

Turn Sequence

There are six phases each turn. Only the active player's warriors act during that player's turn. (*Except in close combat.*) During each phase, the steps detailed here must be followed in **exactly** this order:

Deployment Phase

1. Deploy any troops the scenario dictates. (*Warriors can move, shoot and charge the turn they are deployed, and wizards generate power dice the turn they are deployed.*)

Recovery Phase

1. Wizards and Priests that are not *fleeing* generate 1 power dice each. (*Priests must pass a Leadership test to generate power dice.*)
2. *Fleeing* warriors attempt to rally.
3. If they fail, they immediately flee 2D6" towards their deployment zone again.
4. If they succeed they rally. (*They may move/run and cast spells/prayers as normal that turn, but they **cannot** charge or shoot a missile weapon. They may hide as normal.*)
(*Note that wizards and priests **do not** generate power dice the turn they rally.*)

Charge Phase

1. Declare all charges before moving any warriors. You **may not** measure distances beforehand.
2. Once all charges are declared, move each charger, one at a time, in the order of your choice.

Movement Phase

1. Move any warriors that you wish, working through them one at a time.
2. (*Warriors cannot run if there are visible, non-hidden enemies within 6".*)
3. Declare which warriors are *hiding*. (*Unless a rule, spell or ability explicitly states that a warrior can hide at some other time, warriors can **only** hide at this point of the turn.*)

Shooting Phase

1. Warriors armed with missile weapons may fire one of them.
2. A wizard may attempt to cast a spell. (*When targeting missile weapons and spells, you **may not** measure distances beforehand. If the target is out of range, the shot or spell still counts as having shot or been cast.*)
3. Work through each warrior, one at a time, in any order that you wish.
4. Declare which warriors are keeping *overwatch*.

Close Combat Phase

1. **All warriors engaged in close combat fight.** (*All warriors involved in close combat fight, regardless of whose turn it is.*)

Characteristics Tests

- When taking any kind of characteristics test (*such as an Initiative test*), a natural 1 always succeeds and a natural 6 always fails, regardless of the model's characteristic.
- When taking any kind of Leadership test, a natural 2 always succeeds and Leadership cannot be increased beyond 10.

Movement

Normal Moves

- Warriors move up to their Movement value in inches.
- Warriors can pass over obstacles up to 1" high without using Movement.

Running Moves

- Warriors move up to twice their Movement value in inches.
- Warriors **cannot** *hide* or shoot a missile weapon the turn they ran, but they may cast spells.
- A warrior cannot run if there are any visible, non-*hidden* enemies within 6" of him.

Climbing Up/Down

- Warriors may climb a maximum of 6" per turn. *(There does not need to be a solid wall or similar surface in between start and end.)*
- **Climbing uses up Movement.**
- A warrior must take a **single** Initiative test to climb.
- If he **fails while climbing up** he stops where he started to climb.
- If he **fails while climbing down**, he falls the entire distance.

Jumping Down

- Warriors jumping down take an Initiative test **for each full 2"** jumped.
- If they fail any one of them, they fall the entire distance.
- **Jumping Down does not use up Movement.**
- *(You may measure the distance down beforehand, unless the jump is part of a charge move.)*

Jumping Horizontally

Warriors can jump over gaps *(such as rooftops)* up to 6" wide.

- *(You may measure the distance across beforehand, unless the jump is part of a charge.)*
- **Jumping horizontally uses up movement.**
- If the distance is further than 6" the warrior *falls* from where he jumped.

Hiding

A warrior that is in cover from all enemies may *hide*.

- *Hidden* warriors cannot be shot at, charged or targeted with spells.
- If a warrior can *fly* for any reason, he **cannot hide at the end of a flying move.**
- **A hidden warrior is immediately un-hidden if:**
- He runs, charges, shoots, or *(attempts to)* cast spells.
- An enemy moves within its Initiative value in inches of him.
- Any enemy has completely unobscured line-of-sight to him. *(I.e. no cover.)*

Falling

A warrior that falls takes one Strength X hits where $X = [\text{distance in inches that he fell}]$.

- You can only fall from a full 2" or more.
- **Falling damage ignores armour saves.**

A warrior that has fallen down may do **nothing else** for the rest of that turn.

