

HORDES & HEROES

FANTASY RULES

2nd EDITION (2.1)

Fast play, hex based generic fantasy rules.

Includes army lists for:

**Orcs, Dwarves, Undead, High Elves, Ratmen,
Barbarians, Dark Elves and Hallagor.**

Contents

Background	3
Introduction	3
Play Area and Equipment	4
Troop Definitions	4
Command & Control Figures.	4
Deployment.....	5
Organising an Army	5
Terrain	5
Movement.....	5
Terrain Hex Identification	6
Compulsory Moves	7
Troop Formations	7
Movement of Flyers	7
Passing Through Friendly Troops	8
Moving Backwards.....	8
Unit Facing within a Hex	8
Zone of Control	8
Command and Control	8
Sequence of play	9
Combat	9
Artillery	9
Shooting (Small Arms Fire)	10
Hand-to-Hand Combat	10
Flyers in Combat	11
Effect of Terrain Entry Restrictions on Combat	11
Disruption	12
Generals, Heroes and Magicians in Combat	12
Magic	13
Winning or Losing the Battle	14
Castles and Town Walls	14
Constructing Campaigns	15
Combat Tables	16
Combat Result Table	17
Army Lists	18
Constructing an Army	20
Sample Terrain Layouts	21

Written by: *P.R.Kerrison*

© Kallistra Limited 2003

Kallistra Ltd. PO Box 6899. Mansfield. NG20 0NS. UK

<http://www.kallistra.co.uk>

Hordes & Heroes™

Background

The Hordes and Heroes Fantasy Rules system designed and developed to satisfy the demand for fantasy rules with speed, precision and clarity, and are ideally suited to competition or tournament play, as well as 'friendly' games.

It is a hex based system which uses hexagons measuring 100mm (approx 4inches) across flats, to facilitate troop movement, facing and weapon ranges etc. without the need for measurement with rules or tapes.

The publication of Version 2 has been timed to coincide with the availability of the Hexon II terrain system. A development of the Hexon I terrain board which has proved not only popular with fantasy gamers, but science fiction and historical gamers also.

We are indebted to the many gamers who have provided us with feedback of their thoughts, ideas, and suggestions through playing Version 1. As a consequence much of this has been incorporated in this current version, which we feel has enhanced and refined the system. For players familiar with Version 1, there are substantial changes and improvements, and would therefore urge you to read through Version 2 thoroughly.

The 2.1 update includes revised army tables and points costs for some troop types, as well as Generals and Heroes. Some areas have also been clarified in response to issues raised by players, but there are no changes to the game mechanics.

Introduction

Hordes and Heroes is a fast play tabletop Fantasy wargame which uses hexagon marked terrain which provide for a precise and effective method for moving troops. The rules system is simple and easy to learn, yet sophisticated enough to allow 'realistic' battles to be fought between a diverse range of generic fantasy armies. During play there is no need for pens, paper or tape measures. One A4 quick reference sheet is sufficient to contain all the information necessary to play. The combat and results tables can be printed or photocopied, cut and pasted together as required. The main rules need only be consulted when players are learning the rules, and occasionally thereafter, to clarify situations as they arise.

Troops are organised into units, which vary in size according to the types of troops of which they are comprised. Eg: Orc hordes, Dwarf warriors, Gyro-bombers, Treemen, Ballistae etc.

The command and control of units is an important aspect of the rules, and indeed of all wargames, yet we have excluded the need for written orders. In fact, there is no need for any record keeping at all during a game! Generals, Heroes and Magicians have specific command range and lines of communication, which are easy to establish and apply as the game develops.

Casualties are removed as complete stands in response to outcomes dictated by the combat result table. The effects of morale is mostly dictated by combat result, and the level of losses armies can sustain before retreating, thus eliminating the need for the often lengthy process of assessing morale by scanning lists of morale factors.

Hordes and Heroes is a truly fast-play tabletop games system. The precision of the movement system and the speed and efficiency of the combat system ensure that the game flows quickly and even a closely fought contest can be concluded within approximately an hour and a half.

The terrain is modular and the individual hexes and groups of hexes can be allocated a range of different terrain features. E.g.: good going, difficult going, rivers, woods, impenetrable rocky slopes etc. Large terrain features extend over a number of adjacent hexes. The terrain is an extremely important aspect of the rules in that it is of great strategic and tactical significance because of the way it influences both movement and combat. Terrain features can be simply placed on top of the Hexon terrain tiles.

The role of and level of potency of magic in fantasy wargaming has always been a contentious issue. Magic has been kept to a level where by it can only help or hinder an army, but will not be a dominant or decisive feature on the battlefield. In consequence, magic has been limited to its ability to be used to manipulate and control the elements of earth, fire and water.

Version 2 includes rules for siege warfare i.e. attacking castles, walled towns etc. and a brief guide to constructing campaigns in which the battles can be fought using the Hordes & Heroes rules.

Play Area and Equipment

- A hex marked playing surface.
- A playing surface measuring 1.8m x 1.2m, (6 x 4 ft), will facilitate battles between large armies when using Hexes measuring 100mm, (4 inch), across flats. However, quite sizeable actions can be fought on a surface measuring 1.2m x 0.9m (4 x 3ft), and still leave plenty of room for tactical manoeuvre.
- Die: 2 or more D6 + D12.
- 2 armies of miniatures (any scale, preferably 10mm) mounted on appropriate base sizes close to those specified in the rules. All Hordes and Heroes miniatures, with the exception of command figures, come complete with bases.
- A number of disruption markers (printed at the back of the rules).
- Terrain features/markers, for individual and/or groups of hexes representing woods, difficult going, impenetrable terrain etc.

Troop Definitions

Infantry (IN)	Regular infantry capable of moving in both line and column. Fight in ordered formations with regular spacing between individuals.
Mounted (MO)	Riders mounted on horses. They are capable of movement in both line and column.
Mounted (MI) Irregular	Irregular troops mounted on a variety of different creatures over which they have a reasonable level of control.
Hordes (HO)	An irregular mass of infantry / creatures armoured with a multitude of weapons.
Behemoth (BE)	A unit comprising of two or more exceptionally large or powerful creature(s).
Chariots (CH)	Wheeled vehicles manned by figures armed with a variety of weapons and pulled by any creatures possessing appropriate speed and power. Can move in column or line.
Artillery (AR)	Ballistae, cannon, catapults, bolt shooters etc.
Armoured Car (AC)	Mechanical, powered vehicles.
Flyers (FL)	Organic flying creatures.
Mechanical Flyers (MF)	Constructed flying machines, which are piloted such as airboats or gyro-bombers.
Psychological (PS)	Ghosts, ghouls, spectres, sprits etc. Units that undermine the moral and mental well being of their adversaries rather than inflict physical harm.

Magic Units

Elementals (EL) Earth, Fire and Water. (Can only be evoked by a magician)

Command & Control Figures

Generals	Individuals who are entrusted with the responsibility of leading their troops into battle. They are assigned to a particular unit (their personal bodyguard), for the duration of the battle. Their personal bodyguard cannot be behemoths, flyers or psychological units.
Heroes	Illustrious fighters whose legendary and noble deeds inspire those who are privileged to follow them into battle! They are perhaps not so renowned for their leadership ability, as they are for their personal courage and physical combat skills. (Heroes can accompany any troop type including Flyers.)
Magicians	Wizards, witches, necromancers etc. who are versed in the art of magic and sufficiently charismatic as to be able, however reluctantly, to lead a unit into battle. (Magicians can accompany any troop type including Flyers.)

Deployment

Players must deploy all units including generals, heroes and magicians within three hexes of their own base edge. The army with the **most** number of flying units has the option to deploy first or second. If both armies have the same number of flying units, dice for the right to deploy first or second. The side that deploys second has the choice of table edge and has the option of moving first.

