

WARHAMMER ENGLISH CIVIL WAR SUMMARY

TURN SEQUENCE

1 START OF TURN

2 MOVEMENT

3 SHOOTING

4 CLOSE COMBAT

MOVEMENT

The player whose turn it is moves his troops in the following order.

- 1 DECLARE CHARGES
- 2 RALLY FLEEING TROOPS
- 3 COMPULSORY MOVES
- 4 MOVE CHARGERS
- 5 REMAINING MOVES

CHARGE AND REACTIONS

Charge! – Charge at double normal move rate. If unable to reach its target the unit moves a normal move. Once a charge has been declared the enemy declares its reaction. A charging unit may not manoeuvre except to make an initial wheel to bring it into line with its target.

Stand & Shoot – You may stand & shoot if the chargers come from more than half their charge move away. Work out casualties immediately.

Hold – The unit stands and takes the charge.

Flee! – The unit turns tail and runs. The unit is immediately moved its standard flee distance (2D6"/3D6") away from the chargers. Fleeing troops may not shoot.

Fire & Flee! – Combines Stand & Shoot with Flee. A unit can stand and shoot and then flee – reducing distance fled to D6"/2D6".

Counter charge – The unit may charge its chargers if it possesses this ability.

MANOEUVRES

Wheel – A unit may wheel as many times as you wish except in a charge, where the unit may wheel once to line itself up with the enemy. The distance moved is the longest distance covered by the model on the outer edge of the wheel.

Turn – A unit can turn during its movement. All the models remain in place but turn either 90° to their left or right, or 180° to face the rear. A unit must surrender a quarter of its movement to turn.

Change Formation – A unit may add or reduce number of ranks in which it is deployed by 1 by surrendering half its movement. A unit may add or reduce the number of ranks by 2 by surrendering all of its movement.

Reform – A unit can reform during its movement by adopting a new formation facing whatever direction you wish. Reforming troops cannot move further or shoot that turn.

TERRAIN AND OBSTACLES

Troops cross difficult ground at half rate. This includes woods and most scenery including steep hills. Ordinary hills are not considered to be difficult ground and may be moved over at normal rate.

Troops move across very difficult ground at a quarter of normal rate. Very difficult ground such as sheer slopes or very thick woods is unusual in games.

Obstacles – Includes fences, walls, hedges and other linear features. Troops surrender half their movement to pass over an obstacle.

MARCHING

Marching troops move at double pace with their weapons shouldered. A unit may not march if there are enemy within 8" at the start of the turn. A marching unit may not turn, change its formation, or reform, but it may wheel normally. A marching unit may not shoot with missile weapons.

FLEEING TROOPS

Troops fleeing during their Movement phase move towards the nearest table edge, avoiding enemy and obstructive terrain where possible. Infantry units move 2D6" all mounted units move 3D6". Fleeing units do not have a strict formation – they are arranged into a rough mass of models and moved as a single confused and tangled body.

PANIC

Roll 2D6. If you score equal to or less than the unit's Leadership value you have passed. If you roll more than its Leadership you have failed. A unit that fails a Panic test will flee in the same way as a unit broken in hand-to-hand combat or a unit which flees when charged.

- 1 – Test at start of your turn if there are fleeing friends within 4".
- 2 – Test if friendly unit within 12" is broken in hand-to-hand combat.
- 3 – Test if charged in the flank or rear whilst engaged in combat.
- 4 – Test if fleeing friends are destroyed by charging enemy within 4".
- 5 – Test if General is slain.
- 6 – Test if you suffer 25% casualties from shooting in a single Shooting phase.

GENERAL AND BATTLE STANDARD

General Any unit within 12" of the General may test using his Leadership value.

Royal Standard Any unit within 6" of the standard may re-roll a failed Leadership test.

HAND-TO-HAND COMBAT

All models whose base touches an enemy model's base may fight. A model may make as many attacks as shown on its profile. If the model carries a weapon in each hand, it may make +1 extra attack.

Order of Attack. Models who charged that turn fight first. Otherwise models attack in order of descending Initiative value.

Roll to Hit. Determine the D6 score required to hit using the To Hit chart. Roll a D6 for each attack. Pick out the dice which have scored hits.

Roll to Wound. Determine the D6 score required to wound using the Wound chart. Roll a D6 for each hit scored. Pick out the dice that have scored wounds.

Roll to Save. If opposing troops have a saving throw then this is taken before models are removed. Roll a D6 for each wound suffered. The score needed for a successful save is shown on the Saving Throw chart.

