

The forces of *Light* and of  
**DARKNESS**

Tabletop gaming the classic works of

**FANTASY BATTLE**

with rules, dice and model soldiers.



## **WELCOME**

to version 1.1 of our new Historical and Fantasy wargame rules, we hope you enjoy using them. The purpose and intent of these rules differs in its philosophy from our other sets in that this game is more detailed. It is a fusion of the real with the unreal, the historical with the fantasy. Don't let that put you off. An ancients player can use these rules and get quick, detailed and realistic results. This is a fully ancients orientated game with all the nuances, tactics, weapons and command of ancient battle simulation with model soldiers. We believe the time will come when the fantasy player will get sick of the artificially contrived contemporary commercial games (that are conveniently repackaged every few years and sold at £50.00 a set) and move over to a game with a greater degree of historical perspective. In **FLD** we take the accounts of Tacitus, Tolkein (and many others) as true. Accounts of battle are read and re-read many times. We assume that the average fantasy soldier has the same constraints as to performance, weapons and tactics as his historical counterpart. In addition, there are also dragons, wizards and hero's. In **FLD** the fantasy player must give the same attention as to his ordinary rank and file, deployment, terrain, manoeuvre, maintenance of a contiguous battle-line, the concern of being flanked etc. as his historical counterpart. Forget these facts and no matter how many super-hero's you have, you'll lose.

## **THE TROOPS**

Each figure or model may have a number of characteristics, these are Role, Move Rate, Melee Factor, Shooting Factor, Mass, Strength, Armour Class, Morale, Integrity, Command Control. Often, characteristics are given to troops on an arbitrary basis, either way, troop characteristics and organisation in to units is written down before the game. Troops characteristics must conform as close to their figures and models as possible. These rules allow you to custom design creatures within limits. One average a human sized model can represent an average of 60 real life troops. A four animal chariot model represents 25 real life machines and a two animal chariot represents 50. A leviathan models represents up to 30 real life creatures and a Behemoth model represents 1 to 5. Troop scale is expanded further in a later section. The terms Leviathan and Behemoth are derived from the Biblical Hebrew meaning big creature. A Behemoth being larger than a Leviathan.

## **ROLE**

This characteristic describes troops' battlefield behaviour and organisation. Troops can be Regular, Irregular, Close Order, Loose Order or Open Order. In addition they can be classed as Foot, Mounted, Leviathan, Behemoth or Artillery. Chariots with three or less crew and two or less animals, Loose or Open Order troops are classed as Light Troops. Chariots with more than three crew or more animals, Leviathan, Behemoths and Close Order troops are classed as Heavy Troops. Troops are organised into bodies called **Tactical Units**.

**REGULAR:** These troops generally belong to a standing army, being paid, drilled and usually but not always uniformed. They can obey commands such as "left incline", "double ranks", "form up". Examples of regulars are Roman Legiones, Spartan Hoplites, Orcs of the late 1st age post seige Angband. The minimum Tactical Unit size for regular troops is eight figures if foot, four figures if mounted or four chariot models.

**IRREGULAR:** These troops have a much more informal organisation than regulars or emphasise individual combat, importance or prowess, their units usually being larger. Irregular troops are less mobile are harder to control, they are not necessarily inferior to regulars, their charge often being very dangerous. By their nature Behemoths are always counted as irregular. Celts, Gauls, Galatians, Saxons, Vikings, most Knights, and Orcs are examples of irregular troops. Their basic tactic was a ferocious charge in the hope of breaking and sweeping away the enemy. The minimum Tactical Unit size for irregular troops is three figures or models if Behemoth, six models if chariots, ten figures if mounted, and sixteen figures if foot.

**CLOSE ORDER:** Are troops who fought shoulder to shoulder in the case of Foot, stirrup to stirrup if mounted. Close Order foot are vulnerable to difficult ground which disorders them and to the charge of a wild irregular warband, behemoths and to heavy chariots. Close Order Mounted troops are generally vulnerable to difficult ground and to light mounted troops who could easily evade while causing a dribble of casualties by their shooting. Either way their close Order gave them considerable resisting power. The minimum depth of a unit is 4 ranks of Close Order foot with Pike, 2 ranks of Close Order foot if armed otherwise or 1 rank of other Close Order troops. The

Maximum depth of a Close Order foot unit is 4 ranks and 2 ranks if other.

**LOOSE ORDER:** Are troops who adopt a less rigid and a more flexible Order, are not affected by difficult ground or to the danger a wild charge by a warband or behemoth. However, the insensitivity to terrain made Loose Order Foot more vulnerable to mounted troops when caught in the open. Often, Loose Order Foot made the link between Close Order Foot and Mounted troops. The minimum depth of a Loose Order unit of any sort is one rank and the maximum is two ranks.

**OPEN ORDER:** Are troops who generally fought in a loose swarm, hanging around the enemy inflicting a dribble of casualties and evading when charged. Open Order troops are useful for slowing up the enemy, this can be more important than their fire. The minimum depth of foot or mounted is one rank, maximum depth is two ranks.

Troops cannot change between being in **Close**, **Loose** or **Open** in order during the length of the battle.

**FOOT:** Foot includes all un-mounted bipeds including the **Leviathan** class. They can be **Close**, **Loose** or **Open** in Order.

**MOUNTED:** Includes all ridden, non-ridden quadrupeds and chariots, where the crew or rider (if it has one) is the main combatant, the mount may contribute to shooting or melee. Counts as one figure if ridden. They can be **Close**, **Loose** or **Open** in Order. Some large ridden creatures can also be classed as **Leviathan** or **Behemoth**. Large chariots or chariots drawn by unusually violent or large creatures may be counted as being **Behemoth**.

**LEVIATHAN:** Includes all large and very large bipedal creatures such as Trolls, Ogres, Balrogs, and Giants. Some mounted troops can also be classed as Leviathan. They can fight in **Close**, **Loose** or **Open** Order and are classed as **FOOT**.

