



BOOK ONE

CLASSIC RULES 2.0

Book 1: Game Mechanics

GAME REFERENCE SHEET

TURN ORDER

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Rally without a Leader

Rallying Unit	D6 Roll must meet or exceed this number to Rally
Peasants	5+
Yeomen	4+
Knights	3+
Creatures	4+

Troops Making Ranged Attacks

Roll 1D6: (D6 Roll +/- Ranged Modifiers) / Target's Armor Value

Individuals Making Ranged Attacks

Roll Number of D6s equal to Ranged Prowess:

Result needed to hit: (D6 Roll +/- Ranged Modifiers +/- Armor Modifier) = 5+

Troops Making Melee Attacks

Roll 1D6: (D6 Roll +/- Melee Modifiers) / Target's Armor Value

Individuals Making Melee Attacks

Roll Number of D6s equal to Melee Prowess:

Result needed to hit: (D6 Roll +/- Melee Modifiers +/- Armor Modifier) = 5+

**Charts for
Ranged and Melee
Combat Attacks
are found on the
back interior cover.**

MORALE CHECK CHART

Cause of Check	Unit Taking the Morale Check					
	Creature	Mounted Knights	Foot Knights	Mounted Yeomen	Foot Yeomen	Peasants
Creatures	3	3	3	4	5	5
Mounted Knights	3	2	2	3	4	5
Foot Knights	3	1	2	2	3	5
Mounted Yeomen	2	1	1	2	3	4
Foot Yeomen	0	-1	1	1	2	3
Peasants	-1	No Check	No Check	0	1	2
Ranged Attacks	1	0	0	1	2	3
Spells & Fire	3	1	1	2	3	5

^ Roll must meet or exceed to pass ^

CREATURE MORALE FAILURE TABLE

D6 Roll	Result
1 to 4	The Creature withdraws one full move to its rear. It will remain there until rallied. It will fight anyone who attacks it.
5	The Creature Flees. It withdraws one full move to its rear. It will continue to move in that direction until it has moved off the table. It will attack ANY units or figures that block its way.
6	The Creature goes Berserk. It turns in a random direction, see the Random Movement Table (9:8), then moves up to its full distance towards the nearest unit it faces (in 180 degree arc), and attacks. It will continue to move in this fashion every turn, even if engaged in combat, until destroyed. The creature cannot be rallied.

MORALE MODIFIERS

Situation (The Unit Checking Morale is...)	Mod
...is being attacked in the Flank	-1
...is being attacked in the Rear	-2
...has lost 50% or more Troops	-2
...has lost 50% or more Vitality	-2
Attached Leader has been killed this turn	-1
Army Commander has been killed this turn	-1
...is attacking an enemy in the Flank	+1
...is attacking an enemy in the Rear	+2
...outnumbers total of all combat opponent(s) in contact. *Each Cavalry count as 2 each. *Individuals use their remaining Vitality to calculate.	+1
...has a friendly unit also engaged in the combat	+1
...has a Leader attached	+1

RANDOM MOVEMENT

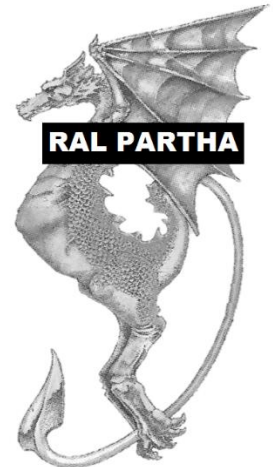
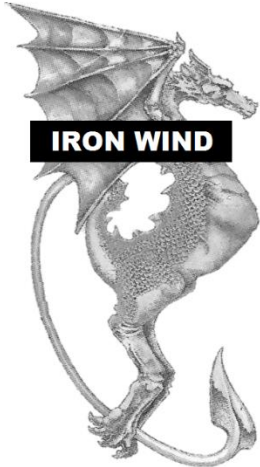
D6	Result
1-2	Moves to its rear
3	Moves to its right
4	Moves to its left
5	Moves forward
6	Stands in place. +1 Melee Modifier.

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CHAOS WARS: CLASSIC RULES, EDITION 2.0 BOOK ONE

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Steve Saunders, Brady Bugge, Ken Kersey, Robert Kyde, Phil Lewis, Behrle Hubboch, Bobby Jackson, and many more.

Dedicated to the founders, sculptors, artists, associates, and staff of Ral Partha Enterprises, too many to name, living and gone, who together created something bigger than the sum of its parts, and that lives on in spirit here at Iron Wind Metals.

And to all of the fans of Ral Partha miniatures, old and new, who helped bring this project to life.

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The Daeshiru and Doom-Thumpers were created by **Richard Kerr**.

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= Suggested for Intermediate and Experienced players only.

Please Note:

The subjects listed on this page are found in the additional documents, also released as part of the: **CHAOS WARS: CLASSIC RULES, EDITION 2.0**

Only books 1 and 2 are required to play a game. Books 3 and up are all supplemental.

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Reminder: Everything found here is also available online as free downloads at:

www.RalPartha.com

1.1 INTRODUCTION: SO, YOU SAY YOU'VE NEVER DONE THIS BEFORE...

These rules, which are simple to experienced miniature gamers, can seem complicated to the beginner. Don't be alarmed. The rules can be painlessly learned by taking them in steps.

For your first game, start both sides with the beginner human army (35:1.1) on a table with no terrain features. Start without the morale, magic rules, or those for individual characters. This will allow you to get a feel for the ways troops can move and fight.

Once you get the general idea, try another game but use the Morale (9:0) & Rally (25:0) rules. You will find that your troops are no longer heroes who will fight to the death. The flow of the game will change dramatically.

The next addition should be terrain (8:0). You will see how hills, woods, and obstacles affect the directions in which troops move, and how terrain affects combat.

Having conquered the landscape's obstacles, bring in Characters (4:0) and Personal Challenges (15:0) to further enhance play.

Beyond this point, the order in which you tackle the remaining parts of the rules is up to you. To avoid confusion, take it one step at a time. We suggest adding new aspects of the game in this order: Fantasy Troop Types (3:7), Creatures (5:0), Magic (16:0), Flyers (10:0), Titans (6:0), War Machines (7:0), and finally Equipment Upgrades (3:9).



2:1 OVERVIEW

These miniature rules allow you to conduct tabletop fantasy battles between armed groups of humans, major fantasy races, monsters, dragons, and wizards. They evolved from Ral's Medieval Rules (available online at www.RalPartha.com), but are not identical to those rules. The combatants challenge, throw spells, fire missiles (bows, rocks, etc.), maneuver, and melee (fight hand-to-hand). The most skilled and the luckiest will endure and claim victory.

2:2 NECESSARY COMPONENTS

To play this game you will need: a dozen six-sided dice (D6s), a measuring device (ruler, tape measure), markers for casualties (any kind of token will work), and miniature figures (the number and type will depend on the size and nature of the battle).

2:3 ARMY & UNIT COMPOSITION

This fantasy game is fought (played) between two or more armies (sides). Each army is composed of two or more units. A unit can be Troops, Characters, Creatures, War Machines, or Titans.

Infantry Troops (figures on foot) contain 12 miniatures. Cavalry Troops (figures on beasts of some sort) contain six riders on six mounts. Each army contains one or more characters representing powerful individual personalities. Armies may have fantastic creatures as well. Each unit moves and fights separately.

2:4 MECHANICS FOR INTERMEDIATE AND EXPERIENCED PLAYERS

Some rules entries are marked with a Chaos Wars shield: .

These rules allow for more customization of your armies, and add more depth to the game itself.

Players new to the game should skip these sections until they have mastered the basic mechanics of the game. As you become more comfortable with the rules, discuss with your opponent about adding some of these rules.

2:5 DICE AND TERMINOLOGY

2:5.1 All Dice used in this game are six sided. These can be referred to as 'D6s'. The singular form of Dice is 'Die' or 'D6'.

2:5.2 'D6 + 1' refers to rolling a single die, and adding '1' to the rolled number.

2:5.3 '2D6' refers to rolling two D6s and adding the results together.

2:5.4 '3D6' refers to rolling three D6s and adding the results together.

2:5.5 'D3' refers to rolling a D6. Treat the result of a 1 or 2 as '1', result of a 3 or 4 as '2', result of a 5 or 6 as '3'

OVERVIEW Continued**2:6 HALF-VALUES**

2:6.1 Sometimes on a stat line (particularly a Character's stat line), a half-value will be shown.

2:6.2 This can appear as '0.5', '1.5', '2.5'

2:6.3 In these instances, roll a D6. On the roll result of a 1, 2, or 3, the '.5' becomes '0'.

On the roll result of a 4, 5, or 6, the '.5' becomes '1'.

2:6.4 Therefore a value of '3.5' could be a '3' or '4', depending on your D6 roll.

2:7 BASIC SPECIAL RULES

Uses: These rules apply to all Troops, Creatures, Characters, and War Machines that have the name of the special rule listed in their descriptions.

Rule Name	Reference	Details
Amphibious	2:7.1	May move across rivers, ponds, and larger bodies of water at half speed. Movement through swamps or marshes occurs at normal rates.
Aquatic	2:7.2	Moves thru all water-based terrain (rivers, ponds, larger bodies of water, streams, marshes, swamps) without penalty, and increases their movement by +2" when doing so. Suffers -1" when on solid ground.
Demonic	2:7.3	Benefits from the rules: 'Relentless', 'Fearsome', and 'Super-Natural Armor'.
Dragon Fire	2:7.4	Ranged attack used primarily by Dragons. Range distance is 12"+ the Dragon's Rank. The attack does not apply any modifiers due to the target's Armor Value, when rolling to cause damage. Non-Dragons with this rule count as having a Rank of 0.
Fearsome	2:7.5	Opponents in Melee with this unit suffers a -1 modifier to their Morale Check rolls. Other units which have this rule are immune to this modifier.
Forest Walker	2:7.6	Suffers no penalties for being in a woods, forest, swamp. Gains the Regenerate ability when in contact with a woods, forest, stream, pond, marsh, river, or lake.
Flaming Pitch	2:7.7	Ranged attack distance is 14". Target suffers -2 to Armor Value.
Flight	2:7.8	When flying, Infantry Troops move 10", Winged Cavalry Troops and Characters move 16". When not flying, Troops suffer -1 movement. Additional rules for Flyers found in section (10:0).
Incorporeal	2:7.9	The unit gains +2 Movement, are unaffected by terrain, and immune to non-enchanted missile fire (not immune to magic spells and dragon fire). They may move through friendly and enemy models without penalty, and have a magic resistance of D3, rolled each time the unit is magically attacked. When in magical light, enemies gain a +1 Melee Modifier against the unit.
Regeneration	2:7.10	On any turn in which the unit is not; in combat, in magical light, or attacked by missile fire (magic or ranged), it will regain one point of Vitality. Casualties caused by enchanted weapons, magical spells or dragon fire cannot be regained in this way.
Relentless	2:7.11	Does not Check Morale, unless in Melee Combat against a Priest, or unit with a Priest attached.
Super-Natural Armor	2:7.12	Gains +1 Armor value against all non-enchanted, non-magical attacks. Note: all Creatures have magical attacks. Maximum Armor Value is always 4.
Tough Hide	2:7.13	Modifies Armor Value by +1, due to their thick hide or scaly skin. Max Armor Value is always 4.
Undead	2:7.14	Benefits from the rules: 'Relentless', 'Fearsome', and 'Super-Natural Armor'.



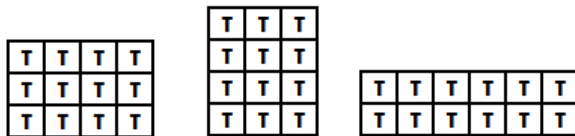
3:0 TROOPS



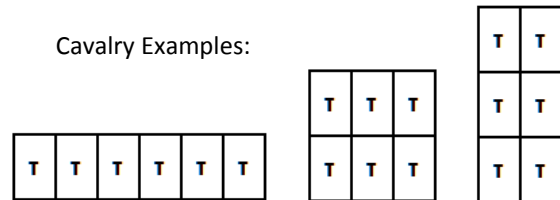
3:1 UNIT INTEGRITY

- 3:1.1 If your Troops are mounted on bases, make sure that all of each units' bases are touching when you use them on the tabletop. If your figures are not on bases, group the figures together in a unit, leaving enough space between each unit to distinguish them. In short, there must be unit integrity. Each unit should be readily identifiable and should remain together throughout the game.
- 3:1.2 These diagrams show examples of how Troops can be placed together to maintain Unit Integrity. (T = Troops).

Infantry Examples:



Cavalry Examples:



3:2 TROOP TYPES

- 3:2.1 Troops in this game are divided into three broad troop types which represent their morale, training, armament, and armor.
- 3:2.2 Serfs, Militia, Levies, and Skirmishers are represented by the Peasant troop type.
- 3:2.3 Men-at-Arms, Professional Soldiers, and Regular Troops are represented by the Yeoman troop type.
- 3:2.4 Elite Troops, Nobles, Veterans, and Shock Troops are represented by the Knight troop type.
- 3:2.5 Peasant, Yeoman and some Knight units may carry ranged weapons.
- 3:2.6 Any troop type may be mounted.

3:2.7 TROOP TYPE CHART

Troop Types	Infantry Move	Cavalry Move	Combat Modifier	Infantry Armor Value	Cavalry Armor Value	Troop Points - Cost Per Figure			
						Humans	Orcs, Goblins, Halflings, Fae	Undead, Demons	Animals, Beastmen, Centaurs, Dwarves, Elves, Gnomes, Lizardmen, Ogres, Trolls, Winged Humanoids
Peasant	8"	12"	-1 to roll	1	2	1	1	2	1
Yeoman	8"	12"	no modifier	2	3	2	2	4	3
Knight	6"	10"	+1 to roll	3	4	4	3	6	5

3:3 ARMOR AND CASUALTIES

- 3:3.1 A unit's Armor determines how easily its men are hit.
- 3:3.2 Armor values for infantry Troop types are listed on the Troop Type Chart (3:2.7), under "Infantry Armor Value".
- 3:3.3 Units that are mounted (Cavalry) gain a +1 Modifier to their Armor Value. This is shown above, under "Cavalry Armor Value".
- 3:3.4 Each figure which is hit is a casualty. Remove the figure from the table, or mark it as a casualty if using multi-figure bases.
- 3:3.5 The maximum Armor Value is 4. This applies to all types of units.

3:4 MOVEMENT RATES

- 3:4.1 Different Troop Types have different movement rates.
- 3:4.2 The number given as the movement rate is the maximum number of inches a figure may move in a turn.
- 3:4.3 The standard Movement value for each troop type is found on the Troop Type Chart (3:2.7).
- 3:4.4 Movement may be affected by Terrain, Magic, or Restrictions based on the Troop's Race.

TROOPS Continued3:5 **FANTASY RACES**

Troop units can come in all the troops types mentioned above, (Peasant, Yeoman, Knight), except as noted in specific descriptions. Some fantasy races (Elves, Dwarves, Orcs) have special abilities and/or restrictions. Characters have the same special abilities as troops of their race. The troop point cost of each type and race is listed on the Troop Type Costs Table (29:2).

3:6 **ALIGNMENT & ARMY COMPOSITION**

A player's forces may be composed only of troops from the same alignment. This means that an army will either be aligned with the Forces of Light, Forces of Darkness, or Neutral Forces. Both Forces of Light and Forces of Darkness armies may include troops that are aligned as Neutral.

Forces of Light

Dwarves
Dryads (Demons)
High Elves (Elves)
Sea Elves (Elves)
Wood Elves (Elves)
Daeshiru (Centaur)
Fae
Gnomes
Halflings
Kingdoms of Men (Humans)
Samurai (Humans)
Wind Lords (Winged Humanoids)

Forces of Darkness

Demons
Infernal Dwarves (Dwarves)
Dark Elves (Elves)
Chaos Warriors (Humans)
Orcs (Orcs & Goblins)
Goblins (Orcs & Goblins)
Hobgoblins (Orcs & Goblins)
Half-Orcs (Orcs & Goblins)
Trolls
Undead

Neutral Forces

Animals
Doom-Thumpers (Beastmen)
Gnolls (Beastmen)
Ratlings (Beastmen)
Centaur
Half-Elves (Elves)
Amazons (Humans)
Atlanteans (Humans)
Norse (Humans)
Kingdoms of Men (Humans)
Lizardmen & Troglodytes
Ogres
Gremlins (Winged Humanoids)



Personalities

And Things that Go Bump in the Night

Legends say there was a time that is not the time we know. In this dream time, the fair-browed Elves, secret Dwarves and goodly kings of Men make perpetual war on the fell creatures of the night.

3:7 TROOPS: RACES & SPECIAL RULES

3:7.1 BEASTMEN



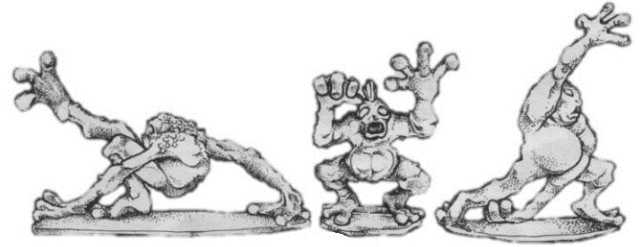
Alignment: Neutral
Beastmen include a wide variety of beast-headed humanoids such as Goatmen, Gnolls, Minotaurs, Ratlings, Doom-Thumpers, Rues, Serpent-men, Insect-Men, and lesser Were-Creatures.
Movement: When moving up hills or over hedges and walls they will only lose 1" of movement, instead of the usual 2". Beastmen infantry may move through woods at normal movement rates and operate with their normal melee modifiers and morale classification.
Fearsome: See (2:7.5).
Cavalry: Beastmen cavalry are never mounted on horses.
Flight: One out of every 1-3 units of Beastmen Infantry may be given wings at a cost of +2 troop points per figure. If purchased, apply all rules for 'Flight'. See section (2:7.8).

3:7.2 CENTAURS



Alignment: Neutral (Centaur), Forces of Light (Daeshiru)
Centaur often provide the cavalry for Beastmen armies.
Points: Centaur units are always cavalry (6 figures). They do not pay additional points for mounts.
Woods: Centaurs retain their normal melee and morale modifiers in woods.
Morale: Centaurs cause Morale Checks as mounted troops. They themselves Check Morale as their respective foot type.
Weapons: Centaurs may carry Combat Weapons as if they were Infantry or Cavalry. They may use both types.
Knights: Centaur Knight units may be armed with bows.
Daeshiru: May upgrade to Daeshiru, at a cost of 1 point each, gaining the 'Fearsome' special rule. See (2:7.5). Daeshiru Peasants may not use ranged weapons.

3:7.3 DEMONS



Alignment: Forces of Darkness (Demons) Forces of Light (Dryads, Valor)
Move: All infantry move 6", cavalry move 10" per turn.
Fearsome: See (2:7.5).
Relentless: See (2:7.11).
Super-Natural Armor: See (2:7.12).
Sight: They are unaffected by darkness or magical light.
Flight: Half (rounding up) of the Demon Infantry in your army may be given wings at a cost of +1 troop point per figure. If purchased, apply all rules for 'Flight'. See section (2:7.8). This upgrade not available to Dryads.
Personalities: Vitality for a Demonic character is calculated at 2 points per rank instead of the usual 1.

3:7.4 DWARVES



Alignment: Forces of Light (Common Dwarves), Forces of Darkness (Infernal Dwarves)
Move: All Dwarves move 7" on foot and 10" mounted, regardless of their troop type. They never suffer any movement penalties for terrain.
Sight: Dwarves see in the dark. They suffer no modifier for fighting in darkness or magical darkness.
Elves: Dwarf units must fail a morale check (vs. magic spells) in order to join a melee to aid an Elf unit already in, or moving into combat.
High Morale: Dwarves receive +1 to all morale and rally die rolls, except when rolling to aid Elves.
Armor: Dwarf units may be equipped with special Dwarven armor, which adds +1 to their Armor Value. Cost is 1 Troop point per figure.
Cavalry: Mounted Dwarves are extremely rare. No more than 1 in 5 Dwarf troop units may be mounted.
Personalities: Characters may upgrade to the special Dwarven Armor (+1 to armor rating) for 2 fantasy points.

TROOPS: RACES & SPECIAL RULES

3:7.5 ELVES



Alignment: Forces of Light (Wood, High, or Sea Elves), Forces of Darkness (Dark Elves), Neutral (Half-Elves)

Woods: Elven infantry suffer no penalties (of any kind) due to being in the woods.

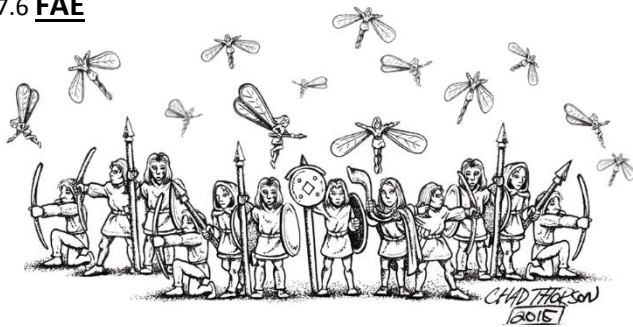
Ranged: Elven units gain a +1 modifier to ranged attack die rolls.

Knights: Elven Knight units may be armed with bows.

Dwarves: Elven units must fail a morale check (vs. magic spells) in order to enter a melee to aid a Dwarven unit already in, or moving into, combat.

Personalities: Elven characters receive a +1 stat line modifier to their Magic Rating.

3:7.6 FAE



Alignment: Forces of Light

Move: When not flying, infantry deduct 2" from all troop type movement rates.

The Fae category covers all types of Fairies, Sprites, Imps, Nymphs, Pixies, etc.

Flight: Infantry may be given wings at a cost of +1 troop point per figure. If purchased, apply all rules for 'Flight'. See section (2:7.8).

Delicate: They suffer a -1 modifier to all Armor Values, unless part of the unit is covered by Magical Light. Minimum Armor Value is 1.

Ranged: Gain a +1 modifier to all ranged attack die rolls. May only be equipped with Common Bows or Slings.

Knights: Fae Knights may be armed with Common Bows.

Sight: They can see in extreme darkness and light. Magical Darkness or Light does not effect them negatively.

3:7.7 GNOMES



Alignment: Forces of Light

Move: Gnome Infantry gain +1 to their movement. They suffer no penalties (of any kind) due to being in the woods.

Morale: Gnomes receive +1 to all morale and rally die rolls, when within 6" of a woods, marsh, or swamp.

Animal kinship: Immune to fear caused by animals (bears, boars, big cats, wardogs, etc).

Armor: Gnomes suffer a -1 Armor Value modifier against shooting, unless in the woods/forest.

3:7.8 HALFLINGS



Alignment: Forces of Light

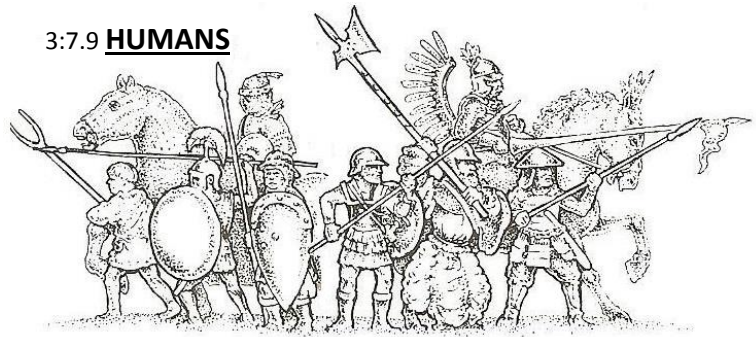
Move: Infantry deduct 2" from all troop type movement rates. Suffer no penalties to movement due to shooting.

Melee & Morale: They suffer a -1 modifier to all morale and combat rolls, during the Melee Event.

Ranged: Gain a +1 modifier to all ranged attack die rolls.

Knights: Halfling Knight units may be armed with slings, common bows, and longbows.

3:7.9 HUMANS



Alignment: Light, Neutral (Humans), Darkness (Chaos)

Atlanteans, Amazons, Chaos Warriors, Norse, Pyrates, and Samurai all operate under the rules for Humans.

Skills: Humans have no special abilities, but pay 1 point less per troop to the cost of Skill Upgrades (3:10).

Atlanteans: Gain the Aquatic special rule (2:7.2).

Some types of humans may purchase multiple units with the same Skill Upgrade without the double point penalty.

*Amazonians & Jungle Warriors: Berserkers & Ambushers.

*Atlanteans: Sailors & Fighter Mages.

*Chaos Warriors: Fanatics & Assassins.

*Men of the Hellenic States: Adventurers & Scouts.

*Men of Avalon: Rangers & Holy Warriors.

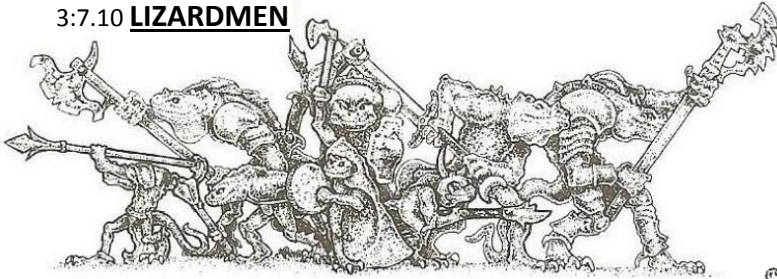
*Norse: Raiders & Berserkers.

*Pirates: Sailors, Swashbucklers, & Brigands.

*Samurai: Holy Warriors & Assassins.

TROOPS: RACES & SPECIAL RULES

3:7.10 LIZARDMEN



Alignment: Neutral

The term Lizardmen applies to many types of scaled and cold-blooded troops, including Troglodytes and Amphibian Warriors.

Amphibious: See section (2:7.1).

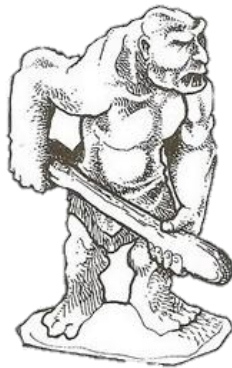
Tough Hide: See section (2:7.13).

Cavalry: Larger lizards such as Greater Troglodytes can be fielded as Cavalry, having the same numbers, costs, movement and melee modifications as if they were cavalry units with standard mounts.

Personalities: Characters may purchase a +1 Armor Value, due to their scaly skin, at a cost of 2 fantasy points.

Flight: One out of every 1-3 units of Lizardmen Infantry units may be given wings at a cost of +2 troop points per figure. If purchased, apply all rules for 'Flight'. See section (2:7.8).

3:7.11 OGRES



Alignment: Neutral

Melee: Ogres always add a +1 modifier to their Melee attack die roll (Due to their size).

Morale: They suffer a -1 modifier to all morale and rally die rolls and, if their morale fails, they must consult the Creature Morale Failure Table (9:7), adding +1 to the die roll. Any unit whose leader is killed in a personal challenge must take a morale check (vs. magic spells).

Cavalry: Larger Ogres can be fielded as Cavalry, having the same numbers, costs, movement, and melee modifications as cavalry units with standard mounts.

Fearsome: See (2:7.5).

Tough Hide: See section (2:7.13).

