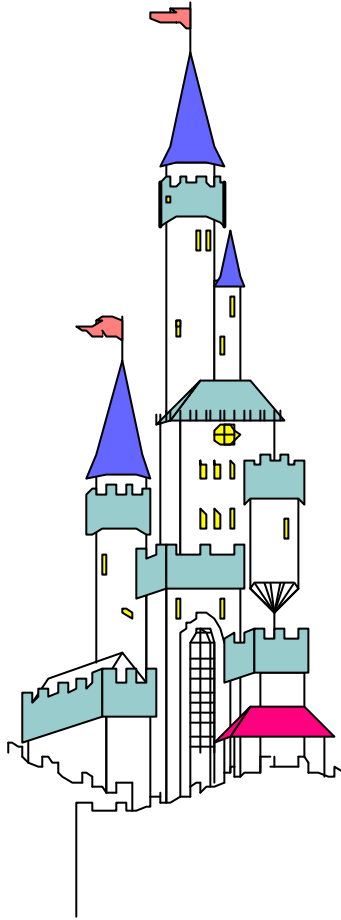


NORTH DOWN WARLORDS

Introduce:



A GUIDE TO WARFARE WITHIN THE REALMS OF FANTASY

Rules for Warfare in a More Heroic Age.

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INTRODUCTION

A GUIDE TO WARFARE WITHIN THE REALMS OF FANTASY

BY
RICHARD McCLEAN

Welcome to the latest Edition of these Rules for Fantasy Wargaming. They originated several years ago as a simple set of Rules started by Tim Snoddy and when written down, they occupied 3 or 4 A4 size pages. I elaborated on those early Rules and increased the number of pages to over 120, including Army Lists. After much playtesting it was decided to bring all the amendments together to form this new edition.

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Scale 1" = 10 yards.

1 Model = 1 Figure, Beast or Machine.

A six sided dice is a D6, a ten sided dice is a D10 and so on.

STARTING THE GAME

If the Battle is part of a Campaign or a pre-planned Scenario, then the Terrain will be known in advance. However for a one off encounter, then use the following system, it should provide a few surprises.

THE ARMIES:

These should be chosen from the Army Lists to an agreed amount of points. If no Umpire is available, then both Lists should be placed face down in full view of each player for examination later. Both players roll for their MPs, select their Spells and then cast up to 2 Spells each. These Spells are saved and are ready to use from and including Turn 1. For exact details, see the Rules on Magic.

TERRAIN:

Player 1 lays out the Battlefield any way he likes, the only guidance being that an equal number of Terrain Pieces must be in each half of the Battlefield. Player 2 may remove from or add to the table a total of six Terrain Pieces. The combined total of new and removed Terrain Pieces must not exceed six.

Player 2 may add from the following:

Copse	(3-4 trees)	0-4
Isolated farm building	(1 building)	0-2 (8" minimum distance from other Terrain Pieces)
Small hill	(6" x 4" max)	0-2
Stream	(24" max length)	0-1 (must be placed realistically)
Bridge		0-1 (which crosses the stream)

Players may include other Terrain Pieces as long as both sides agree, e.g. a swamp or a bog for the stream to flow into. Player 2 picks the side he wishes to fight from. Player 1 may try to remove any of the additional Terrain Pieces by rolling a D6. On a 1 that Piece is removed and on a 6, he may roll again. If the stream is removed, then the bridge goes automatically.

DISPOSITIONS:

Both sides draw up a battleplan and indicate as accurately as possible, where all their troops are. The completed maps are then placed with the Army Lists. All troops except those hidden by woods, buildings etc are placed onto the table. Each player rolls a D6 and the player with the higher score can decide whether to go first or second. Unless otherwise agreed, all troops must start within 6" of their own baseline.

ATTACK/DEFENCE:

The terrain can be laid out by both players or by one player. There is no need for the usual terrain selection procedure. The defender places 50% of his forces onto the table, there are no hidden units except those hidden by Magic. The attacker places 50% of his forces and then it's back to the defender and so forth. The 50% refers to points and not figures. It is best if the attacker is as far away from the defender as possible.

In competition games, the Umpire sets up the table with an equal number of Terrain Pieces on each side. Both players roll a D6, the highest picks the side he wishes to start from and the other player moves first.

TURN SEQUENCE

Players must complete an entire Move Sequence (six phases) before the other player can start his Turn. All Melee casualties are simultaneous, whereas casualties caused by firing are removed before they can return fire.

PHASE DESCRIPTION:

- 1) First Movement.
- 2) Firing.
- 3) Combat.
- 4) Shaken tests.
- 5) Second Movement.
- 6) Rallying.

1) FIRST MOVEMENT:

All charges take place in this Phase. A unit may make up to 3 simple manoeuvres or 1 complex manoeuvre. A second or third simple manoeuvre requires a successful Morale test as does a complex manoeuvre. A unit that fails its Morale test, stops in its current position and takes no further action during this first Move phase. A failed Manoeuvre Morale Test still counts as having moved on the firing chart, ie, -1. The Morale Table for manoeuvres is Table A.

DEFINITIONS OF MANOUVRES:

Simple

Any sort of a turn.
A wheel.
Increase/decrease frontage by up to 4 figures.
Changing Formation except for manoeuvres marked *.

Complex

Moving backwards.
Wheeling from the centre.
Forming a Square.*
Forming a Shield wall.*
Forming a Testudo.*

For full Rules, see Movement.

2) SHOOTING:

All missile armed troops and artillery of the active players' side may now fire. A missile unit may move in Phase 1 or do one simple manoeuvre and still fire. If it does this, it cannot move or manoeuvre in the Second Move Phase. Therefore, if a missile unit wishes to move in Phase 5 after firing, it must have remained stationary in the First Move Phase. This applies to foot only. Missile armed cavalry may move in both Phases and fire (see Rules on x-bows). Most artillery cannot move and fire in the same Turn. For full Rules, see Firing and check Wpn Types for further restrictions. A Unit may become Shaken due to casualties from firing. See Shaken Rules, page 25.

3) COMBAT:

A result of a charge or continued Melee. Charges can only be made in the First Move Phase. At all other times, units must be at least 2" away from enemy troops. Combat is resolved on a unit basis, not sides, if there are more than 2 units involved. Units can only charge within a 45 degree arc of their front, ie, 22.5 degrees to either side of dead ahead. If they wish to charge outside this arc, they must pass a Morale Test (Table A). If the unit fails this test, it may complete 1 simple manoeuvre and nothing else during the First Move Phase. For full Rules, see Combat.

4) SHAKEN TESTS:

After a unit Routs, all friendly units within 6" and in Line of Sight (LOS), must pass a Morale Test (Table A) or become Shaken. For full Rules, see Shaken.

5) SECOND MOVEMENT:

In reality this is a Reserve Move. All units may only do a Basic Move. There are no manoeuvres, charges, Routs, pursuits, Forced Retreats, etc. However a unit may try to finish a Formation Change, if this was started in the 1st Mv Phase.

6) RALLYING:

A Shaken unit of the active player may attempt to become steady, and a Routing unit may attempt to Rally. A unit cannot attempt to become steady or Rally in the same move that it became Shaken or was Routed.

MOVEMENT

Below are the maximum move distances allowed for specific creatures. I have used the more familiar terms.

RACE	MOVE	RACE	MOVE
Human	4"	Undead	4"
Horse/Undead Cavalry	8"	Orc	4"
Chariot (Goblin Wolf)	9"	Goblin	4"
Chariot (Orc Wolf)	9"	Troll	6"
Chariot (Human Horse)	9"	Ogre	6"
Chariot (Elf Horse)	10"	Man-Beast	4"
Chariot (Undead)	8"	Boar	7"
Ratvermin	5"	Giant Wolf	9"
Dwarf	3"	Half Orc	4"
Elf/Black Elf	5"	Hobgoblin	4"
Halfling	3"	Giant	see Lists.
Wagon/Cart	see Rules for Rockets.		

Check the Army Lists for a more complete list of men and creatures.

NOTES ON MOVEMENT:

All creatures can move up to their maximum distance with the following deductions for difficult terrain and formation changes. Note: carrying certain Wpns and Armour may also restrict movement. Formed troops (not skirmishers) are unformed whilst crossing difficult terrain. They remain unformed until they reform. Vehicles and limbers count as formed troops.

- 1) An infantry unit which spends its` entire Move Phase on a road, gains a 1" bonus. This is increased to 2" for cavalry. This is doubled as usual in a charge. All members of the unit must be on the road.
- 2) A deduction of 2" is made for crossing walls or hedges, this is reduced to 1" for skirmishers. Vehicles cannot cross walls or hedges.
- 3) Formed troops crossing a hill or woods, move at half pace and become unformed. Skirmishers crossing similar terrain move at three quarter pace.
- 4) Formed troops crossing a swamp move at one quarter pace. Skirmishers crossing similar, move at half pace.
- 5) Unless part of a Campaign or previously agreed, all stretches of water are deemed to be streams. They are ankle deep, more of a nuisance than a real hindrance. All troops except skirmishers move at half pace, skirmishers move at three quarter pace. All except skirmishers and Giants are unformed whilst crossing streams (see Lists for other exceptions). Formed troops move at one quarter pace across a river, skirmishers at half pace. Vehicles cannot cross a river except at a ford. Class fords as streams. Troops may charge across streams (not rivers) but are penalised for doing so.
- 6) Only cavalry may cross lakes at one quarter pace. Maximum armour to do this without drowning is light armour and shield.
- 7) A unit not pushed back may increase or decrease its frontage by 4 figures per Turn.
- 8) Charging units move at double speed.
- 9) Charge distances are measured from the centre of the front rank of the charging unit, to the nearest figure of the attacked unit.

- 10) Chariots may move through open woods at half pace. All other woods must be traversed by trails or tracks.
- 11) Cavalry refers to all mounted troops, eg, Goblin Wolf Riders, etc.
- 12) A foot unit can move backwards or wheel from the centre in the 1st Mv Phase at half speed. Forming a Square, Shield Wall or a Testudo takes all of the 1st Phase to complete. (see Complex Manoeuvres)
- 13) Every Simple Manoeuvre a unit does, it loses 25% of its' Movement in the 1st Mv Phase. If a unit Mvs at 4" and he goes from Line to Column, it is -1" for a Simple Manoeuvre, so the unit can only move 3" to complete the Change. It will probably have to finish the Formation change in the 2nd Mv Phase. The furthest figure away can only move 3". If the difference in frontage is 4 figures or less, then use the Increase/Decrease Frontage Rule. You suffer no other Mv penalty.
- 14) Mounting and Dismounting: Takes a complete Move Phase (1 or 5), no movement or manoeuvre allowed. At the end of the phase the unit can be in any formation, facing any direction but it is unformed. No beast holders are required, it is assumed that they are pegged down. If beasts are attacked, they scatter immediately, and are lost for rest of the game. If a dismounted figure is killed then his beast is also removed. (unrealistic but practical).
- 15) Units forced to retire/retreat will do so at normal speed. There are no deductions for turning and unless otherwise stated, they will have their backs to the enemy. Normal deductions for difficult terrain.



FIRING

Below is the minimum score required on a D10 to hit a target. A 1 is always a miss and a 10 is always a hit. The front two ranks of an infantry unit and the front rank of a cavalry unit can fire. Unless stated in the Special Wpns Rules, all figures and machines can fire only once during a Turn. Some units may have better or worse Firing Bases than those listed. For more details, see the Army Lists.

<u>RACE</u>	<u>SCORE</u>	<u>RACE</u>	<u>SCORE</u>
Human	8+	Gibbers	10+
Human Levy	9+	Ratvermin	9+
Orc	8+	Dwarf	8+
Elf/Black Elf	7+	Chaos	8+
Undead	9+	Man-Beast	9+

FIRING MODIFIERS:

These are added or subtracted from the D10 roll.

Firing Arquebus/Blunderbus.	+1	Firing at charging unit.	-1
Firing Crossbow.(6)	+1	Unit firing is Shaken.	-1
Firing at large target.	+1	Unit firing has moved or will	
Firer and target have not		move this Turn. (5)*	-1
moved since last shot. (1)	+1	Firing at feared opponent.	-1
If target is 4 or more ranks		Firing at half range or over.	-1
deep or in Square. (2)	+1	Target is in soft cover. (3)	-1
Unit, character modifier.	?	Target is in hard cover. (4)	-2
Firing Gunpowder Artillery.	+1	Firers charging/attacking. (7)	-2
Guns` Tgt is 6" or less.	+1	Tough target.	-1
		Target in skirmish order.	-1
		Firers failed a Manoeuvre	
		Test this Turn.*	-1

NOTES:

- (1) Target can have made 1 simple manoeuvre.
- (2) Ranks must be within 2" of each other. Includes Hedgehog, Schilton, etc.
- (3) Fence, hedge etc. The target must be within 2" of the cover.
- (4) Stone walls, buildings, ramparts, woods etc. The target must be inside or within 1" of the cover.
- (5) Includes foot x-bows that have done or will do a simple manoeuvre this Turn.
- (6) Applicable at Short Range only.
- (7) Ignore the -1 for moving or will move this Turn.

* Count one or the other, not both.

Any Unit that is attacked may fire at it's attackers with all the figures that are eligible to fire, bearing in mind any normal firing restrictions. The defenders may use the 2nd rank to fire if they are suitably armed. If the attackers wish to fire as they charge in they may do so, except that only those figures in the front rank can fire. The range is taken at the start of the charge. Casualties from attackers are removed before the defenders reply. Casualties from defenders fire are removed before the Melee starts. Troops with x-bows/Rpt x-bows or longbows cannot fire as they charge/attack.

Troops firing from/to a hill/higher ground may fire over the heads of friendly troops, providing the following conditions apply: the distance between the firer and the friendly troops must be at least the same as the distance between the friendly troops and the target. If the target is a Large Target then the distance between it and the friendly must be at least 50% of the distance between the firer and friendly troops. Large Target includes buildings and City Walls etc.

RANGES
(see also special units)

<u>WEAPON</u>	<u>MAX RANGE</u>	<u>WEAPON</u>	<u>MAX RANGE</u>
Short Bow	16"	Sling	18"
Bow	24"	Javelin	9"
Longbow	30"	Gibbers' Bow	12"
Crossbow	30"	Jezeil	36"
Repeating Crossbow	16"*	Blowpipe	6"
Arquebus	24"	Stones or other improvised Wpns	3"
Blunderbus	16"	Grenades	8"
Pistol	6"		
Handgun	16"		

* In repeating mode only (see Special Wpns Rules).

Long Range is from half the Maximum Firing Distance and beyond.

Short Range is under half the Maximum Firing Distance.

STONETHROWERS:

The target is normally the densest part of the unit being fired at. Stonethrowers do not have to fire at the front rank of the target unit. They cannot fire at a target within their minimum range. Stonethrowers, once positioned, cannot be moved, only turned. A Stonethrower cannot fire during the same Move as it turns or moves. It takes a complete Turn to reposition a Stonethrower to face another direction, no matter how small that turn may be. As long as a Stonethrowers` crew does not go below 50%, it can turn or move with no penalties. Once the crew goes below 50%, a Stonethrower cannot turn or move. Only specially trained crew may man Stonethrowers but you may use ordinary figures to help turn or move it. In this case, any casualties inflicted on the Stonethrower will be on the actual crew, and not on the "helpers".

COST	CREW	MINIMUM	MAXIMUM	WOUNDS	TEMPLATE	SAVE
pts		RANGE	RANGE	per HIT		MODIFIER
30	3	12"	48"	D4	1"	n/a
45	4	14"	64"	D4+1	1"	n/a
60	5	16"	80"	D4+2	1.5"	-1
75	6	18"	96"	2D4	1.5"	-2

Cost the crew as that particular Race but add 10pts per figure. All crew are deemed to have Lt/Arm and a Hnd/Wpn. The Lt/Arm is included in the 10 pts. The crews` CAD, Morale and other factors are taken from the Basic Data Profile. You may increase their Morale and/or CAD by 1 if you wish, but this must be paid for in extra pts. The same applies if you want to give them extra Armour protection, it will cost you.

The target must be in LOS for Direct Fire. Select a figure and place the template over that figure. A Character may be selected as a target but a casualty must be taken from the rank and file where ever possible. If this is not possible, then the Character is hit. A Character can be a target if it is by itself. Throw a D20, 13-20 indicates a hit or 15-20 if the target is in skirmish formation or a single figure. (A chariot or other machine is not a single figure) Calculate the number of wounds caused. Only troops at least partly covered by the Template can be hit. The wounds per hit are shared by the figures covered by the template. If the targets are Skirmishers, not Artillery crew, then -1 of each D4 dice roll., you will always get 1 hit on each D4.

If the target is missed, using the Clock Method, roll a D12 for direction and a further D12 for distance. If the direction is six o` clock, then the score for distance is halved. If a target is fired at for which there is no LOS, then this is classed as Indirect Fire and the distance it deviates from its` target is increased by 50%. In the case of six o` clock, increase the distance by 50% and then halve the new distance. In this case the maximum distance a stone can fall short is halfway between the firer and the target. Troops in woods etc must be marked down on a Map, you will have to trust your opponents here.

People are using Stone Throwers like Guided Missiles when firing indirect. The machine must have a unit or crew member within 6" of itself and at the same time in LOS of the machines' target. If it is using a crew member, it fires as if 1 crew has been killed. It reverts back to normal once he rejoins it. The overhead fire Rule above applies to Stone Throwers, otherwise they become too powerful.

BOLT SHOOTERS:

TYPE	COST	CREW	MOVE	RANGE	CAD	WOUNDS	SAVE MODIFIER
Small	15	2	2"	48"	As per	2 per hit	-1
Large	25	3/4	1"	64"	Race	3 per hit	-1
Multiple	50	2/3	1"	48"	"---"	2 per hit	-1

Bolt Shooters cannot move and fire in the same Turn.