**BEHEMOTH:** Includes all large bipeds or quadrupeds such as Elephants, Oliphants, Mammoths and Dragons, or chariots drawn by large or ferocious animals. Large quadruped Behemoths may have up to six crew. Behemoths can be in **Close**, **Loose** or **Open** Order.

Incidentally, I use this word for sake of familiarity with another rule set. As with Leviathan the word itself come from the Bible and literally means Beast, usually a big one, or a big creature. Sorry, no plagiarism here, er, except from the Bible.

**ARTILLERY:** Are divided into the classes of **Torsion**, **Gunpowder**, **Light**, **Medium** and **Heavy**. They have a non-combat crew of two to eight to suit.

## **BASING THE TROOPS**

Troops are mounted on bases and are formed into units comprising a number of ranks and columns. The leading figure manufacturer supplies their figures on slotta-bases making them difficult to integrate with a more traditional basing method. The below table is used to establish the **FRONTAGE/DEPTH** per figure in mm. Base depths are provisional and may be adjusted if required, you'll suffer no disadvantage if you do so.

	<b>Foot</b>	<b>Mounted</b>	<b>Chariot</b>	<b>Leviathan</b>	<b>Behemoth</b>
<b>Close</b>	15/20	15/40	40/80	30/30	40/100
<b>Loose</b>	20/20	20/40	60/80	40/40	60/100
<b>Open</b>	30/30	30/40	80/80	60/40	80/100

If a **FOOT** or **MOUNTED** figure has a **MASS** of 4 (as being 7ft or more tall) or greater then increase the frontage to 20mm if **Close**, 25mm if **Loose** and 40mm if **Open**. **FOOT** figures with a mass of **5** or **6** are usually but not always Leviathans. See **Page 6** for a discussion on **MASS**. Four animal chariots or any **Close** Order chariots (except those classed as Behemoth) are commonly referred to **HEAVY CHARIOTS**, while two animal chariots in Loose Order, or any Open Order chariots are **LIGHT**.

## **FORMED AND UNFORMED TROOPS.**

Close Order troops, two or four animal Loose or Close Order Chariots, Close or Loose Order Leviathans or Behemoths may only be in a formed unit. Troops in a Formed unit must stay in base-to-base (B2B) contact with other figures of the same unit. Other troops may be in B2B contact (i.e. Formed) or be Unformed. Figures of an

unformed unit have to be within **3"** of another figure of the same unit. A unit that changes from being formed to unformed, or changes from being unformed to formed must test integrity.

## MOVE RATE

A Creature type is assigned a basic move rate which is then modified by whether it is in **Close**, **Loose** or **Open** Order. Points are paid on current (and permanent) Order, see **POINTS VALUES**. The passing over bad terrain halves a units move, see **TERRAIN**. A units move rate is as on the below table.

	Close	Loose	Open
<b>Any Biped</b>	3" to 6"	+2"	+3"
<b>Quadruped +</b>	4" to 10"	+4"	+6"

When you 'design' your creature you give it a move rate from 3" to 12" according to its kind, biped or quadruped (the '+' means if the creature has more than 4 legs) and pay the points (see **POINTS VALUES**). The base move rate assigned to the model as if it were in close Order and then is modified if it is **Loose** or **Open** Order. For example, you give your dragon model (a quadruped) a base move rate of, say, 8" and this costs 80pts. You wish to use your dragon in **Loose** Order for an up and coming battle so your dragon gets a **Loose** Order bonus of +4". It now has a move of 12". You still only pay 80pts though. Loose and Open Order has corresponding disadvantages that compensate for this 'free' bonus.

## MELEE FACTOR

Melee skill with hand-to-hand melee weapons, natural weapons or unarmed combat is expressed in levels or Factors of 1 to 6. The selection of hand-to-hand (H2H) melee weapon classes is Pike (P), Spear (S), Heavy Throwing weapons (HTW) such as the Angon, Pilum, large axe, and flung immediately prior to contact, Two Handed Weapons (2HW) such as the Bill, Glaive, No-Datchi or Katana, Massive Two Handed Weapons (M2HW) such as giant axes and clubs, Lances (L), Natural weapons (NW) of talon, claw, tail or breath weapon (venom, spit, fire, acid or freeze) and side arms classed as One Handed Weapons (1HW). Each weapon type has its own performance characteristics, see **Page 20**.

## SHOOTING FACTOR

Shooting skill with ranged weapons in the classes of Short Bow (SB), Long Bow (LB), Crossbow (XB), Dart (D), Sling (S), Staff Sling (SS), Javelin (J), Handgunne (HG), Arquebus (A) and Musket (MK) is expressed in levels or Factors of 1 to 6.

## MASS

Larger creatures are usually, but not always more powerfully built, hence, Mass and thus unit integrity are increased. A creature may have natural armour or a high resistance to damage or pain or be just plain large, this is included as natural armour and comes under Armour Class. The below table gives the **Base Unit Integrity Value** when a creatures mass is cross referenced with it's Order. **Base Unit Integrity Value** is then multiplied by the number of figures or models in the unit to arrive at the unit's **Integrity Points**.

	MASS					
	1	2	3	4	5	6
Close Order	1/2	3/4	1	2	3	4
Loose Order	1/4	1/2	3/4	1.5	2	3
Open Order	1/4	1/4	1/2	3/4	1.5	2
Creatures Size up to...	4'	5'	6'	9'	12'	more

For example, you assign your twelve figure unit of Chaos Warriors a height of 7' and are going to be in close Order. Using the '**Creatures Size up to...**' row, and reading across until you get to the correct height column (the up to 9' column), you now go up and read of the creatures **MASS**, the result is a **MASS** of 4. While we are in the same column, read down and cross reference with Close Order and the result is 2. Say that your Chaos Warriors are in a unit of 24. This means that the Units Integrity is  $2 \times 24 = 48$ . If the same unit was in Loose Order their unit integrity would be  $1.5 \times 24 = 36$ . Simple. See **Integrity** for data entry.

