

## Activation

- Initiative: Both players roll, highest takes first turn
- Select a figure for activation, throw 1-3 D6 (your choice how many), Figure may take one action for each dice > than Quality (Roll of 1 always a failure, roll of 6 is always a success) - *Only one attack per activation*
- Failures: Figures may act with any successes rolled, then: If one failure was rolled then active player selects another figure, two or three and its the other players turn

### Range

|        |            |
|--------|------------|
| Short  | 7.5cm (3") |
| Medium | 12cm (5")  |
| Long   | 18cm (7")  |

### Actions Table

| Action   | Cost      |
|--|-----------|
| Move   | 1         |
| Model with short move moving through difficult terrain | 2         |
| Melee Attack   | 1         |
| Melee Power Blow*                                      | 2         |
| Ranged Attack  | 1         |
| Aimed Shot*  | 2         |
| Break a transfixed spell                               | 2         |
| Break an Entangle                                      | 2         |
| Stand Up   | 1         |
| Cast a spell   | 1, 2 or 3 |
| Disengage from melee**                                 | 1         |

Dense Terrain reduces movement by one (medium becomes short, etc)

\*-1 to opponents roll

\*\*Non-transfixed/fallen opponents get a free hack

### Melee Modifiers

| Situation   | Mod         |
|---|-------------|
| Outnumbered   | -1 Op*      |
| Attacking a Transfixed/<br>Fallen Foe               | +2 (Lethal) |
| Power Blow  | -1 Op       |
| Ambush Bonus  | +1          |
| Mounted Model attacking<br>non-Mounted              | +1          |
| Defending an obstacle or<br>in an elevated position | +1          |
| Large model vs Smaller                              | +1          |

\*For each additional opponent beyond the first

**Combat**—Each player rolls a D6, add combat value & applies modifiers

### Ranged Modifiers

| Situation                          | Mod  |
|------------------------------------|--|
| Target is behind cover/wooded area | -1   |
| Shooting at double range           | -2   |
| Shooting at triple range           | -4   |
| Target is Undead                   | -2   |
| Target is big, huge or Gargantuan  | +1   |
| Target is Transfixed               | +2 (Lethal)                                    |
| Target is Fallen                   | Lethal   |
| Aimed Shot                         | -1 Op  |
| Shooter has the Good Shot rule     | +1   |
| Shooter has Unerring Aim rule      | Penalties halved (Double range -1, triple - 2) |

Shooter must select closest target. May ignore fallen, hidden, protected foes, or foes worth < half the shooters pts value. May always shoot as Larger targets.

When ranged attacking, only shooter can inflict a kill/gruesome kill

If a shooter rolls a 1, roll again. If another 1, cannot shoot again this game (out of ammo, bow broken, etc...)

### Damage

- If the winner of combat doubles his opponents score, a kill is inflicted & the model is removed
- If the winner of combat triples his opponents score, a gruesome kill is inflicted (all friendly models in long range takes a morale check)
- If the winner does not get a kill and an even was rolled the enemy falls over (Fallen), if odd then moved a base distance back
- Lethal means if the model loses the combat by 1 point or more, it is killed, and if the result is double, then its a gruesome kill.

### Morale Check Conditions

- Friendly Gruesome Kill within Long range
- Charge by opponent with Terror Ability
- When any friendly Leader is killed
- Warband is reduced to half its original numbers (Just once)

### Morale Checks

- Roll 3D6. On 1/2/3 Failures: Run away 1/2/3 moves. On 3 failures, removed as a casualty (Rout). Non-engaged figures use their first action to stand up.
- Must stay > Short move from active enemies (If not, such as being surrounded, figure is killed)

## **Magic**

- Unlike normal activation, you must say beforehand that you are going to cast a spell
- Roll 1-3 dice. Number of successes is maximum power of spell. Caster may use some successes to move, or may abort spell and move instead.
- 2 Failures: play passes to opponent; 3 failures: caster may cast no further magic this game
- Range is short/medium/long for power 1/2/3.