Small Bolt Shooters can turn up to 45 degrees and fire. A small Bolter causes 2 wounds per hit and a large Bolter, 3 wounds. A small Bolter can be crewed by 1 man, but it takes a complete Turn to reload and it cannot turn and fire in the same Turn. A large Bolter can be crewed by 1 man, but it takes 2 complete Turns to reload. Cost the crew as for Stonethrowers. A large Bolter cannot turn and fire in the same Turn.

It takes 1 complete Turn to load a Multiple Magazine, 2 Turns if there is only 1 crew. A Multiple BS can fire in Multiple Mode only. Because a MBS fires 3 bolts, roll 3D10 every time it fires. Treat a MBS for turning as a large Bolter. Ignore the Save Modifier if the target is in hard cover. Spread the Casualties from a MBS over the Tgt Unit.

GUNPOWDER ARTILLERY

TYPE/CREW	MOVE	RANGE	WOUNDS	CAD	PENETRATION	SAVE MOD	COST
Jezzail	3"	36"	1 per hit	As	up to 1 rank	-1	15
2 man	3"	36"	1 per hit	per	up to 1 rank	-1	30
3 man	3"	48"	1 per hit	Race	up to 2 ranks	-1	45
4 man	2"	60"	1 per hit	"--"	up to 3 ranks	-1	60
5 man	1"	72"	1 per hit	"--"	up to 4 ranks	-2	75
6 man	1"	84"	2 per hit	"--"	up to 4 ranks	-2	100

Gunpowder crew, except Jezzail, are costed as for Stonethrower crew, except it is an extra 15pts per figure and this does not include any Armour. Again, you may want to increase the CAD and/or Morale by 1, this is allowed as long as you pay the extra pts for it.

2/3 man Guns may turn and fire but are then -1 on the FM. Larger Guns cannot turn and fire in the same Turn. No Gun can move and fire in the same Turn. For Jezzails, see the Ratvermin Army List.

To fire your Guns, roll a D10 and add or subtract from the Firing Modifiers, this is the score you need to hit. All Gunpowder Artillery gets a +1 on its` to hit roll, if the target is within 6" or less. This includes firing at chargers. All misses are assumed to plough harmlessly into the ground. Gunpowder Artillery will penetrate 1 or more ranks. Roll your to hit dice for each rank of the target you are capable of penetrating. If you fail to hit a rank, you cannot proceed to the ranks behind, even if you are capable of penetrating them.

ORGAN GUNS:

TYPE/CREW	MOVE	RANGE	WOUNDS	PENETRATION	SAVE MOD	COST
3/4	3"	36"	1 per barrel	2 ranks	-1	45 per barrel

The crew for these Wpns are free, but you must use the Basic Cad/Morale for that Race. As before you can increase CAD and/or Morale by 1, but only if you pay for it. The crew are unarmoured. It's up to you to pay for any Armour they require. These are expensive toys.

These are multi-barreled weapons. All barrels must be fired at the same time, and at the same target. It takes 1 crew to load 1 barrel, in other words the Gun fires every other move. No other movement is allowed whilst loading the barrels. It is possible to penetrate two ranks with all four barrels and score 8 hits, so wait until a suitable target shows itself. Only those barrels that hit the first rank may try to hit the second rank. If a crewman is lost then a barrel is put out of action unless another trained Gunpowder crewman is found. You may have extra crew with any gun (they do not increase the size of the gun) by simply paying the pts, for Organ Guns pay the pts as for ordinary Guns. Organ Guns may turn and fire but are then -1 on the FM. They cannot move and fire in the same Turn.

SWIVEL GUNS:

TYPE/CREW	MOVE	RANGE	WOUNDS	PENETRATION	SAVE MOD	COST
2	3"	36"	2 per hit	1 rank only	n/a	30 pts

These are lightweight Cannons that are able to pivot 360 degrees very easily. Normal Artillery rules apply except that the gun may turn in any direction and fire without penalty(no -1 on the FM). It may move 1.5" in any direction but is -1 on its' FM. Cost crew as Gunpowder Artillery crew.

ROCKET TROOPS:

TYPE/CREW	MOVE	RANGE	WOUNDS	PENETRATION	SAVE MOD	COST
2/4	n/a	60"	1 per fig' hit	n/a	-1	45 pts

Any Army with Gunpowder Artillery may have up to 2 Rockets. Cost crew as Gunpowder Artillery crew. Fire as a Stonethrower in all aspects except that all deviations (ignore 50% increase for indirect fire) are doubled and ignore limitations on distance if a 6 is thrown for direction. Template is 1:5" and Rockets do not get the +1 modifier for being Gunpowder Artillery. Any figures covered by the Template suffer 1 Wound each. Once deployed, Rockets cannot move, it takes a full TURN to move 90 degrees or more. It can turn less than 90 degrees but is counted as moving (-1 on its' FM). It takes a full turn to deploy or pack up including loading onto animals(2) or wagons(1), if they are available. Crew move half speed if carrying Rockets. Only Gunpowder crew can man these Rockets. If reduced to 1 crew, it will take a complete Turn to make ready for firing and 2 Turns to pack up or to set up.

Pack animal:- 3pts each, moves 6" or 4" laden.

Wagon (2 animals):- 10pts, moves 6" or 4" laden.

You may buy 1 driver per wagon and 1 drover per pack horse. They must be of the lowest CAD and Morale within your Army and remember, if they Rout, they take the wagon/pack horse with them.

Any Unit within your Army may have 1 Wagon/Cart as a Baggage Wagon. Wagons/Carts count as soft cover for troops behind it and if need be can be formed to provide a defensive position. For hits on Wagons etc, when moving, use the method as against Chariots. If used as a defence, use Rules as for against Field Walls, but fire at them as wooden structures. Once 5 Hits have been registered on a Wagon, that Wagon is destroyed. All Loads on a Wagon is lost if it is destroyed. Save Figures as normal.

HITS ON CREW

(Applies to Stonethrowers and Gunpowder Artillery, except Organ Guns)

ORIGINAL CREW

LOST CREW	2	3	4	5	6
1	miss1/fire1	miss1/fire2	miss1/fire3	miss1/fire4	miss1/fire5
2	Out	miss2/fire1	miss2/fire2	miss2/fire3	miss2/fire4
3	Out	Out	miss3/fire1	miss3/fire2	miss3/fire3
4	Out	Out	Out	miss4/fire1	miss4/fire2
5	Out	Out	Out	Out	miss5/fire1
6	Out	Out	Out	Out	Out

e.g. a six man crew manning a Gun suffer 2 casualties. It may fire as normal for 4 Turns then it must miss 2 Turns. During the 2 missed Turns the "Gun" cannot be moved but it may be turned. Crew are permitted to defend themselves. If during the "Guns" firing Turn, it loses another crew, the number of turns it can fire is reduced right away. In the example above, if the Gun fired 3 times then was hit again, then it would miss the next 3 Turns immediately. It couldn't fire its` 4th Turn. If the crew is lost on a "missed Turn" then just increase the number of missed Turns immediately. The missed Turns must run consecutively.

If hit by Gunpowder or Bolt Shooters, count the crew as in two ranks, but they are still classed as skirmishers. If they are hit by Stonethrowers by a direct hit (but not if caused by direction and range dice) then halve the D4+ score, always rounding up. (you will always inflict 1 wound).

If hit by new direction and range, use the template to determine who or what is hit. Those figures covered are the only ones who can be wounded. If the Artillery piece itself is covered or partly covered by the template, then 1 extra wound is suffered by the crew. The crew suffers 1 wound even if the template does not actually cover any crew but covers even part of the Artillery Piece.

All crew must be in base contact with the Artillery Piece, if they are not modelled onto the same base.

NOTES ON ARTILLERY:

- 1) No Gun except a Jezail may move and fire in the same turn. Guns of 4 crew or less may turn up to 45 degrees and still fire.
 - 2) Gunpowder Artillery crew are expensive because it is still a new Technology.
 - 3) Before each "Gun" fires, roll a D6. A 1 means that the Gun has misfired. Two misfires in a row and the Gun will explode. The crew have normal saving throws, do not use Artillery modifiers. Organ Guns will roll only 1 D6 per Gun, and not for each barrel.
 - 4) The different CAD for similar Guns, reflects that Races` ability to understand the new Technology.
 - 5) All Artillery Crew are counted in Skirmish order and armed with a Hnd Wpn.
 - 6) Only Evil troops may fire on their own men. If in a Melee, divide the casualties in proportion to the number fighting on both sides eg. 20 Orcs are fighting 6 Knights and a Gun inflicts 3 hits on the Melee, 1 Knight and 2 Orcs are hit; save as normal. If there is only 1 hit on the Melee, this will be on the Firers` own troops, otherwise there is at least 1 hit on each side. In the example above, because the Knights are outnumbered by slightly over 3 to 1; 4 hits would be 3 Orcs/1 Knight and 5 hits would be 3 Orcs/2 Knights.
-

Target Priority:

To prevent your Units acting with ESP and Radar, follow the following Target Priorities.

- 1:- Enemy being charged by Firers.
- 2:- Enemy charging Firers.
- 3:- Enemy advancing towards firers and within charge range.
- 4:- Enemy in at least half their number and who fired at them in the previous Firing Phase.
- 5:- Any enemy who fired at them in the previous Firing Phase.
- 6:- Nearest Enemy.

You do not have to turn to comply with 4, 5 or 6.

Skirmishers only comply with 2.

Artillery comply with 2 and 3 only.

For those who wish to use buildings and Town/City Walls in your games, the following may be used to determine what damage they suffer when hit.

Once a wall or building reaches its Strength it then falls down and becomes a defended obstacle. If wood:- soft cover and if stone/rock etc:- hard cover.

Strengths must be decided before the game begins, but below are a few examples.

Troops in collapsed buildings get normal saving throws. The following are guidelines for the Defence Strengths of certain structures.

Small shack(wood):- 6pts

Small house(wood):- 9pts

City Tower(stone):- 35pts

Town house(wood):-12pts (each span of a wooden bridge)

Town house(stone):- 18pts (each span of a stone bridge)

(Save troops on a bridge as in Magic Spell 17)

Buildings are only damaged by Direct Hits, that is you must pick a building as your target. Overshoots etc do not count. Any troops in a Structure hit by a Direct Hit suffer the same number of casualties as its Damage Ratio. Save as normal, ignore any Saving Modifiers because of Artillery/Stonethrower Fire. Troops that are hit in buildings which are hit by Overshoots, get a +1 on their Saving Throws. Ignore any Saving Modifiers from Stonethrowers. Although Bolt Shooters have no effect against Structures, they can still fire as normal against troops in cover.

Troops on an open bridge can be hit by Overshoots, normal saving throws apply, including Saving modifiers.

Walls are slightly different, you may cause casualties by hitting troops behind a wall if you are using a Template. But if you want to damage a wall, it must be by a Direct hit, again the wall must be your target. Once that total is reached then the wall collapses. If it is a town/city wall then any single rank in Base Contact with it will sustain additional casualties, they save as normal, not as in Magic Spell 15. City/town walls should be of a realistic length, about 8". Field walls that are destroyed are reduced to rubble, they no longer provide any cover or obstacle value. City/Town walls that collapse become defended obstacles and give hard cover. They cannot be damaged again. Damaged walls can be marked by black cotton wool until their Strength is reached. To fire Guns at low walls, the same penetration Rules for Town/City Walls apply. You can only penetrate 30mm of figures, not the normal amount of ranks.

Firing at troops hidden by Town/City Walls :- A cannonball will penetrate up to 20mm of figures behind a City/Town Wall. You cannot fire directly at troops hidden from view. All fire must be directed at the City/Town Walls(not into the Town itself). If the defender places his troops more than 20mm(hard cover) from the City/Town walls he will suffer no casualties from penetration, however he cannot defend them from attack as he must be in base contact with the walls. Once the walls are reduced to rubble then the normal cover Rules apply. You need to inflict the following number of hits to destroy an inch of wall. City walls do not collapse until the entire length is destroyed. If it is longer than 8", then once 8" has been destroyed remove or mark that particular damaged wall. This means that the wall does not collapse inch by inch.

Wooden fencing:- 2 per inch.

Field walls:- 5 per inch.

Town/city walls:- 10 per inch.

The following weapons affect buildings (note, to make things simple no building catches fire) walls and fences.

Gunpowder Artillery:- 2 crew = 1 hit. 3/4 crew = 2 hits. 5 crew = 3 hits. 6 crew = 4 hits.

Stonethrowers:- 3 crew = 1 or 2 hits. 4 crew = 2 or 3 hits. 5 crew = 3 or 4 hits. 6 crew = 4 or 5 hits.

The first number is against stone or brick, the second number is against wooden structures. Before the game both sides must agree to the Strengths of all structures on the battlefield. Remember, to inflict damage on structures, you must aim at the structures and not at the troops behind. Stonethrowers do not count any hits towards structural damage caused by overshoots, count direct hits only.

Small arms fire and Bolt Shooters firing at troops manning parapets etc:- Decide before the game if the walls hide the defenders from view and if so then -1 on the FM. Most firers should now need a 10 to hit. As soon as defenders fire from behind the walls, the -1 to hit them is removed from the attackers die roll, for the attackers following move only. If the defenders for the next move decide to keep out of view, then the -1 is reintroduced.

Withholding Fire:- A Unit may decide to fire with only its' front or second rank if it so desires. If charged, this means that the front rank, which didn't fire, would not be -1 on the Combat Chart. As it takes great discipline to do this, the Unit involved must take a Morale Test A. If it passes, then it may withhold fire from one of its' ranks. If it fails, then it must fire all troops that are allowed to fire. A Unit that fails its' Morale Test in this case is an additional -1 on the Firing Modifier Chart.

COMBAT

CAD:

A figures` basic fighting ability and its` ability to withstand damage, is measured by its` CAD. This stands for Combined Attack & Defence. A human soldier, reasonably fit and trained is our benchmark and all other creatures are measured in relation to this. For Combat the CAD takes into account a figures strength and ability with a particular Wpn. Also included is that figures` ability to withstand any wounds it may suffer. A basic CAD may vary with the use of a particular Wpn.

RESOLVING THE MELEE:

Compare the difference in CAD between the 2 units or Characters and use the table below to see the minimum score required to hit on a D10. Any difference made to your figures` Basic CAD by troop type or Wpns should be noted in your Army Lists.

DIFFERENCE IN CAD	SCORE REQUIRED
+3 or more	5 or more
+2	6 or more
+1	7 or more
even	8 or more
-1	8 or more
-2	9 or more
-3 or less	10

A D10 roll of 1 is always a miss. A D10 roll of 10 is always a hit.

COMBAT MODIFIERS:

Add or subtract these from the D10 score.

Fighting Routers. (No other Modifiers apply)	+3	Fighting Feared Opponents.	-1
Mounted Vs Foot.	+1	Attacking a Defended Obstacle.	-1
Charging inside Arc. (Not applicable if charging over Obstacle)	+1	If fired Missile Wpn this Turn.	-1
Following up.	+1	Shaken	-1
Frenzied.	+1	Withdrawing from Melee.	-1
Behind Defended Obstacle.	+1	Fighting a Tough Opponent	-1
Wpn Modifier.	+?		
Unit Modifier.	+?		

NOTES ON COMBAT:

- 1) Combat follows a successful Charge or as a result of an ongoing Melee.
- 2) Only figures that are in base to base contact may fight (see the Section on Skirmishers). No overlaps are allowed.
- 3) A charging unit must be a minimum of 4 figures wide where possible. Terrain and other reasons may make it impractical to do so. Players must try to have the correct minimum frontage before charging, even if this means taking a Morale Test. (see Note 4 below)
- 4) All Charges must be in a straight line and the target must be in sight at the start of the Charge. Chargers may attempt 1 simple manoeuvre and then charge(subject to a successful Morale Test).
- 5) A Routed unit which is pushed back and completely surrounded by enemy or impassable terrain, is removed as having been destroyed. Exceptions to this are the Undead, Retainers or troops in a Frenzy.

- 6) Only a unit pushing back or pursuing is able to increase or decrease its` frontage. Both sides in a round of Melee which is drawn can increase or decrease their frontage.
- 7) Mounted troops may try to evade when attacked by other troops. The following conditions apply:
 - a) Armour must not exceed shield only.
 - b) The evading unit must pass a Manoeuvre Test (Morale Table A).
 - c) Chariots cannot evade.
 - d) If successful in its` manoeuvre test, the unit will evade a full normal move directly away from the enemy, avoiding difficult terrain and other troops if possible. If caught, the melee is as against Routers. Evading units do not fight back.
 - e) Foot skirmishers may try to evade by passing Morale Test A. This also applies to Artillery crew, who will evade towards the nearest friendly unit or cover (players choice) after firing their Pieces at the charging enemy. Stonethrowers because of their minimum firing range, will rarely fire at their chargers before evading. If an attacking unit starts its' charge outside a Stonethrowers minimum range then that Stonethrower may fire.
- 8) Any unit may try and turn to face an enemy charging them from the flank or rear. If it passes its` Morale Test A, it may turn around any or all of its` figures to face the attack without increasing, decreasing frontages or changing formation. If it fails the Test then only those figures in base contact with the attackers may turn. They are Unformed (the entire unit), are classed as being attacked in the flank and/or rear and cannot counter-charge. At the start of the 2nd round of Melee all troops may be turned to face the enemy. If the attacked unit was already involved in a Melee the above applies except that any troops that turn cannot be counted as supporting ranks in the original Combat. Troops already involved in base contact with the enemy cannot be turned. If the unit fails the Morale Test A, the troops which turned to face the new Attacker are shaken and unformed. They also count as being attacked in the flank and/or rear. (See Counter-charging).
- 9) There is no follow up by a successful unit if the unit it is fighting is wiped out.
- 10) Infantry cannot charge Mtd troops from the front unless the target is within their normal move distance. Infantry can charge as normal from the flank or rear. The Mtd troops may be able to evade (see note 7). Normal flank and rear attack Rules apply.
- 11) Skirmishers are troops in single rank with a base width between figures. Close order troops can use all eligible figures against a skirmish units frontage, including gaps. This does not count as an overlap.
- 12) Troops gain no Charge Bonus if any part of the charge is over difficult terrain.
- 13) Troops failing to meet the enemy due to evasion, may carry on their full charge distance onto a new enemy or stop at the end of their normal move.
- 14) A unit may withdraw from a Melee at any time, unless they are Frenzied, Retainers or prevented by other Rules. To withdraw, a unit must pass Morale Test A. They retire half a normal move directly away from the enemy. The enemy may pursue, if they do so, it is classed as a push back. The enemy cannot pursue if it is already engaged in Combat. Troops pushed back cannot withdraw from Combat nor can they pursue.
- 15) *Fighting against Beast and Rider:* Sometimes a figure will find himself up against a rider whose mount can also fight. The defender will fight against the rider and the Beast gets a free attack. If the rider is killed, the beast does his attack and then flees away from the battle to rest behind his own lines(in a Campaign, the beast is not lost). If the defender is killed by the rider, then the beast has wasted his attack. It does not attack another figure unless the rider was attacked by more than one figure. Check the Army Lists for specific creatures. Before the Melee starts any Player with a single figure fighting against a beast and Rider/Crew may opt to fight the Beast and not the Rider/Crew. This means that the Rider/Crew will get a free attack. Normally it is Beast vs Beast & Rider vs Rider.
- 16) *Supporting Ranks:* To claim Supporting Ranks, each rank behind the 1st must be of the same number of figures and of the same unit. You can have the 2nd and up to, and including, the 4th rank as supporting the 1st rank.

