

# WARHAMMER MODERN BATTLES

## QUICK REFERENCE SHEET

### TURN SEQUENCE

1	START of TURN
2	MOVEMENT
3	SHOOTING / CLOSE COMBAT

### MOVEMENT

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

### RALLY SUPPRESSED / ROUTED SQUADS ROUTED SQUADS COMPULSORY MOVES MOVES

### TERRAIN AND OBSTACLES

Ground Type	Examples	Rate modifier
Normal	Fields, roads, ordinary hills	None
Difficult (scattered)	rubble areas, crop fields and scrubland	None
Difficult (Dense)	woodland, jungle and marshes	Half rate
Very Difficult	swamp, snow fields, fordable rivers etc	Half rate
Obstacle	Fences, walls, edges, etc .	Half rate to pass over

### PSYCHOLOGY : MORAL / RALLYING / PANIC

Roll 2D6 and add the modifiers. If you score equal or less than the unit's leadership you have passed. If you roll more than its leadership you have failed the psychology test.

Under fire	Squad under sniper, suppressive, or artillery fire or over 25% casualties	-1
Huge casualties	over 50% of the squad casualties	-1
Out of Command	Squad leader is dead and not replaced	-1

Moral Test	The unit has 25% Casualties, if the test is failed, the squad is <b>rouled</b> . If the test is passed, the squad is <b>suppressed</b> .
Rallying	If the test is failed, the squad status decreases. If the test is a success, the squad increases.
Panic Test	When the test is failed, the crew must abandoned the vehicle and becomes <b>rouled</b> . If the test is passed, the crew is only <b>suppressed</b> .

Advancing	Moving towards the enemy and in the open. May shoot & advance towards enemy territory freely.
Suppressed	Sheltering from the enemy in cover or gone to ground in the open. Unable to move or shoot due to enemy fire.
Routed	Routing in the open directly away from the enemy. Unable to shoot, too busy running!

Nota : Armoured vehicles are only suppressed by weapons that can hurt them.

### INITIATIVE TESTS

Sometimes squads and vehicle crews will be called upon to make initiative tests. 'Bogging down' and testing for minefields (to name a few).

Roll a D6 : the test is passed if the result is lower or equal to the Initiative value of the unit.

### SHOOTING

The player nominates and shoots with one unit at a time

Weapon	Range	S	RoF	Notes
Bolt Action Rifle	24"	3	1	
Self Loading Rifle	24"	3	2	Automatic
Shotgun	12"	3	1	S5 if range < 6"
Combat Pistol	12"	3	2	Light
Pistol	6"	2	1	Light
SubMachine Gun	12"	3	3	Light
Assault Rifle	18"	3	3	Automatic
Modern A. Rifle	18"	3	3	Automatic, Light
LMG Bipod (Belt)	24"	3	3	Automatic, Loader
LMG Bipod (Mag)	24"	3	4	Automatic, Loader
Modern SAW	18"	4	3	Automatic, Light, Loader
MMG (Tripod)	36"	4	4	Heavy, Loader
HMG	36"	4	6	Hvy, Loader, Cumbersome
Antitank Rifle	30"	6	1	Heavy, Cumbersome
Flamethrower	Tear	4	1	Template., Ignores Cover
Bazooka	12"	8	1	Limited Ammo
Panzerschrek	12"	8	1	Limited Ammo
Panzerfaust	9"	9	1	One shot
RPG 7	12"	9	1	Limited Ammo
AT Missile	48"	11	1	Limited Ammo

(weapons in italics are limited to modern conflicts)

Light	No move and fire penalty
Automatic	ROF / 2 if moving
MG Rate of fire	All forms of machine gun (LMG, MMG and HMG) may increase their rate of fire by 1 (magazine) / 2 (belt) if they have a dedicated loader model
Watercooled	MMGs may increase their rate of fire by 1 if they are water cooled
Heavy	Move or Fire
Cumbersome	Can't march move

### 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

### MODIFIERS

+1	Shooting at a large target or formed unit
+1	Second (and subsequent) shot at a stationary large target
-1	Shooting while moving. ( except weapons with Stabilizers)
-1	Shooting at long range (over half range)
-2	Shooting at extreme range (over range)
-1	Target is behind soft cover (wall, dug out, Tanks hull down, smoke screen)
-2	Target is behind hard cover (Prepared position, sandbagged house, Bunker slit)

### CLOSE COMBAT

All models whose base is less than 1" of an enemy model's base may fight in hand-to-hand combat. A model may make as many attacks as shown on its profile.

Order of Attack	Models who charged that turn fight first. Otherwise models attack in order of descending Initiative
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 which 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 is shown on the Saving throw Chart.
Resolve Combat	Once all troops involved have fought determine who has won. Each side adds the remaining figures number and the enemy casualties. The lowest result must take a moral test.