Personalities: Ogre Characters are also subject to morale rolls. If they fail, consult the Creature Morale Failure Table.

3:7.12 ORCS, GOBLINS, HOBGOBLINS & HALF-ORCS



Alignment: Forces of Darkness

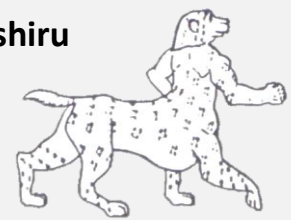
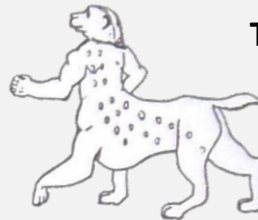
The different troop types represent different races of these sinister humanoids; they range from lowly Lesser Goblins (peasants) to greater Orcs (knights). Cavalry units are normally mounted on large wolves.

Sight: They can see in the dark, and prefer to fight at night or in twilight. They deduct 1 from all morale die rolls when in magical light.

Leaders: They deduct -1 from Morale checks if no leader is with the unit.

Quarrelsome: Each unit of a type (i.e. peasant, yeoman, etc.) is considered to be from a separate level of hierarchy within their tribe. Units on the same hierarchy level are constantly vying for position, and often will not assist each other. A unit of one troop type must pass a special morale check (vs. bow fire) in order to aid another unit of the same type. This special morale check must be made if the other unit is already in combat or if it is just moving into combat. If the modified die roll for this special check is a 1, even if this means the special check was passed, the checking unit will actually attack the other Orc or Goblin unit.

The Daeshiru



The Daeshiru have a humanoid torso, the lower body of a great cat, and a head that resembles an otter with a mane.

Their society is divided along strict gender lines; with females serving as officers, and males as the rank and file troops, generally.

Daeshiru dress and weaponry often bear resemblance to the Celestials (Human Samurai). Scholars are just now beginning to uncover the mysteries of this ancient species.

See the Centaur section (3:7.2) for information on fielding the Daeshiru in an army.

TROOPS: RACES & SPECIAL RULES

3:7.13 TROLLS



Alignment: Forces of Darkness (Trolls) Neutral (Trills)
Melee: Trolls always add a +1 modifier to their Melee attack die roll (Due to their size).
Morale: They suffer a -1 modifier to all morale and rally die rolls and, if their morale fails, they must consult the Creature Morale Failure Table (9:7).
Personalities: Characters are also subject to morale rolls. If they fail, consult the Creature Morale Failure Table.
Cavalry: Larger Trolls may be fielded as Cavalry, having the same numbers, costs, movement and melee modifications as cavalry units with standard mounts.
Sight: Trolls dislike light and prefer to fight in twilight or darkness, in which they can easily see. If they are in magical light, they lose their +1 modifier on the attack die roll due to the reduction in their ability to see.
Regeneration: See (2:7.10).

3:7.14 THE UNDEAD



Alignment: Forces of Darkness (Skeletons, Zombies, etc.), Neutral (Golems, Living Statues, and Automatons).
Most Undead units are composed of Skeletons, Zombies, Wraiths, Ghosts, Wights, Vampires, Mummies, and more. These only appear on the battlefield under the command of a Necromancer or extremely powerful Undead Creature.
This designation works well for unnatural man-sized creatures such as Lesser Elementals, Golems, Sentinels (living statues), and Automatons. These do not require a Necromancer.
Fearsome: See (2:7.5).
Relentless: See (2:7.11).
Move: Normal Infantry move is 6", cavalry move is 10".

3:7.14 THE UNDEAD Continued

Terrain: Undead never suffer any terrain movement penalties. If they ford a river, they suffer damage as if attacked by a full troop unit armed with common bows.
Super-Natural Armor: See (2:7.12).
Sight: Unaffected by darkness, or magical light/darkness.
Summoned: Individual Undead Troop units controlled by an attached Necromancer can be part of a Neutral or Forces of Light army.
Incorporeal: One out of every 1-3 units of Undead Troops may be upgraded to Spirits or Wraiths at a cost of +2 troop points per figure. See (2:7.9).
Personalities: Vitality for an Undead character is calculated at 2 points per rank instead of the usual 1 point.
Enchanted weapons gain a +1 modifier to attacks against Undead characters.

3:7.15 WINGED HUMANOIDS



Alignment: Forces of Light (Wind Lords) Neutral (Gargoyles) Forces of Darkness (Harpies)
Flight: See section (2:7.8).

3:7.16 ANIMALS

Alignment: Neutral
Movement: When moving up hills or over hedges and walls they will only lose 1" of movement, instead of the usual 2". They suffer no penalties for being in the woods.
Fearsome: See (2:7.5).
Upgrades: The only available upgrades are Flight, Cavalry, and upgrades to Large, Very Large, Giant, or Flying Cavalry. No other Upgrades or Equipment may be purchased.
Flight: May be given wings at a cost of +1 troop points per figure. If purchased, apply all rules for 'Flight'. See (2:7.8).
Large Cavalry: Use the Large, Very Large, and Giant Mount upgrades for Giant Boars, Bears, Bison, Rhinos, etc.
Examples: Peasant Infantry: Rats, Squirrels, Rabbits, other Rodents. Yeoman Infantry: Dogs, Wolverines, Badgers, Boars. Knight Infantry: Warhounds, Apes, Peasant Cavalry: Large Warhounds, Wolves, Deer, Hyenas. Yeoman Cavalry: Giant Wolves, Giant Stags. Knight Cavalry: Wild Cats, Pre-Historic Hounds. Flying Infantry examples: Falcons, Hawks, Ravens, Owls. Flying Cavalry examples: Giant Eagles and Warhawks.
Characters of any race may lead these units, if they are labeled as a Beastmaster. Beastmasters may only lead units of animals.

3:8 TROOPS: CAVALRY & MOUNTS

- 3:8.1 Mounts for Troops may be purchased with either Troop points or Fantasy points.
3:8.2 Centaurs and Winged Humanoids may not ride mounts.



3:8.3 PURCHASING A MOUNT WITH TROOP POINTS

Mount Type	Points Cost Each	Examples	Movement	Combat Modifier
Standard Mount	2	Horse, Wolf, Pony, Small Lizards	10" or 12"	+1
Large Mount	3	Bison, Camel, Hexatrix, Lizard, Unicorn	10" or 12"	+2
Very Large Mount	4	Rhino, Giant Boar, Heavy Lizard	8"	+3
Giant Mount	5	Elephant, Land Dragon, Kraken	8"	+4
Aerial Mount	3	Pegasus, Giant Insect	16"	+1
Large Aerial Mount	4	Young Wyvern, Young Griffin, Pteranodon	14"	+2
Very Large Aerial Mount	5	Young Dragon, Griffin, Hippogriff	12"	+3

- a) Cavalry mounts which are purchased with Troop Points are treated as mounts, and are not treated as individual creatures. This means that the only benefit you get are the Movement, Melee, and Armor Modifiers.
b) Monstrous mounts purchased like this will leave the game (remove from the table with the rider) if the rider is slain.

3:8.4 PURCHASING A MOUNT WITH FANTASY POINTS



MOUNT TYPE	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Fantasy Points Cost	Combat Modifier
Standard Mount	12"	n/a	2	n/a	3	0	3	2	+1
Large Mount	12"	n/a	3	n/a	4	1	3	3	+2
Very Large Mount	8"	n/a	4	n/a	5	1	3	4	+3
Giant Mount	8"	n/a	5	n/a	6	1	4	5	+4
Aerial Mount	10"	16"	2	n/a	4	0	2	3	+1
Large Aerial Mount	8"	14"	4	n/a	4	0	3	4	+2
Very Large Aerial Mount	6"	12"	4	n/a	4	0	4	5	+3

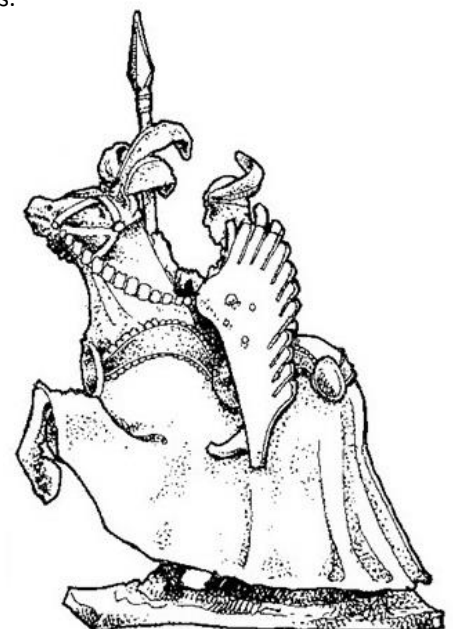
- a) Having been purchased with Fantasy Points, it will attack along with the rider in Melee combat.
b) Troops do receive Melee Modifiers for being on a mount purchased with Fantasy Points.
c) In Melee, opponents may target their attacks at the rider or the mount.
c) If the rider is slain, roll on the Creature Morale Failure Table to determine the mount's actions (At the end of the turn when the rider was killed). If the mount routs and later rallies, it may be utilized as a normal Monster
d) If the mount is slain, replace the model with a single infantryman. Until killed, it will count as 'alive' when the riders make their combat attacks.

3:9 EQUIPMENT UPGRADES



3:9.1 THE BASICS

- a) All units are purchased with "undefined weapons".
b) Units of Troops may have their equipment upgraded.
c) All troops in the unit must pay for the upgrade.
d) Models must be equipped appropriately to be given Weapon Upgrades.
e) No unit may have more than one Melee Weapon Upgrade and one Ranged Weapon Upgrade.
f) Equipment Upgrades are paid for with Troop Points.



EQUIPMENT UPGRADES Continued

3:9.2 MELEE WEAPON UPGRADES

Weapon	Cost Per Figure	Available to:	Special Rules
Mixed Weapons / Undefined Weapons	free	All Troops	None. Everyone starts with this unless an Upgrade is purchased.
Infantry Spears	0.5	All Infantry	On the turn it receives a charge, the unit adds +1 to the Melee Roll.
Axes, Flails, Clubs, Maces, Hammers	1	All Troops	Reduces target's Armor Value by 1.
Swords	1	All Troops	Adds +1 to the Melee Roll.
Pair of Hand Weapons	3	Infantry Only	Adds +D3 to the Melee Roll.
Polearms	1.5	Infantry Only	Adds +1 to the Melee Roll. Reduces target's Armor Value by 1.
Great Weapons	2	Infantry Yeomen All Knights	Reduces target's Armor Value by 2.
Pike	2.5	Infantry Yeomen Infantry Knights	Maximum movement for the unit is 6" (unless other restrictions reduce it further). On the first turn of melee combat, the unit with pikes will attack first, and the opponent removed casualties before striking back. Any cavalry, chariot, or creature of any kind in combat with the unit suffers -1 to their Morale Check when in combat against pikemen.
Cavalry Spears	1	Cavalry Only	When charging, on the first turn of Melee Combat, the spear reduces the target's armor value by 1.
Lance	2	Cavalry Only	When charging, on the first turn of Melee Combat, the lance reduces the target's armor value by 2.

3:9.3 RANGED WEAPON UPGRADES 

Weapon	Range	Cost Per Figure	Available to:	Special Rules
Common Bows & Slings	12"	1	All Peasants All Yeomen Centaur, Elf, Fae, Halfling Knights	None
Longbows	18"	2	All Peasants All Yeomen Centaur, Elf, Fae, Halfling Knights	Receives a +1 modifier to Ranged Attack rolls.
Crossbows	14"	1.5	All Peasants All Yeomen Dwarf Knights	Reduces the Target's Armor Value by 1. Unit may not move after firing.
Arbalests (Steel Crossbows)	18"	3	All Peasants All Yeomen	Reduces Target's Armor Value by 2. Unit may not move after firing.
Arquebus (Musket)	12"	2	All Yeomen All Dwarves	Gains +1 modifier to Ranged Attack rolls. Reduces the Target's Armor Value by 1. Unit may not move after firing.
Blunderbuss	8"	3	All Yeomen All Dwarves	The unit makes a ranged attack as if it were a Creature. Treat the number of troops alive in the unit as the Ranged Prowess value. A roll of 5 or 6 causes 1 hit. Armor does modify the roll.
Throwing Axes, Knives, Stars, Blow Darts, Javelins	8"	0.5	All Peasants All Yeomen	User suffers -1 on Ranged Attack Rolls. User may move at full speed after using this weapon.

3:9.4 OTHER TROOP UPGRADES



Upgrade	Available to:	Cost in Troop Points	Special Rules
Unit Standard	All Troops	+4 per unit	See section (3:9.5)
Unit Musician	All Troops	+4 Per unit	See section (3:9.6)
Dwarven Armor	Dwarves Only	+1 per figure	Gains +1 Armor Value
Daeshiru	Centaurs Only	+1 per figure	Fearsome (2:7.5)
Demonic Wings	Demons Only Available to 1 out of 1-2 units.	+1 per figure	Flight (3:7:15)
Fairy Wings	Fae Only No restrictions on availability.	+1 per figure	Flight (3:7:15)
Bestial Wings	Beastmen & Lizardmen Only Available to 1 out of 1-3 units.	+2 per figure	Flight (3:7:15)
Incorporeal Form	Undead Only Available to 1 out of 1-3 units.	+2 per figure	See section (3:7:14)



3:9.5 UNIT STANDARDS

- Standards are purchased with troop points.
- Standards are used to apply Melee and Morale modifiers, as if a character with a Leadership Title was attached to the unit.
- Having a Standard and an attached character with leadership is not cumulative. The standard only applies when there is no character attached.
- Both Infantry and Cavalry troops may purchase a Unit Standard.
- Standards may only be used by the specific unit it is purchased for. Replace one of the models in the unit of troops, with a model that is carrying a standard (flag, icon, etc).
- The cost is 4 Troop Points to give a unit a Standard.
- Standards may be captured, and may also be recaptured. Whenever 3 or more casualties are inflicted on a unit (that has a standard) by an attacker in one turn, the attacker may "waive" one of the casualties for an attempt to capture the unit's standard. Roll 1D6; on a result of a 5+, the standard is captured (or recaptured). If captured, swap out the model carrying the standard with one of the 'deceased' members of the unit. Use the model with the standard as a marker to indicate that the enemy unit has captured it.
- If the standard is not captured, it will be the last figure of the unit to be removed from combat.
- A unit which loses its standard must modify its morale check that turn, as though it lost its attached leader in that turn (-1 modifier).



3:9.6 UNIT MUSICIANS

- Musicians are purchased with troop points.
- Musicians are used to modify a roll to Rally a unit of troops.
- A unit with a musician may attempt to Rally in Event VI, in the same turn that the unit has routed, even if it has suffered damage during this turn.
- If the Rally check is failed, the unit will continue to be routed as normal, but the musician is removed as a casualty.
- Both Infantry and Cavalry troops may purchase a Unit Musician.
- A Musician may only be used by the specific unit it is purchased for. Replace one of the models in the unit of troops, with a model that is carrying a musical instrument.
- The cost is 4 Troop Points to give a unit a Musician.
- Musicians may be killed by an opponent. Whenever 3 or more casualties are inflicted on a unit (that has a musician) by an attacker in one turn, the attacker may "waive" one of the casualties for an attempt to kill the unit's musician. Roll 1D6; on a result of 5+, the musician has been killed.
- If the musician is not killed, it will be the second to last figure of the unit to be removed from combat.



3:10 SKILL UPGRADES FOR TROOPS



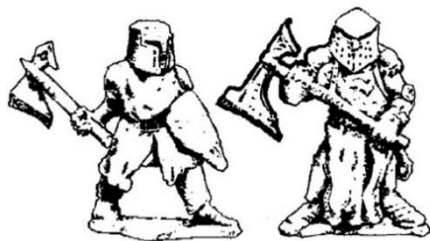
3:10.1 THE BASICS

- a) Peasants, Yeomen, and Knights of all races and species may be given Skill Upgrades to enhance their abilities.
- b) Individual figures may not be given upgrades. The upgrade must be given to an entire unit.
- c) Humans pay 1 point less per troop for these upgrades (excluding the Fighter-Mage skill).
- d) A unit may not have more than one Skill Upgrade.
- e) If a player wishes to have more than one unit with the same Special Upgrade, the points cost to upgrade additional units beyond the first, will be doubled.



3:10.2 RANGERS

- a) Rangers suffer no melee or morale modifiers caused by terrain. They suffer no penalties for shooting through woods, if they are in those same woods.
- b) Knights cannot be Rangers.
- c) Cost to upgrade is +2 troop points per figure (Only +1 per figure for humans).
- d) An additional cost of +1 point per model must be paid if the unit is Cavalry.

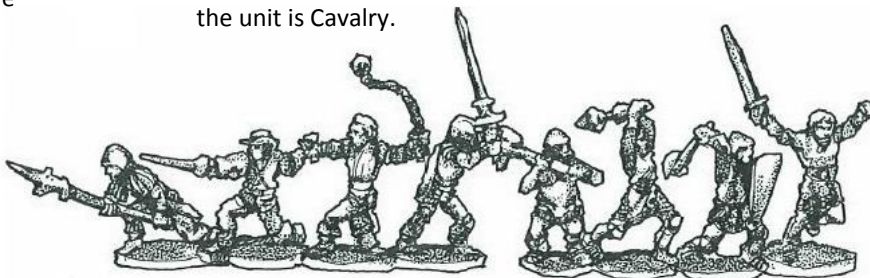


3:10.3 HOLY WARRIORS

- a) Holy Warriors have a defensive magic rating equal to the number of figures still alive in the unit. This defensive magic rating protects them from enemy spells. Each rating point allows the unit 1 die to be rolled against every enemy spell cast upon it. Each die result of 5+ reduces the strength of an attacker's spell by 1 point. Roll for this immediately after the opponent declares the spell.
- b) Attacks by holy warriors cause the Undead and Demons to check morale as if a holy man were present with a normal unit.
- c) Cost to upgrade is +2 troop points per figure (Only +1 per figure for humans).

3:10.4 FANATICS

- a) Fanatics receive a +1 to all morale and rally die rolls.
- b) Fanatics that fail a Rally Check are not removed from the game. Instead they remain routed, and move using the Random Movement table from the Creature Morale Failure Table, until they are rallied (by themselves, or a leader). If this move takes them into contact with an enemy unit, they will fight in Melee Combat.
- c) Cost is +2 troop points per figure (Only +1 per figure for humans).
- d) An additional cost of +1 point per model must be paid if the unit is Cavalry.



3:10.5 BERSERKERS

- a) Berserkers roll two dice when attacking in melee combat. The higher of the two dice rolls is used as the unit's melee result.
- b) Berserkers never count as having an Armor Rating greater than 2, unless modified by a magical spell.
- c) Cost is +3 troop points per figure (Only +2 per figure for humans).
- d) An additional +1 point per model must be paid if the unit is Cavalry.



3:10.6 FIGHTER-MAGES

- a) Fighter-Mages are undistinguished Druids, Monks, Clerics, Zealots, Priests, and other students of the magical arts.
- b) The unit has a Magic rating equal to the number of figures still alive in the unit.
- c) The unit may cast spells as if it were a Wizard. It may measure the spell from any point in the unit.
- d) A unit of Fighter-Mages may only be Peasants or Yeomen. They may never be Knights.
- e) The unit may not challenge or be challenged.
- f) Cost is +1 Fantasy Point per figure.

3:10 SKILL UPGRADES FOR TROOPS Continued

3:10.7 **MARKSMEN**

- Allows the unit to be armed with any type of missile weapon. See (3:9.3).
- Cost to upgrade is +2 troop points per figure (Only +1 per figure for humans).
- An additional cost of +1 point per model must be paid if the unit is Cavalry.

3:10.8 **SCOUTS**

- Unit is deployed before all non-Scout units.
- It deploys anywhere on the board that is not inside the opponent's deployment zone. At the end of Deployment, the Scouts may make one free move, but may not enter Melee Combat with this move.
- This Skill is only available to Peasants.
- Scouts can not claim objectives (example: capture a tower) in a scenario. They can still kill enemy targets to earn victory points.
- Cost to upgrade is +2 troop points per figure (Only +1 per figure for humans).
- An additional cost of +1 point per model must be paid if the unit is Cavalry.

3:10.9 **RAIDERS**

- When rolling to break in a door on a building or tower, or rolling to loot or burn a building or terrain piece, the unit gains a +1 modifier to that roll.
- Cost to upgrade is +2 troop points per figure (Only +1 per figure for humans).
- An additional cost of +1 point per model must be paid if the unit is Cavalry.

3:10.10 **AMBUSHERS**

- The unit begins the game in ambush.
- After Terrain has been placed, but before deployment, the controlling player should list on their Army Roster, the piece of terrain that the ambushers are hiding inside or behind.
- No more than one unit may wait in ambush at the same terrain piece.
- The terrain piece may not be inside the opponent's deployment zone.
- The unit may emerge from ambush during any turn the controlling player wishes. This may only occur during Event I, after Initiative has been rolled. Once placed on the board, the unit acts as normal.
- Cost to upgrade is +4 troop points per figure (Only +3 per figure for humans).
- An additional cost of +1 point per model must be paid if the unit is Cavalry.



Artist Unknown

3:10.11 **ADVENTURERS**

- The unit always passes Morale Checks caused by or against Creatures. Gains a +1 Modifier to Melee Combat attacks against Creatures.
- Cost to upgrade is +3 troop points per figure (Only +2 per figure for humans).
- An additional cost of +1 point per model must be paid if the unit is Cavalry.



3:10.12 **BODYGUARD**

- When an opponent does damage to this unit, and opts to waive an attack in attempt to harm a character, a result of 6 will be required to transfer the damage, as opposed to the usual 5+. See (24:4).
- Only one unit per army may have this upgrade.
- Cost to upgrade is +3 troop points per figure (Only +2 per figure for humans).
- This skill may not be given to Cavalry.

3:10.13 **ASSASSINS**

- The unit may attempt to transfer every point of damage that they inflict, onto one Character attached to an enemy unit. See (24:4).
- Unit gains +1 Melee Modifier and does not suffer Morale Checks when in combat against only a Character or Characters.
- Cost to upgrade is +3 troop points per figure (Only +2 per figure for humans).
- This skill may not be given to Cavalry.

3:10 SKILL UPGRADES FOR TROOPS Continued

3:10.14 **BRIGANDS**

- a) Whenever the unit destroys an entire unit of enemy troops, they may loot the corpses, and are immediately armed with any Melee Combat Weapons and Ranged Weapons that their enemy possessed.
- b) Cost to upgrade is +3 troop points per figure (Only +2 per figure for humans).
- c) An additional cost of +1 point per model must be paid if the unit is Cavalry.

3:10.15 **HUNTERS**

- a) Gains +1 Modifier to Ranged and Melee Combat attacks against Animals (dogs, wolves, tigers, bears) and Cavalry.
- b) Cost to upgrade is +2 troop points per figure (Only +1 per figure for humans).
- c) An additional cost of +1 point per model must be paid if the unit is Cavalry.

3:10.16 **SWASHBUCKLERS**

- a) If equipped with swords, enemy Troop Infantry suffer a -1 modifier to Melee Combat attacks.
- b) Cost to upgrade is +2 troop points per figure (Only +1 per figure for humans).
- c) An additional cost of +1 point per model must be paid if the unit is Cavalry.

3:10.17 **SAILORS**

- a) Gain +1 Modifier to Melee Combat and Morale rolls when on a boat or warship.
- b) Cost to upgrade is +2 troop points per figure (Only +1 per figure for humans).
- c) This upgrade may not be given to Cavalry.

3:10.18 **FAMILIARS**

- a) This upgrade is to be used for units of small animals, demonic servants, undead minions, etc.
- b) The unit increases the distance at which a Spell Caster may cast a spell. The distance is increased by 1" for every 2 figures alive in the Familiar unit.
- c) The unit automatically passes all Morale Checks.
- d) The Spell Caster's magic defense transfers onto the unit.
- e) If the Spell Caster ever dies or leaves the unit, it disappears.
- f) The unit must be Peasants, and may not have any other upgrades.
- g) Cost to upgrade is +2 troop points per figure (Only +1 per figure for humans).
- h) This upgrade may not be given to Cavalry.



Artist Unknown

All Things Dark and Dangerous

In that time of legendary confrontation, an era that predated the chronicles of civilized man. This was the age of good versus evil; cosmos versus chaos.

It was the time of courageous elves, of stalwart dwarves and notoriously infamous goblins. Glorious victories were won and ignoble defeats were suffered; songs were sung and legends made.

4:0 INDIVIDUAL CHARACTERS

4:1 TYPES OF CHARACTERS

- 4:1.1 There are four types of individual characters;
Champions, Priests, Wizards, and Necromancers/Demonologists.
- 4:1.2 Champions are proficient fighters.
- 4:1.3 Wizards are proficient spell casters.
- 4:1.4 Priests are moderately proficient fighters and spell casters, and provide special morale benefits against the Undead and Demons.
- 4:1.5  Necromancers & Demonologists are Wizards that specialize in raising the dead, or summoning demons.



Champion



Priest



Wizard

Champions	Ground Foot	Mounted Move	Flying Mount	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Cost in Fantasy Points		
									Orc/Goblin	Undead	Other
Rank 1	8"	12"	16"	2	2	1	0.5	3	1	2	1
Rank 2	8"	12"	16"	4	4	2	1	3	2	4	2
Rank 3	8"	12"	16"	6	6	3	1.5	3	3	6	3
Rank 4	8"	12"	16"	8	8	4	2	3	4	8	4
Rank 5	8"	12"	16"	10	10	5	2.5	3	5	10	5

Priests	Ground Foot	Mounted Move	Flying Mount	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Cost in Fantasy Points		
									Orc/Goblin	Undead	Other
Rank 1	8"	12"	16"	1	1	1	2	3	3	n/a	2
Rank 2	8"	12"	16"	2	2	2	4	3	6	n/a	4
Rank 3	8"	12"	16"	3	3	3	6	3	9	n/a	6
Rank 4	8"	12"	16"	4	4	4	8	3	12	n/a	8
Rank 5	8"	12"	16"	5	5	5	10	3	15	n/a	10

Wizards	Ground Foot	Mounted Move	Flying Mount	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Cost in Fantasy Points		
									Orc/Goblin	Undead	Other
Rank 1	8"	12"	16"	0.5	0.5	1	3	2	4	4	3
Rank 2	8"	12"	16"	1	1	2	6	2	8	8	6
Rank 3	8"	12"	16"	1.5	1.5	3	9	2	12	12	9
Rank 4	8"	12"	16"	2	2	4	12	2	16	16	12
Rank 5	8"	12"	16"	2.5	2.5	5	15	2	20	20	15

Necromancers Demonologists	Ground Foot	Mounted Move	Flying Mount	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Cost in Fantasy Points		
									Orc/Goblin	Undead	Other
Rank 1	8"	12"	16"	0.5	0.5	1	3	2	5	5	4
Rank 2	8"	12"	16"	1	1	2	6	2	10	10	8
Rank 3	8"	12"	16"	1.5	1.5	3	9	2	15	15	12
Rank 4	8"	12"	16"	2	2	4	12	2	20	20	16
Rank 5	8"	12"	16"	2.5	2.5	5	15	2	25	25	20

INDIVIDUAL CHARACTERS

4:2 CHARACTER'S RATINGS

- 4:2.1 Characters are rated for Armor, Prowess, Vitality, and Magic as well as Movement and Morale.
- 4:2.2 Each of these special ratings has a particular meaning.