There are two spell types:

- **Ranged attack spells:** Special rules referring to ranged attacks affects this, targeting restrictions are the same as ranged—But can increase range with -1 for each increment (Example, a power 1 spell w range short can attack a target up to 3xshort away, at -1 for each extra length)
- **Transfixing:** Opponent throws dice equal to number of casters successes. On ANY failure, target is Transfixed. Automatically broken is caster is killed.

## **Group Activation**

A model with the Leader rule may spend 1 Action to activate 2-5 figures in that are in base contact with each and within Long range, this will be the activation for them figures this turn.

After spending the 1 action, you then chose to roll 1, 2 or 3 dice for the group, but you use the Quality of the model with the Worst Quality in the Group.

Then. they all individually do their own activation each using the number of successes that we're rolled for the group.

A leader must end his turn once doing a Group Activation (so its best to do other things first if multiple successes), and cannot do a Group Activation if on their own activation they rolled only 1 success and 2 failures.

## **Regroup Activation**

A model with the Leader rule may spend 1 Action to activate any number of figures that are within Long range. (do not need to be base to base)

You must then pass a Quality test on 1D6 using the figure with the worst Quality in the Group, and they must end their last move in base to base contact with at least another member of the group. During a regroup, models cannot attack, shoot or cast spells.

## **Concentrated Shooting**

A model with the Leader rule may spend 1 Action to give up to 5 figures with the shooting rule and within Long range a Concentrated Shooting activation (do not need to be base to base).

The only action they can perform is the Concentrated Shooting. Make one combat roll for all the models on 1D6, using the worst Combat score in the group of shooters.

The target receives -1 on its Combat score for every shooter beyond the first (Aimed shot bonus may not be applied to concentrated shooting)

|                   |   |                    |  |
|-------------------|---|--------------------|--|
| Amphibious        | No Movement penalty for water like terrain, deep water is treated as rough terrain  | Free Disengage     | Doesn't receive a Free Hack when leaving a melee combat engagement   |
| Animal            | Can't use magic, Animals rout when last non-animal model in the warband is killed. Do not receive exp in campaigns.   | Gargantuan         | +1 vs smaller models in melee, but are targeted at +1 by ranged attacks.   |
| Artificial        | Immune to poison, treat gruesome kills as normal, only take morale checks for loss of leader or if the warband is reduced to 50%  | Good Shot          | +1 on all ranged attacks   |
| Assassin (P)      | When they win in combat, opponent is killed automatically (Melee or Ranged), Gruesome kills still require triple  | Greedy             | Must make a Quality test everytime he kills a foe in melee. If failed, will remain adjacent to the fallen foe and rob/eat/skin it. Must then spend 1 action to snap out of Greed on its next activation.                           |
| Big               | +1 vs smaller models in melee, but are targeted at +1 by ranged attacks.  | Gregarious         | +1 on Quality rolls when attempting group moves. Also enjoys the +1 to activation given by a Leader.   |
| Cleric (P)        | All attacks are Lethal vs Undead.<br><br>Can spend successes to heal adjacent models that many pts of quality loss, or spend 2 to make a model stand up. If 3 failures are ever rolled, unable to heal. | Heavy Armor        | If beaten in combat, does not Recoil or Fall (can be killed as normal) - Cannot have Stealth, -2 on climbing rolls   |
| Clinging          | Can walk on walls, ceilings and trees. Immune to fall damage from cliffs & pits. When on a wall, counts as elevated.  | Hero (P)           | When rolling for Quality, one dice is always an automatic success. Can re-roll one dice per game, but must keep new result. Immune to Terror.  |
| Combat Master (P) | Can make one melee attack per action (or a power attack and a normal attack, if 3 suc-  | Huge               | +1 vs smaller models in melee, but are targeted at +1 by ranged attacks.   |
| Danger Sense      | Models attacking a target with this do not get an ambush bonus  | Leader (P)         | Friendly models in sight < Long Distance are +1 on Quality rolls. Negated if the Leader is on the ground. May also attempt Group Activations.  |
| Dashing           | +1 to his combat score if he attacks in the same turn he comes in contact with an enemy.  | Legendary Shot (P) | Can make one ranged attack per action (or an Aimed Shot and a normal attack, if 3 successes). May choose different targets.  |
| Desert-Walk       | No movement penalty in desert terrain   | Lethal             | Kills by beating opponent in combat by 1 or more. Double = Gruesome  |
| Entangle          | Works the same as Transfix, but not a spell so doesn't need to be declared before activation. Entangled isn't broken if entangler is killed.  | Long Move          | Uses Long measuring stick when moving (Note: Can have a "Slow" rule figure with Long Move)   |
| Fearless          | Immune to morale checks for Gruesome Deaths & Terror, only take checks for loss of a leader & 50% warband killed  | Magic User (P)     | Can cast spells  |
| Flying            | Can move above obstacles & non-flying enemy models. Has Free Disengage against non-flying models, is grounded at the end of its movement.   | Mounted            | +1 in Melee against Non-Mounted (unless opponent is one size bigger).<br><br>Mounted figure can pick up one adjacent non-mounted figure of the same size or smaller for 1 action. Carried figure can then use 1 action to dismount |
| Forester          | No movement penalty for woodland terrain  | Poison             | Roll D6 for each successful hit: on a 5 or 6, opponents Quality increases by   |

