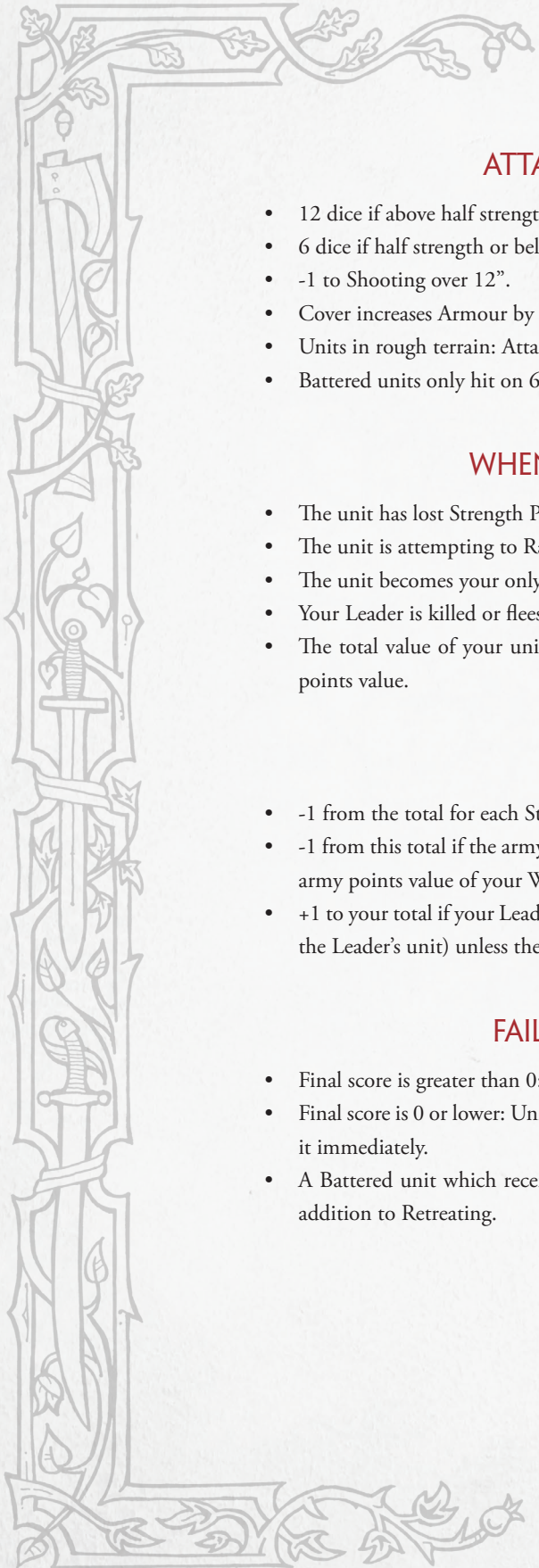
- Successful: Remove the unit's Battered marker; cannot activate again during your activation phase.
- Unsuccessful: Unit retains its Battered marker, loses one additional Strength Point, Retreats, and takes no further action during your activation phase.
- Final score is 0 or a negative number: Unit loses heart completely and flees the table in rout. Remove it immediately.
- Failed Rally activations do not end your activation phase.

MOVING

- Light Riders and Lesser Warbeasts: 12"
- All other Mounted: 10"
- Bellicose Foot, Light Foot, and Scouts: 8"
- All other Foot: 6"

SHOOTING RANGES

- Foot Missiles: 18"
- Scouts, Mounted Missiles, Mixed Weapons, Weighty Projectiles, Flame/Spore Attack: 12"
- Short Range Missiles: 6"



ATTACKING/SHOOTING

- 12 dice if above half strength.
- 6 dice if half strength or below.
- -1 to Shooting over 12”.
- Cover increases Armour by 1.
- Units in rough terrain: Attack and Defence of 5+ and Armour of 2 unless Ranger.
- Battered units only hit on 6.

WHEN TO TEST COURAGE

- The unit has lost Strength Points from Attacking or Shooting.
- The unit is attempting to Rally to remove a Battered marker.
- The unit becomes your only unit remaining on the table.
- Your Leader is killed or flees the table.
- The total value of your units in play drops to or below half your Warband's full army points value.

COURAGE TEST

- -1 from the total for each Strength Point the unit has lost in the game so far.
- -1 from this total if the army points value of your units in play is half or less than the full army points value of your Warband.
- +1 to your total if your Leader's model is within 12” of the unit taking the test (including the Leader's unit) unless the Leader is Battered.

FAILED COURAGE TEST

- Final score is greater than 0: Unit must Retreat and becomes Battered.
- Final score is 0 or lower: Unit loses heart completely and flees the table in a rout. Remove it immediately.
- A Battered unit which receives another Battered result loses another Strength Point in addition to Retreating.