A Note from the Author 5/28/2016

First off, let me say thanks to everybody who has given me feedback so far. This is of course very useful and very much appreciated.

I have made some updates based on feedback, as well as some other minor tweeks and additions. I have also added in some of new rules for Mounted Missile Troops, Attacking War Machines and a couple other things that were missing. There are a couple of important updates to how Stone Throwers fire, and Tough Hide on the Monstrous Creatures.

Anything that has changed or is new, is in Blue Text.

For the first time I am also giving you some of the advanced rules. These cover Terrain and its effects, Characters, Advanced Combat Rules, and Reserves and Flank Marchers. I hope these bring a new level to your games.

Bestiary. This is not complete. I have only included stuff that is currently available, or will be shortly. I don't want to give the game away on all the stuff that is coming!

This is a draft only, please remember that. It is not the final layout or product. My intention is to let you have this so you can have a read, try it out, and contribute any and all feedback, suggestions, critiques you are willing to give. It will all be appreciated. You won't offend me, but I do ask that you be constructive.

I am not precious. I want to make these rules great. I am not going to promise I will make every change you may suggest, but they will not fall on deaf ears.

Email me at ed@battlevalorgames.com

Enjoy

Ed Spettigue.

Battle Valor

Fantasy

" War is coming? I think not. War has been here, is here, and will continue to be here until such a time that the Gods see fit to rid the World of the Pestilence of so called Intelligent beings. It is within our very nature to covet, desire, and try to obtain those things that belong to our neighbors, be they man or beast. Thus, conflict is inevitable."

Attributed to William of the Legian, Wise beyond his Years.

Introduction

Battle Valor Fantasy (BVF) is a 15mm Scale Tabletop Wargame, set in the World of the Legian, which utilizes the Battle Valor Rules System.

Like many similar games, it is played using Armies built from collectible metal miniatures on a wargames table or surface.

The game is designed to be realistic, in that it represents what truly happens in a battle. Not everyone charges and makes it into combat at the same time. Fleeing troops may succumb to their wounds or fatigue before reforming or leaving the battle field. It takes time to organize a formation. Formations affect combat results. Troops rally to the sound of their musicians. The loss or capture of a Standard or Banner can demoralize troops. Generals and characters truly exert an influence in the outcome of things. Fate and Luck can change the outcome of a battle, as well a tactics and planning. Maneuvering your units actually matters. Armor, weapon type, terrain, and troop experience truly dictate whether you win or lose. You must build your army considering all these factors to create a well balanced fighting force, capable of defeating your opponent.

There are many game mechanics that set this rule system apart from most similar types of games.

It's a game about Armies; Battle Valor Fantasy is about Battles between Armies. If you like playing games that are won by Characters and Generals, then this game is not for you. There are Generals and Characters in the game, but they are there to lend support to the troops, not to decide the outcome of the game. In fact, the General of an Army can never be targeted or killed. It is his positioning and presence on the field that is important. He is the figure head and leader of the army and his position on the field and the use of his abilities will help you get the most out of your troops, but he will not single handedly ever win a game for you. Characters are attached to units for the most part, to help "boost" them in various ways, but again they will not be physically capable of destroying an entire unit by themselves.

War Machines and Magic are also in the game. These are purposely not over bearing, but the right shot or spell at the right point can make a difference, but should not be the "anchor" of your battle plan as you will soon discover.

Above all, this is a game of Tactics, Formations and Maneuver. While the mechanics are simple to learn, the flexibility of Army creation, the use of Formations, and the positioning and use of your troops make the game tough to master.

No unbalanced Armies; You will find that there are no unbalanced armies in this game, as everything starts on equal terms. A unit of Dwarf Spearmen is exactly the same as a unit of Elf or Human Spearmen. It is how you choose to equip and upgrade them with experience, armor and weapons that makes the difference, so in terms of balance, it comes down to strictly how you build your army, and what your preferences are as a player.

Few Statistics or Characteristic Lines; unlike most tabletop wargames, BVF does not utilize lines of numbers to represent units abilities to move, shoot, fight, pass morale checks, how much damage they can take, what their armor value is, etc. There is only one real stat in BVF. Movement Rate, which will be referred to as MR from this point forward. Large creatures and the odd special units are a little more complicated, but not much.

No Morale; There are no morale tests in BVF. This is handled in a different manner, which you will discover as you read on. Empires are forged in blood, and in the World of Legian, you either fight and live, or die trying to live! You decide if your troops have had enough. If you make the decision to let them fall back, then your must be willing to suffer the consequences. However, the right withdrawal at the right time might create an opportunity that could win a game.

Order Counters; You issue orders to your troops before your start your turn, and pray to the Birds of Thunder and the Winds of Fate that you made the right choices. Once you have placed your orders there is no going back until the turn has been resolved.

Spells have unlimited range; as long as you have line of sight to the target you can try to cast a spell. Multiple Wizards can combine their powers to cast more powerful spells or dispels.

Turn Sequence; It is not a "I take my turn, you take your turn game". Orders dictate who goes when. A complete game turn will see each player take multiple actions or reactions. Real battles see events happen in a true ebb and flow fashion. A general does not stand around waiting to see everything his opponent does before deciding what he is going to do himself. He commits his troops at opportunistic moments or as a reaction to an enemy maneuver, exploiting weaknesses in the enemy lines and tactics whenever they present themselves.

Two Shooting Phases; Armies in battle do not fire their missile weapons all at the same time. This would be ludicrous and a waste of tactical superiority in many circumstances. Generals may opt to soften enemy units up before they charge them in combat to thin the ranks, or pick off stragglers that are left exposed due to movement. This is represented in the game with two firing phases. One before

movement and combat takes place, and one afterwards. We feel this gives a more realistic feel to the way missile troops would perform in a real battle.

Flexible Army Creation; We want you to build the army you field the way you want it. There are very few restrictions on how you build and equip your troops, giving you a wide variety of possibilities for your army. This allows you to choose which are your Elite units, or how your troops are equipped. There is plenty of variation in the miniatures for the game for you to build your units. In fact, the vast number of possibilities will make it impossible to make miniatures for them all, but we will try!

Many of the miniatures are designed to be interchangeable. For instance, most of the cavalry figures have legs built onto the mount, with a separate top half. You could therefore mount Dwarf riders on Wolves if you wanted to. This works within the army, as you pay points for different mount types.

The large monsters in the game work in a way that does not depend on the crew. So you could put an Orc crew on a Frigian Mammoth for instance.

There are no set Race specific army lists, and there won't be. I have purposely built this game to allow you to field the army you want to field. That army may consist of elements of 6 different Races if you so choose, allowing you to field Alliances. However, you may have only one General ever.

NOTE; each Race has a specific Race attribute. If you choose to field an Alliance, you may only use the attribute of the Race of your General, and that attribute applies only to troops of his Race.

For Tournaments purposes I would introduce limitations on things like the number of Elite Units or War Machines you could have per every so many hundreds of points, but how you and your opponent choose to build your armies for a friendly game is completely up to you.

Warning;

You will roll lots of dice! Everyone fights in this game, not the front rank or the front rank and some people close to the front rank. Melee combat never works like that in real life, and it doesn't in BVF. Once hand to hand combat is joined, it becomes a swirling mess where all combatants try to find someone to fight. They don't wait to see if the guy in front of them lives or dies to decide if they are going to pick a fight.

Once combat is joined you fight to the death, unless of course it's just part of your cunning plan.

Success Dice;

The outcome of everything you attempt to do in BVF will be determined by the roll of "Success" Dice. These are normal six sided dice. When rolled, each dice with a 5 or 6 showing will count as a Success. Some special rules and units in the game require a roll of a 6 only to count as a Success.

NOTE; you will apply modifiers to your Success dice throughout the game, whenever you attempt to do something. You may never achieve more "Success" than the original number of dice rolled. Modifiers increase or decrease the number of Successes you achieve. They do not modify the dice themselves.

For example, you may roll 20 dice, of which 14 result in a success. After applying modifiers you may have achieved 22 Successes. Your "Success" total would be 20 as this was the original amount of dice you rolled (this would be a very rare occurrence however).

Activating Units; Units may only Activate once in a complete game turn. There are a very few special rules that allow a second activation. For instance, a General can pass down an order to a unit that may have already been activated once. You will see that this is very important in combat. If a unit engaged in combat is charged again after it has already been activated in the game turn (whether by choice or not), it cannot fight back.

You must think like a General; You will find that the order you choose to do things in, during the game can greatly influence the outcome of the battle. Think very carefully when you are placing your order counters. Acting first or reacting at the right time will be of great importance, particularly during combats. The more combats that are going on, the trickier this gets. You will choose to strike first in some, forgoing the ability to do so in others.

Army Construction; Armies in BVF are made up of Units consisting of a number of stands of troops, beasts, and war machines, as well as a General and other Special Characters.

There is a vast variety of troops in the game, and you will have to choose and pay points for their level of experience and equipment.

Levy; these units are not very good. Although everyone in the World of Legian is up for a fight, not everyone has the skills or ability to do it well. While useful to hold up the enemy, they are not likely too win to many combats unless they are facing other Levy Troops. Levy troops have -1 Success in everything they attempt to do. You lose one of your Succesful Dice rolls.

Regulars; these units are made up of troops from the Standing Army. Reliable, with proven skills, they will form the backbone of your fighting force in most cases.

Veterans; these units are made up of battle tested and hardened troops, who have already proved themselves by surviving many battles and campaigns. These units are not numerous, but very important. You should consider very carefully where they are placed in your battle line. Veteran Troops have +1 Success in everything they attempt to do. You gain an additional Success Dice.