4:3 ARMOR

- 4:3.1 Armor represents the character's ability, either through magic, skills, or actual pieces of armor, to withstand damage (hits).
- 4:3.2 When fighting Troops, the Armor Value is used as the divisor in calculating the actual damage done (hits scored on) to the character by missile or melee attacks. Thus, a champion with an armor rating of 3 would divide any damage/hit die roll by 3.
- 4:3.3 Armor also affects die rolls in a personal challenge, or in combat among characters and creatures by modifying their prowess or ranged attack dice.

4:4 RANGED PROWESS

- 4:4.1 Ranged Prowess represents how well the character can shoot or throw. Ranged Prowess is the number of dice the character or creature rolls during the Ranged Attack event.
- 4:4.2 Each modified roll of 5+ indicates a "hit". Each hit will reduce the vitality of an opposing character by 1 or will remove 1 figure from an opposing unit of Troops.
- 4:4.3 Prowess dice rolls are modified by armor ratings. If the armor rating of the target is less than 2, add +1 to the result of each die rolled. If the rating is greater than 3, subtract -1 from the result of each die rolled.
- 4:4.4 Unless a Ranged Weapon is purchased for the character (see 29:4.2), the distance for Ranged Attacks is 12".
- 4:4.5 All ranged attacks from a Character must be directed at the same target.

4:5 MELEE PROWESS

- 4:5.1 Melee Prowess represents how well the character can fight. Melee prowess is the number of dice the character or creature rolls in a melee or challenge.
- 4:5.2 In combat, each modified roll of 5+ indicates a "hit". Each hit will reduce the vitality of an opposing character or creature by 1, or will remove 1 figure from an opposing unit of troops.
- 4:5.3 Prowess dice rolls are modified by Armor Values. If the Armor Value of the target is less than 2, add +1 to the result of each die rolled. If the Armor Value is greater than 3, subtract -1 from the result of each die rolled.
- 4:5.4 Characters in Melee Combat with multiple opponents

may choose to direct attacks at more than one opponent. When done, the attacks must be divided as evenly as possible between the chosen targets, before the dice are rolled.

- 4:5.5 Characters only attack units they are in contact with.

4:6 VITALITY

- 4:6.1 Vitality represents the character's ability to take damage. Each point of Vitality allows the character to ignore one "hit" from another character or one point of damage from a unit's attack.
- 4:6.2 Diminishing Strength: Each time a character loses one quarter of its original Vitality, their Melee Prowess, Ranged Prowess, and Magic ratings are reduced by 1. These ratings are never reduced below 1 until the character is dead.

4:7 MAGIC

- 4:7.1 Magic represents a resistance to magical attacks.
- 4:7.2 All Characters use their Magic rating to defend themselves from spells. Each rating point allows the character 1 die against every spell cast at them. Each die result of 5+ reduces the strength of an attacker's spell by 1 point. A Priest's magical defense also applies to any unit that it is attached to.
- 4:7.3 Wizards, Priests, Necromancers, and Demonologists may also cast spells during Event II. Their magic rating also represents the number of spell points the figure may expend each turn. See section (16:0) for details.

4:8 MOVEMENT

- 4:8.1 Different fantasy races move at different speeds according to whether they are mounted or not. Movement values are found in section (23:6).
- 4:8.2 Character movement is unaffected by terrain restrictions (except for impassable terrain).
- 4:8.3 Characters may leave any melee their unit is in, if they are not in direct physical contact with an enemy.
- 4:8.4 Characters cannot stop an enemy unit by moving to engage it in combat, but do stop other Characters or Creatures they engage, for that turn.

4:9 MORALE

- 4:9.1 Lone Characters never need to check morale.
- 4:9.2 If a Character is attached to a unit that fails a Morale Check, they will flee with the unit, but may rally that unit in Event VI of the subsequent turn.

4:10 CHALLENGES

- 4:10.1 Characters may challenge other Characters or Creatures to personal combat.
- 4:10.2 Characters or Creatures in a Challenge do not take Morale Checks due to the damage suffered in that challenge. See section (15:0)

INDIVIDUAL CHARACTERS

4:11 LEADERSHIP ABILITIES

- 4:11.1 Characters may be given Leadership abilities. Some characters function as leaders of individual units, specific troop types, specific races, or entire armies.
- 4:11.2 When building your Army Roster, you pay Troop Points to give specific Characters different Leadership Titles.
- 4:11.3 Different Leadership Titles (4:12) regulate what troops the Character uses their Leadership Bonuses upon.
- 4:11.4 The number of leader figures in an army will modify the Initiative roll in Event I of each game turn.
- 4:11.5 Attaching a leader to a unit will help that unit's fighting abilities via the Melee Modifier Table (24:5) and raise its morale via Morale Modifier Table (9:4).

4:12 LEADERSHIP TITLES

4:12.1 ARMY COMMANDER

- a) Only 1 Army Commander may be included in an army.
- b) Leadership applies to: Any and All units in the Army.
- c) Cost is 0 Troop Points. Every army gets one free Army Commander.

4:12.2 GENERAL

- a) Leadership applies to: Units that are of the same Race as the Character. See section (3:7) for info on Races.
- b) Example: A Gnoll General may apply leadership abilities to any Beastmen units.
- c) Cost is 6 Troop Points

4:12.3 COLONEL

- a) Leadership applies to: Units that are of the same Race as the Character, and of a pre-determined Troop Type. See section (3:7) for info on Races. The type of troops they lead must be noted in the Army Roster, before the game starts.
- b) Example: A Dwarf Colonel may apply leadership abilities to any Dwarf Yeomen units.
- c) Cost is 4 Troop Points

4:12.4 CAPTAIN

- a) Leadership applies to: One specific unit. The unit it leads must be noted in the Army Roster, before the game starts.
- b) Example: The Orc Captain may apply leadership abilities to only this (one) unit of Orc Archers.
- c) Captains can only use their Leadership Abilities on the one that the Army Roster indicates they may lead.
- d) Cost is 2 Troop Points

4:12.5 ARMY STANDARD BEARER

- a) Only 1 Army Standard Bearer may be included in an army.
- b) Leadership applies to: Units that are of the same Race as the Character. See section (3:7) for info on Races.
- c) Friendly units of the same Race as the Army Standard Bearer, and within 12", gain a +1 modifier to Rally rolls.
- c) Cost is 24 Troop Points

4:12.6 BEASTMASTER

- a) Characters of any race, labeled as a Beastmaster, may apply their leadership abilities to units of Animals, but may only lead units of animals.
- b) The Beastmaster designation costs 0 points.

4:13 EQUIPMENT UPGRADES



- 4:13.1 Characters may purchase Weapon Upgrades using Troop Points. You may use Fantasy Points if you wish, but it is unadvised.
- 4:13.2 Characters pay more points for Weapon Upgrades than Troops do.
- 4:13.3 A Character may purchase one Melee Weapon Upgrade (section 29:4.1). To purchase the Upgrade, the player pays the points cost multiplied by the Character's Melee Prowess.

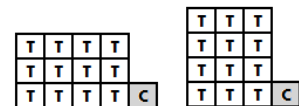
Pay: (Upgrade Points Cost) x (Character's Melee Prowess)

- 4:13.4 A Character may purchase one Ranged Weapon Upgrade (section 29:4.2). To purchase the Upgrade, the player pays the points cost multiplied by the Character's Ranged Prowess.

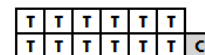
Pay: (Upgrade Points Cost) x (Character's Ranged Prowess)

4:14 CHARACTERS ATTACHING TO UNITS

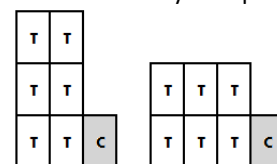
- 4:14.1 Any Character may attach to a unit of Troops or Titans.
- 4:14.2 Characters attached to units may not be directly targeted with Melee Attacks. See (24:4).
- 4:14.3 Characters attached to units may not roll Melee Attacks themselves. Their actions are reflected in the modifier that the unit receives to its roll.
- 4:14.4 When a character is attached to a unit, it must be placed alongside the front rank, but not inside the unit. Place it to the left or right side of the unit, as desired.
- 4:14.5 The character may join or leave units during Event IV.
- 4:14.6 These diagrams below show how a character should attach to a unit of Infantry Troops.



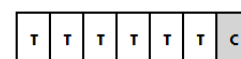
T = Troop
C = Character



- 4:14.7 These diagrams below show how a character should attach to a unit of Cavalry Troops.



T = Troop
C = Character



INDIVIDUAL CHARACTERS Continued

4:15 MOUNTS FOR CHARACTERS

- 4:15.1 Characters may purchase a mount with troop points, using the chart: "Purchasing a Mount with Troop Points" (4:15.4)
- 4:15.2 Characters may purchase a mount with fantasy points using the charts: "Purchasing a Mount with Fantasy Points" (4:15.5), Dragons (31:2), or Monsters (31:4).
- 4:15.3 Centaurs and Winged Humanoids may not ride mounts of any kind.

Knights of Chaos

They ride the Moor of Desolation, across barren war-torn fields, and into once-safe kingdoms and villages. Such lands will never be the same.

4:15.4 PURCHASING A MOUNT WITH TROOP POINTS

Mount Type	Points Cost Per Rank	Examples	Movement	Combat Modifier
Standard Mount	2 per rank	Horse, Wolf, Pony, Small Lizards, Mule, Donkey	10" or 12"	+1
Large Mount	3 per rank	Bison, Camel, Hexatrix, Lizard, Unicorn, Giant Horse	10" or 12"	+2
Very Large Mount	4 per rank	Rhino, Giant Boar, Heavy Lizard	8"	+3
Giant Mount	5 per rank	Elephant, Land Dragon, Kraken	8"	+4
Aerial Mount	3 per rank	Pegasus, Giant Insect	16"	+1
Large Aerial Mount	4 per rank	Young Wyvern, Young Griffin, Pteranodon	14"	+2
Very Large Aerial Mount	5 per rank	Young Dragon, Griffin, Hippogriff	12"	+3

- a) Character Mounts which are purchased with Troop Points are treated as mounts and are not treated as individual creatures. This means that the only benefit you get are the Movement, Melee Combat, and Armor Modifiers.
- b) Characters pay a points cost for the Mount that is multiplied by the Character's Rank.
Example: For a Rank 1 Character, a Very Large Mount costs 4 Troop Points.
For a Rank 4 Character, the same mount would cost 16 Troop Points.
- c) Mounts purchased like this will leave the game (remove from the board with the rider) if the rider is slain.
- d) For Standard and Large Mounts: Knights move 10". Peasants and Yeomen move 12".

4:15.5 PURCHASING A MOUNT WITH FANTASY POINTS

MOUNT TYPE	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Points Cost Per Mount
Standard Mount	12"	n/a	2	n/a	3	0	3	2
Large Mount	12"	n/a	3	n/a	4	1	3	3
Very Large Mount	8"	n/a	4	n/a	5	1	3	4
Giant Mount	8"	n/a	5	n/a	6	1	4	5
Aerial Mount	10"	16"	2	n/a	4	0	2	3
Large Aerial Mount	8"	14"	4	n/a	4	0	3	4
Very Large Aerial Mount	6"	12"	4	n/a	4	0	4	5

- a) Having been purchased with Fantasy Points, it will attack along with the rider in combat, using its own Melee Prowess.
- b) When the mount is purchased with Fantasy Points, the rider does not receive any Melee Modifier for being mounted.
- c) In Melee, opponents may target their attacks at the rider or the mount.
- d) If the rider is slain, roll on the Creature Morale Failure Table to determine the mount's actions (At the end of the Event).
If the mount routs and later rallies, it may be utilized as a normal Monster.
- e) If the mount is slain, replace the model with a figure on foot.
- f) Mounts for Characters may also be purchased from the sections for Dragons (section 31:2), Monsters (31:4), or Engines (33:2.1).

INDIVIDUAL CHARACTERS Continued

4:15.6 PALANQUINS / LITTERS



STAT MODIFIERS	Ground Move	Melee Prowess	Vitality	Armor	Fantasy Points Cost
Palanquin	6"	+4	+4	+1	5

- A Character not riding another mount may instead be placed atop a Palanquin.
- If the Character is killed, the Palanquin is removed as well.
- If the unit the Character is attached to routs, the Palanquin is destroyed. Replace the model with a figure on foot.
- The Palanquin does not have its own stat line, but modifies the Character's Movement, Melee Prowess, Vitality, and Armor
- Characters atop a Palanquin gain a +1 Melee Modifier.
- Even if the Character & Palanquin is attached to a unit, the enemy may direct their attacks at the Character as long as they are in physical contact with the Palanquin.
- Characters atop a Palanquin may make Ranged Attacks or cast Offensive Spells into unengaged enemy units, even if the Palanquin is in Melee combat. The Character counts as having a line of sight above the unit that the Palanquin is in combat with.

5:0 INDIVIDUAL CREATURES

5:1 FUNCTIONS

- 5:1.1 Creatures are individual beings of great strength, such as Dragons, Giants, and all kinds of Monsters.
- 5:1.2 Creatures have no Leadership Abilities.
- 5:1.3 Any Creature within range of a character can be challenged during Event I.
- 5:1.4 Only Creatures with speech (i.e. Giants, Ents, Greater Demons, and True Dragons) may challenge Characters or other Creatures to personal combat.

5:2 RANGED PROWESS

- 5:2.1 Ranged Prowess represents a Creature's ability to breathe fire, throw rocks, spit poison, or turn enemies to stone with a glance.
- 5:2.2 Ranged Prowess is the number of dice the Creature rolls during the Ranged Attack event.
- 5:2.3 Each modified roll of 5+ indicates a "hit". Each hit will reduce the vitality of an opposing Character by 1 or will remove 1 figure from an opposing unit of troops.
- 5:2.4 Prowess dice rolls are modified by Armor Values. If the Armor Value of the target is less than 2, add +1 to the result of each die rolled. If the Value is greater than 3, subtract -1 from the result of each die rolled.

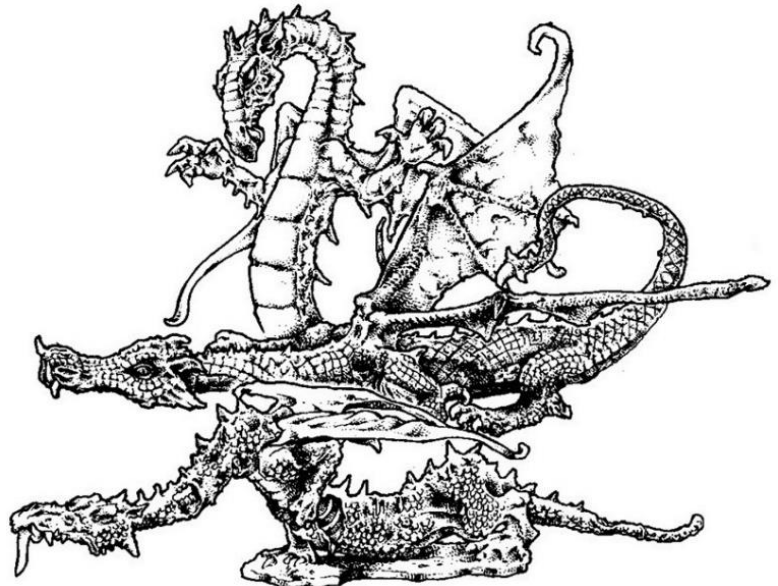
5:3 MELEE PROWESS

- 5:3.1 Melee Prowess represents how well the creature can fight. Melee Prowess is the number of dice the creature rolls in a melee or challenge.
- 5:3.2 In combat, each modified roll of 5+ indicates a "hit". Each hit will reduce the vitality of an opposing character by 1 or will remove 1 figure from an opposing unit of troops.

- 5:3.3 Prowess dice rolls are modified by armor ratings. If the armor rating of the target is less than 2, add +1 to the result of each die rolled. If the rating is greater than 3, subtract -1 from the result of each die rolled.
- 5:3.4 Unlike characters, a creature does lock a unit in melee combat, just as a unit of Troops.
- 5:3.5 Creatures, like Troops, may only attack units to its front. It may not attack units at its flank or rear.
- 5:3.6 Diminishing Strength: Each time a creature loses one quarter of its original vitality, their Melee Prowess, Ranged Prowess, and Magic ratings are reduced by 1. These ratings are never reduced below 1 until the creature is dead.
- 5:3.7 Creatures in Melee Combat with multiple opponents may choose to direct attacks at more than one opponent. When done, the attacks must be divided as evenly as possible between the chosen targets, before the dice are rolled.

5:4 MORALE

When a creature fails a morale check, roll 1D6 and consult the Creature Morale Failure Table. See (9:7)



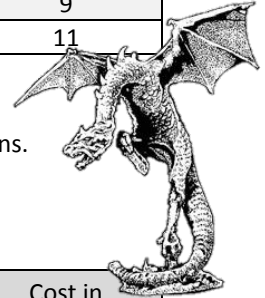
5:5 CREATURE TYPES: DRAGONS

Dragons are great reptilian beasts. There are 3 different types of Dragons; Land Dragons, Lesser Dragons, and True Dragons.

5:5.1 LAND DRAGONS

- Examples include Large Reptiles, Dinosaurs, Levithans, Doom Wurms, Hydras, and Massive Serpents.
- Land Dragons cannot fly.

	Move on Foot	Flying Move	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Approx Model Size	Cost in Fantasy Points
Rank 1	8"	n/a	3	n/a	2	n/a	3	1"	2
Rank 2	8"	n/a	6	n/a	4	n/a	3	2"	3
Rank 3	6"	n/a	9	n/a	6	n/a	4	3"	6
Rank 4	6"	n/a	12	n/a	10	n/a	4	4"	9
Rank 5	6"	n/a	15	n/a	16	n/a	4	5"	11



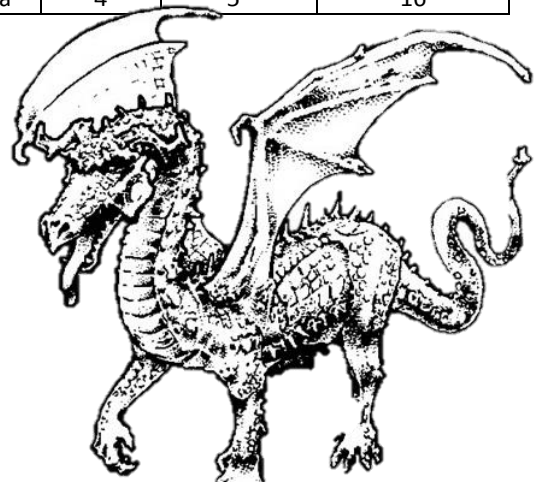
5:5.2 LESSER DRAGONS

- Examples include all sizes of Wyverns, Young Dragons, Winged Serpents, and Small Dragons, Large Demons.
- Lesser Dragons can fly.
- Lesser Dragons can not breathe fire.
- Lesser Dragons do not have magic resistance.

	Move on Foot	Flying Move	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Approx Model Size	Cost in Fantasy Points
Rank 1	8"	16"	3	n/a	2	n/a	3	1"	3
Rank 2	8"	16"	6	n/a	4	n/a	3	2"	5
Rank 3	6"	12"	9	n/a	6	n/a	4	3"	9
Rank 4	6"	12"	12	n/a	10	n/a	4	4"	13
Rank 5	6"	12"	15	n/a	16	n/a	4	5"	16

5:5.3 TRUE DRAGONS

- Examples include both large and moderately-sized Dragons, specifically the oldest, wisest, and most infamous of the type.
- True Dragons can fly.
- True Dragons may breathe fire during Event III. The range is 12" + Rank. Use the Dragon's Ranged Prowess to determine how many dice to roll. This is considered "Dragon Fire", and does not apply any modifiers due to the target's Armor Value, when rolling to cause damage.
- True Dragons have magic resistance.
- For each quarter of its vitality points that the dragon has lost, reduce its ranged and magic prowess by 1. These ratings are never reduced below 1 until the dragon is dead.
- True Dragons may issue Challenges during Event IB.



	Move on Foot	Flying Move	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Approx. Model Size	Cost in Fantasy Points
Rank 1	8"	16"	3	1	2	2	3	1"	4
Rank 2	8"	16"	6	2	4	4	3	2"	9
Rank 3	6"	12"	9	3	6	6	4	3"	14
Rank 4	6"	12"	12	4	10	8	4	4"	20
Rank 5	6"	12"	15	5	16	10	4	5"	27

5:5.4 HOWDAHs

- A Rank 4 or 5 Dragon may have a Howdah placed on its back (or slung under its torso). The Howdah gives the Dragon +1 Vitality, and allows for 1 Artillery Piece and a crew to be added. See sections (7:3.5) & (7:3.6) for details.

	Vitality	Fantasy Points
Howdah	+1	2

5:6 CREATURE TYPES: GIANTS

- 5:6.1 Giants are large humanoids that do not group together in units. Among them are solitary (huge) Trolls and Ogres, Ents, Colossus, Cyclops, and True Giants.
- 5:6.2 Two types of Giants exist; Common Giants and Warrior Giants.
- 5:6.3 Warrior Giants test for Morale as a unit of Foot Knights. Common Giants use the morale of Creatures. If failed, both use the Creature Morale Failure Table.
- 5:6.4 Giants of Rank 2 and higher may make ranged attacks by hurling objects (boulders, cattle, individual troops) at their targets. The range for this ranged attack is 2" per each point of vitality.
- 5:6.5 A giant which makes a ranged attack during Event III (22:0) may still move up to one-half of its movement allowance during each move.
- 5:6.5 Giants add +1 to rolls on the Creature Morale Failure Table.



COMMON GIANT	Move on Foot	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Approx Model Size	Fantasy Points Cost	Cost to Upgrade Armor [Maximum +1 Armor]
Rank 1	8"	2	0	2	0	2	1.5"	1	+1 Fantasy Point
Rank 2	8"	4	1	4	1	2	2"	3	+2 Fantasy Points
Rank 3	8"	6	2	6	2	3	2.5"	5	+3 Fantasy Points
Rank 4	8"	8	3	8	3	3	3"	7	+4 Fantasy Points
Rank 5	8"	10	4	10	4	3	3.5"	9	+5 Fantasy Points

WARRIOR GIANT	Move on Foot	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Approx Model Size	Cost in Fantasy Points	Cost to Upgrade Armor [Maximum +1 Armor]
Rank 1	8"	3	0	3	0	2	1.5"	3	+1 Fantasy Point
Rank 2	8"	6	1	6	1	2	2"	7	+2 Fantasy Points
Rank 3	8"	9	2	9	2	3	2.5"	11	+3 Fantasy Points
Rank 4	8"	12	3	12	3	3	3"	15	+4 Fantasy Points
Rank 5	8"	15	4	15	4	3	3.5"	19	+5 Fantasy Points



Children of the Night

The ancient scholars first investigated the origins of the "Children of the Night". After much examination, these sages realized that the classification had little to do with age or stature.

The idea was conceived when man's concealed terror of the night – that bleak sense of the unknown – governs thoughts of unexplained doom and dread.

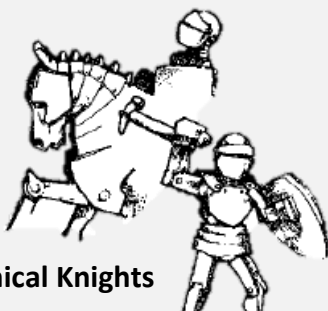
Those ancient scholars agreed, "What man cannot see, he contrives and if this contrivance is beyond his conception, he will devise a new reality. After this unnatural phenomenon there will come a new truth, and what was once before cannot always apply."

5:7 CREATURE TYPES: MONSTERS

- 5:7.1 Monsters are all sorts of other creatures (not Dragons or Giants) that do not form units.
- 5:7.2 The chart below shows stat lines for many of the monsters available.
- 5:7.3 If the monster you are looking for cannot be found here, please take a look at the "Generic Monster" stats (5:7.7), to see if one of these stat lines would be appropriate for you to field your monster.

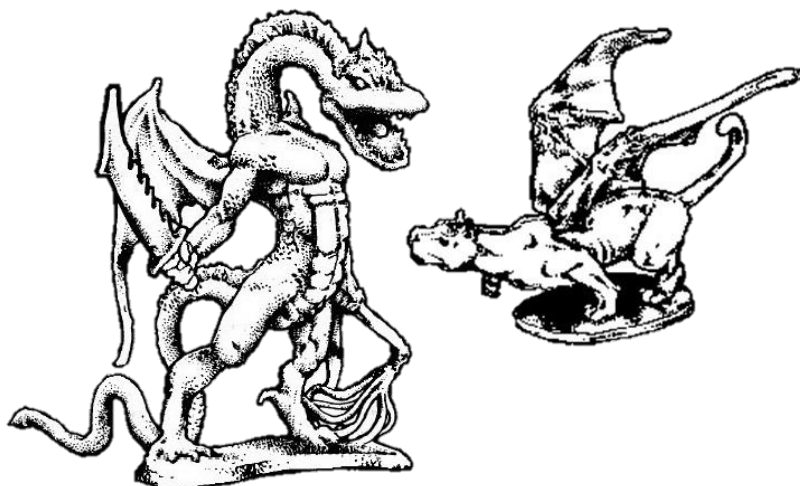


5:7.4 FLYING MONSTERS All have the Flight Special Rule.	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Fantasy Points	Special Rules
Chimera (with wings)	6"	10"	3	n/a	3	1	2	3	
Demon, Greater	6"	12"	9	n/a	6	n/a	4	9	Demonic
Gargoyle	6"	10"	4	n/a	4	3	4	5	Demonic
Giant Bee	4"	10"	3	n/a	2	1	2	3	
Giant Plague Fly	4"	10"	2	n/a	3	1	2	3	
Griffin	8"	12"	4	n/a	5	0	2	4	
Hippogriff	8"	14"	3	n/a	3	0	2	3	
Jabberwock	6"	10"	4	n/a	4	1	3	4	Regenerate
Manticore	8"	12"	3	2	4	0	2	4	
Pegasus	10"	16"	2	n/a	4	0	2	3	
Phoenix	6"	12"	15	n/a	16	0	4	16	Fire Aspect
Skeletal Greater Demon	8"	14"	7	3	14	4	4	13	Undead
Undead Dragon	6"	12"	12	4	20	9	4	24	Undead
War Dragon	6"	12"	15	5	16	10	4	22	Dragon Fire
War Eagle	8"	16"	8	n/a	6	0	3	7	
Winged Lizard (Pteranodon)	8"	14"	6	n/a	4	0	3	5	
Winged Panther / Winged Lion	8"	10"	2	n/a	1	0	2	2	



Mechanical Knights

Mechanical knights are produced by Dwarves (or those selected few master mechanics taught by them) as guardians and war machines. The intricacy of the work and the time required to produce them make them fairly rare. Faulty mechanical knights have been known to wander the world for quite some time, in an aimless berserker fashion, until their mechanisms run down.

