

Wartorn

Main Rules

When putting together your forces you are limited on what you can spend and how. When creating your forces you must purchase two core Formations before you can purchase any Veteran Formations. After the first purchase of two core Formations it goes to a one to one purchase ratio. You cannot have more Elite Formations than you have Veteran Formations. Character points cannot exceed more than 25% of your total army Value.

Who goes first: To commence the battle, you and your opponent will need to both roll a d6 and add your armies Command Value to it. Your armies Command Value is the character in your army with the highest Command Value. The person with the highest combined total of a d6 roll and their Command Value will get to decide who lays their first unit on the table. After that is decided you alternate laying units down until all units are positioned on the table. After that both Commanders roll a d6 and add their Command Value again to decide who goes first. Again the winner of this roll decides who makes the first move.

Example: For instance Player1 is Orcs and his Orc Warlord has a Command Value of 7. Player2 is playing Dread Elves and her Dread Elf lord has a Command Value of 9. Both players roll a d6, Player1 rolls 4 and adds his Command Value of 7 to it for a total of 11. Player2 rolls 6 and adds his Command Value of 9 to it for a total of 15. Player2 wins the Command roll and decides she will decide who lays the first Formation on the table.

Note: This type of Command check is used to see who lays the first piece on the table, then you alternate one for one until all pieces are laid down. After that another roll like this is used to see who makes the first move, the winner of this roll decides who makes the first move.

Basing: Basing is very simple in Wartorn, with the exception of Characters and large Monsters, Formations are made up of a number of Ranks, each Rank is 40mm wide and 20mm deep. Most Core Formations will have 3 – 5 Ranks, most Veteran Formations 2 – 3 Ranks with Elite Formations just 1-2 Ranks. Large Monsters or figures like chariots may be deployed on 40mm x 40mm bases, Characters are based on 25mm diameter round bases.

Command Phase

During the Command Phase you have a choice of several Commands to issue. You can move your archers and shoot at an enemy Formation. You can charge an enemy Formation with a friendly Formation. You can move a Magic-user and cast a spell. It's important to know that any melee or hand to hand combat does not take place in the Command phase. All moving, shooting and magic takes place during the Command Phase. Formations are activated alternatively, Player 1 Activates one of his Formations, then Player 2 Activates one of his Formations, although one player may try and seize the initiative which could be good or disastrous. Once both sides have had all of their Formations activated then you move on to the Combat Phase. If no friendly Formations are in base contact with enemy Formations then you move on to the next Turn and

roll a 1d6 and add your Command Value, your opponent does the same, the player with the highest total decides who starts Activating their Formations first for that Turn. If there are enemy Formations in contact then you fight a melee combat.

Once it is decided who goes first, that player selects a unit and tries to Activate that Formation in one of the following ways:

Basic Commands – Basic commands are to command your formations on what you want to do.

Note: You do not need to make a command check for a Basic command as long as you're not trying to seize the initiative.

Move – Make a move.

Charge – Charge an enemy formation, charging gives a +5 cm increase to stands base movement.

Shoot – Formation shoots at an enemy in range.

Stand-fast – Target formation holds its position.

Change Facing - The Formation may change its facing to any direction, pivoting about its center, this uses up all of the Formations Activation for this Command Phase.

Complex Commands- complex commands are harder for big blocks of troopers to coordinate, because of this you must role a command check every time you wish to do one.

March – Move double in a straight line, may wheel to a new facing before the advance starts.

Forced March – Move triple in a straight line, gets a -1 armor save against shooting until their next activation.

Move/Shoot – Formation makes a move, and then shoots. Shooting receives a -1 to hit.

Cast a spell – Target formation casts a spell.

Move and Cast spell – Units that can cast spells are allowed to take a single move action and cast a spell with no penalty.

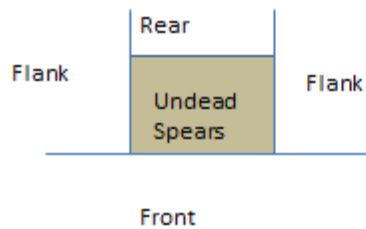
Command descriptions and examples.

Move – Make a move. The Formation may wheel as many times as its Movement Distance allows, it may Move up to its Movement Distance. Eg Undead Spears may Move up to 15cm, Dread Elf Spears may Move up to 20cm. Formations with the Fly Special Rule may Move in any direction up to their Movement Distance but cannot end their Move in anything except open Terrain; they cannot end their Move in Woods or in a Ford for example.

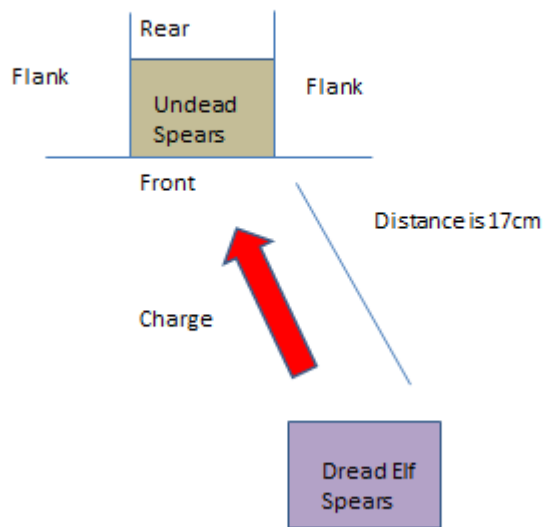
Charge – Charge an enemy Formation, charging increases the Formations Movement Distance by 5cm during the Charge. No Command Test is required to Charge Normal Formations. The Formation must be able to see the enemy Formation they wish to Charge at before they start to Charge. A Charge can include an initial Wheel before moving the remaining distance in a straight line. Formations wishing to Charge a Fear causing enemy must take a Command Test at -1 to the dice roll to see if the troops have enough courage to do so. Likewise, Formations wishing to Charge a Terror causing enemy must take a Command Test at -2 in order to complete the Charge. Failure to pass a Command Test to Charge a Fear or Terror causing enemy means the Formation remains in its current position, it may not Shoot even if it is armed with Ranged Weapons. If the Charging Formation does not have enough Movement Distance to reach its intended target, then it only makes a half move. If the Charging Formation does reach its intended target, it is then aligned to the Enemy Formation. It is aligned so that the two Formations are in full contact with each other. Most Charges occur to the front of other Formations, thus if a Formation charged the front of an Enemy Formation, the two would be aligned exactly with each other's front Rank. Charges to the Flanks or Rear of an Enemy Formation require at least half of the Charging Formation to be in the Flank or Rear area of that Formation before the Charge was declared.

Examples of Front and Flank/Rear Charges

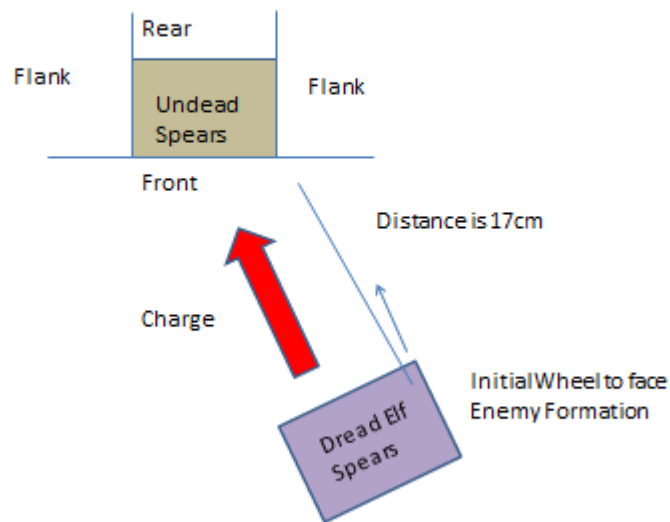
Front, Flank and Rear Aspects of Formations



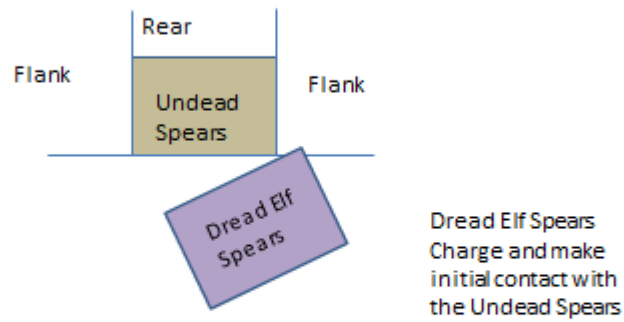
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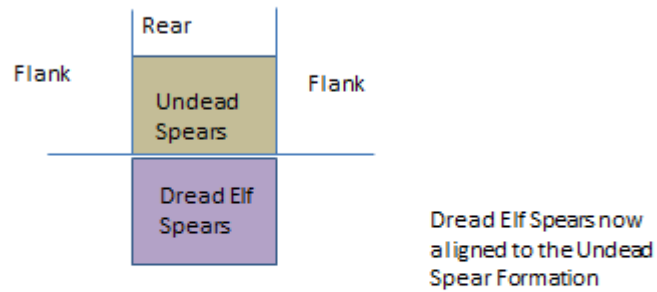
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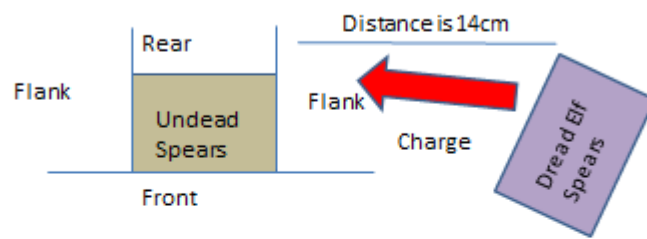
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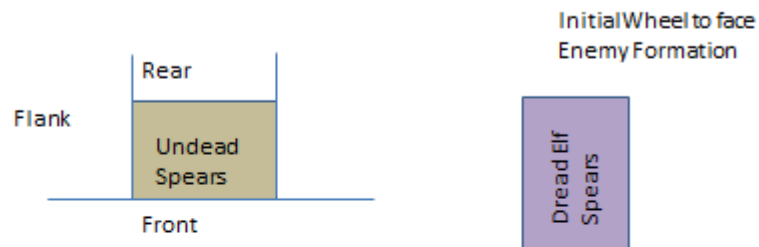
Front, Flank and Rear Aspects of Formations



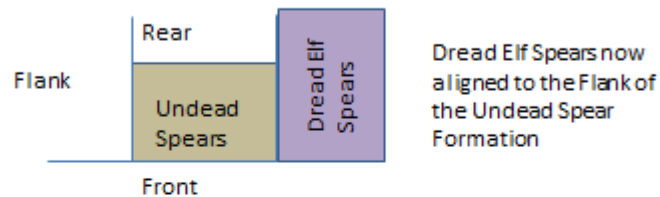
Front, Flank and Rear Aspects of Formations



Front, Flank and Rear Aspects of Formations



Front, Flank and Rear Aspects of Formations



Shoot – The Formation shoots at an enemy in range. A Formation can Shoot at an enemy in its front 180 degree arc. If the enemy is in front of the Front Rank of the Activated Formation it may be shot at as long as it is in range. Each additional rank past the first adds an additional +1 ranged attack to the formations shooting. This does not apply to Formations armed with Exotic Ranged Weapons, unless they are also noted as Skirmishers or Scouts; Dread Elf Outriders are a prime example of a Formation armed with Exotic Ranged Weapons which can also shoot from the second Rank.

Example: A Formation of Undead Archers, with 5 Ranks, shoots at an enemy Formation which is in Range. Normally the Skeleton Archers have a Range of 30cm with their Bows and 4 Ranged Attacks requiring 4 or better to hit. As the Formation has 4 additional ranks past the first, the formations adds 4 to the number of Ranged Attacks, a total of 8 Ranged Attacks.

Stand-fast – The Formation holds its position.

Change Facing - The Formation may changes its facing to any direction, pivoting about its center, this uses up all of the Formations Activation for this Command Phase.

Complex Commands – a Command that is given to order a Formation to carry out a Complex Command, a Command Test is required to activate the command. If the Formation failed to pass the Command test, this means the Formation may only do a basic command. If the Command Test is passed the Formation will be Activated in accordance with the Complex Command given. The following orders make up the Complex Commands:

Move and Shoot – The Formation may Move up to its Movement Distance and may then Shoot at -1 to Hit.

