

BATTLECRY FANTASY RULES

WRITTEN AND DESIGNED BY TODD GOSS

**Fast paced miniature war game rules for 25mm to 30mm scale
figures. Recommended for experienced players.**

1990 to 2004 Final Edit

GAME TERMS AND ABBREVIATIONS

Strength (STR)- A models physical power.

Offensive Skill (OS)- A models ability to hit an opponent in melee combat.

Offensive Power (OP)- A measure of the brute force a model may put behind a strike. It reflects the ability to inflict damage upon an opponent. Add strength plus weapon modification (if any) plus one if the model is mounted to obtain OP stat.

Missile Skill (MS) - A model's ability to hit a target using weapons thrown or fired.

Cool - Measures a model's/units ability to cope with fear and stay calm.

Hits - The number of serious wounds a model can suffer before it is slain.

Attacks (A) - The number of strikes a model can make in one round. Roll 1d6 for each attack.

Initiative (I) - Determines which Model strikes first. If initiative is tied, the attacks occur simultaneously.

Leadership (Ld) - A leader's ability to command and control his force.

Base movement - The amount of space a model may move and still perform an action or maneuver.

Max rate - The greatest amount of space a model may move. Models moving their max rate may not perform any actions or maneuvers, including reloading or firing missile weapons. Other examples would be picking up an object, opening a door, reading a rune, mounting a horse, etc.

Armor type (AT)- The type of armor a model is wearing.

Dice (d)- 1d6= one six sided dice.

2d6= two six sided dice, etc.

1d8 = one eight sided dice, etc.

Power Points (PP) - A measure of magical energy a caster possesses or that is needed to throw a spell.

Over Casting (OC) - The chance a magic user has of throwing an extra spell in game round. Only a battle mage may attempt to overcast his spell limit.

Resistance Roll (RR) - The chance a model has to overcome a magical attack, only certain spells may be resisted.

Prayer Level (PL) - The number of prayers a priest may attempt in one round.

Points - the value of a model, weapon, equipment, item or rune.

Move (MOV) - The distance a model may travel in one round.

Round (RD) - A complete cycle of movement, missile, and melee combat. One complete turn played.

Template - A precut device used to measure the affected area of a spell, cannon shot, etc.

Cool Test - A morale roll that must be made by a unit or individual model.

Note: All measurements given are in inches. If a number is given for movement, range etc. and the Arthur fails to indicate what measurement system is to be used; you may safely conclude I meant inches.

ROUNDS

A round is defined as a complete sequence *of* movement, missile, magic and melee combat. Rounds are broken down into the following order of play.

1. Movement

Phase One - Units

- A. First action counter (If used)
- B. Second action counter (If used)
- C. Special Units

Phase Two - Individual Models

2. Missile and Magic

All missile attacks and magic are simultaneous.

3. Melee Combat

If a player forgets to take an action in the appropriate phase of each round he may not take the action in the next phase. Example - A player forgets to move a unit in the movement phase. He remembers the forgotten unit during missile and magic, but its too late and the unit must remain in its current position. Players, or the general in multiple player games must declare when they have completed each phase. Once a player declares he is done with movement, magic etc. he may not go back to perform a missed action.

ARMY CONTROL IN MULTIPLE PLAYER GAMES

The army general may control all individual models and one special unit. The general may advise any player with any unit within 12 inches of the model representing him on what to do with those units. Any unit outside of 12 inches may not be given advice or any type of direction after the battle begins. Subordinate commanders (players) may not advise each other or talk about current strategies. Note Generals and subordinate commanders are free to discuss strategy and objectives before the game starts. If a general's character model is slain he may still control individual models but he may not offer any advice to the remaining players on his team. The player with the most experience in wargaming will usually play the general.

SIZE

All models are classified in one of four basic size categories – **Medium, Large, Very Large** and **Enormous**.

Medium defines models three feet to seven feet tall. Examples are elves, orcs, goblins, humans, and dwarves.

Large defines models over seven to ten feet tall. Examples are trolls, ogres, and giant spiders.

Very Large defines models over ten feet to sixteen feet tall. Examples are dragons, and giants.

Enormous defines models over sixteen feet tall. Examples are the biggest dragons, giants, and monsters.

Note - All sizes are referring to scale, not an actual seven foot model.

The above definitions are only meant as a rough guide. A creature's mass must also be taken into account.

A models size also determines his basic strength. Although strength like size may vary within its class, it still falls in the same basic category. The Arthur is not saying every human sized creature has the exact same strength. For mass battle game play it just does not vary enough in the overall scope of things to justify the complexity of further dividing the classes. Some models however may be so incredibly strong that they exceed their categories. These rare models are said to have super strength and are given a + 1 to their strength score.

Example a medium sized model with super strength would have a total strength score of two.

Medium +1 Strength, Large +2 Strength, Very Large +3 Strength, Enormous +4 Strength

Note – You will not find a need or find a strength stat on a unit or models reference sheet. It is only used in combination with the weapon modification, and a bonus if the model is mounted to calculate offensive power (OP)

Movement

Figuring Movement

Like strength a models movement is taken from his size.

SIZE	BASE MOVEMENT	MAXIMUM RATE
MEDIUM	5	8
LARGE	6	9
VERY LARGE	7	10
ENORMOUS	8	11

Movement Modifications Due to Armor

ARMOR TYPE	MOVEMENT MODIFICATIONS
1	0
2	-1/2 inch
3	-1 inch
4	-2 inches

Movement Modifications Due to the effects of Terrain and Obstacles

Obstacles are classified under three basic categories.

1. Difficult terrain
2. Cross-able barriers
3. Barriers that must be climbed

Difficult terrain - Includes woods, marshland, rocky ground, steep hills, thick snow, and water shallow enough to walk in. Effect: All movement is reduced in half. A 1D6 roll must be made anytime a unit enters difficult terrain. Levies will become unformed on a roll of four or less, fighters on a roll of three or less, veterans on a roll of two or less and elite's on a roll of one. Note - special units and individual models do not become unformed.

Cross-able barriers - Any feature, which may be jumped or moved over without great difficulty. Examples include - low walls, bushes, trenches, small hills, fences, and muddy ground. Effect - One additional inch must be expended to move over the obstacle. The inch is in addition to the normal space used up to cross the obstacle.

Barriers that must be climbed - Any feature that stands as high or higher than the model that could not be moved over without climbing. Examples include - High walls, clefts, large rocks, ropes and ladders. Effect four inches is expended for every one inch climbed, except ladders, which are at three inches expended for every one inch climbed. Individual model will not fall when climbing, units making a climb must roll a 1D6, if the unit is not climbing up to an opposed position they will have one model of the players choice fall and die on a roll of a one. If the unit is climbing up to an opposed position they will have one model fall to his death on a roll of a one and two models on a roll of a two, again the player may chose which of his models he wants to remove from play.

MOVEMENT

Movement is split into two phases.

PHASE ONE

All units (except special units) are issued two action counters that are laid face down to the side of the unit to which they apply. The top action counter represents the first thing a unit will do in any given round, the bottom counter (if any) represents their second action. Once actions are laid out, they may not be changed. Players have two minutes to issue action counters in games consisting of less than ten units a side, and three minutes for armies consisting of ten or more units. This represents that time to make decisions in a fast paced battle is limited, and larger armies are harder to control. Players turn over all their top action counters after they have placed all counters for each of their units. Players alternate moving units according to the top action counter of each unit. If any unit makes contact with another unit before the unit was able to play out their top action counter the contacted unit must remain in place and may only play out orders that do not involve breaking contact with the attacking unit. Examples include, about face, turn, expand or contract ranks, and form square. If a charge order was issued, the unit would still receive their extra dice attack, or if a hold order was issued, the +1 modifier for hold. On the second engaged round, a unit may make a slight adjustment of up to one half inch to get more models into melee combat. Once a unit is engaged, it must remain engaged and can take no other movements or actions except those already ordered that do not involve breaking contact and the adjustment mentioned above. No movement or action even includes turning to deny enemy a flank or rear attack unless they already have an order directing them to. Note - during the combat phase they may still turn to attack but its still counted as a flank or rear attack as pertaining to cool test or ambush. Next, all bottom action counters (if any) are turned over and the indicated movement is made. Special units move after all regular units have completed their actions.

PHASE TWO

All individual models not engaged in melee combat are moved. Players alternate movement. Note - see rule A. Individual models move freely and are not restricted by or issued action counters.

Rule A - If a individual model is in base to base contact as a result of another models movement and said model has not moved yet, he may state that he is making X number of attacks against his enemy. If the attack (s) kill the engaging enemy the model may move as normal and use any remaining attacks that he has left. If the attacks fail to slay the enemy the attacking model must remain engaged and finish all attacks on the enemy he is in contact with.

LEADERS, ISSUING ORDERS

Orders (action counters) are issued at the beginning of the movement phase by a unit's leader. If the leader has been slain and the unit is not within twelve inches of their general, the unit must roll on the action chart each round. Generals may issue orders to leaderless units by sending a lieutenant that is in base-to-base contact with him with up to two new orders. (A top and bottom counter, not orders for two rounds)

ORDERS (ACTION COUNTERS)

ADVANCE - unit moves base rate directly forward in the direction it is facing. Units issued advance orders may also be given one maneuver order either before or after the advance.

DOUBLE - Unit moves up to maximum rate directly forward, in the direction it is facing. No other maneuvers, actions or formation changes are permitted.

CHARGE - Unit moves up to maximum rate directly forward in the direction it is facing to engage an enemy. Units that fail to make contact become unformed. Units making contact may roll one extra dice attack each round in melee combat while engaged with that unit. Like double no other maneuvers may be made.

HOLD - Unit holds its current position and does not move. Units under hold orders receive a + 1 modifier to their cool stat. Unit may make rank changes or perform an action like reload, change weapons.

See formations and maneuvers on the next page for all orders that may be issued. Note, to speed up the game players can agree to not issue action counters on the first round. However, they must still follow movement and maneuver limitations. After the first round is complete, action counters must be used, as the armies will now be in close range to each other.

SIMPLIFIED MOVEMENT

Players still alternate moving units but forgo issuing orders and simply pick what maneuver or formation a unit will make on their turn as each unit is moved. The order of movement is still the same: Regular units, special units and last individual models. Players must still follow formation, maneuver and movement limitations and rules, but order counters are not issued. The advantage of this is faster, easier game play. The disadvantage is players will be able instantly react and, adjusts their movement to their opponents, thus limiting strategic play and unforeseen occurrences.

FORMATIONS AND MANEUVERS

Formations - Models in units must always be in a formation and grouped in base-to-base contact.

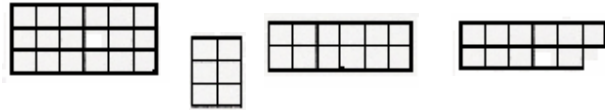
Note* this rule and the formations and maneuvers due not apply to special units.

Example of a Single Rank Formation

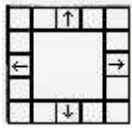


Examples of Multiple Rank Formations

Notice in the last formation on the right the second rank is not complete. You do not have to maintain complete ranks but only complete ranks count toward rank bonus in melee combat.



Example of a Square Formation Note: Unit does not have a flank or rear. Unit may not move or wrap

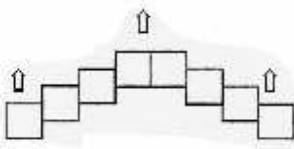


Example of an Archers Wedge



Note: models in shaded area may not fire.

Example of an Archers Bow



Example of a Tortoise

Note: Unit must have shields, -3 off to hit in missile combat, unit does not have a flank, and movement is at half rate.



Maneuvers - Units with leaders are allowed one simple or one complex maneuver a round. Units without a leader are allowed only one simple maneuver.

SIMPLE MANEUVERS

Turn - Unit may turn 90 or 180 degrees.

Wheel - Movement is measured from the model on either front flank (outermost edge of the wheel, the longest)

Form Single or Multiple Ranks - Each change in rank counts as one maneuver. Example to change from a single rank to three ranks requires two simple maneuvers.

COMPLEX MANEUVERS

Form Tortoise, Form Archers Wedge, Form Bow, Form Square, Move Backward - Units moving backward only do so at half their normal movement rate.

UNFORMED UNITS

Any unit that is or becomes unorganized is said to be unformed. The following rules apply to unformed units

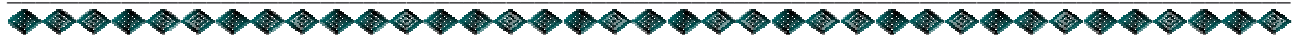
1. They may not attempt complex maneuvers.
2. They do not receive an extra dice attack while under charge orders.
3. They lose one dice attack in missile / melee combat. (Each round)
4. They do not receive rank bonus.
5. The second rank may not fight. (For units armed with polearms)

REFORMING UNITS

It takes one round to reform a unit. During the reforming round the unit may make no movement. A unit is reformed automatically at the end of the round it took without movement as long as it has a leader. Veteran and elite units may attempt to reform themselves if their leader has been slain. To do so they must roll a 5 or 6 on a 1D6 roll. (Modified by + 1 if the units has a standard)

UNITS WITHOUT LEADERS

Units without leaders do not always follow orders and often act or move in a way their commanders never intended. To reflect this units without leaders must make a roll on the action chart every round that they are leaderless. Units without leaders but within 12 inches of the general are immune to this rule.



