



Summary of Special Rules

This is a summary of all the special rules. It is included as a way of quickly referencing a rule when required during play. It's also a more convenient way of jogging your memory about a special rule while reading elsewhere, or of comparing two special rules at the same time. For the full detail of the rules, explanation and appalling jokes you will have to read the full text I'm afraid.

Allied Monster	Unaffected by Command, Hero or Follow rules.
Baleful Glare	Ranged attack 20", 1+D3 pins and take break test.
Beastly Breath	D6 ranged attacks 20". SV3 Choking.
Berserk	Auto-pass order test or reaction to charge. Fights with double attacks. Ceases to apply once a break test is failed or defeated in combat.
Blundering	Cannot sprint. Must test Agility for a run. Crosses obstacles as chariot/artillery.
Bound Monster	Unaffected by Command, Hero or Follow rules. On failed order roll of 10 takes D6 pins.
Challenge	Can issue challenge in close combat. Loser is destroyed automatically.
Chunder	Ranged attack 10". Opponent's Res 5. Empty on roll of 6+.
Choking	No armour bonus or cover bonus allowed.
Command	Friends with 10" can use unit's Command stat.
Crazed Psychotic	Auto-pass order test or reaction to charge. Cannot be routed. Immune to dread. Immune to terror.
Dead-Eye Shot	Re-roll one missed shot.
Deathly Chill	No armour bonus allowed.
Disciplined	Lose all pins on passed Rally test.
Divine Intervention	Steal order from opposing unit within 20" with Command test. Take one pin if fail. One attempt only per turn.
Dread	-1 to hit shooting/close combat. -1 to break test if defeated by dreaded enemy. Dread units are immune to dread.
Drop	Ranged attack 10". No cover armour bonus allowed.
Enchanted Steeds	Water terrain counts as open ground. Re-roll failed Res from shooting hits.
Fast	Unit's basic move as stated. Re-roll shooting hits at running target.
Ferocious Charge	+1 Strength bonus on charge.
Fire	+1 extra pin when hit by shooting or close combat.
Frenzied Charge	+1 Attack on charge.
Flaming Wheel	5" move. Difficult terrain/obstacles impassable. Fire order to roll. Moves 10", players roll-off and winner directs the wheel up to 45 degrees, repeat. Falls over on double, leaves table, or hits difficult terrain/obstacle. Units in path suffer D6 SV 6 fire attacks. One use only!
Flaming Breath	Ranged attack 20". Fire Attack. As stats.

Flies	Moves over terrain/obstacles without penalty. Enemy cannot charge or follow-on in combat unless they can also fly or if flyers are down. Flying machines that go down over impassable terrain are destroyed.
Follow	Can activate friendly unpinned units within 5" with the same order. Additional activated units take their turns one at a time after the original unit.
Hand-to-Hand Attacks - nx HtH	The unit has hand-to-hand attack as indicated, e.g. 3x HtH = three attacks.
Haughty Disdain	Auto-pass first break test of game.
Heavily Laden	Cannot sprint. Agility and Initiative stats reduced by -1 if Strength 5 or less.
Hero	Friends within 10" can use unit's Initiative value for reaction tests.
Howling Horror Ammunition	A target hit suffers +D3 additional pins.
Irresistible Charge	+D3 Strike Value (SV) on charge.
Large	+1 to hit shooting. Can draw LOS to body. Can draw LOS to or from over non-large models.
Mechanical Genius	Artillery within 10" +1 Acc. Machine rolls on Damage Chart can +/-1 to result within 10".
Monstrosity Dice - MoD	The unit has two or three Order dice as indicated, e.g. MoD2 = 2 dice.
Overhead	Shoots overhead as described in the rules for shooting.
Pavisse	-3 Agility and cannot Run. +2 cover bonus obstacle. Rally order to pick up once deployed.
Ramshackle Contraption	On a failed Order test result of 10 make a roll on the machine's Damage Chart.
Ranged Attacks - nx ranged	The unit has ranged attacks as indicated, e.g. 3x ranged = three shots.
Rapid Sprint	The unit sprints 4M rather than 3M.
Regenerate	Re-roll failed Res and take pin if successful.
Savage	Re-roll all misses the first time the unit fights close combat during the game.
Shieldwall	Units in shieldwall formation cannot sprint and suffer -1 Agility and Initiative. Shooting and hand-to-hand attacks on the shieldwall suffer a -1 penalty to hit.
Slow	Unit's basic move as stated.
Spectral Undead	As Undead. In addition, all fire attacks have no effect. All rough ground/obstacles count as open terrain for movement.
Spirit	Auto-destroyed if their sorcerer is slain. Can be sacrificed in exchange for a re-roll. Can fight hand-to-hand, and can make ranged attack during exchange of missiles.

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Stampede	On a failed Order test of 10 stampedes. Moves 2M+D10 score in direction shown. Units trampled are fought in close combat. Once the stampede is over the unit goes down and takes one pin per unit trampled.
Stealthy	If models are in cover shooting hits upon them must be re-rolled.
Stubborn	Remove two pins each time you pass an order test.
Surly	Cannot benefit from Command, Follow or Hero rules.
Terror	A unit within 15" removes no pins when making an order test regardless of result/special rules allowing pins to be removed. A unit failing a break test within 5" is automatically destroyed. A routing unit within 5" is automatically destroyed. Terrifying units and units with the Crazy Psychotic or Undead rules are immune to terror.
Tough	Can re-roll one failed Res roll or Damage Chart result (can have value of 2 or 3).
Undead	Cannot be routed. Automatically resist choking and venomous attacks. Immune to Dread. Immune to terror.
Unstoppable	Unstoppable shot as described in the rules for Weapons and Armour. Rolls twice on the monstrosity damage table.
Vengeful	Must follow-on if unit wins combat where possible. Double attacks in follow-on combat.
Venomous	Add one hit if any hits are scored.
Warhorse	Cancels out Heavily Laden rule.
Whirling Dervishers	1-2" unit formation. Never take break tests. Must be given Run order and go down if fail. If fail on 10 moves randomly. All shooting hits must be re-rolled. Enemy cannot fight back in hand-to-hand combat. In hand-to-hand combat inflicts D6 SV4 hits plus one further hit for each model in unit. All hits saved by enemy score damage on the unit. If fail to win close combat the unit is destroyed. If win move randomly and charge any unit in path. Pick model and move D10 for direction, move the model 2M+ dice score.
Wild Monster	Cannot benefit from Command, Follow or Hero rules. On failed order roll of 10 takes D6 pins. If auto-broken as a result, replace order dice with third colour and players dice for control when drawn.
Woodsman	+1 cover bonus if within wooded cover. Treat rough wooded terrain as open ground.
Wound	A failed Res test is a wound. A unit with a wounded model cannot recover its last pin. If a further Res test is failed the model falls casualty as normal. Can suffer two or three wounds before falling casualty with a Res test and unable to recover pins equal to wounds taken. Wounds count as casualties for combat resolution and break tests.
Zealous	Ignore pins when taking break tests. Re-roll failed order tests.
Zombie	Cannot benefit from Command, Follow or Hero rules except for Zombie Master. On failed order treat as a Advance order. Cannot sprint. Test Agility on run and suffer pin if failed.
Zombie Master	Can use Command, Follow and Hero rule with Zombies.

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