Elites; these units are made up of the most skilled and battle tested troops, and are quite capable of performing excellently on their own or under command. Typically you would only have one or two Elite Troop units in an army. Elite Troops have +2 Success in everything they attempt to do. You gain two additional Success Dice.

Command Stands; these are vital in the game and comprise of a Leader, Musician and Standard Bearer. You opt to buy these as an upgrade for your unit.

Leaders; Troops need direction, discipline, inspiration, and sometimes a push to perform properly. Leaders give you +1 Success when attempting to charge your unit, which can make a big difference. It is important to note that a "Captain" is different from a Leader. Captains are characters that can attach to a unit to give it additional buffs.

NOTE; Units without Command stands cannot charge into combat, with the exception of Berserker units which just don't give a damn, and are far to unruly too be led anyway.

They may of course receive a charge and can be effective at blocking enemy units, but without a Leader to push them forwards they are simply too intimidated by the enemy to run towards them. Leaderless units can still be very useful on the field of battle.

Musicians; Units with Musicians can automatically reform at the start of their turn if they are fleeing, as long as the Command stand is still alive and the Musician has his instrument!

Standard Bearers; Standards give you a bonus in combat resolution as well as counting towards victory both positively and negatively.

Generals; Every army gets a "FREE" General Stand. This should be on a 40mm Diameter Base, and you are free to decide how it looks. Generals are important because they make your troops more likely to charge, but may also pass on an order every turn. It is very important where they are positioned in your battle line, as they have a limited 12 inch range of effect. In addition, a General has 3 rerolls that can be used to reroll any complete set of Success Dice rolled for a unit within 12 inches of him. A General may also Rally a Fleeing Unit within 12 inches of him, instead of activating an order during a Game Turn.

You must think carefully about how you place you General and your units. Do you have your Elite Troops further away from your General, where you know they will still perform reasonably well on their own?

Do you have your Levy and Regular Troops close to your General, so he can make them perform better than they might usually?

Or do you stack your deck and have your Elites near your General for maximum performance, and have flanks that you are willing to let collapse?

Battle Valor will have a General Miniature available for your army, if you don't want to make your own.

Miniature Bases; BVF Miniatures are mounted on Round or Square/Rectangular bases depending on the type of unit. Generals, Characters, Ogres and Trolls for instance are mounted on Round bases. This represents that these units have a 360 degree Arc of Vision. Most other units Infantry, Cavalry and War Machines are mounted on Square/Rectangular bases representing the fact that they have a more limited Arc of Vision to their front.

General- Your general should be mounted on a 40mm Diameter Bases.

Characters- Your character models should be mounted on 25mm Diameter Bases.

Infantry- Your Infantry should be mounted 4 miniatures to a base on 40mm x 40mm bases.

Missile Troops – Your Missile Troops should be mounted 2 to a base on 40mm x 20mm bases.

Cavalry – Your Cavalry should be mounted 2 figures to a base on 40mm x 40mm bases.

Animal Packs – Your Animal Packs should be mounted 3 figures to a base on 40mm x 40mm bases.

Chariots - ?

Heavy Infantry – Your Heavy Infantry should be mounted 3 figures to a base on 40mm x 40mm bases.

Line Breakers – Your Line Breakers should be mounted individually on 25mm diameter bases.

Shock Troops – Your Shock Troops should be mounted individually on 40mm x 40mm bases.

Fliers- Your Fliers should be mounted individually on 40mm diameter bases, unless stated otherwise.

Monstrous Creatures – Your Monstrous Creatures should be mounted individually on 40mm x 60mm bases.

War Machines – Your War Machines should be mounted on a 100mm x 50mm bases.

What you need to play

Once you have collected some Miniatures and have a suitable gaming surface you are basically ready to start playing BVF. A few other things will come in handy.

Success Dice; At least 20 6 sided dice to share between you, but you will want more!

A Quick Reference Sheet; This will help speed your game along so you don't have to keep finding things in the rulebook. We have provided one of these for you.

Order Counters; These are critical for game play as nothing will happen without them! We have provided some for you.

Spell Counters; These help remind you what spells units have cast on them.

Templates; Some things in BVF require use of a Template.

Movement Rates (MR)

The MR for Infantry Units is 4 Inches.

The MR for Cavalry, Animal Pack & Chariot Units is 8 Inches.

The MR for Generals, Characters, Heavy Infantry, Line Breaker, and Shock Troop Units is 6 Inches.

The MR for Flier Units is 10 Inches.

The MR for Monstrous Creatures is 6 inches unless stated otherwise in the Bestiary.

The MR for War Machines is 4 inches.

Remember These 5 very Important Rules

You can pre-measure everything.

Units may only Activate Once per Game Turn unless this is over ridden by a Special Rule.

If a Unit becomes Split by anything other than a Charge or Flee Move it may only be issued a Reform order in the next game turn.

Friendly units may Move and Fire through Skirmishing Units. Enemy troops may fire through them.

Command Stands must always be as close to the center of the front rank of a Unit as possible.

Starting the Game

Step 1) Determine the deployment zones for your armies. This is up to you as players unless you are using a preset scenario where the deployment zones are dictated.

Step 2) Each player rolls 4 Success Dice. The person with the most "Successes", wins the Initiative. In the case of a tie, reroll until there is a winner.

Step 3) The player who **did not win** the initiative, places one of his units anywhere within his deployment zone, or according to any deployment rules dictated by the game scenario if one is being utilized.

The player who won the initiative then places one of his units within his deployment zone, or according to any deployment rules dictated by the game scenario if one is being utilized.

Each player takes turns to place units in their deployment zone in this manner until all units have been deployed.

If one player has more units than his opponent he will place any leftover units after his opponent has placed their last unit, but before their opponent places their general.

NOTE; Each player's General Stand is always the last stand to be placed during their deployment phase, starting with the player that lost the initiative.

You are now ready to start the Game!

The Game Turn

Each full game turn consists of the following phases;

Roll for Initiative

Place Orders

Reveal Orders

Fate

Compulsory Moves

Cast Spells

Reform Units

Fire Missile Units

Move Charging Units & Resolve Combats

Move Advancing Units

Fire Remaining Un-activated Missile Units

Phase 1 Roll for Initiative;

During this phase each player rolls 4 Success Dice. The person with the most "Successes" wins the Initiative for this game turn. In the case of a tie, reroll until there is a winner.

Phase 2 Place Orders;

During this phase each player places one order token, face down, next to each of their units including their General. You do not take turns. Once all counters have been placed you are ready for the next phase.

Mounted Missile Troops

The only exception to this is Mounted Missile Troops. During battle these types of troop are most effective when they are constantly on the move, harassing the enemy's flanks, and picking off weakened or fleeing units. To represent this in the game Mounted Missile Troops must be given 2 Orders. One of these must be either Advance or Charge and the other must be Fire or Fire & Flee.

During the game turn they must use both order counters. This means they may choose to Fire in the first Fire Phase and then Advance or Charge, or they may Advance or Charge and then Fire in the second Fire Phase. Whichever order they do things in, they must use both order counters during the game turn.

Order Counter Types;

There are 10 different types of Orders Counters in BFV.

Fate Counter; Each player must place one and only one Fate counter during each Order Phase next to one of their units instead of any other order counter. The Fate Counter has two uses.

During the first turn of the game only, the player may use his Fate Counter to move an enemy unit of his choice up to 10 inches in any direction within the normal deployment zone The units facing or formation cannot be changed, just its position on the field of battle. This move may not take the unit off the table edge. This is done instead of opting to do the following;

The Fate Counter may be replaced with any order counter of the player's choice. This represents the commander carefully considering his enemies actions around him and reacting accordingly with brilliant strategy. This comes in handy when a unit is faced with multiple possible enemy actions in front of them, allowing the unit to decide what to do after the enemy has revealed their order counters. Placing the Fate counter on your General gives you ultimate flexibility, as he gets to change his order after seeing what the enemy has planned, and then has the ability to pass it on to where it is most needed.

Spell; This order should be placed next to any spell casting unit that you want to cast a spell.

Reform; This order should be placed next to any unit you want to make a formation change, or to change its facing.

Fire; This order should be placed next to any unit you want to fire any kind of missile weapon. This includes War Machines.

Charge; This order should be placed next to any unit you want to make a charge move.

Attack; This order should be placed next to any unit that is currently engaged in a combat that you want to make an attack against the enemy unit.

Advance; this order should be placed next to any unit you want to make an advance move.

Brace; this order can be placed on a unit that you feel is going to receive a charge or missile fire. In the case of a charge it represents the unit readying their stance, shields, and weaponry to receive the charge. In the case of missile fire, raising their shields, going to ground, or spreading out. In either case it will give them +1 Success during the Defense resolution of combat or firing.

It can also be placed on a unit already engaged in combat giving them +1 Success during the Defense resolution of combat, but in doing so they lose 2 of their total attack dice.

NOTE; Brace only works against missile fire or charges received against the front of the unit. You cannot anticipate stuff you can't see on the sides or in the rear.

Flee; This order can be placed on a unit you want to withdraw from combat, or that you feel is about to be overrun by a charge, or generally wherever you feel moving backwards rather than forwards might be useful. Obviously choosing to Flee comes with some risks. See the rules for Fleeing further on. A Flee counter will stay on the unit until it is removed by rallying your troops successfully with a Musician or a Success dice roll.

Fire & Flee; This order can be placed on a unit with missile weapons of any kind. It gives you the opportunity to get one last shot in at the enemy before quickly getting the hell out of the way! Obviously these would be considered pressure shots, so you fire at -2 Success.