Falling off Buildings

A warrior that suffers a wound within 1" of an elevated edge or rooftop must pass **one Initiative test** or fall to the floor below, taking falling damage as described above.

- Warriors will not fall off edges that have railings, low walls, etc. on all sides.

Charges

Declaring Charges

- You may charge any visible, non-*hidden* enemy but you may **not** measure the distance beforehand.
- You may engage multiple enemies with a charge if they are within 1" of each other and not behind the charge target.
- All charges are declared simultaneously.
- To determine how many fighters that can fit into close combat you may rearrange your own warriors but **not** the enemy's warriors.

Charges Involving Climbing Up/Down

- When charging requires climbing, you must pass a **single Initiative test** or fail the charge. (*If you climbed down and fail, you also fall the entire distance.*)
- The climbing part of the charge **may not** exceed 6".

Charges Involving Jumping Down

- When jumping down, take **1 Initiative test for each full 2" jumped**.
- (*If you fail any one test you fall the entire distance and fail the charge.*)
- Jumping Down does **not** use M. (*So if you have M4 you could move 2", jump down 6" down, and still move up to 6."*)

Diving Charges

If a charge involving Jumping Down is executed so that the charger lands within 2" of his target and has enough Movement left to successfully charge the enemy, then that charge is a diving charge.

- Diving Chargers have +1 S on profile the first round of combat. (*This may take them above their racial maximum.*)

Failed Charges

If a warrior fails a charge, for whatever reason, he is moved his base Movement value towards the target or to where he fell or to the foot of where he failed his climb test. Warriors that fail a charge **may not** shoot missile weapons that turn, but they may cast spells or prayers.

Charging Enemies out of Line-of-Sight

- Warriors may charge enemies that are out of their line-of-sight (*That are behind a wall, around a corner etc.*).
- **To charge a non-visible enemy, the warrior must pass an Initiative test or fail that charge.**
- (*This stacks with others Initiative tests such as Climbing etc.*)

Charging Hidden Enemies

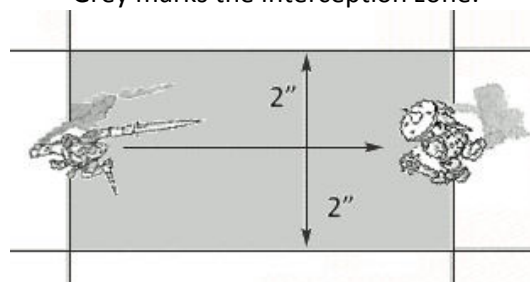
Hidden warriors cannot be charged.

Intercepting Enemies

If a warrior is within 2" of an enemy's movement path, and that warrior is not already engaged in close combat, that warrior may *intercept* the enemy.

- The warrior moves into the enemy's path.
- The enemy will count as charging the intercepting warrior.
- Each moving enemy can only be intercepted by one warrior.
- Interception can be made against all kinds of enemy moves; - normal moves, running moves, charging moves and flying moves.
- If either model causes *fear*, apply *fear* as normal.
- Warriors that are *fleeing* cannot intercept.

Grey marks the interception zone:



Close Combat

Who can Fight

Enemies within 1" of each other will fight. (*Enemies separated by low walls etc. will also fight.*)

- Warriors can fight 360° around themselves.
- Warriors **cannot** shoot missile weapons while in close combat.
- Warriors may cast spells while in close combat.

Who Strikes First

- Chargers strike first the turn they charge.
- Warriors armed with a Spear or Halberd may strike first against chargers.
- In other rounds, attack order is determined by comparing Initiative. If two or more fighters have equal Initiative, roll dice to determine who strikes first.
- If two or more warriors are both able to 'Strike First' attack order is determined by Initiative as above.

Targeting Close Combat Attacks

A warrior with multiple close combat attacks may divide them up between enemies as he chooses.

- However, he **must** distribute all attacks before rolling any dice to hit.
- (*If an enemy goes out of action before receiving the full number of attacks allocated to him, these remaining attacks will go to waste.*)

Fighting Unarmed

Unarmed attacks are at -2 S. Warriors with the 'Fights Unarmed' special rule are exempt from this.

Fighting with two Hand Weapons

As opposed to normal Games Workshop rules, a warrior fighting with two Hand Weapons **does not** get an extra attack. Instead, he may re-roll 1 failed to hit roll each close combat phase.