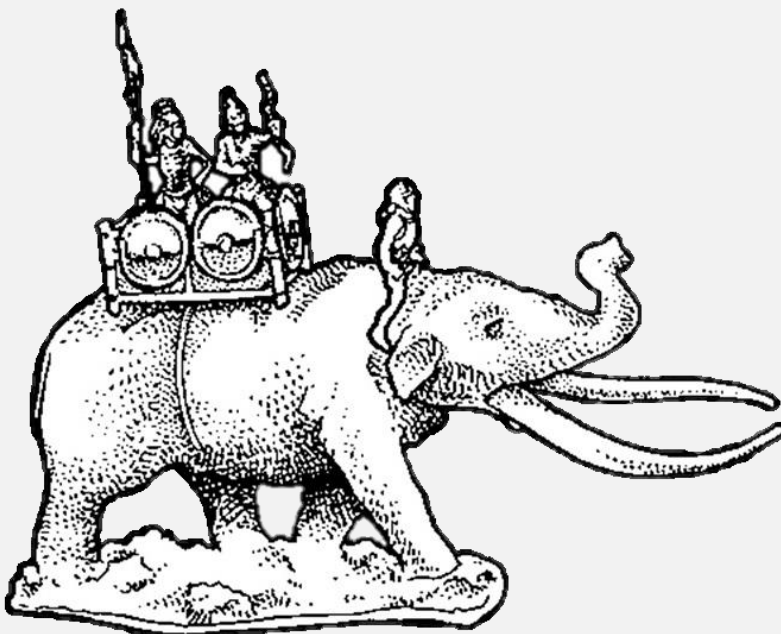


CREATURE TYPES: MONSTERS



5:7.5 NON-FLYING MONSTERS

	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Fantasy Points	Special Rules
Bandersnatch	10"	n/a	5	n/a	3	1	2	3	
Bear	8"	n/a	1	n/a	2	0	2	1	
Behemoth	6"	n/a	3	n/a	3	1	3	3	
Chimera (no wings)	6"	n/a	3	n/a	3	1	2	2	
Cockatrice	10"	n/a	1	3	2	0	2	2	Dragon Fire
Demon Guard	12"	n/a	2	n/a	4	2	3	6	Demonic
Elemental	6"	n/a	6	3	8	3	3	8	Demonic
Gorgon	8"	n/a	2	3	2	0	2	2	
Grendel (Mutant Troll)	8"	n/a	4	n/a	4	6	3	5	Regenerate, Aquatic
Hecatron	8"	n/a	6	n/a	6	1	3	4	
Hydra	4"	n/a	7	n/a	7	1	3	5	Regenerate
Hydra, Giant	6"	n/a	15	n/a	16	1	4	11	Regenerate
Jub-jub Bird	8"	n/a	2	n/a	4	0	2	2	
Kraken	10"	n/a	3	n/a	4	3	3	3	Aquatic
Leviathan	6"	n/a	15	n/a	16	1	4	12	Aquatic
Lion	8"	n/a	1	n/a	2	0	2	1	
Mastodon	8"	n/a	15	2	15	0	4	12	Relentless
Mechanical Beast	6"	n/a	6	n/a	6	1	4	4	Relentless
Mechanical Giant	10"	n/a	4	8	7	2	4	10	Relentless, Flaming Pitch
Mechanical Knight	6"	n/a	6	n/a	6	4	3	5	Relentless
Mech. Knight on Horse	10"	n/a	7	n/a	7	4	4	6	Relentless +1 Melee Mod



Atlantean War Mastodon

The sight of the great tusks and huge, crushing bulk of the Atlantean War Mastodon would, in itself, be enough to test the nerve of most armies of mystical legend.

An enemy, already hard pressed when confronted by the heavy legions of Ancient Atlantis, will be at a tactical disadvantage indeed when support units equipped with these great, shaggy beasts are added to the Atlantean battle line.

Two remnants of a forgotten age, the Mastodon and the Atlanteans themselves, still roam the battlefields of the Chaos Wars.

CREATURE TYPES: MONSTERS



NON-FLYING MONSTERS Continued

	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Fantasy Points	Special Rules
Minotaur, Common	10"	n/a	3	n/a	3	0	2	2	
Minotaur, Giant	8"	n/a	9	2	9	2	4	14	
Nightmare	10"	n/a	3	n/a	4	3	3	3	Undead
Rat, Giant	12"	n/a	3	n/a	3	0	2	3	
Rat Swarm	10"	n/a	3	n/a	6	0	2	4	
Salamander	9"	n/a	3	6	4	1	4	6	Dragon Fire
Scorpion, Giant	10"	n/a	5	n/a	2	0	4	2	
Scorpion Man	10"	n/a	5	n/a	7	0	4	7	
Sea Drake	6"	n/a	9	n/a	6	1	4	6	Aquatic
Sentinel (Living Statue)	6"	n/a	3	n/a	3	1	3	2	Undead
Skeletal Sabretooth	8"	n/a	4	n/a	3	1	2	3	Undead
Skeletal Giant	8"	n/a	6	2	12	2	3	8	Undead
Spider, Giant	12"	n/a	3	n/a	2	0	2	2	
Throne of Bone	8"	n/a	12	n/a	13	18	3	30	Throne of Bone
Thunder Lizard	8"	n/a	4	n/a	4	0	4	4	Amphibious
Thunder Lizard, Giant	7"	n/a	16	n/a	16	0	4	12	Amphibious
Treeman	8"	n/a	10	4	10	4	3	9	Forest Walker
Troll Hound	10"	n/a	5	n/a	3	1	2	3	Regenerate
Unicorn	14"	n/a	6	n/a	4	3	2	4	
War Elephant	8"	n/a	8	n/a	6	0	3	5	
Weretiger	10"	n/a	3	n/a	5	1	3	4	Fearsome
Werewolf	10"	n/a	2	n/a	4	1	2	3	Fearsome

Throne of Bone Special Rules

Operates as a Necromancer.

The Throne of Bone may release up to 4 units of 12 Skeletal Yeomen, which then operate as independent units. Each time this is done, the Throne's Movement, Magic, Melee Prowess, and Vitality stats are reduced by 2. Also operates under the 'Undead' Special Rule.



5:7.7 GENERIC MONSTERS

Type	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Fantasy Points Cost
Small Ground Monster	6"	n/a	3	n/a	3	1	2	2
Medium Ground Monster	8"	n/a	8	n/a	6	0	3	5
Large Ground Monster	6"	n/a	15	n/a	16	0	4	11
Small Flying Monster	6"	10"	3	n/a	3	1	2	3
Medium Flying Monster	8"	16"	6	n/a	4	0	3	5
Large Flying Monster	6"	12"	15	n/a	16	0	4	16

5:8 CREATURE UPGRADE: ELEMENTAL ASPECTS



5:8.1 Dragons, Giants, Generic Monsters, and all Titanic Infantry may be upgraded to have an Elemental Aspect. Each unit may only have one upgrade.

Upgrade	Examples		Special Rules	Cost
Fire Aspect	Red Dragon	Fire Giant	+1 Melee Modifier against Ice and Earth Aspects. Immune to fire-based attacks. Unit gains +6 Ranged Prowess, and all ranged attacks treated as Dragon Fire attacks (2:7.4).	3 Fantasy Points per Unit.
	Fire Dragon	Fire Trolls		
Ice Aspect	Ice Dragon	Frost Giant	+1 Melee Modifier against Fire and Water Aspects. Immune to Armor Reduction Modifiers. Frost Aura: Creatures and characters within 6" of the unit suffers -1 to Melee Prowess Value	3 Fantasy Points per 1-3 miniatures
	Frost Dragon	Snow Trolls		
Water Aspect	Blue Dragon	Storm Giant	+1 Melee Modifier against Fire and Earth Aspects. Gains the special rule 'Aquatic' (2:7.2). Immune to water or storm based damage.	1 Fantasy Point per miniature
	Sea Dragon	Sea Trolls		
Air Aspect	Celestial Dragon	Silver Dragon	The Creature may cast spells as a Rank 2 Wizard. Gains the special rule 'Incorporeal' (2:7.9).	6 Fantasy Points Per miniature
	Golden Dragon	Cloud Giant		
Earth / Life Aspect	Green Dragon	Troll Giant	Gains special rules 'Forest Walker' (2:7.6) and 'Amphibious' (2:7.1). +1 Morale Modifier (unless against fire-based attacks).	1 Fantasy Point per every 1-3 vitality
	Forest Dragon	Swamp Trolls		
Stone / Metal Aspect	Black Dragon	Stone Giant	Suffers -2 to all movement. Gains +1 Armor Value and +1 Vitality.	2 Fantasy Points per miniature
	Brass Dragon	Stone Trolls		
Undead Aspect	Undead Dragon	Zombie Dragon	Suffers -2 to all movement. Gains special rule 'Undead' (2:7.14).	1 Fantasy Point per every 1-3 vitality
	Skeletal Trolls	Skeletal Giant		
Demonic Aspect	Demonic Dragon	Pit Fiends	Gains special rule 'Demonic' (2:7.3).	1 Fantasy Point per every 1-2 vitality
	Posessed Giant	Great Demons		

Grendels

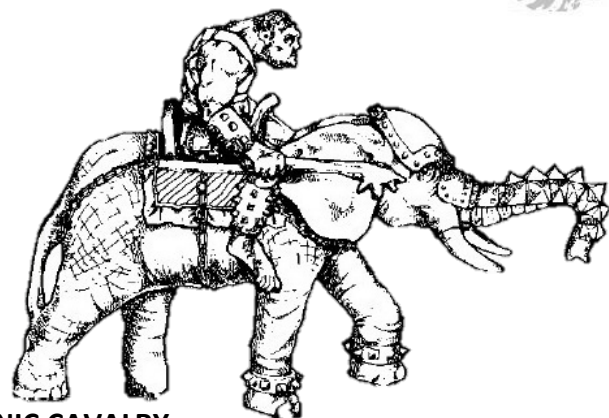
Grendels, like Hecatrons, are a type of creature, rather than a named individual. Grendels are outcast, mutant trolls. They dwell alone in the wild places and hate all races which dwell in communities.

Grendels are fierce fighters with little regard for their own safety. In fact, scholars speculate that their intelligence is too low to even include the concept of personal safety. Despite this, they have been known to lay ambushes for travelers and use crafty battle tactics, so perhaps the scholars have underestimated them.



Artist Unknown

6:0 TITANS



6:1 TITANIC INFANTRY

- 6:1.1 Some smaller Monsters may be fielded in small units, similar to Troops.
- 6:1.2 Titanic Infantry may be fielded in sets of 2 to 6, as desired. All must be the same type of Monster.
- 6:1.3 Damage is applied to the unit as a whole. Once the unit has lost enough vitality to equal one of the monsters, one of the unit will be removed.
- 6:1.4 Titanic Infantry fight exactly as Creatures do.
- 6:1.5 Diminishing Strength: Each time an individual Titan loses one quarter of its original vitality, its Melee Prowess and Ranged Prowess ratings are reduced by 1. These ratings are never reduced below 1 until dead.
- 6:1.5 Titanic Infantry check Morale and Rally as Creatures. Roll on the Creature Morale Failure chart, if failed.
- 6:1.6 Titans with a Range Prowess value may make ranged attacks. Distance for the attack is equal to 2 times the individual model's Vitality. Each Titan may make ranged attacks if within range.

6:2 TITANIC CAVALRY

- 6:2.1 Some giant monsters may be ridden by troops, in small units.
- 6:2.2 Titanic Cavalry can be fielded in sets of 1 to 3. All must be the same type of Monster.
- 6:2.3 Damage is applied to the unit as a whole. Once the unit has lost enough vitality to equal one of the three monsters, one of the unit will be removed.
- 6:2.4 Titanic Cavalry fight exactly as Creatures do.
- 6:2.5 Diminishing Strength: Each time an individual Titan loses one quarter of its original vitality, both their Prowess and Magic ratings are reduced by 1. These ratings are never reduced below 1 until the creature is dead.
- 6:2.6 Titanic Cavalry check Morale and Rally as Creatures do. They do roll on the Creature Morale Failure chart, if they fail.
- 6:2.7 Titanic Cavalry only receive a +1 Melee modifier for being mounted.

TITANIC INFANTRY	Ground Move	Flying Move	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Fantasy Points Cost Each	Special Rules
Greater Demons	6"	10"	4	n/a	4	1	3	4	Flight. Demonic
Winged Titans	6"	10"	4	4	4	1	3	4	Flight
Minotaurs	7"	n/a	5	n/a	3	n/a	4	3	
Ogres	8"	n/a	4	n/a	4	n/a	3	3	Fearsome
Titans (Lizard, Sea, Etc)	8"	n/a	4	n/a	4	1	3	3	Amphibious
Tree Creatures	10"	n/a	3	1	5	1	3	4	Forest Walker
Trolls	8"	n/a	4	n/a	4	n/a	3	3	Regeneration

TITANIC CAVALRY	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Fantasy Points Cost Each	Special Rules
Behemoth	6"	n/a	3	n/a	3	1	3	3	
Chimera	6"	10"	3	n/a	3	1	2	3	Flight
Griffin	8"	12"	4	n/a	5	0	2	4	Flight
Hippogriff	8"	14"	3	n/a	3	0	2	3	Flight
Kraken	10"	n/a	3	n/a	4	3	3	3	Aquatic
Land Dragon	6"	n/a	9	n/a	6	n/a	4	6	
Young War Dragon	6"	12"	9	n/a	6	n/a	4	9	
Manticore	8"	12"	3	2	4	0	2	4	Flight
Pegasus	10"	16"	2	n/a	4	0	2	3	Flight
Thunder Lizard	8"	n/a	4	n/a	4	1	3	4	Amphibious
War Elephant	8"	n/a	8	n/a	6	0	3	5	
Winged Lizard	8"	14"	6	n/a	4	0	3	5	Flight



7.1 WAR MACHINES

- 7:1.1 There are 3 types of War Machines: Artillery (catapults, ballista), Engines (chariots), and Other (altars)
- 7:1.2 War Machines operate as Creatures do, with the exception of Morale.

7:2 ARTILLERY

- 7:2.1 Artillery includes Catapults, Ballista, Cannons, Organ Guns, and many other types of lobbing and direct-fire devices.
- 7:2.2 Artillery take Morale Checks and Rally as if they were Yeoman Infantry.
- 7:2.3 If a Morale Check is failed, the crew will flee the machine. It may only fire again, if the crew returns.
- 7:2.4 Friendly spells may not target Artillery.
- 7:2.5 Most Artillery modifies the target's Armor Value in some way. See the column "Target's Armor Value" in the Chart below.
- 7:2.6 (*) Artillery may not Move after shooting in the same turn.
- 7:2.7 (**) All Artillery suffer double damage in melee combat.
- 7:2.8 (***) Flame Cannon, Mortar, and Rockets always treat enemy armor as a value of 2.

ARTILLERY	Move	Melee Prowess	Range Prowess	Range Distance	Line of Sight	Target's Armor Value	Vitality	Magic	Armor	Fantasy Points Cost
Ballista	4*	2	2	30	Required	-1	8**	n/a	3	4
Catapult	4*	2	4	36	Not Required	-2	8**	n/a	3	8
Cannon	4*	2	5	48	Required	-2	8**	n/a	3	10
Volley Gun	4*	2	D6+2	18	Required	-1	6**	n/a	3	6
Flame Cannon	4*	2	2D6	12	Required	***	6**	n/a	3	8
Mortar/Rockets	4*	2	6	36	Not Required	***	6**	n/a	3	8
Swivel Gun	4*	2	1	18	Required	-1	1	n/a	2	1

7:3 ENGINES (CHARIOTS, WAR WAGONS, ETC)

- 7:3.1 Chariot and War Wagon crew may fire their missile weapons, and the machine may move at full speed during that turn.
- 7:3.2 Chariots and War Wagons benefit from a +1 Modifier to all Melee Prowess rolls on the first turn of a combat.
- 7:3.3 Engines take Morale Checks and Rally Checks as if they were a unit of Mounted Knights.

ENGINES	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Fantasy Points Cost
Light Chariot	12"	n/a	4	3	2	0	2	2
Common Chariot	10"	n/a	6	2	3	0	3	4
Heavy Chariot	8"	n/a	10	1	5	0	4	6
War Wagon	6"	n/a	4	4	8	0	3	7
Steam Engine	8"	n/a	10	4	10	0	4	9
Ornithopter	0"	12"	3	4	4	0	3	3
Blimp	0"	10"	2	4	8	0	3	8
Boat	8*	n/a	2	0	4	0	3	2
War Ship	6*	n/a	4	0	8	0	4	6

*within water-based terrain only. **Ranged Prowess is 18".

7:3.4 CHARIOT UPGRADES



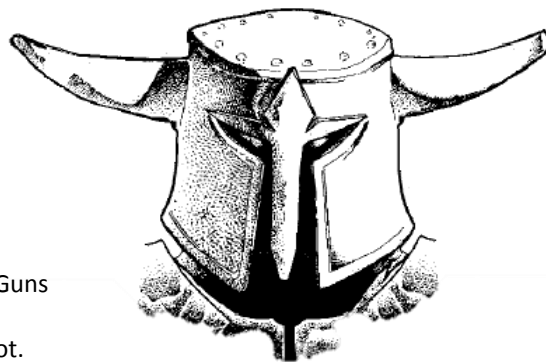
- Chariots may be upgraded to include Scythes, increasing the Melee prowess by +2. The cost is 1 Fantasy Point.
- Each Chariot or War Wagon comes with 2 standard sized Draft Creatures (Horses, wolves, etc).
- Additional Draft Creatures may be purchased at the cost of 1 Fantasy Point Each. Each additional creature increases Melee Prowess by +2, and Vitality by +1.
- The standard draft creatures pulling the engine may be replaced with any Monsters. Add the full cost of every monster that is added to the engine. The engine's stat line will have its Melee Prowess and Vitality increased by the value of the Monster's Melee Prowess and Vitality. The engine now uses the movement of the monsters. If the monsters have Flight, the chariot now does as well. All other stat values remain the same. Treat the entire model (chariot, crew, monsters) as one model. When it is reduced to 0 vitality, the entirety of the model is removed. See (31:4) for Monster points and stats.
- Light Chariots may be purchased and fielded in units of up to 8 Chariots each, operating as Tians do.

WAR MACHINES Continued

7:3.5 LARGE ENGINE UPGRADES: ARTILLERY



- The War Wagon, Steam Engine, Blimp, War Ship, and Howdah may each have up to 1 Artillery piece attached to their hulls, or up to 4 Swivel Guns.
- The cost of the artillery is reduced to half price.
- The artillery fires as normal, and does not slow the Engine's movement.
- The presence of the artillery does not increase the Engine's stat line.
- If the Engine is destroyed, the artillery piece is lost as well.
- If the Engine already has a Ranged Prowess value, this represents the Swivel Guns currently attached to the machines. See their entry under (7:2) for use. They remain, regardless of whether an Artillery piece or Crew are added or not.



7:3.6 LARGE ENGINE UPGRADES: ADDITIONAL CREW



- The War Wagon, Steam Engine, Blimp, War Ship, and Howdah may each have up to 1 unit of (12) Yeomen Infantry riding inside or atop the engine. The crew count as Infantry.
- Unless fully enclosed, some crew must be represented on the model.
- The cost of the Yeomen, and any Upgrades that the troops take, must be purchased with Troop Points.
- The unit may upgrade Melee and/or Ranged Weapons.
- You pay only 1/2 price for the crew (full price for weapon upgrades).
- The crew may never leave the Engine. They are simply part of the Engine, and check Morale as one unit.
- If the Engine is destroyed, the crew are lost as well.
- The presence of crew does not modify any of the values on the Engine's stat line.
- The crew make Ranged and Melee attacks as normal.
- The crew making Ranged Attacks does not slow the Engine's movement.
- The crew may only fight in Melee when the Engine is engaged in combat.
- The current Ranged Prowess value of 4 represents the Swivel Guns currently attached to the machines. They remain, regardless of whether an Artillery piece or Crew are added or not.
- If using Additional Crew, be sure to list them on your Troop Army Roster, for reference during the game.

7:3.7 BOATS AND WARSHIPS



- Rules regarding the use of Boats and War Ships can be found in section (11:0).

Bear Chariot of the Icelands

Young Prince Valdrix held his face to the biting wind and smiled, for none was so favored by the gods as he. Beneath him, the powerful war sled given him by his father the King, flew smoothly forward on runners of the finest steel, drawn by his favorite team of sled bears; Ursa, Beorne, and Oso. The team was fresh and eager to run this morning, the chariot/sled in perfect running trim.



The Prince took pride in them, for they were the finest products of his father's kennel-dens and workshops.

And what was now his father's, would soon be his own. At the old King's decree, the Prince would sit upon the Crystal Throne of Tharlsha on the day he took a bride. And that day would be today. Within the sheltering wall of the sled rode his betrothed; Winessa of the house of Uthar. Baron Uthar's generous dowry filled the rest of the sled.

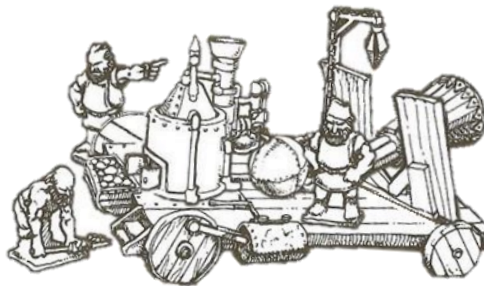
Prince Valdrix was startled from the contemplation of his fortunes as the sled topped a ridge. There blocking the trail before him was the bane of his kingdom, the Ice Dragon K'hil-Deaded. "Where are you going Prince?" demanded the dragon in a sighing voice like the chill North wind. "To my wedding," the Prince replied haughtily, "and my coronation."

"Then you must pay tribute to me," the dragon said, "for none may travel this land without my leave. What do you offer in payment?" "Cold, cold steel!" the Prince answered, drawing his sword. At a shouted command, the bears charged forward, and Valdrix, Prince of Tharlsha smiled as he rode his war sled to battle.

WAR MACHINES Continued

7:3.8 FAMOUS ENGINES

The Famous Engines below all take Morale Checks and Rally as units of Mounted Knights.



	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Fantasy Points Cost	Alignment
Elven War Chariot	10"	n/a	6	2*	3	1	4	4	Neutral
Dwarf Steam Cannon	6"	n/a	2	6**	10	2	4	7	Forces of Light
Orc War Machine	6"	n/a	4	4**	8	0	3	7	Forces of Darkness
Griffin Chariot of the Wind Lords	8"	12"	18	1*	15	0	4	14	Forces of Light
Black Prince's Chariot of Fear	6"	12"	28	1*	17	0	4	24	Forces of Darkness
Bear Chariot of the Ice Lands	8"	n/a	9	2*	9	1	4	7	Neutral

* Range distance is 12".

** Range distance is 36". Target suffers -1 to Armor Value against this Ranged Attack.

***Chariot of Fear has Army Commander abilities, and follows rules as a Demon, at no additional cost.

7:4 OTHER WAR MACHINES



	Ground Move	Flying Move	Melee Prowess	Ranged Prowess	Vitality	Magic	Armor Value	Fantasy Points Cost
War Altar, Carried	6"	n/a	2	n/a	8	2	3	5
War Altar, Wheeled	10"	n/a	6	n/a	10	2	3	7

7:4.1 War Altars are shrines and sacred relics designed to please a specific deity, and embolden the Morale of friendly troops. Some are carried by soldiers, while others are pulled on carts, or have large wheels attached, and are pushed forward by the accompanying unit.

7:4.2 War Altars may be placed on their own, but often are embedded in a unit of troops.

7:4.3 The troops attach to both sides of the altar, in relatively even numbers. As they move, a unit of troops can join or leave the War Altar as desired. This means that one unit can leave the altar, and another can join it, if movement permits.

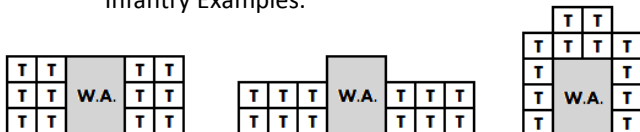
7:4.4 No more than one unit may be attached to the Altar at the same time.

7:4.5 While a unit is attached to the Altar, the unit may never move farther than the Altar's Move distance.

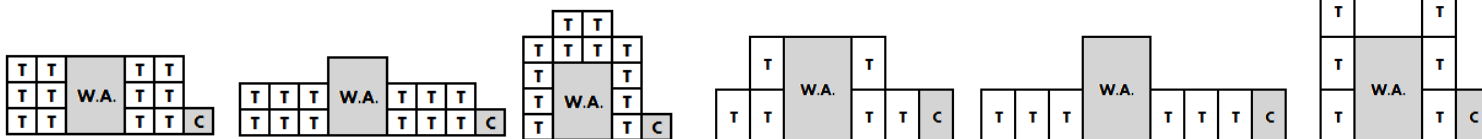
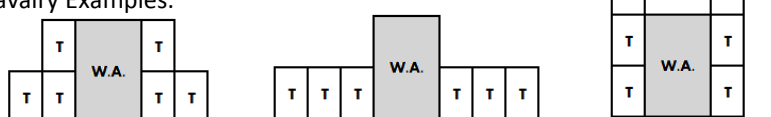
7:4.5 These diagrams show how a War Altar should be placed inside a unit, when a unit is attached (with and without characters).

(T = Troops W.A. = War Altar C = Character)

Infantry Examples:



Cavalry Examples:



7:4.6 War Altars deal relatively little damage, but instead provide bonuses to the unit it has joined.

7:4.7 War Altars take Morale Checks and Rally as Yeoman Infantry, with a +2 Morale Modifier.

7:4.8 Until it is destroyed, the War Altar and any unit joined to it gain a +1 Melee Modifier and +2 Morale Modifier.

7:4.9 A Wheeled War Altar may purchase additional steeds and upgrade them to monsters if desired, just as an Engine can (31:4).

8:0 THE BATTLEFIELD & TERRAIN

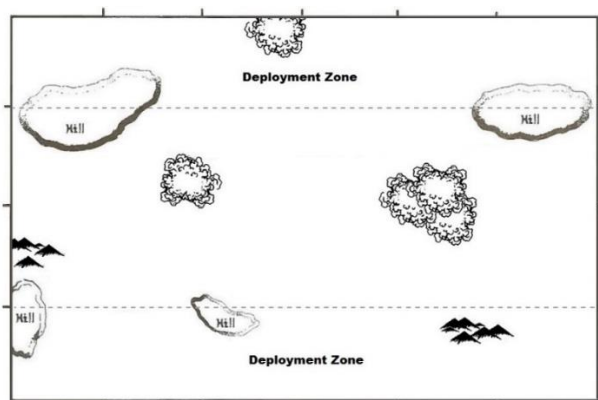
8:1 THE BASICS

- 8:1.1 This game plays best on a table that is at least 6 feet long x 4 feet wide. Other sizes will work, but this size is suggested.
- 8:1.2 Terrain features add interest to any flat surface. In this game, terrain obstructs or channels movement. Use of terrain is optional, but suggested.
- 8:1.3 Some Troops types have special abilities which allow them to ignore or modify terrain effects. Characters and some units are not affected by terrain.
- 8:1.4 A unit that is at least 50% behind a wall, hedge, fence, or barricade will benefit from its defenses and bonuses, as long as the attack(er) is approaching from a general direction that places the obstacle between attacker and target.
- 8:1.5 The players for both sides should cooperate to select the terrain features which will be present on the tabletop. Terrain pieces should be placed by agreement of both sides.
- 8:1.6 Most experienced gamers have their own customs for determining the terrain on a game board and the troops who will be available to fight over it. Feel free to employ those if both players wish. Some scenario and campaign games may have pre-set terrain, or maps, on which the terrain can be set to match.
- 8:1.7 One easy and useful way to determine how much and which terrain to use, is to use the Battlefield Generator (see 8:2) and Terrain Generator (see 8:3) charts below.