Organising an Army

Troop Types and Units

The number of stands which go to make up a unit, depends upon the type of troops the unit consists of, in accordance with the table below:

	Frontage (mm)	Depth (mm)	Number of Stands per unit
Infantry (IN)	40	20	4
Hordes (HO)	40	20	4 or 6
Cavalry (MO)	40	20	4
Chariots (CH)	25	40	3
Artillery (AR)	30	40	1 or 2
Behemoths (BE)	40	25/30	2/4
Flyers (FL)	25	40	3
Mechanical Flyers (MF)	25	40	2
Armoured Cars (AC)	30	40	2
Mounted Irregulars (MI)	40	20/25	4
Psychological (PS)	40	25	4

Basing

All figures are mounted on bases of a specific size, according to the type of unit they are. Infantry, cavalry chariots, artillery, etc, should all have the correctly sized bases (the Hordes and Heroes miniatures come complete with appropriate bases), although because this is a hex based game, as long as the correct number of stands can fit inside the hex, there is some leeway here. Some latitude is also necessary due to the extensive ranges of figures available from a host of manufacturers, which can be used for Hordes & Heroes™.

Generals, Heroes and Wizards should be mounted on circular discs of a suitable size to accommodate the individual miniatures. Low denomination coins are ideal. The letters G, H or M should be clearly marked on the base for ease of identification. Alternatively, a simple colour coded circle can be used for instant identification.

Eg. Black – General, White – Hero and Red – Magician.

Size of Army (points value)

An army should have a point value of 50 points or over. Armies with a point value of 100 will provide the flexibility to use Heroes and magicians as well as a wide assortment of different troop types from the army list. (Pages 18, 19 & 20)

Terrain

The use of hex marked terrain boards, onto which terrain features such as woods, roads, broken ground, impenetrable terrain, etc, provides for a modular and highly versatile system. This 'place on top' approach allows for a great variety of configurations for the placement of terrain pieces. Thus, players can alter their strategy and tactics in accordance with the layout of the battlefields and the type of army that they are facing. These 'add-on' terrain features can be made from materials such as card, expanded polystyrene, hard board etc, with finished with paint and scenic flock.

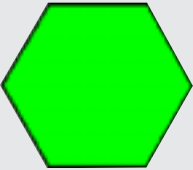




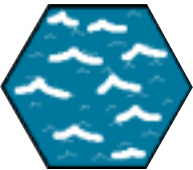

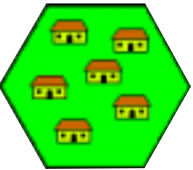
Choosing Terrain

A specific layout can be agreed between opponents, or alternatively a layout can be chosen from the example configurations which can be found at the back of the rules.

Movement

Hordes and Heroes is designed to be played on Hexon™ Terrain boards or any playing surface which is marked with hexes measuring 10cm (4") across flats. All troop types have a stated number of hexes through which they can move during their movement phase. This distance is affected by terrain, features such as hills, forests, rivers and broken ground etc. (See table on page 6). All individual troop movement distances can be found on Quick reference pages.

Terrain Hex Identification

Terrain type	Description	Movement	Combat
 Good Going	Open ground/grassland which may be gently sloping.	All units can move their maximum number of hexes. Units able to move in column can move one additional hex.	All normal shooting and hand to hand combat rules apply.
 Difficult Going	Low hills and broken ground.	Impassable to all wheeled units, eg: chariots, artillery and armoured cars. (CH, AR, AC) All other troop types limited to one hex of movement per bound.	Shooters can shoot one hex into and two hexes from, but not through a hex containing difficult going. Artillery cannot shoot over, or more than one hex into a hex containing difficult going. Normal hand to hand combat rules apply.
 Impenetrable	All steep rocky mountainous slopes, which present a formidable physical barrier.	Impassable to all units, with the <i>exception</i> of flyers, who can fly over but cannot remain in the hex.	Artillery and shooters cannot shoot through impenetrable terrain.
 Woodland	Areas of natural forest.	Impassable to all wheeled units, eg: chariots, artillery and armoured cars (CH, AR, AC). All other troop types limited to one hex of movement per bound.	Shooters can shoot from but not into woodland or fire from one woodland hex to an adjacent woodland hex. Artillery cannot fire into a woodland hex. Normal hand to hand combat rules apply.
 River	Moving water!	Impassable to all wheeled units eg: chariots, artillery and armoured cars. (CH, AR, AC) as well as Earth and Fire Elementals. Takes a full move to move into a river hex and another full move to move out of a river hex to an adjacent hex on the opposite bank.	Units occupying a river hex shoot and fight hand to hand as if they were disrupted. Shooters and artillery can fire across river hexes.
 Lake Hex	Still waters! Lakes do not have to be fed by a river hex, but by streams or springs.	Impassable to all units, with the <i>exception</i> of flyers.	Only flying units can engage in hand to hand combat from a lake hex. Shooters and artillery can fire across lake hexes.
 Road Hex	Any terrain hex which has a road passing through it, including village and town hexes.	Units moving in column that begin their movement along a road and travel along a road for their entire movement distance, can move one extra hex.	All normal shooting and hand to hand combat rules apply.
 Village/town Hex	All built up areas other than castles and fortifications.	Impassable to all wheeled units, eg: chariots, artillery and armoured cars (CH, AR, AC). All other troop types limited to one hex of movement per bound.	Shooters can shoot from but not into villages/towns or fire from one village/town hex to an adjacent village/town hex. Artillery can only fire one hex into but not through a village/ town hex.

Compulsory Moves

The following moves are dictated by Combat Results Table (Page: 17)

Recoil

A unit forced to recoil must move **one hex** directly away from the enemy unit, which it is facing and continue to face the enemy. It will automatically push back any friendly units in order to make the recoil movement. Terrain that is impassable will prevent a recoil movement.

Flee

A unit that has to flee, turns though 180° and moves a full normal move plus **one additional hex** directly away from the enemy unit which it was facing. The fleeing unit must retreat towards its own table edge if able to do so. Terrain and the presence of enemy units might necessitate major deviation. A fleeing unit cannot enter the zone of control of an enemy unit, instead, it must stop and avoid combat. A victorious unit, (players choice if more than one unit was involved in the combat), must occupy the vacated hex.

A fleeing unit, which enters the last hex before its own side's table edge, stops automatically, facing the edge of the table. If it is caused to flee or recoil from this position, it is removed from play. The unit can be said to have routed off the battlefield and is lost.

Follow-up

Any unit, that forces an enemy unit to recoil automatically and simultaneously 'follows-up' by occupying the now vacant hex. This does not affect either units movement entitlement during subsequent movement phases. The units have not broken contact, and therefore do not fight as if in 'impact' during the next hand to hand combat phase.

Pursuit (Optional for IN, MO, CH, MF & AC - Compulsory for all other troop types)

Following hand to hand combat, any unit(s), which causes its opponent to flee, after following-up into the vacated hex, can continue to pursue and potentially make contact with the enemy once more. However, the total movement cannot exceed a normal move distance for that unit, including the one hex move necessary to occupy the vacated hex. The pursuit must stop if another enemy unit is contacted. This pursuit movement does not effect any future movement entitlement. Artillery units do not pursue.

Troop Formations

Line and Column

All units with the exception of artillery, flyers, behemoths and hordes have the option of moving in line or column. Units in column move **one additional** hex more than their normal movement plus **another additional hex** if they travel the entire distance along a road, (starting and finishing on a road hex). **Note:** units fighting in column have their combat effect reduced (see combat section).



Formation Changes

All formation changes, ie: from column to line or visa versa, must take place during the movement phase. Units can change from line to column without incurring a movement penalty (i.e. they move as if in line formation). However, all units lose **one** hex of movement when changing from column to line.

Bridges

Only troops in column can cross a river via a bridge. Hordes, Behemoths etc, are forced to adopt a 'column' shaped formation as they are funnelled through the restriction. They return back to their usual formation once they have crossed the bridge. They fight as if in column when restricted.

Movement of Flyers

Flyers cannot occupy the same hex as ground troops (or other flyers), therefore, they must start their movement and finish their movement in a vacant hex. They can only attack through the front three hex sides but can change their facing direction without incurring any movement penalty.

Passing Through Friendly Troops

The following rules and restrictions apply when moving friendly units through each other.

- Any unit able to move in column can pass through any other friendly unit, with the exception of hordes.
- Friendly units can interchange hexes with each other provided that neither unit is in an adjacent hex to an enemy unit (ie: in combat) and neither is a horde, mounted irregular or behemoth. Artillery, which interchanges its position with another friendly unit, will have moved, and therefore cannot fire during the same bound.
- Any units forced to recoil will push back any friendly supporting units.
- All units which are forced to flee can automatically pass through friendly units. However, due to space restrictions caused by the requirement to move a full normal move plus one hex, fleeing units can push aside friendly units into vacant hexes when fleeing, in order to flee the required distance.

