

Brimstone and Iron

Brimstone and Iron was originally an attempt to unify the rules of Warhammer Fantasy Battle, Warhammer Skirmish and Mordheim.

I have dropped that idea since Games Workshop change the WHFB rules every few years.

Also, I feel that WHFB and its relatives are a fairly sound set of rules and in less need of improvement than [WH40K](#). (So, of course, GW went and scrapped WHFB!)

One idea that arose from the above project was the idea of a set of more detailed combat rules for fights between characters, WHFB challenges and “boss fights”.

If you have played Necromunda or WH40K 2nd edition, the core of this system will be familiar. I have adapted this for medieval weaponry and woven in some elements of Mordheim and Warhammer Skirmish.

Heroic Combat System

The core of the Heroic Combat System is the Combat Score System.

Combat Score System

- Each fighter rolls a number of dice equal to the number of attacks they are entitled to make. Use different coloured dice for each fighter.
- Note the score on the highest scoring dice. Regardless of how many dice are rolled, only the



score of the single highest is taken. Add this score to the value of the fighter’s WS. This is the fighter’s Combat Score.

- Note if more than one 6 was rolled. Add +1 to the fighter’s Combat Score for each 6 after the first. Thus a roll of two 6s score 7, three 6s score 8 and so on.
- **Fumble:** If any 1s were rolled, add +1 for each to the opponent’s Combat Score.
- Add +1 if that fighter charged that round, or +2 if a charge was made to the flank or rear.

- **Uphill:** Add +1 if a fighter is up a slope or similar higher level.
- **Charge!:** -1 if the fighter charged that turn against an enemy behind an obstacle.
- **Overloaded:** -1 if the fighter is encumbered with a heavy load. Examples might be wearing a heavy pack that has not been removed, or carrying a crew-served weapon such as a Warfire thrower or Ratling gun.
- -1 if fighting with an improvised weapon.
- -2 if unarmed and lacking natural weapons such as claws.

Therefore:

$$\text{Combat Score} = \text{WS} + \text{D6} + \text{Modifiers.}$$

Compare the fighters' Combat Scores. The difference between them is the number of hits the fighter with the higher score lands on their opponent.

Ties

In the case of a tie, the model with the highest Initiative characteristic wins and makes one hit. If Initiatives are equal the fighter with the highest Weapon Skill makes one hit. If Weapon Skills are also equal the combat is a stand-off and nobody is hurt that round.

Multiple Opponents

When fighting against multiple opponents using the Combat Score system, each opponent is fought in turn, using the following procedure:

- The first opponent is fought as normal. This will one of the enemies the fighter is facing.
- If the outnumbered fighter survives the first combat, they fight the second opponent. The second opponent adds +1 to their WS and can roll an extra attack dice.
- The third opponent that is fought adds +2 to their WS and can roll two extra attack dice.
- The fourth opponent fought adds +3 to their WS and can roll three extra attack dice.

In any combat round, no more than four opponents can simultaneously fight a single model of equal or lesser size. This is considered equivalent of one in front, one behind and one each side. The bonus for multiple combats is therefore capped at +3 and three extra attack dice.

Wounds and Saves

Once the combats have been made, roll to wound and consult the [Injury](#) and [Critical Damage](#) charts if necessary. If rolling for weapons with different characteristics, use different coloured dice.

Make any armour saves as normal.

Heroic Combat Hand Weapon Rules (optional)

- Swords allow the user to parry an attack. The enemy is forced to re-roll one of their to-hit dice.
- Axes give an additional -1 save modifier.

- Maces, hammers, quarterstaves or clubs cause a "Stun" result on a roll of 2-4 on the Injury chart instead of a 3-4.
- Avoid Stun: A model that is equipped with a helmet has a special 4+ save on a D6 against being stunned. If the save is made, treat the stunned result as knocked down instead. This save is not modified by the opponent's Strength.

See the [Warhammer Weapons page](#) for the effects of other weapon types.