ACTION CHART

ROLL 2D6

Melee Units

2-7 Unit moves base rate in a random direction – Roll 1D8 and use random movement template.

8-9 Unit does not move.

11-12 Unit moves base rate toward nearest enemy.

Missile Units

2- 7 Unit does not move and will fire at nearest enemy within sight if able to fire. Even if out of range.

7-10 Unit moves base rate in a random direction- Roll 1D8, use random movement template.

11 Unit moves max. pace toward nearest cover.

12 Unit does not move, will only fire at enemy targets within 12 inches, if able to fire.

Note: If a random movement ever takes a unit off the board it is removed from play.

MISSILE COMBAT

TARGETS

A unit or individual may fire on up to two targets each round, providing the model or unit has the shots. Firing at a unit would be considered one target even if the unit's leader or an attached model were also picked out for a separate shot.

Players must announce which models are firing, and their intended targets.

VISIBILITY

A unit or model must have line of sight in order to fire, this means they must be able to see their intended target. If a shrub or hill blocks their view they may not fire. Remember to eye your targets from the models perspective to check line of sight.

WOODS

Units or models may never fire through woods at a target beyond. If units/models are both in the same woods, they may fire at each other after taking a penalty for soft cover. Units/models must be within the first three inches the woods to fire out. Units/models deeper than three inches in the woods cannot fire out or be fired upon except by other units/models in the same woods. Units /models in woods are considered under soft cover.

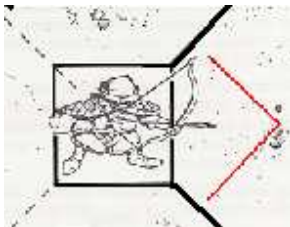
UNITS

Units whether allied or enemy may not be fired over unless the target is a very large or enormous model that rises above normal units. Units/models engaged in melee combat cannot be fired on.

ARC OF FIRE

Target must be in the model's arc of fire. Infantry have an arc of 90 degrees; cavalry have an arc of 360 degrees. The arc is always measured out from the direction the model is facing. This means an archer would be unable to fire at targets behind him. He may only fire at targets within the 90-degree arc that he's facing. See example.

Note: Red line indicates direction model is facing. Solid black lines are the start of the 90-degree angle.



RANGE

A target must be within the weapons range to be fired upon. Remember to use any modification that may apply.

FIRING FROM AN ELEVATED POSITION

Troops firing from an elevated position at models below them may subtract three inches off the range. This reflects the advantage of firing from above. You may even increase a weapons max range in this manner or avoid penalties.

TARGETING INDIVIDUAL AND SPECIFIC MODELS ATTACHED TO UNITS.

Due to the high concentration of models in units, missile troops firing on an enemy unit have a good chance of hitting a target. Targeting a specific target or lone model amidst the chaos of battle is much more difficult; therefore, all missile attacks aimed at lone models or specific models attached to units, suffer a -1 to hit modifier. Unless a player states that he is targeting a specific model in a unit and takes the -1 penalty, all kills shall be taken out of the standard rank and file troops when targeting units. If there are no remaining standard troops, then kills are taken from specific models in the unit without any penalty taken. Specific models in units include the unit's leader, standard-bearer, champion and any individual model attached to the unit. Note: Attached models are subject to the unit's cool status.

TARGETING LARGE MODELS

Due to their size, large models are not subject to the -1 penalty for individual models. Specific models in units of large creatures would retain the -1 penalty.

TARGETING VERY LARGE AND ENORMOUS MODELS

Due to their huge size, very large and enormous models are easier to hit; therefore, not only are they not subject to the -1 penalty, they are at +1 to hit in missile combat.

TARGETING GENERALS AND ARMY STANDARD BEARERS

Generals and army standard bearers may not be targeted in missile fire unless all lieutenants are slain or have left the generals side.

RELOADING

It takes one round to reload a crossbow, musket and blunderbuss after the weapon has been discharged; therefore, most models armed with these weapons may only fire every other turn. Exceptions would be for models armed with repeating weapons or models with three or more attacks per round. Models with three attacks may fire every round. This text does not include rules for repeating weapons, but feel free to write your own and assign appropriate point values.

MISSILE RULES

All missile fire is simultaneous.

If charged on a reloading round, troops armed with weapons such as crossbow and muskets may engage their attackers with one handed melee weapons; however, they lose initiative by switching weapons and will not reload that round.

Missile weapons may not be used in melee combat except spears and knives.

All missile troops are assumed to have enough arrows, ammo and do not run out. Only magic arrows need to be kept track of.

Models more than three inches deep in woods may not fire out or be fired on. Likewise, missile troops may not fire through woods more than three inches deep at models beyond. If enemy models are both in the same woods, they may fire at each other. A - 1 soft cover modifier is always applied for firing in woods.

Troops firing at models equipped with shields do not receive a penalty for the shield if they fire from behind the model. In other words, they fire into the back of the enemy. Troops firing from the front or flanks would still receive the penalty.

HITTING A TARGET IN MISSILE COMBAT

A model's missile skill (MS) is the minimum it needs to hit a target on a 1D6 roll. Roll 1D6 and add or subtract any of the below modifiers that apply to the dice roll.

MISSILE DICE ROLL MODIFIERS

TARGET IS A VERY LARGE OR ENORMOUS CREATURE	+1
TARGET IS EQUIPPED A SHIELD	-1
TARGET IS WITHIN CLOSE RANGE	+1
TARGET IS AT FAR RANGE	-1
TARGET IS AT EXTREME RANGE	-2
TARGET IS BEHIND SOFT COVER	-1
TARGET IS BEHIND HARD COYER	-2
SHOOTER IS SHAKEN	-1

EXAMPLES OF COVER

HARD COVERS - Buildings, walls, large rocks, trenches, models firing out windows, statues.

SOFT COVERS- Trees, bushes, high plants, woods

RANGES FOR MISSILE WEAPONS

*****	CLOSE	FAR	EXTREME	MAX
BOW / CROSSBOW	7-	16½ +	21+	24
MUSKET	10-	19+	24+	28
BLUNDERBUSS	6-	12+	14+	15
SPEAR	4-	8+	9+	10
DAGGER	2-	4+	5+	6

The Blunderbuss has a +2 modifier at close range rather than the normal plus one.

MISSILE COMBAT EXAMPLES

A model with a missile skill of 3, armed with a bow, targeting an enemy 18 inches away would need a 4+ to hit. If that same model were behind a tree or bush a 5+ would be needed to hit the target.

A model with a missile skill of 3, armed with a bow, targeting an enemy 5 inches away would only need a +2 to hit, as seven inches or closer results in a +1 modifier.

A model with a missile skill of 4, armed with a bow targeting an enemy 22 inches away behind soft cover would have no chance of hitting his target. He would need a seven and a six-sided dice is rolled.

RATE OF FIRE

Crossbows, muskets and blunderbusses fire every other round. All other missile weapons may fire every round as long as the models base rate was not exceeded in the movement phase. Models with three melee attacks per rd. may fire crossbows, muskets and blunderbusses every round.

OFFENSIVE POWER

Bows and daggers have an offensive power of one. A models strength score is not used as a bows draw determines its strength not the model. Daggers due to their small size will also remain at one.

Crossbows and muskets have an offensive power of two. (A models strength score is not used)

Blunderbuss has an offensive power of two at seven inches or closer. Beyond seven inches its offensive power is reduced to one. (A models strength score is not used)

Spears are the only missile weapon that's offensive power is taken from a model's strength.

MAGIC AND SPELL CASTERS

All spells are cast simultaneously along with missile fire. Casters must declare which spell(s) they are casting and the intended target.

BATTLE MAGES

Spell casters that concentrate on spells especially suited for battle. Their power comes from channeling the magical energy that dwells in all things.

BATTLE MAGE LEVELS

LEVEL ONE

OS 1 /MS 5 /A 1/I 3 /Hits 2 /Cool 9 /PP 25 /OC 5 /RR 6 /Pts.34

LEVEL TWO

OS 2 /MS 4 /A11 /I 3 /Hits 3 /Cool 10 /PP 40 /OC 4 /RR 5 /Pts.50

LEVEL THREE

OS 3 /MS 3 /A 2 /I 3 /Hits 3 /Cool 10 /PP 60 /OC 3 /RR 4 /Pts.70

LEVEL FOUR

OS 4 /MS. 3 /A 2 /I 4 /Hits 4 /Cool 11 /PP 85 /OC 3 /RR 3 /Pts.100

LEVEL FIVE

OS 3 /MS 3 /A 2 /I 3 /Hits 5 /Cool 12 /PP 100 /OC 2 /RR 3 /Pts.115



SPECIAL RULES

A battle mage may cast up to three spells a round, if he has enough power points to do so.

A battle mage needs complete concentration to cast his spells, therefore he may not move or engage in melee or missile combat in the same round that a spell is thrown. Movement in this case means to move from the space the model now occupies, it does not mean changing the direction the model is facing, turning, etc. Teleporting does not count as a movement, as the mage is moved by magic and does not break his concentration with a physical movement. The mage may also teleport, and if able cast a spell(s) from his new position.

Roll 1D6 for each spell cast. A spell fails each time a one is rolled. If two ones are rolled two spells will fail. If three ones are rolled in the same round the caster is destroyed by his own power. All power points used to cast failed spells are lost.

A battle mage may only cast spells equal or below his own level. Example a level 2 mage may only cast first and second level spells.

A battle mage may attempt to throw a fourth spell. This is called over casting (OC) To do so the caster must roll a 1D6 equal or higher than his OC stat. If he succeeds a fourth spell is cast, if he fails all power points are lost. Note the mage must also still make the standard 1D6 roll for spell failure.



BATTLE MAGE SPELLS

LEVEL ONE DEFENSIVE SPELLS.

Deflection- Causes one missile attack (rolled as a hit) within six inches of caster to miss its target. PP 2, Range: 6 inches.

Wood Wall - Produces a wood wall two inches high, three inches wide that is magically supported and may not be toppled over. Note 2 inches by 3 inches is the actual size, so to the miniatures it would be very large. Missile weapons will not penetrate the wood wall.
PP 3, Range: 11 inches, Duration: five rounds then it disappears.

Shield- Creates a magic shield in front of the caster: Minus one to casters target level.
PP 1, Range: Self, Duration: three rounds.

Protective Layers - Provides caster with a magical covering that can absorb two wounds before it's destroyed.
PP 4, Range: Self, Duration: Until destroyed.

LEVEL ONE OFFENSIVE SPELLS

Jolt- Gives target one wound.
PP 4, Range: Base to base contact.

FIRE Ball- Caster shoots a ball of fire from his hand at one target.
PP 6, Range: 8 inches (line of sight rules apply) Causes one wound.

Lighting Bolt: Caster shoots lighting at one target.
PP 8, Range: 12 inches (line of sight rules apply) Causes one wound.

Enfeeble - Target loses one melee attack. The effects last one combat round. Individual models with a resistance rating may roll to save.
PP 2, Range: 10 inches, Duration: One round.

Enfeeble Unit- Unit loses three dice attacks, melee only. The effects last one combat round.
PP 3, Range: 12 inches, Duration: One round.

LEVEL ONE MISCELLANEOUS SPELLS

Illusion- Caster creates an illusion of one unit of 10 to 12 models. The unit appears and acts as any normal unit under hold orders. This spell is cast before the game begins and noted in the player's information envelope. The player then selects 10 to 12 models to represent the illusionary unit and places them on the board. The unit and illusion vanish as soon as it is hit, in melee or missile combat. Note the unit may not be moved. PP 4

LEVEL TWO OFFENSIVE SPELLS

Hot Plate - Creates a four by four inch area of glowing red hot ground all models standing fully within the 4x4 template take one hit a round. P.P 32 Range: 8 inches Duration: 2 Rounds

Despair - Unit targeted must take a +2 cool test. PP 6, Range: 15 inches.

Pit - Creates a three by four inch pit. Spell may be cast beneath a model's feet, or the ground a unit is standing on. Any model falling into the pit must roll a six to climb out. Large models only need a four plus, very large and enormous models climb out automatically but may take no other action that round. Models must be fully within the template to fall in. Each model may make one attempt to climb out each round. The pit closes in four rounds leaving all remaining models buried alive. PP 22, Range 12 inches.

LEVEL TWO DEFENSIVE SPELLS

Deflections 2 - Causes two missile attacks rolled as hits, within six inches of caster to miss their targets. PP 4, Range: 6 inches

Mirror Images - Forms three images of mage that mirrors his every move. Spells thrown by images will have no effect, but as the casters spell does, it will be impossible to tell which is the illusion. Images disappear when hit in melee or missile combat. The piece representing the real mage must be noted in an information envelope. PP 3, all images must be within six inches of caster. Duration: 5 Rounds

Turn To Stone - The caster turns to stone and cannot be hurt for 1D3 rounds. Caster is unable to move or throw spells while in this form. PP 1, Range: Caster, Duration: 1D3 rounds.

LEVEL TWO MISCELLANEOUS SPELLS

Teleport - Caster may teleport himself or one medium target up to 15 inches. PP 3

Teleport 2 - As teleport but range is 25 inches. PP 6

Invisible - Caster remains unseen until he moves, engages in combat or throws a spell. Casters location must be noted in a information envelope. PP 2, Range: Caster

Levitate - Caster may move one small non-living object except on held or in contact with an intelligent being. Or caster may levitate himself up to twelve inches in height and up to four inches width. PP 4, Range 6 inches. Small object examples: A sword, keys, helmet, gem, saddle bag.