Moving Backwards

Infantry (IN)

Infantry are the only troop types that can move backwards (one hex only), if they are deployed in line. In a combat situation, they continue to face the enemy and can therefore attempt to disengage. No other troop types are able to do this, unless forced to recoil by combat result. However, the enemy units have the option of instantly 'following-up' without breaking contact. Therefore, they do not fight on impact, and this does not affect their normal movement entitlement during their next movement phase.

Other Troops

All other troops can only move out of the front three sides of the hexagon. To retire they must about face, which costs one hex of movement, before leaving through the rear three sides of the hex. Thus, mounted (MO), chariots (CH), hordes (HO) etc. that want to disengage from an enemy, must in effect turn and flee.

Unit Facing within a Hex

Any unit occupying a hex must face a particular hex side. This 'Front' side of the hex and the two adjacent sides represent the front face of the unit, and the other three sides, the rear.

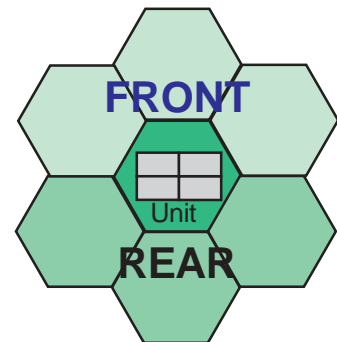
During movement, any unit can alter its facing by one hex side with no movement penalty.

Zone of Control

The 6 adjacent hexes to a unit are termed 'the units zone of control'. Any enemy unit that enters this zone must stop and engage in combat.

Units can become isolated from their Generals if the zone of control of enemy units breaks the line of communication. This is an important feature of the Command and Control rules and can impact considerably on a game.

Oposing zones of control effectively cancel each other out once enemy units make contact with each other. In other words, any hex, which is adjacent to a friendly unit as well as an enemy unit, becomes neutral in terms of command and control.



Command and Control

Generals are always accompanied by a body of troops (their personal bodyguard), which may be mounted or foot. Their bodyguard can be any type of troops except Flyers, Behemoths or Psychological units, and must stay with the unit for the duration of the battle. Their speed of movement is the same as that of their bodyguard.

Heroes and Magicians are able to move between hexes and units as required. However, they may join a unit during their side's movement phase, but not move with their unit during the same movement phase.

The command and control limits are established at the beginning of the movement phase. Only units, which are deemed to be under command of a General, Hero or Magician, may move.

- **Generals and subordinate Generals** can control any friendly troops to which they can trace a clear line up to **three** hexes, which do not pass through the zone of control of any enemy units. In addition, any friendly units in hex-to-hex contact with units within the three hex range, are also deemed to be under command (this line of contact has no limit).
- **Heroes** can control any friendly troops (including Flyers Behemoths or Psychological units) with which they are in hex-to-hex contact plus any units that form a continuous line of contact. (Control can in theory stretch right across the table provided there is an unbroken line between friendly units.)
- **Magicians** can only control units that they are accompanying (including Flyers Behemoths or Psychological units).

Magicians and Heroes move at the same speed as their accompanying unit or up to 4 hexes if they are unattached.

Command and Control of Flyers

Flying units, both mechanical and organic, are under command and control at all times (via visual signals from the ground), up to a maximum range of six hexes from any friendly General, Hero or Magician. If they, for whatever reason, fall outside this command range, they must return within it before engaging other enemy forces.

Sequence of Play

Players take alternate bounds of movement, but fire, fight and cast spells simultaneously.

1. Artillery Shooting Phase

Artillery from both sides can shoot at any enemy units, which are within the designated weapon ranges, as measured in Hexes.

Magicians from **both sides** can cast or cancel spells.

Units from both sides must make compulsory moves and suffer disruption as directed by the Combat Result Table as a result of artillery fire.

2. Movement - Side A

Side A can move all of the units that are within the command range of any of the Generals, Heroes and Magicians in the army. Disrupted units can only move towards their side's table edge.

3. Shooting Phase

Shooters from **both sides** can shoot at any enemy units that are within the designated shooting distances for small arms fire. (This includes any units from **Side A** that have moved into base-to-base contact during their movement phase.) Targets of shooting carry out compulsory movements as directed by the Combat Result Table (P17).

4. Hand to Hand Combat

Units from **both sides**, which are in hex-to-hex contact, engage in hand-to-hand combat.

All units carry out compulsory movements as a result of combat outcomes. (See Combat Result Table, P17).

5. Disruption Removal Phase

Disruption markers are removed from all units from both sides which are not in hex-to-hex contact with the enemy and are within command and control range.

Combat

Removal of Stands and Unit as a Result of Casualties Inflicted

Any unit that is reduced to a single remaining stand is removed from play and regarded as destroyed.

E.g. A 6 stand horde is removed from play at the loss of 5 of its stands. However, two stand units, such as treemen, dwarf gyro-bombers, armoured cars etc. **MUST** lose all their stands.

Artillery

Artillery Movement and Fire

Artillery cannot fire if they intend to move during their side's movement phase. However, they can fire during the artillery shooting phase of their opponents next bound. (Effectively halving their rate of fire.)

Artillery Fire

Each artillery model fires independently, but must fire at the closest enemy unit(s), although any number of artillery pieces can shoot at the same target, provided that it is within range, and has a clear line of sight to the target hex. (If a number of enemy targets are the same distance away - the shooter has choice of target.) The various forms of artillery available to the different fantasy armies are found under the relevant combat table. These tables include information on the chance of achieving a hit both at long and short range, the range distances in hexes, and the shooting effect factor.

Firing Procedure

- Identify the target, check that it is in range and clearly state which artillery piece/s are to fire at the target unit.
- Use 1 x D12 per artillery piece to ascertain whether a hit has been scored and the effect on the target as dictated by the Combat Table (page 17).

Arc of Fire

Artillery can only shoot out of the front face of the hex, and can target any enemy units that falls within a specified range formed by a triangle of hexes from this front face. Artillery can change facing during their movement phase and still shoot.

Shooting Overhead

High trajectory weapons, such as ballistae, can fire over friendly units, low trajectory weapons such as bolt shooters and cannon cannot.

Effect of Terrain

Artillery cannot shoot through impenetrable terrain, into, or through woods.

Artillery can only shoot one hex into rough terrain and not through it.

Shooting at units engaged in hand-to-hand combat

Artillery can shoot at enemy troops that are engaged in hand-to-hand combat with friendly troops, provided that they have a clear line of sight to the enemy unit. However, if they miss their designated target they must throw the die again to see if they hit their own troops!

Example of Artillery fire:

- 3 High Elf bolt shooters fire at an Orc horde at short range (2 hexes).
- 3 x D12's are rolled, resulting in scores of 3, 11 & 7 (3 = miss, 11 = 2xhits & 7 = 1xhit)
- 3 hits are scored and the result ascertained from the Combat Results Table. (3rd row down in the 'HO & MI' column)
- Combat result: the Orc horde flees and is disrupted.

Shooting (Small Arms Fire)

The procedure for calculating the effect of small arms fire is the same as that of artillery fire. Two or more units containing 4 stands of shooters can fire at a single enemy unit with accumulated effect. The target unit must be clearly specified and 1 x D12 is rolled for each stand of shooters firing (normally this is 4).

- All small arm shooting takes place in the shooting phase. (See sequence of play)
- Shooters must fire at their nearest enemy unit to their front.
- All designated shooters have a range of 2 hexes*.
- Shooters can only shoot out of the front 3 hex sides.
- Shooters can shoot at all enemy units moving into contact within the front 3 hex sides, and split their fire between different attacking units if they choose.
- Once in hand-to-hand combat shooters are unable to shoot.
- All shooters can move their normal move distance and still fire.
- Shooters in column can only shoot with the front two stands.

* Ratman shooters armed with blunderbusses have a range of only 1 hex.

As a unit of shooters loses stands through combat, its shooting effectiveness is obviously reduced. Therefore, a unit reduced to three stands only throws 3 x D12's etc.

In the combat tables shooters have a shooting factor of (9+), (8+), (7+), etc., which indicates the die score required to score a hit.