- 17) Characters cannot be picked as a target unless it is by itself, this applies to firing. In a Melee, they can only be hit if they fight in the front rank or the second rank if the unit is armed with a Pike or a Spear. If the unit is hit by Magic, falling Buildings, Plague etc and this involves casualties on the entire unit; then the Characters must be Saved by normal Saving Throws.
- 18) *Counter-charging*: Any Unit allowed to do so may Counter-charge. The Rule about charging within their Arcs, still applies. Any Unit wishing to Counter-charge another Unit that is outside its' Charge Arc, but is not being attacked from the Flank or Rear, must pass a Morale Test "A". If it fails its' Morale Test "A", it may turn the entire Unit to face the attacker. Normal Flank/Rear Attack Rules apply (see Note 8). If it passes, measure the distance between the two Units and move both Units at 1/4 Charge/Attack speed towards each other until contact is made.
 Infantry cannot Counter-charge if it Tests for a Flank/Rear Attack. Cavalry may try to Counter-charge an attacker that mounts a Flank/Rear Attack, if they are not already involved in a Melee. Test as normal and if successful, the Cavalry Unit may Counter-charge as long as the following Rules apply. The Attacker does a Normal Mv. If he hits the Defender then it is a Flank/Rear Attack. The Defender cannot use the Lance. The Lance is counted as being lost. If contact has not been made, then measure the distance between the two Units and move both Units at 1/4 Charge/Attack speed towards each other. Remember to deduct any Mv Penalty for the Defender turning. If contact is made then the Defender again loses his Lance. Any contact after this 1/4 Mv and the Defender can use his Lance.
 If the attacked Unit fails its' Morale Test A and cannot Counter-Attack or any stationary (including not Counter-charging) Cavalry Unit is hit by another Unit, then that Cavalry Unit is classed as being Unformed. (see Unformed Note 7).
 The Counter-charging Unit must be within its' own Charge Distance (including any deductions for Turning) to be able to Counter-charge.
 Remember, Units that Charge/Counter Charge outside their Arc, cannot claim the Charge Bonus.
- 19) *Overlapping*: There is no overlapping in Melees, however a Unit that has a longer frontage than its' enemy may flow around the flanks of the Unit it is fighting. The attacking Unit may move up to its' maximum Charge distance in order to sweep round the flanks. This is not a Flank Attack. The defender will have the option of turning those contacted figures on the flanks to face this new threat, thereby including them in the Melee, or keeping them the way they are. The advantage in turning them to fight, is that you get more D10 for the Melee, but the disadvantage is that you cannot count those fighting as in Supporting Ranks. The choice is yours. This system is also used by Units pushing-back their opponents. Units being pushed-back cannot use this tactic. If a Unit used this tactic and was then pushed-back, its' "Lines" would straighten out.
- 20) *Shields*: If a defending/attacking Unit fires a Wpn that requires both hands, Bow, Cross-bow etc, then it cannot use its' Shield in the first round of Melee for that particular Melee. A good tactic for those with Troops of a high FB (Royal Elves etc), is to let the 2nd Rank fire (if defending) and allow the 1st Rank to use its' Shield. Weigh up what you lose by not firing both Ranks against the extra saving Bonus for your melee casualties.

SAVING CASUALTIES

(Applicable to Melee and Missile Casualties)

Not all figures that are hit are killed. Some are only stunned or slightly wounded. The Saving Throw enables the player to avoid fatal blows to his troops. Some types of armour whilst giving extra protection will also reduce movement, but some Races are so sturdy that the extra weight makes no difference to their speed or agility. Check your Army Lists for full details.

INFANTRY:

TYPE OF ARMOUR.	MOVEMENT DEDUCTION.	SCORE ON D6 TO SAVE.
None	None	Dead
Shield only(Sh)	None	6
Light Armour(Lt/Arm)	None	6
Lt/Arm & Sh	0.5"	5+
Heavy Armour(Hvy/Arm)	0.5"	5+
Hvy/Arm & Sh	1"	4+

Troops routing or who cannot defend themselves as a result of a failed Morale Test during a flank/rear attack, cannot use their shields. Troops that fail a Morale Test for a flank/rear attack can use their shields in the 2nd round of Melee if they are allowed to turn and face their attackers. Otherwise troops with shields will always have their protection (see Notes on Combat, # 20). Check the Wpn and Unit Sections in the Rules for any Saving Modifiers.

If you have figures that can take more than 1 wound, you cannot spread wounds around the unit to avoid removing casualties. e.g. 3 wounds on a unit of Man-Beasts will result in 1 killed and 1 wound carried on until the next Turn. Not 1 wound on 3 separate Man-Beasts.

CAVALRY:

RIDERS` ARMOUR	BEASTS` ARMOUR	MOVEMENT DEDUCTION	SCORE ON D6 TO SAVE
None	None	None	6*
None	Barding	0.5"	5+**
Shield only	None	0.5"	5*
Shield only	Barding	1"	4+**
Lt/ Arm	None	0.5"	5+*
Lt/Arm	Barding	1"	4+**
Lt/Arm & Sh	None	1"	4+*
Lt/Arm & Sh	Barding	1.5"	3+**
Hvy/Arm	None	1.5"	4+*
Hvy/Arm	Barding	2"	3+**
Hvy/Arm & Sh	None	1.5"	3+*
Hvy/Arm & Sh	Barding	2"	2+**

* Applies to Melee Casualties only and to hits caused by Grenades.

** Applies to Missile Casualties only.

Please make a note on your Army Lists any extra protection given by Magical or special types of Armour. The minimum saving throw for Melee Casualties is always 3 and for Missile casualties, 2. The use of Magic and/or Magical Wpns/Armour, may bring your Saving Throw below the minimum, this is OK. But a 1 is always a HIT!!!

RESULTS OF COMBAT

After a round of Combat, both sides measure how well they did by using the following table. For each unit add up the following:

- +? The total number of wounds (not hits) inflicted on the opposition.
- +1 For Mtd troops. Their ego convinces them that they are better than anyone else.
- +3 If the units is in Square, against Mtd troops only. (see special Rules)
- +1 If the unit followed up.
- +1 If the unit charged inside Arc.
- +1 For each complete rank from the 2nd up to and including the 4th. Count ranks after all casualties have been removed.
- +1 If the unit has a Standard. This must be the Unit Standard and not the Kings` or Armys` Standard.
- +1 If the unit has a captured enemy Standard.
- +1 If the unit is defending an obstacle.
- 1 For each consecutive time the unit is pushed back. This stops as soon as the unit either draws or wins a round of Melee.
- 1 If the unit is attacked in the flank or rear. Only if it fails its` Morale Test or the troops are unable to turn around. (see Combat note 8)
- 1 If the unit is fired at during the Melee by friendly troops.
- 1 Outnumbered by 4 to 1, in figures, not Pts.

Add up the total for each unit involved in the Melee. The lowest score subtracts from the highest. This number is then taken from the Morale of the unit which had the lowest score. This unit must equal or get lower than this modified Morale on a roll of 2D6 to remain in the fight. If the unit succeeds, it is merely pushed back, but if it fails, then it is Routed. A Shaken unit which is pushed back is automatically Routed unless it rolls a 2, which is an automatic pass, it is then pushed back as normal. If after adding up the Combat Results, you find that both units are equal, then the melee continues next turn, there is no Morale check.

Multi unit Melees:

Melees involving more than one unit a side, are resolved slightly different. Unit **a**, is fighting **b**, **c** and **d**. Unit **a** suffers 4 wounds and inflicts 3 on **b**, **c** and **d** combined. When counting up the results of Combat, units **b**, **c** and **d** will be able to claim 4 wounds inflicted by each of them, then do the rest of the Combat Result (CR) for each unit. Unit **a**, will of course claim 3 wounds. It is possible that one of the attacking units may have the lowest total, and it is he who will have to be tested. In this way one or more attacking units may be force to pull back or Rout. In a case of a Multi-Unit Melee, if more than one unit has the lower Combat Result Total then they both(?) will take the Test. If unit **a** had a CR of 5 and units **b** and **c** had the same totals, then Morale would be called for those units. It is possible that **a** and **d** would Rout, **c** would be pushed back leaving **b** to pursue **a** if it could. Of course, if the CR for all the units were the same, then no Morale Tests would be called.

Example: Orcs vs Dwarves. 24 Orcs(Morale of 7) in 4 ranks of 6 fight 24 Dwarves in 2 ranks of 12(Morale of 9). The Orcs lose 3 figures due to x-bow fire as they charge in. After a ferocious Melee, the Orcs lost 3 figures and the Dwarves 1. This was the CR for both units:

ORCS
 Wounds inflicted: 1
 Supporting Ranks: 2
 Unit Standard: 1
 Charged inside Arc: 1
Total CR: 5

DWARVES
 Wounds inflicted: 3
 Unit Standard: 1

Total CR: 4

As you can see the Dwarves have the lower total. Take this away from the Orcs` total and you are left with a 1. This is the number you subtract from the Dwarves` unit Morale. This is now reduced to 8. The Dwarves must equal or get less than 8 to be only pushed back. If it rolls higher with the 2D6, it will Rout.

As both sides lost figures due to firing and Melee, this reduced the number of supporting ranks that each side could count on.

PUSH BACK:

At the end of a Melee any unit that passes its' lost Morale Test is pushed back. Whilst still fighting, it retires facing the enemy for 2"; the Melee continues unless the Victor withdraws. You will Unform any friendly troops within 2" of the rear of the unit that was pushed back, keep your exit clear.

ROUTS:

A unit that fails its' lost Melee Morale Test will Rout. It will move 4" directly away from the enemy it is fighting, regardless of any difficult terrain it may be in. It will not avoid friendly troops. After this initial move it will rout at charge speed during its' own 1st Movement Phase. Routing units must try to head for their own baseline if possible. If this is not possible, then it will head for the nearest table edge. Troops will try to reach their own baseline as long as this doesn't bring them within 2" of any enemy troops. They will avoid going through any friendly forces, from the 2nd Rout Mv on. Once it is decided whether a routing unit is going for its' own baseline or a table edge, this decision does not change unless enemy troops move to block the routing units' path. Routers cannot Rally in the same move in which they were routed. Routers make the initial 4" move immediately after testing. The victors must test to see if they can stop from pursuing the Routers. This test is voluntary. If they fail they pursue the routers, moving up to the extent of their normal Mv and to a maximum of 4". They then get a free attack immediately, with the routers unable to fight back, if they are still in contact. Pursuers are affected by difficult terrain. Routers who go off the table, will not return. Their pursuers may attempt to break off pursuit at the table edge by testing on Morale Table E. If they fail, they will pursue off table and not return. Routers cannot Rally if they are under 25% of their original strength.

Rout, an Example:

A Routed unit (A) will move back for 4". If this takes it into another unit (B), the following will happen. If the unit (B) is in Skirmish order, then it will rout automatically, it does not Test for Morale; it simply Routs 4". Unit (B) can rally at the end of its' own Turn, but not in the same Turn as it was Routed. If the unit (B) was not in Skirmish order, then it Tests on Morale Table A. If it passes, then it closes ranks and the Routing unit (A) is forced to flow around it. If unit (B) fails its' Morale Test A, then it is pushed back by the pursued unit(A). Both units stop when unit (A) has completed its' 4" Rout Mv. Unit (B) is now unformed and will count as having been pushed back in a Melee for that Turn. In the Next Turn, unit (A) will flow around unit (B). This normally means that unit (A) will be slaughtered by the pursuers, but such is life.

BREAKING OFF PURSUIT:

If the victors wish to break off pursuit, they must pass a Morale Test E at the beginning of and before the Routers Move. If they fail, they move their normal distance after the Routers. During their own Turn, the victors must Melee with the Routers, if they are still in contact.

Pursuit ends automatically when any of the following apply:

- 1) The Routers are wiped out.
- 2) The Routers outdistance their pursuers.
- 3) The pursuers are attacked by another unit.

Pursuers get to attack in each Combat Phase in which they are in contact with the Routers. Troops behind a town wall or prepared defences do not pursue. A row of stakes does not count as a prepared defence, whereas a redoubt or a earthen wall with a ditch would. Decide before the game starts what constitutes a prepared defence. Ground advantage usually describes uphill or ambush positions.

Now for the bad news...

Sometimes a melee occurs which involves several units at once The Rules work fine for a couple of units but once half a dozen or more are involved, then you will need the Wisdom of Solomon with the Genius of Einstein to determine the result. Unless both sides are in agreement with what is going on, we suggest the following.

Let both sides fight it out for two Combat rounds during which nobody is pushed back or has to take a Morale Test. At the end of the 2nd round each and every unit has to test against its Basic Morale(do not include Standards or Magic etc) using 2D6. If it passes it will retire one full normal Move facing the enemy, no deductions for turning but observe penalties for difficult terrain. Any unit behind friendly unit behind will let them pass, but will themselves become Unformed. Retiring units will avoid the enemy, but if this is impossible they will stop 2" from that enemy unit. If it fails , it will Rout 4" away from the enemy and normal Rout rules will apply. There are no free attacks or pursuits as both sides are considered too exhausted. Troops defending obstacles, buildings river banks etc will remain where they are if successful and retire a full normal Move if they fail.

MORALE TESTS

- Table A>** For manoeuvres, charging outside your Arc, to avoid being Shaken, to withdraw from a Melee or if you are charged in the flank and/or rear.
- Table B>** To Rally after Routing.
- Table C>** To become Steady after being Shaken.
- Table D>** To become Frenzied (voluntary).
- Table E>** To break off pursuit.

Apply the modifiers from the appropriate Table to the units` basic Morale. The unit must equal or get under this total on the modified score on 2D6 to pass. A double 6 is always a failure, no matter how high your Morale is and a double 1 is always a pass, no matter how low your Morale is. If Testing for Undead to manoeuvre, ignore all + and - except those for various Commanders.

Table A> For manoeuvres, charging outside your Arc, to avoid being Shaken, to withdraw from a Melee or if you are charged in the flank and/or rear.

- +1 If the unit is led by an Experienced Commander.
- 2 If the unit is led by a Veteran Commander.
- +1 If the Unit has a Unit Standard (not the Kings` or Army Standard).
- 2 If the unit has no Commander.
- 1 If the unit was under fire last/this Turn and suffered at least 1 casualty.
- 1 If the unit is Unformed.
- 2 If the unit is Shaken.
- 1 For each 10% of original strength lost. (Undead Ignore)
- 2 If the unit is below 50% of its` original strength.
- 1 If the unit fears an enemy within 12"*
- 1 If the unit has lost its Unit Std or hasn't one painted up yet.
- 2 If the unit is Testing for loss of Army Std or Army Commander.
- 3 If the unit is testing for loss of Kings` Std or the King.
- +? Add any Morale Bonus caused by Magic, Army/Kings` Std etc.
- ? Attackers` minus value for causing fear. If this is used, compulsory, you can't use *.
- 1 For each friendly Unit retiring/retreating within 12" and in LOS.
- 2 For each friendly Unit Routing within 12" and in LOS.

Table B> To Rally after Routing.

- +1 If the unit is led by an Experienced Commander.
- +2 If the unit is led by a veteran Commander.
- +2 If the unit is either a Knightly or Religious Order.
- +2 If the King or Army Commander(C in C)is within 12" and in LOS. The King or C in C must not be pushed back, Routing, in a Melee or retiring.
- +1 If the King or Army Commander(C in C)is within 18" and in LOS. The King or C in C must not be pushed back, Routing, in a Melee or retiring.
- +2 If the units` original pursuers are over 12" away.
- +1 For each formed friendly unit within 12" and in LOS, not in Melee, being pushed back, retiring, Routing or Shaken. Up to a maximum of +3.
- +1 If the unit has a Unit Standard.
- +1 If the unit has a Musician.
- +2 For each Routing enemy unit within 6" and in LOS.
- +1 For each Routing enemy unit within 12" and in LOS.
- 2 If the unit has no Commander.
- 1 For each formed enemy unit within 12" and in LOS, not in Melee, being pushed back, retiring, Routing or Shaken. Up to a maximum of -3.
- 2 For each Routing friendly unit within 6" and in LOS.
- 1 For each Routing friendly unit within 12" and in LOS.
- 1 If the unit does not have a unit Standard. Applies only if the unit started out with one(or it should have). Having the Kings` or Army Banner with the unit does not count.
- 2 If the unit fears an enemy within 6" and in LOS.
- 1 If the unit fears an enemy within 12" and in LOS.
- 1 For each 10% of the units` original strength lost.
- 1 If the unit is Shaken.
- +? Add any Morale Bonus caused by Magic, Army/Kings` Std etc.

