

Warmaster Revolution Rules Changes

1) Orders.

First Turn. All characters gain +1 to their Command Value for the first order they issue on the first turn only.

Failed orders. On any turn, if a unit or brigade fails to receive its first order for the turn, the unit or brigade may make a half pace move (flyers max 10cm) without changing formation. This move cannot be a charge.

2) Charges.

When moving stands, the charging unit may pick any stand to contact the nearest enemy stand of the target unit.

Charge arcs. Charging units must charge the appropriate edge of the target unit according to within which charge zone the majority of the charging unit begins its charge move (front, flank or rear).

Line of sight. In order to Charge an enemy unit the Charger must be able to draw line of sight to at least 1cm of unobstructed edge of the target enemy unit in the relevant charge arc (front, flank or rear). If unable to do so the charge cannot take place, unless the enemy is Pinned.

Pinned targets. If all of the obstructed relevant edge of a target unit is covered by friendly troops already in combat with the target, the target is pinned. A unit wishing to charge the pinned target can contact corner to corner in the relevant charge zone provided the target can be seen by the charger.

Enveloping Charge. Stands facing along the long edge (e.g. Infantry) that Charge and contact the flank of enemy units also arranged along the long edge may envelop the enemy with any remaining stands from the unit that are not already in contact with enemy stands. Such enveloping stands may move into the front and rear edges of the target unit.

Supporting charge. Infantry units that charge, either on Initiative or by orders, may drag with them another Infantry unit to provide Support in the upcoming combat engagement. The Supporting unit must have sufficient move to place at least one stand in a supporting position in the combat.

3) Combat.

ALL units involved in a close combat engagement, whether they are actually fighting or supporting, count as "in combat" so must be included for working out combat results, cannot be targeted by missile fire, and will be subject to Retreats, Pursuits, Fall Backs and Advances.

Two Rounds. Combat engagements will only be fought for two rounds maximum. If at the end of two rounds, if the victor wishes to Pursue to stay in contact with the enemy, any outstanding hits are retained and must be marked on the units still in combat. The units then remain pinned in combat until next turn.

Note that if a victorious unit destroys its opponent in two rounds, it can potentially Advance and fight another combat engagement of another two rounds where permitted.

Ongoing combats. Units may become pinned in unresolved combats and find themselves charged either by enemy troops in the next turn or by advancing troops in the same turn. Where fresh units engage an ongoing combat, any pursuit bonuses from previous rounds only apply against the retreating enemy, not against new enemies.

Last ditch dice. A unit that has all stands reduced to no attacks may still roll one attack dice in combat. This is one dice in total, not one per stand.

Fight to Front. All stands in combat must attack enemy stands to their front if possible, followed by enemy stands to their side or rear if possible, followed by enemy stands touching corner to corner (front, then side or rear).

Support. Always count Infantry support at the start of combat before any stands are removed. It may be helpful to put a marker by each side showing the total support they begin with.

Supporting Pursuit. Victorious Infantry units that cannot Pursue into base contact with enemy stands may instead pursue into a Supporting position.

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Pursuit from Rear and Flank. Flyers, Chariots and Cavalry can be Pursued by any enemy unit that has attacked them in the rear or flank, for one round of Pursuit only.

Infantry vs Cavalry Pursuit. Infantry can never pursue a retreating enemy if the pursuit would bring the pursuing Infantry into contact with retreating Cavalry, even if the pursuing Infantry are also pursuing retreating Infantry.

Falling Back. Units Falling Back out of combat cannot move forward of the line of combat they were engaged in. This is worked out on a unit by unit basis in multiple combats.

Advances. Units that make an Advance move can move up to 20 cm, but lose any Charge bonus they would normally have.

If a unit Advances into another combat engagement that has not yet been fought that turn, then they may take part in the combat as normal. If a unit Advances into a combat engagement that has already been fought that turn, it must wait until next turn before fighting.

Note that in multiple combats ALL enemy units, including supporting units, must now be destroyed in order for victorious units to Advance. However, if some but not all units on a losing side are destroyed in combat, the winning side may still Pursue the remaining units.

Reform. Units can no longer Reform after a combat engagement.

4) Flyers.

Charges. Flyers can move 100 cm but may only Charge up to 60 cm.

Home Backs. Flyers that Home Back must stay in the same formation and move one stand directly into contact with the nominated character, or as near as physically possible.

5) End of the Game.

Half units. A unit of three stands that is reduced to one stand at the end of the game counts as half a point towards Break Point.

Note that once an army reaches Break Point or loses the General, the army Withdraws and the game ends. Players then calculate Victory Points to determine the Winner. The Player with the highest Victory point total is the winner. However, if one Player was forced to Withdraw, their Victory Point total cannot be any higher than the other player, meaning the best result a player that Withdraws can achieve is a draw. (ct)

6) Scenery.

Roads. Units that are in Column formation that begin and end their move on a Road, including roads that pass through other terrain features, grant a bonus +1 to the Command value of any character giving them the order.

Broken Ground. Scenery designated as Broken ground, such as fields or rubble, may be entered by all troop types. Broken Ground offers no defended status to units within it. However, enemy units Charging into Broken ground do not receive any Charge bonus.

Partially defended. Units that have some stands in Defended positions and some that are not count as being Partially Defended. Such units count as being defended but Charges still gain a charge bonus against them.

7) Unit specific rules.

Empire Steam Tank. The Steam Tank is no longer automatically destroyed when it retreats from combat.

Empire Helblaster Volley Gun. Ignore the Dud Ammunition result on Misfire table.

Bretonnian Grail Reliquae. Cannot be taken in games under 2000 pts.