Example:

- A unit of Barbarian Shooters (8+), (4 Stands), fires at a unit of Undead cavalry (MO) charging into contact with their front.
- The scores achieved with 4 x D12's are: 4, 9, 5 & 12. An 8+ score is achieved with 2 die achieving 2 hits.
- Use the Combat Results Table, 2nd row down, 3rd column 'CH, MO, MF', to ascertain the Undead cavalry have been disrupted as they charge in. A disruption marker is placed next to the unit. (This will reduce their performance in the hand-to-hand combat phase to follow.)

Hand-to-Hand Combat

Any unit occupying a hex, which is adjacent to a hex containing an enemy unit, is said to be in hand to hand combat. The first time opposing units make contact they are said to be in 'impact'. During first contact or impact (the first round of hand-to-hand combat), some troop types such as spearmen, cavalry, chariots, behemoths, etc. because of their speed, weaponry, or physical weight, have a distinct advantage over their opponents. This advantage is nullified during subsequent rounds of hand-to-hand fighting.

The impact factor appears as a (+1), (+2) or (+3), after the hand-to-hand combat factor in the relevant combat tables.

Hand-to-hand combat results are quickly and efficiently calculated for both sides using the simple formula below:

Combat Factor + Number of stands eligible to fight + Impact Factor (if applicable) + Random Factor (1 x D6) or (2 x D6) for Heroes.

If the unit is lead by a General, a further (+2) is added, because it is an elite unit.

Example: A unit of High Elf spearmen, led by a General is attacked frontally by a 6 stand Barbarian horde.

	High Elf Spears	Barbarian Horde
Combat Factor	4	4
Number of stands able to fight on impact	4	6
Impact bonus	(+1)	-
General with unit	(+2)	-
Random Factor (both sides throw a D6)	3	6
Totals	14	16

The result of the 'impact' combat is a +2 to the Barbarian horde, this is looked up on the Combat Results Table to reveal that the High Elf spears (IN), suffer no effect. The fight would continue in the next hand-to-hand combat phase in the next bound, but the High Elf would lose the (+1) impact bonus. Subsequent round of combat

During the next round of combat, the High Elf spears roll a 5, and the Barbarian horde a 2. This gives a net result of '+3', which on the Combat Results Table causes the Barbarian horde to flee disrupted. The High Elf spears then occupy the hex vacated by the Barbarian horde.

Turning to Face

Any unit that is contacted by an enemy unit, on any of its hex sides can turn to face its attackers unless it has already been disrupted.

Rear Attacks

If any unit moves into contact with the rear of an enemy unit, which is already engaged frontally and therefore cannot turn to face, all the stands of the unit attacking the rear are eligible to fight. However, if only one enemy unit makes contact the defenders automatically turn to face. If a unit contacts the rear of a disrupted unit, (disrupted units cannot turn to face), the combat factor of the defending unit is reduced to zero, regardless of the unit type.

Multiple attacks

It is a key tactical aspect of the rules that a player should seek to gain numerical advantage over his opponent at any strategic point on the battlefield, therefore enabling inferior troops to overwhelm a smaller number of more powerful adversaries. However, any combat results will affect all attacking units. In a multiple combat where a single unit is attacked simultaneously by two or more enemy units, the following procedure is followed:

- Take the highest single Combat Factor from all the attacking units
- Add to this the total number of stands eligible to fight from all the units involved in the attack, to give the Base Factor for hand-to-hand combat.
- Add the Random Factor using a D6.

Example

2 units of Orc Spears and a unit of Orc flyers attack a unit of High Elf spearmen.

The High Elf spears have a combat factor of 4 (+1) for impact.

The Orc spears have a combat factor of 3 (+1) for impact.

This gives a '+1' advantage to the High Elves. However, when you add the extra 7 Orc stands involved in the attack, (3 for the Orc flyers and 4 for the Orc spears) this gives a '+6' base factor to which the random factor is added using a D6.

Flyers in Combat

Only flyers which are in combat with enemy ground troops, can be attacked themselves by ground units occupying adjacent hexes. However, shooters within the 2 hex range can shoot at them during shooting phases, regardless of whether or not the flyers are attacking ground troops or not.

Flyers in hand-to-hand combat with enemy flyers cannot be engaged by ground troops, but can be shot at by shooters in range.

Flyers cannot be shot at by artillery, with the exception of bolt shooters.

Aerial Bomber Attacks

Aerial bombers can attack any ground units during the shooting phase, which they have passed over during the movement phase. Only one attack is permitted per bomber, per hex, in each bound of movement. Dice using a D12 to ascertain the number of hits using the relevant Combat Table achieved by each bomber, then look up the effect using the Combat Results Table.

All aerials must commence their movement in a 'vacant' hex, and finish in a 'vacant' hex. It is therefore possible for one aerial bomber to make attacks on two adjacent hexes, that it has passed over in a single bound.

Effect of Terrain Entry Restrictions on Combat

Troops that are not eligible to enter particular types of terrain, such as, difficult ground, woods, rivers, etc. can only fight an enemy unit occupying such terrain if that unit decides to attack.

Example:

A unit of high Elf Chariots move into an adjacent hex to a unit of Skeleton Warriors, which is occupying a hex of difficult going. The Skeleton Warriors can then choose to attack, and will instantly stop the movement of the Chariots, who will then be forced to engage in combat. However, if the Skeleton Warriors chose not to attack, the High Elf Chariots can continue to move past them unhindered. The Chariots have in effect moved through the zone of control of the Skeleton Warriors.

If the two units had engaged in combat the High Elf Chariots would not have been able to 'follow up' the Skeleton Warriors, if they had forced them to recoil, because they are unable to enter a hex of difficult going.

Disruption

Disruption of units is caused either by shooting or hand to hand combat as indicated on the Combat Results Table (p17). A disrupted marker is placed in the hex of the disrupted unit to signify its current status.

Movement of Disrupted Units

Movements of disrupted units are limited to the following:

- A disrupted unit which is outside of a command and control range, will automatically retreat towards its own table edge. It moves at a normal movement rate, according to its formation and any relevant terrain effects.
- A disrupted unit within a command and control range will normally remain stationary during its side's movement phase. However, it can move directly away from an enemy unit if ordered to do so. It can also move directly towards its own table edge for up to a full normal move if so ordered.
- A disrupted unit can never advance toward an enemy, or make any move away from its own table edge. It can only deviate off course to avoid impassable terrain.
- A disrupted unit will still carry out compulsory moves such as recoil and flee as prescribed by combat results table.

Effect of Disruption on Combat Performance

A disrupted unit cannot turn to face an enemy if contacted in the rear three hex sides (and fights with a combat factor of 0). It can still shoot and will fight in hand-to-hand combat if it is adjacent to an enemy unit, but it does so with reduced effect. The number of stands eligible to shoot or fight hand-to-hand, is reduced by half. If an odd number of stands is present then the number eligible to fight is as follows: 1 of 1, 2 of 3, or 3 of 5, so that the greater number are still able to fight or fire.

Removal of Disruption Markers

Any unit can remove its disruption marker at the end of each bound when all compulsory movement has taken place as a result of hand-to-hand combat provided that:

- It is not in combat with an enemy (ie: not in hex to hex contact).
- It is within command and control range.

Generals, Heroes and Magicians in Combat

Fighting Independently of a Host Unit

Generals cannot fight independently because they are permanently attached to their personal bodyguard unit.

Magicians and Heroes can move independently across the play area and can be attacked by enemy units, as well as by their counter-parts. Magicians and Heroes cannot attack units of enemy troops (ie. enter their zone of control), but they can defend themselves if attacked. If they win, they simply survive (the attacking unit is unaffected). However, if they face an enemy unit independently and lose, they are killed/captured.

Example

A High Elf Hero is attacked by Barbarian Birdmen who have swooped down upon him as he attempts to move independently to another part of the battlefield.

Birdmen have a Combat factor of 3 + 3 stands plus random factor (D6), score 4, total = 10

High Elf Hero rolls a D12, score 9, total = 9

Result, the High Elf Hero is killed/captured by the opportunist Birdmen!

Single Combat between Heroes and Magicians

For single combat to occur the figures must occupy the **same hex**. (This is the only time that opposing figures occupy the same hex). In individual combat they have no base factor but do have a random factor as detailed below:

In defence against attack by units of troops and in single combat with other Heroes or Magicians one D12 is rolled.

When Magicians and Heroes are in single combat with each other the highest score wins and the loser dies or is captured. A draw enables one or both adversaries to continue the combat during the next hand to hand combat phase, or move away, possibly to the safety of a friendly unit of troops.