8:2 BATTLEFIELD GENERATOR

D6 Result	Battlefield Type	Amount of Terrain	What to Roll For Each Piece (and consult Chart 8:3)	If You Do Not have the Terrain piece you rolled:
1 or 2	Wilderness	D6 + 6	2D6 Each Piece	use a Woods
3 to 5	Standard Battlefield	D6 + 2	3D6 Each Piece	use a Hill
6	Village Outskirts	D3 + 6	4D6 Each Piece	use a Short Wall

- 8:2.1 First, roll a D6 and consult the Battlefield Generator chart. This roll determines what type of battlefield the game is being played on.
- 8:2.2 Now that you know which type of Battlefield you are playing on, the chart shows you how many pieces of terrain to generate, and how many dice should be rolled to determine what piece of Terrain is generated, and includes a suggestion for what piece of terrain to use if you happen to roll a piece of Terrain that you do not have available.
- 8:2.4 The column "Amount of Terrain" indicated how many pieces of Terrain should be placed on the board.
- 8:2.5 The column "What to Roll for Each Piece" shows how many D6s should be rolled to determine which terrain piece is generated. After rolling for each piece, consult the Terrain Generator chart (see 8:3).
- 8:2.6 After all of the pieces have been generated, gather them to the table, and players take turns, each choosing a piece of terrain, and placing it on the battlefield. Roll off to see who places first. Alternate placing terrain until all pieces are placed.



A typical game board, with hills, woods, and impassable ground.

8:3 TERRAIN GENERATOR

Roll Result	Terrain Type
2 to 4	Swamp
5	Pond
6	River
7	Stream
8	Marsh
9	Hedge or Short Wall
10	Woods
11	Hill
12	Impassable ground
13	Ruins
14	Building
15	Road
16	Tower
17 to 19	Barricade
20+	Building

8:4 TERRAIN TYPES AND EFFECTS

8:4.1 BARRICADE

Desc: A makeshift wall, 4" to 6" long. Barricades have an "attacker's side" covered with defensive stakes and other obstacles intended to wear down an attacker, and a "defender's side" which is protected behind the wall and stakes.

Attacker's Melee: Units that initiate combat over the barricades, and are on the attacker's side will suffer a -1 modifier to their Melee Combat rolls.

Defender's Melee: The defenders gain a +1 modifier on their Melee Combat and Morale Check rolls.

Ranged Attacks: Shooting that passes thru a barricade suffer -1 to Ranged Attack roll, unless the shooter is immediately behind either side of the barricade.

Shelter: Units sheltered (Directly) behind a barricade count as having a Armor Value of 4, against Ranged Attacks.

Move: A unit moving over a barricade moves at half speed.

8:4.2 BUILDINGS

Desc: Small buildings, generally 3"x3", but may be larger.

Stats: Buildings have a Vitality of 6, and an Armor Value 4.

Damage: Buildings may be damage/destroyed in melee combat or with ranged attacks.

Splash Damage: For every point of damage a building suffers, the attacking player rolls a D6. On the result of a 6, any unit inside the building suffers 1 automatic hit.

Occupants: Only one unit may occupy a building at a time, which they enter by moving to contact the building's door.

Destroyed: Once a building is taken down to 0 Vitality, it is destroyed and becomes a Ruin. Any unit inside at the time of its destruction suffers hits as a result of the collapse. Roll 6 Dice. Results of a 5+ causes 1 hit on the unit.

Ranged Attacks: All Ranged Attacks at the unit inside strike the building instead. Ranged attacks from the unit inside the building are resolved as normal.

Melee: Enemy units may attack a unit that is inside a building by moving into contact with a wall. The attacker may choose to attack either the building or the unit inside. Attacks against the unit inside suffer a -1 modifier to their Melee Combat roll. The defenders fight as normal, and gains a +2 Morale Modifier while inside.

Exiting: Units moving out of a building must exit thru a door, and only move at ½ speed that turn. They may still move into combat if desired.

Move: Units may not move thru buildings, but must move around them, unless they are entering the building to occupy it.

8:4.3 FOREST / WOODS

Desc: An area of ground outlined that is packed with trees and thickets. It should be at minimum 4" x 4".

Ranged Attacks: Shooting at targets through or inside a woods suffer -1 Ranged Attack modifier. There is no penalty for shooting out of a woods, if the target is outside it. Shooting may not pass thru more than 4" of a woods.

Move: All cavalry, yeoman infantry, and knight infantry units moving through woods lose 2" of movement. Peasant units may move at full speed.

Morale: Yeoman and Knight troops fight and take Morale Checks as if they are Peasants.

Peasants: Peasants in woods add +1 to their armor value.

8:4.4 HEDGE, FENCE, OR SHORT WALL

Desc: A short wall, of any material, 4" to 6" long.

Melee: Units on both sides that engage in melee combat over this terrain suffer a -1 Melee Combat roll modifier.

Ranged Attacks: Shooting that passes thru a hedge or wall suffers -1 to Ranged Melee roll.

Shelter: Units sheltered (Directly) behind a hedge or wall count as having a Armor Value of 4, against Ranged Attacks.

Move: A unit moving over a wall loses 2" of movement.

8:4.5 HILL

Desc: A raised area on the tabletop, which should have a minimum footprint of 6"x4".

Elevation: Units on top of the hill count as elevated

Move: A unit moving up a hill loses 2" of movement.

8:4.6 IMPASSABLE GROUND

Desc: This can be a rocky outcropping, giant statue, lava pool, quicksand, crevasse, etc.

Move: No troops or individuals may move thru this terrain. The only exception is flyers. While airborne, they may end their movement over Impassable Ground.

8:4.7 MARSH

Desc: An area of ground outlined as soft and difficult to pass through. Should be at least 4" x 4".

Cavalry: Cavalry may not enter a marsh. Cavalry on Amphibious mounts may cross, but at 1/2 speed.

Move: Infantry may move thru, but only move at ½ speed.

8:4.8 POND / LAKE

Desc: An area of ground outlined as a water feature. Should be at least 4" x 4".

Move: No units may move thru this terrain, unless they have the Aquatic or Amphibious special rules.

Vessels: Boats and War Ships may be placed on a pond or lake, and move freely within the terrain.

TERRAIN TYPES AND EFFECTS Continued

8:4.9 RIVER

Desc: A river should never completely bisect a board, unless part of a specific scenario. It should be approx 4" to 6" across, and have at least 1 Ford or Bridge.
Fords/Bridges: For every section of a river up to 24" in length, a spot on it must be marked as a ford or bridge. A ford is a shallow part of the river where troops may cross. Each ford or bridge should be at least 4" wide.
Crossing: A unit moving to a ford stops at the ford. On its next turn the unit may ford the river, but must stop on the opposite bank. Thereafter, it moves normally unless re-fording the river.
Impassable: Non-amphibious and non-aquatic units may only cross a river at a ford. Units with Amphibious or Aquatic capabilities (e.g. Lizardmen) treat the whole river as fordable.
Vessels: Boats and War Ships may be placed on a river, and move freely within the terrain.

8:4.10 ROAD

Desc: A 3" to 6" wide path of level ground, marking a clear definable trail.
Move: If a unit begins and ends its movement with the majority of its models on the road, and does not leave the road, it gains additional movement that turn. Infantry and creatures gains +4 movement when on the ground (no flying bonus). Cavalry, War Machines, and Baggage Trains gain +6 movement when on the ground (no flying bonus).
Intersecting: If more than one road is on the board, they may intersect.

8:4.11 RUINS

Desc: Ruins are the crumbling remains of houses, taverns, towers, great castles and keeps, and once-mighty walls. Ruins should be at least 3" x 3"
Move: Units that enter ruins move at ½ speed.
Shelter: Any unit attacked (ranged or combat) while in ruins or buildings receives a +1 modifier to its armor rating.
Cavalry: Cavalry do not receive their cavalry modifiers for movement, combat, and morale while in the ruins.

8:4.12 STREAM

Desc: A stream should never completely bisect a board, unless part of a scenario. It should be 1" to 3" across.
Move: A unit moving across a stream loses 2" movement.
Slow Down: Cavalry and Engines must pass a Morale Check (4+ needed) when they attempt to cross the Stream, or they must stop at the edge, and move across in the following turn.

8:4.13 SWAMP

Desc: An area of ground outlined as soft and hard to pass. It is also overrun with mangled and fallen trees, and other decaying plant life. It should be at least 4" x 4".
Cavalry Move: Cavalry may not enter a swamp. Cavalry on Amphibious mounts may cross, but at 1/2 speed.
Infantry Move: Infantry move thru at 1/2 speed.
Ranged Attacks: Shooting through, at targets inside, or out of a swamp suffer -1 to the Ranged Attack roll. Shooting may not pass thru more than 4" of a swamp.
Vessels: Boats (not War Ships) may be placed inside a swamp. They move at ½ speed inside the swamp.

8:4.14 TOWER

Desc: Massive stone towers, generally 3"x3", or larger.
Stats: Towers have a Vitality of 12, and an Armor Value 4.
Damage: Towers do not suffer damage from Troops or Characters. Only Creatures, Artillery, and Magic can damage Towers.
Splash Damage: For every point of damage a building suffers, the attacking player rolls a D6. On the result of a 6, any unit inside the building suffers 1 automatic hit.
Occupants: Only one unit may occupy a building at a time, which they may enter by moving into contact with the building's door.
Destroyed: Once a building is taken down to 0 Vitality, it is destroyed and becomes a Ruin. Any unit inside the building at the time of its destruction suffers hits as a result of the collapse. Roll 6 Dice. Results of a 5+ cause 1 hit on the unit.
Ranged Attacks: All Ranged Attacks at the unit inside strike the building instead. Ranged attacks from the unit inside the building are resolved as normal.
Locked Doors: For the attackers to enter any tower, they must destroy the Tower Door (Vitality 4, Armor 3), or the Defenders must voluntarily open the door. Note: If part of a Fortress, Outpost, Keep, or Castle, the door to the tower can only be destroyed or entered from the courtyard.
Melee: Enemy units may attack a unit that is inside a tower only by entering the structure. Melee Combat inside a tower is done as normal. Attackers outside a tower may choose to attack either the Tower itself. The defenders gain a +2 Morale Modifier while inside.
Exiting: Units moving out of a building must exit thru a door, and only move at ½ speed that turn. They may still move into combat if desired.
Move: Units may not move thru buildings, but must move around them, unless they are entering the building to occupy it.

9:0 MORALE

9:1 BASICS

- 9:1.1 Few soldiers or creatures will fight to the death. Most will run away when things get bad.
- 9:1.2 During each Event, if a unit suffers any casualties or loss of Vitality, it must Check Morale.
- 9:1.3 A unit will never be made to Check Morale more than once per Event. (ex: once per Event II, once per Event III, once per Event V.)

9:2 HOW TO CHECK MORALE

- 9:2.1 On the top row of the Morale Check Chart (see 9:3) find the type of unit that is checking morale.
- 9:2.2 In the left column, find the enemy unit it is fighting.
- 9:2.3 If the checking unit is fighting in Melee Combat against more than one unit, use the highest rated enemy (closest to the top of the chart) to determine the roll needed.
- 9:2.4 The number found in the box where the row and column intersect is the number you must roll equal to or exceed, in order to pass the Morale Check.
- 9:2.5 Before rolling, examine the Morale Modifiers Chart (see 9:4) to see if any positive or negative modifiers apply to the roll.
- 9:2.6 Roll a single D6 and modify the result by any relevant modifiers.
- 9:2.7 If the modified roll meets or exceeds the number indicated on the Morale Check Chart, the unit has passed the check. If the roll is less than the number indicated, the unit has failed the morale check.

9:4 MORALE MODIFIERS CHART

Situation	Mod
Unit Checking Morale is being attacked in the Flank	-1
Unit Checking Morale is being attacked in the Rear	-2
Troops Checking Morale has lost 50% or more of fighters	-2
Creature Checking Morale has lost 50% or more Vitality	-2
Attached Leader has been killed this turn	-1
Army Commander has been killed this turn	-1
Unit Checking Morale is attacking an enemy in the Flank	+1
Unit Checking Morale is attacking an enemy in the Rear	+2
Unit Checking Morale outnumbers total of all combat opponent(s) in contact. *Cavalry troops count as 2 each. *Creatures use their remaining Vitality as their 'troop count'.	+1
Unit Checking Morale has a friendly unit also engaged in the combat	+1
Unit Checking Morale has a Leader attached	+1



9:3 MORALE CHECK CHART

Cause of Check	Unit Taking the Morale Check						
	Creature	Mounted Knights	Foot Knights	Mounted Yeomen	Foot Yeomen	Peasants	
Creatures	3	3	3	4	5	5	< Roll must meet or exceed to pass <
Mounted Knights	3	2	2	3	4	5	
Foot Knights	3	1	2	2	3	5	
Mounted Yeomen	2	1	1	2	3	4	
Foot Yeomen	0	-1	1	1	2	3	
Peasants	-1	Always Pass	Always Pass	0	1	2	
Ranged Attacks	1	0	0	1	2	3	
Spells & Fire	3	1	1	2	3	5	



MORALE Continued**9:5 PASSING A CHECK**

9:5.1 If a unit passes the Morale Check, it will continue to operate normally. If it had been in combat, it will continue in combat in the following turn.

9:6 FAILING A CHECK

9:6.1 If a unit fails the morale check, it is now considered "routed".

9:6.2 A routed unit of Troops will immediately turn 180 degrees (facing in the opposite direction that it had been) and moves its maximum distance in that new direction.

9:6.3 When a routed unit moves, it may move through friendly and enemy units, and if its movement ends on top of another unit, it will continue moving in the same direction, until it is no longer touching another unit.

9:6.4 In subsequent turns, the routed unit will not move or turn, (unless forced to route again), until it has rallied (25:0).

9:6.5 When a creature fails a Morale Check, Roll another D6 and consult the Creature Morale Failure Table.

9:7 CREATURE MORALE FAILURE CHART

D6 Roll	Result
1 to 4	The Creature withdraws one full move to its rear. It will remain there until rallied. It will fight anyone who attacks it.
5	The Creature Flees. It withdraws one full move to its rear. It will continue to move in that direction until it has moved off the table. It will attack ANY units or figures that block its way. Once in combat, it will continue to fight until the enemy is destroyed or routs. It will not take further Morale Checks.
6	The Creature goes Berserk. It turns in a random direction, see the Random Movement Table (9:8), then moves up to its full distance towards the nearest unit it faces (in 180 degree arc), and attacks. It will continue to move in this fashion every turn, until destroyed. Once in combat, it will continue to fight until the enemy is destroyed or routs. It will not take further Morale Checks. The creature cannot be rallied.

9:8 CREATURE RANDOM MOVEMENT CHART

D6	Result
1-2	Moves to its rear
3	Moves to its right
4	Moves to its left
5	Moves forward Will Break through opponent if needed.
6	Stands in place. +1 to any Melee rolls.

9:9 ROUTED UNITS IN COMBAT

9:9.1 A unit which is routed may be engaged in combat by an opponent.

9:9.2 The routed unit may not turn to face its attacker, and therefore may be engaged in the flank or rear, even if there is no enemy to their front.

9:9.3 At the end of such a Combat, the routed unit will automatically flee again, moving away from their attacker.



Art by: Tony [Last Name Unknown]

DRACO DRACORUM

The Dragon of Dragons

The mountains to the west house the fantastic creatures from ancient legend called dragons. Out of all of these, the lair of Draco Dracorum is the most elusive. Humans and lesser dragons alike thirst for his riches.

None have entered the massive dragon's lair, and returned to speak of it.

10:0 FLYING UNITS



10:1 FLYING AND MELEE

- 10:1.1 Only airborne units may move into melee with other airborne units.
- 10:1.2 Airborne units must land in order to enter melee with ground units.

10:2 LANDING AND TAKING OFF

- 10:2.1 Landing or take-off must be performed at the end or beginning of the unit's move.
- 10:2.2 On the tabletop, units which are flying must be clearly indicated. We suggest placing a token next to the unit to indicate that it is flying.
- 10:2.3 A unit may not take-off while in melee contact, unless it becomes routed.
- 10:2.4 A unit may not land directly into melee combat. There must be enough space on the tabletop for the unit to land (place all the figures from the flying on the table) before entering into melee combat.
- 10:2.5 A unit may not both Take off and Land in the same turn. If it takes to the air, it will remain airborne until the player's next turn, when they determine if the unit is still flying, or lands.

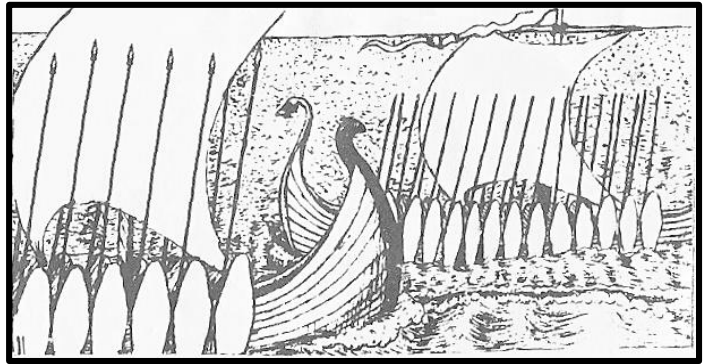
10:3 ROUTED FLYERS

- 10:3.1 When routed, a flying unit will always become airborne to perform its route move and use its normal flying distance. It will still land to attack ground units if "Fleeing" or "Berserk".

10:4 FLYERS' MOVEMENT

- 10:4.1 Airborne units may move over all units without penalty.
- 10:4.2 Airborne units are not affected in any way by terrain while in the air. On the ground, they are subject to all terrain.
- 10:4.3 Airborne units may not land in, or take-off while in, woods although they may land outside and walk into the woods or walk outside and take-off.

11:0 WATER-BOUND VESSELS



Art by: Tom Meier

11:1 MOVEMENT

- 11:1.1 A Vessel (boat and war ship) may only be placed on rivers, ponds, or larger bodies of water.
- 11:1.2 A vessel moves 6 +D6 inches per turn.
- 11:1.3 A vessel may never move onto land.
- 11:1.4 Units may move from vessel to land, or land to vessel, as if moving across land, provided that the vessel is touching land at the moment.
- 11:1.5 The turn that a vessel comes into contact with land, units moving off of it will move at half speed.
- 11:1.6 Only one unit from each army may occupy a vessel at a time.
- 11:1.7 Enemy units on the same vessel are automatically in Melee Combat.
- 11:1.8 If a unit on a vessel uses missile weapons, the vessel suffers no movement penalties.
- 11:1.9 If a unit leaves a vessel, the vessel becomes 'up for grabs' and another unit (friend or foe) may claim it by moving a unit of troops into it.

11:2 MELEE AND RANGED ATTACKS

- 11:2.1 Melee Prowess of a vessel is only used against opponents that are inside the water-based terrain.
- 11:2.2 Melee and Ranged attacks directed at the vessel will always be directed at the unit inside the vessel. If no unit is in the vessel, all of the damage is done against the vessel.
- 11:2.3 Some Damage may transfer from the troops to the vessel. Whenever 3 or more casualties are inflicted on a unit inside a vessel by an attacker in one turn, the attacker may "waive" one of the casualties for an attempt to damage the vessel. Roll 1D6; on a result of 5+, the vessel suffers 1 point of damage. If the vessel is reduced to 0 Vitality, all of the crew are removed from the table (killed, routed, or dispersed).

11:3 FIELDING BOATS AND WARSHIPS

- 11:3.1 Crew do not have to be purchased for the vessels. When deploying your army, you may declare which units are in which vessel, and deploy them together.
- 11:3.2 If using water-bound vessels, you will want to verify that the scenario includes Rivers, Ponds, Larger Bodies of Water. If playing a non-narrative game, discuss the use of such terrain with your opponent.

12:0 PREGAME**12:1 MINIATURES**

As you may be well aware, there are dozens of active companies that provide unique and interesting miniatures which can be used with these rules. You are welcome to try these rules with any miniatures you wish, and we realize that forces may be composed of miniatures from a variety of companies.

That said, we at Ral Partha (a division of Iron Wind Metals) do make our living by selling miniatures ourselves. That was the genesis of this rules set; to give our customers a solid fun game to use with the miniatures we sold them. We hope that you enjoy this rules set. If you do, we recommend taking a look at our online catalog (www.IronWindMetals.com). We will eventually have over 3,000 different fantasy miniatures available for purchase.

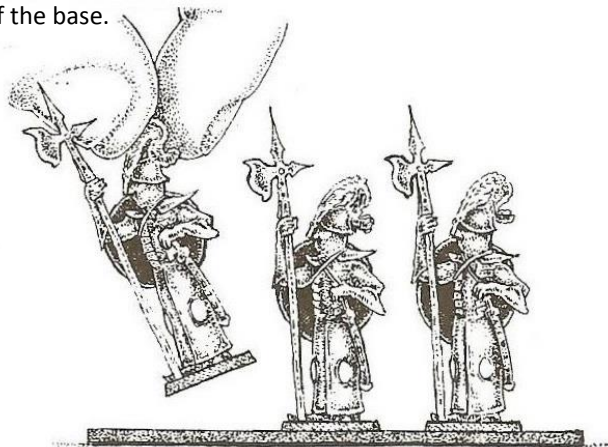
Quite a few of the items you will find in our catalog simply do not exist elsewhere, in miniature form. We have many unique miniatures currently in production, many more planned. This rules set (as well as the forthcoming Advanced Rules) gives you the ability to put them all on the tabletop.

12:2 PREPARING YOUR MINIATURES

12:2.1 Most advanced miniature battle rules have detailed instructions for mounting figures on bases to represent various troop types, training levels, tactical deployments, etc. By design, these rules require none of those complications.

12:2.2 If desired, you can mount your figures on multi-figure bases in anticipation of using such rules or mount them with their own individual bases. Both work well with this rules set. Mounting figures on bases does make them easier to handle in play as well as make it easier to keep a unit together.

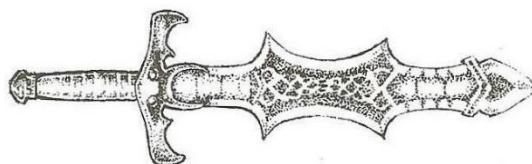
12:2.3 A simple way to start is to mount your troops on bases that will hold three figures. The base should be 60 to 75mm long. Width should be 20mm or 25mm for infantry and 40mm or 50mm for cavalry. If the figures are too large to fit comfortably on such a base, increase the base size until they do fit. The figures should be glued down so that they face the long side of the base.

**12:3 SETTING UP ARMIES**

- 12:3.1 Prior to the game, players should choose the troops to be used in the battle and arrange them into armies.
- 12:3.2 This can be done by building an Army Roster to an agreed upon points value. (See sections 28:0 to 34:0).
- 12:3.3 A quick way to set up armies easily is to place all available units on the tabletop, and balance the units on both sides by the troop types (i.e. a knight unit on each side, two yeoman units each side, etc).

12:4 DEPLOYMENT

- 12:4.1 Once the tabletop has had the terrain laid out (8:0) and the armies are mustered, each side should roll one die. The high roller can choose the side of the board on which to set up their army. The high roller must deploy one unit from their army first. The low roller will set up on the opposite side, after the high roller has placed their first unit, the low roller places one. Players alternate placing one unit each until all units have been placed.
- 12:4.2 Unless a scenario states otherwise, no units of a player's army should be placed further inward than 12 inches from the center line of the table. This should result in a 24" no man's land between the two armies.
- 12:4.3 Characters that have the Leadership ability of 'Captain' may deploy with the unit they are attached to. All other Characters deploy separately.
- 12:4.4 When the armies are marshalled on the tabletop, the battle can begin!

**13:0 THE GAME TURN**

- 13:1.1 This game is played in turns. Each turn is composed of a series of events which must be performed in the proper sequence.
- 13:1.2 Each turn is the same, repeating the events. Each event must be completed before moving on to the next event.
- 13:1.3 The events, in order, which make up a turn are as follows:

- Event I Initiative and Personal Challenges**
- Event II Spell Casting**
- Event III Ranged Attacks**
- Event IV Movement**
- Event V Melee Combat**
- Event VI Rally**

- 13:1.4 When all of the events in a turn are completed, the turn is over.
- 13:1.5 The following sections explain each event in detail.

14:0 **EVENT IA – INITIATIVE**

14:1 **ROLLING FOR INITIATIVE**

14:1.1 In Event I of each turn, each side (player) rolls 2D6 and adds the number of individual Leaders remaining on their side to the dice result.

Initiative Roll: 2D6 + Qty of Leaders

14:1.2 A leader is any character with Leadership Abilities.

14:1.3 The side with the highest combined score may choose which player has Initiative.

14:1.4 The side with Initiative must go first in every Event of the present turn.

14:1.5 The results of all Events are applied simultaneously.

15:0 **EVENT IB – PERSONAL CHALLENGES**



15:1 **ISSUING A CHALLENGE**

15:1.1 Individual Characters and Creatures that can speak (Giants, True Dragons) may issue a personal challenge against an opposing Character or Creature of any type.

15:1.2 The side with Initiative may issue the first challenge.

15:1.3 A Challenge is issued by the controlling player stating which Character or Creature under their control is issuing the Challenge, and which opposing Character or Creature is being challenged.

15:1.4 The challenge range is 12".

15:1.5 Characters or creatures that are fleeing or engaged in an ongoing melee (that both the challenger and target are not engaged in) may not challenge or be challenged.

15:1.6 Creatures may not refuse a challenge, but a player may elect to have an individual character decline a challenge. The first time an individual character declines a challenge, that particular character forfeits all morale and melee benefits to his troop for that turn. He may not participate in an attack or cast spells during that turn. The declining character may not voluntarily move to a new unit that turn, nor may he rally a unit during that turn. If the character refuses further personal challenges during the game, he is not penalized.

15:1.7 The Army Commander for each side may elect to send another unchallenged character or creature (within 12" of the challenger) into the personal challenge in their place.

15:1.8 Each character or creature may only issue a challenge or be challenged once during this event, each turn.

15:2 **FIGHTING IN A CHALLENGE**

15:2.1 Resolve the Challenge immediately after it has been issued (if not refused).

15:2.2 A spell caster (Wizard, Priest, or Necromancer) has the option of casting one spell before engaging in individual combat. Such a spell may only be directed at himself or at his opponent. The spell point counts against the spell caster's total for that turn. Any other spell caster in range can use counter-magic against the spell caster at this point. The counter-magic spell point cost also counts against that user's total. Once any spells are cast and the results are determined, the personal challenge is conducted normally.

15:2.3 All spells, ranged attacks, and combat in the Personal Challenge are all simultaneous. Therefore, each individual has a chance to hit their opponent.

15:2.4 Each combatant rolls a number of dice equal to either their Ranged Prowess or Melee Prowess value. The controlling player chooses which is used.