Table C> To become Steady after being Shaken.

- +1 If the unit is led by an Experienced Commander.
- +2 If the unit is led by as Veteran Commander.
- +2 If the unit is behind a defended obstacle or in a built up area.
- +1 If the unit has suffered no casualties this Turn.
- +1 If the unit has a Unit Standard.
- +1 For each formed friendly unit within 12" and in LOS, not in Melee, being pushed back, retiring, Routing or Shaken. Up to a maximum of +3. (Undead ignore this)
- +2 If the King or Army Commander(C in C)is within 12" and in LOS. The King or C in C must not be pushed back, Routing, in a Melee or retiring.
- +1 If the King or Army Commander(C in C)is within 18" and in LOS. The King or C in C must not be pushed back, Routing, in a Melee or retiring.
- 2 If the unit has no Commander.
- 2 If the unit fears an enemy within 12" and in LOS.
- 1 For each formed enemy unit within 12" and in LOS, not in Melee, being pushed back, retiring, Routing or Shaken. Up to a maximum of -3.(Undead ignore this)
- 1 If the unit is Unformed.
- +? Add any Morale Bonus caused by Magic, Army/Kings` Std etc.

Table D> To become Frenzed (voluntary).

- +2 If the unit is charging or about to charge Blood Oath enemies.
- +1 If the unit has lost its` Commander.
- +3 If the units` King or Army Commander has been killed.
- +1 If there are no friendly forces within 18".
- +? Add any Morale Bonus caused by Magic, Army/Kings` Std etc.
- 2 If this is a Voluntary Test.

Table E> To break off pursuit.

- +1 If the unit is led by an Experienced Commander.
- +2 If the unit is led by as Veteran Commander.
- +1 If the unit is behind a row of stakes, fence, hedge or low wall.
- 2 If the unit has no Commander.
- 2 If the unit is Mounted.
- 1 If the unit has ground advantage*.
- 2 If the unit is fighting a Blood Oath enemy.
- 2 If an enemy is Routing within 6" and in LOS.
- 1 If an enemy is Routing within 12" and in LOS.
- 1 If the unit is fighting a feared enemy.
- 2 If the unit is of a Knightly Order**.
- 3 If the unit is of a Religious Knightly Order**.
- 2 If the unit is not Veteran or Guard. Retainers ignore this one.
- +? Add any Morale Bonus caused by Magic, etc, but not Army/Kings Std.

* If the charge started with ground advantage, this is cancelled from the 2nd round onwards. Include this if the unit has always had ground advantage throughout the Melee. A unit could have this -1 and at the same time +1 for being behind a minor obstacle.

** You only use one, not both, if both apply; use the -3.

SPECIAL CHARACTERS AND STANDARDS

UNIT, ARMY AND KINGS' STANDARDS:

These are used to inspire the troops and as a point to rally round when the going gets tough. All units must have a Standard (Std) (see Army Lists for exceptions), this is called a Unit or Regimental Standard. If your unit must have one, but you haven't one painted up for it, then it fights without it. This unit will be classed in all Tests as having no Unit Standard. Your Army must have an Army Standard and if the King is present then you must have a Kings` Standard. The Army/Kings` Standard may have Magic Attributes.

The Kings` Std, must accompany the King; either carried by his Std Bearer or with his Retainers. The Army Std, can be with any unit. As these two Standards affect a units` Basic Morale, although both may be in the one unit; only one will affect that unit. It is wise to put them into separate units. If using the Kings' Std, you may dispense with the Army Std. The choice is yours.

A unit can have its` own Std as well as an Army/Kings` Std affecting its` Morale.

Below are the affects these Standards have on their Bearers and the units they are with:

- Unit Standard:** +1 To the Bearers` Combat Modifier. Affects the units` Morale as per the Morale Tables.
- Army Standard:** +1 To the Bearers Combat Modifier.
+1 To the units` Basic Morale.
- Kings` Standard:** +2 To the Bearers Combat Modifier.
+2 To the units` Basic Morale.

MAGICAL ATTRIBUTES:

You may give your Army/Kings` Std any of the following attributes. Choose two only for each Std. You can have the same two for each Std. See Points System for costs. It is pointless having a Kings'/Army Std if you do not give them any Magical Attributes.

- 1) The unit in possession of this Std will not fear any opponent.
- 2) Any unit within 12" may + or -2 to its` die roll for all Morale Tables, except E.
- 3) Any unit within 18" may + or -1 to its` die roll for all Morale Tables, except E.

- 4) The unit in possession of this Std may re-roll any Morale Test, but it must abide by the second result.
- 5) Any unit within 12" and in LOS will not fear any opponent.
- 6) Any unit within 18" and in LOS may re-roll for Morale Tests A & C, but it must abide by the second result.

2, 3, 5 and 6 does not include the Parent Unit.

A unit can have as many Standards as it likes, but one must be designated as the Unit Std. If the Std Bearer is killed, then another figure can pick up the Std, as long as the unit wasn't pushed back, routed or retiring when the Bearer was killed. The new Bearer does not get any improved CAD.

LOSING A STANDARD:

A unit will lose its` Std if the Bearer is killed and as a result of that round of Melee, the unit is pushed back , retired, or Routed; then the Std will fall into the hands of the enemy. The enemy unit does not have to follow up to get the Std, just as long as it doesn't retreat as well. The enemy will keep the captured Std until the same conditions apply for it to be lost again. Captured Standards lose their Magical Attributes for the rest of the game. If a unit loses its` unit Std, it must test on Table A.

If the Army Std is lost, all units within 18" and in LOS must test on Table A.

If the Kings` Std is lost, all units within 24" and in LOS must test on Table A.

Start with the closest unit to the lost Std and work your way out to the 18/24" limit.

All failures will result in that unit becoming Shaken immediately. Loss of a Std will result in any extra CAD/Morale for that unit being lost until its` recovery. N.B. Magical Attributes are lost for ever. The loss of a Mercenary or Allied Std will only affect the Allies or Mercenaries that were raised under that particular Std.

COMMAND CHARACTERS:

Each unit must be led by a Command Character. These may be classed as either Experienced or Veteran. It is up to each player to decide which type he will use, but use a little common sense. Levy troops would be led by Experienced Officers and Guards by Veteran. For instance, you could be wasting points having cheap Goblins led by Veteran Commanders. Check the Army Lists for restrictions. Once a Character is killed, no one will replace him, unless the King/C in C takes control of that unit. If he does, he will not get any extra CAD or Morale bonus. The leaderless unit can carry on as usual but will be heavily penalised in all future Morale Tests. In a Campaign, after a battle, a rank and file soldier gets a field promotion.

An Experienced Commander gets a +1 onto his Combat Modifier.

A Veteran Commander gets a +1 onto his CAD and +1 onto his Combat Modifier. Std Bearers and Characters must be in the front rank if they wish to fight, and once there, they can't be removed until the Melee is over.

An Army Commander or a King is classed as a Veteran. Do not adjust their CAD, Morale or Combat Modifier as these are built into the Army Lists. If the C in C or King is killed, then all Units within 36" and in LOS must test on Table A. If they pass, they are Shaken and if they fail; they Rout. Start Testing units nearest the dead Commander/King and work your way out.

Musicians have no extra ability, except that their instruments can be used to Rally troops as detailed in the Morale Tables. Once lost, they cannot be replaced in that battle.

The abilities of Wizards are described in full in the Magic Rules.

NOTES ON UNITS AND FORMATIONS:

- 1) A Square can never be pushed back, only routed. Its` enemy can't claim the +1 for a follow up. There is no minimum amount of figures required to form a Square (Hedgehog or Schilton). It is a defensive formation with troops giving all round protection. One side can be an impassable terrain piece, but not a building or wall. If a Square, then all 4 sides must be as equal as possible.
- 2) A Shield equipped infantry unit gets a +1 bonus on its` Saving Throw against missile fire as soon as it forms a Shield Wall. This does not apply to hits from Gunpowder Wpns or Stonethrowers. Once formed, it cannot move. Once engaged in a Melee, the Shield Wall is broken.
- 3) Giants, Ogres, Trolls, the sides of Chariots and all large Creatures with a frontage of 160mm or over, are classed as Large Targets.
- 4) Skirmishers are specially trained troops. See the Army Lists for full details. There must be a gap of a Base width between each Skirmisher. The size of the gap will depend on the base size of the Skirmishers base.

UNFORMED TROOPS:

Troops are Unformed for the following reasons:

- 1) After crossing difficult terrain, except hills.
- 2) Pikemen that are pushed back or forced to turn to receive a flank and/or rear attack. This only applies to troops that are forced to test their Morale in order to turn. The entire unit is unformed.
- 3) After a Melee is over. Except where stated, troops are not normally Unformed during a Melee. All Routed troops are Unformed whilst they Rout and after they Rally.
- 4) Skirmishers are never Unformed by difficult terrain.
- 5) When two units (none of which are Skirmishers) of the same side try to penetrate each other e.g. pushed back, Routed, voluntary, etc.
- 6) If a unit tries to go "Frenzied" voluntary and fails.
- 7) Stationary Cavalry attacked by other Units. (see Combat Note 18).

Troops whilst Unformed get no supporting ranks. They do not get the +1 for charging either in the Combat Modifiers or the CR Test after the melee. They can count following up. Check specialist troops for other disadvantages. Troops charging over streams, get supporting ranks but not the Charge Bonus as above. They may count as following up.

To become Formed again, a unit must spend an entire Turn stationary. In the 1st Mv Phase, it may do 1 simple manoeuvre. If the unit does any other action that turn, including firing at attackers, then it is Unformed for that entire Turn and must go through the process of reforming all over again.

SHAKEN TROOPS:

Troops are made Shaken for the following reasons:

- 1) Fighting feared opponents. The unit becomes Shaken when contact is made and it fails a Morale Test A. Take a Morale Test for each contact.*
- 2) After failing a Morale Test caused by friendly Routing troops. Table A.*
- 3) After failing a Scythed Chariot reaction Test. Table A.*
- 4) After failing a Morale Test A for losing 25% of its' current strength due to missile fire in one Turn.*
- 5) By enemy/friendly Magic.

* does not apply to the Undead Army.

A Shaken unit will automatically rout if it fails any other Morale Test (see the Magic Rules for exceptions). A Shaken unit must pass a Morale Test A before it can charge. A Shaken unit becomes Steady again once one of the following applies.

- 1) During a Rally Phase, if it passes a Steady Test (Table C). A Shaken unit may not become steady in the same Turn as it was made Shaken.
- 2) If the Shaken unit wins a round of Melee it automatically becomes Steady. If fighting the opponent that made it Shaken in the first place, it remains Steady until it either draws or loses a round of Melee against it. This assumes that the Melee is not broken off for some reason.
- 3) If the Shaken unit spends an entire Turn making itself Steady. The same conditions as for Reforming apply. Sometimes a unit will be Unformed and Shaken, the player must state in which order he wishes to become Formed and Steady. It will take 2 Turns to do both.

A unit could find itself counting both Minus Morale Modifiers for being Shaken and against feared opponents.

SPECIAL WEAPONS, UNITS AND FORMATIONS

(Including unusual Beasts, Creatures etc.)

WEAPONS

Lances:

Hvy Lances used by mounted troops are used only in the 1st round of Melee. The Lance armed troops must use it in the 1st round, they cannot save it for a later Melee. Unless the enemy is routed in the 1st round, the Lance is discarded. New Lances can be found at the Baggage Train.

The bonus for using the Lance is +2 on the Combat Modifier (CM).

2HCW:

Two Handed Cutting Weapons prohibit the use of a Shield in a Melee, but it gives you the following bonus.

Double Handed Axe/Sword etc: +1 on the CM.

Halberd, Bill, Scythe etc: +1 on the Basic CAD and +1 on the CM when fighting against Mtd troops only.

Extra Hand Wpn:

Some figures like to use Wpns in both hands. Whilst doing so, they cannot use a shield.

The bonus for using an Extra Hnd Wpn is +1 on the CM.

Spear:

All Spear armed figures in the front rank and half the 2nd rank (rounding down) are allowed to fight. If the unit is Unformed, only the front rank may fight.

The bonus for using the Spear is +1 on the Basic CAD.

Pike:

All figures in the front two ranks that are armed with the Pike are allowed to fight. If the unit is either Unformed or pushed back then only the front rank may fight. See Unformed Rule 2).

The bonus for using a Pike is +1 on the Basic CAD and +1 on the CM when fighting against Mtd troops.

Javelins:

In normal circumstances these are used as missile Wpns or they can be used just prior to a Melee. First 2 ranks of infantry and the front rank of Mtd troops may fire. Mtd troops may carry 3 Javelins and foot can have 2. One point pays for all Javelins carried. If one figure throws a Javelin, then count the entire Unit as having thrown. There is no advantage in using a Javelin in a Melee. All figures killed by throwing Javelins prior to contact are removed before contact is made. Throwing a Javelin prior to contact counts as firing a missile Wpn (-1).

Cavalry Spear:

Mtd troops may only use the Spear in the 1st round of Combat. For the 2nd and following rounds of the same Melee another Hnd Wpn must be used. The Cavalry Spear may be used in any 1st round of Melee without any need to replenish.

The bonus for using a Cavalry Spear is +1 on the CM.

Arquebus:

These Wpns are still rare and not very reliable, but they can be very effective. A roll of one, when trying to hit, indicates that that particular Arquebus has misfired. It is assumed to be lost for the rest of the game. A player can place figures with defunct Wpns to the rear and use them as casualties. After firing, a figure must remain stationary for one Mv Phase to reload. Not even a Simple Manoeuvre is allowed. This can be the 2nd Mv Phase of the same Turn in which he fired.

The bonus for using an Arquebus is already in the FM. Count -1 on all Saving Throws at Short Range or less.

Blunderbus:

This works in the way as an Arquebus except that the range is shorter. Although the effect isn't as great, the blast area is much larger. This causes two wounds per hit. Saving throws are not affected. A throw of 1 whilst trying to hit indicates a misfire, as per an Arquebus.

The bonus for using a Blunderbus is already in the FM.

Longbow:

If these are fired from horseback (or other beasts but not Chariots) treat as bows.

Crossbow:

Crossbows can be either single shot or multiple. Single shot can be used by foot or mounted figures and multiple by foot only. The +1 FM is for Short Range only.

Mtd Crossbow:

These were smaller and lighter than the ones used by the infantry. Their maximum range is 24" but they still get the +1 bonus for Short Range.

Repeating Crossbow:

A repeating crossbow has the same range as a normal crossbow except when it wants to fire in its repeating mode, then its maximum range is 16". The special magazine holds up to 3 bolts. The player must roll 3D10 when firing in the repeating mode. Casualties are spread over the Tgt Unit. If the player has spent the previous move loading the special magazine he can still fire as a normal crossbow but if he tries to fire as a repeating crossbow (with 2 bolts in the magazine) he cannot as he will have to reload the magazine. A figure must spend the entire Turn stationary and without firing to reload the magazine, a simple manoeuvre is allowed in the 1st Phase. The Firing Modifier of +1 only applies at Short Range.

Because crossbows are more cumbersome than bows, they may only make one simple manoeuvre in their first movement phase if they wish to fire and must not do anything in their second movement phase. The simple manoeuvre still gets a -1 for moving when firing. In other words, crossbows cannot move and fire in the same turn. This applies to foot crossbows only, Mtd crossbows may move either in the 1st or 2nd Mv Phase and still fire. They must choose one or the other, not both. Remember, you cannot Manoeuvre in the 2nd Phase.

Pistols:

A figure may carry up to two pistols. They may be used as a missile weapon, prior to a Melee or in a Melee. If used in a Melee the player can fire one or both of the pistols just before contact, any casualties are removed. The player is now -1 for firing before a Melee. The player may opt to fire his pistols as a normal Melee weapon, he is not -1 for firing before a Melee. If he fires both at once *during* a Melee, he cannot use his shield as protection. If used as a Melee Wpn(s), there is a -1 off all Saving Throws on hits caused by Pistols. A mounted figure armed with a Lance must use the Lance in the first round of a Melee before he can use his pistols in the second round. Pistols are only reloaded when that figure has reformed after the Melee is over or has spent a Mv Phase doing absolutely nothing. Pistols do not misfire on a roll of 1.

Grenades:

Grenades are carried only by Dwarf Engineers. They have a range of 8" and they inflict 3* Wounds per hit. The front rank only may throw. You cannot use Grenades and cross bows in the same Turn. Do not use the normal method for firing. It is assumed that all Grenades are thrown together, although this isn't compulsory. Roll a D6, a 1 and the Grenade explodes prematurely amidst your Dwarves. A 2 and the Grenade hits the ground harmlessly. Dwarves may carry up to 1 Grenade each. If only some Dwarves throw their Grenades, you must make a note of who has and who hasn't thrown them. This is to ensure that you do not remove as casualties only those figures that have already used their Grenades. Casualties from firing should be shared between those who have and have not used Grenades. Melee casualties are taken from those who actually fight. You may throw prior to a Melee (a -1 CM) only if the attackers attack from a distance of over 6". Grenades will cause 2* wounds per hit on troops behind Soft cover and 1* wound on troops behind Hard Cover. Cavalry cannot count Barding as protection against Grenades. See Dwarf Army Lists for extra Rules on Grenades. They cost 9 pts each.

Sling:

Slings are used by skirmishers only. They have no effect against targets that are both Large and Tough.

Throwing Knife, Axe, Darts, etc:

These are all Melee weapons. They are used just prior to a Melee before contact is made. Any casualties are removed before the Melee takes place. The throwers count -1 off their CM for firing. Figures armed with these weapons may use them in all Melees.