Fighting with a Host Unit In Hand-to Hand Combat

Heroes

Heroes who are leading a unit of troops, throw 2 x D6 instead of 1 x D6, when engaged in hand-to-hand combat.

If a unit lead by a Hero is defeated in hand-to-hand combat and loses a stand, the Hero is killed by virtue of the fact the Heroes always lead from the front and would therefore be one of the first casualties.

Generals

Generals add '+2' to the hand-to-hand combat factor of the unit that they are accompanying. (This does not apply to units of Behemoths or Psychological units.)

Magicians

Magicians have no effect on the combat performance of their host unit.

Magic

Only Wizards, Necromancers, Witches etc. can use magic. There is no differentiation made between the various types of magic users - they are simply referred to as Magicians.

In order to keep the use of magic more manageable in the context of the game, all the spells are based on the control of the elements; Earth, Fire and Water.

Spell Casting

Magicians can only cast spells during the artillery shooting phase of either sides bound.

Elemental Spells

A Magician can evoke an elemental of Earth, Fire or Water up to a distance of 3 hexes. This is achieved by a player specifying which of the 3 elements he is trying to evoke and designating the exact hex in which the elemental is to appear. Magicians must have a clear line of sight to their target hex. The hex can be adjacent to, but not contain an enemy unit. Only **one** spell attempt can be made each bound. Once the Magician has successfully evoked an Elemental, he cannot cast another spell until the Elemental has disappeared. A Magician can remove his Elemental spell during the next artillery shooting phase.

- Elementals affect both enemy and friendly troops and do not differentiate between the two in terms of their combat effect.
- **Elemental combat takes place in the hand-to-hand combat phase of each bound.** This means that depending on when the Elemental is evoked, a side can sometimes have the opportunity to move out of danger during the movement phase.
- Elementals are unaffected by combat themselves. They simply inflict combat outcomes on other units.

One D12 is then rolled, and the specified elemental is successfully evoked if the die roll matches the total required for that particular elemental. Eg: If the player specifies a water elemental but the dice roll total is 6 or above the spell fails to cast.

- ❖ **1, 2, 3, 4, or 5 WATER elemental**
- ❖ **6, 7, 8, or 9 FIRE elemental**
- ❖ **10, 11, or 12 EARTH elemental.**

The Earth and Fire elementals can be evoked in any hex except those containing water! (eg : lake or river). Conversely, the Water elemental can only be evoked in a hex containing water.

Elemental Attacks

An Elemental attacks any and all units in an adjacent hex. Roll one D6 to ascertain the effect on each individual target unit, reading the results directly from the Combat Results Table.

Water and Fire Elementals are stationary, in that they cannot move from their hex of origin. An Earth Elemental can move 1 hex in any direction during the evoking side's movement phase, but must remain within 3 hexes of its controlling Magician

Effect of Terrain on Elementals

- Any unit occupying a wood hex **cannot** be attacked by a Water Elemental by virtue of the protection afforded by the tree cover.
- A Water Elemental will totally destroy any unit moving through an adjacent river hex.
- Any unit occupying a wood hex, which is attacked by a Fire Elemental, is totally destroyed.
- Treemen are instantly destroyed by Fire Elementals.

Destruction of Elementals

All Elementals continue to exist until:

- The Magician is killed.
- The Magician moves.
- The Magician is personally attacked whilst unaccompanied by a unit of troops
- The unit that the Magician is accompanying is attacked and disrupted by shooting or hand-to-hand combat.
- The Magician chooses to cancel the spell during the artillery shooting phase of either sides bound.

Psychological Units (PS) (e.g. Tormented Spirits)

A psychological attack only induces fear and panic into its opponent but inflicts no physical harm. The affected units will only recoil, flee and be disrupted, but loose no stands.

If Tormented Spirits are used in a successful multiple attack with non-psychological units against a single enemy unit, again no stands are lost, but the enemy will recoil, flee etc.

Winning or Losing the Battle

Any army that loses all its Generals is defeated and instantly retreats off the battlefield.

Any army which loses more than 50% of its units must retreat off the battlefield.

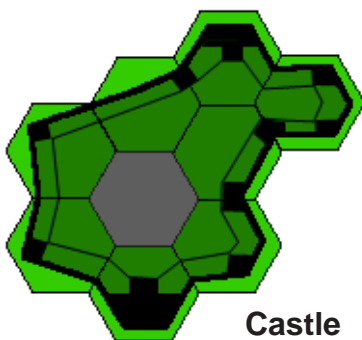
Magicians, Generals and Heroes each count as units, eg. A 16 unit Orc army of 100 points might have 2 x Generals, 1 x Magician and 1 x Hero plus 12 units of troops.

If after an agreed number of game turns or time available for play has elapsed, there is no obvious winner, the winning side can also be ascertained using a points count.

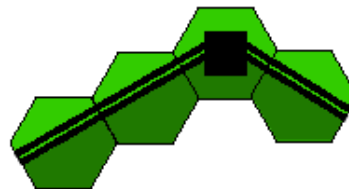
Castles and Town Walls

Definition

A castle, fortification or town wall, must occupy a particular number of hexes - the minimum number being 2. A town or city wall is said to occupy the depth of a full hex – a wall can encircle a large area of tabletop or in theory stretch from one table edge to another. Castles, town walls etc. can be represented by a range of models available from a host of manufacturers. Placed on top of the hex terrain, they simply have to occupy a number of hexes in the case of a castle, and 1 hex depth in the case of a wall.



Castle



Town wall

Troops Defending Castles and Town Walls

The maximum number of troop stands that can defend a castle hex is two. Therefore, a castle which covers 6 hexes can accommodate 3 units of 4 stands. If the walls of a castle (which occupy one hex depth), enclose a number of open hexes then a full unit of troops can occupy these enclosed hexes.

The units and their constituent stands of troops defending a castle or section of wall, are regarded holistically (they in effect become one very large unit.). When units leave their defences they revert back to become independent units of troops.

Command and Control of Castles and Town Walls

Each town wall or castle must be under the command of one or more Generals or Heroes. If commanded by a General, his personal bodyguard becomes part of the garrison. The normal command and control rules apply, e.g. if a defended wall is breached, the command and control chain between friendly units can be broken.

Use of Artillery against Fortifications

The same procedure for firing artillery is used against the defending troops as is used in battlefield combat. The only difference being that recoil, flee and disruption orders are ignored. Casualties are still removed in the normal way. However, the decision over which stands are removed as casualties is the choice of the defending player.

Attacking and Defending Castles and Town Walls

Eligible Troops

Mounted troops, chariots and armoured cars cannot attack/defend the walls, but can attack/defend through an entrance that has been breached. These troop types can occupy open hexes within the walls of castles, towns etc. and defend against intrusions. All other troop types can attack/defend the walls and gateways with scaling ladders, battering rams etc.

Hand-to-Hand combat

The basic hand-to-hand combat procedure is used when troops are attacking and defending walls, although there are a few key differences.

- Each defending stand fights as if it is one unit
- All recoil, disorder and flee orders are ignored
- Only one stand is lost even if the combat result states 2 or 3.
- The maximum number of units which can attack a castle or wall hex is two. (Therefore, 2 stands defending a wall hex can defend against 2 attacking units. Two separate combats will take place.)

Use of Siege Towers

If an attacking unit employs the use of a siege tower, the defending stands become affected by combat results which require them to be disrupted, recoil or flee. Instead of doing so these stands are lost as casualties. If a wall hex becomes vacant up to two stands of attacking troops can occupy the wall section. Units of Behemoths cannot use siege towers.

Use of Battering Rams

A battering ram wielded by a unit of troops against a gateway of a town wall or castle requires a roll of 6 with a D6 to break through. One attempt is permitted during the artillery shooting phase of each bound. Once breached, normal combat procedures are followed between troops occupying the 'inside' and 'outside' hexes.

Hand-to-Hand Fighting Along Walls

Normal hand-to-hand combat procedure is followed but individual stands fight rather than units. Disruption and flee combat results require the removal of the losing stand as a casualty of the fighting. If a wall hex becomes vacant, it can be occupied by the winning stand. More attacking troops can then be fed into the fight for the walls as space permits (maximum 2 stands per castle/wall hex).

Shooting to and from Castles/Walls

Shooters have no effect when shooting at troops defending castle /walls.