Parrying

If entitled to parry, the player can make their opponent re-roll one of their dice. The parrying player chooses which dice the opponent re-rolls. If they rolled multiple dice, the opponent may choose to use the value of a dice other than the re-rolled one. Re-rolling may result in additional 1s or 6s being scored that will affect the final Combat Score.

You can only parry if your opponent's highest scoring Attack dice is greater than your own highest scoring Attack dice. For example, if you rolled a 5 and your opponent rolled a 3 then he cannot be parried, but he can parry you.

Quitting Combat

To escape from a close combat that is going badly, the fighter may take a Leadership test.

If they pass, they move twice their normal movement allowance away from their foe in any

direction and finishing in any facing. There is a 5+ chance each fighter they were engaged with that is not fighting other models may make ONE hit on the friendly model attempting to leave combat, with the weapon/s they are using in that Close Combat.

If the Ld test is failed, the fleeing model will take a single automatic hit from each foe they were engaged with. Since their back is turned to run away, they may not parry and shields do not contribute to their armour save. If they survive and can still move, they move 2D6" away.

The fleeing model will take a Leadership test at the beginning of their next turn.

If successful, they will stop, but may not do anything else during that turn. If the test is failed, they will continue to run 2D6" towards the closest table edge, They keep running until they pass a Ld test or leave the table.

If a warrior is charged whilst they are fleeing, the charger is moved into base contact with them as normal, but the fleeing warrior will then immediately run a further 2D6" towards the table edge, before any blows can be struck.

Injury

In *Heroic Combat* a fighter that has their wounds reduced to zero is not automatically removed.

Instead, when the fighter has wounds reduced to zero they roll on the Injury Chart.

If they survive, they will roll on the Injury Chart for each subsequent wound taken.

Injury Chart

1-2	Knocked Down. Model is placed face up.
3-4	Stunned. Model is placed face down.
5-6	Out of Action. Model is removed.

If Knocked Down or Stunned, the fighter will spend their next turn in that state.

A Knocked Down model will get up on their following turn if they survive, while a Stunned model will become Knocked Down and get up on the turn after if they survive.

Knocked Down models cannot do anything except crawl up to 2" during the movement phase. They may not fight, shoot, strike back in hand-to-hand combat or use magic. Should they exceed an attacker's Combat Score they do not inflict any hits. A Knocked Down model in base to-base contact with an enemy can only crawl away if the enemy is engaged in hand-to-hand combat with another opponent.

The Knocked Down fighter can only defend. If their Combat Score exceeds their attacker's they do not inflict any hits.

A fighter who has been Knocked Down may stand up at the start of their next turn. In that turn they may move at half rate, shoot and cast spells but cannot charge or run. If they are engaged in

close combat in the turn they stood up, they may not move away and will automatically strike last, irrespective of weapons or Initiative.

A **Stunned** model falls to the ground and is barely conscious. A fighter who is stunned may do nothing at all. If attacked in Close Combat, they are treated as being having a WS of 0 and cannot parry. Should they exceed the attacker's Combat Score they do not inflict any hits. A player may turn the model face up in the next recovery phase and the warrior is then treated as Knocked Down.

Knocked Down or Stunned figures can only be attacked in Close Combat if the attacker is not in contact with any enemies who are not Stunned or Knocked Down.

Faster Shooting Phase

Aim Low: Shooting to-hit rolls may be taken as "low rolls". A hit is scored if a dice is rolled at a value equal to or less than the value of the shooter's Ballistic Skill. Negative modifiers lower the number needed; positive modifiers raise it. A roll of a natural 6 is always a miss.

Calculating To-Wound Scores

For Strength vs Toughness rolls, use the formula "**(T+4)-S**" to find the value needed. A roll of equal or greater than this value is a wound.

A roll of a natural 1 is always a failure to wound.

Critical Damage

If you roll a natural 6 when rolling to-wound (for hand-to hand combat and shooting only) you will cause critical damage. Depending on what weapon your warrior is using, roll a D6 against the relevant [Critical Damage table](#).

If the attacker normally needs 6s to wound their target, they cannot cause critical damage. They are too weak against such a tough foe.