Box - Creates a four by four box with invisible walls. The box is equal to armor type 3 in strength and will take five hits before it shatters. No "to hit" rolls are needed. Arrows and gunfire will slip through the walls but do not create an opening or cause any damage. PP 10, Range: 10 inches, Duration: 4 Rounds or until shattered.

Magic Midst - Creates a magical midst of dense colors. All models within midst template cannot see out, nor can any model see in or through the midst. Models hidden in the midst may be removed from the board as hidden troops. archers in the midst may not fire out as they cannot see. On the round cast the midst sits in before archers can fire. Archers outside the midst may fire into it but have a -2 to hit any models within. PP 11, Range: 16 inches, Duration: 4 Rounds.

LEVEL THREE OFFENSIVE SPELLS

Bursting Fireball - As normal fireball but it burst on impact giving all models within a three inch template one hit. PP 15, Range: 8 inches.

Lighting Bolt 2 - As lighting bolt but, range is 16 inches and damage is 1D3 PP 11, Range: 16 inches.

Call Skeletons - Two skeletons appear and are controlled by the caster until he or the skeletons are slain, or four rounds pass. Skeleton Stats: OS 2/A 1/I 3 /Hits 1 / AT 1 /To Hit 7 /OP +2
PP 8, Duration: 4 Rounds. Restrictions: Skeletons must stay within three inches of caster.

Flaming Arrows- This spell is cast on an allied missile unit armed with bow or cross-bows. The next time the unit shoots, its arrows burn with an intense magical flame. Flaming arrows are +2 OP instead of the standard plus one. Range: 6 inches, Duration one volley. PP 10

Extended Flight- This spell is cast on an allied missile unit armed with bows or crossbows. The next time the unit shoots, its range may be extended six inches. Example for a bow close range would now be 13 inches or less. Far range would be +13 to 27, extreme +27 to 30 inches, which is the new max. range.
PP 9, Range: 6 inches.

Drain Magic- The caster may attempt to drain the power points of another battle mage. The target battle mage may avoid losing his power points by making a successful resistance roll. If he fails the RR the caster rolls a 1d10 and that is the number of power points the target loses. PP 3, Range: 12 inches.

Wind Blast- One unit is hit with a hard blast of wind causing the unit to be pushed back three inches. There is also a 50% the front rank will fall down. If they do the unit becomes unformed.
PP 6, Range: 10 inches.

LEVEL THREE DEFENSIVE SPELLS

Armor- Caster's skin becomes as hard as armor type four. Caster has all the protection of armor type four without it effecting his target level or movement rate. PP 6, Range: Self, Duration: 4 Rounds.

LEVEL FOUR OFFENSIVE SPELLS

Quick Sand- A 5 inch radius circle of quick sand is created. It may be cast beneath a unit's feet. Every model in the template must roll a 1d6 on a roll of a 1,2 or 3 they are sucked under and removed from play. Movement through the quick sand is at half rate, if a model is still in the quick sand at the end of his next movement phase he must roll to see if there sucked under again. Units caught in quick sand become automatically unformed. PP 35, Range: 12 inches, Duration: 5 Rounds.

Summon Water Elemental- Caster must be within 6 inches of a water source like a moat, river, stream, ocean or lake to use this spell. One water elemental is summoned and is at the caster's command until the elemental or caster is slain. Stats: OS 4, A 4, I 4, Hits 3, AT 2, To Hit 6, Move 9 ,OP +1, PP 17

Summon Air Elemental- One air elemental is summoned and is at the caster's command until the elemental or caster is slain. Stats. OS 4, A 2, I 6, Hits 3, AT 2, To Hit 6, Move 12, OP +2
Special rules may fly and move over any terrain without movement penalty. PP 20

Summon Greater Air Elemental- One air greater elemental is summoned and is at the caster's command until the elemental or caster is slain. Stats: OS 5, A 4, I 6, Hits 6, AT 2, To Hit 6, Move 16, OP +3
Special rules as above except also causes fear. PP 45

PRIEST

Unlike battle mages, priest may use their prayers (magic) and still move and attack in the same round. The logic behind this rule is a battle mage uses his own power and concentration to work his magic. If he is not totally focused on the magic, it fails. The priest however, needs only the faith that has built up within him through long years of study. With enough faith, his god is able to work through him and takes care of the rest. Thus using neither the power or concentration of the priest. This makes priest of significant levels vary versatile and powerful models.

SPECIAL RULES

1st thru 4th level priest may only wear armor type one or amour type two. 5th through 8th level priest may wear any armor type except four.

4th and 5th level priest carry holy weapons that give a +1 OP vs. demons, undead, angels and witches. 6th thru 8th level priest wear armor or robes blessed by their war god, giving them -1 off their target level, and carry holy weapons that add + 1 to their offensive power. (OP)

LEVEL	PRIEST LEVELS										
	OS	MS	A	I	HITS	COOL	PP	FAITH	PL	RR	PTS
1	1	5	1	2	1	7	10	5	1	-	3
2	2	5	1	3	1	8	12	6	1	-	7
3	2	5	1	4	2	9	21	6	2	-	17
4	3	4	2	4	3	10	34	7	2	6	29
5	3	4	2	4	3	10	35	7	3	5	36
6	4	3	3	6	4	11	52	8	3	4	89
7	4	3	2	5	4	11	70	9	3	4	100
8	3	3	2	4	5	12	75	10	3	4	117

PP - The amount of power needed for prayers and a measure of spiritual strength. Power points are subtracted for every prayer the priest uses, even if his faith roll fails.

FAITH - A measure of a belief, closeness to a god and knowledge in spiritual things. A priest must make a faith roll for every prayer he wishes to use. To make a faith roll the player rolls a 1D10. If a priest rolls his faith stat. or below, the prayer takes effect. If a number above his faith is rolled, the priest lacks the proper faith and the prayer fails to take effect and all PP used in the prayer are lost.

Prayer Limit (PL) - The number of prayers that may be used (attempted) in one round.

OFFENSIVE PRAYERS

SUMMON ANGEL OF DEATH

A cloudy midst descends on one enemy unit within 12 inches of the priest for two rounds. The midst will follow the unit and escape is impossible, even beyond the 12-inch range of the original position. Angels of death may not enter zones of protection. The angel may attack three models each round. Leaders and champions may not be attacked. Angels profile: OS 6 /A 3 /OP +2

Range: 12 inches, Required Level 4, Duration: 2 Rounds, PP 17

Notes: An angel of death may not be counter attacked, as it has no solid form. Models with a resistance stat may attempt a RR, if successful no damage is taken.

DISINTEGRATE UNDEAD

Disintegrates one undead of fighter level or below. Range: 6 inches, PP 3

DISINTERGATE UNDEAD 2

As above, but two undead are destroyed. PP 6

DISINTERGATE UNDEAD 3

As above, but three undead are destroyed. PP 9

MASTER DISINTEGRATION

As above, but four + 1D6 skeletons are destroyed. (If a 1 is rolled, ignore and roll again) PP 20

DISINTEGRATE VETERAN UNDEAD

Destroys one veteran undead. Range: 6 inches, PP 5

DISINTEGRATE VETERAN UNDEAD 2

Destroys two veteran undead. Range: 6 inches, PP 9

HOLY AVENGER

Priest may designate one model as his god's holy avenger for three combat rounds. Model receives one additional attack and + 1 OP. Only one holy avenger may be designated in each battle. PP 9

WRATH OF GOD

The earth quakes under the feet of one enemy unit and flames shoot up from the earth.

Effect: Unit must take a cool test adding a +3 modifier to the dice roll, unit is unformed, -2 to all missile fire, and 1D6 wounds are taken by the unit.

Range: 12 inches, PP 30

UNLEASH SPIRITS OF DEATH

Priest unleashes spirits of death on the battlefield. He must make a successful faith roll every round to keep the spirits subject to him. If he rolls above his faith or dies, death strikes randomly. Roll a 1D8 and use the random direction template to see what unit death attacks next. Death will attack the nearest unit in the direction rolled. Death will move every round when not subject to the priest. Upon the fifth round, death grows harder to control and a +2 modifier is added to the dice roll. Deaths profile: OS 4 /A 4 /OP +1

Range: Sight, when controlled, Duration: 5 Rounds, PP 26

Notes - Models with resistance stats may make a RR. If successful, no damage is taken.

TURN TO SALT

One model or monster is turned to salt and slain.

Range: 12 inches, PP 11

Any model costing more than 35 points is immune to this prayer. Models with a resistance stat may make a RR roll to save.

DEFENSIVE PRAYERS

ZONE OF PROTECTION

Creates a 4 x 4 inch area of protection, undead, demons and angels of death may not enter the zone. Spells also, may not penetrate the zone (nor may they be cast from within) The priest must be within the zone for it to remain in effect. Range: 4 x 4 inches around priest. PP 5, Duration: 2 Rounds.

SHIELD

Increases the number needed "To Hit " the priest by one. Range: Self, PP 2, Duration: 2 Rounds.

PRESERVE

The priest is unharmed by all attacks, magical or physical for three rounds. However, the priest may not move, attack, or pray during these three rounds. Range: Self, PP 4, Duration: 3 Rounds.

CONSUME ARROW

One arrow rolled as a hit is consumed by fire before it strikes the priest. Range: Self, PP 7

REBUKE WITCH.

Destroys any spell thrown by a witch at the priest and forces her to immediately move 6 inches away from the priest. A rebuked witch must also take a cool test, with the dice roll modifier by +1.
Range: Self, PP 6

MISCELLANEOUS

FEAR OF GOD

All units and characters within 8 inches of the priest must take a cool test.
Range: 8 inches, PP 12

HEAL

Restores one hit point. Note: Models that have taken all their hits are dead and may not be healed.
Range: 2 inches, PP 8

PART WATER

Parts water up to 2 inches wide and seven inches across for up to two rounds. Range: 6 inches, PP 3

MAKE HOLY WATER

Turns one cup of normal water into holy water. Holy water thrown on demons, undead and witches acts as a 1D6 + 1 attack on the damage chart. (A to hit roll is not needed, one cup must be used for each target) Holy water may be thrown up to 2 inches. Throwing holy water takes the place of one attack. Each Priest is allowed to carry one cup of holy water into battle. No power points need to be expended as the priest is assumed to have prepared the blessed water long before the battle. Other models may also use holy water if a priest chooses to give it away. PP 5

DETECT WITCH OR VAMPIRE

The location of any witch or vampire within 36 inches is revealed. Even if the target is hidden, invisible, or disguised. Upon the prayer the target is rendered visible in his true form.
Range: 36 inches, PP 3

BLESS

A unit blessed by the priest will be able to roll two extra attack dice each round. The Blessing last three rounds. Range: 4 inches, Restrictions: Units only, PP 9

WITCHES - Female spell casters that draw their power from the demons that possess them and from nature.
Profile: OS 3 /A 2 / I 4 / Hits 3 / Cool 10 / PP 21 /Pts. 97

SPECIAL RULES.

Witches may only wear armor type one or armor type two.

All witches carry a +1 OP. enchanted sword. (Cost included in model points.)

Witches may not carry or use shields.

All witches are possessed by a demon known as their familiar. Upon the witch's death the familiar must leave the body; spirits are unable to possess the dead. Spirits despise being driven from their home and fly out of the corpse to attack the witch's killer for one combat round. After the spirit vents its wrath at losing its home, it seeks out a new sanctuary. Roll a 1D12, use a clock face. (12 o'clock points toward the front of the model that slew the witch. The demon will attempt to possess the first character it would come in contact with in that general direction. If a two o'clock is rolled and there's characters at both one and three o'clock roll to see which character the demon attempts to possess. Characters that have a resistance rating may attempt to make a successful resistance roll to avoid the possession. If the RR is successful the demon looks for a more inviting residence, and a 1D12 is rolled again. Having a demon enter a Character's body without the proper ritual is rather unpleasant, and the possessed model will take one hit point in the process. Of course if the model only has one hit that means it will die in the process. Characters mean any model that is not a rank and file troop or monsters.

WITCH SPELL RULES

A witch may cast only one spell each round.

A witch may still move and fight in the same round a spell is cast as the familiar does most of the work in casting the spell.

The witch must roll a 1D6 every time a spell is attempted, on a roll of one the spell fails and all power points are lost. (This rule does not apply when spells are cast from a magic circle, see spells)

WITCH SPELLS

CALL SPIDER SWARM - A swarm of spiders appear within 6 inches of the witch and will attack any model or unit she desires. Swarm stats: OS 3 /A 3 / I 3 /Hits 3 /AT 2 /To Hit-5 /OP +1 /Move 5 /Cool- N/A
Special rules

For each hit point the swarm takes they lose one attack.

The witch must keep the swarm within 12 inches of her or control fails and the swarm is scattered.

Remove scattered swarms from the board.

