

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 and if a fighter is using more than one weapon.
- 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.
- 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.
- Add +1 if a fighter is up a slope or similar higher level.



- -1 if the fighter charged that turn against an enemy behind an obstacle.
- -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.

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

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.

- If the outnumbered fighter survives the first combat, he fights the second opponent. The second opponent adds +1 to his WS and can roll an extra attack dice.
- The third opponent that is fought adds +2 to his WS and can roll two extra attack dice.
- The fourth opponent fought adds +3 to his WS and can roll three extra attack dice.

Roll to wound and consult the Critical Damage charts if necessary. Make any armour saves as normal.

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.

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 or clubs cause a "Stun" result on a roll of 2-4 on the Injury chart instead of a 3-4.

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.

Injury

In *Heroic Combat* a fighter that has their wounds reduced to zero is not automatically removed but instead rolls on the Injury Chart.

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.

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

Critical Damage

If you roll a 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 charts.

If the fighter has the "Killing Blow" special rule a 6 to wound automatically renders the victim Out of Action.

If the attacker normally needs 6s to wound his target, he cannot cause critical damage. He is 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.

Poisoned Attacks

On a to-hit roll of 6 (or 1 when shooting and using Aim-Low rules), a Poisoned Attack will automatically wound an opponent. You may still roll a D6 just to see if a Critical Damage is also caused, as this may also negate an armour save or cause additional wounds.

Critical Damage Charts

Bladed Weapons

Swords, Axes, Double-Handed Swords 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.

Bludgeoning 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 he hasn't already fought.
3-4	Clubbed.	The hit ignores armour saves and saves from helmets.
5	Wild Sweep.	Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to-wound again and take armour saves as normal.

6	Bludgeoned.	The victim automatically goes Out of Action if he fails his armour save. Even if he has several wounds remaining, he will be taken Out of Action by this attack.
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Polearms

Spears, Halberds, 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 his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

Unarmed Combat

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 his 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.
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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](#)