## STRENGTH

Strength is a measure of the creature's ability to hit hard, usually above and beyond it's Mass advantage. A High Mass and low

strength may indicate an inability of the creature to utilise its Mass to the full. Strength goes from 1 to 6.

## ARMOUR CLASS

Armour comes in two classes **Natural** and **Additive**. Natural armour is expressed quite simply as a level from 1 to 6. Natural armour remains a constant resistive force to all forms of attack, while the effect of additive armour changes in its effectiveness under certain circumstances and with the type of armour used. The below table gives additive armour types and armour class accordingly. Obviously armour class can vary.

	Melee	Shooting
<b>No Armour</b>	0	0
<b>Shield (Sh)</b>	2	3
<b>Large Shield (LSh)</b>	3	4
<b>Partial Armour</b>	1	1
<b>Partial Armour + Sh</b>	2	3
<b>Partial Armour + LSh</b>	4	5
<b>3/4 or Full Plate Armour</b>	2	3
<b>3/4 or Full Plate Armour + Sh</b>	3	4
<b>3/4 or Full Plate Armour + LSh</b>	5	5
<b>+ Partial Animal Armour</b>	+0	+1
<b>+ Full Animal Armour</b>	+1	+2

Large shields are those which are larger than 3' in length and height, such as the Hoplon and the Roman Legio shield. Partial armour is described as metal or textile armour to torso (neck to groin), upper arm, with or with greaves. 3/4 armour is a mixture of partial plate and/or full mail found on Normans and Men-at-Arms. In any case, Additive Armour Class cannot exceed 6.

Disordered Loose and Open Order troops reduce their additive armour class by 1 and disordered Close Order troops reduced their armour class by 2. In the Armour Class entry on your troops' data tables will be two numbers, first the natural armour class and then the additive armour class.

## MORALE

Troops can have a morale of level 1 to 6. The below table gives the scores need to pass a Morale test.

Morale Level	Score to...		
	BREAK	FRAGMENT	PASS
1	Less than 1	1 to 5	6+
2	Less than 0	0 to 4	5+
3	Less than -1	-1 to 3	4+
4	Less than -2	-2 to 2	3+
5	Less than -3	-3 to 1	2+
6	Less than -4	-4 to 0	1+

A six sided die is used on this table as it is throughout the game. When a unit tests morale, cross reference the unit's modified die score with it's morale level, read and apply the result. Details of when Morale tests are taken and any die score modifiers are to be found in the Combat section of the rules.

## INTEGRITY

A creature's and it's unit's **MASS** is constant throughout the game and is entered in the **M** column of your troops' data table. Unit integrity which is based on mass, Order and unit size can fluctuate throughout the game. A Units' starting integrity is entered in your troops' data column.

## COMMAND CONTROL

Each army may have one Commander-in-Chief. Under him may be any number of sub-commanders, who in turn may command any number of units. The C-in-C and Sub-Commanders are represented by single figures which either move and operate individually or they may permanently join a unit. The C-in-C and each sub commander is given a Commander Rating which represents his/her/it's ability to command a number of bodies of troops, or in the case of the army's C-in-C the ability to command his sub commanders. A sub-commander commands organisational units such as Battles, Wings or Legiones, these are called **MAJOR TACTICAL UNITS**.

Number of units or Commanders if REGULAR	C-in-C or Sub-Commander Rating						Number of units or Commanders if IRREGULAR
	1	2	3	4	5	6	
1 - 3	1	1	2	3	4	5	1 - 2
4 - 6	1	2	3	4	5	6	3
7 - 8	2	3	4	5	6	6	4
9+	3	4	5	6	6	6	5+

The Commander Rating (of 1 to 6) is cross referenced with the number of units a Sub-Commander is attempting to activate in a current turn or the number of Sub-Commanders the C-in-C is attempting to activate during the current turn, the result is the score required on a six sided die for activation. The sequence and effect of Sub-Commander and unit activation is fully explained in the combat section of the rules.

A unit **MUST** comprise troops who have the same profile as on their data sheet. A data sheet is provided at the end of the rules for you to photocopy for your purposes only. A unit must also have all the same weapons, some latitude is given to the Chaos and irregular type figures.

## ATTACKS AND MULTIPLE WEAPON CLASSES

Some creatures can have multiple attacks and/or weapon classes. There is no limit to the number of attacks a creature can have. Generally a unit will only have one weapon class, sometimes more. Some troops may be allocated more weapon classes and can select the appropriate weapon class against the enemy that it is most effective. Pikes cannot be used with any other weapon class. The first weapon class chosen is the primary proficiency, additional weapons classes are secondary proficiencies and are 1 Melee/Shooting factor lower than the primary. A creatures' number of attacks is entered in the Attacks column of the troops data table. You obviously pay extra points for the number of attacks and weapons classes a figures has.

## NOTES AND POINTERS

Please remember that you design your troops before the battle, and commit the results to the troop data tables in a clear concise fashion.

## SETTING UP THE BATTLE

After you have assigned characteristics for your pride and joy collection of finely painted models and figures, and organised them into units (remember that all the figures in the same unit **MUST** have the same characteristics), you then assign each unit to a Sub-Commander. Your army's Sub-Commanders all come under the control of your army C-in-C. Hopefully, you will find with battle experience that the more units and Sub-Commanders you have the more difficult it is to control them, and that battle shows a visible deterioration in the battle line.

The next section is terrain, the setting up of the battle field.

## THE TABLE

The surface that the game is played on is commonly called the 'Table', that is a standard wargames table, usually 6'x4', 8'x4' or 8'x5'. The surface of the table is divided into 12" or 16" squares. Carpet tiles are ideal for this or terrain blocks from a company like Gallia. Then, for each square throw an eight sided dice on the below table, the result is the terrain piece/type that occupies each square.