Range: 12 inches, Duration: Until slain, PP 2

CALL SPIDER SWARM 2 - As spider swarm, but two swarms are called. PP 4

CALL SPIDER SWARM 3 - As spider swarm, but three swarms are called. PP 5

SKIN OF TOAD – The skin of the witch becomes thick and filled with warts. While the spell last the witch has an armor type of three, without any additional movement penalty. Range: Self, Duration: 3 Rounds, PP 4

ENCHANT- One enemy unit is enchanted by the witch and believes she is too beautiful to destroy. The unit may take no hostile action against the witch as long as the spell holds. The enchanted unit rolls a 1d6 each round, they must roll a 6 to break the spell. If the witch is attacking the unit a +2 modifier is applied to the dice roll. Note- the unit functions as normal against all other enemies.

Range: 12 inches, Duration: Until broken, PP 1

SHATTER- One missile attack that was rolled as a hit is shattered before it strikes the witch. Range: Self, PP 1

WITCH SPELLS

CALL TREE SPIRIT - A tree spirit is called out of a nearby woods. The spirit may emerge from anywhere in the woods the witch chooses. Stats: OS 5 /A 2 /I 4 /Hits 3 /AT 4 /To Hit 5 /Cool 11 /Move 6 /OP+3
Restrictions: May only be cast within 12 inches of a woods or forest. Also the tree spirit may not move more than 12 inches away from the woods or forest edge.

Range: 12 inches, Duration: Until slain, PP 6

CALL TREE SPIRITS - As call tree spirit except two tree spirits are summoned. PP 10

SUMMON IMPS - Two imps (lesser demons) appear within two inches of the witch. The imps must remain within eight inches of the witch. If an imp is moved more than eight inches away from the witch control of the creature is lost and the imp will vanish. Stats: OS 4 /A 2 /I 5 /Hits 2 /AT 2 /To Hit 7 /Cool 9 /Move 16 /OP + 1 (imps may fly) Range: 2 inches, Duration: Until slain, PP 7

SUMMON SNAKE DEMON - A large demonic snake appears within six inches of the witch and will attack any models or units the witch chooses.

Stats: OS 4 /A 2 /I 5 /Hits - 4 /AT 2 /To Hit 6 /Move 9 /Cool- 12 /RR 6/ OP+3

Special rules - causes fear in all medium models. Range: 6 inches, Duration: Until slain /PP 8

CURSE - The witch attempts to place a curse on a model.

Range: 12 inches Duration: Battle, PP 1 Target may take a RR vs. this spell. If the target fails the R/R or does not have a resistance stat. the model must roll on the curse chart, and apply the results.

CURSE CHART (Roll ID6)

1. Model is driven insane and flees the battle.
2. Model is hit by a stray arrow and takes one hit point.
3. Model is easily wounded, all hits taken by model are doubled.
4. Models skin becomes raw and blistered. Model takes one hit point.
5. Model is weakened. Lower OP by one.
6. Model becomes slower, reduce attacks by one.

FLY - Witch may fly at a rate of 10/16, Range: Self, Duration: One round /PP 1

BIND - Model may not move for two game rounds. Move in this case refers to base and max. movement rates, not moving as in melee or missile combat in the space it already occupies.

Range: 12 inches, Duration: 2 Rounds. PP 1, target may attempt a successful RR to break this spell.

MAJIC CIRCLE - A 3x3 inch majic circle appears around the witch. Any individual model entering the circle will lose one dice attack. The effect only last while the model is within the circle, and does not apply to the witch herself. The circle also has a chance of repelling any missile attacks, on a roll of a five or six the missile is deflected. All spells cast from within the circle automatically succeed, spell failure rules do not apply. Once the spell is cast the witch may not leave the circle until it disappears.

Range: Around witch, Duration: 5 Rounds. PP 4

ULTIMATE POWER- The witch calls on all the elemental powers of nature and attempts to channel them through her being. If successful she may throw 1D3 +1 lighting bolts each round. (See battle mage spells) and will ignore any wounds on a 1D6 roll of 4-6. Attempting this spell is risky as the spell fails on a 1D6 roll of 1-3. If the spell fails all power points are lost and the witch takes one hit wound. Duration: 2 Rounds, PP 5

NECROMANCER

Powerful wizards specializing in dark magic and raising dead corpses.

OS 4 /A 2 /I 4 /Hits 4 /Cool 11 /RR 5 /PP 55 Pts 90

Special Rules

Due to their long dark studies the necromancer is filled with an unnatural, vile spirit of living death. This effects, not only their physical appearance, but also fills them with a spiritual dread that causes fear in all medium models.

Necromancers carry weapons of death, +1 to offensive power. (weapon cost included in model's Pts)

Necromancers may only wear armor types one or two.

Necromancers may throw spells, move and fight in the same round.

Necromancers must roll a 1D6 each time a spell is thrown. On a roll of a one the spell fails and the necromancer takes one hit. Dabbling in death is dangerous.

Necromancers may only cast one spell each round.

NECROMANCER SPELLS

CREATE SKELETONS - Undead skeleton fighters are raised from the earth. Range: 2 inches, PP 13

Roll 1D6, add +1 to dice roll if cast in a graveyard, -1 if cast within 7 inches of a church or temple.

1-2 Three skeletons raised.

3-4 Four skeletons raised.

5-6 Five skeletons raised. (Note - All skeletons are armor type one, with melee weapons)

CREATE SKELETONS 2 - Undead skeleton fighters are raised from the earth. Range: 2 inches, PP 2

Roll 1D6, add +1 to dice roll if cast in a graveyard, -1 if cast within 7 inches of a church or temple.

1-2 Six skeletons raised.

3-4 Seven skeletons raised.

5-6 Eight skeletons raised. (Note - All skeletons are armor type one, with melee weapons)

CREATE ZOMBIES - Recently dead, slow moving corpses are raised by the caster. Corpses must remain in base to base contact and within ten inches of the necromancer. Zombies, unlike skeletons are not subject to the crumbling bones chart as most of their ligaments, are still intact and magical energy is not needed to keep them together. Five plus 1D3 zombies are created. Range: 2 inches, PP 12

ZOMBIES: OS 1 /A 1 /I 2 /Hits 1 /AT 1 /To Hit 4 /Move 3/5 OP +2 (Zombies due not cause fear)

ROT - One model suffers one hit a round until dead, or three hits have been taken from the spell.

Range: 6 inches, PP 25

TOUCH OF DEATH - Gives one model in base to base contact with the caster a possible wound. Roll

1D6 +2 OP on the damage chart. PP 8

UTTER DARK - Creates a 4x5 inch area of complete darkness. Any models in this zone cannot see.

Missile troops may not fire and all combat in the zone is at -1 to hit. If the spell is cast on a unit they must take an immediate cool test. Models outside the zone will not be able to see models within or beyond.

Range: 12 inches, Duration: 3 Rounds, PP 11

UNDEATH - Cast at the necromancers death. He lives on as an undead lich. As a lich he may still cast spells if he has any power points remaining. He may not cast undeath again as he is already dead.

Range: self, PP10, Lich Stats: OS 3 /A 1 /Hits 3 /I 3 / Cool N/A



VAMPIRES - Deadly creatures with human like feature. Vampires will sometimes ally themselves with an army in order to feast on the enemy wounded.

Profile: OS 5 / A3 / I 6 / Hits 5 / AT 2 / To Hit 6 / Cool 11 / PP25 / RR.5 / Pts. 57

Special Rules

1. Vampires cause fear in medium models.
2. Any vampire coming within 6 inches of an enemy priest must take a cool test modified by +1 to the dice roll, as vampires are repulsed by the anointed holy symbols they bear.
3. May jump up to 3 inches high and 2 inches across.
4. Anytime a vampire is hit by a wooden arrow that causes a wound, roll 1D6. On a roll of a 6, the vampire is hit in the heart and damage is doubled.
5. Vampires may cast one spell each round. Vampires may fight and still cast a spell.
6. Vampires have + 1 super strength.

VAMPIRE SPELLS

CHANGE INTO LARGE BAT – Range: Self, Duration: As long as wanted. Stats: OS 4 /A2 /I 5
Hits: Same /OP +1 /Move 15 - May fly (may not cast spells in this form) PP3

UTTER DARK – Range: 12 inches, Duration: 4 Rounds, Template: 6.5 x 5 /PP 4
(see necromancer spells)

HYPNOTIC GAZE - Target is frozen in a trance and may take no actions for one round.
Range: 4 inches, Duration: 1Round, Target: May make attempt a RR to avoid spell. PP 3

HYPNOTIC SUGGESTION - Compels target to move 12 inches away from caster unless a successful RR is taken. Range: 4 inches, Duration: 1 Round. PP 3 (may only be cast on individual models, not units)

HYPNOTIC SUGGESTION 2, KILL SELF - Target will make one attack against itself each round until it kills itself or makes a successful resistance roll. PP 15 (only one RR may be made each round)

DEFLECT ARROW - Turn aside one arrow that was rolled as a hit. Range: self /PP 4

CAUSE TERROR - The target unit must take a cool test modified at +1 to dice roll for Unnatural fear.
Range: 10 inches, Duration: 1 Round. /PP 10

BAT SWARM - A swarm of bats appear within two inches of caster. Each swarm contains five bats. If the bats remain in base to base contact with the vampire, they may be used as a defense against missile attacks. Roll 1D 10 to see if a bat or vampire is hit. Every bat increases the chance by one that the vampire will not be hit. As the swarm takes hits, the odds of hitting the vampire are increased by one for each hit taken.

Example 2 full swarms' (10) 1-10 bat hit, no chance of hitting vampire.

1 full swarm (5) 1-5 bat hit, 6-10 vampire hit.

Reduced swarm (3) 1-3 bat hit, 4-10 vampire hit

Swarms (5 models) must all be fitted on one vary large models base. One bat is killed for each hit scored, to kill rolls are not needed. PP 6

OS 2 /A 1 /I 3 /To Hit 6 /OP + 1 /Cool - fearless /Move 6/8

MELEE COMBAT

INITIATIVE

The model or unit with the highest initiative strikes first (unless superseded by other rules such as ambush rules, etc.) If a model has multiple attacks and has a higher initiative score than his opponent, subtract the target's initiative from the attackers. The resulting number is the amount of attacks that may be made before the target may attack back and combat becomes simultaneous. (If the model has that many attacks) Regardless of the initiative score, a model may never attack more times than its attack rating. Example- a model with two attacks and an initiative rating of five, fighting a model with an initiative of two, may only make two attacks even though the initiative difference is three points. Initiative never entitles a model to more attacks than it has.

ORDER OF COMBAT

Engaged models with an initiative of six make their attacks first. The number of attacks made depends on the initiative of engaged enemy troops and the models attack score. All engaged models with an initiative of five make their attacks. Continue on in numerical order until all engaged units have attacked or have died being attacked.

ARMAMENTS

A model can only efficiently carry so many weapons on the battlefield and use them with skill; therefore, all models must be armed with one of the following groups of weapons.

1. A one-handed melee weapon and shield
2. A missile weapon and one-handed melee weapon
3. Two one-handed melee weapons
4. A two-handed weapon

UNIT STANDARDS

As long as a unit has a standard the unit will receive one extra dice attack. The dice attack is made using the stats of the unit's standard rank and file troops.

BATTLE CRY

Once each game a player can select one unit to sound their army's battle cry. The unit sounding the cry is driven on to greater effort and gains two extra dice attacks. Only normal units may sound the battle cry and the extra attacks will reflect the stats of the rank and file troops. In a game where a referee is used, he will award between one and four extra dice attacks based on the originality, volume and enthusiasm of the battle cry.

CALCULATING "TO HIT" SCORES

To determine a models "To Hit" score, total the below target scores that apply to the model and cross-index in the "To Hit" column. Target level scores of minus one are reached by magic items or the protection of a god. A models target level may never drop below -1, (To Hit-9).

ITEMS TARGET SCORE

SHIELD	-1
AT. 1	+2
AT. 2	+2
AT.3	+2
AT.4	+3

<u>TARGET LEVEL</u>	<u>TO HIT</u>
-1	9
0	8
1	7
2	6
3	5

A roll of a six is always an automatic hit on target levels 0 – 3

EXPLANATION OF ARMOR TYPES

Armor is divided into four basic categories

- Armor Type 1 - furs, light leather. Light helmet. No, or almost no armor
- Armor Type 2 - heavy leather, leather and chain, arm and leg guards with chest protection.
- Armor Type 3 - full or almost full chain, full chain with some plate.
- Armor Type 4 - full or almost full plate.

Note on units with various armor types.

For fast easy game play, units should always have the same armor type. You should try to use models that reflect the appropriate armor type the unit is wearing. Often there may be a model like a leader, champion or just odd figure that is wearing a different armor type. Do not let this concern you as it's the over all armor type of the unit that is considered. If most of the unit is wearing armor type three, but a few poor souls look like their wearing armor type two, go ahead and count the whole unit as armor type three.

WEAPON MODIFICATIONS FOR OFFENSIVE POWER (OP)

All one handed weapons 0

All two handed weapons +1 (see pole-arms for exception and notes)

Models using magic weapons may receive additional modifications to their offensive skill or offensive power, or both. Magic weapons above +1 are vary rare, magic weapons above +2 may only be handled by the gods.

Models using two weapons (one in each hand) receive one extra attack at -1 off their normal offensive skill.

MELEE COMBAT

When two or more opposing troops come into base to base contact, they clash together in melee combat.

WHO FIGHTS

All models in base to base contact with enemy models may fight in melee combat. With the exception of units equipped with pole-arms, only models in base to base contact may participate in melee combat. See examples below.