Being Outnumbered in Close Combat

A warrior that is outnumbered in close combat suffers an additional -1 to hit against all enemies that turn.

- Monsters are not affected.

Pistols Cannot be Fired in Close Combat

As opposed to normal Games Workshop rules, Pistols are solely missile weapons and cannot be used in close combat at all.

Switching Weapons in Close Combat

A warrior armed with multiple Close Combat weapons may switch between them at the start of each Close Combat phase (*including the enemy's close combat phase*).

Leaving Close Combat

- Warriors **cannot** voluntarily leave close combat.
- Warriors only leave close combat if they fail a panic test, or if they suffer knockback. (*Knockback: See special rules.*)

Breaking and "Free Hacks"

- **Knockback:** When a warrior leaves close combat because of a *knockback* effect, he is simply moved backwards with no additional effect.
- **Fleeing:** When a warrior leaves close combat because of a failed *panic* test, and he is *fleeing*, each enemy that was within 1" of the warrior gets one "free hack".
- A free hack is a close combat attack against the *fleeing* warrior that hits automatically. The enemy may decide which of his weapons he will use for the free hack.
- If the enemy is still fighting other warriors in close combat, **free hacks will not use up his normal attacks** - they are extra free attacks.
- If the warrior survives the free hack(s) against him he *flees*. (*See Fleeing and Panic.*)

Shooting

Shooting

Warriors armed with missile weapons may shoot once in their shooting phase. If they are armed with multiple missile weapons they must choose which to fire. Work through your warriors individually, one at a time, in any order you wish.

- Shooting requires line-of-sight. Warriors can see 360° around themselves.
- Warrior **cannot** shoot through allied warriors.
- Warriors **cannot** shoot the same turn they made a running move.
- Warriors **cannot** shoot if they are engaged in close combat or *fleeing*.
- When firing a missile weapon, a warrior shoots just once, regardless of how many Attacks he has on profile.

Targeting Shooting

- Warriors **must** shoot at the closest target, and **must** ignore *fleeing* enemies as long as there are other targets he can shoot at.
- If the closest target is in subject to BS-penalties, you may choose a more distant target provided that is it easier or just as easy to hit. (*BS-penalties include cover, stealth, the Dodge: Ranged skill etc.*)
- **Pick Target:** A warrior firing from a position elevated 2" or more above ground level may freely pick his target unless there is a visible enemy within 3" of him. (*In which case he must follow normal targeting rules.*)
- You **cannot** fire into close combat involving your own warriors.
- You may fire into close combat involving two other warbands. Roll to randomize hits.

Play Tip: 70 % Terrain

Heroheim requires about 70% terrain on the table. Otherwise Shooting will be too powerful. If you don't have enough terrain, lower all warriors' BS values by 1.

Warriors with Multiple Shots

A warrior with multiple shots must always shoot them all at the same target.

Overwatch

A warrior that is elevated at least 2" above the ground and did not run, or shoot, or (*attempt to*) cast a spell during his own turn may be set to *overwatch*.

- During the opponent's turn, each warrior that is set to overwatch will automatically make a single normal shot at the first enemy that moves into his line-of-sight.
- (*I.e. quick shot, multiple shot, etc. cannot be used for overwatch but other shooting skills apply as normal.*)
- The shot will have an additional -1 to hit.
- Only missile weapons with a range of 18" or more can be used for overwatch.
- (*Blunderbusses cannot be used for overwatch.*)

Target Out of Range = Missed Shot

When targeting missile weapons, you **may not** measure the distance beforehand. If the target was out of range then the warrior will still count as having fired this shooting phase.

- When shooting up or down, ranges are always measured diagonally.

Shooters may Lean through Windows

When shooting out of windows where the shooter is less than 1" from the windowpane, the shooter may determine line-of-sight from the edge of the window, even if he is positioned inside the building.

Special Rules

Fear

Whenever a warrior charges or is charged by an enemy that causes *fear*, he must roll equal to or under his Leadership on 2D6.

