

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

Version date: 03 07 2026

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|-------------------|-------------------|
| 1.CHARGE | 5.RESERVES |
| 2.MOVEMENT | 6.MAGIC |
| 3.SHOOTING | 7.RALLY |
| 4.COMBAT | 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.

The exact nature of a unit in 3rd ed is largely glossed over. In the WFB rulebook, 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 are technically allowed 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 wins 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.

1. Declare Charges. Players are not allowed to measure before declaring. Charges are models double their M.

Units run away at double M and are faced away from the charger.

A unit that runs away may move in its following move phase, but may not charge.

3. Move the charging unit.

If the charging unit fails to reach it's target it is unformed.

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

Firstly, all compulsory moves must be made. This includes any units that are routing, which move double M.

After this models may be moved upto thier M.

HOUSE RULES Models may run double their move, but may not come within 1" on an enemy model and may then not shoot. Wizards can run and cast spells.

Terrain that is not flat and easy costs double to move through.

Units may wheel around, but no member may move further than it's M.

Units may remain stationary and make a reform action. They can split, combine or rearrange.

Models with missile weapons may shoot.

Models that charged or ran may not shoot.

Infantry have a 90 degree fire arc, mounted models 360.

Only the front rank in a unit may shoot, unless it is standing on a hill, then half the second rank may shoot.

BS	1	2	3	4	5	6
HIT ROLL	6	5	4	3	2	1

HOUSE RULES

TO HIT BONUS

-1 Moved

-1 Target over half range

+1 Large Target

-1 Target in soft cover

-2 Target in hard cover

-1 Target is charging

Its the classic!

[illegible]

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.

Some weapons grant initiative bonuses.

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

TO HIT TABLE

	DEFENDER	1	2	3	4	5	6	7	8	9	10
ATTACKER	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 Frenzied

+1 Hate the opponent

+1 Using spear while mounted,
against infantry under 10' tall.

-1 Opponent is defending an obstacle

+1 Using hand weapon while mounted,
against infantry under 10' tall.

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

The side with the highest combat resolution wins. Treat all friendly models engaged in the same combat clump as on the same side. Several combat clump may be happening in the same turn on different parts of the board.

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 pursued.

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.net/RoC26/>

HAND TO HAND COMBAT SEQUENCE

DETERMINE WHO IS IN COMBAT

Models or units touching the base of an enemy model are in combat with them. Group these up agreeing who is fighting whom.

Each combat group works out the combat resolution score separately from the rest of the combats.

Some combats can get messy, with several models in a messy line. In these cases the models are all in the same combat, and will pool combat resolution scores.

ATTACKS HAPPEN IN INITIATIVE ORDER

Work out who has the highest Initiative. Weapons can effect this.

Double handed weapon -1

Flail -1

Halbard +1 verses mounted or flying opponents.

Spear +1 in first round of combat. +2 verses mounted opponent every round, +1 vs flying

Lance +2 in first round of combat.

ATTACKS

Models get 1 attack dice per A on their profile.

TO HIT TABLE

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

Modifiers to hit:

+1 Charging

+1 Followed up last round

+1 Have the high ground

+1 Frenzied

+1 Hate the opponent

-1 Opponent is defending an obstacle

+1 Using spear while mounted, against infantry under 10' tall.

+1 Using hand weapon while mounted, against infantry under 10' tall.

TO WOUND CHART

	T	1	2	3	4	5	6	7	8	9	10
S											
1		4	5	6	6	N	N	N	N	N	N
2		3	4	5	6	6	N	N	N	N	N
3		2	3	4	5	6	6	N	N	N	N
4		2	2	3	4	5	6	6	N	N	N
5		2	2	2	3	4	5	6	6	N	N
6		2	2	2	2	3	4	5	6	6	N
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

STRENGTH MODIFIERS

Double handed weapon +1

Flail +1

Halbard +1

Spear +1 in first round of combat.

Lance +2 in first round of combat.

Frenzied +1

ROLL SAVES

Chaos armour	5 or 6	Heavy armour and shield	4,5 or 6
Heavy Armour	5 or 6	Heavy armour, shield and mounted	3,4,5 or 6
Light Armour	6	Heavy armour, shield, mounted and barding	2,3,4,5 or 6
Shield	+1		
Mounted	+1		
Barding on horse	+1		
Frenzied	+1		

SAVE MODIFIERS

Double Handed Weapon	-1
Manticore	-3
Ogre	-1
Troll	-2
Minotaur	-1

COMBAT RESOLUTION

For each combat group work out the combat resolution.

- +1 per wound caused
- +1 Charged
- +1 Followed up last round
- +1 Per Banner
- +1 per rank at start of round. Ranks are 4 wide. Maximum bonus is +3

Side with the lowest combat resolution loses the combat.

Frenzy ends for the loser.

If the loser fears the attacker they immediately rout.

If the loser lost 25% of the wounds they started this turn with they must take a rout test on Ld.

If no one routs then:

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

DRAWN COMBAT RESOLUTION

If the combat resolution is a draw nothing happens.

ROUTING

A unit or individual character that routs moves double move rate away from the attacker.

If a unit routs from combat, the winners get a free attack that hits automatically as they flee.

All friendly units in 12" must take a panic test on CI. If they fail they also immediately rout.

Routing units will pass directly through friendly units. If this unit has not already made a panic test for this combat then they must now take one.

Routing units are moved at double movement rate away from the battle next movement phase.

Units may attempt to rally in the rally phase by making a LD test.