15:2.5 Prowess dice rolls are modified by Armor Values. If the Armor Value of the target is less than 2, add +1 to the result of each die rolled. If the Value is greater than 3, subtract -1 from the result of each die rolled.

15:2.6 Prowess dice rolls are modified by Weapon Upgrades.

15:2.7 Each modified roll of 5+ indicates a "hit". Each hit will reduce the Vitality of an opposing Character or Creature by 1.

15:2.8 An individual whose Vitality is reduced to '0' or less is removed from play.

15:2.9 After both sides of the challenge have attacked, that Challenge is completed.

15:3 **FURTHER CHALLENGES**

15:3.1 After the first Challenge has been resolved. The opposing side then issues a Challenge, and it is resolved.

15:3.2 Players continue issuing and resolving alternating Challenges until both sides have passed on a Challenge opportunity.



16:0 EVENT II – SPELL CASTING

16:1 BASICS

- 16:1.1 Wizards, Priests, Necromancers, and Demonologists may cast spells and summon otherworldly creatures during Event II.
- 16:1.2 A spell caster who attempts to cast a spell during Event II may only move at one-half of their movement allowance during that turn.
- 16:1.3 Each caster may only attempt each spell once per turn. The only exception to this is the Counter-Magic spell.
- 16:1.4 Every turn, each spell caster may spend a number of magic points equal to the 'Magic' value on their stat line.
- 16:1.5 Unless otherwise noted, all spells only last for 1 full turn.



Type	Common General Spells	Common Offensive Spells	Summoning Spells	Clerical Prayers	Necromancy Demonology
Wizard	Yes	Yes	Yes	No	No
Priest	Yes	Yes*	Yes	Yes	No
Necromancer / Demonologist	Yes	Yes	Yes	No	Yes

16:2 WHAT SPELLS CAN BE CAST?

- 16:2.3 There are five spell types available:

General Spells,
Offensive Spells,
Summoning Spells, 
Clerical Prayers, 
Necromancy/Demonology. 

- 16:2.4 Spell casters know all of the spells under the Spell Type that they have access to.
- 16:2.5 The chart to the upper right shows what Spell Types are available to the different spell casters.
- 16:2.6 *When a Priest uses Offensive spells, there is a significant cost. The strength of an offensive spell is subtracted from the Priest's magic rating, lowering it for the rest of the game.

16:3 ORDER OF THE EVENT

- 16:3.1 The side with Initiative declares the first spell. The spells are only announced at this time. The spell is NOT resolved yet.
- 16:3.2 If the target has a Magic Defense (16:5), it should be rolled for immediately.
- 16:3.3 Spells are cast alternately by the opposing players until both sides pass on an opportunity to cast a spell.
- 16:3.3 Once a player passes on the chance to cast a spell, the only spell they may cast for the remainder of the turn is Counter-Magic (17:1.10).
- 16:3.4 Once both sides are finished announcing spells, they are all resolved at once. All effects are assumed to occur simultaneously.
- 16:3.5 A target unit (not characters) that has lost one or more figures or points of vitality during the Event, must check morale. See Morale (9:3).

16:4 SPELL CASTING DETAILS

- 16:4.1 Unless otherwise specified, the range on all spells is 12" plus the Rank of the caster.
- 16:4.2 No Offensive Spells may be cast into or out of an ongoing melee.
- 16:4.3 When a spell is cast, the spell caster states the spell's name, its strength, and its target. The spell is not resolved at this time.
- 16:4.4 The strength of a spell is equal to the number of magic points used to cast it.
- 16:4.5 The strength of a spell may be reduced by an opponent's Counter-Magic spell (17:1.10) or by Magic Defense (16:5). If the strength of a spell is reduced below the required casting cost, the spell will have no effect. Because of this, spell casters often use more magic points than necessary in a spell, in order to penetrate any defenses a target might have in effect, or to survive any effects of counter-magic.
- 16:4.6 Spell casters may combine magic points to cast a spell. Each caster doing so must be within range of the target.

16:5 MAGIC DEFENCE

- 16:5.1 All Individuals use their Magic rating to defend themselves from spells.
- 16:5.2 Each rating point allows the character 1 die against every spell cast at them. Each die result of 5+ reduces the strength of an attacker's spell by 1 point.
- 16:5.3 A Priest's magical defense also applies to any unit that it is attached to.
- 16:5.4 Troops with the Skill Upgrade of Holy Warriors or Fighter-Mages also have magic defence.

17:0 COMMON SPELL LIST

All Wizards, Priests, Necromancers, and Demonologists have access to all spells on the Common Spell List.

GENERAL SPELLS

17:1.1 MAGICAL ARMOR

Increases the target's Armor Value by +1 for every 2 full magic points spent on the spell, to a maximum of +2 Armor.

17:1.2 COURAGE

The target gains a +1 modifier to its Morale Checks for every 1 magic point spent.

17:1.3 DARK VISION

Allows target to see in the dark. Target will be immune to the -1 modifier for Darkness. Cost is 1 magic point.

17:1.4 ENCHANTED WEAPONS

The target receives a +1 Modifier to Ranged and Melee die rolls, for every 2 full magic points spent. The weapons count as Enchanted Weapons while the spell is active. Maximum Modifier of +2.

17:1.5 GENTLE FALL

The target may safely fall from a height such as a cliff, the paralyzed spell, or a killed aerial mount. Cost is 1 magic point.

17:1.6 MAGICAL DARKNESS

Creates a circle of darkness around the spell caster with a radius of 3 inches per magic point spent. Magical light will negate darkness or magical darkness, restoring natural lighting conditions where the fields overlap.

17:1.7 MAGICAL LIGHT

Creates a circle of light around the spell caster with a radius of 3 inches per magic point spent. Magical darkness will negate light or magical light restoring natural lighting condition where the fields overlap.

17:1.8 ENHANCED MOBILITY

The target's normal movement rate is increased by +1 inch for every magic point spent on the spell.

17:1.9 RALLY

The target unit or creature is given a chance to rally. Roll 1D6. If the roll is less than or equal to the strength of the spell, the target rallies and may be used normally.

If failed, the unit flees again at full speed, in the same direction it was facing. Further Rally attempts still may be made in Event VI.

17:1.10 COUNTER-MAGIC

Reduces the strength of an enemy's spell by 1 for every 1 magic point spent on Counter-Magic.

The caster using Counter-Magic must be within range of either the enemy caster, or the target of the spell.



OFFENSIVE SPELLS

17:1.11 CONFUSE

If the spell is successful, the target is forced to turn against its own side. The spell caster then controls the target until the start of the next turn's Event II. Higher Spell strength increases the likelihood of success. When spells activate, roll a D6 to see if the target was confused.

Spell Strength	D6 Result Needed to Confuse
1-2	6
3-4	5+
5+	4+

17:1.12 FEAR

Causes the target to take an immediate Morale Check (9:3) as if attacked by magic. Cost is 3 Magic Points.

17:1.13 HELLFIRE

The caster rolls 1 die per strength of the spell. Each result of 5+ causes damage against the target. Armor does not modify the roll.

17:1.14 MYSTIC ARROWS

For each 3 full points of strength in the spell, the target suffers 1 attack as if it had been targeted in Event III by a full-strength archer unit (with common bows).

17:1.15 PARALYZE

Causes target to remain in place, unable to fight, for a turn. Airborne targets will crash to the ground, suffering 2d6 hits. This spell has a variable cost: 1 magic point for every: 1 cavalry (or) 2 infantry (or) 1 vitality point.

If the spell's strength is insufficient to affect the entire unit or individual, the spell will reduce the target's movement by 1 inch per magic point and the target suffers a total -1 modifier to Melee Combat and Ranged Attack die rolls.

17:1.16 UNIVERSAL BALANCE

Unlimited Range. Choose one Target. For every point of damage the target causes on an opponent during this turn, immediately roll a D6.

On the result of a 4+, the target suffers one point of damage. Armor does not modify this result.

Multiple castings of this spell during the same turn have no effect. Cost is 5 Magic Points.

18:0 ALTERNATE SPELL LISTS

When writing your Army Roster, you may choose to dedicate a spell caster to a list of spells other than the Common Spell List (17:1 & 17:2). In this instance, the caster will have no access to the Common Spells, instead they will use the spells from the Alternate Spell List that they have indicated on their Army Roster. All casters still know the Common Spell of Counter-Magic (17:1.10).

18:1 ELEMENTAL MAGIC**GENERAL SPELLS****18:1.1 DETERIORATE**

The opponent's Armor begins to rust, rot, and crumble away. Target's Armor Value is reduced by 1, for every 3 Magic Points used on the spell.

18:1.2 TRANSFORMATION

The unit is transformed into near-monstrous were-creatures. They gain +2 Movement, a +1 Melee Combat modifier, and the special rule Fearsome for the turn.

May only be cast on Infantry Troops. No non-were Characters may join the unit this turn. Cost is 4 magic points.

18:1.3 MAGICAL EVOLUTION

May only be cast on friendly Troops. The target unit gains one of the following special rules: Aquatic, Amphibious, or Flight. The Caster chooses which.

If the spell ends and the unit is flying, or in the middle of impassable water terrain, it will use all of its movement in the following turn to land safely or swim to the nearest shore.

The spell remains in effect until an opponent uses a total of 6 points of countermagic to end the spell, or the caster attempts to cast the spell again. Cost is 6 magic points.

18:1.4 OVERGROWTH

Place a token on a piece of terrain within range. Every part of that terrain within a 3" radius it becomes filled with poisonous thorns, briars, or dangerous pitfalls. Any units currently in contact with the terrain and within 3" of the token will suffer 1 attack as if it had been targeted in Event III by a full-strength archer unit (with common bows). This damage is inflicted even if the units are in Melee Combat.

Any unit that moves into the effected area will suffer the same damage. Cost is 5 Magic Points.

18:1.5 TREMORS

During this turn, any time that the target rolls a '6' for Morale, Ranged Attacks, Melee Attacks, etc. the D6 must be rerolled, and the new result is used. Cost is 8 Magic Points.

Units with the Elemental Aspect of Stone or Metal are immune to any effects of this spell.

18:1.6 CLOUD MINDS

Target unit of Troops and/or Character(s) suffers a mental assault, and they become much less effective with their specialized weapons. Regardless of any Weapon Upgrades they possess, the unit must fight in Melee Combat as if equipped with undefined weapons. Cost is 4 magic points.

OFFENSIVE SPELLS**18:1.7 LIGHTNING BOLT**

The caster rolls a number of dice equal to the target's Armor Value. Each result of 5+ causes damage against the target. Armor does not modify the roll.

After rolling for damage, remove casualties and pick up any dice that had successful rolls. The caster must roll those dice against the next closest unit to the target, within 6" (regardless of who controls that unit).

Continue this until no successful dice rolls are made, or there are no viable targets within 6" of the last target. The lightning bolt may not target the same unit more than once per turn. Cost is 4 magic points.

Units with the Elemental Aspect of Water are immune to any damage from this spell.

18:1.8 WALL OF FIRE

Place a 6" straight line on the board representing the wall of fire. It must be completely within the caster's spell range, and may not come into contact with any units. Any unit that moves thru the wall suffers damage as if attacked with Dragon Fire. The number of dice rolled is equal to the number of Magic Points used on the spell.

Units with the Elemental Aspect of Fire are immune to any damage from the Wall of Fire.

18:1.9 CYCLONIC WINDS

The target unit is pushed backwards or forwards, up to half their current movement value, in a direct path either away from or towards the caster. Distance moved is 1" per Magic Point used on the spell.

Target does not change facing. If the target is pushed into contact with a friendly unit or impassable terrain, it stops immediately, and must take a Morale Check (as against magical attacks).

If pushed into contact with an enemy unit or Berserk Creature, the unit will now be engaged in melee combat, operating as normal. Units with the Elemental Aspect of Air are immune to the effects of this spell.

18:1.10 ICE STORM

The target unit is hit with a barrage of blinding snow, sleet, and ice shards. The unit suffers a -2 modifier to all Ranged Attacks it makes during this turn, and -2 to their Movement. Cost is 4 Magic Points.

Units with the Elemental Aspect of Ice are immune to the effects of this spell.

ALTERNATE SPELL LISTS Continued

18:2 ILLUSORY MAGIC



GENERAL SPELLS

18:2.1 UNNERVE

The target unit suffers a -1 modifier to all Morale Check rolls, for every 3 magic points spent.

18:2.2 RENEWED VIGOR

Unit makes one free round of attacks at the end of Event II. These may be either ranged or combat attacks.

Cost in magic Points is determined by Troop Type:

Peasants: 2 magic points

Yeomen: 3 magic points

Knights: 4 magic points

Creatures/Characters: Make 1 attack per Magic Point.

18:2.3 RIGHTEOUS FURY

This spell effects Troops and Creatures/Characters differently. Note: This spell has no effect on Berserkers.

A target unit of Troops roll two dice when attacking in melee combat during Event IV. The higher of the two dice rolls is used as the unit's melee result.

A target Creature/Character rolls 3 additional dice in melee combat. Cost is 3 magic points.

18:2.4 BLINDING SPEED

The unit may make an immediate move at the end of Event II, moving 1" for every Magic Point used on the spell.

18:2.5 BLADEMASTRY

The unit may attack to its flanks or rear during this turn's Event V, and gains a +1 Melee Combat modifier. Cost is 4 magic points.

18:2.6 TELEPORT

Cast on a friendly target, even in combat. Target vanishes and reappears anywhere within spell range of the caster, but not into Melee. The unit may not voluntarily enter Melee Combat in the turn that it has teleported.

Cost is 1 magic point for every 2 troops (or) 1 Vitality. If the spell is reduced below the required amount, the caster chooses whether to complete the spell or not.

If they end the spell, there is no effect, but the magic points are lost. If the spell continues, the unit suffers damage/losses until its size or remaining Vitality becomes appropriate for the spell to work.

18:2.7 POWER BOOST

May only be cast on another Spell Caster. The target caster gains an increased range to all spells, equal to +1" for every Magic Point of this spell. Maximum augmented distance may never be more than double the caster's usual spell range.

OFFENSIVE SPELLS

18:2.8 MASSIVE ILLUSION

Place a large Creature on the board within half the caster's Spell Range. This creature may move, but may not make any attacks. Neither enemy, nor friendly forces may move through the illusion. The Creature's base should be no larger than 3"x3". It blocks line of sight and hinders enemy movement. It will disappear at the beginning of the next turn's Event I. This spell may only successfully cast once per game, by each side. Once the enemy realizes that their opponent is employing Illusory magic, they are able to see past the illusion. Cost is 6 Magic Points.

18:2.9 SHROUD

All ranged/magical ranged attacks directed at the target suffer a -1 modifier to all damage or hit rolls. Cost is 3 magic points.

18:2.10 ENERGY BLAST

The closest enemy unit to the caster must be the main target. Roll 3 dice. Results of 5+ cause damage. This roll is modified by target's Armor Value, just as if a Character were making a Ranged Attack against the unit. For all other unengaged enemy units within range of the spell and line of sight, roll a single D6 for each. A result of 6 will cause damage. This is also modified by Armor Values. The caster itself suffers 1 point of damage on the D6 roll of a 6. Cost is 4 Magic Points.

18:2.11 LURE

Range for this spell is 24". If the enemy unit wishes to make a ranged attack, or engage a unit in combat, it must attack the caster or the unit that the caster is attached to. If the caster (or attached unit) are outside of the Target's Movement or Range Distance, the spell has no effect, respectively. Lone Characters cannot be targeted.

Magic Point cost is determined by the target.

Peasants: 4 Magic Points.

Yeomen: 5 Magic Points.

Knights: 6 Magic Points.

Creatures: 3 Magic Points +1 per target's Vitality.

War Machines: 3 Magic Points +1 per target's Vitality.

18:2.13 SELF-INFLICTED DAMAGE

The target suffers a Melee Combat attack, as if it were targeting itself. This attack gains no bonuses for charging, or 1st turn of combat. All other modifiers apply.

Magic Point cost is determined by the target.

Troops: Make 1 attack for 6 Magic Points.

Creatures: Make 1 attack for each Magic Point spent.

Individuals: Make 1 attack for each Magic Point spent.

EVENT II – SPELL CASTING Continued

19:0 SUMMONING SPELLS

19:1 WHO CAN SUMMON WHAT?

19:1.1 This chart shows what spell casters may summon which otherworldly beings:

Type	Elemental	Djinn	Angel	Demon
Wizards	Yes	Yes	Yes	Yes
Priests	No	No	Yes	No
Necromancers Demonologists	Yes	No	No	Yes

19:1.2 A Wizard may not summon both an Angel and a Demon in the same game.

19:2 HOW TO SUMMON

19:2.1 A spell caster may use any number of magic points to summon a being.

19:3 ALLOCATING MAGIC POINTS

19:3.1 A sum of points equal to the strength of the spell may be distributed throughout the stat line values of the being that has been summoned, to increase its values.

19:3.2 With Angels, Demons, and Djinn, the values for Armor, Melee Prowess, Vitality, and Magic may be individually increased by +1 per point magic strength.

19:3.3 With Elementals, the values for Melee Prowess, and Vitality may be individually increased by +1 per point magic strength.

19:3.4 Example: 5 magic points have been used to summon an Elemental. The controlling player chooses to increase the Melee Prowess by +2, and Vitality by +3.

19:3.5 Spell casters may combine their magic points to summon a being, if they are within range of the spot where it is summoned.

19:4 GUIDELINES / RULES

19:4.1 Summoned beings are a special class of creature. They possess all of the abilities and liabilities of typical creatures except as specifically noted. The attack of a summoned being is considered to be an “enchanted weapon”.

19:4.2 A summoned creature may not be summoned into a melee combat. However, they may move and attack in the same turn that it appears.

19:4.3 Summoned beings have Defensive Magic, like Champions and some Creatures do.

19:4.4 If a summoned being fails a morale test, roll on the Creature Morale Failure Table. Elementals follow the instructions as given.

19:4.5 Demons, Angels, and Djinn react differently to the Creature Morale Failure Table:

A “withdraw” result (1-4) is treated normally.

With a “flee” result (5), the being will move towards their summoner to destroy him/her. If multiple casters summoned the being, it will go after the closest. No further morale checks will be made. The opposing player may now control the being in his turn.

A “berserk” result (6) means the being will simply disappear.

19:5 CANCELLATION

19:5.1 Certain summoned beings cancel each other out.

19:5.2 Upon coming into contact, the weaker of the two beings (the one with the lower vitality rating) will vanish.

19:5.3 The stronger will have its vitality reduced by the amount of weaker being’s vitality.

19:5.4 If the vitality of both beings are equal, then both will vanish.

19:5.5 Cancellation takes place in the movement phase and the survivor may continue onward.

19:5.6 Angels and Demons cancel out one another.

19:5.7 Earth Elementals and Air Elementals cancel out one another.

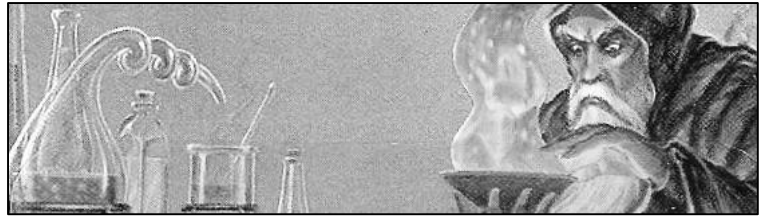
19:5.8 Fire Elementals and Water Elementals cancel out one another.

19:5.9 All Elementals and Djinn cancel out one another.



EVENT II – SPELL CASTING Continued

SUMMONING SPELLS Continued



Artist Unknown

19:6.1 SUMMONED BEING STAT LINES

Summoned Being	Movement	Melee Prowess	Range Prowess	Vitality	Magic	Armor Value	Morale
Angel	10"	1 + __ *	0	1 + __ *	5+ __ *	3+ __ *	Mounted Knight
Demon	10"	1 + __ *	0	1 + __ *	5+ __ *	2+ __ *	Mounted Knight
Djinn	10"	1 + __ *	0	1 + __ *	3+ __ *	2+ __ *	Foot Knight
Air Elemental	20"	2 + __ *	2	1 + __ *	3	3	Creature
Earth Elemental	5"	5 + __ *	3	1 + __ *	4	4	Creature
Fire Elemental	15"	4 + __ *	3	1 + __ *	3	3	Creature
Water Elemental	10"	3 + __ *	2	1 + __ *	3	3	Creature

__ * Variable. See (19:3) for details.

19:6.2 SUMMONED BEING SPECIAL RULES

Summoned Being	Special Rules
Angel	Flight. Causes Morale Checks in the Undead and Demons. Constantly benefits from the "Magical Light" spell, with a radius equal to its Vitality.
Demon	Flight. Fearsome: Opponents in Melee with the Demon suffer a -1 modifier to their Morale Check rolls. Other units which have this rule are immune to this modifier. Constantly benefits from the "Magical Darkness" spell, with a radius equal to its Vitality.
Djinn	Flight. Unaffected by Darkness.
Air Elemental	Immune to Ranged Attacks. May pick up and move 1 friendly unit up to 16" as flying. The number of troops in the unit or vitality of the character or creature may not exceed the Vitality of the Elemental.
Earth Elemental	Immune to Dragon Flame. During Melee, if unengaged in combat, and in contact with a wall or barricade, may remove 1" of the terrain feature per Vitality of the Elemental. May create walls in the same way, where it stands, if unengaged, during Melee.
Fire Elemental	Immune to Dragon Flame. Constantly benefits from the "Magical Light" spell, with a radius equal to its Vitality. During Melee, if unengaged in combat, and in contact with a hedge or woods, may remove 1 square inch of woods, or 2" of Hedges per Vitality of the Elemental. Ranged attack as Dragon Fire.
Water Elemental	Aquatic. During Melee, if unengaged in combat, and in contact with a river, may create a 1" wide ford in the river per Vitality of the Elemental. At the cost of reducing its Vitality, may create 1 square inch of Pond or 2 square inches of Marsh per vitality point sacrificed. The terrain feature starts where the Elemental stands.

20:0 CLERICAL PRAYERS

20:1 RESTORE HEALTH

Restores 1 vitality point for every 2 strength points in the spell. The caster must be in physical contact with the individual to cast this spell.

20:2 HEAL THE WALKING WOUNDED

Restores 2 Infantry figures or 1 cavalry figure for every 2 strength points in the spell. The caster must be in physical contact with the unit to cast this spell.

20:3 HEALING AURA

Restores health from a distance. Choose one friendly unit. Restores 2 Infantry figures, 1 cavalry figure, or 1 vitality point for every 4 strength points in the spell.

20:4 WORDS OF POWER

Causes the target (even if a Character, Undead, or Demon) to take an immediate morale check as if attacked by a magic spell. See (9:3) Costs 6 Magic Points.

20:5 EXORCISM

Target unit of Demons or Undead suffers 1 attack as if it had been attacked in Event III by a full-strength archer unit (common bows). May be cast into a combat that the Cleric is engaged in. Cost is 6 Magic Points.

Note:

Clerical Prayers of healing can not restore the Undead or Demons.

EVENT II – SPELL CASTING Continued**21:1 NECROMANCY & DEMONOLOGY**

21:1.1 A Necromancer is a special type of wizard who deals with the dead and undead. He may summon and command Skeletons, Zombies, and Wraiths.

A Demonologist has a similar relationship to Demons.

21:1.2 Caster may have under his control a number of Undead/Demonic units and individuals totaling no more than their current magic rating. If the number of Undead/Demonic units exceeds the total magic rating of the Necromancers/Demonologists in the army, the player must release one Undead/Demon unit or individual from their control. That unit or individual will immediately proceed towards the Necromancer / Demonologist and attempt to destroy him. The opponent may control the released unit. If for some reason another Undead/Demonic unit is destroyed, and the Necromancer/Demonologist once again has enough magic rating, they may immediately regain control of the rogue unit.

21:1.3 If a Necromancer/Demonologist is killed, and no other Necromancer/Demonologist is available to control the unit, roll for each of the Undead/Demonic units and individuals no longer under control on the Creature Morale Failure Table. Add +1 to the die roll on the Creature Morale Failure table.

21:2 NECROMANCY/DEMONOLOGY SPELLS**21:2.1 SUMMON UNIT OF WRAITHS**

The caster creates a full unit of Wraith Troops at the cost of lowering the caster's magic rating for the rest of the game.

The unit counts against the maximum number of undead that may be controlled [12 Infantry or 6 Cavalry].

Summoned unit move 8" on the ground or in the air, are unaffected by terrain, and immune to non-enchanted missile fire (but not to magic spells and dragon fire).

They operate under all rules for the Undead/Demons.

They also have a magic resistance of D3 which is rolled each time the unit is magically attacked. They may not be restored using the Restore Undead/Demons spell.

Costs to raise a unit of Wraiths are:

Troop Type	Caster's Magic Rating Reduction
Peasants	-2
Foot Yeomen	-4
Foot Knights	-10
Mounted Yeomen	-6
Mounted Knights	-8

**21:2.2 SUMMON WRAITH OR DEMONIC CHAMPION**

Allows a caster to call forth an individual Wraith or Demonic Champion. It has the characteristics of a normal Undead/Demonic personality plus the special abilities of a Wraith as noted in the SUMMON UNIT OF WRAITHS spell. The Champion may not be restored using the Restore Undead/Demons spell. The strength of the spell required is equal to the individual's cost in fantasy points.

21:2.3 RESTORE UNDEAD OR DEMONS

Restores 2 Undead or Demon infantry figures, 1 cavalry figure, or 1 vitality point for every 2 magic strength points in the spell. The Necromancer/Demonologist must be in physical contact with the target to cast this spell.

21:2.4 SUBVERT CONTROL

Allows a Necromancer/Demonologist to gain control of an enemy Undead or Demonic individuals. Strength of the spell must exceed the Target's vitality in order to gain control. Lasts 1 full turn.

21:2.5 WREST CONTROL

Allows the caster to attempt to gain control of an enemy Undead/Demonic unit. Caster rolls a number of dice equal to the strength of the spell.

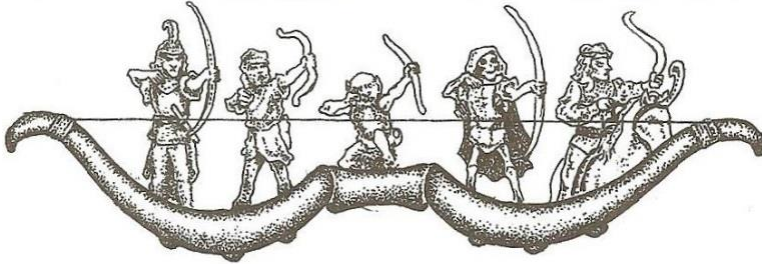
If the total of the roll exceeds the value given below for the type of unit, the caster gains control of the unit. Lasts 1 full turn. This spell may not target a unit that has a Necromancer or Demonologist attached to it.

Troop Type	Roll needed to Wrest Control
Peasants	5+
Foot Yeomen	10+
Foot Knights	15+
Mounted Yeomen	15+
Mounted Knights	20+

22:0 EVENT III – RANGED ATTACKS

22:1 BASICS

- 22:1.1 Peasants, Yeomen, and some Knights may carry missile weapons.
- 22:1.2 Certain characters and creatures have ranged attack capabilities as reflected on their stat line, by having a value under Ranged Prowess.
- 22:1.3 Units may fire their missile weapons during Event III.