Unit 1



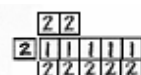
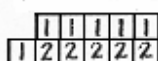
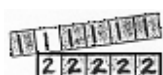
Unit 2

The shaded models in the back row of unit one would not be able to fight. Also, the model on the far right of unit two would not be able to fight. On the second round of the engagement, unit two could bring this model into combat by wrapping to the flank of unit one.

In the example above, unit one would have six models fighting. Unit two would have seven models fighting. All models in base to base contact or able to participate in melee combat by use of pole-arms are known as engaged.

When units collide at an angle, a one half-inch adjustment may be made to bring more models into combat.

Only those models ending up in base to base contact will engage. In the next round, another slight adjustment of up to one half inch can be made to bring more models into base to base contact. The unit may also wrap up to two models a round if able to do so. These one half-inch adjustments and wrapping may continue in each consecutive round if the player is able and desires to do so. Wrapping is the term used when a unit with a longer front rank envelop around the flanks or rear of an enemy unit. Below is an example of a unit hitting at a slight angle. As the distance is within a half-inch, the attacking unit would adjust to bring more models into melee combat. All but the model on the far left would now be engaged. On the next round, unit one brings the finale model into combat by wrapping the left flank of unit two. If the attacking player chooses not to make an adjustment on an angled engagement, the defender still has the option of doing so. If both players decline, only the two unshaded models in the example below would be able to attack. On the far right is another example of a wrapping unit. Unit two now has three models wrapped. Wrapping is different than a sudden attack to the units flank or rear. Wrapping only serves to engage more models in combat, it never counts as a flank or rear attack as far as cool tests are concerned. Cool tests will be addressed on a later page of this rule book.



DETERMINING ATTACKS

Add up the attacks of all engaged models, each unit rolls 1D6 for every attack it has. Attacks from leaders and champions with a different offensive skill (OS) must be rolled with a designated dice. (Designated by color or size) If an individual character has a different initiative score than his unit, he may roll separately to gain a higher attack order. Example: A unit that has ten fighters and one champion engaged would roll thirteen dice (10+3)

HOW TO DETERMINE HITS

Units/individual models add their offensive skill (OS) to each dice roll. If the total is equal or greater to their targets "To Hit" score, a hit has been made. Not every hit results in a wound. Some strikes glance harmlessly off an opponents armor, while others are too weak to cause significant damage. Example: A unit of five fighters roll the following; a 1, two 3s, a 5 and a 6. Their OS is +2, their opponents "To Hit" is six, so a 4 is the minimum dice roll needed to hit, $4+OS\ 2 = 6$. Therefore, all 4's and above are hits and two hits are scored. A dice roll of a six is always a hit, even if the "To Hit" number was not reached.

HOW TO DETERMINE WOUNDS

A unit/individual model rolls a 1D6 for every hit scored. To this roll, they add their offensive power (OP) which is their strength score, combined with any other appropriate modification. This total is cross-indexed with the defenders armor type on the damage chart. The resulting number is the amount of wounds inflicted.

DETERMINING KILLS

A model is removed from play after it has taken its total hits. A model with only one hit is removed as soon as it receives its first wound. A model with two hits is removed upon receiving its second wound. A model with three hits is removed upon receiving its third wound; etc.

DAMAGE CHART

Total >	1	2	3	4	5	6	7	8	9	10
AT										
1			1	1	2	2	3	4	5	6
2				1	1	2	2	3	4	5
3					1	1	1	2	3	4
4						1	1	1	2	3

FILLING GAPS IN UNITS

All gaps created by kills in a unit must be filled in. This is done by having the model in the next rank step up, or tightening the unit up by contracting its length. If these kills were the result of an enemy model(s) with a higher initiative, then the model that stepped up (or over by contracting) may carry out a counter attack. (If all the initiative attacks have been used)

RANK BONUS

A rank bonus is given to the unit with the most Depth. Depth is determined by comparing the depth of enemy units. One extra dice attack is awarded for each complete rank deeper a unit is, than its deepest engaged opponent. The bonus dice attack is based off the stats of the standard rank and file troops. The rank bonus is limited to three extra dice attacks. Units beyond three extra ranks deeper than their opponents will receive no additional bonus for those ranks. Example- The light gray unit (below left) has two complete ranks. The black unit has one complete rank. In this case, the light gray unit would receive one extra dice attack. In the next example both, units each have two complete ranks, as they are equal, no rank bonus is given to either unit. The light gray unit almost has a complete third rank but is still one model short of receiving the bonus attack. Units fighting only individual models do not receive a rank bonus, they must be in contact with another unit to be eligible for the bonus. Also units may not receive a rank bonus when engaged with special units.



POLEARMS

Units armed with pole-arms (long two handed weapons with a blade for cutting and thrusting at the tip) may elect to use them as normal two handed weapons and receive a +1 OP, or they may be used as precise thrusting weapons. If used as thrusting weapons, models armed with pole-arms may attack models up to one base away, but they will not receive +1 OP for being armed with a two handed weapon. This rule enables units with pole-arms to fight from their second rank or behind a single rank of an allied unit. Pole-arm units must elect each round how they will use their weapon and the whole unit must abide by the decision.

CALVALRY VS. POLEARMS

Cavalry charging multiple rank pole-arm units (that are using the weapon in the thrusting manner) do not receive an extra dice attack.

MASSED CAVALRY

All units or individual mounted models consisting of at least six models grouped in base to base contact cause fear in medium models they have contacted in a charge that moved at least five inches. The fear is only caused in the first combat round. Units will therefore have to take a cool test if charged by massed Calvary.

STAKES

Any missile unit may place stakes. Stakes are placed at a rate of three inches a round that the unit takes no other actions. Any unit charging a missile unit behind stakes will not receive their extra dice attack. In addition, the attacking unit will lose one dice attack on the first combat round. If the missile unit moves out of base to base contact with the stakes or makes a counter charge then these rules will not apply. Note: stakes may never be placed in difficult terrain.

WRAP AROUND

Any unit engaged with an enemy unit having a smaller frontage may wrap. Units may never wrap on the first combat round. Units may wrap at a rate of two models each round until their frontage is equal with the enemies. Wrap around will never count as flank or rear attacks in regards to cool test.

MELEE COMBAT RULES AND MOVEMENT

No movement is allowed while engaged in melee combat unless a unit makes a controlled retreat or a unit routs.

Controlled Retreats

A unit may try to break off combat by making a controlled retreat. Controlled retreats are made during the melee phase. To make a controlled retreat, the unit must roll under its cool on a 2D6 roll. If the roll is not successful, the retreat turns into a rout. If successful, the unit is moved its' max. pace -2 inches away from its attackers.

Routs

A unit that routs moves its' max. pace every round to the nearest table edge. Units retreating off the board are out of the battle. Once a unit or individual model moves off the board, they may not return. Any routing unit that comes in contact with any enemy models is automatically slain.

Feigned Retreats

This rule simulates the tactic of pretending to retreat in front of the enemy in order to draw him out of position, or create gaps in his lines.

Feigned retreats may be made by any unit that meets the following conditions.

1. The unit is not engaged.
2. The unit is within 12 inches of an unengaged enemy unit.
3. The unit is not disordered or shaken.
4. The unit has a leader
5. The unit is facing its enemy.
6. The unit has not made any movements this round.

Roll 1D6 for each unengaged enemy unit within 12 inches of the unit making the feigned retreat and add or subtract any appropriate modifiers. (Listed below)

1. Unit does not have a leader -2
2. Unit is of fighter level or below -1
3. Unit is behind hard cover +1
4. Unit is a missile unit +2

If the final result (including modifiers) is a 2 or less the unit moves its max. pace toward the retreating unit.

Note: Ignore any conflicting orders the unit was issued.

Exceptions - units within 12 inches of their General, and units in a castle or fort.

Any qualifying unit wishing to make a feigned retreat should issue the feigned retreat order. Upon playing out this order the unit will execute an about face and move their max. pace away from the enemy.

Mounted Troops

Mounted troops wearing armor types one and two are considered light cavalry. Light cavalry have a base movement of eight inches and a maximum rate of twelve inches.

Mounted troops wearing armor types three and four are considered heavy cavalry. Heavy cavalry have a base rate of six inches and a maximum rate of ten inches.

All mounted models receive a +1 modification to their offensive power (OP)

Mounted units may not use complex maneuvers.

Mounted charging troops have a +1 initiative, during the first round of combat, in any engagement where they charged into the fighting. They must have moved at least five inches for the movement to be considered a charge.

Mounted charging troops using a lance also have a +2 to kill on their first strike.

(strike = dice roll) The +2 is in addition to the models OP score and the standard +1 for being mounted.

Example: A charging model with an OP of two, (=1str. +1mounted) making his first attack with a lance would receive a +4 to kill.

Bottom line you don't want to be on the receiving end of a successful lance attack. A lance has a 50% chance of breaking on a hit of a full charge, the model still receives the +4 to kill even if it breaks and a broken lance may still be used as a weapon, but receives no modifiers.

Mounted troops may charge through any single file formation. Both the defenders- and the chargers engage in one melee round before the mounted troops charge through. Any unit charged through becomes unformed.



WINNING A COMBAT ROUND

Anytime a unit or special unit engages in melee combat with another unit, each unit's casualties are compared at the end of the round. If one unit's casualties exceeds its enemy by two or more, that unit loses the combat round. Any unit losing the combat round is pushed back two inches, and must take a cool test. The victorious unit may then choose to follow up or hold their ground. If they choose to follow up, they charge forward to reengage the retreating unit. Another phase of combat will then immediately take place, with the pursuing unit gaining initiative and one extra attack dice for the charge. This one time bonus phase of combat represents the momentum gained by one side inflicting heavy casualties on the other and helps speed up the game. If a unit is pushed back a second time, the round ends and the victorious unit must wait until its movement phase to reengage with the enemy. The victorious unit will still gain the charge bonus and initiative if they reengage the retreating enemy unit in the next round.

DEFENDING A OBSTACLE

A unit attacking an enemy unit behind a wall or hedge will lose three dice attacks on their first round of combat. This rule represents that the unit behind the obstacle is in a good position with weapons ready. This advantage is lost on the second round of combat as the attackers adjust to the obstacle.

TERRAIN FEATURES AND COMBAT

Mounted troops using a lance receive only a +2 to kill when charging enemy models in the woods or in other difficult terrain.

A units fighting with an uphill advantage (they maintain the higher position on a hill) receives one extra dice attack.

A unit attacking an enemy unit with an uphill advantage loses one dice attack.

THREATS

A unit may try to intimidate its enemy by threatening them. All threats must be made in the beginning of the round before any movement begins.

A unit can make a threat under these conditions.

1. The unit has ten or more models.
2. The unit is within 12 inches of a visible enemy unit that they wish to threaten.
3. The unit is not shaken.
4. The unit is of a higher level or has more models than its enemy.

Any unit receiving a threat must take a cool test using the below modifiers.

The enemy unit out numbers you by six or more models	+1
Your unit has a champion	-1
Your unit out ranks the enemies	-1
The enemy has you outranked and outnumbered by six or more models	+2

Any unit failing a cool test as a result of a threatening unit becomes shaken. However, if a unit passes the test, they laugh at their enemy. Units making threats that do not shake an enemy must make an immediate cool test themselves, in face of such confidence shown by their enemy.

COOL

A unit must take a cool test when any of the following occur.

1. Any friendly unit within 12 inches routs. (2D6 +1)
2. The unit is threatened (use threat modifiers)
3. The unit has suffered 40% casualties in one round. (2D6 +1) (See 40% chart)
4. The unit has suffered 50% casualties in one round. (2D6 +2)
5. The unit is attacked by an enemy it fears. (2D6 +1 for unnatural fear)
6. The unit wishes to attack an enemy it fears.
7. The unit is attacked in its rear. (2D6 +2)
8. The unit is successfully ambushed. (2D6 +2)
9. The unit is attacked in its flank.
10. The unit lost the previous combat round.
11. A unit's champion dies in personal combat. (2D6 +1)
12. The General flees the battlefield.

Each unit / model will only take one cool test a round, but all effects are accumulative for each additional occurrence beyond the first the dice is modified by one. If 50% casualties were suffered, the 40% occurrence would not be counted. Example: a unit is hit in the rear by an enemy it fears, a cool test with a +3 modifier would be taken. (1D6 +3)

All independent models must take a cool test when any of the following occur.

1. Any friendly unit within 12 inches routs. (2D6 +1)
2. The model is attacked by an enemy it fears. (2D6 +1 for unnatural fear)
3. The model wishes to attack an enemy it fears.

COOL TEST

To take a cool test a unit/individual model rolls a 2D6 and adds any modifiers to the dice roll. If the result is less or equal to their cool, they pass. If the result is greater, they become shaken. A unit's cool may be increased by its leader's Ld. stat (as long as the leader lives)

Notes:

1. Unit leaders and champions do not receive separate cool rolls. Only one roll is taken and the results apply to every one in or attached to the unit.
2. Some characters and monsters are fearless and immune to cool test.

Any unit or model failing a cool test is shaken. The following rules apply to shaken units.

1. The unit may not charge an enemy it fears. (charge - to come into contact with the feared enemy as a result of the unit's own movement)
2. The unit receives no extra attack for charge orders.
3. The unit suffers a +1 modifier in missile combat.

The following rules apply to shaken models.