Blow Pipes:

This weapon is used by the more wilder races in our world, (Wild Orcs etc). The darts are poisonous so there is a -1 off all saving throws. They may be used prior to contact in a melee, use as for Throwing Wpns.

Handgun:

In the Empire of Normandee, they are coming round to the idea of gunpowder. For years they thought that only cowards and peasants were fit to use them, but a terrible defeat at the hands of the Dwarves soon changed that. They raised a unit of infantry and issued them with a primitive Handgun. These weapons were very basic in the extreme. They get the bonus as for the Arquebus (+1) but are limited by their range. They do not get the Arquebus -1 on the Saving Throw. Their range is 16". Roll D6 as normal for misfire.

UNITS**(Including unusual Beasts, Creatures etc)****Gibbers:**

These small debased creatures are normally seen scurrying after Orc/Goblin Armies. They are basically a cowardly lot. Normally there are 9 figures to a Base, but the number of figures per Base is not important. Each Base has three missile and three Melee attacks. They may attack as normal, but if the attack is to the flank and/or rear of an opponent, then they get a +1 on their Basic CAD and their Basic Morale goes up by +1. The extra Morale is cancelled once they lose a round of Melee.

Gibbers may use poisonous Spore Wpns, either on their arrows and/or in a Melee. They get a +1 on their CM/FM in each case. There are no saving throws against Spore Wpns as they explode upon contact and are breathed in by the target. A Gibber base is 25 pts or 30 pts if Spore Wpns are being used. Their bow range is 12". Firing Base is 10. Each Base of Gibbers can take 3 wounds before being removed. There is no loss to Combat or Fire Modifiers due to 1 or 2 wounds on a Base. Ignore Gibbers at your peril.

Goblin Fanatics:

These are drug induced loonies, armed with only a Ball and Chain. The player can hide up to three of these inside a single Goblin Infantry unit, (they must be Goblin Units). The enemy will not be able to see them, except by the use of Magic, until they are released. All Fanatics in a single unit must be released at the same time.

Fanatics can move up to 12". The player releases the Fanatics at the beginning of the 1st Mv Phase, as if in a charge. Work out all casualties caused by them before any other Movement or firing takes place. As long as the Fanatic is contacting another unit, enemy or friendly, it will keep on going. Once it loses contact with another unit, then that is the end of the Fanatics' Turn.

During the 1st Movement from the Parent unit, they will be directed towards the enemy, after that, direction and distance will be determined by the roll of a Die. All distance is found by rolling 2D6, the total being the most that Fanatic can move this turn. Measure the 1st Mv from the centre of the Parent unit.

Direction of Mv is controlled by a D12. Use the Clock Method as for firing a Stonethrower.

Every time a friendly or enemy unit is contacted by a Fanatic, there may be casualties. A D4 determines the number of hits inflicted by each Fanatic. All Casualties, except Skirmishers are -1 on their Saving Throws. All figures affected by Fanatics may try to Evade these idiots. For every hit, roll a D6. A 6 means that an evasion was successful, and you can ignore that hit. Attacked units cannot retaliate, as they are too busy trying to get out of the way. If a Fanatic rolls a Double Number when using the 2D6, then it is assumed that he has strangled himself with his own Ball and Chain. He is removed immediately. If a Fanatic is taken by his D12 and 2D6 rolls into woods, fences, hedges, walls, buildings etc, again it is assumed that he kills himself upon impact. Two Fanatics colliding, will result in the death of both of them. Fanatics can suffer 2 Wounds and have a Missile Saving Throw of 6. An Army can have up to 9 Fanatics. Each Fanatic costs 45 pts.

Centaurs:

These are half horse and half man, they can fight for Good or Evil. They fight as normal mounted troops except that the horse part of them also fights. The horse part gets a CAD of 7. See the Army Lists for full details. A wound against either horse or man is enough to kill them. Chaos Centaurs will cost more and all Centaurs can cause fear in humans, use the same conditions as for humans fighting Orcs.

Halflings:

This small but stocky race rarely fight, but when they do they get on with it with great ferocity; or so they think. I'm afraid their idea of their fighting prowess is a little short of the truth. So their Morale is a lot higher than their CAD. They do make excellent archers and skirmishers. See the Lists for full details.

Giants:

Giants are slow and stupid but very strong and as any Giant Killer will tell you, are almost impossible to kill. If you decide on a Giant, before the game starts; roll a D6. This will tell you what type of Giant you have. They cost 250 pts each and you can only have one in your army. All Giants are Large Targets and are also Tough Targets.

M	C	M	W	ATTACKS	D6
5	11	6	5	2	1
5	10	7	4	2	2
6	9	7	3	3	3
7	8	8	3	3	4
5	8	7	4	3	5
6	9	6	3	3	6

Knightly Orders:

Found mainly within the confines of Rhyneland and Normandee, these units are comprised of those countries' elite fighting forces. And being superior, they act and behave that way. At the beginning of their move the Knights will take a morale test if they come within 18" of any enemy (L.O.S permitting)*. They Test on Table E and if they fail to "break off pursuit" they must move their full distance in both phases for two moves, towards the enemy unit that they were Tested against. If no contact has been made at the end of the second move then the Knights are free to carry on as normal. This Morale Test occurs only once in a game. On the good side Knights are easier to rally if routed in a melee.

*If more than one enemy unit is within 18", the Knights must head towards the nearest unit. If more than one unit is the same distance away then it is up to the Knights' commander to decide which one to attack.

Religious Orders:

These troops are members of a Knightly order as well as being in a Religious Order. The above rules apply except that they are even harder to control. Each Order in your Army must take a Blood Oath. This Oath must be made against a particular type of creature e.g. Goblins or Orcs and not against all green creatures. A Religious Order once it has made contact with its Blood Enemy will become Battle Crazy. A unit that is Battle Crazy cannot be routed, only pushed back. It cannot retire from a melee if fighting a Blood Enemy.

Each Order must take its Oath against a different enemy. The Units' Flag must in some way describe the Blood Enemy.

A Blood Oath will, once taken by a unit, never change.(it may be handy to have several Standard Bearers painted up to represent different Blood Enemies; so that you can vary your Religious Orders without the expense of buying lots of figures).

Veterans, Guards and Retainers:

These describe the different types of warriors to be found on our world. Armies are limited to how many of each they are allowed. Below is a rough guide to how many you are allowed and the special Bonus they carry.

Remember, if they are not in your Army List, you cannot have them. Check your respective Army List for exact details of the amount you are allowed. Retainers only take to the field if the King is present and are restricted to "Good" Armies.

Veterans:

0-40 figures. +1 on their Basic CAD* or Fire Base* and + or -1 on all Morale Tests.

Guard:

0-20 figures. +1 on their Basic CAD* or Fire Base* and + or -2 on all Morale tests.

Retainers:

0-10 figures. +2 on their Basic CAD* or Fire Base* and + or -2 on all Morale Tests.

* This means one or the other, not both.

Some countries may have Mtd units of the above, in which case the maximum number of figures will be reduced. Some "Evil" Armies are allowed Guards as a Leaders' personal Bodyguard. Unlike "Good" Races, they only remain loyal as long as their King/Leader is alive. If the King/Leader dies or deserts them, they do the decent thing and retire off the nearest table edge to select a new King/Leader. They do not return during the current game. Full details, as always, are in your Lists.

Retainers of "Good" Armies will automatically become Frenzied if their King is killed and will fight to the death.

War-horse:

These horses are specially bred for war. They are vicious and nasty to the extreme. They aid their rider by biting and kicking.

The rider of a War-horse can add +1 to his Basic CAD.

Chaos War-horse:

These beasts are even worse or better than their "normal" counterparts, depending on whose side you are on.

The rider of a Chaos War-horse can add +2 to his Basic CAD.

War boars and Giant Wolves:

These are usually found in Orc and/or Goblin Armies. War boars have their own attack, see the Army Lists for their Profile. If any of these creatures become riderless, they return to their breeding grounds.

The rider of a Giant Wolf can add +1 to his Basic CAD.

Camels:

These are used by the Nomads of Araby, a legendary tribe from across the Southern Seas, who raid and pillage almost at will. It is thought that soon they will attack again, but this time the reason will not be for plunder; but for conquest. Treat a camel the same as a horse, except that all horses that are within 3" of a camel will be -1 on their basic CAD. Any one firing from a horse within that range is -1 on their D10. This includes War-horses, but not those of Chaos. The Araby Armies horses are not affected.

Flying Creatures:

These are used mainly by Wizards and other such dignitaries. They fly at three levels, these are:-

Ground Level:- Very dangerous as they can be attacked hand to hand by the ground forces. The creature must use this level if it wishes to fight. The Wizard must come down to this Level if any of his Spells need a range of 6" or less.

Low Level:- This is taken as 30" above the table, within long range of most bows. Ideal for Wizards with long range Spells. The Wizard may come down lower to cast a Spell, but will always return to his ceiling of 30" without having to climb.

High Level:- This is used mainly to move about the battlefield in safety. It is out of range of all weapons but unfortunately you could spend all day climbing and descending.

From Ground Level to Low Level it takes 1 turn and vice versa, from Low Level to High Level it takes 2 turns and vice versa. Until the end of the appropriate turn the creature remains on the same Level it started on. e.g. A dragon at the start of move 3 is on Low Level, it will not reach High Level until the end of HIS move 4 and in the meantime he remains at Low Level.

It is advisable to have markers ready to indicate at which Level the creatures are flying at. All ascending and descending is done in a vertical line, you can only travel if flying horizontally; it may be unrealistic but it prevents all sorts of arguments.

Whilst ascending or descending, there can be no missile fire, nor can Wizards cast or use Spells. Crew may use missile fire as long as the creature is flying within the same Level but they are always -1 on the fire chart.

If firing at a Flying Creature, measure from firers to Target and add on the following distances. Ground Level=6". Low Level=30". High Level is out of range to all weapons.

Melee:- Because they must be at Ground Level to fight, the creatures are vulnerable to attack. Troops amounting to the combined frontage of the creatures front and both flanks may fight against it. Normal melee and CAD factors are used. Count flying creatures as mounted. Creatures must start their move at Ground Level if they wish to Melee that turn.

Manned Flying Creatures can include all crew in the Melee. Once crew are killed then all flying creatures return to their breeding grounds immediately at the end of the current turn.

If any wounds are caused, roll a D6; Pegasus, Carrion, Eagle and small Dragon 1/2/3 and the creature is hit, 4/5/6 and the crew is hit. For larger creatures 1/2/3/4 is required to hit the creature. Of course if there are no crew then all the wounds are on the creature. All flying creatures are Tough Targets and all Large Dragons are classed as Large Targets. Count crew as being Mtd, and their creatures as being Barded. This is for crew only, do not adjust the Creatures' Saving Throws. Fire breathing Dragons may use their Fire Breath only when they Melee. Roll a D6, a 1 means that the Fire Breath has failed to ignite; otherwise as below.

The Breath automatically causes wounds, a small Dragon =D4 wounds and a large Dragon =D4+2 wounds. The Dragon cannot kill more than the number of troops it is fighting, e.g. If it is fighting four humans and it inflicts six wounds, then those wounds are divided between the four humans.

A manned creature will rout as normal as it is the figure that is in command, but an unmanned creature cannot be routed and it will not take any Morale tests. Manned creatures will take all Morale tests as usual.

Unmanned creatures, will, if pushed back twice in succession, fly immediately up to the High Level (it reaches High Level automatically, it does not take two turns to get there) where it rests there during his next FULL turn. It hovers, no other movement is allowed. After resting it may return.

CREATURE	MOVE	CAD	SAVE	ATTACKS	WOUNDS
Pegasus	9"	7	6	1	1(75pts)
Carrion	10"	7	5/6	1	1(75pts)
Eagle	10"	6	6	2	1(75pts)
Dragon(sml)	10"	9	4/5/6	3	4(200pts)
Dragon(lge)	8"	10	3/4/5/6	5	6(400pts)
Dragon(sml)*	10"	9	4/5/6	3	4(300pts)
Dragon(lge)*	8"	10	3/4/5/6	5	6(600pts)

* indicates Fire Breathing Dragons.

Only Good/Neutral Armies may have one Pegasus or up to six Eagles. Evil Armies only can have up to six Carrion. Both sides may have up to three Dragons but they must all be of the same type and size. The cost for these Creatures does not include the crew, you pay for them in the normal way. They may be manned by any member of your Race. Large Dragons have a crew of two, all others have only one crew.

Dragons cause an ADDITIONAL -2 to any troops except Undead and Chaos, when testing for Fear.

Base Sizes:- All small Dragons are 40mm x 40mm (minimum base depth). All large Dragons are 60mm (minimum) x 60mm (minimum).

Daemons:

Daemons are used only by Evil Races. Roll a D6 to see which Daemon you have been landed with. Anyone using the Magic Spell #11 gets his Daemon the same way. Unlike other Magic users the Daemon can cast and use 2 Spells per turn, those it doesn't use, it can save. It is classed as a Level 3 Wizard for casting throws. All Daemons are Tough Targets and are not affected by Morale.

	Mv	C	W	ATTACKS	MAGIC PTS	D6	SAVE
Non-flying	5	10	2	1	2D6 1	5,6	
Flying	6	10	2	1	D6+1	2	4,5,6
Non-flying	6	11	2	3	D6	3	5,6
Flying	7	10	2	2	D6+2	4	4,5,6
Non-flying	7	11	3	3	D6+3	5	5,6
Flying	6	12	2	3	2D6+2	6	4,5,6

Any Evil Race may include a Daemon in its Army List, the cost is 400 pts. All units except Undead and Chaos are an extra -2 when testing for fear against these creatures.

Chariots:

These can be pulled by horses, wolves, boars or similar beasts. They count as Mtd for Saving Throws. In a Melee, roll one Die for each crew member. All crew except the driver may use a missile Wpn. Fighting ability of the beasts are taken into account in the Army Lists. There are no extra CAD factors to be added and if pulled by War boars, they do not have an extra attack value. (Horses also refer to other beasts.)

Movement:

A two horse chariot will move at half rate if reduced to 1 beast. It cannot use the charge distance(no +1). A four horse chariot will move at half rate if reduced to 2 beasts, it may still move at charge speed(+1 CM). A single beast can pull a 4 horse chariot at one quarter speed, no charge speed allowed.

Firing at Chariots:

All missile fire may hit the chariot, beasts or crew. For each hit roll a D6. 1/2 = a beast is hit, 3/4 = the chariot is hit and 5/6 = the crew is hit. All missile hits on the chariot, except those of Gunpowder and Stonethrower Artillery are ignored. Any chariot that is hit by any of these two Artillery pieces, will be destroyed. The beasts will run away and the crew will be thrown to the ground. Crew may save as normal, still counted as being Mtd and they ignore any minus Saving Modifiers from the Artillery. Any surviving crew will make their way to a friendly unit. Their CAD and Morale will revert to the nearest equivalent for an infantryman of that Race.

Riderless Chariots:

Any chariot that loses its' crew will head in a straight line at charge speed, in the direction it was facing when it lost its' last crew member. From the 2nd Mv onwards, it will head for the nearest table edge. It will avoid impassable terrain for chariots, but will not avoid any troops; friendly or otherwise.

If the chariot makes contact, count it as having a full crew with Hnd Wpns. Count Scythes if applicable. Chariots that have lost beasts still move at normal charge speed. This takes into account that the beasts are battle maddened. All Melee wounds are on the beasts and divide missile hits between the chariot and the beasts.

Scythed Chariots:

Add +1* to CM for the initial charge and for any push back. The +1* is not given if the chariot attacks, but does not charge. Any unit charged by a Scythed Chariot must pass a Morale Test A or become Shaken. This does not apply to an Undead Scythed Chariot, as any unit attacked by this would have to Test anyway. Chaos and Undead do not test for being attacked by Scythed Chariots.

Chariots operate as individual units, Test Morale etc for each model. Any chariot may have a Unit Std.

FORMATIONS AND THINGS!!

Skirmishers:

Although Skirmishers are never unformed by difficult terrain, this means that they do not get a +1 for charging. All non skirmish troops (this includes Artillery crew) will ignore all troops in skirmish formation who rout past them. Formed troops will ignore friendly routing Artillery crew. This is because it would be assumed that the crew were doing what they were trained to do, that is, if attacked, fire their weapons and run to the nearest unit for protection. Do not count enemy units in ANY skirmish formation in your + or - Morale bonus if they are retreating or routing. Skirmishers may dispense with their Unit Standard.

Cause Fear:

This has caused a lot of headaches. All Undead and most Chaos forces (see lists) can cause fear. The Army Lists will define all creatures that cause fear. Elves do not fear any Goblinoid/Orc Races neither do Dwarves. Ignoring the Undead and Chaos forces, Giants, Trolls, Ogres, Dragons and such like creatures cause fear in everyone. There are some exceptions, (see Lists), e.g. Dwarfish Troll and Giant Killers. If your troops are firing at a creature that may cause them fear, they become nervous and this affects their marksmanship; thus they get a -1 off their firing. A unit attacked by a Vandal unit might pass its' Morale Test A, but if attacked by the same unit later on in the game, it must re-test. This is because conditions will have changed e.g. it may have lost figures or perhaps the battle is going against them. A Unit will be -1 for fighting a feared enemy, but if as a result of the Morale Test, taken before the Melee, it is Shaken by the same Unit; then disregard the -1 and include -2 for being Shaken. You still count the -1 if that Unit was made Shaken for any other reason. Remember, you must always test for fear before you melee with an enemy that may cause you fear. You do not test for fear when firing at an enemy that may cause you fear, you are automatically a -1 on your firing modifier.

Any member of the Orc nation may cause fear in humans with a Morale rating of 7 or below. Goblins, Gibbers, etc may cause fear to humans with a Morale rating of 6 or below.

Goblinoid Races and Ratvermin do not fear each other, treat Black Elves as Elves and large stupid creatures such as Giants, Trolls and Ogres only fear the Undead unless they are Chaotic, then they fear no one.