Die Score	Terrain Type
1 - 4	No Terrain or Open Area
5	Gentle Hill*
6	Steep Hill**
7	Wood**
8	Built-up-Area
9+	Impassable Area

Add **two** to the dice score when throwing for the terrain type in the squares that border the table edge. Impassable terrain are such as mountains, highland, swamp, bog, lake, sea or major river. After Terrain has been placed, both players throw a six sided die, the player with the highest score can remove up to two pieces or swap

the positions of two pieces to his choice. Terrain pieces marked \* give a combat advantage. Terrain pieces marked \*\* disorder all formed (B2B) troops moving into or over them. Terrain pieces cannot be any larger than the square it is in.

## **TIME SCALE AND BATTLE READINESS**

As troops of this period did not have the same time consciousness of today, time being much less important. Battles are considered to take place in the morning or afternoon, generally being set pieces with both sides prepared. Therefore, both players write down in a clear concise manner a diagram of unit deployment. Each player then throws a die, and the higher scoring player places all his units or forces his opponent to do the same. Units must be deployed within 16" of your own baseline and within 24" of the tables left/right edge. In the dice score above, if one player exceeds his opponents score by 5, the looser must write down his order of march and then march from one of the tables diagonals (to choice) to the other. The higher scorer may deploy anywhere within 12" of his opponent at any time he chooses.

## **COMBAT**

Once both sides have deployed, tactical combat can began with the first stage of tactical sequencing. Play is divided into turns, each an hour in duration, likewise the turn is sub-divided into four fifteen minute phases. During each turn, both players;

- Stage 1)** At the beginning of the turn, **BOTH** players Issue operational orders from the C-in-C to his sub-commanders, and dice for the activation of the Sub-Commanders.
- Stage 2)** At the beginning of the turn, Sub-Commanders dice for activation of any or all of the units under their command.
- Stage 3)** At the beginning of the turn, all Sub-Commanders on both sides dice for their Tactical Initiative level.

**Stage 4)** Phases 1-4, where, in each phase tactical units can move, shoot and respond according to chosen and compulsory Tactical Options. Morale tests are made when the criteria is met for a test to be made.

## **OPERATIONAL ORDERS**

These orders are issued by the C-in-C to his Sub-Commanders. The game begins with each Sub-Commander having initial operational orders, these have to be written down before the game begins in a clear concise fashion and to which Sub-Commander they apply. Operational orders are;

**ATTACK:** All of the units under the command of the Sub-Commander with this order must advance no less than it's full move rate toward the nearest enemy unit.

**ADVANCE:** All of the units under the command of the Sub-Commander with this order must advance no less than half of it's move rate toward the nearest enemy unit.

**WAIT:** All of the units under the command of the Sub-Commander may move up to it's full move distance, but no closer than half of it's move rate toward an enemy unit.

**HOLD:** All of the units under the command of the Sub-Commander may move up to it's full move distance, but may not move at all any closer toward an enemy unit.

**RETREAT:** All of the units under the command of the Sub-Commander must move up to it's full move distance immediately away from any enemy units or toward their own sides baseline whichever is closer.

**MARCH:** All of the units under the command of the Sub-Commander may move at up to twice their move rate in a marching column. A tactical unit in marching column must have more ranks than it has

figures or models in the front rank and no more than 4 figures or models in the front rank.

Once operational orders have been issued, a throw is made to activate the Sub-Commanders. The C-in-C cross references his commander rating as on the table on Page 10 with the number of Sub-Commanders he decides to activate. A C-in-C can choose to activate one, some, all or none of his Sub-Commanders. The result is the score required on a six-sided die to activate a Sub-Commander. **Only Sub-Commanders that have been activated can act on their orders.** Sub-Commanders that have not been activated or those that fail their throw may act on their own initiative. The score required for Sub-Commander activation is increased if any of the below apply:

- +1 If the Sub-Commander is 13 to 24" from the C-in-C.
- +2 If the Sub-Commander is 25 to 48" from the C-in-C.
- +3 If the Sub-Commander is further.
- +1 If a direct line to the Sub-Commander from the C-in-C is blocked by intervening terrain.
- +1 If changing a Sub-Commander's operational orders.
- +1 If the Sub-Commander is an ally (see army lists).

One throw is made per sub-commander, per issuing of operational orders in Stage 1 above.

If a Sub-Commander acts on his own initiative throw a six-sided die on the table below if the Sub-Commander or the troops he is commanding are irregular troops. Read off the result.

Die Score	Sub-Commander Rating					
	1	2	3	4	5	6
1	LR	R	R	R	R	AT
2	LR	R	R	R	AT	AT
3	LR	R	LR	AT	AT	A
4	R	LR	AT	AT	A	A
5	LR	AT	AT	A	A	P
6	AT	AT	A	A	P	P

If the Sub-Commander **AND** the troops he is commanding are Regular use the below table.

Die Score	Sub-Commander Rating					
	1	2	3	4	5	6
1	A	LR	A	A	A	P
2	LR	A	A	A	P	P
3	A	A	LR	P	P	P
4	LR	W	W	P	P	P
5	LR	W	W	W	P	P
6	W	LR	W	W	W	P

**AT** changes the Sub-Commander's orders to Attack. **A** changes the Sub-Commander's orders to Advance. **W** changes his orders to Wait. **P** changes the orders to the Players wishes. **LR** changes the Sub-Commanders orders to that of the Sub-Commander that is to the Left or Right, this can be decided with a die throw if there is a friendly wing to the left and right. **R** changes the orders to Rush, all of the Sub-Commander's Tactical Units move at double rate towards the nearest enemy units.