March – The Formation may conduct a wheel at the start of its March Move and then it must

move forward in a straight line directly ahead. The Formation must Move between its Movement Distance and double its Movement Distance. Formations cannot March Move through terrain that is impassable or require the Formation to slow down by increasing the amount of movement required to get through it; Wooded terrain and Fords are an example of this as they require a Formation to double the amount of Movement required to get through it.

Forced March – Move triple in a straight line, formation gets a -1 armor save against shooting until their next activation..

Cast a spell – Target formation casts a spell.

Move and Cast spell – Units that can cast spells are allowed to take a single move action and cast a spell.

Example: Player 2 decides he wants his Bondi spear-men to make a March Command up the center of the battlefield. Bondi spear-men have a Command Value of 7. But his Norsc Warlord is within 20cm, giving the spear-men a Command Value of 8. The player then rolls 2d6, he gets a 5 and a 2. His goal was to get his Command Value of 8 or lower, he did this by rolling 7. The Bondi spear-men can now make a double move; their Movement Distance of 15cm can be doubled up to 30cm up the center of the map as orders received; they must move between 16cm and 30cm.

*Note: **Characters** do not have to make Command roll to see if they can be activated, unless you are Seizing the Initiative with a character he must then make a Command roll to activate.*

Example: Player1 decides he wants to Move and cast a spell with his Orc Shaman. His Orc Shaman has the Leader ability and thus he does not have to make a Command Test to be Activated.

Seizing the Initiative. A player may attempt to Seize the Initiative by activating a second Formation. To do so, the player must pass a Command Test at -1 to their Command Value. If this Command Test is passed, the formation acts in accordance with the Command given. If this Command Test is failed then that formation can do nothing further that Turn and the other Player commences activating his next formation. A player can continue to Seize the Initiative with a cumulative -1 per attempt until that Character fails a Command Test or the Player wishes to cease or has no remaining formations to activate. This allows armies with a high Command Value to use their superior Command and Control to direct the flow of the battle, but at increasing risk of failing a Command Test.

Note: The only time a formation loses its activation and may do nothing is when it fails a Command test to Seize the Initiative.

Example: Player 1 activates his Dread Elf Sorceress, she moves and successfully casts the Spell “Aim for the Heart” on a Formation of Dread Elf Crossbows. This Spell aids the accuracy of the targeted Formation in the current Command Phase. The Dread Elf Player wishes to seize the Initiative to get the Dread Elf Crossbows to Shoot at a large Skeleton Spear Formation to their

front. The Dread Elf Lord is nearby, within 15 cm of the Dread Elf Crossbow Formation and therefore he can seize the Initiative and use his Command Value to do so. He declares that the Dread Elf Crossbows are to shoot at the Skeleton Spear Formation, rolls 2d6 and compares the result against his Command Value of 9, at -1 because he was attempting to seize the Initiative. A combined total of 8 or less would allow the Dread Elf Crossbows to shoot; a combined dice roll of 9 or higher would result in a failure, with the Dread Elf Crossbows counting as being activated but they may now not do anything this Command Phase. Let's assume he passes this test. The Dread Elf Crossbows unleash a storm of magically directed bolts into the ranks of the Skeleton Spear Formation. Noticing the Undead Spears have been decimated, the Dread Elf Lord attempts to seize the Initiative again so that he can order a Formation of Dread Elf Spears to Charge the Undead Spear Formation. He declares his Command and has a command value of 9 rolls 2d6, at -2 to his Command Value for seizing the initiative twice, -1 for charging a Fear causing enemy. If the result is 6 or less, the Command Test is passed and the Dread Elf Spears Charge the Undead Spears. If the combined total was 7 or more, the Dread Elf Spears would count as having been activated, but they would not be able to do anything this Command Phase.

Terrain

Terrain affects movement in a couple of different ways. Terrain can slow movement down, or be impossible to move through. Terrain can consist of wooded areas, rivers, houses, rough terrain, even castle walls. All terrain should be discussed at the beginning of the game by both players to agree which terrain is impassible. For instance Rivers are impassible but they can also have fords, both players must agree on where the fords are so no arguments pop up during the battle.

Wooded Areas: Woods, forests, orchards, plantations all count as Wooded Areas. Wooded Areas slow movement down. You must pay double for every CM you spend to travel through Wooded Areas. For instance if you want to travel 4 CMs through a Wooded Area it will cost a total of 8 CMs of movement to travel the distance desired. Wooded Areas block line of sight. Formations can see up to 2 CMs into, out of or through a Wooded Area. Formations cannot March Move through Woods. Formations with the Fleet of Foot Special Rule ignore this Movement penalty; most notably many Wood Elf Formations have this Special Rule.

Rivers: Rivers are considered impassible terrain features; only Formations with the Flying Special Rule may Fly over them.

Fords/Rivers: Fords are crossing points on rivers, these must be declared before the battle commences. To cross a Ford you must pay double CMs for every CM traveled through the ford. Formations cannot March Move through Fords.

Houses: Houses are considered impassible terrain and must be moved around.

Castle Walls: Castle walls are considered impassible and must be breached or broken down before you may pass through them. Formations on the inside of the Castle Walls may move freely along them. Formations on Castle Walls gain a +4 Armour Save against Shooting and Magical Spell attacks.

Hills: Hills do not cost any extra CM to move up or down them.

Rough Terrain: Rocks big and small, marshes, bogs, swamps are impassable to all Formations without the Skirmish or Scouts Special Rule. Formations with the Fly Special Rule may Fly over Rough Terrain but cannot land in Rough Terrain.

Cliffs: Cliffs are impassable to all Formations with exception of those Formations with the Fly Special Rule; these Formations may not end their move/land on the edge of the cliff face or on the cliff face itself.

Shooting

Formations with a Ranged/to hit Value can make ranged shots at enemy Formations. Ranged combat can dictate the tide of battle. Any Commander that can use it effectively against their enemy can whittle down their enemies Formations before they can arrive into melee combat. An effective Commander will see any ranged Formations they are going up against as a threat and will do their best to neutralize them. Most ranged Formations have very weak armor saves and are susceptible to enemy ranged attacks themselves.

Formations with a Ranged Attack have an entry like this:

Ranged/to hit: 4, 30cm/4+.

This means that the Formation has 4 Ranged Attacks, 4d6 are rolled. Every die that scores 4 or higher inflicts a hit on the target Formation, with a range of up to 30cm from the closest part of the Shooting Formation to the closest part of the target Formation. If any part of a Formation is in range, then the whole Formation is in range. Formations with any additional ranks past the first gain an additional ranged attack for each rank. Eg a Formation of Undead Archers has 4 Ranged Attacks, they have 3 Ranks; this gives the Undead Formation a total of 6 Ranged Attacks. They roll 6d6 needing a 4, 5 or 6 on individual die to cause a hit on the target Formation. The target Formation may take any Armour Saves it is allowed, unsaved Armour Saves result in Casualties. If enough Casualties are caused, an enemy Formation will have a Rank(s) removed from play.

Shooting in to or out of Wooded Terrain incurs a -1 to hit penalty. You must still be able to see your target. The Formation within the Wooded Area must be within 2cm of the edge of the Wooded Area in order to be seen and shot at or to shoot out of the Wooded Terrain.

Move and Shoot (a Complex Command requiring a successful Command Test) incurs a -1 to hit penalty.

Exotic Ranged Weapons can only shoot from the First Rank, unless they have the Skirmisher Special Rule, in which case the second Rank can add to the Shooting Attack.

Note: Shooting can be very effective, but being the target of concentrated arrow fire or cannon

balls can be very unnerving. When Formations come under fire if they take enough wounds to destroy a rank they must take a panic test, if they take enough wounds to destroy two stands they take a panic test with a -1 to their leadership. This represents the Formations resolve on getting to grips with the enemy wavering. You take a -1 to your leadership for the panic test for every stand destroyed past the first.

Line of sight: Formations can only shoot at enemy Formations they can see. Buildings block line of sight, trees block line of sight, basically anything that has height that intersects the miniatures sight to their target blocks line of sight. You cannot shoot through friendly Formations unless you are on a hill or are elevated above them. Get down to table level and see what they see if there are any arguments.

Magic

Magic users wield mighty spells and powers that can bolster friendly units and bring destruction to the enemy. Magic can be very fickle, and it is not uncommon for a spell to overload as it is being cast and having it tear apart the caster. The rules for magic are many, in this section we will go over casting spells, countering spells, and magic going wild.

Purchasing spells: Each army has a list of spells they can choose from. Each spell is unique and tailored to the army that is using it. You purchase spells for each spell caster, not as a whole. Each spell gives a caster a magic level. So if you purchase 3 spells for one caster it is considered a level 3 caster, this will affect casting dice usage.

Example: Mark is making an Orc horde of 1,000 points; he loves casting spells so he decides to spend his points on two Orc Shamans. Then he purchases “Face Punch” and “Stomp” for one caster, and Stomp for the other. The Orc Shaman with two spells would be able to cast both spells, but the other Orc Shaman only purchased “Stomp” and therefore can only cast “Stomp”.

Spell cost: When purchasing spells you can't buy the best spells right away. Magic-users need time, money and experience to be invested in them before they become more powerful Magic-users. The price of purchasing a spell is 10 points for Level 1 Spells. You can buy as many Level 1 spells as you would like. The more powerful spells, or Level 2 spells, cost 15 points each. You can't purchase Level 2 spells for a caster until you've purchased two Level 1 spells for that caster.

Example: Mark decided he wants to get the spell, "Grosh is with us" for his Orc shaman. This spell is a Level 2 spell, so Mark would need to purchase two Level 1 spells. As in the example previously he already purchased “Face Punch” and “Stomp”, both are Level 1 spells, he is now free to purchase “Grosh is with us” a level 2 spell.

Casting spells in hand-to-hand: Spell casters cannot cast spells in hand-to-hand combat unless the spell states that it can be cast in hand-to-hand.

Magic dice: Casting spells is rather easy. But first you need to decide how many magic dice your army starts with. An Army receives 1 Magic Dice for every 250 points in the Army, 2 Magic Dice per Magic User the Army has and 1 Magic Dice per spell in the Army. In the above example Mark has two Orc shamans and four spells in a 1,000 point Army $4 + 4 + 4 = 12$, this gives Mark a total of 12 Magic Dice to either cast Spells or Dispel enemy Spells. It's very important to realize that your magic dice pool represents your total casting and dispel dice. If you use all your dice casting spells you won't have any dice to dispel with that turn.

Casting spells: To cast a spell you must first pick a magic user then a spell. A Magic User can use a maximum of 1 dice more than their caster level per spell they wish to cast upto a maximum of 5 dice. Mark from the example previously decides he wants to cast "Stomp" with his level 3 shaman.

Stomp: Level 1, Cast 5+

Range: 30cm

Target: Enemy Formation

The shaman chants orcish words raising his voice to a crescendo and then stomps his foot down. Target enemy unit is knocked off their feet, target unit cannot move, shoot, or cast spells in its next activation. Units afflicted by Stomp can fight back in a melee.

Example: You must make sure your target is within range of the spell your trying to cast. Mark measures and the target is within 30cm of his Orc shaman. Now he must decide how many Magic dice he would like to use from his pool. You can use a maximum of 4 dice from your magic pool to cast this spell, because his magic use is level 3. For instance Mark has 12 Magic dice, he decides he really wants this spell to cast so he can eliminate a Formation from activating this turn, and grabs 4 dice. Mark rolls a 1, 3, 4, and 6 for a total of 14. Marks roll of 14 beats the 5+ cast Value of the spell therefore it is successfully cast.

Dispelling: The defending player must decide if he wants to use any of his Magic Dice to dispel a spell that has been cast. The defending player nominates how many of his Magic Dice he will use, a maximum of Magic Dice equaling his highest caster magic level +1 can be used to Dispel an enemy spell. These must equal or better the score rolled by the Casting Magic-user to Dispel the enemy Spell; otherwise the Spell has been successfully cast.

Example: From the above example; the enemy player decides he wants to cancel Marks spell and but only has 23 Magic Dice left, and just one level 2 caster. He would need to roll equal to or higher to what Mark rolled to counter the spell. The enemy player rolls a 2,5 and 6 for a total of 13. Marks spell is successfully cast, but just barely.

Note: Magic-user cannot cast the same spell twice in a turn unless otherwise noted in the spells description.

Note: Non-damage spells that affect a target cannot be cast on the same target again when it is affected by the same type of spell.