If we have missed anyone out please let us know, but you should be able to decide between you who is afraid of whom.

Frenzy:

Some troops can go into a Battle Frenzy. These include Dwarf Giant and Troll Slayers, certain Religious Orders, Retainers who have lost their King and certain of the wilder Races. A unit that could go into a Frenzy could do so voluntarily, at the start of its 1st Mv Phase. The player states that he would like to try and "Frenzy" his unit and calls for their Morale to be tested. The unit must get higher than its' current Morale Status. Apply Modifiers as usual in Table D.

If the unit fails to go "Frenzied", then it must remain stationary for the rest of Mv Phase 1, no Mv or manoeuvres at all. Because it worked itself up into such a feverish state, and all for nothing, that unit is now Unformed. In this special case only, a double 1 or a double 6 on the 2D6, and the unit fails to go into a Frenzy.

If successful, they will charge towards the nearest enemy unit. All moves are done at charge speed in both Mv Phases. The Frenzied unit will attack the nearest enemy unit and stay engaged with that unit in Melee, until either the target unit or itself is wiped out. The Frenzied will not be pushed back, rout, withdraw from a Melee or surrender. If the enemy unit is destroyed the Frenzied unit comes out of its' Frenzy, unless it is the units' King that has been killed. In which case it will attack the nearest enemy unit, at charge speed in both Mv Phases as before, and so on; until it is wiped out.

A unit is Unformed once it comes out of a Frenzy. A unit can only try once in a game to go Voluntary Frenzied.

See the Army Lists for specific conditions concerning your particular troops.

Frenzied troops may only use Hnd Wpns or 2HCW. They discard all other Wpns, but may keep their shields.

These discarded Wpns are lost for the rest of the game.

St Catherine's Wheel:

Mounted troops, but not Chariots, may form St Catherine's Wheel. They form a hollow circle and all the riders ride round in a circle in the same direction. Although it has been noted on more than one occasion, certain Goblin Wolfriders charging about in different directions; with the obvious results.

This is a complex manoeuvre and the troops in the circle can move at normal speed. They cannot charge in this formation.

Because it is an unbroken circle, the troops count as shielded at all time (if they have shields). The unit can fire all its' missile Wpns at the same target, as each figure will fire when he or it reaches the point in the circle that is nearest to the enemy. The maximum number of figures allowed to form the circle, is 12. Because this is a Skirmishing like Tactic, only Mtd troops with no more than a Shield for protection are allowed to do this manoeuvre. Non-Skirmishing Cavalry may use this Tactic.

This is not a Square, Hedgehog or Schilton.

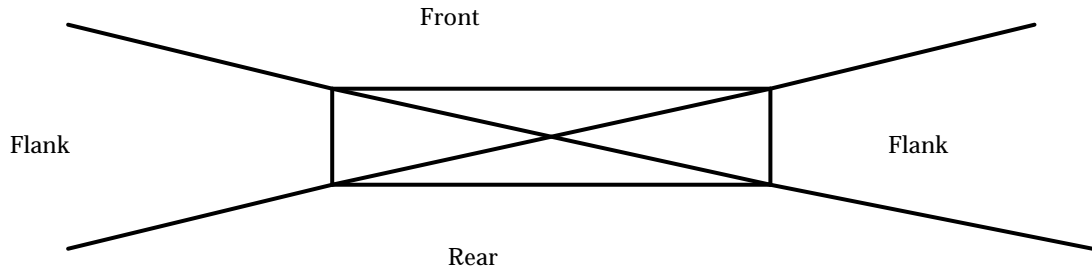
Testudo:

This is a formation that enables infantry to approach a City/Town Wall without being slaughtered by missile fire. All figures in the Testudo arrange their shields in such a manner, that they provide themselves with all round protection. It only protects against non-Gunpowder missile fire. It offers no extra protection against Stonethrowers. The Testudo Mvs with a -1" penalty. It cannot charge and if attacked will count as Unformed. All figures within the Testudo are +1 on their Saving Throws. Check the Section on Saving Throws for minimum scores allowed on the D6.

Flank and /or Rear Attacks:

Flank Attack: Must be delivered by a unit already on the flank of the unit attacked. Attackers must not have any troops in the Front Zone, but may have troops in the Rear Zone. Defender must not have any troops facing the attacker at the time of impact, unless as a result of the Morale Test.

Rear Attack: The same as above, but the attackers must have all their troops in the Rear Zone at the start of the attack. For more details, see Notes on Combat #8.



THE POINTS SYSTEM

Where possible we have tried to include the most popular races. See the Army Lists for more details. The basic cost of most creatures is 5 points. For that you get a figure with a basic CAD of 5 and a Morale rating also of 5. Add to this any CAD and Morale above 5. The benchmark for firing is 8 and it costs 1 point for each Fire Base below 8, and -1 if 9 or above. Add to this basic cost; Toughness, number of attacks and then multiply it by the number of Wounds it can suffer. Add to this total the cost of any additional weapons, armour etc. Using this guide you should be able to convert all your present Armies to our Rules.

TYPE OF FIGURE	POINTS
Basic cost of Undead or Chaos Creature	10
Basic cost of other Races	5
For each point of CAD over 5	+1
For each point of CAD under 5	-1
For each point of Morale over 5	+1
For each point of Morale under 5	-1
For each point of Fire Base under 8	+1
For a Fire Base of 9 or above (only if missile Wpn issued)	-1
For Veteran status	+2
For Guard status	+4
For Retainer status	+6
If the figure is classed as a Tough Target	+1
If the figure has 2 attacks (for each extra attack)	+4
For each Wound the figure can suffer over 1	x2(etc)
Religious Order	+2
Knightly Order	+2
Musician	+15*
Experienced Commander	+15*
Veteran Commander	+25*
King or Commander in Chief	+50*
1 or 2 beast chariot	+10
3 or 4 beast chariot	+25
Unit Standard	+25*
Army Standard (compulsory)	+50*
Kings' Standard	+100*
Magic Attributes for Army or Kings' Standard	+50
Skirmish ability	+1

* Add to basic cost of figure.

Please note that the Army Standard is also the Commander in Chiefs' Standard. The Kings' Standard can only be used if the King or Emperor is present.

The Standard Bearer will be equipped as per the rest of the figures in the Unit. The Kings' or Army Standard Bearer may be equipped as per any Unit in your Army.

WEAPONS AND ARMOUR

(points values)

Basic Hnd/Wpn.....	free	Longbow.....	3	Shield.....	1
Add Hnd/Wpn.....	1	X bow.....	3	Lt/Arm.....	2
Dagger.....	1	Rpt X bow....	6	Hvy/Arm.....	4
2HCW, axe etc....	2	Darts.....	1	Elven Lt/Arm...	4
Flail.....	1	Javelin.....	1	Elven Hvy/Arm..	6
Halberd, bill etc.....	2:5	Sling.....	1	Barding.....	8
Spear.....	1	Blowpipe.....	1	Throwing knife	1
Chariot Scythes.....	20	Short bow....	1	Bow.....	2
Arquebus.....	4	Blunderbus...	3	Grenade.....	9
Pistol.....	2	Jezzail.....	15	Warhammer.....	4
Handgun.....	4	Lance.....	3	Pike.....	2

MAGICAL WEAPONS AND ARMOUR

Magic Items	Spell #	Cost
Eater of Souls.	37	50pts
Sword of Victory.	38	25pts
Shield of Luxor.	39	25pts
Armour of Kopek.	40	50pts

Check the Magic Rules to see who can use these Wpns and what type of power they exert.

NON-GUNPOWDER ARTILLERY

Boltshooters	Stonethrowers	Stonethrowers
Small 15pts	3 crew cost 30pts	5 crew cost 60pts
Large 25pts	4 crew cost 45pts	6 crew cost 75pts

Cost the crew as per your Race and then add 10 pts for each figure. The 10 pts includes Lt/Arm and a Hnd/Wpn. For more details, check the main Rules on Artillery.

GUNPOWDER ARTILLERY

Type of Gun	Pts	Type of Gun	Pts
Jezzail(2 crew)	15	Cannon @ 2 crew	30
Cannon @ 3 crew	45	Cannon @ 4 crew	60
Cannon @ 5 crew	75	Cannon @ 6 crew	100
Swivel Gun @ 2 crew	30	Rockets @ 2 crew	45

Organ Guns are 45 pts per Barrel. This includes the Crew, unarmoured and armed with a Hnd Wpn. For more details see the main Rules on Artillery.

The cost of all Cannons (except the Organ Gun) does not include the cost of their crew.

Cost the crew as per your Race and then add 15 pts for each figure. The 15 pts does not include Lt/Arm but it does include a Hnd/Wpn. For more details, check the main Rules on Artillery. Any Artillery piece without wheels, once positioned; cannot move or turn during the game(Bombards, etc)

For the Jezzail, work the cost of the crew as for per your Race, then add the cost of the gun, in this case 15pts. See the Ratvermin Army List.

DATA PROFILE

It would be impossible to cover all the Races and Creatures in our Fantasy World so if we have missed out your favourite figure, I am sure that you will be able to convert it to our rules very easily. All our data follows the same format, below is an explanation.

M = Movement, in inches, how far your figure can travel.

C = Combat CAD, how effective your figure is at fighting.

M = Morale, how your figure can cope in various situations.

W = Wounds, the amount of punishment your figure can take.

T = Tough Target, although hit, your figure may be able to ignore the pain.

L/T = Large Target, as defined in the Rules, large creatures and certain units.

Pts = What the figure costs in points.

FB = Fire Base, how we measure your figures` firing ability.

BS = Base Size, the individual base size of your figure.

You will find most of the information in the Lists themselves, but you can use this Data to make up your own profile of any figure we have not included.

RACE	M	C	M	W&T	L/T	Pts	FB	BS
Man-Beast	4	8	9	2/Y	N	36	9	25x25
Dwarf	3	8	9	1/Y	N	13	8	20x20
Elf	5	9	9	1/N	N	14	7	20x20
Black Elf	5	9	9	1/N	N	14	7	20x20
Goblin	4	5	5	1/N	N	5	9	20x20
Orc	4	7	7	1/Y	N	10	8	25x25
Gibbers	5	4	4	1/N	N	25	10	40x40
Half Orc	4	6	6	1/N	N	9	8	20x20
Hobgoblin	4	6	7	1/Y	N	9	8	25x25
Ogre	6	9	6	3/Y	Y	45/60	-	40x40
Troll	6	10	6	3/Y	Y	48/63	-	40x40
Ratvermin	5	6	6	1/N	N	7	9	20x20
Skeleton	4	6	5*	1/N	N	11	9	20x20
Vandal	4	7	7	1/Y	N	15	8	25x25
Human	4	6	7	1/N	N	8	8	20x20
Gnome	4	5	7	1/N	N	7	8	20x20
War-horse	8	+1	-	1/N	N	6	-	25x50
Chaos"-"	8	+2	-	1/N	N	12	-	25x50
Horse	8	-	-	1/N	N	3	-	25x50
Camel	7	-	-	1/N	N	4	-	25x50
Dwarf Bear	6	8	-	2/Y	N	30	-	25x50
Giant Wolf	9	+1	-	1/N	N	8	-	25x50
War Boar	7	6	-	1/N	N	16	-	25x50

The Data Profiles only give the basic ratings for Races of our World. The Army Lists will contain full explanations of all the different types of soldiers and their equipment.

* means that this Morale rating is only used when Undead figures wish to manoeuvre, remember the Undead have no Morale as such.

Some creatures have two sets of points, this indicates that the higher set of points belong to a Chaotic specimen of that creature.

All base sizes are in millimetres. All movement is in inches If using 15mm figures then use half the movement rates but use two thirds of the base sizes.

MAGIC - WIZARDS - SPELLS

In our Fantasy Realm, Magic is commonplace, but effective battlefield Magic is much rarer!!
The use of Wizards and Magic by themselves should not win battles. For simplicity, there are only three Levels of Wizards.

D12 Dice	Level	Type of Wizard.	Cost
1	L1	Newly qualified, can only use minor Spells.	100 pts
2	L2	Experienced Wizards of the Magi.	200 pts
3	L3	Masters of the Sacred Staff.	400 pts

Magic Points:

For each Level of your Wizard roll 1D12. This is the number of Magic Points(MPs) that your Wizard has. (From now on, I shall refer to the Wizard as *W*) Choose your Spells wisely, remember, there are some Spells that a Level 1 or a Level 2 *W* cannot use; and there are some Spells that only an Evil and/or a Good *W* can use. Roll the appropriate # of D12 for *each W* in your Army.

Insurance:

You can be prepared for your *W* throwing a low score on his D12 when he is finding out how many MPs he will have. Announce before the game that you are spending 50pts from your Army Lists for +1 on each dice. A *W* May spend up to 150 pts on insurance. As you cannot score more than 12 on a D12, there is a possibility that your pts could be wasted. You cannot transfer any surplus pts over to a low D12. Below is a list of the Bonus MPs for each Level:

Level 1: Can spend 50pts for +1 on his D12.

Level 2: Can spend up to 100pts for +2 on each of his D12.

Level 3: Can spend up to 150pts for +3 on each of his D12.

Spell Casting:

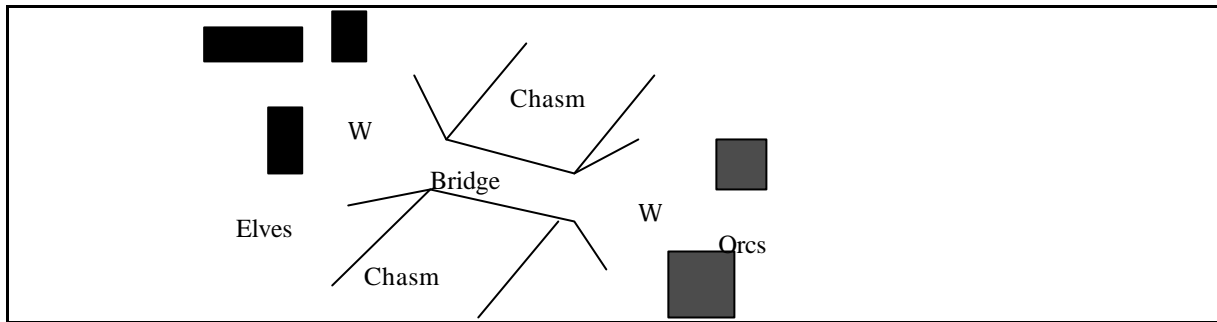
To cast a Spell, roll a D6, add the Level of the *W*, add or minus any Spell Modifier and then add Spell 20 if this is used. To cast a Spell, a score of 5 or more is needed on the D6. (Add/Minus any Modifiers to the D6 Roll)

Sometimes a Spell is so mundane that even by rolling a 1, a *W* will be able to cast his Spell. In this situation, and only in this situation; although a 1 is always a failure, there is an exception for a Level 3 *W*. They can immediately throw again. A 1, 2 or 3 and the Spell is lost forever. A 4, 5 or 6 and the incantations were wrong, but the *W* may try this Spell again at some other time. He cannot try to re-cast this Spell or another Spell this Turn (unless of course he is a Daemon). He can of course cast his Defensive Spells as usual. At all other times, a 1 is a failure. Even with Insurance, a 1 means that you have failed to cast a Spell.

Spell Limitations:

You cannot re-cast a lost Spell unless you are a Level 3 *W* as described in the circumstances above. A *W* may cast and use any type of Spell during his Turn. He can cast and save a Spell during his Turn. But he cannot cast and use a Spell and then cast and save a Spell in the same Turn; he must do one or the other. He may however cast and use, or use as many saved Defensive Spells as he likes, whenever he likes. These Spells are all marked in the Rules. Any Spells not marked Defensive are therefore Offensive. An Offensive Spell may be used during any part of the Players ' own Turn. A player may use an Offensive Spell at any time in his opponents' Turn, if it was a Saved Spell. (If it lasts for more than 1 Turn, those Turns start immediately.) You cannot cast and use an Offensive Spell in the other players ' Turn. You cannot cast and save any type of Spell in the other players' Turn. There are no Magic Phases in these Rules.

Example:



The Orc Wizard (W), during his Turn has cast a Collapse Bridge Spell onto the Bridge, but has saved it in the hope of killing lots of Pointy Ears as they try to cross. The Elven W casts and uses a Cause Panic Spell (Offensive) but the Orc W cancels this with a Dispel. As the Elves cross, the bridge begins to collapse (the Orc W invokes the saved Spell (Offensive)). Although he has already cast and used a Spell this Turn, the Elven W may cast and use or use a saved Defensive Spell. He decides to cast and use the Magic Bridge Spell. The Orc W attempts to use a Dispel, but he throws a 1. Remember you can only use one Offensive Spell per Turn. The number of Defensive Spells you can use are unlimited.

For one-off battles, all W start anew each game.

Some Spells will cancel each other out. A unit made Brave by magic, if hit by a Shaken Spell will revert to Normal, and vice versa.

When you see " Spell 0-2" this means that up to 2 of that Spell can be bought.

Some Spells affect only the Undead Army. If it states "Undead", then this covers the entire Army. If however it reads "Skeleton" or another specific type, then it is only that type that is affected.

Selecting your Spells:

At the beginning of the game, before the terrain is picked, (or if the terrain has been prearranged; before the maps are drawn) declare any MPs Insurance and roll the D12 as required. Using the MPs available, buy your Spells. It saves time if this Magic part of the game is done at least the day previous. You can then spend as long as you like, picking the right Spells.

Write down the details of your Spells, each on a separate piece of paper. On one side, the Spell number and on the other, the Modified throw required on the D6. All your opponent can see is the D6 score needed, he cannot tell which Spell you are trying to cast. This way no one can cheat. Save all failed Spells for his inspection after the game. You may show him any Spells once they are used, not if they are cast and saved. Keep in full view any Spells that have been cast and saved for use later on.