22:2 RESTRICTIONS

- 22:2.1 Ranged Attacks can never be made into, out of, or through melee combat.
- 22:2.2 A unit must fire its missile weapons at only one target each turn.
- 22:2.3 Units may not fire at characters, unless the character is the only target within range.
- 22:2.4 The target must be within range of at least one figure in the firing unit.
- 22:2.5 At least half of the figures in the firing unit must have a clear shot at the target, or there will be a negative modifier to the Ranged Attack roll.
- 22:2.6 Ranged attacks may not fire missile weapons over any enemy units, unless the firing unit can draw line of sight to more than ½ of the target. If this is in dispute, the unit may not be targeted. Units may fire over characters or creatures without penalty.
- 22:2.7 Units may fire over friendly troops to target completely obstructed units, but suffer a -2 modifier to their roll. This is referred to as Volley Fire.
- 22:2.8 Routed, paralyzed, and engaged units may not fire.
- 22:2.9 Troops, Characters, or Creatures that fire during Event III are reduced to one-half movement for that turn.
- 22:3.10 Range for the attacks is determined by the weapon being fired. See section (29:4.2)

22:3 TYPES OF RANGED ATTACKS

- 22:3.1 There are two different types of Ranged Attacks.
- 22:3.2 Infantry and Cavalry Troops make their Ranged Attacks using the rules found under “Troops Making Ranged Attacks” See (22:4).
- 22:3.3 Characters, Creatures, and War Machines make their Ranged Attacks using the rules found under “Individuals Making Ranged Attacks” See (22:5).

22:4 TROOPS MAKING RANGED ATTACKS

- 22:4.1 Controlling player declares which unit is firing, and chooses a viable target within range and line of sight.
- 22:4.2 A unit of troops causes ranged “hits” as follows: The player firing rolls 1D6.
- 22:4.3 Apply any RANGED ATTACK MODIFIERS to the result of the rolled die. See (22:6)
- 22:4.4 After applying modifiers, divide the new total by the target’s Armor Value. Remember, some spells, special rules, and upgrades can modify an Armor Value. This chart shows the common Armor Values.

Troop Types	Armor Value on Foot	Armor Value Mounted
Peasant	1	2
Yeoman	2	3
Knight	3	4
Character	see Stat Line	
Creature	see Stat Line	

- 22:4.5 Always round up if the result is 1/2 or greater. Round the number down if the result is less than 1/2. This chart may help with the math required:

D6 Roll +/- Modifier	Target's Armor Value				< Number of hits on target <
	1	2	3	4	
1	1	1	0	0	
2	2	1	1	1	
3	3	2	1	1	
4	4	2	1	1	
5	5	3	2	1	
6	6	3	2	2	
7	7	4	2	2	
8	8	4	3	2	
9	9	5	3	2	
10	10	5	3	3	
11	11	6	4	3	
12	12	6	4	3	
13	13	7	4	3	
14	14	7	5	4	
15	15	8	5	4	

- 22:4.6 The result is the number of hits inflicted on the target.
- 22:4.7 Every hit removes one Infantry or Cavalry figure from an Troop unit, or 1 point of vitality from a Character, Creature, or War Machine.
- 22:4.8 A target unit or individual (not characters) that loses one or more figures or points of vitality from a ranged attack, must check morale. See (9:3)
- 22:4.9 Formula to hit:

(D6 Roll +/- Ranged Modifiers) / Target's Armor Value

EVENT III – RANGED ATTACKS Continued**22:5 INDIVIDUALS MAKING RANGED ATTACKS**

- 22:5.1 Controlling player declares which individual is firing, and chooses a viable target within range and line of sight.
- 22:5.2 Individuals with a ranged prowess rating cause hits by rolling a number of six-sided dice (D6) equal to their Ranged Prowess value.
- 22:5.3 Apply any RANGED ATTACK MODIFIERS (22:6) to the result of the rolled dice.
- 22:5.4 Additional modifiers should be applied based upon the target's Armor Value:

Target's Armor Value	Modifier
1 or less	+1 to roll
2	no modifier
3 or more	-1 to roll

- 22:5.5 Each modified five or six rolled is a hit scored against the target.
- 22:5.6 Every hit removes one Infantry or Cavalry figure from an Troop unit, or 1 point of vitality from a Character, Creature, or War Machine.
- 22:5.7 A target unit (not characters) that loses one or more figures or points of vitality from ranged fire, must Check Morale. See (23:3)
- 22:5.8 Formula to hit for each D6:

$$(\text{D6 Roll } +/- \text{ Ranged Modifiers } +/- \text{ Armor Modifier}) = 5+$$

22:6 RANGED ATTACK MODIFIERS

Situation	Modifier
For every 1 Cavalry Casualties from the firing unit	-1
For every 2 Infantry Casualties from the firing unit	-1
Firing thru or into terrain	-1
Firing from, thru, into Darkness/Magical Darkness	-1
The Target is airborne	-1
Less than half of the firing unit have line of sight	-1
Firing over friendly troops (Volley Fire)	-2
Firing from an elevated position (hill, tower, etc.)	+1
Firing at an elevated target	+1

22:7 SHOOTING AT DIFFERENT ELEVATIONS

All shooting is treated as if on a 2 dimensional plane. This means that you do not need to take vertical distance into account when using missile weapons. Only horizontal distance needs to be calculated.

**The Silver Dragon**

The Magic spells that the superbly intelligent Silver Dragon commands permit him to intervene on the side of law and order whenever he wishes.

However, this extremely rare creature is not easy to find; and when you have located him, usually on a secluded mountain peak, near the argent clouds and azure sky which he loves, it is not easy to persuade him to become involved.

Promises of gold and material wealth will not sway him – only knowledge and beauty can coax the Silver Dragon out of his shell of aloofness to take a commanding part in the fantasy world.

Art by: Tony [Last Name Unknown]



23:0 EVENT IV – MOVEMENT

23:1 BASIC RULES

- 23:1.1 Routed Creatures that are Fleeing or Berserk must move before either side (See 9:7)
- 23:1.2 An unrallied, routed unit cannot be voluntarily moved at all.
- 22:1.3 Units engaged in Melee Combat may not move.
- 23:1.4 Units may move up to the maximum distance permitted for that type of unit or figure.
- 23:1.5 The unit may change shape, form, facing, direction and configuration; as long as no single figure within the unit exceeds the unit's movement allowance.
- 23:1.6 The maximum distance a unit may move is reflected on the Army Roster Stat Line and/or in the Movement Rate Chart (23:6). If these are in conflict, use the value on the Army Roster Stat Line.
- 23:1.7 The maximum movement can be reduced by passing thru or over terrain. See Terrain (8:4)

23:2 MOVING THRU AND AROUND OTHER UNITS

- 23:2.1 Troops, Creatures, and War Machines cannot move through a unit of Troops, unless that stationary unit is routing.
- 23:2.2 Troop units need at least two inches of clear space to move between two other units.
- 23:2.3 A Creature only needs one inch of clear space to move between two units.
- 23:2.4 Creatures may freely move through the space occupied by friendly Characters or Creatures but not troops.
- 23:2.5 Characters may freely move through the space occupied by friendly Characters, Creatures or Troops.

23:3 CHARACTERS AND TROOP UNITS

- 23:3.1 A Character may stay with a unit that they have been attached to, become unattached and move on their own, or move to a new unit.
- 23:3.2 If the Character refused a Personal Challenge during this turn, the Character must remain with the unit it was attached to.

23:4 ENTERING COMBAT

- 23:4.1 To engage an enemy unit in combat, the unit that is moving must simply come into physical contact with the enemy, during Event IV.
- 23:4.2 As soon as a unit is touching an opposing unit, it is in melee. It may not move until the opposing unit is eliminated, or forced to run away from the melee.
- 23:4.3 The first two units in a Melee Combat always meet face to face. If the unit that is receiving the charge is not already engaged in Melee Combat, it will turn to face the first enemy unit that contacts it.
- 23:4.4 When moving to engage an opponent, if both the flank or rear of the target are viable, the attacker must

engage the closer of the two, unless another unit has already engaged the flank.

23:5 ORDER OF MOVEMENT

- 23:5.1 The player with Initiative moves all of their units and individual figures as they wish (except those routed, paralyzed, or locked in melee).
- 23:5.2 When the player with Initiative is done moving, the second player moves their units. Movement rates and rules are the same as for the first player. Remember, you may not move units which were just put into melee during the first player's move.

23:6 MOVEMENT RATES

Unit Type	Movement
Characters (unless otherwise noted)	12"
Cavalry - Yeomen and Peasants	12"
Cavalry - Knights	10"
Cavalry - Very Large or Giant Mounts	8"
Infantry - Yeomen and Peasants	8"
Infantry - Knights	6"
Creatures - Movement will be listed on Stat Line	
Flyers - Wraiths	8"
Flyers - Winged Humanoids	10"
Flyers - Mounts	16"
Flyers - Large Mounts	14"
Flyers - Small Dragons & Very Large Mounts	12"
Flyers - Large Dragons	10"



The War Eagle

The elite scouts of the Legendary Age were the riders of The War Eagle. Many are held in awe at the power and spirit of these magnificent avians. These incredible winged beasts each bear a noble warrior rider.

Art by: Melissa Morello

24:0 EVENT V – MELEE COMBAT**24:1 UNITS ENGAGING ONE ANOTHER**

- 24:1.1 Melee is hand-to-hand combat between opposing Troops or Individuals.
- 24:1.2 Melee Combat is initiated when one unit moves into contact with an enemy unit.
- 24:1.3 The first two units in a melee always meet face to face. Thus a unit will turn to face the first unit that contacts it.
- 24:1.4 Once two opposing forces are in contact they will stay that way until one or both units are eliminated or forced to run away.

24:2 FLANK & REAR ENGAGEMENT

- 24:2.1 Once a target is engaged in Melee Combat to its front, additional enemy units may engage it in combat, in the flank or rear.
- 24:2.2 Flank and Rear attacks are especially beneficial.
- 24:2.3 Characters never have flanks or rears.
- 24:2.4 The first two opposing units that come into base contact with one another will always turn to face each other. Turn the defending unit to face the first attacker that moves into contact with it.
- 24:2.5 Upon eliminating or routing all opponents to the front, a unit or creature may turn in place to face another opponent, at the end of Event V. If more than one opponent remains, the player may choose which opponent his unit will face. This is the only movement allowed once a melee is started until each opposing unit is eliminated or routed.

24:3 ATTACKING

- 24:3.1 All combat occurs simultaneously; casualties are set to the side, but not removed from the tabletop until all fighting this turn is done.
- 24:3.2 The player with Initiative chooses which Melee Combats are resolved first.
- 24:3.3 Individual Characters (both if attached to a unit or independent) may attack in any direction, regardless of the direction the individual is facing.
- 24:3.4 Troops, Creatures, and War Machines may only fight an opponents which they are facing. Thus, units attacking on an enemy flank or rear are never attacked back by that enemy Troops, Creature, or War Machine.
- 24:3.5 There are two different types of Melee Attacks.
- 24:3.6 Infantry and Cavalry Troops make their Melee Attacks using the rules found under "Troops Making Melee Attacks" (24:6).
- 24:3.7 Characters, Creatures, and War Machines make their Melee Attacks using the rules found under "Individuals Making Melee Attacks" See section (24:7).

24:4 INJURING CHARACTERS

- 24:4.1 Characters that are not attached to units may be attacked by any unit that is facing them in close combat.
- 24:4.2 Characters attached to a unit of troops, not fighting independently, may only be injured by causing excessive casualties to that unit.
- When the unit suffers three or more casualties from an opponent during a single melee event, the player inflicting such casualties has a choice.
 - The player may apply that number of casualties directly upon the opposing unit, or he may apply that number of casualties minus 1 upon the opposing unit, and then attempt to wound the attached figure.
 - If he chooses the latter option, he rolls 1D6.
 - A roll of 5+ causes one point of damage on the attached character.
 - A roll of 1 to 4 causes no damage to anyone.
- 24:4.3 When a character is attached to a unit, and all of the unit's members are killed, any remaining damage carries over onto the character(s).

24:5 MELEE MODIFIER CHART

Situation	Modifiers
Attacker is a Peasant Troop Type	-1
Attacker is a Yeoman Troop Type	0
Attacker is a Knight Troop Type	+1
Attacker is riding a Standard Mount	+1
Attacker is riding a Large Mount	+2
Attacker is riding a Very Large Mount	+3
Attacker is riding a Giant Mount	+4
Every 2 Infantry missing from Attackers unit	-1
Every 1 Cavalry missing from Attackers unit	-1
Attacking the enemy's Flank	+1
Attacking the enemy's Rear	+2
A Leader is attached to the attacking unit	+1
Attacking while in a River Ford	-2
Attacking while in a Stream	-1
Attacking an opponent that is Uphill	-1
Darkness or Unable to see	-1



EVENT V – MELEE COMBAT Continued

24:6 TROOPS MAKING MELEE ATTACKS

- 24:6.1 In a melee, the controlling player declares which of their units is attacking, and that unit's target.
- 24:6.2 A unit of troops causes melee "hits" as follows: The player attacking rolls 1D6.
- 24:6.3 Apply any MELEE MODIFIERS (24.5) to the result of the rolled die. See (24.5)
- 24:6.4 After applying modifiers, divide the new total by the target's Armor Value. Remember; some spells, special rules, and upgrades can modify an Armor Value. This chart shows the common Armor Values.

Troop Types	Armor Value on Foot	Armor Value Mounted
Peasant	1	2
Yeoman	2	3
Knight	3	4
Character	see Stat Line	
Creature	see Stat Line	

- 24:6.5 Always round up if the result is 1/2 or greater. Round the number down if the result is less than 1/2.

This chart may help with the math required:

D6 Roll +/- Modifier	Target's Armor Value				
	1	2	3	4	
1	1	1	0	0	< Number of hits on target <
2	2	1	1	1	
3	3	2	1	1	
4	4	2	1	1	
5	5	3	2	1	
6	6	3	2	2	
7	7	4	2	2	
8	8	4	3	2	
9	9	5	3	2	
10	10	5	3	3	
11	11	6	4	3	
12	12	6	4	3	
13	13	7	4	3	
14	14	7	5	4	
15	15	8	5	4	

- 24:6.6 The result is the number of hits inflicted on the target.
- 24:6.7 Every hit removes one Infantry or Cavalry figure from a Troop unit, or 1 point of vitality from a Character, Creature, or War Machine.

24:6.8 Formula to hit:

$$(\text{D6 Roll } +/- \text{ Melee Modifiers}) / \text{Target's Armor Value}$$

24:7 INDIVIDUALS MAKING MELEE ATTACKS

- 24:7.1 Controlling player declares which individual is attacking, and chooses a viable target.
- 24:7.2 Individuals cause hits by rolling a number of six-sided dice (D6) equal to their Melee Prowess value.
- 24:7.3 Apply any MELEE MODIFIERS (24.5) to the result of the rolled dice.
- 24:7.4 Additional modifiers apply based upon the target's Armor Value:

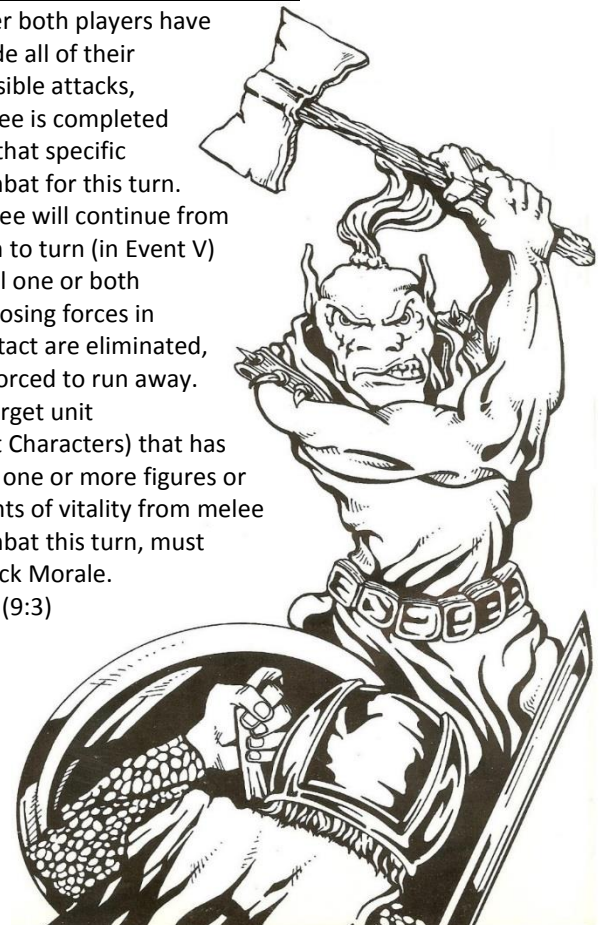
Target's Armor Value	Modifier
1 or less	+1 to roll
2	no modifier
3 or more	-1 to roll

- 24:7.5 Each modified five or six rolled is a hit scored against the target.
- 24:7.6 Every hit removes one Infantry or Cavalry figure from a Troop unit, or 1 point of vitality from a Character, Creature, or War Machine.
- 24:7.7 Formula to hit for each D6:

$$(\text{D6 Roll } +/- \text{ Melee Modifiers } +/- \text{ Armor Modifier}) = 5+$$

24:8 AFTER ROLLING TO ATTACK

- 24:8.1 After both players have made all of their possible attacks, melee is completed for that specific combat for this turn.
- 24:8.2 Melee will continue from turn to turn (in Event V) until one or both opposing forces in contact are eliminated, or forced to run away.
- 24:8.3 A target unit (not Characters) that has lost one or more figures or points of vitality from melee combat this turn, must Check Morale. See (9:3)



25:0 EVENT VI – RALLY

25:1.1 A unit that is routed will remain so until it is rallied.

25:1.2 A player may rally a unit or creature in one of two ways as noted below:

25:2 UNIT RALLIED BY A LEADER

25:2.1 A Character with an appropriate Leadership Title (4:11) may rally one unit or creature.

25:2.2 To do so, a Character must be in physical contact with the unit at the start of Event VI.

25:2.3 If both the Character and Routed Unit both have not suffered any damage during the current Turn, then the unit automatically rallies.

25:3 ATTEMPT TO RALLY WITHOUT A LEADER

25:3.1 If a Leader is not available, a player may make one rally attempt per unit without a leader.

25:3.2 To attempt rally without a Leader, the player rolls 1D6, and consults the chart below:

25:3.3 The chart shows the number that the die must meet or exceed to rally the unit.

Rallying Unit	D6 Roll must meet or exceed this number to Rally
Peasants	5+
Yeomen	4+
Knights	3+
Creatures	4+

25:3.4 If the player fails the roll, the unit is removed from the game at once.

25:3.5 A Creature that fails this roll goes “Berserk”, as per the Creature Morale Failure Table (9:7).

25:4 WHEN A UNIT RALLIES

25:4.1 When a unit rallies, the controlling player may turn it to face any direction desired.

25:4.2 The unit may operate normally in the following turn.

25:5 AFTER RALLIES

25:5.1 After both sides have attempted to Rally their troops, the turn is over.

25:5.2 The next turn begins with Event 1.

**26:1 ENDING THE GAME**

26:1.1 Most scenarios will state specifically how many full turns a game should last.

26:1.2 In non-scenario games, or those without a set turn limit, the game will end after the completion of 10 full turns.



Art by: Tony [Last Name Unknown]

Guardian Dragon

In dungeon passageways, secret rooms, or hoards full of gold, many have found themselves ill-suited to deal with a bicephalous dragon in close quarters. The dragon's heads work in shifts. One of them sleeps while the other keeps the vigil, senses keyed to electric sharpness. At the first hint of an attempt to trespass on the Guardian Dragon's territory, this fantastic creature launches into a devastating attack using four sets of massive claws, two sets of dripping, dagger-like fangs, and two brains.

26:2 DETERMINING VICTORY

Scenario games will have specific criteria to determine who has won the game, and how well they did.

The criteria here shows how to determine victory for non-scenario games.

26:2 AWARDING KILL POINTS

26:2.1 Each player should immediately add up the points they paid to purchase the models which are deceased or routed at the end of the game.

26:2.2 When awarding 50% or 75% of the point value, always round up.

26:2.3 AWARDING TROOP POINTS

Use this chart to award points from Troops.

Unit Status	Points to Calculate
100% Alive. Not Routed.	= 0 Points Awarded
100% Alive. Routed.	= 50% Points Awarded
99% - 51% Alive. Not Routed.	= 0 Points Awarded
99% - 51% Alive. Routed.	= 50% Points Awarded
50% - 1% Alive. Not Routed.	= 50% Points Awarded
50% - 1% Alive. Routed.	= 75% Points Awarded
0% Alive.	= 100% Points Awarded

26:2.4 TROOP POINTS EXAMPLES:

In this example, you have fielded a unit of Human Yeomen Infantry, which cost 24 Troop Points to field.

Unit Status	Points to Calculate
100% Alive. Not Routed.	= 0 Points Awarded
100% Alive. Routed.	= 12 Points Awarded
99% - 51% Alive. Not Routed.	= 0 Points Awarded
99% - 51% Alive. Routed.	= 12 Points Awarded
50% - 1% Alive. Not Routed.	= 12 Points Awarded
50% - 1% Alive. Routed.	= 18 Points Awarded
0% Alive.	= 24 Points Awarded

26:2.5 AWARDING FANTASY POINTS

For Creatures, Characters, War Machines, and Titans award points for every individual model, bases on its status.

Unit Status	Points to Calculate
100% - 1% Alive. Not Routed.	= 0 Points Awarded
100% - 1% Alive. Routed.	= 50% Pts Awarded
0% Alive.	= 100% Pts Awarded

26:2.6 FANTASY POINTS EXAMPLES:

In this example, you have fielded a Rank 5 True Dragon, which cost 27 Fantasy Points to field.

Unit Status	Points to Calculate
100% - 1% Alive. Not Routed.	= 0 Points Awarded
100% - 1% Alive. Routed.	= 14 Points Awarded
0% Alive.	= 27 Points Awarded

26:2.7 Give your opponent their totals for Troop Points awarded and Fantasy Points awarded.

26:3 TURN AWARDED POINTS INTO A RATIO

26:3.1 Once your opponent has given you your 'awarded points', turn that number into a ratio.

26:3.2 In these games you earn Victory Points for every full 1/3 of your opponent's Troop Points or Fantasy Points that you kill, destroy, or rout.

26:3.3 At this point, you should have two values awarded for your opponent:

Troop Points Awarded & Fantasy Points Awarded

26:3.4 There are several ways to calculate how many 1/3rd's of the force you have earned points for.

26:3.5 If you are playing a game with the army sizes suggested in section (28:3), this chart can be used to determine how many 1/3rd's earn you victory points:

Army Points	0/3	1/3	2/3	3/3	< Ratio
18	0 - 5	6 - 11	12 - 17	18	< Points Awarded <
30	0 - 9	10 - 19	20 - 29	30	
50	0 - 15	16 - 32	33 - 49	50	
54	0 - 17	18 - 35	36 - 53	54	
75	0 - 24	25 - 49	50 - 74	75	
90	0 - 29	30 - 59	60 - 89	90	
150	0 - 49	50 - 99	100 - 149	150	
180	0 - 59	60 - 119	120 - 179	180	
225	0 - 74	75 - 149	150 - 224	225	
300	0 - 99	100 - 199	200 - 299	300	
500	0 - 155	166 - 332	333 - 499	500	
750	0 - 249	250 - 499	500 - 749	750	

Examples: In an average sized high-fantasy game you would use 300 Troop Points, and 90 Fantasy Points.

Determine the ratio for Troop Points and Fantasy Points separately on the chart above.

Troop Example

- In this example, you were awarded 235 Troop Points.
- Going down the left column, find the row for a total of 300 points.
- Looking across the next 4 columns on that row, find which column your 'Awarded Points' falls into.
- The top of that column will show you how many 1/3rds you may use to claim Victory Points.
- Your score of 235 falls under the column labeled 2/3.

Fantasy Example

- In this example, you were awarded 35 Fantasy Points.
- Going down the left column, find the row for a total of 90 points.
- Looking across the next 4 columns on that row, find which column your 'Awarded Points' falls into.
- The top of that column will show you how many 1/3rds you may use to claim Victory Points.
- Your score of 35 falls under the column labeled 1/3.

TURN AWARDED POINTS INTO A RATIO Continued

26:3.6 If you are not using an army size suggested in section (28:3), enjoy math, or if you have a calculator at hand, you can calculate your ratio this way:

26:3.7 Divide the number of Awarded Points by the number of Total Points

26:3.8 Calculate: AWARDED POINTS / TOTAL POINTS

26:3.9 Take that number, and use this chart to determine how many 1/3rds may be used to earn Victory Points:

	0/3	1/3	2/3	3/3
Result	0 - 0.32	0.33 - 0.65	0.66 - 0.99	1

Example: Using the same numbers as before:

- 235 Awarded Troop Points / 300 Total Troop Points
- 235 divided by 300 equals 0.783333
- 0.78 falls under the column for 2/3.

26:4 TURN YOUR RATIO INTO VICTORY POINTS

26:4.1 Regardless of how you calculate it, you should have ratios for both Troop Points and Fantasy Points.

26:4.2 Some scenarios will reward different amounts of Victory Points for your Troop and Fantasy point Ratios.

26:4.3 See (26:6) to determine how many Victory Points are earned in non-scenario games.

26:5 VICTORY POINTS BASED ON ACHIEVEMENTS

26:5.1 Earn additional Victory Points for killing your opponent's Army Commander, Magic Users, and capturing their Standards.

26:5.2 See (26:6) to determine what achievement based Victory Points are earned in non-scenario games.

26:6 ALL POSSIBLE VICTORY POINTS

26:6.1 Calculate all Victory Points that you have earned.

Situation	Victory Points
For every full 1/3 of your opponent's Troop Points awarded.	+5
For every full 1/3 of your opponent's Fantasy Points awarded.	+5
If your opponent's Army Commander has been killed.	+3
If your Army Commander is still alive and not routed.	+3
For every enemy Spell Caster that has been killed.	+1
For every enemy Unit Standard held at the end of the game.	+1

26:7 COMPARE VICTORY POINTS

26:7.1 Compare your Victory Points to your opponents.

26:7.2 Find the difference between the two numbers.

26:7.3 Unless the result is a draw, the player with the higher number of victory points has won the game.

26:8 DETERMINE LEVEL OF VICTORY

26:8.1 Use the difference in Victory Points to determine how large a victory was won.

Victory Point Difference	Result
0 – 5	Draw
6 – 10	Minor Victory
11 – 25	Solid Victory
26+	Major Victory



26:9 CAMPAIGNS

26:9.1 If playing a campaign game, be sure to use your victory status (Minor, Solid, Major) to modify your results for Character Injuries and Advancements.

26:9.2 See Section (27:0) for Campaign details.