Operational Orders stay in force until changed by the above method or by a morale test result. When Operational Orders have been issued, changed or modified (it is a bad idea to allow a Sub-Commander to continue disobedience) Sub-Commanders on both sides throw for Tactical Initiative. This is achieved by throwing a six-sided die for each Sub-Commander, reducing their score by his Sub-Commander rating. Sub-commanders then activate the Tactical Units under their command in order of highest Tactical Initiative to the lowest. Ties dice again. A Sub-Commander activates his Tactical Units in the same manner as a C-in-C activates his Sub-Commander. The Sub-Commander cross-references his Sub-Commander rating with the total number of Tactical Units he is attempting to activate. The more Tactical Units he attempts to activate the harder it is for him to succeed as a whole. This simulates a General dispatching messengers down the chain of command. The result is the score required on a six-sided die to activate that number of Tactical Units. A Sub-Commander may attempt to activate one, any, all or none of his Tactical Units. Tactical Units that are successfully activated can choose a Tactical Action as per the players wishes. Tactical units that are not activated may act on their own initiative. Some Tactical Actions may involve a counter-action by the other side. At the beginning of each phase, each activated Tactical Unit may choose one of the following Tactical Actions.

Tactical units only remain activated for the four phases of **Stage 4** above. They must then (if required) be activated in **Stage 2** of the following turn. A Sub-Commander may still activate his Tactical units even if he himself acts on his own initiative and/or has no Operational Orders from the C-in-C. Controlling your Sub-Commander and their Tactical Units is the real skill and art of Battle. You will soon find that letting your troops do their own thing with little or no input from you ultimately leads to defeat. Remember, start with the Sub-Commander who has the highest Tactical Initiative and work down to the Sub-Commander with the lowest initiative, dicing again for ties, each activated Tactical Unit in a Sub-Commander's **Major Tactical Unit** may choose one of the below Tactical Actions, while his Tactical Units that are not activated may act on their own initiative. This means that the action will, generally swing from one side to the other, as in real Battle. Tactical Actions are declared for each unit in turn at the beginning of each phase. First, all units taking Tactical Action **ONE** are declared and then carried out starting with a unit of the players choice. Then, when all Tactical Units of a **Major Tactical Unit** that have declared and carried out **Tactical Action ONE** have done so, declarations are then made for each Tactical Action in turn completing for all units taking the action before moving onto the next Tactical Action. Compulsory Tactical Actions, i.e. those units taking Tactical Actions on their own initiative are made before the optional in the correct sequence of descending Tactical Action order.

The Tactical Actions that an activated Tactical Unit can take are:

- 1) **Fanatic Charge:** This is only allowed to Irregular Close or Loose Order troops and to Behemoths. A morale test has to be taken and passed by two. If the test is failed then the unit takes **Tactical Action 2) Charge:** as below instead. The charge move must be in a straight line with no pivot, turn or wheel. The move distance of a unit under this Tactical Action is one and a half times normal move distance. If the charger contacts other enemy units other than the target, then, the figures that contact fight while the others continue their move to contact. If the chargers fail to contact, for example because the target evaded, the chargers continue the charge until contact even if this happens in subsequent phases or turns. The target of the charge has to be nominated. Regular

Close Order Foot can only stand and receive the charge. Loose Order troops, Open Order troops and Light Chariots can stand, counter-charge or evade if charged by foot and evade only if charged by mounted. Other troops can stand or counter-charge. Irregular Close or Loose Order Foot counter-charge if charged by foot. A unit that evades, breaks formation and becomes unformed, it then can move directly away from the chargers. See Page 24 **Break Formation and Move**. Troops who counter-charge meet the chargers half way. And finally, troops who take this action gain an impetus bonus in combat.

- 2) **Charge:** Allowed to all troops types except that unformed Loose or Open Order troops cannot charge any formed troops. The move is straight ahead with no pivot, wheel or turn. The distance moved is as the normal move rate. If the charger contacts other enemy units other than the target, then, the figures that contact fight while the others continue their move to contact. If Irregular chargers fail to contact, for example because the target evaded, the chargers continue the charge until contact, even if this happens in subsequent phases or turns. Regular chargers can cease their charge after the first charge move. The target of the charge has to be nominated. When a charge is declared against a target, the target and other troops who may be contacted by the chargers can stand, evade or counter-charge if regular, irregulars dice as follows. 1 or 2 they counter-charge, 3 or 4 they evade if of a troop type able to do so or break, 5 or 6 or more they break. Use a six-sided die adding the troops morale factor less one. Troops who counter-charge meet the chargers half way. A unit that evades, breaks formation and becomes unformed, it can then move directly away from the chargers. See Page 24 **Break Formation and Move**.
- 3) **Shoot:** Formed Troops can shoot at any target unit that is directly ahead of their own unit. Unformed troops can shoot at any target in range all round. Standards and Behemoths can be treated as a separate target. Troops who stand to receive a charge can shoot at the chargers only. Formed troops shoot with all the figures in their front rank and half of

the figures in their second rank. Unformed troops can shoot with any figure and at any target in range. Troops already in melee can shoot at their melee opponents from half of the figures in the 2nd and 3rd ranks with short bow, Javelin or darts. All other movement, melee and circumstances precludes shooting. Find the score to hit from the below table and modify it if any of the following Tactical Factors apply: Roll one six-sided die for each figure shooting.

Your Shooting Factor					
1	2	3	4	5	6
6+	5+	4+	3+	2+	1+
Score required to hit.					

- +2 If shooting at chargers that have moved into contact.
- +2 If shooting from a 2nd or 3rd rank.
- +2 If shooting at troops in cover.
- +1 If shooting at unformed troops.
- 1 If shooting at Behemoth or Close Order troops with Pike.
- 2 If the target are mounted.
- +1 If the shooters integrity has been reduces by 25% or more.
- +2 If the shooters Integrity has been reduced by 50% or more.

Remove any dice that fail to score a hit. Now cross reference weapon strength with targets armour class (as found on the combat table below). The result is the score required for the weapon to penetrate the targets' armour. Roll the remaining dice and remove the ones that do not equal or exceed the score. The dice you have left is the number of hit points inflicted on the target unit, you receive a bonus of one for every six scored. The number of hit points inflicted on a target reduces its **INTEGRITY**. The following table gives details of weapon strength, range and any 'to hit' bonus or penalty. It should go without saying that only targets in range can be shot at.