|            |   |              |  |
|------------|---|--------------|--|
| Rabble     | All attacks are Lethal against this figure  | Terror       | To enter Melee with this model, opponent must pass a Quality roll on a d6. If fails, can perform other actions as normal, but cannot enter melee with this model   |
| Savage     | Causes Gruesome Kill on 2x Combat roll (Melee only) - Morale checks for opponents figures affected by Gruesome Kill are only Medium range in this case  |              |  |
| Shooter    | Can make a Ranged Attack at the range listed in their profile   |              | Before this model charges an opponent, they must roll a Morale test. If they fail and because of if the figure is no longer a valid target, can declare to charge another model instead and repeat if applicable |
| Short Move | Uses Short measuring stick when moving—if moving through difficult terrain, takes 2 actions, or 1 and moves a base distance   | Tough (P)    | Gruesome Kills become normal kills. Normal kills cause +1 Quality to this model. Does not fall when doubled by the opponent.   |
| Slow       | Can only move once per turn   |              |  |
| Steadfast  | +1 to Morale rolls  | Undead       | Immune to Poison and Terror, does not make Morale rolls for Gruesome Deaths. +2 to all Morale rolls, but killed if they roll two or three failures on a Morale roll.   |
| Stealth    | As long as figure is adjacent to scenery that gives Cover, the model cannot be targeted by Ranged attacks, unless it's a Magic weapon. Magic can still target the figure.   | Unerring Aim | Shooters attacking this figure have -2. Magic is unchanged. Halves range modifiers when ranged attacking (example, -2 becomes 1-, -4 becomes -2). Must have the Shooter special rule.                            |
| Swarm      | Swarm consists of multiple Swarm bases. Must keep Adjacent to at least another swarm base of same type during play. If a swarm figure is killed, as a free action can move swarms to "fill in the gap" and become adjacent to other swarm models in the formation.<br><br>-2 To Ranged Attacks against them, Magic is treated as normal.<br><br>Only Swarms of the same type roll Morale for Gruesome Deaths of a Swarm base.<br><br>Can roll Activation for all the Swarm figures of the same type close to each other |              |  |
| Tailslap   | In Melee, if opponent recoils from this model, roll a d6. On a 5 or 6, model falls down instead of recoiling. Only affects same size or smaller opponents.  |              |  |