Each warrior can cause only one critically damaging hit in each hand-to-hand combat phase, so if they have several attacks or score multiple wounds, only the first 6 you roll to-wound will cause a critical damage.

Killing Blow

If the fighter has the “*Killing Blow*” special rule, a natural 6 to-wound automatically renders the victim Out of Action. This has precedence over Critical Damage.

A second 6 rolled to-wound will cause Critical Damage.

Armour saves and regeneration saves cannot be taken against a Killing Blow. Ward saves may be taken as normal.

Killing Blow is only effective against Infantry, Cavalry and War beasts. Against Monstrous Infantry, Monstrous Cavalry and Monsters, a successful Killing Blow only inflicts one Wound which Ignores Armour saves. Against other troop types, it has no effect.

Poisoned Attacks

On a to-hit roll of natural 6 (or natural 1 when shooting and using Aim-Low rules), a Poisoned Attack will automatically wound an opponent.

When making a poisoned attack, you may still roll a D6 just to see if Critical Damage is also caused, as this may also negate an armour save or cause additional wounds.

Fate Points

As an optional rule each character is awarded D6 Fate Points (determined before each game). Fate points are “spent” to modify failed dice rolls.

A character/player does not have to declare they are using one or more of their fate points until after a roll is made.

Critical Damage Tables

Cutting Weapons

Swords, axes, double-handed swords, halberds etc.

1-2	Chink in the Armour	This attack hits an unprotected area, so there is no armour save.
3-4	Bladestorm	The warrior unleashes a virtual hail of blows. The attack causes 2 wounds instead of 1. Take armour saves separately for each wound.
5-6	Sliced!	The strike ignores armour saves, causes 2 wounds, and the victim adds +2 to any Injury rolls.

Bashing Weapons

Clubs, maces, hammers, flails, double-handed hammers etc.

1-2	Hammered	The target is knocked off balance. Your opponent may not fight this turn if they have not already fought.
3-4	Clubbed	The hit ignores armour saves and saves from helmets.
5	Wild Sweep	Your opponent's weapon is knocked from their hand. If they are carrying two weapons, roll to see which one they lose. they must fight with whatever back-up weapon they has in their equipment for the rest of this combat (or fight unarmed if they have no other weapons). Roll to-wound again and take armour saves as normal.
6	Bludgeoned	The victim automatically goes Out of Action if they fail their armour save. Even if they has several wounds remaining, they will be taken Out of Action by this attack.

Thrusting Weapons

Spears, ahlspiesses, partisans, rapiers, daggers, lances etc.

1-2	Stab	With a quick strike, you penetrate your opponent's defences. Add +1 to any Injury rolls. Armour saves are taken as normal.
3-4	Thrust	The thrust lands with great force and the target is <i>knocked down</i> . Take armour saves as normal and see whether the model suffers a wound.
5-6	Kebab!	The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved fighting the attacker are separated and only the model which struck the blow and their target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

Some polearms use the Thrusting Weapon table. Weapons such as halberds use the Cutting Weapon table.

Unarmed Combat/Tooth and Claw

Wardogs, warhorses, zombies, possessed, animals etc.

Humans and similar creatures fighting unarmed usually have a -2 Combat Score modifier as described [above](#).

1-2	Body Blow	Your opponent staggers, allowing you to seize the Initiative and make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.
3-4	Crushing Blow	The blow lands with tremendous force. Add +1 to the Injury roll if your opponent fails their save
5-6	Mighty Blow	With a mighty punch or flying kick, you send your opponent sprawling to the ground. The attack ignores armour saves and add +2 to any Injury rolls.

Missile Weapons

Bows, crossbows, black powder weapons, throwing knives etc.

1-2	Hits a Weak Spot	The missile penetrates its target's armour. Ignore all armour saves.
3-4	Ricochet	If there are any other models within 6", the closest enemy model is also hit. Roll to-wound again and take any saves as normal for both targets.
5-6	Master Shot	The missile hits an eye, the throat, or some other vulnerable part. The target suffers 2 wounds instead of 1. There is no armour save.

[Warhammer Weapons Page](#)
[Imperial Scrapboard](#)