NOTE; Your army General may pass his order onto a unit under his command that is within 12 inches instead of using it himself. This is done in the appropriate phase. For instance, if you issue your General a Charge order, he may pass this order onto a unit during the Charge phase.

Phase 3 Reveal Orders;

During this phase each player flips over and reveals all of their order counters for this game turn. Remember to check that your opponent has placed a Fate counter!

Phase 4 Fate;

During this phase each player will activate their Fate Counter, starting with the player who won the initiative. The player that won initiative may choose whether to activate his Fate Counter before or after his opponent activates theirs. As soon as a player has activated the Fate Counter they will remove the counter from the game surface.

NOTE; Remember when activating your Fate Counter, if it is the first game turn you can choose to move an enemy unit or place an order on the unit. After the first game turn you may only place an order.

Phase 5 Compulsory Moves;

During this phase each player will resolve any and all compulsory moves, starting with the player who won the initiative. These are Flee Order Counters, Fire & Flee Order Counters, and Split Charges that

have arisen from the previous game turn (see Phase 9). The player who won the initiative completes "ALL" of their compulsory moves first.

Flee Counters placed this turn;

For each unit that you have placed a Flee Counter on this turn, do the following;

Count the number of stands in the unit.

Roll as many dice as there are stands in the unit.

Count up the number of Successes you have, and modify the number by your Units Experience Level.

For instance, you have six stands in the unit, and roll 3 Successes. The unit is Veteran, so you get +1. Your total Success is 4.

Move that many stands double their normal Movement Rate directly away from the closest enemy unit. If this move takes them off a table edge they are counted as lost.

The remaining stands from the unit are moved <u>their normal rate</u> directly away from the enemy. If this move takes them off a table edge they are counted as lost. This represents wounded and fatigued troops not being able to keep up with the main body of the unit, lagging behind.

Stragglers- Obviously you now have some "straggling" stands. This can also happen during a charge. One of the risks of opting to flee or charging is that your unit may become split. This is intentional. These straggling units are vulnerable and can be picked off by enemy missile troops, marauding cavalry, or well placed enemy flier units. This risk can be mitigated by proximity of the general, having a command stand in the unit, and carefully considering the units experience level modifier on your dice roll.

If a unit has become split, and for any reason, cannot rejoin in the next compulsory movement phase, it remains permanently split for the rest of the game, and must be treated as 2 separate units for order purposes.

The Flee counter remains with the unit until it is removed by Rallying to a Musician or a Success Roll in an ensuing turn, or the unit is lost due to continued casualties or it leaves the gaming surface.

Flee Counters left from previous game turns;

First move any stands that did not Flee double their movement when the Flee order was originally issued into base to base contact with the main unit, assuming of course that they were not picked off and wiped out by enemy units.

If they are unable to rejoin the Parent unit by a direct path due to intervening enemy troops they are destroyed.

If the Parent unit has been destroyed leave them where they are and proceed with the below.

Any units that still have Flee Counters from the previous game turn may attempt to rally. This is achieved in one of two ways.

Rallying

If the unit has a musician, it rally's to the sound of the drums, pipes, or whatever instrument the musicians are playing. The unit is automatically turned around and placed in whatever formation the player desires.

To do this, leave the Command stand exactly where it is, but change its facing to where you want it pointing. Place the rest of the stands in formation around the Command stand, remembering that the Command stand must always be in the center of the front rank of the unit.

The Flee counter is removed from the gaming surface and the unit is considered activated for this turn.

If the unit does not have a musician it may attempt to rally by rolling success dice.

Count the number of stands in the unit. Roll as many dice as there are stands in the unit.

If you roll all Successes the unit is considered rallied and may be turned around and placed in whatever formation the player desires as described previously. This roll is always modified by the units experience level. The Flee counter is removed from the gaming surface and the unit is considered activated for this turn.

A unit of Levy Troops therefore will never rally without a Musician as they are always at -1 Success in everything they do, but that is okay because let's face it, they are crap and have probably served their purpose at this point.

On the other hand Elite Troops are far more likely to rally as they are always at +2 Success in everything they do, representing their ability to get wisely get out of harm's way, reorganize, and go at it again.

If you do not roll all Successes after applying the units experience modifier do the following. Count the number of failures and remove that many stands from the unit as casualties.

This represents Fleeing troops succumbing to their injuries or fatigue as they try to escape from the field of battle.

Then move the remaining stands double their normal Movement Rate directly away from the closest enemy unit. The Flee counter remains with the unit until it is either removed by a Success Roll in an ensuing turn, or the unit is lost due to continued casualties or it leaves the gaming surface.

Obviously electing to Flee can have very dangerous consequences, especially for inexperienced troops or troops without command stands.

But, a well timed withdrawal might allow a better unit to charge into the enemy. This allows you to use Levy Troops as bait, luring your enemy into the cooking pot!

Complete unfinished charges;

If you have any units that had stands that did not make it into combat during the initial charge in the previous game turn, you may now move those stands into the combat, in the same formation the unit was in when it originally initiated the charge. If the lead stands that completed the initial charge were wiped out, you must still complete the charge with the remaining stands. This would count as a new charge and combat should be resolved immediately.

If, for some reason the enemy unit you initially charged is no longer in the same position, you must redirect the charge to the closest enemy within range of the charge. If no such unit exists, you must finish the charge move in the original direction you charged, finishing the charge in open ground.

Phase 6 Cast Spells;

During this phase the players will take turns activating their Spell Order Counters, starting with the player who won initiative, and alternating between players until all Spell Order Counters have been activated. As soon as a player has activated a Spell Order Counter they will remove the counter from the game surface.

Step 1) Choose a Spell Order to activate.

Step 2) Choose a Spell to attempt to cast from the list further down. There are two types of spells, offensive and defensive. Spells vary in difficulty to cast based on the effects that they inflict. These are basic Spells available to all Spell Casters.

Step 3) Declare which unit on the table you are attempting to cast the Spell on.

Step 4) Check that the Spell Caster(s) has clear Line of Sight to the Target.

Step 5) Roll 10 Dice and score the required amount of Success rolls to make the Spell work!

Step 6) Resolve the effects of the Spell and place any required Markers.

All Spells only require clear line of sight to the targeted unit, there are no ranges.

Sometimes, one spell caster isn't enough. To cast the most powerful spells takes the combined might of more than one spell caster. If you wish to cast a spell which requires a high success roll, you may activate more than one spell caster at once. For each spell caster taking part in the casting you may roll 10 dice. For instance, 2 spell casters allow you to roll 20 dice.

You may also want to cast a lower level spell with multiple spell casters to cause more damage. For instance, Ice Shards causes as much damage as the number of successes you roll. Using 2 spell casters to cast it and rolling 20 dice obviously gives you a chance of inflicting many more casualties.

The targeted unit must be within clear line of sight of <u>each spell caster</u> attempting to cast the spell.

If you activate more than one Spell Order counter at once to cast a spell, remember to remove them from the game surface once activated.

Dispels

You may attempt to dispel a spell that has been cast, as long as you have 1 or more Un-activated Wizards.

Wizards attempting to Dispel do not need line of sight to the casting Wizards. They can sense the fluctuations of magical energy in the air.

To dispel, roll 10 dice per Wizard attempting to dispel. You must score at least 1 more Success than the casting Wizard(s) scored to cast the spell.

Remember, this activates your Wizard(s), and any order counter they had should be removed from the table surface.

Clearly, you must choose whether it is worth sacrificing the chance to cast a spell to be able to dispel one.

Offensive Spells;

Fire Ball -Score 2 Success

If successful the targeted unit must roll 3 dice. These cannot be modified in anyway. For each failure the unit takes one casualty.

Ice Shards-Score 3 Success

If successful count the total number of successes you scored. The targeted unit must roll an equal amount of dice. Armor rerolls can be used to save against these attacks. For each failure the unit takes one casualty.

Bad Luck-Score 4 Success

If successful the targeted unit is at -2 Success on everything it attempts to do this game turn.

Fog-Score 5 Success

If successful the targeted unit is surrounded by a blanket of thick fog for this game turn. It may move at half its normal movement rate. If it has a charge order it may only charge its normal movement rate. If the unit engages in combat all attacks by both the unit and any enemies are made at -2 Success.

Crevasse- Score 6 Success

If successful a crevasse opens up directly in front of the targeted unit. The unit may not move forwards this game turn. The Crevasse spell may be cast against an enemy unit that has a magic shield in place, as the effect does not affect the unit itself, but rather the ground in front of it.

Corrosion-Score 7 Success

If successful the targeted units armor and weapons are overcome by time and rust. A unit with Heavy Armor counts as having Medium Armor for the rest of the turn. A unit with Medium Armor counts as having Light Armor for the rest of the turn. A Unit with Light Armor counts as having no armor for the rest of the turn. All combat attacks made by the unit are made at -2 Success, due to their weapons being rusted, blunt, or simply crumbling to pieces.

Flee- Score 8 Success

If successful the targeted enemy unit must Flee exactly as if it was issued a Flee Order immediately.

Confusion-Score 9 Success

If successful, the player may choose 2 enemy units and immediately change their order counters to anything but Fate, Fire & Flee, or Flee

Chain Lightning-Score 10 Success

If successful, count up your total number of successes. Pick an enemy unit. That unit must roll a number of dice equal to your number of successes. These cannot be modified in anyway. For each failure the targeted unit takes a casualty. As long as the unit takes at least one casualty the lightning will jump to the next closest unit, friend or foe. That unit must roll a number of dice equal to the number of casualties suffered by the previous unit. For each failure the unit takes a casualty. This process will continue until the lightning fails to cause a casualty.