Note: A spell caster can cast as many spells as he or she likes during that spell casters turn. So

Marks shaman could cast all three spells it owns as long as it has magic dice to cast them.

Example: “Stomp” has already been cast on the target Formation and casting it again on the same Formation would do nothing as it is under the effect of stomp already.

Overpower: Magic is raw and pure power. When casting spells some have special abilities that can do more than just what the spell says, this is called overpower. When casting the spell if you roll any 6's the spell can become more potent for every 6 rolled. Let's take a look at the spell lightning bolt.

Lightning Bolt: Level 1, Cast 4+

Range: 30cm

Target: Enemy Formation

Target formation Suffers d3 wounds, plus 1 for every 6 rolled during casting. Enemy suffers a -1 armor save. May be cast multiple times. May be cast in combat if the formation has the Magic-user ability or Channeling.

Example: Steve decides he would like to cast Lightning Bolt, he picks up 2 dice and lets them roll. He gets a 3 and 6. He has successfully cast the spell, but he also got Over Power. This spell now does D3 +1 wound to the target of his spell.

Miscast: Controlling Magic is not easy; it takes years of dedicated study to gain the knowledge to cast even the most basic of Spells. Attempting to Cast Spells on the battlefield is even harder yet, the conditions are not always right, a sudden gust of wind can easily displace carefully measured concoctions and ingredients required in aiding the Casting of a spell. If, when attempting to Cast or Dispel a Spell, two or more 1's are rolled on the Magic Dice, the magic user has lost control of the Magic. The Magical Power goes out of control; roll 1d6 and add the number of 1's rolled on the Magic Dice and then consult the Miscast Table below.

Example: Mark decides he wants to cast Stomp with his Orc shaman and throws his last two Magic dice; it comes up snake eyes, double 1! Mark then Rolls a d6 and adds +1 to his roll for each 1 he got during his cast. You then consult the Miscast chart to see what catastrophe has happened.

Miscast Table

10+ - Wild magic, Magical energy runs wild consuming the Magic User! If the Magic User was Casting, the spell goes off normally but the caster is killed with no save, including invulnerable saves. Loses all Magic dice for the spell caster. The Spell cannot be dispelled. This also affects the number of Magic dice available to that Army. If the Magic User was Dispelling, the Magic User is killed with no save, including invulnerable saves. This also affects the number of Magic dice available to that Army.

9 - Magic unleashed, Magic User loses control of the magic he is trying control and his head

explodes in the backlash killing him outright. No armor save allowed, including invulnerable saves. This also affects the number of Magic dice available to that Army.

8 - Brain freeze, catastrophic loss of control of magical energy. Magic User takes 1 point of damage no saves allowed, an invulnerable save can be taken. If the Magic User was Casting, then the Magic User permanently loses the ability to cast that spell he was trying to cast for the remainder of the battle.

7 - Mind blank, magical backlash. If the Magic User was Casting, then the Magic User permanently loses the ability to cast that spell he was trying to cast for the remainder of the battle.

6 - Splitting headache, Magic User barely controls the roiling waves of magic swirling around him. Magic User takes 1 point of damage no saves allowed, an invulnerable save can be taken.

5 - Power loss, the Magic User permanently loses 1 Magic Dice for the remainder of the battle. If the Magic User was Dispelling, he can't attempt to Dispel again during this turn.

4 - Spell misdirection, if the Magic User was Casting the Spell bounces back on the caster. If the Magic User was Dispelling, he can't attempt to Dispel again during this turn.

3 - Spell failure, if the Magic User was Casting, then he can't cast spells for the rest of the turn. If the Magic User was Dispelling, he can't attempt to Dispel again during this turn.

Example: As you can tell miscasts can be very destructive, but that's the risk involved with casting spells. In the example previously Mark got double 1 trying to cast a spell. He now has to roll a d6, he gets a 5, then adds his two 1s to that for a total of 7. Mark then consults the chart and gets Mind blank; Mark permanently loses Stomp from that Orc shaman. However he still gets to keep his power dice from the purchasing of the spell.

Combat

In this section we will go over the combat phase, the phase in which most battles will be decided. We will go over winning and losing combat and what that means for both players.

Combat Phase:

Once a friendly Formation charges or is charged by an enemy Formation a melee or hand-to-hand combat has started. Melee combat is a bloody affair with the tides of battle changing at the slash of a sword or stab of a spear. Melee combat is simultaneous. What this means is both sides roll their attacks, then roll their saves. After its decided how many casualties both sides have taken you remove any casualties and mark the units that are left. Then you see who wins the round of combat, and the loser takes a rout test. If the loser of the combat successfully passes his test he gets a demoralization marker. We will go over these rules in this section.

Combat Tied: When there is no clear winner of the combat, it is considered a stalemate, both sides stick around for another round of hand-to-hand combat.

Losing Combat: When losing a combat you take a Command Test to see if your Formation breaks ranks and runs for their lives. If you pass, you get a demoralization marker for that Formation. If you fail your Formation Flees. You roll 1d6 for every 5cm of movement your Formation can move, what you roll is how far you flee in CMs. If at any point a Fleeing Formation comes into contact with an enemy Formation that isn't broken itself, then the Fleeing Formation is destroyed and removed from the battlefield.

Demoralization Markers: When a unit becomes demoralized they get a -1 penalty to their Command Value for every demoralized marker they acquire. This lasts until they win a combat, destroy their enemy, or fail a Command test and flee for their lives. The demoralization stacking is a way to show how the more of a beating the troops take the higher the chance they will break Formation and run for their lives. Once a unit wins a combat they lose any demoralization markers they have accumulated, this represents coming back from the brink of disaster and the tide of adrenaline carrying you through to victory.

Note: You always flee to the closest table edge away from enemy Formations. If this takes you through a friendly Formation then you pass through them, if your movement isn't enough to get through them completely you end up on the other side of them. The Formation that was passed through now gets a Demoralization Marker to show the disruption that this has to their Formation.

Winning Combat: When you win a combat you can decide to give chase to destroy the enemy Formation, or you can decide you want your troops to stand their ground. Your Formation must pass a Command Value check in order to stop your troops from chasing the enemy down. When chasing the enemy down you must roll a 1d6 for every 5cm of movement your Formation can move. You also add 1cm of movement to your roll for every point you have won the combat by. If you are engaged in a melee with another enemy Formation at the same time you cannot give chase.

Fleeing/Chasing after a combat: If you catch your enemy when chasing him; ie your Chase roll is higher than that of the Fleeing Formation, that Formation is destroyed and removed from the game. You stop at the distance they would have run, not your chase distance.

Charging a broken Formation: You may charge a broken Formation, they will get another Flee roll to try and escape any charges directed at them. If your Charge range is enough to make contact with the Fleeing Formation, then they have been caught, run down and destroyed, remove the Fleeing Formation from the battlefield.

Rallying: If you flee and are not caught you may try and rally at the end of the turn. If you fail your rally, or cannot rally you make another roll to see how far you flee to the table edge. If you flee off the table edge the Formation is gone for the duration of the game. A Formation can only attempt to Rally if there are no enemy Formations within 10cm of them that are not in Combat or

Fleeing themselves.

Giving chase into combat: If, as a result of Chasing an enemy Formation, leads you into base contact with another Formation you count this as if you had charged. You do not fight this combat immediately, but during the next turns Combat Phase.

Enemy characters in a melee: If at any point two characters from opposing sides are in a melee together, the troops on both sides will either push them together or part so they can get to grips with one another. No troop from either side will interfere with this clash of champions. All wounds inflicted in a melee count towards the total for any melee combat they are a part of.

Formation Cohesion: The Ranks within a Formation are to be in base contact at all times with each other. Two Formations may not join together; they are both considered separate Formations and act independently of each other. Formations gain a rank bonus in melee combat of +1 for every full rank behind the first up to a maximum of +3.

Note: Ranks are bases with a frontage of 4cm and a width of 2cm .

Supporting Attacks: Ranks that have no enemy directly in front of them can make attacks of opportunity. Attacks of opportunity can only be taken if they have enemies to their side or touching corners with their base. They are allowed their full attacks; this represents the Formation trying to swarm the side of the enemy.

Combat: When engaging in a melee you are pitting your soldiers against an enemy's soldiers. So let's say Mark and his Orc horde, are playing against his buddy Ted, and his Dread Elves. During the Command phase he charged with his Orc Boar Riders into Teds Dread Elf Spears. This is where you pit your soldiers' skills against your enemy's, so let's take a look at both of them.

Orc Boar Riders:

Movement: 25cm

Health: 8

Attacks/to hit: 8/4+

Command: 6

Armor: 4+

Special rules: Lance, Trample, Ignore goblin casualties in a melee for the purposes of deciding who won combat.

Dread Elf Spears:

Movement: 20cm

Health: 6

Attacks/to hit: 8/4+

Command: 8

Armor: 5+

Example: Right off the bat you can see Marks Orc Boar Riders get 8 attacks requiring 4 or better

to hit, but they charged this turn and have the special rule Lance, and trample. Lance allows a +1 to hit on a charge, and trample allows +1 extra attacks on a charge as well. So Marks Orc Boar Riders actually get 9 attacks at 3+ for this round. Marks unit has two Ranks. Teds Dread Elf Spears get 8 attacks also requiring 4 or better to hit. Teds Dread Elf Spears have three Ranks.

Combat example: Both players grab the dice they need to commence the melee. The orc boar riders get 9 attacks versus the Dread Elf Spears who get 8 attacks. Mark rolls 1,2,2,3,3,4,4,4,6 and because of the Lance Special Rule he needs to roll 3+, Mark has a fantastic round, six of his attacks hit. Ted rolls 1,2,3,3,3,5,5,6 Ted wasn't as lucky with his rolls as Mark was, but the combat isn't over yet as armor saves need to be rolled now. Marks Orc Boar Riders have an Armor Value of 4+ so he rolls three dice to save against the three hits that Ted landed. He gets a 1, 2, 5; two didn't save so he takes two wounds. Looking at Marks Boar Riders they have a Health of 8 per Rank, so the rear Rank is marked as having 6 wounds left. Now it is Teds turn to make his saves against Marks 5 attacks. Luck is with him he rolls 1, 2, 5, 5, 5, 6, four saves. Ted marks his rear Rank as having 4 wounds left.

Marking wounds: You always mark the wounds from the back of the Formation to the front; this signifies the troops in the back moving forward to fill in the spots opening up. Once enough Wounds have equaled or exceeded the Health of a Rank(s), then that Rank(s) is removed, any remaining Wounds are left, use a marker or special coloured die to record these Wounds.

Combat resolution: Combat resolution tells you who won the combat and who lost. The chart below has a detailed list of everything you need to know. Now it is time to find out the combat results. Both Mark and Teds Formation may have taken wounds but they are not destroyed, so these count as full rank bonuses still. So let's count Marks results, he has 1 rank bonus, he caused 2 wounds, his combat resolution is 3. Ted has 2 rank bonuses, he caused 2 wounds, and he outnumbers Ted for an additional +1 for a total of 5. Mark is the loser with 3 against Teds 5, so Mark must take a Command Test to see if he gets routed or not. Let's say Mark has his Warlord nearby giving him a Command Value of 8, he picks up 2d6 and rolls them. He gets a 2, 4, for a total of 6, this is 2 below his Command Value so he passes. His troops stick out the beating but they are demoralized now. Mark puts a demoralized marker on his Formation.

Combat Victory Conditions

Rank bonus - +1 combat resolution for every full rank beyond the first up to a maximum of +3.

Flank bonus – If you are the flanker you gain a +1 combat resolution bonus, if you are the one being flanked you lose any rank bonuses.

Rear attack bonus – If you attack any enemy Formation from the rear you gain the upper hand on that Formation gaining a +2 to combat resolution, the enemy Formation suffers -1 penalty to their Command Value as well and lose all rank bonuses.

Wound bonus – You gain a +1 combat resolution for every unsaved wound you inflict during the melee.

Outnumbered – You gain a +1 combat resolution for having more Ranks than the enemy Formation.

Character dies – A character that dies in a melee combat causes a ripple of panic to spread through the ranks. To represent this any side that kills a character in a melee combat gets a +2 to their combat resolution.

Now Mark is in dire straits with his Orc Boar Riders versus Teds Dread Elves, he obviously wasn't expecting them to stand up to his charge. Round two has passed, everyone has moved, shot, or cast spells and now it is time for another melee.