Weapon	Strength	'To Hit'	Range
Short Bow (SB)	2	+1	12
Long Bow (LB)	4	-	18
Cross Bow (XB)	3	-	24
Dart (D)	2	-	8
Sling (S)	3	-	8
Staff Sling (SS)	4	-	12
Javelin (J)	3	-	6
Handgun (HG)	4	-1	8
Arquebus (A)	5	-1	12
Musket (MK)	6	-	24

4) **Melee:** This action is not and need not be chosen, it is compulsory for all Tactical Units that have come into contact by **Tactical Actions 1) or 2)**. Units may not come into contact and melee unless by a charge. All of the front rank figures of a formed unit fight, even if some are not in contact. Unformed troops fight with figures in contact only, support from rear ranks is not allowed. Where a charge brings some of the chargers figures into contact with an enemy unit **NOT** the target of the charge, only the figures in contact fight the extra enemy unit, rear support can be claimed in this circumstance, the rest of the body fights the original target with their remaining figures whether all of them are in contact or not. The number of figures that are allowed to fight is given in the next table. The mechanism for combat is similar to that of shooting, however, unlike shooting, both sides fight. First, find the score to hit, roll one dice for each figure or attack the figure has. This is best done by rolling the dice collectively then removing the dice that fail the score. Secondly, find the score to penetrate the opponents armour, roll again for additive and natural armour, again removing the dice that fail the score for each case. Finally the result is the number of hit points inflicted on the opponent, each six scored counts as two hit points. To recap;

- 1) Find the score **'To Hit'**. Cross reference (your) melee factor with your opponents melee factor on the combat table. Take into account ranks allowed to fight and any bonuses due. The result of the table is the score

required to score a hit. Roll your dice and remove those that fail the score.

- 2) Penetrate the opponents armour by cross referencing your strength (which may be modified by weapons) with your opponents armour class again on the combat table. Note: This may have to be done twice, once for the opponents natural armour (if any) and once for the opponents additive armour (if any). Throw the dice removing those dice that fail.
- 3) The result is the number of hit points inflicted on the opponent. Reduce the opponents Integrity points by the number of hit points scored.

The table on Page 21 gives any weapon bonus and restrictions of use.

The score to hit is modified if any of the below Tactical Factors apply.

- +2 If the opponent (i.e. the target of a charge) has over twice your Mass.
- +2 If disordered Close Order Troops or Mounted Troops.
- +1 If opponent (i.e. the Target of a charge) has a greater Mass.
- +1 If disordered Loose or Open Order Troops.
- +1 If fighting troops that are uphill. Unit is Fragmented.
- 1 If Fanatic Charging.
- 1 If Charging.
- 1 Behemoths charging Close Order Foot or Mounted.
- 1 Chariots Fighting Close Order Foot.
- 1 Mounted troops fighting Loose or Open Order Foot.
- 1 Irregular Loose Order Foot charging.

The following table gives details of Weapons types and their restrictions.

<b>PIKES (P)</b>	Pikes can only be used four ranks deep. They get one die per figure attack for figures in the first rank and half the number of attacks per figure attack in the 2 <sup>nd</sup> to 3 <sup>rd</sup> ranks if fighting <b>FOOT</b> other wise you get one die per figure attack in all four ranks if fighting other. Can only be used by Close Order Foot. Shield use permitted.
<b>SPEARS (S)</b>	Spears can only be used by Close Order Foot in two ranks. They get one die per figure attack for the two ranks plus a bonus of one die per two figure attacks if fighting mounted troops. Shield use permitted.
<b>HEAVY THROWING WEAPONS (HTW)</b>	Fight with two dice per figure attack in the first two ranks at first contact only and one die per figure attack in the first rank and one die per two figure attacks in the second rank thereafter. Shield use permitted.
<b>TWO HANDED WEAPONS (2HW)</b>	Fight with one die per figure attack in the first rank only with a strength bonus of +2. Shield use not allowed whilst in melee. Strength of 3 required.
<b>MASSIVE TWO HANDED WEAPONS (M2HW)</b>	Fight with one die per figure attack in the first rank only with a strength bonus of +3. Strength of 5 required to use, shield use not permitted.
<b>LANCE (L)</b>	Fight with two dice per figure attack in the front rank at first contact only. Thereafter fight with one die per figure attack. Shield use permitted.
<b>NATURAL WEAPONS (NW)</b>	Fight with one die per figure attack in the front rank only. Shield use allowed when not in melee.
<b>ONE HANDED WEAPONS (1HW)</b>	Fight with one die per figure attack in the front rank only. Shield use is allowed.

The above table uses the term one or more die/dice per figure attack. Generally each figure has one attack, hence one die per figure attack. Figures may have more than one attack. For example,

a Chaos Warrior body guard unit has three attacks per figure, is a twenty four figure unit in two ranks of close Order. They are in melee with **1HW**. As this weapon calls for one die per figure attack in the first rank only, the Chaos Warriors fight with 12 figures (the front rank) x 3 (the number of attacks each figure has) and therefore throw a total of 36 dice. This may seem a lot of dice, but, consider that multiple attack creatures are expensive in points so this situation is not the norm.

The Combat table as referred to in the shooting and melee section is as below.

		YOUR MELEE LEVEL							
		1	2	3	4	5	6		
OPONENTS MELEE LEVEL	1	4	5	5	6	6	6	OPONENTS ARMOUR CLASS	1
	2	4	4	5	5	6	6		2
	3	3	4	4	5	5	6		3
	4	3	3	4	4	5	5		4
	5	2	3	3	4	4	5		5
	6	2	3	3	3	4	4		6
		STRENGTH							
		1	2	3	4	5	6		

This table may seem a bit confusing. It's actually two table in one. Here we have Opponents Melee Level versus Your Melee Level and Opponents Armour Class versus (Your) Strength. In the case of strength, for shooting you use the weapons strength as found on the shooting weapons table. In melee you use your creatures strength.