Bird of Thunder-Score 11 Success

If successful choose one enemy unit. The Great Bird of Thunder swoops down and scoops up the unit in its claws. You may move the enemy unit up to 18 inches in any direction. You may not move them off of the gaming surface or change their formation, but you may change their facing.

Defensive Spells;

Magic Armor- Score 2 Success

If successful the target unit gains the protection of Magic Armor for the turn, allowing it to reroll a number of un-succesful defense rolls equal to the amount of success dice scored during casting. This is done before applying modifiers. For instance, if the Wizard successfully casts the spell with 5 Success dice, the unit would be able to reroll 5 un-succesful defense dice.

Keen Weapons- Score 3 Success

If successful the target unit gains the benefit of razor sharp weapons for the turn, allowing it to reroll a number of un-succesful attack rolls equal to the amount of success dice scored during casting. This is done before applying modifiers. For instance, if the Wizard successfully casts the spell with 5 Success dice, the unit would be able to reroll 5 un-succesful attack dice.

Wisdom-Score 4 Success

If successful the target unit gains extra wisdom for the turn, and may change its order counter.

Magic Missiles-Score 5 Success

If successful the target unit doubles the amounts of shots it fires this turn. The extra shots must be used all at once. You are not allowed to fire half the shots in the first Fire phase, and half in the second Fire Phase. All shots must be used in the same phase. For instance, a unit of 10 Bowmen would roll 20 dice when it fires its weapons instead of 10.

In the case of War Machines they fire 2 shots at the target they elected instead of 1.

NOTE; If a unit has Magic Missile cast on it and your General issues another Fire order to them, they do not get to use the Double Shot bonus again. It works for one set of dice rolls only.

Vigor- Score 6 Success

If successful the target unit feels invigorated and may make an extra Advance move immediately.

Magic Shield- Score 7 Success

If successful the target unit is magically resistant for this turn, and cannot have any further spells cast on it this turn by either side.

Glamor-Score 8 Success

If successful the target unit manages to charm its close combat opponents, convincing them not to attack this turn. Note, if the unit is in combat with multiple units it effects all the enemy units. Having lulled the enemy into a false sense of security, your unit can attack normally. Bastards!

Wall of Spikes-Score 9 Success

If successful a wall of spikes springs up around the targeted unit, making it very difficult to attack them. Enemy attacks in close combat must reroll any success dice that are successful.

Hatred-Score 10 Success

If successful the targeted unit suffers from hatred of the enemy, and become infuriated. The unit doubles the amount of attack dice it rolls in combat this turn.

Bird of Thunder-Score 11 Success

If successful choose any one of your units. The Great Bird of Thunder swoops down and scoops up the unit in its claws. You may move the unit up to 18 inches in any direction. You cannot change their formation, but you can change their facing.

Phase 7 Reform Units;

During this phase the players will take turns activating their Reform Order Counters, starting with the player who won initiative, and alternating between players until all Reform Order Counters have been activated. As soon as a player has activated a Reform Order Counter they will remove the counter from the game surface.

NOTE; Units already engaged in combat cannot reform

The player will choose one of his Reform Order Counters and activate it. He may reform his unit into one of eight Formations. Skirmish, Line, Column, Attack Column, Square, Snake, Wedge, or Shield Wall. Each of these formations has their own unique special rules.

You may just want to change your facing to align a charge in the next turn or point a war machine in a different direction. This is accomplished exactly the same way as making a formation change.

To make a Formation or Facing Change, leave the Command Stand where it is but change it's facing to where you want the unit to end up facing. Then arrange your formation, or line up your troops if changing facing as they were before, around the Command Stand, remembering that it has to be in the center of the front rank.

Formations Special Rules;

NOTE; During a game turn many things can happen that can effect a units formation. For instance you are required to have 6 stands to be able to form a wedge. It is possible as a result of magic or missile fire that you may suffer enough casualties that your "wedged" unit is reduced below 6 stands before it gets to charge.

For simplicities sake, a unit counts as being in whatever formation it was in after the Reform phase until the end of the game turn.

Skirmish;

Skirmishing troops are loosely organized and generally speaking tend to consist of troops equipped with missile weapons, although any unit can adopt skirmish formation. Stands of troops in skirmish formation have to be within 1 inch of at least one other stand in the unit at all times. If at any time there is more than 1 inch between stands, the unit counts as split, and can only be issued a Reform order in the next game turn.

If a unit in skirmish formation charges or receives a charge it must "Form up" to fight the enemy. This is achieved by placing the unit in a "line" formation in front of the enemy unit. The line may be one stand or figure wider than the enemy formation on either end. Any remaining models are placed behind the front rank, to form more ranks.

NOTE; A skirmishing unit that "Forms Up" counts as being in Line Formation for combat resolution purposes.

Skirmishing Units have the following special rules;

No facing-they can as such move or fire in any direction

-1 Success to hit with missile weapons- being loosely organized these troops are harder to hit than more densely packed units.

+2 Inch Movement- being loosely organized makes it a lot easier to move around, as such skirmishing units can add 2 inches to their MR.

NOTE; Friendly or enemy units can fire through a Skirmishing Unit. Friendly Units may move or charge through a skirmishing unit, making them a very effective screen.

Line;

Forming a unit into a line formation can be very useful in many circumstances, particularly if you are trying to block enemy units movement by filling gaps in your overall Battle Line. A unit is considered to be in line as long as it has more stands in width, than it does in depth. For instance a unit of 6 stands, that is 3 wide and 2 deep would be considered to be in line.

Diagram

Troops with missile weapons benefit greatly by forming a line allowing them to poor a steady stream of fire into the enemy with as many troops as possible having a clearer line of sight to their target.

Units in Line Formation have the following special rule;

+2 Success when shooting

Movement Column;

Troops often form into column to allow for fast movement, particularly across flat or open terrain, or on roads. A unit is considered to be in column formation if it is only 1 stand wide, with the rest of the stands lined up behind. For instance a unit of 6 stands, that is 1 stand wide and 6 deep would be considered to be in column.

Diagram

Units in Movement Column Formation have the following special rules;

Double Movement Rate on Flat Ground and Roads.

A unit in Movement column cannot charge.

Attack Column;

Forming an attack column is probably your best bet if you are planning on charging an enemy unit, particularly if they are in Line. This formation allows troops to stack up behind one another and effectively lend their weight to the momentum of the charge, forcing their way through the enemys front ranks. This is super effective against troops in Line formation as their ranks are not deep enough to slow down the impetus of the charge. A unit is considered to be in Attack Column Formation if it is more stands deep than it is wide. For instance a unit of 6 stands, that is 2 stands wide, and 3 stands deep would be considered to be an attack column.

Diagram

Units in Attack Column Formation have the following special rules;

+1 Success in Combat

+2 Success in Combat Against Line

NOTE; Units in Attack Column only get the +1 or +2 bonus in the first round of combat. After this their impetus has been lost.

Impact Hits- These are worked out as follows. You cause 1 Impact Hit per "stand" deep that the Attack Column is. For example if you have a unit that is 2 stands wide, and 4 stands deep, you would cause 4 Impact Hits. These are made as the unit charges in outside of the normal combat sequence. The enemy unit must roll one dice per impact hit. Each unsuccessful roll causes a casualty. These hits cannot be modified in anyway and count towards combat resolution. You may use Armor Rerolls against Impact Hits.

-1 Defense Against Shooting – being densely packed together, troops in attack column are easier to hit than most with missile weapons.

Square;

Forming square has saved many a unit that has been in danger of being surrounded, or if Infantry, being charged by Cavalry. This formation allows the units troops to face in all directions, creating a practically impenetrable wall of steel and weapons with a hollow centre. A unit must have at least 4 stands to be able to form square, placed facing outwards, but touching at the corners. Any extra stands are placed in the centre of the square or off to the side. If at any point the unit is reduced to 3 stands or less, it is no longer considered to be in a Square formation and looses any benefits associated with the formation.

Units in Square have the following special rules;

No flanks- since the unit faces in every direction it has no flanks or rear to charge

-1 Defense Against Shooting – being densely packed together, troops in Square Formation are easier to hit than most with missile weapons.

Causes Fear in Cavalry- regardless of how good the riders are, most creatures are very wary when it comes to charging a bristling wall of sharp, pointy objects. Any cavalry unit charging a square must half the number of attacks it can make.

Snake;

This unique formation is only available to cavalry units. It works like a column in that a snake formation can only be 1 stand wide. It can be as deep as is needed. This formation allows cavalry units to move quickly in and around friendly and enemy units, as well as through difficult terrain.

A cavalry unit in snake formation may not charge.

Units in Snake Formation have the following special rule;

Plus 6 inches of MR.

Wedge;

This formation is most often used by cavalry at high speed but can also be used by infantry, to help smash through enemy lines or columns. It is used to force holes through enemy lines and split units asunder. A unit in wedge formation will look like a pyramid and must consist of at least 6 stands of troops. The front of the formation consists of 1 stand, the second rank of 2 stands, and the third of 3 stands. A wedge can be as big as you like as long as it consists of at least six stands.