Example: Mark grabs his 8 dice and rolls, unfortunately he didn't charge this turn so he doesn't get the Lance special rule anymore. He now needs a 4+ to hit and rolls 1,1,2,4, 4,5,5,6 luckily he scored 5 hits. Ted rolls his 8 dice again and gets 1,2,2,3,5,5,5,6, Ted got another 4 hits against Mark, time for armor saves. Mark rolls 3,5,5,6, he saves 3 of the 4 and marks the back Orc Boar Rider stand down to 5 wounds left. Ted rolls 1,2,3,4, 6; suffering 4 Wounds. Ted now removes his rear Rank as it had 4 wounds left.

Example: Now let's see who won this combat. Mark caused 5 wounds, and has a rank bonus +1, for a total of 6. Ted did 1 wound, he only has 1 rank bonus as he lost a troop stand in the back rank for a total of 2. Mark can let out the breath he was holding as he has now won the Combat, the Orc Boars lose their Demoralization Marker. Ted rolls a Command Test to see if the Dread Elf Spears, although beaten, manage to hold their ground. He rolls a combined total of 7 on 2d6, the Dread Elf Spears hold, but now gain a Demoralization Marker.

Multiple Formations in the same combat: Combats become a swirling melee of hand-to-hand combat and lines fall apart as Formations mix together in the maelstrom. All Formations engaged in the same melee count all combat resolutions as a whole and take break tests as individual Formations.

Characters

Characters are mighty champions that inspire awe and fear. Some wield mighty swords, some axes, others staffs. Characters can bring a battle back from the brink of defeat. They give leadership to troops in their area of the battlefield and can inspire them to greatness. They are often accompanied by the best and most trusted troops in the army, who have the best armor, weapons and martial prowess.

Character movement

Character stands: A characters stand represents the character and his bodyguards. The character should be based on a 25mm round base.

Character Command Radius: Characters have a Command Radius of 15cm from their base. If a Formation is within 15cm of a Character, that Formation may use the Characters Command

Value for any Command Test required.

Characters independent movement: Characters can move independently of any Formation, they don't need to wheel to turn if want to go another direction. They can end their move facing any direction they desire.

Characters can move through friendly Formations: If a character wishes to move through a friendly Formation they may do so when they choose. The friendly Formation cannot be in hand-to-hand combat with an enemy, and the character cannot charge into combat through a friendly Formation.

Independent Character stands being targeted by spells/shooting: Character stands cannot be the target of enemy spells or shooting if they are within 5cm of a friendly Formation and, the friendly Formation is closer to the enemy Formation than the character. A character does not gain this benefit if the friendly formation is a large monster.

Example: John's goblin archers see a chance to shoot at Connors Norsc Shaman. But Connors Norsc shaman is within 5cm of a friendly Formation of Norsc spearmen. John must measure to see if he is closer to the shaman or the spearmen. He finds he is 7cm from the spearmen and 6cm from the shaman, the shaman cannot get protection from the spearmen since he is closer to the goblin archers.

Note: Spell casters cannot cast spells in hand-to-hand combat unless the spell states that it can be cast in hand-to-hand.

Characters in hand-to-hand combat: A character in hand-to-hand combat or melee cannot be flanked by enemy Formations. Characters are used to pushing their way into the enemy and wreaking havoc, they typically are surrounded on all sides in a combat anyway.

Note: A character can flank an enemy Formation.

Skills Description

Berserker – Most berserkers forsake the use of armor, and are usually fueled by a mystical or drug induced haze. Berserkers gain 6+ invulnerable save and are immune to Fear and its effects.

Blood-lust – Blood-lust gives an additional +5cm's of movement when charging for a total of +10cm on a charge.

Channeling – Units that have this ability can have spells cast through them as if they were the spell caster. Limitations may apply. The caster does not have to have line of sight to channel to the unit they wish to cast the spell through. Channeling adds an extra Magic dice to your armies Magic dice pool.

Cowardly – Units that are cowardly gain an additional +1 to their combat resolution for outnumbering an opponent. They suffer a -1 penalty to their combat resolution if they are outnumbered themselves.

Crushing – Units that have crushing in their attack description, hit with so much force and destruction that no armor saves are allowed.

Ethereal – Ethereal creatures such as undead wraiths are not so much in this world as another. Because of this they can pass through any terrain feature, including impassable terrain and Houses. They may end their Move in Impassable terrain, rough terrain, Houses or Wooded Areas. They suffer no movement penalties for moving through any type of terrain

Exotic weapons – Some Exotic weapons are designed to pierce, smash through or bypass armor. Exotic weapons -1 from the targets armor save. These include two handed weapons and weapons either ensorcelled or coated with poison.

Fear – Monsters that cause fear, such as giants, gain a +1 to their combat Value to determining victory points in a melee. For every Formation that causes fear in a melee you gain +1 combat Value. For instance the fire giants were joined by a unit of frost giants, both cause fear so they gain a +2 to their combat Value from fear. Formations wishing to Charge a Fear Causing Formation must pass a Command Test at a -1 penalty to their Command Value for the Charge to be successful, otherwise they will not Charge this turn.

Flying – Formations with flying can avoid terrain features that would otherwise hamper movement. They can move in any direction without turning or wheeling and land facing in any direction as they choose, they may not end their move/land in impassable or rough terrain, Houses or Wooded Areas. Ranged weapons that shoot at fliers take a -1 to hit.

Heavy Armor – Units with heavy armor such as mounted knights, get a 6+ invulnerable save on any failed armor save, or get a 6+ armor save when none is allowed.

Invulnerable save – Invulnerable saves can come from many things such as, divine protection, or a magical trinket. An invulnerable save always lets a Formation have a 6+ to save from damage.

Large Monster – Large monsters are huge, the size of giants, and because of this they are usually found in smaller Formations. Large monsters use their Health to determine unit size, this is any hit points that the monster still has left. For instance a unit of 3 Fire giants has a unit size of 6, because each giant has 2 hit points. If the unit suffered one wound, then their unit size would be 5 because their total hit points left would be 5. Some large monsters cause fear, many cause Terror, this will be noted in their description. Large monsters are also easier to hit with ranged weapons such as bows, crossbows, and muskets. Shooting at large monsters gains a +1 to hit.

Lance – Units that have lances gain a +1 to hit rolls during the first round of combat in which

they charged.

Leader – Units marked as leaders, such as generals, wizards, battle standards, and heroes, give off a Commanding presence and help direct how the battle is played out. Units marked as leader give their Command Value to any units within 15cm of their position. Leaders count their Health Value for out-numbering (the health they have left if wounded).

Magic User – Magic users cause destruction and havoc across the battlefield unleashing powerful bolts of magic, or by using their innate skills in countering other such spell casters.

Mindless – Some creatures do not think for themselves they just carry out their masters orders, Undead are a perfect example of this. For this reason Mindless creatures are not affected by Fear or Terror. Undead specifically do not run when they lose a Command check, instead they lose an amount of wounds equal to the amount they lost the Command check by.

Piercing Ranged weapon – A Piercing Ranged Weapon confers a -1 to armor save against its target.

Regeneration – Formations with regeneration can regenerate one point of damage at the end of every turn, on a successful roll of 5+. If the monster took enough damage to kill it then regeneration can't take effect because it died before the end of the turn. If a formation has Regeneration(2) then it can roll 2 dice at the end of the turn to gain wounds back.

Scout – Scout Formations are usually well trained units that move independently of the army, this makes them more mobile. Scout Formations travel lightly usually abandoning the use of armor for the benefits of mobility. Scout Formations can also deploy ahead of the army. Scouts have the Skirmisher rule. Scouts may be deployed onto the battlefield outside of their Army's deployment zone, but no closer than 30cm to an enemy unit already deployed.

Scything blades – Giant beasts and chariots bristling with blades are a fearsome sight, many charges have been known to break enemy lines. Scything blades add +d3 wounds on a charge to an enemy Formation. Armor saves are taken as normal.

Shamble – Undead Formations are slow reanimated masses that move to obey their masters, because of this undead Formations cannot March, but they also gain Sturdy because heavy loads do not weigh them down.

Skirmisher - Doesn't have to wheel to turn, no Front, Flank or Rear Aspects. Ranged weapons that shoot at skirmishers take a -1 to hit. Skirmishing units can ignore the Exotic ranged weapons special rule, they gain an additional +1 shooting for each rank past the first.

Sticky Attacks – Sticky attacks reduce the amount of attacks of any formation that is an enemy that they are in base contact with by D3 attacks.

Stoic – Always ignores the first Demoralization marker when reducing their Command. When the formation has 2 Demoralization markers they have a -1 Command penalty, 3 markers a -2

Command penalty, etc.

Sure footed – Stands with Sure footed treat woods as if it were open terrain and do not suffer movement penalties to move through them.

Terror – Monsters that cause terror, such as dragons, are so frightening that they gain a +2 to their combat Value. They also give a -1 Command Value to any enemy that is outnumbered in the combat. Terror overrides fear and its effects. Formations wishing to Charge a Terror Causing Formation must pass a Command Test at a -2 penalty to their Command Value for the Charge to be successful, otherwise they will not Charge this turn.

Trample – Mounted units, such as orc boar riders and undead chariots cause chaos and extra damage on a charge with their mounts hooved feet or tusks. Units with Trample gain an extra attack when charging an enemy Formation; the extra attack is only good on the round that the Formation charged.

Army Lists

Beastkin

CORE

Beastmen Scouts: 68 points per formation, 2 ranks

Movement: 20cm

Health: 6 per rank.

Attacks/to hit:4/4+

Ranged/to hit:4, 30cm/4+

Command: 6
Armor: 6+
Skills: Skirmisher, Scout.
Upgrade: May add up to 1 additional ranks at 15 points each.

Beastmen warriors: 73 points per formation, 3 ranks.
Movement: 15cm
Health: 6 per rank.
Attacks/to hit:6/4+
Command: 6
Armor: 5+
Upgrade: May add up to 2 additional ranks at 15 points each.

VETERAN

Minotaur Warriors: 76 points per formation, 2 ranks.
Movement: 15cm
Health: 8 per rank.
Attacks/to hit:10/4+
Command: 7
Armor: 6+
Special rules: Fear.
Upgrade: May add up to 1 additional rank at 19 points each.

Drilled Beastmen: 82 points per formation, 3 ranks.
Movement: 15cm
Health: 6 per rank.
Attacks/to hit:8/4+
Command: 7
Armor: 4+
Skills: Exotic weapons.
Upgrade: May add up to 1 additional rank at 15 points each.

Beastmen Charriot: 44 points per formation, 1 stand.
Movement: 25cm
Health: 3
Attacks/to hit:3/4+

Ranged/to hit: 2, 30cm/4+
Command: 6
Armor: 6+
Special rules: Trample, Scything blades.
Upgrade: May add an additional stand at 44 points.

ELITE

Cyclops: 67 points per formation, 1 stand.
Movement: 20cm
Health: 5
Attacks/to hit: 4/3+, or stomp 1/3+ d6 damage.
Ranged/to hit: 1, 50cm/3+ d3 damage.
Command: 6
Armor: 5+
Special rules: Crushing, Large Monster, Fear.

Minotaur Clanguard: 94 points per formation, 2 ranks.
Movement: 10cm
Health: 10 per rank.
Attacks/to hit: 10/3+
Command: 8
Armor: 4+
Special rules: Heavy-armor, Exotic weapons, Fear.

Giant-Taur: 92 points per formation, 2 ranks.
Movement: 25cm
Health: 8 per rank.
Attacks/to hit: 12/3+
Command: 6
Armor: 6+
Special rules: Berserker, Trample, Fear.

Characters

Beastmen Warchief: 47 points.
Movement: 15cm
Health: 4
Attacks/to hit: 5/3+

Command: 8

Armor: 4+

Special rules: Leader.

Upgrades: Can purchase Exotic Weapon +2 points, and beastmen bone necklace (invulnerable save) +5 points.

Minotaur Lord: 55 points.

Movement: 15cm

Health: 5

Attacks/to hit: 6/3+

Command: 8

Armor: 5+

Special rules: Leader, Berzerker, Fear.

Upgrades: Can purchase the following, Exotic Weapon +2 points, Beastmen bone necklace (invulnerable save) +5 points.

Beastmen Shaman: 48 points.

Movement: 15cm

Health: 4

Attacks/to hit: 3/3+

Command: 7

Armor: 6+

Special rules: Leader, Magic User.

Upgrades: Can purchase the following, Exotic Weapon +2 points, Beastmen bone necklace (invulnerable save) +5 points, may purchase level 1 spells at 5 points each and level 2 spells at 10 points each.