Shooters defending walls follow normal rules and procedures. Each element throws 1 x D12 and all shooting effects on attacking troops are ascertained from the Combat Results Table.

Use of Magic Against Castles/Walls

Elementals have no effect against troops defending castles/walls, because of the protection provided. They cannot be evoked in a castle/wall hex but can in theory be used in the open hexes of a walled town of a reasonable size.

Fire and earth elementals can be used to destroy gateways by occupying an adjacent hex. They attack with a D6 during the hand-to-hand combat phase of each bound and require a score of 6 to breach the entrance.

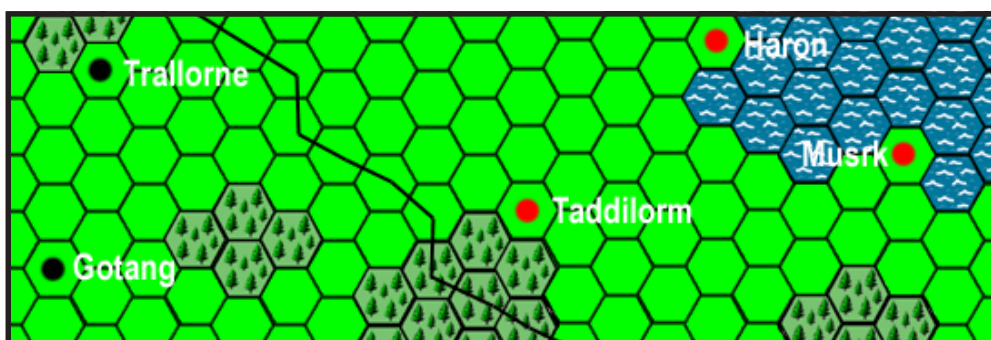
Constructing Campaigns (Brief notes)

Campaigns

One of the key aspects to running a successful campaign game is in the selection of a suitable map of a contested territory which includes the important town; strongholds and major terrain features. Maps marked out in hexagons are the simplest and most accurate method of tracking the movements of opposing forces – counters being used to represent armies.

- Each player should have their own campaign map and all movement occurs simultaneously. Information is then shared between players as reconnaissance allows.
- When opposing forces occupy the same hex, they confront each other on the Battlefield and a Hordes & Heroes game takes place. (The opposing sides might have significant points values and number of troops.)
- Only when the armies meet are their relevant strengths revealed.
- A siege situation occurs when an advancing army occupies the same hex as a castle or town on the map which is held by the opposing side.
- Armies can be raised in towns and strong points according to the economic and 'material' resources available (organic and inorganic!).

Example: A town can have a stated economic yield. i.e. in each campaign turn 15 points of troops can be raised. Over a number of game turns a sizeable army can be constructed, perhaps to replace one already lost in combat.



Orc	Troop Type	Movement	+1 Column and +1 Road	Hand to Hand Combat
Horde	HO	1	-	2
Spears	IN	1	C/R	3 (+1)
Archers (9+)	IN	1	C/R	2
Wolf Riders	MI	3	-	4 (+2)
Chariots	CH	3	C/R	5 (+2)
Mountain Orcs	HO	2	-	5
Trolls	BE	2	-	6 (+3)
Ballistae	AR	1	R	0
Giants	BE	2	-	7 (+3)
Orc Flyers	FL	5	-	3

Artillery Fire	Short Range	Long Range
Ballistae	(2-3 Hex) 9+(H), 11+(2H)	(4-5 Hex) 10+(H), 12(2H)

Undead	Troop Type	Movement	+1 Column and +1 Road	Hand to Hand Combat
Warriors	IN	1	C/R	2
Archers (9+)	IN	1	C/R	2
Zombies	HO	1	-	1
Cavalry	MO	4	C/R	3 (+2)
Chariots	CH	3	C/R	4 (+2)
Ballistae	AR	1	R	0
Vultures	FL	5	-	1
Tormented Spirits	PS	1	-	10 (PS)

Artillery Fire	Short Range	Long Range
Ballistae	(2-3 Hex) 8+(H), 12(2H)	(4-5 Hex) 10+(H), 12(2H)

ratmen	Troop Type	Movement	+1 Column and +1 Road	Hand to Hand Combat
Horde	HO	1	-	4
Spears	IN	1	C/R	4(+1)
Shooters (8+) *	IN	1	C/R	2
Armoured Car	AC	3	C/R	8(+3)
Powered Balloon	MF	4	-	1
Cannon	AR	1	R	0
Ratguard	IN	1	C/R	5(+1)
Ratguard Muskets	IN	1	C/R	3
Vultures	FL	5	-	1

* Range One Hex.

Artillery Fire	Short Range	Long Range
Cannon	(1-4 Hex) 7+(H), 10+(2H)	(5-8 Hex) 10+(H), 12(2H)
Powered Balloon	Must pass directly over target hex 4+(H), 7+(2H), 10+(3H)	

dwarf	Troop Type	Movement	+1 Column and +1 Road	Hand to Hand Combat
Warriors	IN	1	C/R	3
Shooters (8+)	IN	1	C/R	2
Berserkers	HO	1	-	4
Cannon	AR	1	R	0
Gyro-Bomber	MF	4	-	1
Armoured Car	AC	3	C/R	8 (+3)
Gyro-Fighter	MF	5	-	3
Cavalry	MO	3	C/R	3 (+2)

Artillery Fire	Short Range	Long Range
Dwarf Cannon	(1-4 Hex) 6+(H), 11+(2H)	(5-7 Hex) 9+(H), 12(2H)
Armoured Car	(1-3 Hex) 7+(H), 12(2H)	(4-5 Hex) 10+(H), 12(2H)
Gyro-Bomber	Must pass directly over target hex 4+(H), 7+(2H), 10+(3H)	

High elf	Troop Type	Movement	+1 Column and +1 Road	Hand to Hand Combat
Spears	IN	1	C/R	4(+1)
Archers (7+)	IN	1	C/R	2
Cavalry	MO	4	C/R	4(+2)
Chariots (7+)	CH	4	C/R	3(+2)
Bolt Shooters	AR	1	R	0
Eagles	FL	6	-	2
Treemen	BE	1	-	10(+3)
Dragons	FL	5	-	4
Giants	BE	2	-	7(+3)

Artillery Fire	Short Range	Long Range
Bolt Shooter	(1-2 Hex) 5+(H), 10+(2H)	(3-4 Hex) 7+(H), 12(2H)

BarBarian	Troop Type	Movement	+1 Column and +1 Road	Hand to Hand Combat
Horde	HO	2	-	4
Archers (8+)	IN	1	C/R	3
Bison Riders	MI	3	-	4(+2)
Chariots (8+)	CH	3	C/R	5(+2)
Mammoth Riders	BE	3	-	6(+3)
Birdmen	FL	5	-	3
Ballistae	AR	1	R	0
Giants	BE	2	-	7(+3)
Horsemen	MI	4	-	3(+2)

Artillery Fire	Short Range	Long Range
Ballistae	(2-3 Hex) 8+(H), 11+(2H)	(4-5 Hex) 10+(H), 12(2H)

dark elf	Troop Type	Movement	+1 Column and +1 Road	Hand to Hand Combat
Spears	IN	1	C/R	4(+1)
Crossbows (7+)	IN	1	C/R	2
Raptor Riders	MI	4	-	6(+2)
Cavalry	MO	4	C/R	4(+2)
Chariots (7+)	CH	4	C/R	3(+2)
Bolt Shooters	AR	1	-	0
Eagles	FL	6	-	2
Giants	BE	2	-	7(+3)
Dragons	FL	5	-	4

Artillery Fire	Short Range	Long Range
Bolt Shooters	(1-2 Hex) 5+(H), 10+(2H)	(3-4 Hex) 7+(H), 12(2H)

Hallagor	Troop Type	Movement	+1 Column and +1 Road	Hand to Hand Combat
Warriors	HO	1	-	3
Spears	IN	1	C/R	4(+1)
Archers (8+)	IN	1	C/R	2
Cavalry	MO	4	C/R	4(+2)
Horse Archers (8+)	MO	4	C/R	2
Chariots (8+)	CH	4	C/R	3(+2)
Ballistae	AR	1	R	1
Peasants	HO	1	-	1
Giants	BE	2	-	7(+3)
Treemen	BE	1	-	10(+3)
Eagles	FL	6	-	2

Artillery Fire	Short Range	Long Range
Ballistae	(2-3 Hex) 8+(H), 11+(2H)	(4-5 Hex) 10+(H), 12(2H)

Magicians (1 x D12)

- 1, 2, 3, 4, 5 Water elemental
- 6, 7, 8, 9 Fire elemental
- 10, 11, 12 Earth elemental

Psychological attack (PS) - causes morale effect but **no casualties**.