Diagram;

Units in Wedge Formation have the following special rules;

Impact hits and Follow Through;

As long as the Wedge charges it causes impact hits. These are resolved immediately. The enemy unit must roll 1 dice <u>per stand</u> in the charging unit. Any unsuccessful rolls cause a casualty. These hits cannot be modified in anyway and count towards combat resolution. You may use Armor Rerolls against Impact Hits. Proceeed to resolve the combat as normal. If the charging unit causes more casualties than the defending unit, move the charging unit a charge move from the front stand past the enemy until it completes the entire move or hits another unit. The unit it passed through must be split in half leaving a 2 inch gap in the center. This unit counts as being "split" and must be issued a Reform Order in the next game turn.

If the charging unit hits another unit, this starts another combat immediately.

-1 Defense Against Shooting – being densely packed together, troops in Wedge Formation are easier to hit than most with missile weapons.

NOTE; A unit, that is split by a Wedge, can only be issued a Reform Counter in the next order phase.

Diagram

Shield Wall;

Infantry often form shields walls to lessen the impact and effectiveness of an enemy charge or shooting by locking their shields together to create a "wall". Any infantry unit equipped with shields may create a shieldwall, but note that it is only effective to the front facing, and will not help if you are charged in the flank or rear.

A unit in Shield Wall Formation may move and maintain its formation as long as it moves Forward.

Units using a Shield Wall have the following special rule;

+2 Success in Defense for both combat and shooting against attacks from the front.

NOTE; Units in Movement Column or Snake Formations cannot charge.

Phase 8 Fire Missile Units;

During this phase the players <u>will take turns</u> activating their Fire Order Counters, starting with the player who won the initiative.

In the basic rules, all missile weapons have a range up to 24 inches. This is done on purpose to make learning the rules mechanics a little simpler. In the Advanced Rules section, you will find a list of missile weapons, which shows specific ranges and rules for different types of weapons. Javelins for instance only have a range of 8 inches in the Advanced Rules, and may be thrown as you charge.

NOTE; This is the first of the two Firing Phases. You can choose whether or not units with Fire Orders shoot in this phase, or hold their Fire for the second firing phase after movement has taken place.

The player will choose one of his units with a Fire Order Counter and activate it.

Unit Facing and Arc of Vision; It is important at this point to address unit facing and Arc of Vision.

Units on round bases, typically generals, characters, spell casters or big troop types like trolls and ogres, can see in any direction. Hence they have a 360 degree arc of Vision.

Units on square bases have a 90 degree arc of vision to their front only.

Line of sight – the player must check if he has unobstructed line of sight to the target. Stone Throwers, and some other War Machines do not require line of sight. This is an actual line of sight game. If you can see it you can shoot it. Get down behind you model and look. If you can see your target, you can shoot it.

Check the Target is in Range. The range will be based on the type of weapon firing, some War Engines have unlimited range. If the target is in range proceed with your firing. You can pre-measure everything in this game.

Only models that have actual line of sight to the target unit may fire. Every model in the unit that has line of sight may fire, even if they are in a 2nd, 3rd, 4th rank etc.Remember that friendly skirmishing units do not block line of sight.

Shooting into Combat

You can shoot into a combat if you so desire, but hits are applied to both units. For instance, if you shoot a unit of Archers into a combat and score 6 Successes, each unit in the combat takes 6 hits.

All Handheld Missile Weapons (bows, longbows, crossbows, slings, javelins etc) have a maximum range of 24 inches.

Bolt Throwers have a Maximum Range of 36 Inches

Stone Throwers have unlimited range and do not require line of sight.

There are many different types of ranged weapons in the game but they all fire the same way.

Step 1) Roll as many dice as you have figures firing or the specified number of dice for a War Machine. Every success counts as a hit.

Step 2) Apply any Shooting Modifiers, good and bad, to get your final Success number.

Step 3) Your Opponent roles as many dice as you have scored Successes. Every success counts as a save.

Step 4) Reroll a number of failed dice equal to Armor Value of Unit. For instance, if they have medium armor they could reroll 2 dice.

Step 5) Apply any Shooting Defense Modifiers, good and bad, to get your final Success number (some weapons don't allow modifiers to be applied like the Stone or Bolt Throwers).

Step 6) Remove Casualties equal to the number of Failures.

Shooting Modifiers

Unit Bonus (-1,+1,+2) based on Troop Experience Level

+2 if in Line Formation

+1 if Large Target (Troll sized or bigger)

+1 Short Range (up to 8 inches)

-1 Long Range (16 -24 inches)

-1 if Target is Skirmishing or you are firing through a Skirmishing Unit

-1 if Target has a Charge Order

-2 if the firing unit has a Fire & Flee Order

Shooting Defense Modifiers

Armor Rerolls (1,2, or 3)

Unit Bonus (-1,+1,+2)

+2 if your unit is in Shieldwall Formation

+1 if your unit is Braced

-1 if in your unit is in Attack Column, Square or Wedge Formation

Stone Throwers; These machines can be devastating, hurling huge boulders or chunks of rock at the enemy. However, they are not the most accurate items in an Armies missile arsenal. Firing a Stone Thrower works like casting a spell. If you have direct Line of Sight to your target Roll 10 dice. If you do not have Direct Line of Sight to your target Roll 8 Dice. If you score 3 successes after modifiers have been applied you are successful in hitting your target. Your opponent must roll defensive dice equal to your total number of successes. These dice cannot be modified, and there is no Armor reroll against a Stone Thrower. For each failure the unit takes a casualty. If you roll less than 3 successes after modifiers have been applied, your have failed to hit your target or something has gone wrong. The shot lands exactly half way between the Stone Thrower and its original target. If it lands on a unit, friend or foe, roll 10 dice, and resolve hits as stated above.

Bolt Throwers; These horrific machines fire man sized arrows capable of penetrating most armor and multiple victims. Firing a Bolt Thrower works like casting a spell. Roll 10 dice. If you score at least 3 successes after modifiers have been applied you are successful in hitting your target. Your opponent must roll dice equal to your total number of successes. These dice cannot be modified, and there is no Armor reroll against a Bolt Thrower. For each failure the unit takes a casualty. If you kill as many enemy

troops as there are ranks in the unit, the bolt passes through and continues on its way striking anything else that is unfortunate enough to get in its way.

NOTE; The Bolt cannot ever travel more than its maximum range of 36 inches

 If it contacts another unit friend or foe, proceed exactly as if it struck the unit you were originally shooting at again. It is possible for the bolt to continue until it leaves the table edge or runs out of units in its path.

If you roll less than 3 successes or after modifiers have been applied, your have failed to hit your target or something has gone wrong. The bolt veers of course and strikes the closest unit, friend or foe in exactly the same manner as described above, but it does not continue on after the hits have been resolved.

Attacking War Machines;

War Machines can be annoying, and a wise player will try to take them out. This is often best achieved with flanking units or flying units, but when these are not available counter missile fire or assault is all that is left.

All War Machines have 7 wounds. These are split between the Machine and the Crew. The Machine has 3 wounds and the crew has 4.

War Machines count as having Heavy Armor and thus get 3 Armor Rerolls. This represents the strength of the machine itself, and the crew's ability to hide behind it.

If the crew is reduced to 2 it may only fire every other turn.

War Machines do not fight back in combat.

A War Machine engaged in combat may not fire.

Shooting at or Attacking a War Machine – Resolve attack and defense rolls as normal. Calculate the number of casualties caused. The player who owns the war machine must decide how to allocate the hits between the war machine and the crew. If either the crew of the machine itself is reduced to zero, it is out of action. For example, my war machine has taken 5 hits. I put 2 wounds on the machine, and 3 on the crew. This means it is still functional but may only fire very other turn.

Phase 9 Activate Charge & Attack Orders, Resolve Combats;

Writing the combat rules in any game system, is always the tricky part. There are so many different things that can happen. I will attempt to cover as many "what if's" as possible. If you come across an instance that is not covered, use common sense to resolve it in a friendly manner, and drop me a note about it!

There are 6 key things to remember in any combat situation.

Both Sides fight in the combat starting with the player who activated the Charge or Attack Order.

Everyone fights. You roll a dice for every figure or in some cases, stands in your unit.

Whenever a combat is fought, both units are considered Activated for the game turn.

Here are a couple of quick examples.

Example 1. You have a unit with an Advance Order that is charged by the enemy. Once the combat is complete you remove your advance order as your unit counts as Activated.

Example 2. Both of your units are in combat from a previous turn, and both have Attack orders. Whichever side activates their Attack order first, forces the other side to become Activated. So both Attack counters are removed at the end of the combat.

Removing Casualties- Casualties should be removed from where they are caused or as close to that point as possible, with the exception of the Command Stand, which is always last to die. Why? Imagine this. A Cavalry unit is in Snake Formation, and it gets charged in the middle. The charging unit causes enough casualties to make a hole in the line. The Snaking unit now counts as Split, and may only be issued a Reform order in the next turn. This reform must be to line up in combat with the enemy unit, which means they will not get to strike first in the ensuing round of combat. This is the risk of the Snake Formation. Once combat has been resolved, "fill" in the gaps where casualties were removed from with stands from the back of the unit.

If a unit ever becomes Split as a result of a combat, it may only be issued a Reform Order in the next game turn.

The Sliding Casualty Scale – this will be covered more shortly, but it is easy to forget. When you have finished your attacks in a combat and before your opponent rolls for his attacks, compare your units Experience to your opponents, and remove any extra casualties caused. This rule enables troops to cause damage based on their skill level compared to their opponents. If an Elite unit for instance, is in combat with a Levy unit, and fails to roll any Successful Attacks, it will still cause 3 casualties because of the difference in the skill level.