Beastmen Spells

Horns first: Level 1, Cast 3+

Range: 30cm

Target: Friendly Formation

Can be cast on any formation, give's target formation Trample. Trample is only effective on the turn the formation charged.

Obsidian Bull: Level 1, Cast 4+

Range: 30cm

Target: Enemy Formation

A giant obsidian bull streaks across the field of battle from the shamans hand towards the enemy

formation. The Bull smashes into the formation doing d3 damage with crushing.

Barkskin: Level 1, Cast 3+

Range: 30cm

Target: Friendly Formation

A target formations skin creaks and cracks and gets hard as bark. Target formation gains an additional +1 to their army save. Example if the formation saves on a 5+ on a d6, with this spell they save on a 4+ on a d6.

Stampede: Level 2, Cast 9+

Range: 40cm

Target: Friendly Formation

The shaman stomps his feet and yells a single word. Stampede allows a friendly formation to take another action. If the formation has taken an action it gets another, if it has yet to act it gets two back to back actions. Formations that failed to activate cannot be the target of this spell. A formation that has this spell cast on it acts as if it passed its activation test. This spell cannot target a formation in hand to hand combat. It cannot be used to allow a formation to gain an extra round of attacks in hand to hand combat.

Undead

CORE

Skeleton Archer: 66 points per formation, 3 ranks.

Movement: 15cm

Health: 4 per rank.

Attacks/to hit:4/5+

Ranged/to hit:4, 30cm/4+

Command: 4

Special rules: Fear, Shamble, Mindless. 6

Upgrade: May add up to 2 additional ranks at 11 points each.

Skeleton Spearmen: 66 points per formation, 3 ranks.

Movement: 15cm

Health: 4 per rank.

Attacks/to hit:8/5+

Command: 4

Armor: 6+

Special rules: Fear, Shamble, Mindless.

Upgrade: May add up to 2 additional ranks at 11 points each.

Skeleton warriors: 62 points per formation, 3 ranks.

Movement: 15cm

Health: 4 per rank.

Attacks/to hit:6/5+

Command: 4

Armor: 6+

Special rules: Fear, Shamble, Mindless.

Upgrade: May add up to 2 additional ranks at 11 points each.

Wight Infantry: 73 points per formation, 2 ranks.

Movement: 15cm

Health: 6 per rank.

Attacks/to hit:6/4+

Command: 7

Armor: 4+

Special rules: Fear, Shamble, Exotic Weapons, Heavy Armor, Mindless.

Upgrade: May add up to 2 additional ranks at 15 points each.

Veteran

Wight Cavalry: 82 points per formation, 2 ranks.

Movement: 25cm

Health: 6 per rank.

Attacks/to hit:8/4+

Command: 7

Armor: 4+

Special rules: Fear, Shamble, Mindless, Exotic Weapons, Heavy Armor, Trample.

Upgrade: May add up to 1 additional ranks at 15 points each.

Skeletal Mammoth: 51 points per formation, 1 stand.

Movement: 20cm

Health: 4 per stand.

Attacks/to hit:4/4+

Command: 5

Armor: 5+

Special rules: Terror, Shamble, Mindless, Large Monster, Crushing.

Upgrade: 51 points for an additional mammoth.

Undead Chariot: 40 points per formation, 1 stand.

Movement: 25cm

Health: 3 per stand.

Attacks/to hit:3/4+

Command: 4

Armor: 6+

Special rules: Fear, Shamble, Mindless, Trample, Scything Blades.

Upgrade: 40 points for an additional stand.

Elite

Wraiths: 86 points per formation, 2 ranks.

Movement: 15cm

Health: 8 per rank.

Attacks/to hit:8/3+

Command: 7

Special rules: Fear, Shamble, Crushing, Mindless, Invulnerable Save, Ethereal.

Bone Giant: 59 points per formation, 1 stand.

Movement: 20cm

Health: 5

Attacks/to hit: 4/3+

Command: 4
Armor: 4+
Special rules: Crushing, Large Monster, Terror, Mindless, Shamble, Heavy Armor.

Bone Dragon: 78 points per formation, 1 stand.

Movement: 30cm

Health: 7

Attacks/to hit: 8/3+

Command: 7

Armor: 4+

Special rules: Terror, Large Monster, Shamble, Mindless, Heavy Armor, Crushing, Flying, Limit 1.

CHARACTERS

Vampire Lord: 57 points.

Movement: 15cm

Health: 5

Attacks/to hit: 5/3+

Command: 9

Armor: 4+

Special rules: Leader, Fear, Regeneration(1).

Upgrades: Can purchase Exotic weapons +2 points, Soul of an innocent charm +5 points (invulnerable save).

Necromancer: 45 points.

Movement: 15cm

Health: 3

Attacks/to hit: 2/3+

Command: 8

Armor: 6+

Special rules: Leader, Magic-user.

Upgrades: Can purchase Exotic weapons +2 points, Soul of an innocent charm +5 points (invulnerable save).

UNDEAD SPELLS

Decay: Level 1, Cast 5+

Range: 30cm

Target: Enemy Formation

Target formation suffers D3 wounds +1 for every 6 rolled during casting. Armor saves are allowed as normal.

Nightmare: Level 1, Cast 5+

Range: 40cm

Target: Enemy Formation

Can be cast on any enemy formation. Nightmare brings the formations worst dreads to reality, any formation thats affected by nightmare treats any fear causing enemy formation as if it causes Terror. Nightmare lasts until dispelled. If the formation causes Fear then they treat Terror causing enemies as if they cause Fear.

Wither: Level 1, Cast 5+

Range: 30cm

Target: Enemy Formation

Can be cast on any enemy formation. Any Formation targeted by this spell has its armor save reduced by 1. If the formation has no armor, any melee hits against this formation get a +1 to hit. Wither lasts until dispelled.

Animate Dead: Level 2

Range: 40cm

Target: Friendly Formation

Rank 1, 7+

Can be cast on any skeleton formation(Skeleton Archers, Skeleton Warriors, Skeleton Spearmen). The spell animates D6 wounds worth of skeletons to target formation. This Spell can only replace Wounds previously lost during the battle, it cannot take a Formation above it's starting number of wounds. It can be cast into hand to hand combat.

Rank 2, 11+

Can be cast on Wights and Mammoth formations. The spell animates 1D6 wounds worth of either formation. This Spell can only replace Wounds previously lost during the battle, it cannot take a Formation above it's starting number of wounds. It can be cast into hand to hand combat.

Orc's and Goblins

CORE

Goblin spearmen: 59 points per formation, 3 ranks.

Movement: 15cm

Health: 4

Attacks/to hit:6/4+

Command: 5

Armor: 6+

Special rules: Cowardly.

Upgrade: May add up to 3 additional ranks at 11 points each.

Goblin warriors: 55 points per formation, 3 ranks.

Movement: 15cm

Health: 4

Attacks/to hit:4/4+

Command: 5

Armor: 6+

Special rules: Cowardly.

Upgrade: May add up to 3 additional ranks at 11 points each.

Goblin archers: 60 points per formation, 3 ranks.

Movement: 15cm

Health: 4

Attacks/to hit:3/4+

Ranged/to hit:3, 30cm/4+

Command: 5

Special rules: Cowardly.

Upgrade: May add up to 2 additional ranks at 11 points each.

Orc spearmen: 89 points per formation, 3 ranks.

Movement: 15cm

Health: 8

Attacks/to hit:8/4+

Command: 6

Armor: 5+

Special rules: Ignore goblin casualties in a melee for the purposes of deciding who won combat.

Upgrade: May add up to 2 additional ranks at 19 points each.

Orc Archers: 89 points per formation, 3 ranks.

Movement: 15cm
Health: 8
Attacks/to hit:4/4+
Ranged/to hit:4, 30cm/4+
Command: 6
Armor: 6+
Special rules: Ignore goblin casualties in a melee for the purposes of deciding who won combat.
Upgrade: May add up to 2 additional ranks at 19 points each.

Orc Warriors: 85 points per formation, 3 ranks.
Movement: 15cm
Health: 8
Attacks/to hit:6/4+
Command: 6
Armor: 5+
Special rules: Ignore goblin casualties in a melee for the purposes of deciding who won combat.
Upgrade: May add up to 2 additional ranks at 19 points each.

Veteran

Goblin Wolf Riders: 77 points per formation, 2 ranks.
Movement: 35cm
Health: 6
Attacks/to hit:6/4+
Ranged/to hit:4, 30cm/4+
Command: 6
Armor: 6+
Special rules: Cowardly, skirmisher.
Upgrade: May add up to 2 additional ranks at 15 points each.

Orc Boar Riders: 78 points per formation, 2 ranks.
Movement: 25cm
Health: 8
Attacks/to hit:8/4+
Command: 6
Armor: 4+
Special rules: Lance, Trample, Ignore goblin casualties in a melee for the purposes of deciding who won combat.
Upgrade: May add up to 1 additional ranks at 19 points each.

Lesser Behemoth: 53 points per formation, 1 stand.
Movement: 20cm
Health: 4

Attacks/to hit:3/4+

Ranged/to hit:1, 40cm/4+, d3 damage.

Command: 6

Armor: 4+

Special rules: Exotic Weapons, Large Monster, Fear, Trample.

Upgrade: 53 points for 1 more stand, for a total of 2.

Elite

Orc Brutes: 97 points per formation, 2 ranks.

Movement: 15cm

Health: 10

Attacks/to hit:10/3+

Command: 7

Armor: 4+

Special rules: Sturdy, Heavy-armor, Crushing, Ignore goblin casualties in a melee for the purposes of deciding who won combat.

Armored Behemoth: 50 points per formation, 1 stand.

Movement: 15cm

Health: 5

Attacks/to hit:4/3+

Command: 6

Armor: 4+

Special rules: Exotic Weapons, Large Monster, Fear, Heavy-armor, Trample.

Upgrade: 50 points for 1 more stand, for a total of 2 stands.

Cyclops: 67 points per formation, 1 stand.

Movement: 20cm

Health: 5

Attacks/to hit: 4/3+, or stomp 1/3+ d6 damage.

Ranged/to hit: 1, 50cm/3+ d3 damage.

Command: 6

Armor: 5+

Special rules: Crushing, Large Monster, Fear.

Upgrade:

Characters

Orc Warlord: 51 points.

Movement: 15cm

Health: 6

Attacks/to hit: 5/3+

Command: 8

Armor: 4+

Special rules: Leader, Ignore goblin casualties in a melee for the purposes of deciding who won combat.

Upgrades: Exotic weapons +2 points, Orc glyphs +5 points (invulnerable save).

Orc Shaman: 50 points

Movement: 15cm

Health: 5

Attacks/to hit: 3/3+

Command: 7

Armor: 5+

Special rules: Leader, Magic-user, Ignore goblin casualties in a melee for the purposes of deciding who won combat.

Upgrades: Can Purchase Exotic weapons +2 points, Orc glyphs +5 points (invulnerable save).

Orc Spells

Face punch: Level 1, Cast 3+

Range: 40cm

Target: Enemy Formation

A green fist streaks across the field of battle from the hand getting bigger the closer it gets to the enemy formation. The fist smashes into the formation doing d3 damage. Can be cast multiple times.

Stomp: Level 1, Cast 5+

Range: 30cm

Target: Enemy Formation

The shaman chants orcish words raising his voice to a crescendo and then stomps his foot down. Target enemy unit is knocked off their feet, target unit cannot move, shoot, or cast spells in its next activation. Units afflicted by Stomp can fight back in a melee.

Bigger then you look: Level 1, Cast 3+

Range: 30cm

Target: Any Friendly Goblin Formation

A whisper from the Goblin god Grutt talks of huge goblins taking over the world. The Goblin Formation that is the target of this spell Gains a Command bonus of +1 till the end of the turn. This stacks on top of any characters leadership within 15cm. Can target friendly formations in combat.

Grosh is with us: Level 2, Cast 8+

Range: 30cm

Target: Any enemy formation.

The Orc god Grosh, blesses the Orc horde with a quick appearance and takes some swings at a nearby enemy unit. Grosh takes 4/3+ swings with Crushing at the enemy formation.

Dread Elves

Core

Dread Elf Spears: 81 points per formation, 3 ranks.

Movement: 20cm

Health: 6

Attacks/to hit: 8/4+

Command: 8

Aarmor: 5+

Upgrade: May add up to 2 additional ranks at 15 points each.