1. They may not charge an enemy they fear.
2. They suffer a -1 modifier in missile combat.
3. They may not issue personal combat challenges.

Shaken units continue to make cool rules anytime the rules call for one. Be sure to add the +1 modifier for being shaken along with any other modifiers that may apply.

If a unit fails a cool test and becomes shaken, immediately remove the appropriate number of models (if any) equal to the number the unit failed its test by, -1 for a standard. If the unit has a leader, he may try to restore the unit's confidence by making a successful influence test. If 50% or more of its current troops panic in one combat round, the rest will route.

PANIC

Models panic when they are removed from the board. (These models have fled the battle) In a campaign game, the player will recover one half of the point value of each panicked model. The points may be used to reinforce depleted units after the battle. The one half point system represents that about fifty percent of the soldiers that fled will eventually find their way back to camp. The other half represent troops that became lost or slain by enemy patrols and the cowards that decide to give up soldiering and lead a more peaceful, safer life. .

ROUTES

While panicked models are immediately removed from the board, representing soldiers completely losing their nerve and breaking off from a unit and fleeing on there own. A rout represents a desperate retreat by a whole unit. Routing units immediately are moved their base rate away from the nearest enemy. In subsequent turns, they must move their max pace toward the nearest table edge. If the route is not halted by the time the tables edge is reached, the unit is removed from play. In order to stop the route, the unit must make a successful cool test with a +3 modifier applied to their dice roll. If a routing unit is engaged, 1D6 models will automatically be slain. If any models survive, they will move their base rate away from the engaging unit and continue max pace movements next round.

The following rules apply to shaken individual models.

1. They may not charge an enemy they fear.
2. They suffer a +1 modifier in missile combat.
3. They may not issue personal combat challenges.

INFLUENCE TEST

Units with leaders may attempt one influence test each round; however, no influence test may be made in the round that the effect first took place.

To restore a shaken unit, roll 1D6 and add the appropriate modifiers.

Modifiers.

Unit is no longer in combat (engaged) or being fired on by enemy models. +2

Leaders LD. Stat +

Engaged enemy has twice as many troops or more. -1

Unit is engaged with an enemy it fears. -1

TOTAL

0-5 UNIT REMAINS SHAKEN

6 UNIT CONFIDENCE RESTORED

ATTACKING INDIVIDUAL CHARACTERS AND SPECIFIC MODELS

Unit leaders: Units with three or less models than the enemy they're attacking may not attack that unit's leader. If a unit's numerical strength is within two of its enemy, it may make one attack against the unit's leader. If a unit has as many models as its enemy does, it may make two attacks against the leader. If a unit has twice as many models as its enemy, it may make three attacks against the leader.

Unit Champions: May be attacked by two models.

Individual Models: May be attacked by up to four models.

Individual Models attached to units: May be attacked by two models.

Individual Large Models: May be attacked by up to five models.

Individual Vary Large Models: May be attacked by up to seven models.

Standard Bearer: Units tend to keep their standards well protected making them difficult targets. A standard cannot be attacked unless the unit out numbers the defenders.

If the unit outnumbered the defenders, one attack may be made against the enemies' standard bearer.

If the unit outnumbered the defenders by seven or more models, then two attacks may be made against the enemies' standard bearer.

AMBUSHES

Ambushes may only be made to the flank or rear by a unit that the target is unaware of. A unit must be hidden (see rules for hidden models) or appear suddenly from the flank or rear.

(See rules for teleport and invisibility) Ambushes may only be made against targets within the attacking unit's maximum range. The attacking unit must reach its target within the same round that they came out from hiding and launched the attack. Units already engaged in melee combat may not be ambushed.

Ambushes may only be made by units and against units. Individual characters may only be ambushed or participate in an ambush if they are attached to a unit. A 1D6 roll is made and the chart below consulted to determine the effect of the ambush. If the unit attempting the ambush is wearing armor type four, a -1 modifier is applied to the dice roll.

AMBUSH CHART (ROLL 1D6)

1. Failure.
2. Failure.
3. Slightly surprised enemy loses three dice attacks.
4. Slightly surprised enemy loses three dice attacks.
5. Enemy surprised, you gain initiative and enemy losses three dice attacks, +1 on all "To Hit" rolls.
6. Enemy totally surprised, you gain initiative and enemy losses five dice attacks, +1 on all "To Hit" rolls.

HIDING

Any model that could not be seen by enemy troops is considered hidden. Players may elect to note the exact location of a hidden model or unit on a piece of paper and leave them off the board. Models must be placed back on the board when any of the following occur:

An enemy model moves into a position where he would have a reasonable chance of spotting the hidden model.

The model moves out of hiding, or launches an attack. (Includes missile attacks)

Hidden models cannot be targeted for attack whether on or off the board.

ARMY STANDARD

Any army that contains a General may have one army standard .The following rules apply to army standards:

1. The army standard must be within one inch of the General.
2. All units within twelve inches of the army standard may add +1 to their cool stat. Should the unit move out of the twelve inch radius the +1 modifier is lost.
3. The army standard bearer may not be attacked by missile, melee or magic until both lieutenants are slain or have moved out of base to base contact with the General and army standard bearer.
4. If the army standard bearer is slain, all units within twelve inches must take a cool test.
(They will not receive the +1 cool bonus for being within twelve inches of the standard as it is now destroyed)

PERSONAL COMBAT CHALLENGES

Any model except chaos warriors may issue a personal combat challenge to any of the following characters: Knights, Champions, Heroes, Generals

PERSONAL COMBAT RULES

In order to challenge a model, the challenger must be within 10 inches of the model he wishes to challenge.

Challenging Knights: Any knight not already engaged in melee combat may be challenged. Knights may not refuse personal combat challenges. If a dragon challenges a knight ,up to five other knights may join in the challenge. Knights are trained to fight dragons in groups and do not consider this dishonorable.

Challenging Champions: Any champion whose unit is not engaged in melee combat may be challenged. If a champion refuses the challenge, his unit must take a cool test at 2D6+ 1 modifier. If a champion is slain in personal combat, his unit becomes shaken.

Challenging Heroes: A hero not engaged in melee combat may be challenged. Heroes may decline challenges.

Challenging Generals: A General not engaged in melee combat may be challenged. However, a general may select any model from his own army that is within 12 inches to champion him. Shaken models may not issue personal challenges. Except in the case of knights and dragons, no other model or unit of any nature may interfere with personal combat by way of melee, movement, magic, missile attacks, or any other means.

All personal combat is to the death. Players may only issue one personal combat challenge in a battle.

BASING

Medium sized models use a $\frac{3}{4}$ inch base.

Large models use a 1 inch base.

Vary large models use a $1\frac{1}{2}$ inch base.

Enormous models will have a minimum base size of at least two inches. Depending on the models actual size, it may be bigger.

UNIT LEVELS

LEVEL ONE - MOBS

Mobs are no more than peasant rabble with improvised weapons grouped together for courage in numbers.
Profiles: OS 1 /MS 5 /A 1 /I 2 /HITS 1 /COOL 5

SPECIAL RULES

1. If the unit is reduced to below four models, they will automatically rout.
2. Mobs may not wear armor or use shields, as it is vary unlikely they would have access to such things.
3. Mobs will only fight to protect their own village and in there own village.
4. Mobs are always unformed.
5. Mobs may not have standards.

LEVEL TWO - LEVIES

Levies are made up of draftees, local militia, and town guards. They have little training, poor equipment and are not vary motivated.
Profiles: OS 1 /MS 5 /A 1/I 3 /HITS 1 /COOL 5

SPECIAL RULES

1. Levies may wear any armor above armor type two.
2. Levies will not charge a larger unit.
3. Levies without a leader are always unformed.

LEVEL THREE - FIGHTERS

Fighters represent the average rank and file troops that make up the bulk of most armies.
Profiles: OS 2 /MS 4 /A 1 /I 3 /HITS 1 /COOL 6

LEVEL FOUR - VETERANS

Veterans are experienced and seasoned fighters.
Profiles: OS 3 /MS 3 /A 1 /I 3 /HITS 1 /COOL 7

LEVEL FIVE - ELITES

Elite troops are the finest, highest trained troops a general could hope to field in any significant number.
Profiles: OS 3 /MS 3 /A 1 /I 4 /HITS 1 /COOL 8

UNIT LEADERS

Sergeants are battle hardened leaders that command mobs, levies and fighters.
Profiles: OS 3 /MS 3 /A 1 /I 3 /HITS 2 /COOL: As troops /LD +1

Captains command veteran and elite troops.

Profiles: OS 4 /MS 3 /A 1 /I 4 /HITS 2 /COOL: As troops /LD +1

CHAMPIONS

Champions are out standing fighters with incredible physical powers placed in a unit along with the regular troops to lend them courage and represent their unit in any personal combat challenge. Not all units have champions, but no unit may have more than one.

Profiles: OS 5/MS 2/A 3 /I 5 /HITS 3 /COOL 11 /RR 5 / +1 SUPER STRENGHT.

1. A champion's cool is used only in personal combat challenges, otherwise, test with the unit.
2. Champions are favored by their god and receive a -1 off their target level.
3. Champions may only leave their units to engage in personal combat challenges.
If still alive after the challenge is fought, they must return directly to the unit.

SPECIAL UNITS

There are three types of special units, scouts, squires and berserkers. Special units do not have leaders or their leadership stat to boost their cool. They do not rely on a leader but each member's professionalism to get the job done.

Special Unit Rules

All special units must consist of at least five models at the start of the game.

The "units without leaders" action chart does not apply to special units, as they do not depend on leaders to function.

Special units are not issued orders. All rules governing orders do not apply to special units.

Special units may not have standards. (Except squires)

Squires are the only special unit that may have a standard.

Special units may not have champions.

Special units do not have to stay within base to base contact like normal units.

Models in special units may be spaced up to one half inch apart.

Special units are not bound by formation and maneuvers rules and may move about freely.

Special units are never unformed.

SCOUTS: Quick moving troops used to harass and probe the enemy line.

OS 3 /MS 3 /A 1 /I 3 /Hits 1 /Cool 8

Special rules

Scouts may only wear AT 1 or AT 2

Scouts are excellent woodsmen and may move through woods without a movement penalty.

SQUIRES: Young warriors usually from the nobility and high houses in training to become knights.

Squires fight and train together in small units until they are deemed worthy of knighthood.

OS 4/ A 2 /MS 3 /I 4 /Hits 2 /Cool 9

Special Rules

Squires may carry a unit standard.

Squires must always engage an enemy dragon unless the dragon is already engaged by knights, another unit of squires, or in personal combat.

BERSERKERS: Religious fanatics that live in militant monasteries. Only the most devoted and fierce warriors are given the honor of joining the order. Once in the order, berserks begin training to serve their war god in the way the gods of war like best, blood and battle. Before a battle, berserks sing songs of war and drink secret potions to set themselves in a near fearless battle frenzy.

OS 3 /MS 4 /A 1 /I 4 /Hits 2 /Cool 10

Special Rules

Berserks cause fear in any medium unit that lost the first combat round against the berserks.

UNDEAD UNITS AND THE UNDEAD

Undead units are issued orders as normal units; however, they ignore all rules pertaining to cool test.

Undead cause fear in all medium models. (Unless model is immune to fear)

Undead units must roll on the crumbling bones chart each round.

CRUMBLING BONES CHART MODIFIERS

Unit has a standard.	+2
Unit has a leader.	+1
Unit is under hold orders.	+1
Unit is within 3 inches of a necromancer.	+1
Unit is within 5 inches of a graveyard	+2
Unit is within 5 inches of an enemy priest	-1
Unit is within 5 inches of a church or monastery	-2

CRUMBLING BONES CHART

Roll 2D6 and add or subtract appropriate modifiers

0-2	Unit crumbles to dust.
3-4	Five skeletons crumble.
5-6	Three skeletons crumble.
7-8	Two skeletons crumble.
9	One Skeleton crumbles.
10	Undead rest in peace one round.
11+	No effect

RESTING IN PEACE

A unit resting in peace may not move during the movement phase.

Undead special units and individual models do not have to roll on the crumbling bones chart.

Any special unit except berserkers may be composed of undead. Just add another three points per model to the cost of the unit.

Any individual character may be fielded as an undead except priest, witches and chaos warriors. Add four points to the cost of the model to field the character as undead.

Note: Unlike the rest of the game, the rules and point totals for undead have not been extensively play tested. So some adjustments may be needed.

INDIVIDUAL CHARACTERS

Individual characters are the generals, battle mages, heroes, and brave knights that add color to every army.

KNIGHTS - High born warriors who have the courage and skill in arms to become part of an elite order and achieve knighthood.

OS 5 /MS 3 /A 2 /I 5 /Hits 3 /Cool 11 /RR 4

Special Rules:

Knights hate enemy dragons, and as a matter of honor and knightly tradition must engage any enemy dragon within twelve inches.

All knights carry a weapon of dragon slaying +1 modifier to all rolls on the damage chart against dragons. (+1 modifier is against dragons only)

HEROES - Legendary warriors that roam the battlefield giving aid where needed.

OS 3 /MS 2/A 3 /I 5 /Hits 3 /Cool 10 /RR 4

Special Rules:

Heroes receive a -1 off their target level.

CHAOS WARRIORS - Out of the desire for revenge or devotion to their war god, some warriors sell their souls for the power to wreak havoc on their enemies.