**5) Move:** This option has five sub-options, only one may be chosen, these are:

- i) March Move
- ii) Move
- iii) Wheel
- iv) Change formation
- v) Link
- vi) Break formation and move

These sub-options are now explain in full detail as follows:

- i) **March Move:** This is made by a column of troops 3 or 4 figures wide and at least twice as deep, this is called a march formation. A march move is twice that of a normal move (P5 Table 5) that has been entered into the **M** column on your troops data table. A tactical unit in march formation cannot fight. A march move cannot bring the unit to within 12" of any enemy unit.
  
- ii) **Move:** A close Order tactical unit can only move up to its normal move rate (P5 table 5) without wheeling or turning, i.e. straight ahead. Loose Order regular troops can wheel up to 90° before moving up to a full tactical move. Loose Order irregular troops can wheel up to 45° before moving up to a full tactical move. Open Order regular troops can wheel up to 180° before making a full tactical move. Open Order irregular troops can wheel up to 90° before making a full tactical move. Unformed troops can move in any direction they wish as long as they remain 3" of another member of the same unit. Unformed troops may not charge.
  
- iii) **Wheel:** Only formed troops may wheel. A wheel is made by having one front corner of the tactical unit stationary (this acts as a pivot point) while the other front corner is moved up to the tactical units move rate if regular or half this if irregular.
  
- iv) **Change formation:** A tactical unit can move to or from the following:
  - a) Formed to Unformed (see p5).
  - b) Unformed to Formed.
  - c) March Formation.
  - d) Expand units frontage.
  - e) Contract units frontage.
  
- v) **Link:** Any number of tactical units may be grouped together or linked. Linked units are treated as one large tactical unit for the purpose of movement and command only. All the linked units must stay and must be within 4" of each other

and must form a single line or a single march formation column. A wheel is made by the linked units as a whole. Movement cannot be any faster than the slowest unit in the linked group. The only change of formation allowed is to go to or from a marching column formation. Once linked, units cannot be unlinked. The score to activate a linked group of Tactical Units is reduced by 1.

- vi) **Break Formation and Move:** Only allowed to Loose Order and Open Order troops already in melee. Some troops who are charged can evade, this is counted the same as this option except the evaders break formation and move prior to the chargers actually making contact. Troops who break formation and move or evade are moved immediately to their rear  $1d6'' + 1/2$  of their normal Tactical Move rate if foot or  $2d6'' + 1/2$  of their normal Tactical Move Rate if mounted. At the end of this move the troops are unformed. Troops who Break Formation may be immediately pursued if regular and must be pursued if irregular. A pursuit move is  $1d6'' + 1/2$  of their normal Tactical Move rate if foot or  $2d6'' + 1/2$  of their normal Tactical Move Rate if mounted. If the pursuers contact the troops that Broke Formation the melee will continue next phase.  
An evade move is conducted before the chargers attempt to move into contact.

## TROOPS WHO ACT ON THEIR OWN INITIATIVE

Troops who are not activated or fail the Command Control test act on their own initiative. Use a counter marked "A" for units and Sub-Commanders that are activated. Troops who act on their own initiative throw a **d6** and consult the following table.

Die Score	If Regular	If Irregular
1	As Neighbour	As Neighbour
2	As Neighbour	As Neighbour
3	As Player Wishes	Charge
4	As Player Wishes	Charge
5	As Player Wishes	As Player Wishes
6	As Player Wishes	As Player Wishes

'As Neighbour' means that the Tactical Unit will perform the same action as one of its neighbours. Throw a d6, if the score is 1 or 2 then as the Tactical action as the next friendly Tactical unit to the left, 3 or 4 then as the Tactical action as the next friendly Tactical unit to the right, 5 then as the Tactical action as the next friendly Tactical unit to the front and 6 then as the Tactical action as the next friendly Tactical unit to the rear. If the Tactical Unit is called upon to perform an action it is forbidden to do by the rules (for example the neighbouring Tactical Unit is formed Loose Order foot and changed formation (Tactical Action 5) iv) to unformed when the Tactical Unit acting on its own initiative is close Order foot), then throw again. If no result is forthcoming after the third time, the Tactical Unit will remain stationary if regular and charge nearest opponent if irregular.

## **COMBAT RESULTS**

A Tactical Unit that receives more hit points than it inflicted recoils immediately to its rear 1d6" if foot and 2d6" if mounted. Other combat results come under the Morale category below.

## **MORALE**

A morale test is made when the criteria is met for a test and a test is made every phase thereafter that the criteria applies. A morale test is made if any of the following conditions apply:

- a) The Unit has lost over 25% of its integrity points. If this happens in one phase then the unit becomes disordered.
- b) The Unit is not Behemoth and charged by Behemoth.
- c) The unit is Loose or open Order foot and charged by mounted in the open.
- d) The Unit wishes to fanatic charge.
- e) The Unit wishes to change formation.
- f) A friendly unit breaks with 12" of the Unit.
- g) When any of a sides Major Tactical Unit become demoralised.

- h) A unit is contacted in the rear or flank.

Consult the morale table on p9. Cross reference the unit's modified die6 score with it's morale level, read and apply the result. The die score is modified if any of the following conditions apply:

- 1 Loose or Open Order foot in non-disordering terrain and charged by Behemoth or mounted.
- 1 Melee opponents have a Mass advantage (p7).
- 1 If the testing Unit has lost over 25% of its integrity points.
- 1 The Tactical Unit considers itself Unsupported.

Close Order Troops consider themselves unsupported if they have no friendly Close Order Troops within 4" to their left or right and within 8" of their front or rear. Open and Loose Order Troops consider themselves unsupported if there are no other friendly troops within 12".