Dread Elf Warriors: 77 points per formation, 3 ranks.

Movement: 20cm

Health: 6

Attacks/to hit: 6/4+

Command: 8

Aarmor: 5+

Upgrade: May add up to 2 additional ranks at 15 points each.

Dread Elf Crossbows: 70 points per formation, 2 ranks.

Movement: 20cm

Health: 6

Attacks/to hit: 4/4+

Ranged/to hit: 6, 30cm/4+

Command: 8

Aarmor: 6+

Special rules: Exotic Ranged Weapon.

Upgrade: May add up to 1 additional rank at 15 points each.

Dread Elf Guard: 72 points per formation, 2 ranks.

Movement: 20cm

Health: 6

Attacks/to hit: 6/4+

Ranged/to hit: 4, 30cm/4+

Command: 8

Aarmor: 6+

Special rules: Exotic Ranged Weapon.

Upgrade: May add up to 1 additional rank at 15 points each.

Veteran

Dread Elf Outriders: 78 points per formation, 2 ranks.

Movement: 30cm

Health: 6

Attacks/to hit: 6/4+

Ranged/to hit: 4, 30cm/4+

Command: 8

Armor: 6

Special rules: Exotic Ranged Weapons, Skirmish.

Upgrade: May add up to 1 additional rank at 15 points each.

Hag Warriors: 76 points per formation, 2 ranks.

Movement: 20cm

Health: 6

Attacks/to hit: 10/3+

Command: 8

Special rules: Berserker, Blood Lust, Exotic Weapons.

Upgrade: May add up to 1 additional rank at 15 points each.

Dread War Lizard Cavalry: 81 points per formation, 2 ranks.

Movement: 20cm

Health: 6

Attacks/to hit: 10/4+

Command: 8

Armor: 4+

Special rules: Fear, Lance, Heavy Armor, Trample.

Upgrade: May add up to 1 additional rank at 15 points each.

Elite

Dread Elf Shadows: 86 points per formation, 2 ranks.

Movement: 25cm

Health: 6

Attacks/to hit: 8/3+

Ranged/to hit: 6, 30cm/3+

Command: 8

Special rules: Scout, Skirmish, Exotic Ranged Weapon, Sure Footed.

Hydra: 69 points per formation, 1 stand.

Movement: 15cm

Health: 7

Attacks/to hit: 6/3+

Command: 7

Armor: 4+

Special rules: Large Monster, Terror, Crushing, Regeneration(1), Heavy Armor.

Glaive Warriors: 79 points per formation, 2 ranks.

Movement: 15cm

Health: 6

Attacks/to hit: 10/3+

Command: 9

Armor: 4+

Special rules: Exotic Weapons, Heavy Armor, Stoic.

Characters

Dread Elf Lord mounted on war Lizard: 53 points.

Movement: 25cm

Health: 4

Attacks/to hit: 5/2+

Command: 9

Armor: 4+

Special rules: Leader.

Upgrades: Can purchase the following, Exotic Weapon +2 points, Hydra Hide Cloak (invulnerable save) +5 points.

Dread Elf Sorcerer: 49 points.

Movement: 20cm

Health: 3

Attacks/to hit: 3/3+

Command: 8

Special rules: Leader, Magic-user.

Upgrades: Can purchase the following, Exotic Weapon +2 points, a Hydra Hide Cloak (invulnerable save) +5 points.

Can purchase Sacrificial Slaves, adds one die for one Spell only per Command Phase, cost +25 points, enough Sacrificial Slaves bought to last entire battle.

Spells

Darkness: Level 1, Cast 4+

Range: 30cm

Target: Enemy Formation

Target enemy formation is enveloped in pitch black. Enemy formation acts as if it failed its activation roll on its next activation.

Aim for the Heart: Level 1, Cast 4+

Range: 30cm

Target: Friendly Formation

Target formation increases their shooting by +1 during next Combat Phase, lasts one turn only. May be cast multiple times.

The Dreaded Terror: Level 1, Cast 5+

Range: 30cm

Target: Enemy Formation

An enemy Formation suffers from terrible visions of death, blood and gore, for-seeing their horrible future in the torturous hands of the Dread Elves. The target Formation suffers -2 to all Command Tests they are required to make until the start of the next turn.

Shatter Soul: Level 2, Cast 7+

Range: 30cm

Target: Enemy Formation

Target formation is the victim of a soul rending spell. Target formation takes 1d3 wounds +1 every 6 rolled during casting. No armor saves. For every wound received in this manner target formation gains a demoralization marker. The demoralization markers stack with other forms of receiving demoralization markers, such as stands being destroyed or losing combat. If a formation goes down to 0 command value they flee and can never rally during the rest of the encounter.

Dark Alliance

Core

Barbarian Warrior: 72 points per formation, 3 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:6/4+

Command: 7

Armor: 6+

Upgrade: May add up to 2 additional ranks at 15 points each.

Dark Alliance Foot Knight: 94 points per formation, 3 ranks.

Movement: 15cm

Health: 8

Attacks/to hit:8/4+

Command: 8

Armor: 4+

Upgrade: May add up to 2 additional ranks at 19 points each.

Dark Alliance Halberdiers: 94 points per formation, 3 ranks.

Movement: 15cm

Health: 8

Attacks/to hit:8/4+

Command: 8

Armor: 5+

Special rules: Exotic Weapon.

Upgrade: May add up to 2 additional ranks at 19 points each.

Dark Alliance Crossbows: 80 points per formation, 2 ranks.

Movement: 15cm

Health: 8

Attacks/to hit:6/4+

Ranged/to hit:4, 30cm/4+

Command: 8
Armor: 5+
Special rules: Exotic Ranged Weapon.
Upgrade: May add up to 1 additional ranks at 19 points each.

Veteran

Barbarian Raider Cavalry: 64 points per formation, 2 ranks.
Movement: 30cm
Health: 6
Attacks/to hit:6/4+
Command: 7
Armor: 6+
Special rules: Trample.
Upgrade: May add up to 1 additional ranks at 15 points each.

Dark Alliance Destroyers: 77 points per formation, 2 ranks.
Movement: 15cm
Health: 8
Attacks/to hit:8/4+
Command: 8
Armor: 5+
Special rules: Crushing.
Upgrade: May add up to 1 additional ranks at 19 points each.

Dark Alliance Nightmare Riders: 80 points per formation, 2 ranks.
Movement: 25cm
Health: 8
Attacks/to hit:8/4+
Command: 8
Armor: 4+
Special rules: Lance, Trample.
Upgrade: May add up to 1 additional ranks at 19 points each.

Dark Alliance Dread Ogres: 87 points, 2 ranks.

Movement: 15cm
Health: 8
Attacks/to hit: 10/4+
Command: 8
Special rules: Crushing, fear, Berzerker, Skirmisher.

Elite

Dark Alliance Cannon: 49 points per formation, 1 stand.
Movement: 5cm
Health: 4
Attacks/to hit: 2/3+
Ranged/to hit: 1, 60cm/4+ D6.
Command: 8
Armor: 5+
Special rules: Crushing.
Upgrade: May add up to 1 additional cannon at 49 points.

Dark Alliance Maul-Beast Knights: 98 points per formation, 2 ranks.
Movement: 15cm
Health: 10
Attacks/to hit: 10/3+
Command: 9
Armor: 4+
Special rules: Trample, Fear, Heavy Armor, Blood-Lust.

Dark Alliance War Gargantuan: 71 points per formation, 1 stand.
Movement: 20cm
Health: 5
Attacks/to hit: 5/3+
Ranged/to hit: 2, 30cm/4+
Command: 8
Armor: 5+
Special rules: Terror, Crushing, Heavy-armor, Trample, Exotic Ranged Weapon, Large Monster.
The ranged attacks may be shot with no penalty during a move, -1 to hit during a march, and cannot shoot during a force march. The ranged shots may be shot while in a melee, but not at a formation engaged in a melee, unless it is the formation they are engaged against. The ranged shots get Exotic Ranged weapon, not Crushing.

Dark Alliance War Dragon: 75 points per formation, 1 stand.

Movement: 30cm

Health: 6

Attacks/to hit:7/3+

Command: 9

Armor: 4+

Special rules: Fly, Terror, Trample, Crushing, Large Monster.

Characters

Dark Alliance Warlord: 54 points per character, 1 stand.

Movement: 25cm(mounted on a horse)

Health: 5

Attacks/to hit:5/3+

Command: 9

Armor: 4+

Special rules: Leader.

Upgrade: Can purchase Exotic Weapon +2 points, and Tattoos of Power (invulnerable save) +5 points.

Dark Alliance Lord: 48 points per character, 1 stand.

Movement: 15cm

Health: 4

Attacks/to hit:5/3+

Command: 9

Armor: 4+

Special rules: Leader.

Upgrade: Can purchase Exotic Weapon +2 points, and Tattoos of Power (invulnerable save) +5 points.

Dark Alliance Sorcerer: 51 points per character, 1 stand.

Movement: 15cm

Health: 4

Attacks/to hit:3/3+

Command: 8

Armor: 5+

Special rules: Leader, Magic-User.

Upgrade: Can purchase Exotic Weapon +2 points, and Tattoos of Power (invulnerable save) +5 points.

Spells

Dark Bolt: Level 1, Cast 3+

Range: 40cm

Target: Enemy Formation

Target enemy formation suffers D3 wounds, normal armor saves apply. Can cast upto 3 times.

Magic Resistance: Level 1, Cast 4+

Range: 30cm

Target: Friendly Formation

Target formation has the Magic resistance special rule until it is dispelled. Does not stack with other such abilities.

Dark Confidence: Level 1, Cast 5+

Range: 30cm

Target: Friendly Formation

Target formation gains a +1 to their combat score when in melee combat. Last until dispelled, does not stack.

Blood-Lust: Level 2, Cast 6+

Range: 30cm

Target: Friendly Formation

Target formation is affected by the special rule blood-lust until dispelled. Does not stack with other such abilities.

Dwarves

CORE

Dwarf warriors: 85 points per formation, 3 ranks.

Movement: 10cm

Health: 8

Attacks/to hit:6/4+

Command: 8

Aarmor: 4+

Special rules: Magic resistant(1).

Upgrade: May add up to 2 additional ranks at 19 points each.

Dwarf Muskets: 74 points per formation, 2 ranks.

Movement: 10cm

Health: 8

Attacks/to hit:4/4+

Ranged/to hit:4, 30cm/4+

Command: 8

Aarmor: 6+

Special rules: Magic resistant(1), Exotic Ranged Weapon.

Upgrade: May add up to 1 additional ranks at 19 points each.

Dwarf Crossbows: 74 points per formation, 2 ranks.

Movement: 10cm

Health: 8

Attacks/to hit:4/4+

Ranged/to hit:4, 30cm/4+

Command: 8

Aarmor: 6+

Special rules: Magic resistant(1), Exotic Ranged Weapon.

Upgrade: May add up to 1 additional ranks at 19 points each.

Veteran

Dwarf Steam-Copter: 49 points, 1 stand.

Movement: 25cm

Health: 4

Attacks/to hit:3/4+

Ranged/to hit:2, 30cm/4+ ,D3 damage.
Command: 8
Armor: 5+
Special rules: Magic resistant(1), Fly, Exotic Weapon.
Upgrade: May add an additional stand at 49 points.

Dwarf Berzerkers: 82 points per formation, 2 ranks.
Movement: 10cm
Health: 8
Attacks/to hit:12/4+
Command: 9
Special rules: Berzerker, Magic resistant(1), Exotic weapon.
Upgrade: May add 1 additional rank at 19 points.

Dwarf Ram Dragoons:84 points per formation, 2 ranks.
Movement: 20cm
Health: 8
Attacks/to hit:6/4+
Ranged/to hit:4, 30cm/4+
Command: 8
Armor: 6+
Special rules: Magic resistant(1), Skirmisher, Exotic ranged weapons.
Upgrade: May add 1 additional rank at 19 points.

Dwarf Veterans: 80 points per formation, 2 ranks
Movement: 10cm
Health: 8
Attacks/to hit:8/4+
Command: 9
Armor: 4+
Special rules: Magic resistant(1), Leader.
Upgrade: May add 1 additional rank at 19 points.

Elite

Dwarf Rangers: 87 points per formation, 2 ranks.
Movement: 15cm
Health: 8
Attacks/to hit:6/3+
Ranged/to hit:6, 30cm/3+
Command: 9
Armor: 6+

Special rules: Magic resistant(1), Scout, Exotic Ranged weapon, Skirmisher.