### TO HIT CHART

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

### TO WOUND CHART

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

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### ARMOUR PENETRATION SAVING THROW CHART

		VEHICLE ARMOUR OF FACING									
		1	2	3	4	5	6	7	8	9	10
STRENGTH OF WEAPON	1	-	-	-	-	-	-	-	-	-	-
	2	2+	-	-	-	-	-	-	-	-	-
	3	3+	2+	-	-	-	-	-	-	-	-
	4	4+	3+	2+	-	-	-	-	-	-	-
	5	5+	4+	3+	2+	-	-	-	-	-	-
	6	6+	5+	4+	3+	2+	-	-	-	-	-
	7	*	6+	5+	4+	3+	2+	-	-	-	-
	8	*	*	6+	5+	4+	3+	2+	-	-	-
	9	*	*	*	6+	5+	4+	3+	2+	-	-
	10	*	*	*	*	6+	5+	4+	3+	2+	-
	11	*	*	*	*	*	6+	5+	4+	3+	2+
	12	*	*	*	*	*	*	6+	5+	4+	3+

\* No armour saving – Roll a die and check Armour damage on 4+  
- Automatic save

#### STRENGTH MODIFIER

+1	AntiGun firing AP Shell at close range (Range / 2 )
-1	Small firearms (Pistol, Rifle, SL Rifle, SMG and Assault Rifles)

Troops on the top of a Tank are treated as being in cover to the front and do not count as 'Buddying Up'. If the tank is hit by AP which fails to penetrate, on a roll 1-3 the Desaint riders are hit by the ricochet! A D3 riders will be hit by shrapnel from an AP shell. HE affects all under template.

### ARMOUR DAMAGE CHARTS

#### SIMPLE CHART

Armour Penetration Save Roll	1	2	3 +
Damage Type	Surface hit	Minor penetration	Major penetration
Damage Result	Crew pass a panic test or bails out	Crew pass a panic test and vehicle can't move or shoot next turn.	Vehicle is destroyed

#### DETAILED CHART

Armour Penetration Save Roll	1	2	3	4+
Armour Damage Roll	Surface hit	Minor penetration	Major penetration	Catastrophic
1	Immob	Immob 1 Crew	Immob D3 Crew	Immob D3 Crew
2	Glancing	D3 Crew	Fire D6 Crew	Fire D6 Crew
3	Gun D3	Gun D6 1 Crew	Gun D6, D3 Crew	Gun D6 D6 Crew
4	1 Crew	Fire	Fire D3 Crew	Hv Fire
5	Glancing	D3 Crew	D6 Crew	2D6 Crew
6	Fire	Hv Fire	Hv Fire	Cook Off

#### ARMOUR DAMAGE MODIFIERS

+1	To Penetration results roll if it's a Rear hit
-1	To Penetration results roll if it's a Side hit

#### ARMOUR DAMAGE RESULTS

Damage Type	Explanation	Test
Glancing	scares the hell out of the crew.	Panic Test
Crew	X crew casualties	Panic Test
Gun	The BS of the tank is reduced by the indicated amount. A gun reduced to BS0 is inoperable.	Panic Test if the main gun is inoperable-
Immob	Immobilized	Panic Test
Fire	A minor fire has started.	Leadership Test Passed : <i>Fire Extinguish</i> Failed : <i>Continued next turn</i> Failed and 4+ next turn <i>Heavy Fire</i>
Heavy Fire	A serious fire has broken out and the tank must be abandoned Roll 4+ in the subsequent turn for the tank to cook off.	Crewman escapes successfully on 4+
Cook Off	The tank explodes as the ammunition explodes. All Infantry within a D6" are wounded on a 4+. With small tanks or vehicles (with little or no HE) the radius is a D3".	-

### OPTIONAL RULES

#### AMBUSCADE

A HMG or an AT gun may elect to fire in a mode called "ambuscade". In his own **Shooting phase**, instead of shooting with the unit in question, the owning player may place a marker, within range, line of sight, and arc of fire of the unit. The unit does not move nor may it fire that turn.

In the opponent's subsequent Movement phase, the player may fire the unit at one target which moved within a 3" radius of the marker provided the target still fulfills range, line of sight, and arc of fire restrictions at that time. The results of this fire are applied immediately.

#### VEHICLE SQUADRONS

Multiple vehicles are put in squadrons or sections. Vehicles in squadrons will have to take a morale test for the squadron if one of their vehicles are destroyed. If they fail, they will disengage (withdrawing at full speed backwards) until they pass a morale test.

#### ENCIRCLEMENT

The player can move freely any unit

- Towards the enemy board edge (or scenario objective).
- Towards a visible enemy in fire arc.
- Towards an enemy which fired in the last turn.\*
- Towards an enemy moving large target.\*

Any other move requires the unit to make an initiative test.

\* Armoured units which are 'buttoned up' ignore the last two. They cannot automatically react to shots outside their firing arc or moving vehicles.

A unit may always fire at a target in the open and in fire arc.

A unit can fire at an enemy unit in cover if:

- It did fire (revealing it's position).
- It did not fire but did move and is inside 18".
- It did not fire, did not move but is inside 12".
- It is a large target which did not fire nor move but is inside 24".

Units leaving cover

A unit leaving cover is free to do so as long as it was not shot at last turn. If it was, an initiative test is required (effectively the unit may be suppressed). Units in the open will press on regardless until casualties push them back.