Before player 1 starts his first Turn, both players may try to cast and save/use up to 2 Spells. Think about this. A lot of spells require the W to be beside the unit in order to receive a Spell. e.g. the Arrow Storm. It is assumed that before the game the W went up to a unit and put this Spell upon them. This means that a unit on a far flank, away from the W, can be helped without the W flying up and down the battlefield. Unfortunately this also means that the unit uses these Spells immediately. e.g. Arrow Storm, the unit will use this even against a low priority target. So be careful what Spells you give and to whom. These two Spells are usually the most critical Spells in the game. You cannot use a Dispel on these two Spells as they are being Cast. If they are given to a Unit for immediate use, a Dispel is of no use either. Others like to cast and save a few Dispels, the choice is yours. Write down on your map, any Spells put onto units in this way. If using Spell 20, cast this one first, it does not count as one of the 2 Spells you may cast and save prior to the game beginning.

After you have used Spell 20, you may then try to cast any Magic Wpn or Armour Spells (37 to 40). Again these do not count towards your 2 pre-game cast Spells.

Unless otherwise stated, *W* have the following characteristics. Add them to the average Profile of your Race at no extra cost. Do not add them to a the Undead *W*.

	CAD	Morale
Level 1	n/a	+1
Level 2	+1	+1
Level 3	+1	+2

You may have more than 1 *W* per side. In the case of 2 separate Armies fighting together, you can combine their total pts and see what type of *W* they are allowed (only one in this case). (The Undead will always have a *W*) Or they can each have their own *W*. Armies of over 4501 pts, may use their 400 pts allocated to a *W* to select more than 1 *W*, as long as this does not go above 400 pts. e.g. 2 Level 2 *W* or 2 Level 1 *W* and 1 Level 2 *W*. Either of which will cost 400pts.

The following is recommended:

Army Points	Level of Wizard	Cost
Up to 3000 pts	Up to a Level 1 Wizard.	100pts
3001 up to 4500 pts	Up to a Level 2 Wizard.	200pts
4501 pts onwards	Up to a Level 3 Wizard.	400pts

Some Advice on Magic:

The Magic within these Rules, should not by themselves, win the game for you. In the games that we have played, when used right, they made victory that more decisive.

The correct use of Dispels will neutralise even the most powerful Wizard. Don't be afraid to use your Spells. Most of our games end with one side, normally the losing side, with several good Spells left unused. This is normally the case of being too scared to use them in case the other side had a Dispel or in the case of Blinding Rain, the fear of Breath of Wind.

Try not to go for the obvious Spell. If someone has troops behind a marsh or Quicksand and if your *W* is mounted, put him with your cavalry and let him create a Magic Bridge for the cavalry to charge over.

The correct use of Shifting Sands can grind an almost unstoppable attack to a halt. In one game we played, 3 units of Normandee Knights attacked the centre, only to be stopped by 2 Shifting Sands Spells. These forced them to enter a Killing Zone where 3 units of Orc/Goblin archers had a field day. Whereas without the Shifting Sands, the Knights would have made contact on the 3rd Mv, because they were forced to manoeuvre around the obstacles; they did not make contact until Mv 7. By that time they were almost wiped out, another great victory for the Green Skinned ones.

Be careful about buying too many Dispels. I've seen players buy so many Dispels that they didn't have enough MPs left over to buy some decent Magic Spells. Try to strike a healthy balance, this will come with practice.

Never be afraid to experiment with the many various Spells at your disposal.

Remember, you can use a saved Offensive Spell in your opponents Turn. Try this; as he attacks, hit him with either Spells 7, 9 or 16. If nothing else, you should have broken up his main attack, if this was made with 2 units or more. And then whilst he is Shaken, in your next Turn, you counter-attack. Simple isn't it? Unless of course, he has something waiting for you.

The Magical Wpns/Armour items may be paid for as other Wpns. If you give these to your Characters with Pts from your Army List, you can still use MPs to give them to other Characters.

THE SPELLS

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
1	Cure Wounds	2	2	1	-2	-1	0

Handy if you have units or creatures with 2 or more wounds per figure. The W must be in base contact with the unit or figure involved. No figures may be brought back to life. D6 + the Level of the W = the number of wounds that can be cured. This is a great Spell if you intend to use Giants, Dragons, etc.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
2	Breath of Life	-	-	6	-	-	-2

Only used by a Level 3 W. The W must be in base contact with the unit. D6 + the Level of the W = the number of figures that can be saved. The number of wounds a figure can take will be substituted for the number of figures that can be saved. If you can save 6 figures, you can instead save a Dragon that has suffered 6 wounds and has been killed. To revive a dead figure, save again as normal but add +2 to the D6. A roll of 1 is always a failure.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
3	Cloak of Darkness	4	2	1	-2	-1	-1

Any 1 unit the W is in base contact with can be rendered invisible. This lasts for 3 Turns. The unit can move as normal but instead of moving on the table, the player writes down the Mv on paper. At the end of the 3rd Mv, it is placed in its' new position.

When invisible it cannot be fired at unless:

A) It fires first.

B) Its' last known position may be fired at.

The units' Commander doesn't have to say if anything is there. He may go through the motion of saving etc, but when the unit becomes visible again; he must show its' position on paper when it was fired at. The umpire, if present, will punish any irregularities by the invisible units' owner. A -1 FM applies to units firing at an invisible unit.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
4	Arrons' Eye	4	2	1	-2	-1	-1

The W can see any unit hidden in buildings, woods behind hills or hidden by Magic within 36" of his figure. All enemy units within this 36" must be placed onto the table immediately. The Spell lasts for 1 Mv. Troops may become hidden again if circumstances allow it.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
5	Arrow Storm	3	2	1	-1	0	0

The W must be within 3" of a single missile unit, unless that unit was selected before the game started. This applies to most of the Spells available. The W can give this to a Unit and then move away. He doesn't have to be with it when it fires. If successful a +1 modifier is added to the D10 roll for 2 consecutive Mvs or +2 for a single Mv. The firer must state which option he chooses before he fires. The affected unit once given this Spell must use it as soon as it fires. It cannot hold out until a better target comes along.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
6 Defensive	Shield of Deflection	3	2	1	-1	0	0

The W must be within the following ranges and within LOS: L1 = 12". L2 = 18". L3 = 24", of a single unit or figure for the Spell to take affect. The W can then move away. All members of the unit, or single figure may add +1 to its' Saving Throw for 2 Turns. As soon as the unit suffers at least 1 hit in any Turn after the Spell is cast, the Spell comes into affect.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
7	Cause Fear	4	3	3	-2	-1	-1

This is actually 2 Spells in 1. before the D6 for casting is thrown, the W may to affect a friendly or an enemy unit. To affect a friendly unit, he must be in base contact with it. if it is an enemy unit, then the following ranges apply: L1 = 12". L2 = 18". L3 = 24". Enemy units must be in LOS. An affected friendly unit will cause fear on all enemy troops including Chaotic and the Undead, whilst at the same time, will fear no one. This lasts for 3 Turns, including the Turn in which the Spell was used. If used on an enemy, the W may target up to 2 units within his range limitations. Both units become affected immediately, they are Shaken and must remain so for their next 2 Turns. Whilst Shaken they cannot advance, unless in a follow up or in pursuit of Routers. The enemy W can cancel this Spell by using Spells 8 or 10 on his affected unit(s). If he does this, then Spell 7 is removed immediately and the unit is not Shaken. If Spell 7 is used on any unit that is already Shaken, it will have no affect, you have just wasted a great Spell.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
8 Defensive	Dispel fear	4	3	2	-2	-1	-1

This Spell is mainly used as a defence against Spell 7, which it cancels immediately. Range as for Spell 7, LOS essential. The affected unit will not be Shaken. If used on a unit which is not Shaken (range and LOS as above), that unit will not know fear nor will it become Shaken for the rest of the game. An enemy Spell may bring that unit back to normality.

An enemy Spell that would result in that unit being Shaken or knowing fear, will cancel the affects of this Spell. It can also be used to Steady any Shaken units within range. A W can affect up to 2 units within his range limitations.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
9	Cowardice Hex	4	4	2	-1	-1	0

This Spell affects only 1 unit at a time. The ranges are for Spell 7. The affected unit retires for 2 Turns, with its' back to the enemy. This includes its' 2nd Mv Phase. It will head for its' own baseline and will avoid all enemy units. The unit is Shaken throughout but will not move off-table. This is a good, cheap way to break up the enemies front line.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
10	Air of Bravado	2	2	1	-1	0	0

This Spell affects 1 unit only. It is the opposite of Spell 9. The following ranges apply: L1 = 3". L2 = 6". L3 = 9". LOS applies. The affected unit will attack any enemy unit within its' charge reach. It does not have to test Morale to charge outside its' Arc. In the initial contact it is +1 on its' basic CAD and also +1 on its' D10 roll. After the 1st round of Melee, use the +1 on the D10 only. The Spell lasts as long as the affected unit is involved in that particular Melee. Until the Spell wears off, the unit will not become Shaken, know fear, be pushed back, Routed or take any Morale Test it doesn't want to.

A unit can be affected and act normally until it comes within charge distance of an enemy unit. If used against Spell 7, it just cancels that Spell. Your unit does not do anything else.

This is a great Spell to put on any Religious/Knightly Orders who are about to face their Blood Oath enemies. This makes them unstoppable.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
11	Summon Chaos Daemon	-	4	3	-	-2	-2

A Chaotic Daemon is summoned, see the Main Rules for details. If the casting is successful, then re-roll a D6 again. A roll of 1 or a 6 and the Daemon is angry at being disturbed. It quickly grabs the W and returns to the Abyss, to exact a slow and painful reminder as to who is *the* Boss. The Daemon appears within 6" of the W but operates on his own. It remains on the table for D6+2 turns (including the Turn in which he/it appeared) before going home.

It is advisable to use this Spell only when you are losing the game or if your W has no more Spells left. the last thing you want is your W being seen screaming and kicking, as he disappears in a downward direction; taking with him valuable un-used Spells.

Evil only. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
12	Dispel Daemon	-	4	3	-	-3	-2

Defensive

This Spell should be used at the earliest possible moment after the Daemon appears. If the Spell is successful, the Daemon may try to resist. Roll a D6, if the result is a 6, then the Daemon can stay.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
13	Blinding Rain	4	3	3	-2	-2	-1

The effect of this Spell is to cover the entire battlefield with torrential rain. It causes bow strings and gunpowder belonging to the enemy, to get wet and therefore become unusable for the next 2 Turns. The W may elect for the Spell to start working in the current Turn or to start at the beginning of the next Turn. No enemy Gunpowder or bow type Wpns may fire, including those in cover, for the duration of the Spell. Includes Boltshooters and Stonethrowers.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
14	Breath of Wind	3	3	3	-2	-1	0

Defensive

This Spell is for use against Spell 13. It turns the Spell onto the other side. It takes effect immediately. This is very useful if you have a lot of archers.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
15	Destroyer of Walls	-	4	3	-	-2	-1

The W must be within 24" of a Town or City Wall. This is the only type of wall that this Spell affects. It includes any Towers, Gatehouses and similar structures. The W selects 2 adjoining sections (parts of both must be within the range of the Spell and at least partial LOS on both sections is essential).

These can be a mixture of Walls, Towers etc. Roll a D10 and add the W Level to the score. This gives the amount of damage caused.

Score on a D10.

3-4 = No damage.

5-7 = Slight damage, the section is intact.

8-10 = Medium damage, the section is intact.

11-12 = The section is destroyed.

The W fires 2 "Bolts of Power", both at either 1 section or 1 Bolt at each section. He must decide before the D10 roll. If he fires both Bolts at 1 section and the section is destroyed, the 2nd Bolt is wasted. The maximum length of a section is 9", if it is longer, it counts as 2 sections. You need to "destroy" that section twice before it collapses. Destroyed Results are "carried over" to another Turn.

Casualties are as follows: Roll a D6 for each figure either on or in base contact with the section (if in base contact, count the front rank only).

Slight Damage: On a 6, the figure is hit. Save as normal.

Medium Damage: On a 5 or a 6, the figure is hit. Save as normal.

Section is Destroyed: On a 2, 3, 4, 5 or 6, the figure is hit. Save as normal but -1 to all Saving Throws. All Artillery Pieces are destroyed, Save crew as for other figures. Crumbled sections become difficult terrain.

Defenders can still claim defending an obstacle and behind the appropriate type of cover. In the case of a section being over 9" long, if there is only 1 Destroyed result against it, treat all casualties as hit by Medium Damage.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
16	Cause Panic	4	4	3	-2	-2	-1

Not to be confused with Spell 7. The range is as follows: L1 = 12". L2 = 18". L3 = 24". If successful, not only is the target unit affected but another 2 units may also be affected. They must be within 6" of the target unit and at least part of the units must be within the W range. If there are more than 3 possible targets, the W can choose which ones. All affected units become Shaken and must take a Morale Test C immediately, with a special -2 Modifier. If the unit fails, it will Rout in its own Mv. If the Spell is used in your opponents Turn, it will Rout if no Mv has been done. If Mv has been completed, it will not take a Reserve Mv and it will Rout during its' next Mv. It cannot as usual Rally in the same Turn as it Routs. After it Rallies, it is still Shaken but can Steady itself in the normal way.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
17	Magic Bridge	4	3	2	-2	-2	-1

This is handy for crossing rivers, difficult terrain, etc. The bridge is a maximum 6" long. If the river or obstacle is over 6" but not more than 12" wide, then 2 Spells are needed to create a larger bridge. Announce beforehand that one casting Roll of a D6 will cover both Spells. The range is as follows: L1 = 12". L2 = 18". L3 = 24". The bridge materialises immediately and will remain for the next 3 Turns after it appears. At the end of the 3rd Turn, it will disappear. If the bridge is over a chasm and disappears whilst troops are on it, then all troops crossing the chasm are killed. No Saving Throws. If it is over a river, troops may be saved with the following Modifiers: Hvy/Arm -2, Lt/Arm -1 (Elven Hvy & Lt/Arm are not affected). Any beasts with Barding are lost, as are beasts attached to wagons, chariots etc; which are also lost. If over any other obstacle such as Bog, Shifting Sands, streams, etc then normal Saving Throws apply. Barded animals are not lost, neither are any wagons chariots, etc.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
18	Destroy Bridge	4	4	3	-2	-2	-2

This Spell can be used against a Magic Bridge or an ordinary one. The ranges are the same as Spell 17. If successful, the bridge disappears at once. The Saving conditions for Spell 17 apply here.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
19	Summon Undead	-	6	4	-	-2	-1

The W must in an area which saw fighting, to bring back the dead as Skeleton Warriors. It is up to the Undead player to mark the "killing ground". Roll a D6 + Level of W for 3 Turns (you only cast the actual Spell once) and this is the number of Skeleton Warriors raised. They form up immediately, without a Veteran Commander, Std Bearer or any Mounts, chariots, etc and armed only with a Hnd Wpn and Shield. Dead from both sides can be raised, this includes figures that were already dead. You cannot raise more than were killed in that area. The area measures a circle of 18" all around the Undead W. The Undead W must command these himself or hand them over to another unit(base contact with the other unit is essential). If left without a Commander, they immediately turn to dust.

Undead Army only. Spells 0-1

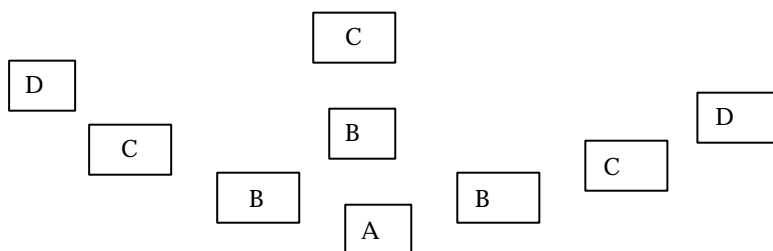
Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
20	Increase Power	5	4	4	-	-	-

For one game only, the W may add +1 to all casting D6 rolls. A roll of 1 will always be a failure, even with the +1 for this Spell. If any W rolls a 1 on his D6 when casting a Spell, then Spell 20 will no longer work for the rest of the game. This is not counted as one of the two Spells you may cast before the game starts.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
21	Pallbearer of Pestilence	5	5	5	-3	-2	-2

W selects a target within his LOS and within range. The range is as follows: L1 = 12". L2 = 18". L3 = 24". A Plague hits this unit. Special Saving throws are: D6 result, 1/2 = dead, 3/4 = weakened, 5/6 = no effect. Weakened figures must not Mv or Turn, immediately, if Spell is cast in their Turn; otherwise they do not Mv or Turn during their next Turn. This includes firing. Weakened figures will not fight back. Players may put all their weakened figures in the back ranks. They cannot be counted as supporting ranks. Any rank with even 1 weakened figure is not supporting. All infected Characters will lose any extra Bonus Modifiers for the duration of their weakness. The weakness lasts for 1 full Turn. Weakened figures can be abandoned by the unit, they will try to catch up later. The Plague can spread to any unit within 6" of an infected figure (weakened or dead). Roll a D6 for each possible infected figure, but add +1 to the D6 score for each new wave (see diagram).



	Save	Weakened	Dead
Target is A	5/6	3/4	1/2
A infects B	4/5/6	3/2	1
B infects C	3/4/5/6	1/2	None
C infects D	2/3/4/5/6	1	None

Please note: Each unit infecting another unit is within the 6" Infectious Zone.

Evil only. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
22	Cure Pestilence	3	3	2	-1	-1	0

Defensive

To counter Spell 21. The ranges are as follows: L1 = 18". L2 = 24". L3 = 30". Units can add +1 to the Plague Saving Throw.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
23	Aura of Life	3	3	3	0	0	0

The W may protect himself or a Character throughout the game by +2 on his Saving Throws. Check for minimum scores allowed on a D6(see Saving Throws).