Dwarf Bear Riders: 86 points per formation, 2 ranks.

Movement: 15cm

Health: 10

Attacks/to hit:8/3+

Command: 8

Armor: 5+

Special rules: Magic resistant(1), Exotic Weapons.

Dwarf Ironclads: 89 points per formation, 2 ranks.

Movement: 10cm

Health: 8

Attacks/to hit:8/3+

Command: 9

Armor: 3+

Special rules: Magic resistant(1), Crushing, Heavy armor, sturdy.

Dwarf Cannon: 51 points, 1 stand.

Movement: 5cm

Health: 4

Attacks/to hit:2/4+

Ranged/to hit:1, 60cm/3+ ,D6 damage.

Command: 8

Armor: 5+

Special rules: Magic resistant(1), Crushing.

Upgrade: May add 1 additional stand for 51 points.

Dwarf Gattling Gun: 45 points, 1 stand.

Movement: 5cm

Health: 4

Attacks/to hit:2/4+

Ranged/to hit:4, 40cm/3+.

Command: 8

Armor: 5+

Special rules: Magic resistant(1), Exotic ranged weapon.

Upgrade: May add 1 additional stand for 45 points.

Characters

Dwarf's hatred and distrust of magic is renown around the world, because of this all dwarf characters add a dispel dice to the dispel dice pool. These dice are extra and can be used in any

way, not just against spells directed at the characters themselves.

Dwarf Lord: 59 points, 1 stand.

Movement: 10cm

Health: 6

Attacks/to hit:7/3+

Command: 10

Armor: 3+

Special rules: Leader, Magic resistant(1), 1 per army, acts as the armies general.

Upgrade: May purchase a dwarfish rune of warding +5 points (invulnerable save). May purchase an Exotic weapon for +2 points.

Dwarf Champion: 54 points, 1 stand.

Movement: 10cm

Health: 5

Attacks/to hit:6/3+

Command: 9

Armor: 3+

Special rules: Leader, Magic resistant(1), 1 per army, acts as the armies general.

Upgrade: May purchase a dwarfish rune of warding +5 points (invulnerable save). May purchase an Exotic weapon for +2 points.

Dwarf Runeshaper: 48 points, 1 stand.

Movement: 10cm

Health: 5

Attacks/to hit:4/3+

Command: 9

Armor: 4+

Special rules: Leader, Magic resistant(1), The Dwarf Runesmith may add his magic resistance dice to any friendly formation within his aura of leadership, to dispel an enemy spell that targets that formation.

Upgrade: May purchase a dwarfish rune of warding +5 points (invulnerable save). May purchase an Exotic weapon for +2 points.

Woodelf

Core

Woodelf Spearmen: 83 points per formation, 3 ranks.

Movement: 20cm

Health: 6

Attacks/to hit:8/4+

Command: 8

Aarmor: 5+

Special rules: Sure Footed.

Upgrade: May add up to 2 additional rank at 15 points each.

Woodelf Archers: 70 points per formation, 2 ranks.

Movement: 20cm

Health: 6

Attacks/to hit:4/4+

Ranged/to hit:6, 30cm/4+

Command: 8

Special rules: Sure Footed, Piercing Ranged Weapon.

Upgrade: May add up to 2 additional rank at 15 points each.

Treefolk: 70 points per formation, 2 ranks.

Movement: 20cm

Health: 6

Attacks/to hit:6/4+

Command: 8

Aarmor: 4+

Special rules: Sure Footed, Regeneration(1).

Upgrade: May add up to 1 additional rank at 15 points each.

Veteran

Wood Elf Light Horse: 80 points per formation, 2 ranks.

Movement: 30cm
Health: 6
Attacks/to hit: 6/4+
Ranged/to hit: 4, 30cm/4+
Command: 8
Armor: 6+
Special rules: Piercing Ranged Weapon, Sure Footed, Skirmish.
Upgrade: May add up to 1 additional rank at 15 points each.

Wild Elf Warriors: 80 points per formation, 2 ranks.

Movement: 20cm
Health: 6
Attacks/to hit: 12/4+
Command: 9
Special rules: Berzerker, Sure Footed, Exotic Weapons.
Upgrade: May add up to 1 additional rank at 15 points each.

Lesser Treekin: 63 points per formation, 1 stand.

Movement: 20cm
Health: 5
Attacks/to hit: 8/4+
Command: 8
Armor: 5+
Special rules: Large Monster, Regeneration(1), Crushing, Sure Footed, Fear.
Upgrade: May add 1 additional Treekin for 63 points.

Elite

Woodelf Hawk Riders: 71 points per formation, 1 stand.

Movement: 35cm
Health: 6
Attacks/to hit: 6/3+
Ranged/to hit: 4, 30cm/3+
Command: 8
Armor: 6+
Special rules: Fly, Lance, Exotic Weapon.
Upgrade: May add 1 additional Hawk Rider for 71 points.

Forest Giant: 76 points per formation, 1 stand.

Movement: 20cm

Health: 7
Attacks/to hit:5/3+
Command: 8
Armor: 4+
Special rules: Large Monster, Terror, Crushing, Sure Footed, Regeneration(2), Heavy Armor.

Woodelf Way-watchers: 86 points per formation, 2 ranks.
Movement: 25cm
Health: 6
Attacks/to hit:8/3+
Ranged/to hit:6, 30cm/3+
Command: 8
Special rules: Scout, Skirmish, Piercing Ranged Weapon, Sure Footed.

Characters

Woodelf Champion: 51 points each.
Movement: 20cm
Health: 4
Attacks/to hit:5/2+
Command: 9
Armor: 5+
Special rules: Sure Footed, Leader.
Upgrades: Can purchase the following, Exotic Weapon +2 points, Unicorn bone Pendant (invulnerable save) +5 points.

Woodelf Sorcerer: 49 points each.
Movement: 20cm
Health: 3
Attacks/to hit:3/3+
Command: 8
Special rules: Leader, Magic-user, Sure Footed.
Upgrades: Can purchase the following, Exotic Weapon +2 points, Unicorn bone Pendant (invulnerable save) +5 points.

Spells

Water Walk: Level 1, Cast 3+

Range: 30cm

Target: Friendly Formation

Target formation may cross water as if it was open ground, there are no movement penalties for this movement. Lasts until Dispelled.

Gusting Winds: Level 1, Cast 4+

Range: 30cm

Target: Friendly Formation

The target is surrounded by gusting wind's disrupting enemy missile attacks directed at it. Any ranged attack made against the target takes a -1 to hit penalty. Lasts until dispelled.

Brambles: Level 1, Cast 5+

Range: 30cm

Target: Friendly Formation

A friendly that has this spell cast on them is protected by thorny brambles. An enemy formation that attack's this formation rolls to attack as normal for each successful melee hit that rolled a 6, they suffer 1 wound with normal armor saves allowed. Lasts until dispelled.

Bulls-eye: Level 2, Cast 7+

Range: 40cm

Target: Enemy Formation

Target formation gets marked with a bulls-eye, the next ranged attack made against the enemy formation gives a -1 to armor save modifier. Once targeted, hit or miss the bulls-eye goes away. Lasts until dispelled or target is shot at.

Lizardmen

CORE

Lizardmen Spearmen: 79 points per formation, 3 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:8/4+

Command: 7

Armor: 5+

Special rules: Stoic

Upgrade: May add up to 2 additional ranks at 15 points each.

Lizardmen Warriors: 75 points per formation, 3 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:6/4+

Command: 7

Armor: 5+

Special rules: Stoic

Upgrade: May add up to 2 additional ranks at 15 points each.

Lizardmen Archers: 64 points per formation, 2 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:4/4+

Ranged/to hit:4, 30cm/4+

Command: 7

Armor: 6+

Special rules: Stoic

Upgrade: May add up to 1 additional ranks at 15 points each.

Veteran

Pachyceph Cavalry: 80 points per formation, 2 ranks.

Movement: 25cm
Health: 8
Attacks/to hit:8/4+
Command: 7
Armor: 4+
Special rules: Stoic, Lance, Trample.
Upgrade: May add up to 1 additional ranks at 19 points each.

Anklyo Ballista: 57 points per formation, 1 stand.

Movement: 15cm
Health: 4
Attacks/to hit:3/4+
Ranged/to hit:1, 40cm/4+, d3 damage.
Command: 7
Armor: 4+
Special rules: Stoic, Fear, Trample, Heavy-armor, Exotic Weapons, Large monster.
Upgrade: May add 1 additional Anklyo Ballista for 57 points.
The ranged attacks may be shot with no penalty during a move, -1 to hit during a march, and cannot shoot during a force march. The ranged shots may be shot while in a melee, but not at a formation engaged in a melee, unless it is the formation they are engaged against. The ranged shots get Exotic ranged weapon.

Ceratopsid Guard: 85 points per formation, 2 ranks.

Movement: 15cm
Health: 8
Attacks/to hit:10/4+
Command: 8
Armor: 4+
Special rules: Stoic, Exotic Weapons, Heavy-armor.
Upgrade: May add up to 1 additional ranks at 19 points each.

Elite

Lizard Ogres: 97 points per formation, 2 ranks.

Movement: 20cm
Health: 10
Attacks/to hit:10/3+
Command: 7
Armor: 5+
Special rules: Stoic, Crushing, Fear, Blood-lust.

Triceratops Battlewagon: 64 points per formation, 1 stand.

Movement: 15cm

Health: 5

Attacks/to hit: 4/3+

Ranged/to hit: 3, 30cm/4+

Command: 7

Armor: 4+

Special rules: Stoic, Crushing, Large Monster, Fear, Heavy-armor, Trample.

Upgrade: May add up to 1 additional stand at 64 points each.

The ranged attacks may be shot with no penalty during a move, -1 to hit during a march, and cannot shoot during a force march. The ranged shots may be shot while in a melee, but not at a formation engaged in a melee, unless it is the formation they are engaged against. The ranged shots do not get Crushing.

Armored Brachisaurus: 75 points per formation, 1 stand.

Movement: 15cm

Health: 9

Attacks/to hit: 6/3+

Ranged/to hit: 2, 30cm/4+

Command: 8

Armor: 4+

Special rules: Stoic, Crushing, Large Monster, Fear, Heavy-armor, Trample.

The ranged attacks may be shot with no penalty during a move, -1 to hit during a march, and cannot shoot during a force march. The ranged shots may be shot while in a melee, but not at a formation engaged in a melee, unless it is the formation they are engaged against. The ranged shots do not get Crushing.

Characters

Lizardmen General on Allosaurus : 53 points per formation, 1 stand.

Movement: 20cm

Health: 5

Attacks/to hit: 6/3+

Command: 9

Armor: 5+

Special rules: Leader, Stoic.

Upgrades: Exotic weapons +2 points, War Feathers +5 points (invulnerable save).

Lizardmen Shaman: 50 points per formation, 1 stand.

Movement: 15cm

Health: 4

Attacks/to hit: 3/3+

Command: 8

Armor: 6+

Special rules: Leader, Magic-user, Stoic.

Upgrades: Exotic weapons +2 points, Can Purchase Orc glyphs +5 points (invulnerable save) or ride a Triceratops Battlewagon.

Shaman riding Triceratops Battlewagon: 71 points per formation, 1 stand.

Movement: 15cm

Health: 5

Attacks/to hit:4/3+

Command: 8

Aarmor: 4+

Special rules: Magic-user, Leader, Stoic, Crushing, Large Monster, Fear, Heavy-armor, Trample, can cast spells in combat.

Lizardmen Spells

Demoralize: Level 1, Cast 4+

Range: 40cm

Target: Enemy Formation

Target enemy formation receives a Demoralization marker. Can be cast multiple times, cannot be cast on the same formation while previous spells marker is still active. Lasts until dispelled, or until formation wins a combat or is broken and flees.

Inspire: Level 1, Cast 4+

Range: 30cm

Target: Friendly formation

Target formation is inspired to fight harder, Friendly formation gains a +1 to combat resolution and +1 leadership until dispelled or loses a combat. Can be cast multiple times, cannot target a formation that is already being inspired. This stacks on top of any characters leadership within 20cm.

Snake Swarm: Level 1, Cast 5+

Range: 30cm

Target: Enemy Formation

The Lizardmen shaman summons a swarm of snakes to attack an enemy formation. Target formation takes d3 wounds +1 for every 6 rolled during casting. With a -1 armor save. Can be cast multiple times.

