

Page of Sigmar v0.6

by OnePageAnon (<http://onepagerules.wordpress.com/>)

General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Statistics Rolls: Whenever you must make a Stat roll, roll one six-sided die trying to score the unit's Stat value or higher, which counts as a success.

Dice: The game is played using six-sided dice, sometimes called D6. If a rule allows you to re-roll a die, you may never re-roll it more than once. Results of 1 when making a stat roll are always a failure, regardless of modifiers.

Line of Sight: If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

Before we begin...

Army Composition: Each player may take as many units and models as they like, as long as the two forces seem approximately balanced. Each army must have one model that is designated as its General.

Table Setup: The game is played on a flat 4'x4' surface, with at least 5 pieces of terrain on it. Before deploying armies place D3+1 objective markers on the table. Roll-off to see who goes first, and then alternate in placing one marker each at least 12" away from any table edge and from any other marker.

Deployment: The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent places his army within 12" of the opposing table edge.

Mission: After 6 rounds the game ends, and both players check if they have any units within 3" of an objective, and if no enemy units are within 3" of that marker it counts as seized. The player with the most seized markers wins.

Playing the Game

The game is played in rounds, in which players alternate in activating units throughout several phases. The player that won deployment goes first during each phase on the first round, and in each new round the player that finished activating last in the previous round goes first during each phase.

Phases

During each phase the first player has to activate all of his units before play passes to the second player. Once all units have acted during a phase the game moves on to the next phase, and this continues until all phases have been played. This is the phase order:

1. Hero Phase
2. Movement Phase
3. Shooting Phase
4. Combat Phase

Hero Phase

Wizards: Units with the wizard special rule can cast spells in this phase. To cast a spell roll 2D6 and if the total equals or beats the spell's casting value you may resolve the spell effects. Enemy wizards within 18" may unbind successful spells. Roll 2D6 and if the total equals or beats the roll used to cast the spell, then the spells effects are negated. All wizards have the Arcane Bolt and Mystic Shield spells, which are described in the Common Spells section.

Generals: Your general may use one command ability in this phase. All generals always have the Inspiring Presence command ability, which is described in the Common Command Abilities section.

Movement Phase

Units may use one of the following actions, which dictate how the unit moves and what it may or may not do in subsequent phases:

Action	Bonus	Notes
Move	-	May shoot.
Run	+D6"	May not shoot.
Charge	+2D6"	Move into melee.
Retreat	-	May not shoot.

Units move as many inches as described by the Move stat on their warscroll, plus any bonus given by the action they are using. Units may move and turn in any direction regardless of the models facing, and they may only move within 3" of enemy units if charging. All members of a unit must remain within 1" of at least one other member and within 12" of all other members. Units within 3" of enemy units may only use Retreat actions for their activation or stand still.

Shooting Phase

Units may shoot as long as they did not Run, Charge or Retreat, and they may not shoot into or out of melee. All models in a unit that are in range and have line of sight of an enemy unit may fire all of their ranged weapon at it.

Attacking: The attacker makes one To Hit roll per Attack, and for each successful roll he must then make one To Wound roll. Each successful wound roll causes damage and the defender must take a Save roll, modifying the roll by the weapon's Rend stat. For each unsuccessful Save roll the defending unit takes as many wounds as the weapon's Damage stat.

Inflicting Damage: The defender may choose how to allocate wounds, however when a wound is allocated to a model he must keep allocating wounds to that model until it is killed, or no more wounds remain. If a model takes as many wounds as its Wound stat, then it is slain (remove the model from play).

Mortal Wounds: Whenever an attack inflicts mortal wounds do not make To Hit, To Wound or Save rolls for it, just allocate wounds directly to the unit.

Combat Phase

The combat phase works differently from the other phases, as players alternate in attacking with their units during the same phase. When using a Charge action charging models must move as close as possible to models in the target unit, with at least one model getting into base contact with it. If the charging unit can't reach its target for any reason, then it may move by its Move action distance, but still counts as having charged for the round (can't shoot, etc.).

Initiative: At the start of the combat phase the first player must pick one of his units that has not attacked in melee yet, which is going to have the initiative. The unit that has initiative then makes pile-in moves, close combat attacks and may cause battleshock tests. Then the opponent picks one of his own units that has not attacked in melee yet, and that unit has the initiative. The players continue alternating until all units have had the initiative once, at which point the combat phase ends.

Pile-In Moves: All models must move as close as possible to enemy models from the target unit by moving by up to 3".

Melee Attacks: All models with weapons that are within range of an enemy may attack. This is resolved like shooting, however after the unit has attacked if the target has suffered losses you must test their Bravery to see if they flee.

Battleshock Tests: To take a Battleshock test roll D6 and add the number of models that the unit has lost in melee. For each point that the total exceeds the unit's Bravery stat one model flees and is removed from play.

Terrain

Cover (forests, ruins, fences, etc.): Units with most models within or behind cover terrain get +1 Save against shooting attacks.

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain may never move more than their Move action distance.

Dangerous Terrain (quicksand, deadly vegetation, dark magic fields etc.): Roll one die for every model that moves into or across dangerous terrain. The unit takes one mortal wound for each 1 you roll.

Elevation (cliffs, roofs, ledges, etc.): Units assaulting enemies from higher elevation / being assaulted from lower elevation get +1 To Hit in the ensuing melee, and units being shot at from lower elevation count as being in Cover.

Common Command Abilities

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

Common Spells

Arcane Bolt: Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

Mystic Shield: Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

Common Abilities

Flying: If the warscroll of a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.