- If failed, he suffers -1 to hit **against all enemies** that turn.
- Failing multiple fear tests will decrease a warriors 'to hit' rolls multiple times, but a natural 6 is always a hit.
- Warriors that cause *fear* only cause fear the turn they charge or is charged.
- *(I.e. a warrior that is fighting the same fear causing enemy for multiple turns only has to test against that enemy in the first round of combat. But he will still have to test for fear if new fear-causing enemies join the battle.)*
- *Fear* also applies when *intercepting* or *intercepted*.
- Warriors that cause *fear* are immune to fear themselves.

Knockback

Some abilities knock their target a certain distance backwards. *(Usually D3".)* Whenever target is knocked back it is **always** knocked **directly away from the warrior that caused the knockback**. Stop if the warrior reaches a solid object, like a wall or another warrior.

- If *knockback* takes the target into close combat with an enemy, **the enemy counts as charging** and the warrior cannot use the 'Strike First' ability of Spears or Halberds that turn.
- If *knockback* takes target off a building, apply falling damage as normal.
- If a model is knocked back while engaged in close combat, it is always knocked "out of" that close combat.
- *(It will be considered to have left that close combat and any enemies the warrior was fighting do not gain free hacks against him.)*
- Monsters ignore knockback.

Leader

Other members of the warband that are within 6" of a leader may use his leadership instead of their own.

- The leader **cannot** use this ability while he is *hiding* or *fleeing*.

Hatred

Warriors that *hate* their enemies have +1 to hit them in **all** rounds of close combat.

- Hatred only affects close combat attacks.

Heirloom: (Item)

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded.

- If a warrior would die or be sacked but his weapons, armour, and equipment be returned to his warband's stash, heirloom items are still lost.

Poisonous Hits

Poisonous hits may re-roll natural 1s 'to wound.'

- If the target is immune to poison, no re-roll is gained.

Flaming Hits

Hits that are *flaming* have an extra +1 modifier when rolling on the critical hit chart.

- If a hit is both *flaming* and *poisonous*, poison has no effect.

Regeneration Save

The warrior has a special save he can use after he has failed his armour save (if he has one). This save is **not negated by the strength of the attacker**.

- *(This save can be used vs. hits that ignore armour saves.)*
- *Flaming* hits ignore regeneration.

Ward Save

The warrior has a special save he can use after he has failed his armour save (if he has one). This save is **not negated by the strength of the attacker**.

- *(This save can be used vs. hits that ignore armour saves.)*

Panic and Fleeing

Panic Tests

If a warrior is not already *fleeing*, he must **immediately** take a panic test by rolling equal to or under his Leadership on 2D6 when:

- The last hero in his battle group is taken *out of action*.
- He loses a wound and he is left with 1 wound.
- If failed, he **immediately flees** 2D6" towards his deployment zone.
- If he *flees* while in close combat, all enemies within 1" of him get one "Free Hack". (See close combat rules.)

Fleeing Movement

- *Fleeing* warriors always flee towards their deployment zone, avoiding any enemies.
- If a *fleeing* warrior has to descend from a building, the controlling player may decide whether that warrior climbs down or jumps down.
- **Fleeing and Flying:** Fleeing warriors that can fly still flee only 2D6" (or 3D6" if they are animals.) but do not have to pass climb or jump down tests while fleeing.

Being Charged while Fleeing

- If warrior is charged while he is *fleeing*, all the enemy's close combat attacks hit automatically. (No critical hits.)
- The *fleeing* warrior will not strike back but immediately *flees* a further 2D6" towards his deployment zone if he survives.

Fleeing and Rally Tests

- A warrior that is *fleeing* must roll equal to or under his Leadership on 2D6 at the start of each of his own turns.
- **If he succeeds**, he *rallies*: He can move/run and cast spells/prayers as normal that turn, but he **cannot** charge or shoot a missile weapon. (He may hide as normal.) (If he is a wizard or priest he **does not** generate power dice the turn he rallied.)
- **If he fails**, he flees a further 2D6" towards his deployment zone and can do nothing else for the rest of the turn.
- *Fleeing* warriors automatically rally once they reach their deployment zone.

Fleeing and Magical Movement

If warrior that is *fleeing* is successfully targeted with a spell or prayer that would move him in some way, move him in the manner dictated by the spell or prayer, but with the following exception:

- If the *fleeing* warrior is moved into close combat, **the enemy counts as having charged** him. Then:
 - All of the enemy's close combat attacks hit the *fleeing* warrior automatically. (No critical hits.)
 - The *fleeing* warrior will not strike back in close combat but immediately *flees* a further 2D6" towards his deployment zone if he survives.