Combat Result Table

Score	PS, IN, BE & AC	AR	CH, MO, & MF	HO & MI	FL
1	No Effect	No Effect	No Effect	Disrupted	Flee, Disrupted
2	No Effect	Disrupted	Disrupted	Disrupted	Flee, Disrupted
3	Disrupted Recoil 1 Hex	Disrupted 1 stand lost	Disrupted Recoil 1 Hex	Flee, Disrupted	Flee, Disrupted
4	Disrupted Recoil 1 Hex, 1 stand lost	Disrupted 1 stand lost	Flee, Disrupted 1 stand lost	Flee, Disrupted 1 stand lost	Flee, Disrupted 1 stand lost
5	Flee, Disrupted 1 stand lost	2 stands lost	Flee, Disrupted 1 stand lost	Flee, Disrupted 1 stand lost	Flee, Disrupted 1 stand lost
6	Flee, Disrupted 2 stands lost	2 stands lost	Flee, Disrupted 2 stands lost	Flee, Disrupted 2 stands lost	Flee, Disrupted 2 stands lost
7	Flee, Disrupted 2 stands lost	2 stands lost	Flee, Disrupted 2 stands lost	Flee, Disrupted 2 stands lost	Flee, Disrupted 2 stands lost
8	Flee, Disrupted 2 stands lost	2 stands lost	Flee, Disrupted 2 stands lost	Flee, Disrupted 2 stands lost	Flee, Disrupted 2 stands lost
9	Flee, Disrupted 3 stands lost	2 stands lost	Flee, Disrupted 3 stands lost	Flee, Disrupted 3 stands lost	Flee, Disrupted 3 stands lost
10	4 stands lost	2 stands lost	Flee, Disrupted 4 stands lost	Flee, Disrupted 4 stands lost	Flee, Disrupted 3 stands lost

Army Lists

Orc	Type of Unit	Number of Stand in Unit	Points Cost	Number of units allowed	
				Max	Min
				Horde	HO
Spears	IN	4	4	1 in 3	1 in 6
Archers (9+)	IN	4	4	1 in 3	1 in 6
Wolf Riders	MI	4	9	1 in 4	-
Chariots	CH	3	10	1 in 4	-
Mountain Orcs	HO	4 or 6	7 or 9	1 in 4	-
Trolls	BE	4	12	1 in 4	-
Ballistae	AR	1 or 2	3 or 5	1 in 4	-
Orc Flyers	FL	3	10	1 in 4	-
Giants	BE	4	15	1 in 8	-

An Orc army, which loses 50% or more of its units, must retreat off the table.



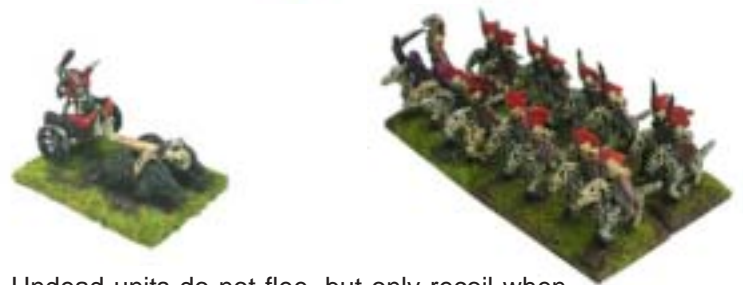
dwarf	Type of Unit	Number of stands in unit	Points Cost	Number of units allowed	
				Max	Min
				Warriors	IN
Shooters (8+)	IN	4	6	1 in 3	1 in 6
Berserkers	HO	4 or 6	4 or 6	1 in 3	-
Cannon	AR	1 or 2	3 or 5	1 in 4	-
Gyro-Bomber	MF	2	11	1 in 5	-
Armoured Car	AC	2	12	1 in 4	-
Gyro-Fighter	MF	3	10	1 in 5	-
Cavalry	MO	4	8	1 in 4	-

A Dwarf army, which loses 50% or more of its units, must retreat off the table.



Undead	Type of Unit	Number of Stands in Unit	Points Cost	Number of units allowed	
				Max	Min
				Warriors	IN
Archers (9+)	IN	4	4	1 in 3	1 in 6
Zombies	HO	4 or 6	2 or 3	1 in 4	-
Cavalry	MO	4	9	1 in 3	-
Chariots	CH	3	8	1 in 5	-
Ballistae	AR	1 or 2	3 or 5	1 in 4	-
Vultures	FL	3	8	1 in 4	-
Tormented Spirits	PS	4	10	1 in 6	-

Undead units do not flee, but only recoil when ordered to flee as directed by the Combat Results Table.



If any unit of Undead falls outside of its Generals Command and Control range, it is instantly removed from the table. (Their bones and putrid flesh fall to the ground in a foul and pungent heap of rot, unable to be resurrected once more.)

An Undead army is only defeated when all of its Generals are killed.

Army Lists

High Elf	Type of Unit	Number of Stands in Unit	Points Cost	Number of units allowed	
				Max	Min
				Spears	IN
Archers (7+)	IN	4	7	1 in 3	1 in 6
Cavalry	MO	4	10	1 in 3	1 in 8
Chariots (7+)	CH	3	8	1 in 4	-
Bolt Shooters	AR	1 or 2	3 or 5	1 in 4	-
Eagles	FL	3	10	1 in 5	-
Treemen	BE	2	12	1 in 8	-
Dragons	FL	3	12	1 in 7	-
Giants	BE	4	15	1 in 8	-

A High Elf army, which loses 50% or more of its units, must retreat off the table.



ratmen	Type of Unit	Number of stands in unit	Points Cost	Number of units allowed	
				Max	Min
				Horde	HO
Spears	IN	4	7	1 in 3	1 in 8
Shooters (8+)*	IN	4	6	1 in 5	-
Armoured Car	AC	2	11	1 in 3	-
Powered Balloon	MF	2	11	1 in 4	-
Cannon	AR	1 or 2	5 or 8	1 in 4	-
Ratguard**	IN	4	7	1 in 3	1 in 6
Ratguard Muskets** (8+)	IN	4	7	1 in 3	1 in 6
Vultures	FL	3	8	1 in 4	-

A Ratmen army, which loses 50% or more of its units, must retreat off the table.

** There must be **equal** numbers of Ratguard to Ratguard Muskets in an army.



* Range One Hex

BarBarian	Type of Unit	Number of stands in unit	Points Cost	Number of units allowed	
				Max	Min
				Horde	HO
Archers (8+)	IN	4	6	1 in 4	1 in 6
Bison Riders	MI	4	9	1 in 4	-
Chariots	CH	3	8	1 in 4	-
Mammoth Riders	BE	2	12	1 in 4	-
Birdmen	FL	3	10	1 in 4	-
Ballistae	AR	1 or 2	3 or 5	1 in 4	-
Giants	BE	4	15	1 in 8	-
Horsemen	MI	4	9	1 in 3	-

A Barbarian army, which loses 50% or more of its units, must retreat off the table.



Army Lists

dark elf	Type of Unit	Number of stands in unit	Points Cost	Number of units allowed	
				Max	Min
Spears	IN	4	7	1 in 2	1 in 4
Crossbows (7+)	IN	4	7	1 in 3	1 in 6
Raptor Riders	MI	4	12	1 in 5	-
Cavalry	MO	4	10	1 in 3	1 in 8
Chariots (7+)	CH	3	10	1 in 4	-
Bolt Shooters	AR	1 or 2	3 or 5	1 in 4	-
Eagles	FL	3	10	1 in 5	-
Dragons	FL	3	12	1 in 7	-
Giants	BE	4	15	1 in 7	-

A Dark Elf army, which loses 50% or more of its units, must retreat off the table.