OS 6 /MS 2 /A 5 /I 6 /Hits 6 /Cool N/A (fearless) AT 4 /RR.4

Special Rules:

May use a two handed weapon in one hand and a shield in the other.

Chaos warriors become one with their armor and do not receive any movement penalty for their full plate covering.

They also receive a base target level of two. If equipped with a shield, their target level is one.

Chaos warriors have super strength +1,

Chaos warriors may jump over objects up to one inch high and four inches across, movement is calculated at x 2 rate for the jump.

Chaos warriors only need a 3+ to climb out of pits.

LIEUTENANTS - Act as aids to their general. They pass along his orders to units and serve as his personal guards. Lieutenants may also be dispatched to units without leaders to take command of the troops.

OS 4 /MS 3 /A 2 /I 4 /Hits 3 /Cool 9 /Ld.+1 /RR4 /Pts. 17

Special Rules:

Lieutenants act as a general's personal guard. Lieutenants may send orders to a leaderless unit.

GENERALS : Command armies and inspire the troops.

OS 4 /MS 3 /A 2 /I 4 /Hits 2 /Cool 10 /Ld.+2 /RR 4

Special Rules:

A general may take command of any unit without a leader; however, any route that the unit makes will carry the general along with it.

If a general leaves a unit after taking command, the unit must take an immediate cool test with a +1 penalty. (If the entire battle is won "he may leave without penalty - campaign games)

Generals start the game with two lieutenants.

All melee/missile attacks aimed at the general must be directed first at his lieutenants. Once both lieutenants are slain, attacks may be made against the general. (Lt. must be in base contact with general or this rule is N/A)

ENGINEERS LEVEL ONE: Operate war machines and siege equipment.

OS 1 /MS 5 /A 1 /I 2 /Hits 1 /Cool 7

Special Rules:

Only engineers may operate war machines and siege equipment.

ENGINEERS LEVEL TWO: Operate war machines, siege equipment, and exotic weapons.

OS 3 /MS 3 /A 1 /I 3 /Hits 2 /Cool 9 /RR 5

Special Rules:

Only engineers may operate war machines and siege equipment.

ASSASSINS: Trained to kill generals, kings, dukes and other important persons.

OS 4 /MS 2/A 1 /I 3 /Hits 2 /Cool 110

Special rules:

May hide in any unit of troops until he elects to strike or the unit is destroyed or routed. At this time, assassin model is placed on the board.

If hidden and making a surprise attack (hidden and able to reach target in base range), assassin will always gain initiative on any target.

When the assassin attacks his target, he may throw two poisoned daggers and still engage in melee combat if able to make contact. This special attack may only be made once a game. Poisoned daggers are +2 to kill.

May climb high walls or cliffs without ropes or ladders.

May not use shields or any armor type above AT 2.

Only one assassin may be used in a game.

DUKE / PRINCE / BARON - Nobles of the ruling class.

OS 5 /MS 3 /A 2 /I 5 /Hits 4 /Cool 11 /RR 4 /Ld + 1

KINGS - Rule countries and in times of great need will fight along side of their armies.

OS 5 /MS 4/A 3 /I 5 /Hits 4 /Cool 11 /RR 3 /Ld +2

Special rules:

May have two body guard knights. Any missile or melee attack aimed at the king must first be directed at his knights, until both knights are slain. (only two knights per battle)

MONSTERS

Monsters emerge on the battlefield as terrifying lone models or at rare times in whole units made up of nightmarish creatures.

Monster Types and Rules

DRAGONS

Size: Vary Large. Pts. 65

OS 5 /A 3 /Hits 6 /AT 4 /To Hit 7 /Cool 12 /OP +3 /Move 16 /RR 4

Special Rules:

1. Cause fear in medium models.
2. A dragons armor type is natural so there is no movement penalty.
3. Dragons can fly.
4. Dragons may attack one model every third round by breathing fire. This is in an addition to its three normal attacks. The target must be within inches, no to hit roll is needed.
5. A dragon's breath attack counts as a +3 OP on the damage chart. (3 + 1 D6)

MINOTAUR

Size: Large /Pts. 35

OS 4 /A 3 /I 6 /Hits 3 /AT 2 /Cool 11 /Move 12 /RR 5

Special Rules:

1. Minotaurs have a natural amour type of two due to their tough hide. There is no movement penalty or target level modification (to hit) incurred due to this natural armor. If a minotaur wears armor type three or four, normal movement penalties and target level modifications will apply.
2. Minotaurs are vary quick and receive -1 to their target level.
3. Minotaurs have super strength +1, for a total strength of +3.

GIANT SPIDERS

Size: Large /Pts. 15

OS 3 /A 2 /I 3 /Hits 3 /AT 3 /To Hit 5 /Cool 10 /OP +3 /Move 9

Special Rules:

1. Causes fear in medium models.
2. May climb vertical walls.

GIANT

Size: Vary Large /Pts. 52

OS 4 /A 2 /I 4 /Hits 7 /Cool 12

Special Rules:

1. Giants may wear any armor type and be armed with any melee weapon. Giants may not use missile weapons.
2. In additions to its two normal attacks, vary large giants may also make one stomp attack against a medium size model. No to hit roll is needed, the target may avoid the stomp by rolling under his initiative stat. A stomp counts as a +2 OP. +1D6 on the damage chart.
- 3 Causes fear in medium models.
4. May use two handed weapons in one hand.

DEMON

Size: Large /Pts. 45

OS 5 /A 2 /Hits 4 /I 6 /AT 2 /To Hit 7 /Coo11 /OP +3 /Move 17 /RR 4

Special Rules:

1. May fly.
2. Causes unnatural fear, +1 modifier to all cool test dice rolls.

Small Cannon Pts.5 Crew size 3
 Powder capacity: 25 Pts. /Damage template 1 inch /Rate of fire: One shot every other round.
 Small cannon powder tables, Roll 1D6

Powder used 1-16	+16 - 25
1 Misfire	1 Misfire
2 Shot off 2 inches	2 Shot off 2 inches
3 Shot off 2 inches, weak powder -5 pts.	3 Weak powder -4 pts.
4-6 Hits right on target	4-5 Hits right on target
	6 Internal Explosion

DEFINITION OF TERMS

Misfire: Cannon fails to fire, shot may be attempted again next round.
 Shot off: Roll 1D6, 1-3 shot is off to left, 4-6 is off to right.
 Internal explosion: Cannon and crew destroyed.

CANNON MOVMENT RULES

Cannons may swivel up to 180 degrees and still be fired or reloaded. Swivel within 180 degrees is not considered movement. If a cannon is turned more than 180 degrees the cannon crew may only make a movement of the artillery piece, they may not fire or reload that round.

Great cannons: If the crew does not fire/reload, the piece may be moved ¼ an inch for every crew member, up to one inch.

Cannons: If the crew does not fire/reload the piece may be moved ½ an inch for every crew member, up to 2½ inches

Small cannons: If the crew does not fire/reload, the piece may be moved up to 1 inch for every crew member, up to 4 inches.

Powder kegs may be moved by models up to their base movement rate.

Rates of fire for a reduced crew.

A crew may be reduced by one below the stated crew size and still fire/reload the cannon. However, it will take 2 rounds to reload instead of one. If the crew is reduced by more than one below its stated size, then they may not fire the piece. Extra engineers may be purchased and stationed around the cannon to avoid this problem. The cost of the cannon does not include its crew. Only engineers may operate cannons or other war machines.

Cannons and powder kegs may be captured by enemy troops. An engineer may attempt to destroy a cannon by spiking it. The cannon is destroyed on a 1D6 roll of 4+.

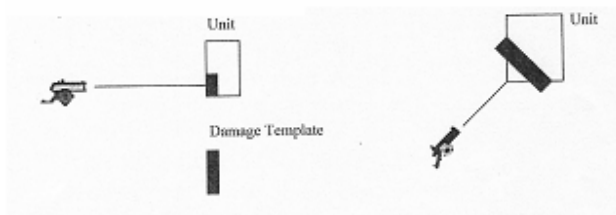
One attempt each round may be made. The engineer may take no other action that round.

Angle of impact - A dowel rod aligned over the damage template should be used to insure the shot impacts at the correct angle in relation to the cannon. Models must be at least 50% covered by the template to incur damage. All models within 50% of the template suffer a +3 roll on the damage chart (+3 +1D6)

Note: At the risk of hitting ones own troops, cannons may be fired into units engaged in melee combat.

As with all missile fire, no measuring of distances is allowed until powder points and shot are declared.

Examples of proper impact angle procedures:



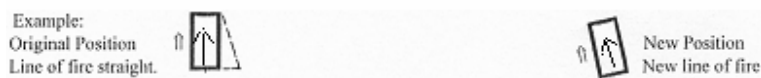
CATAPULTS

The player firing his catapult selects his target within range of the catapult and places the appropriate template over the target. He then rolls a 1D20. If a 13-20 is rolled, the shot has landed on its target. If a 1-12 is rolled, the shot is off. The direction the shot has deviated off target is indicated by the clock face (on the template) and the original dice roll. A 12 is 12 o'clock, and a straight overshoot, 6 o'clock is an under shot, 3 o'clock and 9 o'clock are directly to the right or left. 10, 11, 1 and 2 are overshoots in their appropriate clock directions. 8, 7, 5 and 4 are under in their appropriate directions. A 2D6 is rolled to determine the number of inches the shot has deviated. Reposition the template and work out damage on any models lying beneath it. Models must be at least halfway covered by the template to sustain damage.

FIRING

A stone thrower may not move and fire during the same round. Adjustments of one half an inch or less to turn the catapult on a target do not count as movement.

Example:



TYPES OF CATAPULTS

GREAT CATAPULT

Crew 5 /Min. Range: 14 Inches /Max. Range: 57 Inches /Template Size 3 Inch Circle /Pts. 50

Damage: All models at least 50% under template take one hit point.

Movement: May be moved one inch each round. Five models are needed to move the catapult.

May not be moved over obstacles or difficult terrain.

May be moved uphill at half rate.

CATAPULT

Crew 3 /Min. Range: 12 Inches /Max. Range: 47 Inches /Template Size 2 Inch circle /Pts. 34

Damage: Models wearing armor types one and two take one hit point. Models wearing Armor type three or four make a 1D6 roll to save. On a roll of 5 or 6 the model is saved from serious damage by his armor. If a 1-4 is rolled one hit is taken.

Movement: May be moved one inch per crew member up to 3 inches.

May not be moved over obstacles or difficult terrain.

May be moved uphill at half rate.

SMALL CATAPULT

Crew 2 /Min. Range 10 Inches /Max. Range: 30 Inches /Template Size one inch circle /Pts. 6

Damage: As catapult (above)

Movement: May be moved up to five inches, each round by two models.

May be moved 2 inches by a lone model. May not be moved over obstacles or difficult terrain.

May be moved uphill at half rate.

NOTES

1. Crew cost is not included in the catapult point cost.
2. All crew members must be engineers
3. Catapults may fire every round, providing they did not move and meet the minimum crew size.
4. Catapult crews may drop to one under the minimum crew size and still operate; however, the rate of fire is reduced to every other round.

RUNES

Runes are magical symbols and writings that contain a spell. The spell is held within the rune until unleashed. Once the rune is unleashed, it forms the spell its markings symbolized and the magical writings disappear. A rune may only be cast once. Runes may be inscribed upon weapons, standards or parchment. Runes that effect whole units may only be placed on standards. Runes may only be unleashed in the missile and magic phase of the round. If the model carrying the rune is slain before it was unleashed, the rune may be captured. Unlike spells cast by battle mages, runes never fail to take effect and any model may unleash a rune. Runes may only be inscribed by battle mages but are meant to be used by those untrained in the arts of magic. There are two categories of runes: those effecting units and general runes. The following runes effect units:

Fear: The unit is feared by all medium enemy models for two rounds. Pts.7

Confusion: One enemy unit within 12 inches becomes confused and must roll on the random action table in their next movement phase. Pts.5

Death: Every living model in the unit is turned into a skeleton as their skin and armor melts away. All previously slain models have a chance of rising again as skeletons to join their peers. Roll 1D6 for each slain model, on a roll of a 4-6 the model rises as a living dead. Note: replace unit with appropriate number of unarmored skeletons. Pts.original unit cost including armor divided by half = Pts. (Standard kept)

Teleport: The unit may teleport up to 12 inches. The unit may have still used its normal movement during the movement phase. Roll 1D20, on a 13-20 the player picks his desired location within 12 inches. If a 1-12 is rolled, the unit teleports in that clock direction 2D6 inches. If a unit teleports into another unit, both units become unformed. If a unit teleports into a building/woods, each model in the building/woods has a 10% chance of teleporting into a wall/tree. Models teleporting into walls/trees are slain. If part of a unit teleports into a building/woods and part are out, the unit becomes unformed. May be used with ambush rules. Pts. 8

Invisibility: Renders the unit invisible. Unit's exact location must be noted on a piece of paper. The unit may not move or make any other action while invisible. The unit appears when an action is made. Units rendered invisible at the start of the game do not have to be placed on the board, just note their location. Units unleashing an invisibility rune once the game is in progress may be removed from the board. Archers may only fire at an invisible unit if they saw them disappear and would therefore know their basic location. All missile fire directed at invisible units will suffer a + 1 modifier. If an enemy or allied unit crosses the space the invisible unit occupies, they are bumped into and rendered visible. Pts. 10

Bravery: Allows the unit to re-roll one failed cool test. Pts.7

MAGIC ITEMS

Arrow of Accuracy - Reduce minimum needed to hit by one. Pts. 1

Arrow of Power - Adds + 1 to arrows offensive power. Pts. 1

Arrow of Destruction - Reduces minimum needed to by one and adds + 1 to offensive power. Pts.5

Arrow of Slaying - Reduces minimum needed to by one and adds +2 to offensive power. Pts.8

Magic Bow - Reduce minimum needed to hit by one. Pts. 7

Shield of Defense - Reduces bearer's target level by one. Pts.8

Sword of Slaying - +1 offensive power. Pts.10

Enchanted Lance - Will not break. Pts.3

Magic Armor - Reduces wearers target level by one. Pts.8

Potion of Healing - Heals one hit. Pts.8

Sword Swiftess - Adds one extra attack. Pts.15

Helm of Might - Increases wears OS, OP, and Hits by one. Pts.20

TYPES OF GAMES

Players must decide before the game start what type of game they will be playing. Victory conditions, number of rounds to be played and points per army should all be clearly established. Battles that revolve around a story line or campaign games are recommended. A brief example is given below.