27:0 SURVIVING THE CHAOS WARS

27:1 CAMPAIGN CHARACTERS

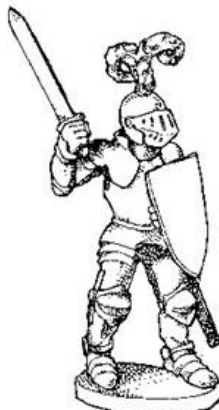
- 27:1.1 Groups of players who wish to play a series of games as a campaign may agree to carry characters over from one game to another. In this case, players should agree on a maximum number of Fantasy Points that may go towards those Characters.
- 27:1.2 These are referred to as 'Campaign Characters' and 'Campaign Points', respectively.
- 27:1.3 We suggest using 35 Campaign Points, with a maximum of 6 Campaign Characters, no more than half of which may be spent on Magic Users.
- 27:1.4 These points would be used in addition to your normal Fantasy Points, and may be used in any game of the campaign.
- 27:1.5 The ranks, equipment, stats, etc. of the Campaign Characters can not be changed unless the character Advances, or Suffers Injury in the following tables.
- 27:1.6 Once characters have been killed (for good), they may not return in future games, and their points are lost.

Note: Other Characters may still be purchased using the regular Fantasy Points for a game, but will never advance, or move from one game to another, as these characters do.

- 27:1.7 Characters purchased with Campaign Points may ride upon common mounts, Dragons, Monsters, etc. that are purchased with either regular Army Roster Fantasy Points, or with Campaign Points.
- 27:1.8 Mounts purchased with Campaign Points will receive advancements or suffer injuries just as characters would. Their advancements and injuries will be calculated separately from the characters that ride them.
- 27:1.9 Mounts purchased with regular Fantasy Points will not advance or suffer injuries, but must be purchased again with each game, as usual.

The next sections detail how to handle a situation where a character:

- Dies on the Battlefield: **Section 27:2**
- Is Injured on the Battlefield: **Section 27:3**
- Advances in Skills or Stat Line: **Section 27:4**



Sir Michael and the Armored Dragon

Time passed and they waited, knight, dragon, and falcon rested on a high pillar of stone standing sentry over Portal Canyon, the only northern entrance to the into the kingdom of Valdair.

The fateful moment came heralded by the glint of sunlight off spear and sword. In rank and file, men, beasts, and wagons-in-tow poured into the pass filling its breadth. Curses and commands replaced the whispered song of the wind and mules honked complaints of their burdens.

The knight tensed, his grip tightening on the lance. The armored dragon shifted, preparing to leap, and the falcon Windweaver spread its wings in anger at the intrusion. Sir Michael forced patience, pulling tightly on the dragon's reigns, waiting, watching the invading army reach the narrowest part of the pass.

Then, kicking the dragon's flanks and releasing the falcon, the three took to the air diving upon their enemies.

27:2 FALLEN CHARACTERS

27:2.1 The battlefields of the Chaos Wars are grim and deadly places. Individual characters fall in great numbers as more powerful individuals or masses of troops pull them down to destruction. Or do they? If your character goes down on the field of battle, is he truly dead? He or she may not be.

27:2.2 At the end of a battle, set aside any Campaign Characters that were killed during the game.

27:2.3 Each character is allowed a "saving throw" against death on the battlefield.

The controlling player rolls 2D6. To succeed, the roll must total less than or equal to twice the character's Rank.

Success: (2D6 Roll) ≤ (2 x Character's Rank)

27:2.4 If the roll is successful, the character survives. The character must still roll once on the Character Injury Table (27:3).

27:2.5 If the roll fails, check the Fallen Character Table (below).

27:2.6 Fallen Character Table

2D6 Roll	Result
2	Character's spirit has been captured by a rogue demon. A raid on hell (staged as a battle using Chaos War rules, as a roleplaying adventure, or skirmish game) is required to restore his spirit to his comatose body. If the raid is successful, the character should return with a small loss in level or skill proficiency (10% for RPG / 1 Rank level).
3	Character is indeed dead.
4 to 6	Character was only slightly wounded (loses 25% of hit points for RPG / loses 1 Vitality Point on Chaos Wars stat line). He is still subject to capture.
7	Character has taken significant damage (loses 75% of hit points for RPG / loses 3 Vitality Points on Chaos Wars stat line) and is scarred or crippled for life. He is still subject to capture.
8 to 10	Character was only knocked out (no damage suffered). He is still subject to capture.
11	Character is gravely injured. Roll 3 times on the Character Injury Table (27:3).
12	Character has been selected by a Valkyrie as a noble hero. A raid on Valhalla (staged as a battle using Chaos War rules, as a roleplaying adventure, or skirmish game) is required to restore his body and spirit to the land of the living. If the raid is successful, the character should return with a small increase in level or skill proficiency (10% for RPG / 1 Rank level).

CAPTURE

A character's chances of being captured are affected by which side holds the field at the end of the battle. If the game is a draw, or the character's side has won the game, he can not be captured by the enemy. If the enemy has won the game, a second saving throw is made (27:2.3). A successful roll means the character escapes from the field. Failure means the character is captured by the enemy and held for ransom.

Ransom can be handled in your roleplaying campaign or may be set in terms of troop points traded to the other side for the next game against that opponent. Normally ransom will be the fantasy point value of the character. Thus, the side which captured the character will get extra fantasy points equal to the character's value while the ransoming side must "pay" those points even if they do not use the character in that battle.

RESCUING CHARACTERS

If you do not wish to play out an attempt at a rescue of a character who has been "taken off" to hell or Valhalla, you may consider the character dead, or risk other characters on a single roll of the dice as follows:

Any friendly individuals may band together to rescue a character. Only characters who were involved in the battle at hand may participate in a rescue attempt. Total the Ranks of those wishing to risk a rescue and roll 2d6.

If the die roll is less than or equal to the total of the rescuer's ranks, the character is saved. It returns to the battlefields, but is gravely injured. Roll 3 times on the Character Injury Table (27:3).

If the die roll is higher or a roll result of 12, ALL those characters attempting the rescue share the characters fate. There is no rescue for such foolhardy/brave individuals.

27:3 CHARACTER INJURIES

- 27:3.1 At the end of the game, make note of any characters that lost Vitality during the game, but were not killed.
- 27:3.2 For each character that lost any Vitality during the game, Roll 3D6 on the Character Injury chart (27:3.5).
- 27:3.3 Be sure to apply 'After Game Modifiers' to your roll (27:3.4).

27:3.4

AFTER GAME MODIFIERS

Situation	Modifier
Opponent won the game	-1
Game was a Draw	+0
Character's side achieved a Minor Victory	+1
Character's side achieved a Solid Victory	+2
Character's side achieved a Major Victory	+3
For each point of Vitality the Character lost (beyond the first).	-1 for each
For every additional Character, Dragon, Monster, or Giant the character killed during the game.	+1 for each



27:3.5 CHARACTER INJURY TABLE

3D6 Roll	Result
1 or 2	The Character's Rank is permanently reduced by D3 (to a minimum of 1).
3	The Character's Rank is permanently reduced by 1.
4	The Character's Vitality is permanently reduced by D3 (to a minimum of 1)
5	The Character's Melee and Ranged Prowess are permanently reduced by D3 (to a minimum of 1).
6	The Character must now take Morale Checks, as a Foot Knight. If the character fails a Morale Check, it will become Berserk (See section 23:7).
7	The Character's movement is permanently reduced by D3.
8	The Character's Rank is reduced by 1 (to a minimum of 1) for the next D3 games.
9	The Character's Vitality is reduced by D3 (to a minimum of 1) for the next D3 games. Roll once and apply to all games.
10	The Character's Melee and Ranged Prowess are reduced by D3 (to a minimum of 1) for the next D3 games.
11	The Character's movement is reduced by D3 for the next D3 games. Roll once and apply to all games.
12	If a magic user, their Magic rating is cut in half for the next D3 games. If a Champion, may not use any Leadership Abilities for the next D3 games.
13	If a magic user, their Magic rating is cut in half during the next game. If a Champion, may not use any Leadership Abilities during the next game.
14	The Character's Rank is reduced by 1 (to a minimum of 1) during the next game.
15	The Character's Vitality is reduced by 1 (to a minimum of 1) during the next game.
16	The Character's Melee and Ranged Prowess are reduced by 1 (to a minimum of 1) during the next game.
17	The Character's movement is reduced by D3 (to a minimum of 1) during the next game.
18	No damage suffered.

27:4 CHARACTER ADVANCEMENTS

- 27:4.1 During the game, make note of any enemy Characters, Monsters, Dragons, or Giants that each of your character kills.
- 27:4.2 After the game, roll 3D6 on the Character Advancement Table (27:4.5), once for each character that performed any of these heroic actions.
- 27:4.3 Be sure to apply 'After Game Modifiers' to your roll (27:4.4).

27:4.4

AFTER GAME MODIFIERS

Situation	Modifier
Opponent won the game	-1
Game was a Draw	+0
Character's side achieved a Minor Victory	+1
Character's side achieved a Solid Victory	+2
Character's side achieved a Major Victory	+3
For each point of Vitality the character lost (beyond the first).	-1 for each
For every additional Character, Dragon, Monster, or Giant the character killed during the game.	+1 for each



The Black Prince's Chariot of Fear

What manner of man could possess the awesome mystic powers and sheer force of will to bend Fire Demonsto his service?

What man could wield authority that these embodiments of terror from the nether world would recognize? Such a man is the Black Prince.

He has harnessed no fewer than three of the world's most destructive berserkers to act as his personal transportation.

27:4.5 CHARACTER ADVANCEMENT TABLE

3D6 Roll	Result
3	The Character's Movement is increased by +1 during the next game only.
4	The Character's Melee and Ranged Prowess are increased by +1 during the next game only.
5	The Character's Vitality is increased by +1 during the next game only.
6	The Character's Magic rating is increased by +1 during the next game only.
7 to 11	Choose any one of the character's stats that had previously been permanently reduced due to an injury. That value is permanently increased by +1.
12	The Character's Leadership Title is permanently increased by 1 level. If the character has no Leadership Title, it becomes a Captain.
13	The Character's Movement is permanently increased by 1.
14	The Character's Ranged Prowess is permanently increased by 1.
15	The Character's Magic Rating is permanently increased by 1.
16 to 17	The Character's Melee Prowess is permanently increased by 1.
18 to 19	The Character's Vitality is permanently increased by 1.
20	The Character's Rank is permanently increased by 1.
21+	If a Champion, the character may now cast spells and as a Rank 1 Spell Caster (any type). Further instances of this upgrade increase the player's magic rating by +1. A Spell caster with this advancement will receive +1 to their Melee Prowess rating.

99:1 CONTRIBUTORS

The following people have donated time, talent, and energy to make the return of the Chaos Wars successful.

ARTISTS

Chad Thorson

Contributed Artwork for:	book. page.
Beastmen Troops	b.1 p.10
Fae, Gnome, and Halfling Troops	b.1 p.11
Orcs Encounter - Dwarven Tunnels	b.3 p.27
Elf Warlord – Dartheren Mythos	b.3 p.29 & b.5 p.14
Elf Warlord – Hemsle the Hunter	b.3 p.30 & b.5 p.15
Elf Warlord – Wentle the Trapper	b.3 p.31 & b.5 p.16
Orc Warlord – Gaxken Lukcokvich	b.3 p.32 & b.5 p.17
Orc Warlord – Garrik	b.3 p.33 & b.5 p.18
Personalities – The Doom Bunny	b.5 p.12
Orcs Encounter - Wraith	b.6 p.9
Orcs Encounter - Skeletal Sabretooth	b.6 p.9
Orcs Encounter - Dwarven Statues	b.6 p.10
Elfin War Chariot	b.6 p.15

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Orc Shaman	b.3 p.13
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Orc Command	b.3 p.24
Starburst Shield & Cleric's Shield	b.3 p.30 & b.5 p.15
Round Elfin Shield	b.3 p.31 & b.5 p.16
Elite Elfin Shield	b.3 p.31 & b.5 p.16
Elf Swordsman	b.6 p.15
Orc Shaman	b.6 p.53

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Fire Breathing Salamander	b.6 p.21

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 Mike Hernandez
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 Greg Jones
 Chad Thorson

Joe Elverson
 Corey Lenigar
 Mikael Igge Holmberg
 Justin Chandler

99:2 NOTES



YOUR EXPERIENCE

We hope you enjoy playing these introductory Fantasy Rules. Whether you are an experienced gamer or a beginner, these rules were designed as a simple, straight-forward gaming system. Experienced players should find these rules ideal for a quick evening game. The newcomer to miniatures gaming should find our rules easy to understand, yet challenging to play. No matter what your gaming experience, as you master the rules, we encourage you to invent your own rule variations, create new spells, and discover new monsters. As you come up with new ideas, we invite you to share them on the forums at www.RalPartha.com.

THIS DOCUMENT

In addition to providing you with the Classic CHAOS WARS rules, this document is also a celebration of everything that has come before. After much consideration, we chose to attempt to find and use as much classic Ral Partha artwork as possible. We wanted to share with you, everything that brought us to where we are today. This document contains most of the artwork from past blister cards, bag headers, boxes, catalogs, and magazine advertisements, generated from Ral Partha's art department. We have attempted to include all of the artwork, stories, scenarios, and ephemera that have made Ral Partha miniatures a staple of the hobby industry. It is with respect and remembrance of the past, that we move forward together into the future.

WEBSITE

Visit our website: **WWW.RALPARTHA.COM** where you will find:

Regularly Released New Material
Sample Army Rosters
Army Building Tools
New Special Characters
Previews of Upcoming Releases
Skirmish Rules

New Scenarios
Campaign Settings
Alternate Spell Lists
Interviews
Forum
Advanced Rules

Background Information
More Artwork
Experimental Rules
Concept Sketches
Unreleased Minis

CONCEPTS FOR THE ADVANCED RULES

We have a lot of weird and fun stuff planned for the Advanced Rules. As much as the classic rules are for introductory or quick and fun games, the advanced rules will be a setting that allows players perform complex maneuvers, field lots of spell and weapon options, for a immersive experience.

- Troops can be fielded in groups of 12-51 Infantry or 6-27 Cavalry.
- Features a "Command Event" where the player may Move, Shoot, Cast Spells, etc. in an order of their choosing.
- Features progressive Morale levels, where Morale diminishes, and troops weaken, before they break.
- Combat is resolved by rolling 1 (or more) D6 per figure engaged in combat, applying some situational modifiers, and rolling against the target's Combat Ability, Armor Value, and Defense.
- Allows players to field any type of model they wish, under both generalized and many specific unit entries, with appropriate points costs.
- Options for troops to be equipped with a vast array of combat weapons, ranged weapons, armor types, and special equipment for Characters and Elite Troops.
- Ability to field Beast masters & Hounds, with optional upgrades to small and medium sized monsters.
- Artillery, Weapons Teams, Chariots, War Wagons, Steam-Powered Engines, Air Ships, Baggage Trains, War Ships, and Battlefield Fortifications.
- Character Skill Types allow for Engineers, Sappers, Hunters, Bards, Assassins, Rangers, Clerics, and more.
- Designed for both controlled, competitive play, and narrative scenarios games.
- Options to Break from Combat, Countercharge, Make Way, and perform combat operations like Shield Wall or Push Forward.
- Multiple troop formation options such as Rank & File, Line, and Skirmishing.
- The gaming community will be actively involved in the development and refinement of the rules.

AN INVITATION FROM IRON WIND METALS



Having successfully funded our kickstarter to produce Wave 1 of the Chaos Wars miniature releases, Iron Wind Metals is in full swing preparing to send out rewards to our backers, and preparing the reformatted Classic Rules and new Advanced Rules for Chaos Wars.

As members of the gaming community ourselves, IWM leadership has always appreciated the elaborate story backgrounds, wonderfully painted miniatures, fan generated artwork, and special rules and campaigns that gamers have created for many gaming systems.

Many of these efforts go unpublicized and many fans never get a chance to enjoy them. We intend to change that.

We are inviting active **MINIATURE PAINTERS**, **ARTISTS**, **WRITERS**, **PHOTOGRAPHERS**, and potential **DEMO TEAM** members to work with us to create the authorized lore of the Chaos Wars.

We can't pay you for your work but will give you credit in the publication, exposure to the marketplace, and published work to build your portfolio. Here is how it works:

MINIATURE PAINTERS

IWM holds the production rights to the vast majority of the classic Ral Partha fantasy ranges. This gives us a portfolio of miniatures sculpted over 25 years by some of the best sculptors in the business. Currently, IWM is producing over 1200 miniatures that are compatible with Chaos Wars. Our plan is to expand the range by re-mastering and releasing an additional 1800 classic Ral Partha sculpts, so that 3000 different miniatures are available, in a variety of sculpting styles, scales, and themes.

We are offering skilled painters the opportunity to paint a 12 figure unit of infantry or a 6 figure unit of cavalry which we will use in demo games, and feature in advertising, and on packaging. You will be compensated with an additional set of the unpainted figures. We will also credit you for your work wherever it is used or pictured.

IWM will offer the best painters the opportunity to paint additional miniatures, including monsters, dragons, and new releases.

ARTISTS & DESIGNERS

We have several major projects that will feature artwork in the coming years: Advanced Rules, additional RPG modules, Skirmish rules, and several Campaign books.

All of the written Chaos Wars materials (plus scenarios and background stories) will be available on our website as a free download. We will be regularly plugging the availability of these downloads in our electronic and physical advertising, with inserts inside our sets of miniatures. Printed copies will also be available. As a miniatures company, we want to get the Chaos Wars rules and stories into the hands of as many gamers as possible. We believe that your artwork (and contact information) will end up in the hands of thousands of gamers and industry professionals.

When the artwork is used by IWM, a clear and visible caption will be included in the document, stating the title of the piece (Determined jointly by IWM and the artist), artist's name, and whatever contact info the artist desires. If the artwork is on the front or back cover, the caption will be placed on the interior front or back cover, respectively. The artist will have permission to use the Chaos Wars logo, and the branding: "[Title], of Ral Partha's Chaos Wars" whenever the artist sells prints or the original artwork for this specific piece of art, and may use the image of the artwork for self-promotion such as in a gallery or on a website. Additional details will be worked out between the artist and IWM.

PHOTOGRAPHERS

Photographers are invited to help us create a vast array of images for our catalogs, advertising, and future rules and campaign sets. All Photography work will be credited.

WRITERS

The world of the Chaos Wars is a fantasy setting where a Greater Demon has torn holes in reality, allowing forces from various places, times, and realities to spill into the world. This is a large canvass to work on, and allows for many interpretations of new and classic fantasy concepts. Once the basic guidelines of the Chaos Wars world are available, writers are invited to create storylines and background for specific armies within the Chaos Wars world. The only requirement is that the writing must remain within the guidelines. Submissions will be reviewed, and if published electronically or in print, the writer will be credited. We will especially be

looking for the individual histories of the warriors fighting the Chaos Wars. We will invite the best writers to create and develop new characters and campaign settings.

DEMO TEAM

We are currently building a network of Demo Teams. We are looking for active players with a strong sense of sportsmanship, and a dedication to fantasy war gaming. We need point-persons in every community, and a local demo team to support each point person at regional events, and local conventions. IWM will invite the best Demo Team members to demo at major gaming events. Demo Team members will help IWM create new rules, consider revisions, and build future scenarios and campaign settings. Demo team members will also be supported with badge assistance at major events, special discounts, exclusive miniatures, and the opportunity to purchase new releases before the retail market.

In Conclusion

Help us shape the world of the Chaos Wars, and be publicly recognized for your efforts. Together we can build a unique miniatures driven fantasy gaming universe that the entire fantasy gaming community can participate in.

Personal Messages from Iron Wind Metals

As someone who more and more with each passing year finds himself limping further into that venerable group known as "industry old-timers" it takes a lot to get me excited about a project. While 33 years of making minis doesn't exactly make me an elder sage of the gaming community, it certainly qualifies me for the title of "grizzled veteran", and as such I'm a bit jaded. The amazing response and support that we've received for our KickStarter to re-ignite the Chaos Wars and return to the timeless miniatures of Ral Partha's golden age, and further, to move forward with exciting new sculpts in that grand tradition has re-lit a fire in me - one that I hope we can all share in.

I look forward to joining together with dedicated friends and partners, and with the creative and talented brothers and sisters of the gaming community, as we work to build a new fantasy universe made by and for people who love amazing miniature sculptures and miniatures gaming.

Sincerely,



Michael Noe
President, Iron Wind Metals



Last weekend [March 2015], I had the pleasure of introducing my 22 year old son to Ral Partha's Chaos Wars. We have been gaming together since he was five, but I had never played Chaos Wars with him.

It was wonderful to pull out the classic Ral Partha Elves and Orcs that I love, and to play a traditional fantasy war game with him. Thanks to everyone who is backing us and helping bring Tom Meier's exquisite fantasy minis back into this world and into the world of the Chaos Wars. By the way, I lost the game.

Sincerely,



Marc Rubin
Partner, Iron Wind Metals



As a longtime proponent of tabletop fantasy battles, this project is very exciting to me personally. For years, I had hoped for a game that would allow players versatility and range in their choices of what they field on a tabletop, and access to a more enriching and fulfilling experience. The classic rules for Chaos Wars come a long way towards this. With the Advanced Rules, we intend to go even further towards making the best game possible.

This is your opportunity to participate in that effort, and create a game that we all can enjoy for many years to come. If you are interested in participating in this project in any way, please contact me directly.

Thank you for your time and consideration.

Sincerely,



Jacob Fathbrückner
Partner, Iron Wind Metals
Chaos Wars Sales & Product Development
Jacob@RalPartha.com



CHAOS WARS: CLASSIC RULES

EDITION 2.0

BOOKS NEEDED TO PLAY

Book 1: GAME MECHANICS

Concepts – How to Play - Campaigns

Book 2: BUILDING AN ARMY ROSTER

Options - Step by Step Instructions

ALSO AVAILABLE

Book 3: ANCIENT RIVALRY CAMPAIGN

Elf and Orc & Goblin Army Rosters – Personalities - 14 Campaign Scenarios

Book 4: LEGENDARY SCENARIOS

10 Classic Chaos Wars Large Scale Scenarios

Book 5: PERSONALITIES OF THE CHAOS WARS

Classic Chaos Wars Personalities – RPGs – Additional Materials

Book 6: ARMIES OF THE CHAOS WARS

Sample Army Rosters

Book 7: ARMY BUILDING TOOLS

To Assist with Army Roster Building

FUTURE RELEASES

Book 8: CLASH OF RUNES AND BONE Campaign

Dwarf, Undead, and Troglodyte Army Rosters

New Campaign Scenarios (Tunnel Fighting, Cursed Grounds, Jungles)

New Dwarf, Undead, and Troglodyte Personalities

Book 9: CHRONICLES OF THE WANDERER

History / Timeline of the Chaos Wars world

Book 10: **TO BE ANNOUNCED Campaign**

Book 11: **TO BE ANNOUNCED Campaign**

As these books are made available, they will be available for free download at:

www.RalPartha.com

GAME REFERENCE SHEET

Troops Making Ranged Attacks

(D6 Roll +/- Ranged Modifiers) / Target's Armor

Individuals Making Ranged Attacks

Roll Number of D6s equal to Ranged Prowess:

(D6 Roll +/- Ranged Modifiers +/- Armor Modifier) = 5+

Troops Making Melee Attacks

(D6 Roll +/- Melee Modifiers) / Target's Armor Value

Individuals Making Melee Attacks

Roll Number of D6s equal to Melee Prowess:

(D6 Roll +/- Melee Modifiers +/- Armor Modifier) = 5+

Troop Attacks

Modified Roll Divided by Armor Value

Modified Roll	Target's Armor				
	1	2	3	4	
1	1	1	0	0	< Number of hits on target <
2	2	1	1	1	
3	3	2	1	1	
4	4	2	1	1	
5	5	3	2	1	
6	6	3	2	2	
7	7	4	2	2	
8	8	4	3	2	
9	9	5	3	2	
10	10	5	3	3	

RANGED ATTACK MODIFIERS

Situation	Modifier
For every 1 Cavalry Casualties from the firing unit	-1
For every 2 Infantry Casualties from the firing unit	-1
Firing thru or into terrain	-1
Firing from, thru, into Darkness/Magical Darkness	-1
The Target is airborne	-1
Less than half of the firing unit have line of sight	-1
Firing over friendly troops (Volley Fire)	-2
Firing from an elevated position (hill, tower, etc.)	+1
Firing at an elevated target	+1

MELEE COMBAT MODIFIERS

Situation	Modifiers
Attacker is a Peasant Troop Type	-1
Attacker is a Yeoman Troop Type	0
Attacker is a Knight Troop Type	+1
Attacker is riding a Standard Mount	+1
Attacker is riding a Large Mount	+2
Attacker is riding a Very Large Mount	+3
Attacker is riding a Giant Mount	+4
Every 2 Infantry missing from Attackers unit	-1
Every 1 Cavalry missing from Attackers unit	-1
Attacking the enemy's Flank	+1
Attacking the enemy's Rear	+2
A Leader is attached to the attacking unit	+1
Attacking while in a River Ford	-2
Attacking while in a Stream	-1
Attacking an opponent that is Uphill	-1
Darkness or Unable to see	-1

Rule Name	Details
Amphibious	May move across rivers, ponds, and larger bodies of water at half speed. Movement through swamps or marshes occurs at normal rates.
Aquatic	Moves thru all water-based terrain (rivers, ponds, larger bodies of water, streams, marshes, swamps) without penalty, and increases their movement by +2" when doing so. Suffers -1" when on solid ground.
Demonic	Benefits from the rules: 'Relentless', 'Fearsome', and 'Super-Natural Armor'.
Dragon Fire	Ranged attack used primarily by Dragons. Range distance is 12"+ the Dragon's Rank. The attack does not apply any modifiers due to the target's Armor Value, when rolling to cause damage. Non-Dragons with this rule count as having a Rank of 0.
Fearsome	Opponents in Melee with this unit suffers a -1 modifier to their Morale Check rolls. Units which have this rule are immune to this modifier.
Forest Walker	Suffers no penalties for being in a woods, forest, swamp. Gains the Regenerate ability when in contact with a woods, forest, stream, pond, marsh, river, or lake.
Flaming Pitch	Ranged attack distance is 14". Target suffers -2 to Armor Value.
Flight	When flying, Infantry Troops move 10", Winged Cavalry Troops and Characters move 16". When not flying, Troops suffer -1 movement. Additional rules for Flyers found in section (10:0).
Incorporeal	The unit gains +2 Movement, are unaffected by terrain, and immune to non-enchanted missile fire (not immune to magic spells and dragon fire). They may move through friendly and enemy models without penalty, and have a magic resistance of D3, rolled each time the unit is magically attacked. When in magical light, enemies gain a +1 Melee Modifier against the unit.
Regeneration	On any turn in which the unit is not; in combat, in magical light, or attacked by missile fire (magic or ranged), it will regain one point of Vitality. Casualties caused by enchanted weapons, magical spells or dragon fire cannot be regained in this way.
Relentless	Does not Check Morale, unless in Melee Combat against a Priest, or unit with a Priest attached.
Super-Natural Armor	Gains +1 Armor value against all non-enchanted, non-magical attacks. Note: all Creatures have magical attacks. Maximum Armor Value is always 4.
Tough Hide	Modifies Armor Value by +1, due to their thick hide or scaly skin. Max Armor Value is always 4.
Undead	Benefits from the rules: 'Relentless', 'Fearsome', and 'Super-Natural Armor'.



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