Siphon Magic: Level 2, Cast 8+

Range: Unlimited

Target: Enemy Magic dice.

The Lizardman shaman draws magical energy to him, on a successful cast the lizardman shaman Siphons off 1 casting dice +1 for every 6 rolled during casting. The Lizardman shaman captures and can use them as his own.

Demon

Core

Blade Demons: 93 points per formation, 3 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:8/4+

Command: 8

Armor: 5+(invulnerable)

Special rules: Berzerker, Fear.

Upgrade: May add up to 2 additional rank at 15 points each.

Flame Demons: 77 points per formation, 2 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:4/4+

Ranged/to hit:4, 30cm/4+

Command: 8

Armor: 5+(invulnerable)

Special rules: Exotic Ranged Weapon, Fear.

Upgrade: May add up to 1 additional rank at 15 points each.

Cyclopean Demons: 88 points per formation, 3 ranks.

Movement: 15cm

Health: 8

Attacks/to hit:6/4+

Command: 8

Armor: 5+(invulnerable)

Special rules: Fear.

Upgrade: May add up to 2 additional rank at 15 points each.

Hellhounds: 82 points per formation, 3 ranks.

Movement: 25cm

Health: 6

Attacks/to hit:6/4+

Command: 7

Armor: 6+(invulnerable)
Special rules: Fear.

Veteran

Demontours: 83 points per formation, 2 ranks.
Movement: 20cm
Health: 6
Attacks/to hit: 6/4+
Ranged/to hit: 4, 30cm/4+
Command: 8
Armor: 5+(invulnerable)
Special rules: Fear, Lance, Trample.
Upgrade: May add up to 1 additional rank at 15 points each.

Imps: 78 points per formation, 2 ranks.
Movement: 25cm
Health: 6
Attacks/to hit:6/4+
Command: 8
Armor: 5+(invulnerable)
Special rules: Fear, Flying.
Upgrade: May add up to 1 additional rank at 15 points each.

Abyssal Juggernauts: 93 points per formation, 2 ranks.
Movement: 15cm
Health: 10
Attacks/to hit:8/4+
Command: 8
Armor: 5+(invulnerable)
Special rules: Fear, Crushing.

Elite

Abyssal Rambeasts: 98 points per formation, 2 ranks.
Movement: 20cm
Health: 10

Attacks/to hit:8/3+
Command: 9
Armor: 5+(invulnerable)
Special rules: Fear, Lance, Exotic Weapon, Trample, Blood-lust.

Fallen: 97 points per formation, 2 ranks.
Movement: 25cm
Health: 8
Attacks/to hit:10/3+
Command: 8
Armor: 5+(invulnerable)
Special rules: Fear, Flying, Exotic Weapon.

Abyssal Crawler: 75 points per formation, 1 stand.
Movement: 15cm
Health: 7
Attacks/to hit:5/3+
Ranged/to hit:2, 30cm/4+
Command: 8
Armor: 5+(invulnerable)
Special rules: Terror, Crushing, Trample, Exotic Ranged Weapon, Large Monster
The ranged attacks may be shot with no penalty during a move, -1 to hit during a march, and cannot shoot during a force march. The ranged shots may be shot while in a melee, but not at a formation engaged in a melee, unless it is the formation they are engaged against. The ranged shots get Exotic Ranged Weapon.

Characters

Pitlord Ravager: 83 points per character.
Movement: 20cm
Health: 8
Attacks/to hit:7/3+
Command: 9
Armor: 5+(Invulnerable)
Special rules: Terror, Leader, Crushing, Flying.

Pitlord Soul Harvester: 74 points per character.
Movement: 20cm
Health: 6
Attacks/to hit: 5/3+

Command: 8

Special rules: Leader, Magic-user, Terror, Crushing, Flying.

Spells

Swift Hunger: Level 1, Cast 5+

Range: 30cm

Target: Friendly Core Formation

Target formations Move distance is increased by 10cm, until the end of the turn. Can be cast multiple times.

Gaze into the Abyss: Level 1, Cast 5+

Range: 40cm

Target: Enemy Formation

Target formation treats Fear causing enemies as if they cause terror. If the formation causes Fear then they treat Terror causing enemies as if they cause Fear. Lasts until dispelled.

Soul Fire: Level 1, Cast 6+

Range: 30cm

Target: Friendly Formation

A Gout of flame shoots out from the Pitlord enveloping the enemy formation. Incinerate deals D3 damage, with no armor saves. +1 damage for each caster level of the caster.

Harvest Souls: Level 2, Cast 9+

Range: 30cm

Target: Enemy Formation

The formation suffers d3 wounds, plus 1 for every 6 rolled during casting. No saves allowed. These wounds can be directed to any Demon formation in the form of a heal, as long as that formation is within reach of the spell. May not be used to raise a targets life to greater then its starting life. Can't be cast in combat. Can be directed on friendly and enemy formations in combat. No effect on Undead.

Firmament

Core

Stone-men Warriors: 76 points per formation, 3 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:6/4+

Command: 7

Armor: 4+

Special rules:

Upgrade: May add up to 2 additional rank at 15 points each.

Stone-men Spearmen: 80 points per formation, 3 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:8/4+

Command: 7

Armor: 4+

Special rules:

Upgrade: May add up to 2 additional rank at 15 points each.

Mole-men Drill-spears: 81 points per formation, 3 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:8/4+

Command: 8

Armor: 5+

Special rules: Exotic Weapon.

Upgrade: May add up to 2 additional rank at 15 points each.

Veteran

Mole-men Delvers: 68 points per formation, 2 ranks.

Movement: 20cm

Health: 6

Attacks/to hit: 8/4+
Command: 8
Armor: 6+
Special rules: Skirmish, Scout.
Upgrade: May add up to 1 additional rank at 15 points each.

Mole-men Calvary: 78 points per formation, 2 ranks.
Movement: 25cm
Health: 6
Attacks/to hit:8/4+
Command: 8
Armor: 4+
Special rules: Heavy-armor, Lance, Trample, Exotic Weapon.
Upgrade: May add up to 1 additional rank at 15 points each.

Greater Stone-men: 94 points per formation, 2 ranks.
Movement: 15cm
Health: 10
Attacks/to hit:8/4+
Command: 8
Armor: 4+
Special rules: Fear, Crushing, Heavy-armor.

Elite

Mole-men Scrappers: 74 points per formation, 2 ranks.
Movement: 20cm
Health: 6
Attacks/to hit:10/3+
Command: 8
Special rules: Berzerker, Skirmishers,

World-shard Pike-moles: 82 points per formation, 2 ranks.
Movement: 15cm
Health: 6
Attacks/to hit:10/3+
Command: 9
Armor: 5+
Special rules: Channeling, Exotic weapons, Leader.
Upgrade: May add up to 1 additional rank at 15 points each.

Earth Giant: 83 points per formation, 1 stand.

Movement: 15cm

Health: 8

Attacks/to hit:6/3+

Ranged/to hit:1, 40cm/3+ D6 damage

Command: 8

Armor: 3+

Special rules: Terror, Crushing, Heavy-Armor, Large Monster.

Characters

Mole-men Geomancer Coven: 50 points per stand.

Movement: 15cm

Health: 4

Attacks/to hit:3/3+

Command: 9

Armor: 6+

Special rules: Leader, Magic User.

Upgrades: World Shard Pendant (invulnerable save) +5 points, May purchase upto 2 World-shard Carts for 15 points each.

World-Shard Cart:

Movement: 15cm

Health: 4

Armor: 6+ (invulnerable)

Special rules: Channeling.

Spells

Lightning Bolt: Level 1, Cast 5+

Range: 30cm

Target: Enemy Formation

Target formation Suffers d3 wounds, plus 1 for every 6 rolled during casting. Enemy suffers a -1 armor save. May be cast multiple times. May be cast in combat if the formation has the Magic-user ability or Channeling.

Tremor: Level 1, Cast 5+

Range: 40cm

Target: Enemy Formation

Target formations Movement is reduced by 5cm, Lasts until dispelled.

Stone-skin: Level 1, Cast 5+

Range: 30cm

Target: Friendly Formation

Target Formation gets the Heavy-armor ability, until dispelled.

Grounding: Level 2, Cast 11+

Target: Enemy Magic.

Range: Unlimited

Enemy Casters suffer a -1 to casting and dispelling until the beginning of the next round.

Hobgoblin

Core

Hobgoblin Warriors: 74 points per formation, 3 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:6/4+

Command: 7

Armor: 5+

Upgrade: May add up to 2 additional rank at 15 points each.

Hobgoblin Spearmen: 78 points per formation, 3 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:8/4+

Command: 7

Armor: 5+

Upgrade: May add up to 2 additional rank at 15 points each.

Hobgoblin Bowmen: 63 points per formation, 2 ranks.

Movement: 15cm

Health: 6

Attacks/to hit:4/4+

Ranged/to hit:4, 30cm/4+

Command: 7

Armor: 6+

Upgrade: May add up to 1 additional rank at 15 points each.

Veteran

Hill Trolls: 77 points per formation, 2 ranks.

Movement: 20cm

Health: 8

Attacks/to hit: 8/4+

Command: 6

Armor: 5+
Special rules: Exotic Weapons, Fear.
Upgrade: May add up to 1 additional rank at 19 points each.

Hill Troll Hurlers: 85 points per formation, 2 ranks.

Movement: 20cm
Health: 8
Attacks/to hit:6/4+
Ranged/to hit:6, 30cm/4+
Command: 6
Armor: 5+
Special rules: Exotic Ranged Weapon, Exotic Weapon, Fear.
Upgrade: May add up to 1 additional rank at 19 points each.

Giant Spider Riders: 96 points per formation, 2 ranks.

Movement: 30cm
Health: 8
Attacks/to hit:6/4+
Ranged/to hit:4, 30cm/4+
Command: 7
Armor: 4+
Special rules: Fear, Lance, Trample, Sticky Attacks, Skirmisher, Sure Footed.
Upgrade: May add up to 1 additional rank at 19 points each.

Elite

Massive Troll Battlewagon: 73 points per formation, 2 ranks.

Movement: 20cm
Health: 7
Attacks/to hit:5/3+
Ranged/to hit:4, 30cm/3+
Command: 7
Armor: 4+
Special rules: Large Monster, Terror, Crushing, Trample.
The ranged attacks may be shot with no penalty during a move, -1 to hit during a march, and cannot shoot during a force march. The ranged shots may be shot while in a melee, but not at a formation engaged in a melee, unless it is the formation they are engaged against. The ranged shots do not get Crushing.

Hobgoblin Gargantuan Spider Riders: 90 points per formation, 2 ranks.

Movement: 25cm

Health: 6

Attacks/to hit: 10/3+

Command: 8

Armor: 5+

Special rules: Terror, Lance, Trample, Exotic Weapons, Sticky Attacks, Sure Footed, Skirmish.

Hobgoblin Catapult: 43 points per formation, 1 stand.

Movement: 5cm

Health: 3

Attacks/to hit: 2/4+

Ranged/to hit: 1, 60cm/3+ D6 damage

Command: 7

Armor: 5+

Special rules: Crushing.

Upgrade: May add up to 1 additional stand for 43 points.

Characters

Hobgoblin Commander: 49 points per stand.

Movement: 15cm

Health: 5

Attacks/to hit: 6/3+

Command: 8

Armor: 5+

Special rules: Leader.

Upgrades: Spider Fang Necklace (invulnerable save) +5 points, Exotic Weapon +2 points.

Hobgoblin Black-caster: 48 points per stand.

Movement: 15cm

Health: 4

Attacks/to hit: 3/3+

Command: 7

Armor: 6+

Special rules: Leader, Magic User.

Upgrades: Spider Fang Necklace (invulnerable save) +5 points, Exotic Weapon +2 points.

Spells

Snare: Level 1, Cast 5+

Range: 40cm

Target: Enemy Formation

Target formation cannot move until the end of the turn.

Sticky Attack: Level 1, Cast 4+

Range: 30cm

Target: Enemy Formation

Target formations attacks are reduced by D3 until the end of the round. Can be targeted against formations in hand to hand combat.

Spider Walk: Level 1, Cast 3+

Range: 30cm

Target: Friendly Formation

Target Formation gets the Sure Footed special ability until dispelled.

Spider Hatch: Level 2, Cast 11+

Target: Enemy Formation.

Range: 40cm

Target formation suffers 3 D3 Wounds with a -1 armor save.