The royal spies have reported one of Morgroth's evil wizards is working on a spell to attract the beast of the void into Aleria. A foul fountain of blood set against the walls of a captured border fort is the spells focus. Recapture the fort and cleanse the fountain before the spell can be completed.

Alerian points	
Fort captured (held unopposed)	5
Each enemy banner removed from play	½
Fountain cleansed	3

Miscellaneous Point	1
Each hill held unopposed	1
Woods held unopposed	1
Bridge held unopposed	1
Each individual model slain	1

Orc points	
Each enemy banner removed from play	½
Fort held unopposed	4
Village held unopposed	5

Game ends after seven rounds, winner determined by victory points.

TIPS FOR SPEEDING UP THE GAME

Everything should be well organized. Dice templates and rules should all be within easy reach. Buy lots of small six-sided dice and roll them by the handfuls.

Players should not spend lots of time pondering what action to take or spell to throw. This not only slows down the game but violates its spirit as well. After all, who has time to spend analyzing every little action in the midst of a full- fledged battle?

Know the rules. Always having to look things up wastes time.

Keep charts and reference tables handy. If not provided, make them yourself

Use movement trays for your units. Attempting to move a unit of sixteen little models is tedious and time consuming. Movement trays solve the problem.

Of course, Battlecry can be used in any world setting or just as a straight war game without any fluff. That said, I am currently working on developing a world setting that I think really goes with the Battlecry rule system. If you would like to help write some background material let me know. If you live within driving distance of Lancaster ,Ohio and would like to play a game contact me. Also, if you have any question or comments on the Battlecry system feel free to contact me at octar@juno.com, I'd love to hear from you.

Notes: While everyone has their favorite set of game rules, I personally have found what's available, lacking, so I decided to write my own. I have been working on this rule set for well over ten years, but keep in mind I'm one single person with a PC. I did not have the resources that a gaming company has, so if you find the editing or charts lacking, please keep this in mind. Battlecry and all the rules within are an original collection of work and © of Todd Goss. It may not be sold or used for commercial purposes without the written consent of the author. I would like to thank my gaming buddy Jim Randel for his input and help with this rule set, my wife for her help in proof reading the rules and God, in whom we live and breath and have our being. God bless! Todd Goss

"It is well that war is so terrible or we would grow to found of it" **-General Robert E Lee**

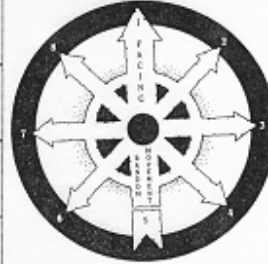
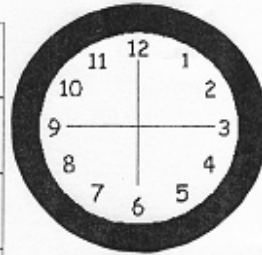
MODEL AND ITEM POINT COST

MODEL TYPE	PTS PER MODEL	MODEL TYPE	PTS PER MODEL
MOBS	1	PRIEST LEV 1	3
LIEVIES	2	PRIEST LEV 2	7
FIGHTERS	3	PRIEST LEV 3	17
VETERANS	5	PRIEST LEV 4	29
ELITES	7	PRIEST LEV 5	36
SARGEANTS	8	PRIEST LEV 6	89
CAPTAINS	10	PRIEST LEV 7	100
CHAMPIONS	25	PRIEST LEV 8	117
ENGINEERS	2	NECOMANCER	90
ENGINEERS LEV 2	9	VAMPIRE	57
LIEUTENANTS	17	WITCH	97
GENERAL	15		
BERSERKERS	10	SMALL CANNON	4
SCOUTS	5	CANNON	17
SQUIRES	13	GREAT CANNON	50
KNIGHTS	22	POWDER CAIG	6
HERO	30	SMALL CATAPULT	5
PRINCE/DUKE	27	CATAPULT	33
KING	38	GREAT CATAPULT	51
CHAOS WARRIOR	70	MORTAR	50
BATTLE MAGE L. 1	34	UNIT STANDARD	1
BATTLE MAGE L. 2	50	UNDEAD STANDARD	2
BATTLE MAGE L. 3	70	ARMY STANDARD	2
BATTLE MAGE L. 4	100	BLUNDERBUSS	3
BATTLE MAGE L. 5	115	MUSKET	5
MOUNTED UNITS	3½	BOW	3
MOUNTED I. MODELS	4	CROSSBOW	2
		LANCE	1
		POLEARM	1
ARMOR TYPE 1	0	DRAGON	66
ARMOR TYPE 2	2	MINOTAUR	37
ARMOR TYPE 3	4	GIANT SPIDER	16
ARMOR TYPE 4	5	GIANT	52
		DEMON	45
ENCHANTED LANCE	2	ARROW OF POWER	½
MAGIC BOW	7	ARROW OF ACCURACY	½
SHIELD OF DEFENSE	7	ARROW OF DESTRUCTION	3½
RING OF POWER	12	ARROW OF SLAYING	7
SWORD OF SLAYING	8	SWORD OF SWIFTNESS	12
MAGIC ARMOR	7	POTION OF HEALING	7
HELM OF MIGHT	18		

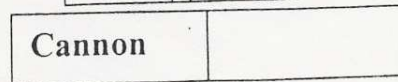
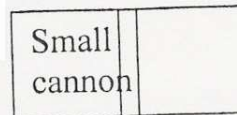
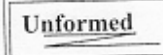


Author grants permission and recommends that several copies be made of movement counters.
Copy cut and glue to thick card.

CHARGE	CHARGE	CHARGE	CHARGE	CHARGE
ADVANCE	ADVANCE	CHARGE	TURN	TURN
ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE
RETIRE	RETIRE	HOLD	HOLD	ABOUT FACE
WHEEL	WHEEL	WHEEL	WHEEL	EXPAND
TORTOISE	CONTRACT	CONTRACT	SQUARE	EXPAND
TORTOISE	WEDGE	WEDGE	BOW	BOW
DOUBLE	DOUBLE	DOUBLE	DOUBLE	DOUBLE
DOUBLE	DOUBLE	ROUT	ABOUT FACE	HOLD
REFORM	REFORM			



CHARGE	CHARGE	CHARGE	CHARGE
ADVANCE	CHARGE	TURN	TURN
ADVANCE	ADVANCE	ADVANCE	ADVANCE



LEVIES
OS 1 /A 1 /I 3 /Hits 1 /AT 2 /To Hit 6
OP +2 /Cool 5 /Move 4.5 / 7.5
SERGEANT
OS 3 /A 1 /I 3 /Hits 2 /AT 2 /To Hit 6
OP +2 /Cool 5 /Move 4.5 / 7.5 / Ld. +1

OS	/A	/I	/Hits	/AT	/To Hit
OP+	/Cool	/Move		/RR	
Ld.	/PP				

*Use as generic individual character/monster card, just fill in stats.
I have provided some pre-made stat cards but you will need to make some of your own also, use mine as a base to get you started, you can easily edit them on your PC to make new ones as needed.

VETERANS Two Handed Weapon
OS 3 /A 1 /I 3 /Hits 1 /AT 1 /To Hit 6

OP +2 /Cool 7 /Move 5/8

CAPTAIN

OS 4 /A 1 /I 4 /Hits 2 /AT 1 /To Hit 6
OP +2 /Cool 7 / Move 5/8 /Ld +1

FIGHTERS One handed weapon/shield
OS 2 /A 1 /I 3 /Hits 1 /AT 3 /To Hit 7

OP +1 /Cool 6 /Move 4/7

SERGEANT

OS 3 /A 1 /I 3 /Hits 2 /AT 3 /To Hit 7
OP +1 /Cool 6 / Move 4/7 /Ld +1

VETERANS One handed weapon/shield
OS 3 /A 1 /I 3 /Hits 1 /AT 2 /To Hit 7

OP +1 /Cool 7 /Move 4¹/₂/7¹/₂

CAPTAIN

OS 4 /A 1 /I 4 /Hits 2 /AT 2 /To Hit 7
OP +1 /Cool 7 / Move 4¹/₂/7¹/₂ /Ld +1

FIGHTERS One handed weapon/shield
OS 2 /A 1 /I 3 /Hits 1 /AT 2 /To Hit 7

OP +1 /Cool 6 /Move 4¹/₂/7¹/₂

SERGEANT

OS 3 /A 1 /I 3 /Hits 2 /AT 2 /To Hit 7
OP +1 /Cool 6 / Move 4¹/₂/7¹/₂ /Ld +1

VETERANS One handed weapon/shield
OS 3 /A 1 /I 3 /Hits 1 /AT 3 /To Hit 7

OP +1 /Cool 7 /Move 4/7

CAPTAIN

OS 4 /A 1 /I 4 /Hits 2 /AT 3 /To Hit 7
OP +1 /Cool 7 / Move 4/7 /Ld +1

FIGHTERS Two Handed Weapon
OS 2 /A 1 /I 3 /Hits 1 /AT 2 /To Hit 6

OP +2 /Cool 6 /Move 4¹/₂/7¹/₂

SERGEANT

OS 3 /A 1 /I 3 /Hits 2 /AT 2 /To Hit 6
OP +2 /Cool 6 / Move 4¹/₂/7¹/₂ /Ld +1

VETERANS Two Handed Weapon
OS 3 /A 1 /I 3 /Hits 1 /AT 3 /To Hit 6

OP +2 /Cool 7 /Move 4/7

CAPTAIN

OS 4 /A 1 /I 4 /Hits 2 /AT 3 /To Hit 6
OP +2 /Cool 7 / Move 4/7 /Ld +1

FIGHTERS Bow + One Handed Weapon
OS 2 /A 1 /I 3 /Hits 1 /AT 2 /To Hit 6
MS 4

OP +1 /Cool 6 /Move 4¹/₂/7¹/₂

SERGEANT

OS 3 /A 1 /I 3 /Hits 2 /AT 2 /To Hit 6
OP +1 /MS 3 /Cool 6 / Move 4¹/₂/7¹/₂ /Ld +1

FIGHTERS One Handed Weapon+Shield
OS 2 /A 1 /I 3 /Hits 1 /AT 1 /To Hit 7

OP +1 /Cool 6 /Move 5/8

SERGEANT

OS 3 /A 1 /I 3 /Hits 2 /AT 2 /To Hit 7
OP +1 /Cool 6 / Move 5/8 /Ld +1

LEVIES One Handed Weapon+Shield
OS 1 /A 1 /I 3 /Hits 1 /AT 1 /To Hit 8

OP +1 /Cool 5 /Move 5/8

SERGEANT

OS 3 /A 1 /I 3 /Hits 2 /AT 1 /To Hit 7
OP +1 /Cool 5 / Move 5/8 /Ld +1

VETERANS Bow+One Handed Weapon
OS 3 /A 1 /I 3 /Hits 1 /AT 2 /To Hit 6
MS 3
OP +1 /Cool 7 /Move 4½/7½

CAPTAIN

OS 4 /A 1 /I 4 /Hits 2 /AT 2 /To Hit 6
MS 3 /OP +1 /Cool 7/ Move 4½/7½ /Ld +1

SQUIRES One Handed Weapon/Shield
Heavy Cavalry
OS 4 /A 2 /I 4 /Hits 2 /AT 3 /To Hit 8

OP +2 /Cool 9 /Move 6/10

ELITES One Handed Weapon/Shield
OS 3 /A 1 /I 4 /Hits 1 /AT 3 /To Hit 7

OP +1 /Cool 8 /Move 4/7

CAPTAIN

OS 4 /A 1 /I 4 /Hits 2 /AT 3 /To Hit 7
OP +1 /Cool 8 / Move 4/7 /Ld +1

SQUIRES Two Handed Weapon
OS 4 /A 2 /I 4 /Hits 2 /AT 3 /To Hit 6

OP +2 /Cool 9 /Move 4/7

SCOUTS Bow+One Handed Weapon
OS 3 /A 1 /I 3 /Hits 1 /AT 2 /To Hit 6
MS 3
OP +1 /Cool 8 /Move 4½/7½

Print these out on
heavy paper or glue
on thick card