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
24	Steed of Speed	2	2	2	-1	-1	0

A W may increase the speed of his own horse, beast, creature, chariot, etc by 50% at all times. The Spell wears off as usual if the W dies or is affected by certain Spells. The Spell only works as long as the W is on his transport.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
25	Dragons Bane	3	2	2	-2	-1	-1

The Dragon must be within 36" of the W (LOS) before the Spell can be used. Roll a D6 + the Level of the W and this is the number of Mvs that the Dragon sleeps. The Dragon will fall asleep at the end of the Mv in which the Spell was used. The Dragon can only be affected by this Spell once, in any 1 game. Once the Dragon awakes, at the beginning of a new Turn; it carries on as normal.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
26	Summon Dragon	-	6	5	-	-3	-2

A small non-fire breathing Dragon will appear immediately within 12" of the W. It must not appear within 24" of any seen enemy forces. The Dragon will start of at Ground Level. It must remain within 36" of the W, or it will immediately disappear.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
27	Giver of Life	-	5	4	-	-3	-2

Unlike Spell #2, there is no need to roll a D6, nor is base contact required. It may be used on a single Character or non-Character figure. The figure returns to life immediately, no worse off for his experience. It cannot be used on Dragons, Daemons, W or anything that has 3 wounds or more. The Spells' range is 24" and LOS is not required, the W can sense if this Spell is needed.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
28	Mist of Amnesia	5	4	4	-3	-2	-2

This is for W vs W. An enemy W may target another W up to a distance of 36", LOS is required. If successful, it will cause amnesia to the target. He reverts to a normal warrior for D4 full Turns. Unless otherwise paid for, he is armed only with a Hnd Wpn. He may keep his extra Cad/Morale Bonus.

Although he is affected immediately; the Turns do not start until the beginning of the targets' next Turn. By being sneaky, you can prolong the Spell; think about it. It is removed at the end of his last affected Turn. The target W may protect himself as soon as the Spell is used against him. He needs a 6 on a D6 Defence Roll to deflect this Spell, otherwise his only chance is Spell 29.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
29	Deflect Amnesia	4	3	3	-2	-1	-1

Defensive

For immediate use against Spell 28 if the D6 Defence Roll was a failure. The target W, as soon as he realises that he is being physked, can defend himself by rolling a D6. A 4, 5 or a 6 is needed to deflect the Amnesia Spell. Add the following + or - scores to the D6.

Level of User Wizard.	Level of Target Wizard.		
	L1	L2	L3
L1	-	+1	+2
L2	-	-	+1
L3	-2	-1	-

If the deflection is a success, the enemy W is then affected by the Amnesia Spell. He may try to deflect with a D6 Defence Roll and if he has it, use his Spell 29. Any W that suffers from Amnesia, will lose all his Magic cast up to then. This includes all saved Spells and any thing that was conjured up by the W, e.g. Magic Bridges, Daemons, etc disappear immediately; never to return (unless by new Spells). Troops affected by his Spells will return to normal but will come out of the enchantment as Shaken. He still retains any unused Spells not already cast. The result of Amnesia is the same as if the W was killed.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
30	Veil of Animosity	6	4	4	-3	-3	-2

The target unit will take a great dislike to the nearest unit, friendly or enemy, which it will attack (not fire upon) with great ferocity. The enemy player will take command of this unit to prevent any *unintentional gamesmanship*, if the nearest unit is a friendly unit. The Spell lasts for 2 full Turns, including the one in which it was affected. It is silly to use this in your enemies Turn after he has done his Movement. The affected unit will be Shaken once the Spell wears off. Any friendly unit attacked by this unit will become Shaken immediately. The affected unit will add +1 to its' D10 roll and it cannot be pushed back, only Routed. Once the Spell ends (they can stop fighting if they wish) the +1 is cancelled and they behave as normal troops. If the unit they attack Routs, they will attack the nearest unit if they are still under the Spell. The affected unit will not stop to reform or Test for any Morale. This Spell cannot be used against another W, but a Character out on his own is fair game. ranges are as follows: L1 = 24". L2 = 30". L3 = 36". LOS applies. Again for the sneaky minded, try this one on your own unit; but make sure that the nearest unit belongs to the enemy.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
31	Wizards' Bane	3	3	2	-1	0	+1

This Spell will last for the rest of the game. No Spells, Good or Evil, will have any affect on the nominated unit. The Spell should be cast on the unit before the game, for the best results. The enemy player is not informed which unit is affected. The units' identity is written down and not disclosed until the enemy W tries to put a Spell upon it. The immunity covers all Spells, but remember if it is on a Bridge/Wall that collapses, then it still has to save. If it is cast during a game, then the range for all W is 12". LOS is required.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
32	Tremendous	-	4	3	-	-2	-2

A unit occupying a wood/forest will find itself under attack by the trees. The base size for each tree is 25mm x 25mm. Use the Profile for the Treemen as that found in the Wood Elf Army. The attack will cause fear in all creatures except Giants, Chaotic and the Undead. Roll a D10 plus the W Level to find out how many Treemen are available. All hits from Treemen have a -1 Saving Throw Modifier. For this particular Spell only, the Treemen do not leave the wood/forest, they cannot be pushed back or Routed and they do not test for Morale. The Spell will last as long as the W is alive or not affected by certain Spells himself or until the last Treeman is killed. Treemen will not attack Royal or Wood Elves, not even to defend themselves. Magic has no affect on them. The range of the Spell is as follows: L2 = 18". L3 = 24". LOS applies.

Royal or Wood Elf only. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
33	Waves of White Horses	2	2	1	-1	0	0

As a unit crosses a body of water, the water will rise up and swamp the hapless unit. Saving Throws are as for Spell 17. Ranges are: L1 = 18". L2 = 24". L3 = 30". LOS applies.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
34	Spell Stealer	3	3	2	-2	-2	-2

A W can steal another W Spell. If successful, the target W must pick one of his Spells and give it to the enemy W. It may be a Spell that the enemy cannot use. If it cannot be used, then that Spell is lost for ever, tear up the Spell Scroll. If it can be used, the new owner may use it as normal. The target W may try to deflect the Spell as it approaches, roll a D4; he must equal or get lower in order to be successful. Range for all W is 30" and you need LOS.

Good or Evil. Spells 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
35	Shifting Sands	3	3	3	-2	-2	-1

An area of ground is transformed into a morass of soft sand. The area is 6" x 2". It cannot be placed nearer than 3" to any troops. Wheeled vehicles cannot cross and all other troops Mv at 1/4 speed. Troops are Unformed whilst in and leaving this area. The ranges are: L1 = 20". L2 = 30". L3 = 36".

Good or Evil. Spells 0-3

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
36	Phantom Regiment	-	-	5	-	-	-3

A standard unit of no more than 20 figures is created. These can be of any unit available to the player for his particular Army. They move and sound like the real thing. They can be affected by Magic, missile casualties and Morale Tests. They are not discovered until met in Melee, where they disappear as soon as contact is made. Any unit engaging them, except for Chaotic and Undead, are immediately Shaken. The W must be within 30" of part of the unit at all times, LOS is not essential, otherwise the Phantom Unit will disappear. This Spell must be cast before the game begins. This Spell is best used to fool the enemy into reinforcing one of his flanks. Once he realises what you have done, it is normally too late. The Unit must start within 12" of your own baseline and no closer than 18" to any enemy Unit.

Good or Evil. Spell 0-2

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
37	Eater of Souls	-	4	3	-	-2	-2

This is a Sword which must be wielded by a Character. For all these Wpns and Magic Armour, this includes Commanders, W and Champions. It doesn't kill in the normal sense, but turns its' victim into a cruel parody of itself. The figure retains its' CAD, Morale, etc but turns against its' own side. It will fight until it is killed, no push back or Routs. the figure will head for the nearest ex-friendly unit. The Sword inflicts 2 wounds per hit.

Evil only. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
38	Sword of Victory	2	2	2	-	-	-

Only a Character can wield this enchanted blade. He gets a +1 onto his Basic Cad.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
39	Shield of Luxor 2	2	2	-	-	-	

Only a Character can use this Shield. It provides a +1 Modifier to his Saving Throw to all hits from Melee and missile fire. There is no extra protection against Plague and/or poison. Check the Saving Throw Section for the minimum score required to save a figure. This Shield cannot be used with the Armour of Kopek.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
40	Armour of Kopek	4	3	3	-2	-1	-1

Only a Character can wear this Armour. This Armour from another Dimension protects the wearer against all known Weapons. At the same time its' material causes the attacker to mistime his attack. There is a +1 onto all Saving Throws (including Plague) and a -1 onto the attackers D10 roll. Check the Saving Throw Section for the minimum score required to save a figure. This Armour is classed as Hvy/Arm, infantry will normally be 4+ to save. The Armour also gives some protection against poison, they can be saved on a 6. This Armour cannot be used with the Shield of Luxor.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
41	Mirage	3	3	3	-1	-1	-1

This Spell only affects the W who casts the Spell. it causes the W shape to shimmer, as if looking at a faraway object on a hot day. This includes the W horse/mount, but not any vehicle or litter he may be on. The doubt about the W actual position gives the W a -1 on all D10 rolls made by an enemy trying to kill him, either by Melee or missile fire. The enemies Basic Melee CAD is also reduced by -1.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
42	Steady and Steadfast	8	6	6	-3	-2	-2

This Spell, for best effect should be cast before the game starts, or at the earliest possible moment. Each unit (or figure operating on its' own) may re-roll one Morale Test if it wishes. This can be any Morale Test, taken during any part of the game. It must abide by the 2nd roll. As each unit is re-tested, please make a note of it on your Map.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
43	Teleportation	6	5	4	-3	-2	-2

Defensive

This Spell affects the casting W only. He can Teleport to any position within a 36" radius of his present position. This is a "last ditch" Spell and should really be cast before the game starts or as soon as possible. Even if the W is killed, the Spell may be used to Teleport him to safety before the fatal blow is delivered. The W must Teleport at least 12" away (or nearer, if this will put out of LOS from his attacker). This Spell is for the W only, no vehicle, mounts, etc are to be Teleported. There is a chance the W may materialise inside some inanimate object like a tree or a wall. Roll a D6 and Add the Level of the W. A 1 to 4 and the W is killed and a 5 or 6 means that he is safe. If successful, the W must spend the next two full Turns resting. He may move and fight as normal, but he must not use or cast any Spells.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
44	Double Trouble 3	3	3	-1	-1	-1	

The W may create a double of himself, but without the W powers, to confuse the enemy. The real W may conceal himself in a building, etc until he wishes to reveal himself. The Player must indicate on his Map, where the W is. In this instance only, he cannot be seen by Arrons Eye.

Once the W casts, uses a Spell or moves into the open; then he will be revealed. This is ideal for the Undead Army. Use it with # 36 (20 Death Riders) and send The Double with a reasonably strong force down one flank. Include with this force a timely use of # 45 with the Double and the enemy will have to send lots of troops to meet this attack, leaving his Centre wide open.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
45	Summon Undead Horde	-	-	10	-	-	-2

The Undead W must be the Army Commander to use this Spell. An Ally or Mercenary W cannot use it. If the Spell is successful, then the unit will appear within 36" of the W (LOS not essential) but no nearer than 18" of any friendly unit. It could appear in the rear of the enemy. To see what unit you have managed to conjure up, Roll a D12 and check the following Table.

D12 Score	Unit Discription	# of Figures	Wpns, etc
1	Death Riders	6	Hnd/Wpn, Sh.
2	Undead Chariot	1	Scythed, bow, Sh.
3	Skeleton Warriors	20	Hnd/Wpn, Sh.
4	Skeleton Warriors	15	Hnd/Wpn, Sh, Lt/Arm.
5	Grim Reapers	20	Scythes.
6	Grim Reapers	15	Scythes, Lt/Arm.
7	Skeleton Archers	20	Hnd/ Wpn, bow.
8	Zombies	10	2HCW.
9	Plague Cart	1	n/a.
10	Level 1 Wizard	1	Hnd/Wpn.
11	Throw again	n/a	n/a.
12	The Dead ignore the Summoning.		

If 10 then roll 1 D12 for MPs. All units except for the Plague Cart and the chariot come with Commanders, Musicians and Std Bearers.

Undead Army only. Spells 0-1

Spell Number	Name of Spell		Cost			Modifier		
			L1	L2	L3	L1	L2	L3
46	Dispel	3	3	3	-1	-	-	

Defensive

This Spell can be used in two ways. Before, the enemy W casts his Spell or before he tries to use a Cast Spell. Before the enemy W casts a Spell he must place it on the table but hidden from you and you must decide whether to use your Dispel now or later. If you wish to use the Dispel before the enemy W tries to cast his Spell, inform him that you wish to do so. Roll to see if you were successful and if you were, then enemy "W" is -1 on his to cast D6.

If you prefer, you can wait until the enemy is about to use a Spell, then you can use your Dispel. Using the table below, roll a D6 and then add or minus the Modifiers. You need a 4 or higher to annul his Magic. Do not add any bonus at all to this table.

If the enemy W has a Dispel, he could use his to annul your Dispel which would make his original Magic work. (you of course, could use another Dispel to annul his Dispel etc).

USER WIZARD IS	TARGET WIZARD IS		
	L1	L2	L3
L1	--	-1	-2
L2	+1	--	-1
L3	+2	+1	--

If you prefer to wait and use the table there is no need for you cast your Spell, go straight into the table. You must not know what Spell the enemy W is about to use, but it is up to the enemy W to ask you if you wish to use a Dispel before he tries any Magic. If he forgets and lets you know what Spell he is about to use, then that's his hard luck. Always ask your enemy before any Magic is cast or used if he wishes to use a Dispel. You cannot use a Dispel against any Spells cast or used before a game starts.

Good or Evil. Spells unlimited

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
47	Digger Dwarves	3	2	2	-2	-2	-1

This is only good against Dwarves, including the Chaotic types. The unit must be in LOS and the following ranges apply: L1 = 18". L2 = 24". L3 = 30". The target unit is affected at the start of its' next Turn and stays affected for two complete Turns. Whilst under this Spell, they will ignore all other Spells that make them, Shaken, Panic, Brave, Steady, etc. The Dwarves get this compulsion to dig, as Dwarves sometimes do. They all start digging this imaginary hole in the centre of their Unit. Whilst under this Spell, they will not fire or defend themselves in a Melee. At the end of the 2nd Turn they are classed as Shaken and Unformed. To be really nasty, hit the unit nearest to them with Spell # 30.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
48	Greenpeace	3	2	2	-2	-2	-1

This is only good against Orc/Goblinoid Races. including the Chaotic types. The unit must be in LOS and the following ranges apply: L1 = 18". L2 = 24". L3 = 30". The target unit is affected at the start of its' next Turn and stays affected for two complete Turns. The affected unit becomes colour blind, it cannot see the colour Green. Which for Orcs/Goblins could be a bit confusing. The poor creature thinks that he is alone in the world and decides to head for home. The unit will retire at Rout Speed, (including 2nd Mv Phase) in a direct line towards its' own baseline. Remember, they cannot see the colour Green, so unless other units are mounted, or are not "Greenskins", then they will not avoid them. At the end of the second Turn they are Shaken and Unformed.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
49	Elfs' Bane	3	2	2	-2	-2	-1

This is only good against Royal/Wood or Black Elves. The unit must be in LOS and the following ranges apply: L1 = 18". L2 = 24". L3 = 30". The target unit is affected at the start of its' next Turn and stays affected for two complete Turns. The Spell brings out to the open the Elvens' hidden search for peace and tranquillity. The affected unit will stop and discuss the local Flora and Fauna as well as the modern ideas on Philosophy. They will not attack, fire or Melee with any other unit, no Magic can make them fight and as long as this Spell lasts, no Magic will affect them. (death by Plague will of course affect them). They will move towards their nearest friendly unit and try to persuade them to lay down their Arms.(they use their 2nd Mv Phase as well) Once contact is made, both units will interpenetrate each other. At the end of the 2nd Turn they are Shaken and if they went into another unit they will be Unformed.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
50	Bone Shaker	3	2	2	-2	-2	-1

This is only good against Skeletons Warriors, Mtd or on foot. The unit must be in LOS and the following ranges apply: L1 = 18". L2 = 24". L3 = 30". The target unit is affected at the start of its' next Turn and stays affected for two complete Turns. The affected unit starts to shake rather violently. This lasts for the two Turns of the Spell. At the end of the 2nd Turn they will turn to dust. Whilst Shaking, it cannot Mv, fire or defend itself. If the Undead W can come into base contact with the unit whilst it is still shaking, the Spell will stop immediately. There are no after effects upon the unit. If however, the Undead W is too late to save them from turning into dust, then he can raise them immediately by giving up one of his unused Spells. This can be any Spell, either saved or unused. The unit will be raised at the end of the Turn in which base contact was made.

Good or Evil. Spells 0-1

Spell Number	Name of Spell	Cost			Modifier		
		L1	L2	L3	L1	L2	L3
51	Chaotic Regress	4	3	3	-3	-2	-2

This is only good against Chaotic Initiates or Vandals, Mtd or on foot. The unit must be in LOS and the following ranges apply: L1 = 18". L2 = 24". L3 = 30". The target unit is affected at the start of its' next Turn and stays affected for two complete Turns.

Normally Chaos troops have no fear, but this Spell delves deep into the minds of these warriors and makes them remember their past life. They bring back memories of the way they were, of home and of what kind of horrors they have become. The sort of memories and self-pity you get after 12 pints of beer. They are inconsolable, and no Magic will bring them out of it. For the 2 Turns that they are affected, they cannot Mv, fire or Melee. They blame their unit Commander for everything, so they expel him from their midst. He is unaffected. He will leave at the start of the 1st affected Turn and go to the nearest unit (he will use his 2nd Mv Phase as well). Once there, he will wait until the Spell wears off.

During the Spell and after it ends, the unit will be Unformed and Shaken and it will remain as such until it can be Reformed and Made Steady again.

Remember there are penalties for not having a unit Commander.

Good or Evil. Spells 0-1