Hallagor	Type of Unit	Number of stands in unit	Points Cost	Number of units allowed	
				Max	Min
Warriors	HO	4 or 6	5 or 7	1 in 2	1 in 4
Spearmen	IN	4	7	1 in 2	1 in 6
Archers (8+)	IN	4	6	1 in 3	1 in 6
Peasants	HO	4 or 6	2 or 3	1 in 2	-
Cavalry	MO	4	10	1 in 3	1 in 8
Horse Archers (8+)	MO	4	9	1 in 4	-
Chariots (8+)	CH	3	10	1 in 4	-
Catapult	AR	1 or 2	3 or 5	1 in 4	-
Giants	BE	4	15	1 in 10	-
Eagles	FL	3	10	1 in 5	-
Treemen	BE	2	12	1 in 12	-

A Hallagor army, which loses 50% or more of its units, must retreat off the table.



Cost of Command, Hero and Magician Figures

	Foot	Mounted
General	8	10

Hero	10
Magician	20



Constructing an Army

Each army list has a number of ratios of one troop type to another in order to allow for range and flexibility but at the same time create a balanced force. Heroes, Generals and Magicians are not included when calculating ratios, their points cost however, must be included.

Army Size

The size of an army is stated in points. Two 50 point armies are ideal for a relatively small engagement to be fought on a 1.2m x 0.9m, (4ft x 3ft) table. A 1.8m x 1.2m, (6ft x 4ft) table can comfortably accommodate armies of 150 or more points each and still leave troops plenty of room for manoeuvre. For competitive play, armies of 100 points will provide for fast and enjoyable game, lasting approximately an hour and a half.

Sample Terrain Layouts

Layout 1



Layout 2



Layout 3



Layout 4



Layout 5



Layout 6



Markers

Desruption Markers



HORDES & HEROES

April 2004 Listing

10mm fantasy miniatures, cast in **lead free pewter** and come complete with bases.

They have been designed for the Hordes & Heroes Fantasy Rule system, however, they are equally suited for a wide range of other table top fantasy games.



Orcs

- 101 Orc Horde (8xstrips + 4 Bases)
- 102 Orc Spears inc. Com (8xstrips + 4 Bases)
- 103 Orc Archers (32xFigs + 4 Bases)
- 104 Orc Cavalry inc. Com. (16xFigs + 4 Bases)
- 105 Trolls (12xFigs + 4 Bases)
- 106 Orc Ballistae (3xBallistae plus crews + 3 Bases)
- 107 Orc Heavy Chariots (3xChariots plus crews + 3 Bases)
- 108 Mountain Orcs (8xstrips + 4 Bases)
- 109 Orc Command (30+ figures)
- 110 Orc Flyers (3xFlyers plus crews + 3 Bases)
- 111 Orc Spears Advancing (8xstrips + 4 Bases)

dwarves

- 201 Dwarf Warriors inc Com. (8xstrips + 4 Bases)
- 202 Dwarf Shooters (32xFigs + 4 Bases)
- 203 Dwarf Berserker Horde(8xstrips + 4 Bases)
- 204 Dwarf Cannon (4xCannons, 12xFigs + 4 Bases)
- 205 Dwarf Gyro-Bomber (2xGyro's + 2 Bases)
- 206 Dwarf Armoured Car(2xCars + 2 Bases)
- 207 Dwarf Gyro-Fighters(3xGyro's + 3 Bases)
- 208 Dwarf Cavalry inc. Com. (16xFigs + 4 Bases)
- 209 Dwarf Command (30+ figures)

Undead

- 301 Skeleton Warriors inc. Com(8xstrips + 4 Bases)
- 302 Skeleton Cavalry inc. Com (16xFigs + 4 Bases)
- 303 Skeleton Archers (32xFigs + 4xBases)
- 304 Skeleton Ballistae (3xBallistae & crews+3 Bases)
- 305 Skeleton Chariots (3xChariots & crews+3 Bases)
- 306 Giant Vultures (3xVultures + 3 Bases)
- 307 Zombie Horde (8xstrips + 4 Bases)
- 308 Tormented Spirits (16xFigs + 4 Bases)
- 309 Undead Command (30+ figures)

High elves

- 401 High Elf Spears inc. Com (8xstrips + 4 Bases)
- 402 High Elf Archers (32x Figs + 4 Bases)
- 403 High Elf Bolt Shooters (3xShooters & crews+3 Bases)
- 404 High Elf Cavalry inc. Com. (16xFigs + 4 Bases)
- 405 High Elf Chariots (3xChariots plus crews + 3 Bases)
- 406 High Elf Command (30+ figures)

ratmen

- 501 Ratmen Horde. (8xstrips + 4 Bases)
- 502 Ratmen Spears (8 Strips + 4 Bases)
- 503 Ratmen Shooters (16xShooters +4 Bases)
- 504 Ratmen Cannon (4xCannons, 12xFigs + 4 Bases)
- 505 Ratmen Armoured Car (2xCars +2 Bases)
- 506 Ratmen Air Balloon (2xBalloons +2 Bases)* (Requires 2x 'ping-pong' balls)
- 507 Ratmen Command (30+ figures)
- 508 Ratguard (8 Strips + 4 Bases)
- 509 Ratguard Muskets (8 Strips + 4 Bases)

BarBarians

- 601 Barbarian Horde (8xstrips + 4 Bases)
- 602 Barbarian Shooters (8xstrips + 4 Bases)
- 603 Barbarian Bison Riders inc. Com. (16xFigs + 4Bases)
- 604 Barbarian Ballistae (3xBallistae & crews+3 Bases)
- 605 Barbarian Chariots (3xChariots plus crews + 3Bases)
- 606 Barbarian Mammoths (2xMammoths & riders+ 2Bases)
- 607 Barbarian Birdmen (9xFigs plus stands + 3Bases)
- 608 Barbarian Command (30+ Figs)
- 609 Barbarian Horsemen (16xFigs + 4Bases)

dark elves

- 701 Dark Elf Spears inc. Com (8xstrips + 4 Bases)
- 702 Dark Elf Crossbowmen (32xFigs + 4 Bases)
- 703 Dark Elf Bolt Shooters (4xShooters & crews+4 Bases)
- 704 Dark Elf Raptor Riders inc. Com (12xFigs + 4 Bases)
- 705 Dark Elf Chariots (3xChariots& crews+3 Bases)
- 706 Dark Elf Cavalry inc. Com. (16xFigs + 4 Bases)
- 707 Dark Elf Command. (30+ Figs)

HallagOr

- 801 Hallagor Warriors(8xstrips + 4 Bases)
- 802 Hallagor Spearmen (8xstrips + 4 Bases)
- 803 Hallagor Archers (32xFigs + 4 Bases)
- 804 Peasants(8xstrips + 4 Bases)
- 805 Hallagor Cavalry (16xFigs + 4 Bases)
- 806 Hallagor Chariots (3xChariots & crews+3 Bases)
- 807 Hallagor Ballistae (3xBallistae & crews+3 Bases)
- 808 Hallagor Command. (30+ Figs)
- 809 Hallagor Horse Archers (16xFigs + 4 Bases)

accessories

- AC1 Treemen (2xFigs + 2 Bases)
- AC2 Giant Eagles (3xFigs + 3 Bases)
- AC3 Elementals (6xFigs; 2xFire, 2xEarth, 2xWater)
- AC4 Flying Dragons (3xFigs + 3 Bases)
- AC5 Giants (Good) (12xFigs + 4 Bases)
- AC6 Giants (Evil!) (12xFigs + 4 Bases)

Kallistra Ltd.

P.O. BOX 6899, Mansfield, Notts. NG20 0NS. UK

(Tel: 01623 844171)

<http://www.kallistra.co.uk>

E-mail: info@kallistra.co.uk

Package and Postage

UK & BFPO: 10% of order value (Min:£1.00, Max: £4.00, UK only).
EUROPE, USA & CANADA: 20% of order value (Min: £1.00).
REST OF THE WORLD: 25% of order value (Min £1.50).

Payment

All Cheques, Postal Orders or Money Orders should be in Sterling and made payable to: KALLISTRA LTD.
Credit Card transactions can be taken over the telephone or using the Secure On-line Ordering facility on the web site.

Infantry and Cavalry Blisters have 8 strips of figures which are mounted onto 4 bases to make up one unit for use with Hordes & Heroes Rules. The range is constantly being expanded, keep a check on the web site.

<http://www.kallistra.co.uk>

E-mail: info@kallistra.co.uk

Kallistra Ltd.

P.O. BOX 6899, Mansfield, NG20 0NS. UK

© Kallistra Limited 2003