- 1 The testing unit is disordered or is fragmented.
- 2 If the testing Unit has lost over 50% of its integrity points.
- 2 If the testing Unit is part of a demoralised **Major Tactical Unit** (p9).
- 2 For every demoralised **Major Tactical Unit** on the testing units side.
- 3 If the testing Unit has lost over 75% of its integrity points.
- 4 If the testing Unit has lost over 100% of its integrity points.
- +1 If the Tactical Unit belongs to a linked group.
- +1 If a Sub-Commander is with the testing Unit.
- 2 If the C-in-C is with the testing Unit.

The results of the Morale test are as follows:

**Break:** The Unit breaks and flees 1/2 normal move plus 1d6" if foot or 2d6" if mounted. Irregular opponents must pursue until contact has been lost for three successive moves when they have to rally. The pursuit move is 1/2 normal move plus 1d6+1" if foot and 1/2

normal move plus 2d6+2" if mounted. Regular troops need not pursue, but if they do choose so then it is by the same move as irregular pursuers. The figures in a broken unit are fanned out to simulate flight.

**Fragment:** The Unit begins to lose internal integrity and cohesion and starts to become fragmented. This is signified by placed the figures in the unit slightly ajar, especially in the rear ranks.

**Pass:** The unit carries on as normal.

## **RECOVERING FROM DISORDER**

A Tactical Unit can become disordered by moving over certain kinds of terrain (p12 Table 10) or by losing 25% of its integrity points either to melee or shooting in one phase (p24 **MORALE**). The Tactical Unit may recover from the disorder by a rally. The Unit must rally for 1d6-2 phases in non-disordering terrain (p11) and with no enemy within 12". When completed the Unit returns to good order.

## **INTERPENETRATION**

Unformed Troops may interpenetrate or pass through any friendly troops. No other pass through is allowed.

## **WINNING AND LOSING**

When half or more of a Sub-Commanders or a Major Tactical Unit's Tactical Units Fragment or Break, the Major Tactical Unit becomes demoralised. When Half or more of a sides Major Tactical Units become demoralised that side has lost.

## **GUNNES, CANNONADE AND ARTILLERY**

Gunnes move at a rate of 6" to a point where they unlimber and deploy as a battery. Once set up as a battery they cannot move except to pivot for the duration of the game. They can pivot up to 45°. When they shoot place a rule or lath along the gunnes barrel, all figures or models within an inch of the fire path is hit. The below table gives the range for each periods weapons, the range bands are

Short (S), Medium (M) and Long (L). Range is dependant on the gunnes weight of shotte, the strength of hit is dependant on the range of the gunne. These perfidious weapons make Dragons and Balrogs redundant.

There is no reason why these rules cannot be extended to the Malburian period at least as the tactics of this period were still highly linear. Because of the technology of firepower and the increasing lethality of gunnes, solid lines were gradually replaced by thick skirmish lines of the ACW, Franco Prussian conflict and the Colonial wars. Tactical thinking really didn't change much until the increasingly advanced weapons forced the issue in WW1. The update will increase the period coverage as the mechanics of this game are fluid enough to adapt to tactical practise. In the below table, I include the data for gunnes up to and including the Napoleonic period as well as data for the later Muskets and Rifles.

	Ancient			Medieval			Renaissance		
<b>Weight</b>	S	M	L	S	M	L	S	M	L
<b>Light</b>	2	4	6	4	8	16	6	12	24
<b>Medium</b>	4	8	16	6	12	24	8	16	32
<b>Heavy</b>	6	12	24	8	16	32	10	20	30
<b>Siege</b>	8	16	32	10	20	30	12	24	36
<b>Strength</b>	2	3	4	3	4	5	4	5	6

	Malburian			Napoleonic		
<b>Weight</b>	S	M	L	S	M	L
<b>Light</b>	8	16	24	10	20	30
<b>Medium</b>	10	20	30	12	24	36
<b>Heavy</b>	12	24	36	14	28	42
<b>Siege</b>	14	28	42	16	32	48
<b>Strength</b>	5	6	6	6	6	6

	Range	Strength
<b>Rifle</b>	12	5
	24	4

	Range	Strength
<b>Musket</b>	6	5
	12	4

## **POINTS VALUE**

Move Rate: 5pts per inch for bipeds and 10pts per inch for quadrupeds. Melee Factor, Shooting Factor, Mass, Strength, Armour Class, Morale are costed at 10points if the characteristic is 1, 20 points if 2, 30 points if 3, 50 points if 4, 100 points if 5 and 150 points if 6. The Army Commander in Chief and Sub-Commanders pay 100 points times their COMMANDER RATING. Other characteristics such as weapons, Order etc are not paid for as these have corresponding advantages and disadvantages.

## **UPDATES**

These rules will, like all our other rules be periodically updated. We update on a regular basis and include such things as new graphics, rule tweaks, typo errors (yes! we are humanoid), clarifications, army lists, extensions etc.

**Also included in the update will be:**

**Champions:** (Wizards, Paladins, Hero's)

**The Powers:** (Clerics, Necromancers, Wizards etc.)

**Tactical Advice:** (er... or how to win)

**Army Lists:** (Samples of the most popular army types, to be followed with over 150 army lists for both FLD and Historicon).

Our terms and conditions are as follows, please spend a minute reading them. Thank you.

**Email: [info@alienstar.com](mailto:info@alienstar.com)**

**Web: [www.alienstar.co.uk](http://www.alienstar.co.uk)**

More rules on the way including Napoleonic, The American Wars (1700 - 1865), Renaissance, Colonial and a Fantasy Role Playing game (as yet untitled) in Quick Play and Advanced versions.

© Alienstar Publishing 2001. Although this publication is free, it is not in the public domain. Alienstar Publishing own the copyright. Alienstar.co.uk, Alienstar.com and Alienstar Publishing are owned by Chris Bryant. This publication is protected by international copyright laws. You may distribute this product in any way you like, include posting it to websites, CD's or DVD's, you may print out any amount of copies on your personal non-commercial printer and distribute these free. You may not sell or re-sell this product for any reward whatsoever or reproduce it in any shape or form whatsoever, or modify, re-modify the pdf or reproduce it in any other format.