During this phase the players will take turns activating their Charge and Attack Order Counters, starting with the player who won initiative. You do not have to Activate all your Charge Orders and then all your Attack Orders. You Activate them in the sequence that you feel will be most beneficial to you. So you might Activate an Attack Order first, so you get to strike first in a combat where you think it is important to do so, and then when it is your turn again, you might do a Charge. This rule is intended to make players make difficult choices about what is most important to do first. As your game progresses and there are more combats, these choices become more and more difficult.

Charging

Charging units double their MR, so for instance infantry can charge 8 inches and cavalry can charge 16 inches.

Remember you can pre-measure in this game.

In reality not everyone can run at the same rate, it is easy for the troops at the front of a formation to distance themselves from those at the back. Differences in discipline, stature, stamina, equipment, terrain and many other factors can also interfere with speed on a battlefield. This is represented in the game.

When you charge there is a distinct possibility that not everyone may make it into combat at the same time, and the unit may become split.

When you Activate a Charge Counter do the following;

Step 1) Declare which enemy unit you are attempting to charge.

Step 2) Make sure it is within your Arc of Vision.

Step 3) Measure the distance.

NOTE; If you cannot physically make the charge because the distance is too great you must still go through the charge sequence below and move the unit its maximum charge distance. I added this rule because even though you can pre-measure, we found during play testing that often we would forget to do so in the heat of battle. When we attempted to make the charge, we found we were not quite in range. Consider this rule a punishment for being hasty.

Step 4) Count the number of stands in the unit. Roll as many dice as there are stands in the unit, count up the number of Successes and then apply the following modifiers to the dice.

+2 Success if the unit is within 12 inches of the Army General

+1 Success if the unit has a Leader

+2 Success if it is a Elite Unit

+1 Success if it is a Veteran Unit

-1 Success if it is a Levy Unit

Step 5) Once you have worked out the total number of Successes move that many stands from the unit into base to base contact with the enemy unit in the same formation they were in at the start of the charge.

Step 6) Any stands that did not complete the charge are moved half way between their current position and the back of your stands that made it into combat. These stands will "Catch up" in the Compulsory Moves phase of the next game turn.

It should be fairly obvious that an Elite Unit with a Leader within 12 inches of the General is far more likely to make it into combat intact than say a Levy Unit. This is done purposely to represent the difference in experience, organization and ability of the different troop types.

NOTE; You may perform "one" wheel during the charge at any point to align it, but you may not change the units facing to do so.

Step 7) Resolve Any Impact Hits

Some units and formations cause Impact Hits when they charge. These are resolved first, and any casualties caused are removed before the actual combat takes place.

Step 8) Fight the Combat

Both sides fight in a combat.

The player who is activating the Charge or Attack counter always strikes first. This is particularly important in situations where units are already engaged in combat from a previous turn. You must choose very carefully which Charge or Attack order counters you activate in what sequence to maximize your chance of winning any combat. Opting to initiate a new charge before you activate units already in combat can be very costly, particularly if your unit is out numbered.

Step 9) Attacker works out Hits

Roll one dice for "EVERY" figure you have in the unit that is activating. This may vary depending on the type of troop you are fighting with. Ogres for instance roll 2 dice each. So a unit of 5 Ogres will get roll 10 dice. Most basic infantry units will roll dice equal to the number of figures in the unit.

Count the number of Successes you have scored and then apply the following modifiers.

Attack Modifiers

Unit Experience Bonus (-1,+1,+2)

+2 if it is your units Last Stand

+2 if Attacking Rear

+2 if Attack Column vs Line

+1 Battle Standard

+1 if High Ground or Mtd vs Foot or Large vs Small (Ogre Sized or bigger vs Less than Ogre Sized)

+1 if Pole vs Hand Weapon

+1 if Attacking Flank

+1 if Charging (counts when initiating a new charge or being the first to strike in an existing combat)

+1 if Attack Column

NOTE; Flank and Rear bonuses only count on the first round of combat

Once you have determined the total number of Successes you have scored to hit the enemy, the enemy must attempt to save against them.

Step 10) Defender works out Saves

Roll 1 Dice for every Successful Hit your opponent scored.

Reroll a number of Failures equal to your Armor Value.

Count up your total number of Successes and apply the following modifiers.

Defense Modifiers

Unit Experience Bonus (-1,+1,+2)

+2 Shieldwall

+1 if High Ground or Mtd vs Foot or Large vs Small (Ogre Sized or bigger vs Less than Ogre Sized)

+1 if Pole vs Hand Weapon

+1 if Braced

-1 if Flanked

-2 if Charged in Rear

NOTE; Flank and Rear modifiers only count on the first round of combat

Once you have worked out your total number of Successes, remove Casualties from your unit equal to the number of failures you have scored.

For instance.

Your opponent scored 8 hits against you.

You rolled 3 Successes.

You have Light Armor which allows you to reroll 1 dice. It is a Success, you now have 4 Successes.

You were also Braced giving you a +1.

Your total number of Successes is now 5.

8 Hits minus your 5 Successful saves = 3 Casualties.

Step 11) The 'We are better than you rule"-

After resolving the Attack and Defense there is one more very important step. Some troops are simply much better trained, disciplined, equipped, or simply better fighters than others.

If the Attacking player Troop Type is better than the defending player Troops Type, remove additional casualties per the chart below.

Elite vs Veteran +1

Elite vs Regular +2

Elite vs Levy +3

Veteran vs Regular +1

Veteran vs Levy +2

Regular vs Levy +1

This represents well trained troops vastly superior fighting ability over say farmers who have been forced into battle to defend their lands.

NOTE; An Elite Unit fighting a Levy Unit will always kill at least 3 enemy troops, even if it doesn't roll any Success dice, or if the enemy defends against all of the Successful Attacks it makes, due to their vastly superior abilities.

Step 12) Defender Attacks Back

Repeat the process above from Step 4.

Once this has been done, make sure both units remove any Order Counters they have on them, and move onto the next Charge or Attack Order Counter, remembering to take turns in Activations.

Activating and Attack Order Counter

When a player activates an Attack Counter, simply follow the process for combat from Step 4 onwards above.

NOTE; Remember, both sides in are combat count as being Activated for the game turn, once the combat is over.

Phase 10 Move Advancing Units;

During this phase the players will take turns activating their Advance Order Counters, starting with the player who won initiative.

Each unit with an Advance order may make a move according to its normal MR, plus any extra MR allowed by Formation type.

NOTE – A unit with an advance order must move at least 1 inch, and may move up to its maximum move. For instance, an Infantry Unit in Column formation on open ground, can move between 1 and 8 inches, but it must move at least 1 inch. An advance move cannot bring you into contact with the enemy. You must stop a half inch away from any enemy unit.

Once you have completed the units move, remember to remove the order counter from the gaming surface.

Phase 11 Fire Remaining Un-activated Missile Units;

During this phase the players will take turns activating their remaining Fire Order Counters, starting with the player who won initiative.

Simply follow the same procedures as for Firing in Game Phase 8.

Once you have completed the units move, remember to remove the order counter from the gaming surface.

You have now completed 1 Complete Game Turn. To start the second simply Roll for Initiative and Good Luck!

It is up to you to decide how many game turns you want to play. We normally play six turns, things generally start to get really bloody around turn three after a bit of posturing and maneuvering.

Other Things you Need to Know;

Armor Values

There are 4 basic Armor Types in the Game. Unarmored, Light, Medium and Heavy.

These Armor Values give you a number of rerolls when you are defending against enemy hits.

Unarmored – You don't have any Armor so you don't get a reroll.

Light Armor – Gives you 1 reroll.

Medium Armor – Gives you 2 rerolls.

Heavy Armor – Gives you 3 rerolls.

Weapon Attributes

In the basic rules weapon types are very simple, and have only a couple of special rules.

Hand Weapons – Axes, Swords, Daggers, etc confer no special bonuses

Double Handed Weapons – Halberds, Axes, Swords etc negate your enemies Armor, so they do not get to reroll against your hits.

Pole Weapons – Spears, Halberds, Pikes etc give you +1 Success during combat resolution when fighting against units with Hand Weapons and Double Handed Weapons due to their length.

Pikes – Have their own special rules as well. They negate any unit's ability to cause impact hits against you if your enemy is attacking you from the front, or all around if you are in Square Formation.

These Basic Game Rules should give you everything you need to play a simple head to head game with your armies.

Advanced Rules;

Terrain and Its Effects

It is common in most table top war games for the features of both the Gaming Board itself and the terrain features placed upon it to have an effect on the Armies and Units marching around it. I advise that while you are learning the "basic" mechanics of the game, that you ignore these rules, or pick a couple to use, so that you are not trying to remember so much stuff.

It is unlikely I am going to remember or include every single type of terrain that you might encounter in these rules, so if you come across something not included here, make your own rules!

The important thing with all terrain, is that you and your opponent agree on what each type of terrain on your gaming surface is before you start playing, to avoid name calling and fist fights later! Worse, the "I would have won if scenario" that can plague you long after a simple black eye has gone away.

Open Ground and Roads;

Flat open ground and roads have no negative effect on the troops moving across it, and in many instances, based on the Formation your troops are in, allows them to move more quickly than normal. This is covered in the Formation descriptions in the Basic rules.

Difficult Terrain

Difficult Terrain usually slows movement down due to its tricky to cross nature.

Examples of difficult terrain are; plowed fields or muddy ground, streams and shallow rivers, rocky ground, woods and forests, steep or rocky slopes (35 degrees or steeper), heavy grassland, jungle, swamps and marshes, and any Linear Obstacle.

If you choose to declare that something is difficult terrain, then any unit that starts its move either wholly or partially within it, has its MR reduced by half rounding up.