Resolve Combat. Once all troops involved have fought determine who has won. See *Combat Results*.

TO HIT CHART

Compare attacker's WS with defender's WS to find the basic D6 roll needed to hit.

		DEFENDER'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4	4	5	5	5	5	5	5	5	5
	2	3	4	4	4	5	5	5	5	5	5
	3	3	3	4	4	4	4	5	5	5	5
	4	3	3	3	4	4	4	4	4	5	5
	5	3	3	3	3	4	4	4	4	4	4
	6	3	3	3	3	3	4	4	4	4	4
	7	3	3	3	3	3	3	4	4	4	4
	8	3	3	3	3	3	3	3	4	4	4
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

If enemy is behind a **defended obstacle** you need a 6 to hit.

COMBAT RESULTS

Each side adds up the number of wounds it caused and adds any of the following bonuses that apply. The side with the highest score wins.

+1 Infantry rank bonus +1 for each rank of infantry behind first to a maximum of +3

+1 Standard If any units in the combat have standards

+1 High Ground If you are uphill of your enemy

+1 Flank Attack If attacking an enemy in the flank

+2 Rear Attack If attacking an enemy in the rear

+1 Outnumbering If you outnumber the enemy

Break Test. The loser must take a Break test for each unit involved in the combat. The test is taken on the unit's Leadership value minus the difference in the combat results score. Roll 2D6. If the result is equal to or less than the number required the unit has passed. If the score is more than that required the unit has failed and is broken.

Broken units turn and flee directly away from their enemy once all combats have been resolved. Friendly units within 12" of a unit that breaks must take a Panic test to see if they flee as well. These tests are taken when all combats are resolved, but before broken units flee. Units reduced to less than five models are broken automatically.

BREAK AND FLEE

Troops who break and flee move 2D6" away from the enemy if they are infantry, or 3D6" if they are mounted units. Fleeing units are destroyed if caught by their pursuers.

Fleeing troops continue to move 2D6" or 3D6" in their own Movement phase towards the nearest table edge. Fleeing troops can do nothing else. If they leave the table they are removed. If charged they must flee and are destroyed if caught.

A fleeing unit may attempt to rally in its Movement phase. Roll 2D6. If the score is equal to or less than the unit's Leadership it has rallied, otherwise it continues to flee. A rallied unit may reform but may do nothing else that turn. A unit must have at least five models to rally.

PURSUIT

Troops who win a combat must pursue their foes if they flee. Once fleeing troops have moved the pursuers roll to see how far they pursue. Infantry units move 2D6", mounted units move 3D6". If the pursuers move further than the fleeing troops they have run down their foe and the fleeing troops are destroyed. Pursuers are moved forward the full distance indicated.

If pursuers clash with fresh enemy then hand-to-hand combat is fought in the following turn as normal – the pursuers count as charging. Troops may avoid pursuit by testing against their Leadership. If the player rolls equal to or less than the unit's Leadership it does not have to pursue.

SHOOTING CHART

The player whose turn it is shoots with troops which have missile weapons. The player nominates and shoots with one unit at a time.

WEAPON	RANGE	STR	NOTES
Pistol	8"	3	Save -1
Carbine	16"	3	Save -1
Musket	24"	4	Save -2
Longbow	30"	3	–
Grenadoes	4"	4	3" template

TO HIT CHART

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

-1 Shooting at a charging enemy

-1 Shooting at long range (over half range)

-1 Shooting while moving

-1 Shooting at a single character

-1 Target is behind soft cover – such as a hedge or wood

-2 Target is behind hard cover – such as a wall or building

+1 Shooting at a large target

-1 Shooting at skirmishers

-1 Shooting at a small target

+1 First time unit has fired

TO WOUND CHART

		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	1	4	5	6	6	–	–	–	–	–	–
	2	3	4	5	6	6	–	–	–	–	–
	3	2	3	4	5	6	6	–	–	–	–
	4	2	2	3	4	5	6	6	–	–	–
	5	2	2	2	3	4	5	6	6	–	–
	6	2	2	2	2	3	4	5	6	6	–
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

SAVING THROW CHART

ARMOUR	INFANTRY	CAVALRY
None	None	6
Light	6	5 or 6
Heavy	5 or 6	4, 5 or 6
Cuirassier	4, 5 or 6	3, 4, 5 or 6

A target adds +1 in hand-to-hand combat only.

SAVING THROW MODIFIERS

STRENGTH	4	5	6	7	8	9	10
MODIFIER	-1	-2	-3	-4	-5	-6	-7