

One Page Fantasy – Sigmar Rules v3.2.0

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General Principles

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

Units: Each unit consists of one or more models acting as a single entity. You can find unit profiles for each faction in their respective army page.

Quality Tests: Whenever you must take a Quality test roll one six-sided die trying to score the unit's Quality value or higher, which counts as a success.

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 up to 350pts worth of units and upgrades in his army. Each army may only have one Hero unit.

Preparation: The game is played on a flat 6'x4' surface, with at least 10 pieces of terrain on it. The players roll-off, and the winner chooses on what table edge to deploy first, then players alternate in placing one unit each within 12" of their edge.

Mission: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are wavered. The player with the most points wins.

Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Advance	6"	May shoot after moving.
March	12"	May not shoot.
Charge	12"	Move into melee.

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if charging. All members of a unit must remain within 2" of at least one other member and within 12" of all other members.

Shooting

All models in a unit that are in range and have line of sight to an enemy unit may fire at it. Models may fire all their weapons when using Hold actions, and only one when using Walk actions. Shooting models take one Quality test per Attack, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound. For every wound remove one model from the target unit (defender may remove them in any order).

Melee

Charging models move into contact or as close as possible to enemy models, and then defenders do the same by moving 3". All charging models within 2" of an enemy may attack with all melee weapons, which is resolved like shooting. Then any remaining defenders may strike back in the same way. Once both sides have attacked compare how many wounds each unit caused, and if one caused less then it must take a morale test. If either unit is destroyed the other may move by up to 3", if not then charging models must move back by 1".

Morale

Whenever a unit takes a wound which brings it down to half or less of its total size/tough, then it must take a morale test. The unit takes a Quality test and if failed it is Wavered (spends next activation idle and gets Unwieldy). If the failed test was from Melee and it is down to half or less of its total size/tough, then it Routs (remove from play).

Terrain

Cover (forests, ruins, fences, etc.): Units with most models within or behind cover terrain ignore shooting hits on 5+ (doesn't stack with Armored).

Difficult Terrain (woods, mud, rivers, etc.): Units moving through difficult terrain can't move more than 6" at a time, regardless of action.

Dangerous Terrain (quicksand, deadly vegetation, lava, etc.): Roll one die for every model that moves across dangerous terrain or activates in it. The model takes one automatic wound if you roll a 1.

Elevation (cliffs, hills, ledges, etc.): Units charging onto higher elevation get Unwieldy, and units taking shots from lower elevation count as in Cover.

Units Types

Infantry: Any unit that is not a Special unit counts as Infantry. You may deploy two copies of the same Infantry unit as one big unit, however upgrades that affect all models must be bought for both.

Heroes/Wizards: May be deployed as part of friendly Infantry units of same Quality and have the Nimble special rule (not when Mounted).

Ordnance: May not use March/Charge actions, and may only fire when using Hold actions.

Weapons

Weapons with a range value provide attack dice to shooting, others to melee. Units without a melee weapon count as using Light Swords/Claws.

Sword/Claws: No special rules.

Spear: Gets +1 Attack when charged.

Halberd: Counts as Piercing.

Mace: Counts as Piercing and Poison.

Lance: Counts as having Impact(1).

Name	Range	Attacks
Light	-	1
Medium	-	2
Heavy	-	3
Master	-	4
Force	-	5
Throwing Weapon	12"	1
Pistol	12"	1p
Shortbow	18"	1
Fire Thrower	18"	6
Bow	24"	1
Rifle	24"	1p
Longbow	30"	1
Crossbow	30"	1p
Stone Thrower	48"	3p
Bolt Thrower	48"	3x
Cannon	48"	6x

p = Weapon counts as having the Piercing rule.

x = Weapon counts as having the Piercing rule and all wounds must be assigned to a single model.

Common Upgrades

Sergeant: One model gets +1 melee attack.

Musician/Standard: Gets +1 for melee results.

Mounts: Units that are mounted use any equipment and special rules from their mount as if they were their own, and they add Tough values together.

Common Special Rules

Armored: Whenever this unit takes hits roll one die for each hit, on a 4+ it is ignored. This rule only applies if at least half of the models in a unit have it.

Deadly: Whenever this weapon hits an enemy model on a roll of 6 it takes D3+1 automatic wounds. Note that these hits can't be ignored by the Armored special rule.

Fast: This unit moves +3" when using Advance actions and +6" when using March/Charge actions.

Fear: Enemy units without the Fear special rule must take a morale test before fighting melee with this unit. If failed they get Unwieldy for that melee.

Fearless: When taking morale tests roll one extra die and pick the highest result.

Fiery Breath: Once per game this unit may deal 2D6 automatic hits in Melee or to an enemy unit within 12" in the Shooting phase.

Flying: This unit may move through other units and obstacles, and it may ignore terrain effects.

Furious: This model has +1 Attack in melee when using Charge actions.

Impact(X): This unit deals X automatic hits for each model with this special rule when charging.

Indirect: This weapon may be fired at enemies that are not within line of sight, however targets not within line of sight count as being in Cover.

Nimble: This unit moves +1.5" when using Advance actions and +3" when using March/Charge actions.

Piercing: This weapon either ignores Armored or enemies must re-roll successful blocks (pick one).

Poison: Whenever this weapon hits on a roll of 6 it causes one automatic wound. Note that these hits can't be ignored by the Armored special rule.

Rapid: This weapon may re-roll failed hits.

Regeneration: Whenever this unit takes Wounds roll one die for each, on a 5+ it is ignored.

Resistance: This unit ignores Spell effects on 4+.

Scout: This unit is deployed after all other non-scout units have been deployed. You may place this unit anywhere on the table over 12" away from enemy units (if both players have Scout units roll-off to see who deploys first).

Sniper: Models firing this weapon always hit on 2+ and ignore cover. The attacker may pick which model from the target unit is hit.

Strider: This unit treats difficult terrain as open terrain for the purpose of movement.

Tough(X): This model must accumulate X wounds before being removed as a casualty. If a unit with the special rule joins a unit without it you must either accumulate wounds until all models with this rule have been killed, or remove regular models as casualties before starting to accumulate wounds. Note that you must first accumulate wounds on a single model with this special rule until it is killed before you start accumulating them on another.

Unwieldy: This weapon must re-roll hits.

Vanguard: After all other non-vanguard units have been deployed this unit may immediately move by up to 12" (if both players have Vanguard units roll-off to see who starts moving first).

Wizard(X): Every round all players get D6 power dice to use for that round. Wizards may cast Spells at any point before attacking, and they require no line of sight. You may try to cast any Spell once per round by rolling any number of power dice and adding +X to the result. If you roll the same number or higher than the one in brackets you may resolve all effects. If a Wizard rolls two or more 6s it immediately takes D3 automatic wounds.