If a unit enters difficult terrain during its move do the following.

Measure the distance it travelled to reach the difficult terrain.

 Reduce the units MR by that amount.

Half the remaining MR (rounding up), to finish the units move into the difficult terrain.

Some units and troops ignore the effects of difficult terrain. Rams for instance having great stamina and climbing ability ignore or difficult terrain effects.

Impassable Terrain

Impassable Terrain is exactly as the name suggests. It's impassable, unless of course, you happen to be flying on something, or you can cast a spell to transport a unit past it.

Examples of Impassable Terrain are; sheer cliff walls or castle walls, deep or wide rivers, lava flows, crevasses and chasms.

Linear Obstacles

Linear obstacles can either be natural formations or constructed features. Generally they are something that you can stand behind and defend, making it more difficult for the enemy to attack or shoot you.

Examples of Linear obstacles are; Walls, hedges, barricades of any nature, fences.

Linear obstacles of any kind negate and prevent Impact Hits from units that cause them.

If you are "attacking" an enemy behind a Linear Obstacle you require a 6 to score a Success instead of a 5 or 6. This is true of combat and missile fire attacks.

NOTE – Any "foot" unit that either does not have an order counter or does not want to activate its existing order may construct 2 inches of Linear Obstacle in front of it during any game turn.

Woods, Forests and Jungles

It is common for there to be wooded features on most war gaming tables. These are represented in many forms from simple cut out shapes of cloth or paper, too elaborately crafted bases with removable trees.

On top of counting as difficult terrain the following rules apply to all wooded areas.

You cannot see through a wooded area.

You must be within 2 inches of the edge of a wooded area to see out of it when determining line of sight.

If you are targeting a unit within a wooded area for any reason, they must be within 2 inches of the edge of the wooded area for you to be able to see them.

If you are attempting to use missile fire or spells against a target in a wooded area, you will require a 6 to score a Success instead of a 5 or 6.

Units that are both within a wooded area can see (and hear) each other, regardless of distance.

Characters

Generals, Heroes, Champions, and Personalities are an important part of any fighting force. They lend leadership, inspiration, muscle and sometimes special talents which can bolster a single unit's performance or that of a whole army. This is absolutely the case in BVF.

While these individuals will not necessarily destroy an enemy unit single handedly for you, they can greatly influence and enhance your armies overall performance.

Characters in BVF lend "buffs" to your units, as noted below, none more so than the General.

NOTE- Not including the General, you "cannot" have a second of a character type, until you have 1 of each character type. So, if you wish to have 2 Wizards, you must first have an Apothecary, an Assassin, a Captain, a Seer, and a Thief. Likewise, you cannot have a third of a Character type, until you have 2 of each character type.

Moving Characters;

All Characters have an MR of 6.

Most characters start the game attached to one of your units. They must be placed in base to base contact with the front rank of the unit they are attached to, off to one side.

General - He is a stand alone unit, and may never attach to a unit.

Wizards – Wizards can choose to operate on their own or be attached to a unit.

During the game, characters may choose to leave the unit they are attached to and join a different one. To do this you must give them an "Advance Order". During the Advance Phase of the game, you must declare that they are "unattaching" from the unit that they are with and move them up to their MR of 6 inches, towards the unit you want them to join. This can be a risky business leaving them exposed to enemy attack. Should they reach the unit you intended them to join you must declare that they are "attaching" to that unit.

Any character figure, with the exception of a General, may be targeted by an enemy charge or missile fire, if it is not within 2 inches of a friendly unit.

Shooting or Casting Spells against an Enemy Characters;

Any enemy character not within 2 inches of a friendly unit may be targeted by missile fire or spells. When rolling Success Dice to hit them, you must roll a 6 to score a Success instead of a 5 or 6.

A Character must be killed outright in whichever phase of the game it is being targeted. For instance, a character that takes 3 wounds during the magic phase, counts as having no wounds against it when the shooting phase starts.

All Characters have 3 wounds.

All Characters count as having Heavy Armor, so they get 3 Armor Rerolls against attacks that allow them.

All Characters ignore the first wounds caused on them equal to their experience level modifier in each game phase.

Regular Character No Modifier

Veteran Character +1 Success, ignores the first wound caused against it, after Armor Rerolls are made.

Elite Character +2 Success, ignores the first 2 wounds caused against it, after Armor Rerolls are made.

Charging Enemy Characters;

On the odd rare occasion an enemy character is left exposed to a charge.

Any character that is charged by an enemy unit is automatically destroyed unless it rolls 2 Successes on 2 Dice, at which point it has successfully managed to sidestep, find cover, or go to ground.

If the character does not sidestep, the enemy charge stops where the character was positioned.

If the character sidesteps, it remains where it is and the enemy charge must move its full distance. If after all stands have been moved, the enemy unit is still "on top" of the character, then the character is still destroyed, even if the stands on top of its position are stands "split" from the enemy unit by the charge move.

Should the enemy units charge bring it into contact with another unit, this counts as another charge and is resolved immediately.

It should be fairly obvious that Characters are not easy to kill, and this is deliberate. BVF is a game about armies, not about characters. If you choose to use your offensive capability eliminating enemy characters instead of whittling down enemy units, then your overall fate will be a direct result of your actions and choices. That doesn't mean you shouldn't try however, if presented with the right opportunity!

Characters Attached to Units;

Once a character is attached to a unit, he acts in accordance with the unit itself, following the same orders and the same Fate! If the unit is destroyed, so is the character. If the unit Flees, so does the Character.

Characters Types;

There are 7 Character Types in BVF. These are listed below along with their abilities. I may add more in at some point in the future.

General FREE – He is the figure head of your army. He can never attack or be attacked by the enemy. His position on the field will dictate how well your units perform during battle.

Apothecaries 10 Points (Veteran 15 Points, Elite 20 Points)

Apothecaries are very useful individuals, tending to wounded and fallen troops, passing out elixirs to boost stamina, and generally caring for your troops well being.

After all enemy attacks have been resolved from either shooting or combat, and the number of casualties has been determined, a unit with an Apothecary attached may roll 10 Dice. For each Success scored the number of casualties is reduced by 1.

A Veteran Apothecary can add +1 Success to this.

An Elite Apothecary can add +2 Success to this.

Assassins 10 Points (Veteran 15 Points, Elite 20 Points)

Assassins are dangerous individuals, and are trained to kill enemy high value enemy individuals. They hide themselves within a friendly unit, and "pop" out at a fortuitous moment, delivering poisoned blades or worse to their unsuspecting target.

Assassins are not deployed at the start of the game, as they are hidden in a unit. To represent this you must write the name of the unit it is hidden in on a piece of paper and place it face down or folded on the gaming table surface in clear sight of your opponent where it will remain until you reveal the Assassins location. At this point you must show your opponent the piece of paper to confirm its location.

When a unit containing an Assassin is engaged in combat with an enemy unit, the Assassin may unleash his deadly attack. He can do this once per game turn, as long as the unit he is attached to is in combat.

He must first declare his target. This will be an enemy character, the enemy units leader, standard bearer or musician. The loss of any of these potential targets can have serious effects on the enemy unit.

Roll 10 Dice. You must score 5 Successes to "immediately" eliminate the chosen enemy target, plunging a well placed blade into the targets chest or some other vital area.

A Veteran Assassin can add +1 Success to this.

An Elite Assassin can add +2 Success to this.

Captains 5 Points (Veteran 10 Points, Elite 15 Points)

Captains can be very dangerous. These are individuals that have survived many campaigns, are very skilled warriors, have inspirational qualities, massive physiques, fearsome looks, special or magical weapons, and at worst a combination of many of these.

A unit with a Captain attached automatically gains +1 Success when rolling for both Attack and Defense.

A Veteran Captain adds an additional +1 Success to this.

An Elite Captain adds an additional +2 Success to this.

Seers 5 Points (Veteran 10 Points, Elite 15 Points)

Seers have the "Sight". This gift gives them the uncanny ability to see what an enemy is going to do before it happens, allowing them to alter the actions of the unit they are attached to, too compensate.

A unit with a Seer attached to it may be issued 2 Orders in the Order Phase, choosing which one to activate.

If you are using the Advanced Combat Rules, a unit with a Seer attached may always Counter Charge regardless of its order counter.

Once per game, a unit with a Seer attached can make a FREE Advance move "before orders are revealed". To do this you must roll 10 Dice and Score 5 Successes.

A Veteran Seer adds +1 Success to this.

An Elite Seer adds +2 Success to this.

Thieves 5 Points (Veteran 10 Points, Elite 15 Points)

Thieves are not very useful to have around during times of piece, but their skills can give an army an edge during war time.

Thieves are not deployed at the start of the game, as they are hidden in a unit. To represent this you must write the name of the unit it is hidden in on a piece of paper and place it face down or folded on the gaming table surface in clear sight of your opponent where it will remain until you reveal the Thief's location. At this point you must show your opponent the piece of paper to confirm its location.

When a unit containing an Thief is engaged in combat with an enemy unit, the Thief may attempt to steal either the enemy Standard or Musical Instrument if they have one. He can do this once per game turn, as long as the unit he is attached to is in combat.

He must first declare his target. This will be either the enemy standard bearer or musician.

Roll 10 Dice. You must score 5 Successes to steal the enemy's standard or musical instrument, the loss of which removes any bonuses or abilities they would normally provide to the unit.

A Veteran Thief can add +1 Success to this.

An Elite Thief can add +2 Success to this.