Miscast and Misfire Charts

Magical Miscasts

Whenever a wizard rolls 2 or more natural 1s on his spellcasting roll, he has caused a miscast and must roll on the chart below.

- Prayers never cause miscasts.

D6	Result
1	Shattering Pulse: Wizard, and everyone within 2" of wizard, take 1 Strength 4 hit. Take armour saves as normal.
2	Daemonic Apparition: Wizard must immediately take a panic test.
3	Memory Lapse: Wizard cannot cast the spell he was attempting to cast for the rest of the battle.
4	Backlash: One random enemy wizard gains D3 extra power dice.
5	Fizzle: Any active 'remains in play' spells cast by this wizard are immediately dispelled.
6	Stumbles Upon Power Word: Wizard gains D3 power extra power dice and may immediately attempt to cast a new spell.

Blackpowder Misfires

Whenever a warrior rolls a natural 1 to hit with a blackpowder weapon, his weapon has misfired and he must roll on the misfire chart.

- When shooting twice with two pistols, all shots are resolved simultaneously.
(So even if one shot misfires, thereby taking the shooter himself out of action, the other shot will still fire as normal.)
- Blunderbusses never misfire.

D6	Result
1	Boom!: Weapon cannot fire your next turn and wielder takes 1 Strength 4 hit. Take armour saves as normal.
2	Phut: Weapon suffers -1 Strength for the rest of the battle. <ul style="list-style-type: none"> • <i>(Multiple 'Phuts' stack, down to a minimum of Strength 1.)</i>
3	Jammed: Weapon cannot fire your next turn.
4-5	Click-click: Weapon fails to fire but no extra effect.
6	Ka-boom!: Shot hits its intended target with additional +1 Strength.

Combat Charts: To Hit and to Wound

To Hit (Close Combat)

A natural 1 is always a miss.

A natural 6 is always a hit.

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

- -1 WS Warrior is outnumbered
- -1 WS Target has Dodge: Close
- -1 WS per *fear* test failed this turn
- +1 WS Warrior *hates* his target

To Hit (Shooting)

A natural 1 is always a miss.

A natural 6 is always a hit.

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

- -1 BS Target is in Cover
- -1 BS Target has Stealth (*and is in Cover*)
- -1 BS Target has Dodge: Ranged
- -1 BS Moving and Shooting
- -1 BS Shooting Longer than 18"
- -1 BS Shooter is keeping *Overwatch*
- -1 BS Shooting a full 3" or more up (*Measured vertically.*)

Critical Hits

A natural 6 to hit is a critical hit, unless the attacker would hit *only* on a 6.

- Re-rolled dice **cannot** cause critical hits.
- *Flaming* hits have an extra +1 modifier when rolling on the critical hit chart.

D6	Result
1-2	Hits a vital part: The attack is resolved with an extra -1 to enemy armour save.
3-5	Deathblow: The attack is resolved at +1 Strength.
6	Double Strike: Hit is doubled to two hits. Take saves against them separately.

To Wound

A natural 1 always fails to wound.

A natural 6 always wounds.

	T1	T2	T3	T4	T5	T6	T7	T8	T9	T10
S1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
S2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
S3	2+	3+	4+	5+	6+	6+	6+	7+	6+	6+
S4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
S5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
S6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
S7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
S8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
S9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
S10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Overkill

A warrior that is wounded by a hit with a **Strength that is double or more his own Toughness**, loses 2 wounds instead of 1.

- (*It is still only one wound and so there is only one save.*)

No Knocked Down or Stunned!

As opposed to normal Mordheim rules, there is no *knocked down or stunned*. When a model loses its last wound, it goes straight *out of action*!

Armour Saves

- A natural 1 always fails to save.
- Armour saves are negated by the Strength of the attack as follows:

S	1	2	3	4	5	6	7	8	9	10
AS	-	-	-	-1	-2	-3	-4	-5	-6	-7

- This may **completely negate** a warrior's armour save.

Don't Forget!

Fear, panic, magical miscasts and blackpowder misfires - they also apply in the heat of battle. ☺