Wizards 10 Points (Veteran 20 Points, Elite 30 Points)

Wizards are powerful individuals, that through Birthright have inherited and been passed down some of the Powers of Creation, allowing them to manipulate and wield forces that most normal individuals cannot even begin to comprehend. This allows them to cast spells that can be of either an offensive or defensive nature.

The use of magic and how it works is covered in the Spell Phase of the game description.

A Regular Wizards ability to wield the Power of Creation is somewhat limited by his knowledge, skills, and level of practice, thus he only gets 10 Dice to roll when attempting to cast a spell or dispel.

As their understanding of the Art increases, so does their ability to wield it.

A Veteran Wizard gains an additional 5 Dice, allowing him to roll 15 Dice when attempting to cast a spell or dispel.

An Elite Wizard gains an additional 10 Dice, allowing him to roll 20 Dice when attempting to cast a spell or dispel.

Advanced Combat Rules

These rules should be considered optional. The more experienced gamers out there might like to add these in, whilst those of you getting to grips with the rules might want to get the basic mechanics down first.

Counter Charge;

During battle it is unusual for a unit to just allow itself to receive an enemy charge, although this is not always the case. If the unit is behind a defended obstacle, armed with pikes, formed into a shield wall or square, they might be happy to wait for the enemy to "arrive".

More often than not though, if a unit sees the enemy preparing a charge or charging they will surge forwards to meet them.

If your unit has a charge order and is charged by an enemy you may counter charge.

Both sides must roll as normal to see how many stands make it into combat. Those that are successful will "meet" half way between the two units starting position. Any stragglers are then moved as normal.

Attacks happen simultaneously, meaning that both sides get to roll their full number of attacks before any casualties are removed.

The exception to this is if either unit causes impact hits. In this case the impact hits are worked out and the casualties removed before the two units actually fight, allowing the unit that causes impact hits to reduce the number of enemies fighting back before the combat is worked out.

Loss of Front Rank;

Earlier in the rules I said that casualties should be removed from where they were caused, and then "filled" in after combat had been resolved.

This is important for this rule. If during charge you wipe out the enemies entire front rank, **the enemy unit may not fight back at all**. The front rank should be removed from the gaming surface.

Also, in the basic combat rules the Command Stand is always the last to die. This is not the case here. If you cause enough casualties to wipe out the front rank, then the enemy command stand is destroyed, which is obviously a real blow for many reasons. This is the only way to destroy a command stand outright in the game.

Instead of the enemy unit "filling" in the gap from where the casualties were removed, you get to move your charging unit forward to engage the second rank, allowing you to gain some ground.

Reserves and Flank Marchers

Many Generals prefer not to fight a straight head to head battle, revealing all their forces at once. Keeping troops in reserve or trying to flank the enemy's position are common tactics on any battle field. You can also do this in BVF.

Reserves

At the beginning of the game, before deployment occurs you may elect to keep up to half your force as reserves. You do not need to tell your opponent what these units are, but you should place a list of them face down on the gaming surface in clear sight of your opponent so that you can show them what they were once you have got them on the table surface. This prevents any false accusations later on.

Your General cannot be held in reserve, but any other characters can.

At the start of each gaming turn after the first, after initiative has been rolled but before orders are placed, you may attempt to bring your reserves onto the table, starting with the player that "lost" the initiative.

Select one of your reserve units.

You must declare where on your table edge they will appear, and then roll a dice. If your get a success your unit appears on the table edge and may be issued order counters like any other unit. You may choose whatever formation you like. The back of the unit must be touching the table edge.

If your General is within 12 inches of the spot where you wish them to enter, you do not need to roll for them, they appear automatically.

Repeat this process with each reserve unit you wish to bring on this game turn.

Flank Marchers Coming on the Table Sides

This works exactly the same as above, with the exception that you cannot bring your reserves on the table sides until the beginning of turn 3 if it is on your own table half, or turn 4 if it is on your opponents table half.

Flank Marchers Coming on your Opponents Table Edge

This works exactly the same as above, with the exception that you cannot bring your reserves opponents table edge until the beginning of turn 6.

Building Your Army;

Like any Wargame, building your Army is one of the most exciting parts of Battle Valor Fantasy. We have specifically designed the Army Construction in BVF to be as flexible as possible. We want you to be able to field the Army you want to field. You might like a small Army of very skilled troops. You might like a large Army of less seasoned troops. You might like a more balanced force consisting of both. You might want to field an Army consisting entirely of one Race, or an Army consisting of an Alliance of 3 Races. The point is that you build the army you have always dreamed of fielding, not the one we dreamed up for you.

Like most game systems there are a few rules to follow when building an Army, but we hope not too many.

Unit Types;

There are 10 types of Units in a BVF Army. They are;

Infantry Units

Cavalry Units

Animal Pack Units

Heavy Infantry Units

Line Breaker Units

Shock Troop Units

Flier Units

Chariot Units

Monstrous Creature Units

War Machines Units

Unit Sizes

The minimum unit size in BVF for Infantry, Cavalry, and Animals Pack, and Heavy Infantry Units is 4 stands.

The minimum unit size in BVF for Line Breaker Units is 5 stands.

The minimum unit size in BVF for Shock Troop, Flier and Chariot Units is 3 stands.

Monstrous Creatures and War Machines are individual units by themselves.

Each Army Must Include the Following;

General; Each Army must have one, and only one General. The exception to this is if you are playing a multi player game (2 or more people a side) in which case each player may have a General, and each side may have an Overall General. See the Grand Alliance Rules in the Advanced Rules sections for more on this.

Two Infantry Units; Each Army must have two Infantry Units

Points

Many people like to construct Armies using point based systems, although this is not always necessary. I like to play games where we just field everything we have and use a scenario or story line for the game.

Points are useful if you want to play a balanced game and use set Victory conditions, or if you are taking part in a Tournament.

In BVF you pay points to equip your units with Weapons, Armor, and Experience. Anything and everything can be upgraded in BVF, with the exception of the Army General. This gives you a vast scope to build your army the way you want. It also means that there is a vast variety of possible miniatures. I doubt we will ever get around to making every possible combination. This means you might find yourself doing some conversions at some point.

The Cost of Things;

Your General is FREE!

A Command Stand for any unit costs 10 Points.

Wizards cost 10 Points Each.

Troop Costs PER STAND

	Infantry	Cavalry	Animal Pack	Heavy Infantry	Line Breaker	Shock	Flier	Chariot	Monstrous Creature	War Machine
Levy	3	5	3	4	6	8	5	4	15	10
Regular	6	8	6	8	9	12	10	8	25	15
Veteran	9	11	9	12	12	16	15	12	35	20
Elite	12	14	12	16	15	20	20	16	45	25

Weapon and Armor Costs PER STAND

Hand Weapons are FREE!

Missile Weapons are FREE!

Double Handed Weapons and Pole Weapons Add 1 Point PER STAND

Light Armor Add 1 Point PER STAND

Medium Armor Add 2 Points PER STAND

Heavy Armor Add 3 Points PER STAND

Example of Unit Cost;

I take a unit of 6 Veteran Infantry (6 x 9 points) 54

Give them a Command Stand (1 x 10 points) 10

Give them Double Handed Weapons (6 x 1 points) 6

Give them Heavy Armor (6 x 3 points) 18

Total Unit Cost = 88 Points

Limitations

I am not going to impose limitations within the rules themselves. As I have stated before I want you to be able to field the Army you desire.

When I run Tournaments, I will impose Limitations for obvious reasons.

Many people like to play with Limitations in place, so with that in mind, here is what I used when I was playtesting. Remember, this is just a guideline and it seemed to work very well.

PLEASE REMEMBER THIS IS JUST AN EXAMPLE.

Per 1000 Points

No More than 2 Wizards

No More than 1 Elite Unit

No More than 2 Veteran Units

No more than 4 Regular Units

You must have 1 Levy Unit

No more than 2 Shock Units

No more than 2 Flier Units.

No more than 2 Montrous Beasts

No more than 2 War Machines

Bestiary

The table below lists everything you need to know about the Denizens of Legian. It is split into sections. Special Troop Types, Mounts, Animal Packs, Heavy Infantry, Line Breakers, Shock Troops,Fliers, Monstrous Creatures.

This list is by no means complete. I have only included things that are currently available, or will be shortly. I will keep adding to this list as time goes by.

Unit Type	MR		Attacks Per Stand	Special Rules
Special Troops				
Berserkers	4		4	**Independent Level 2** - Do not need a Command Stand but **always** counts as

				having one. Can never be issued a FLEE Order or be made to FLEE.
Mounts				
Bears	8		2	**Shock Level 1 –** Cause Impact Hits when they charge. 1 Impact Hit Per Base. These are resolved before rolling combat dice.
Hippogriffs	8		3	**Cause Fear**- Levy & Regular Units need 6"s to hit them in the first round of Combat, unless they cause Fear themselves. **Tough Hide Level 1**– They count as having Light Armor. Units riding Wyverns count as having 1 Armor Level Higher than they are equipped with. **Rending Claws –** The enemy may not use Armor Rerolls in combat against a unit riding Raptors.
Horses	8		2	**Trained for War –** Units riding Horses do not suffer from Fear and Count Terror as Fear.
Pony	8		2	**Resilient –** Ignore the first wound caused against them from any combat or firing. This stacks with Dwarian Resilience, so a Dwarian unit riding Ponies ignores the first two wounds caused against them.
Rams	8		2	**Sure Footed** – Ignore all modifiers for Difficult Terrain and may scale "naturally" occurring Impassable Terrain.
Raptors	8		2	**Rending Claws –** The enemy may not use Armor Rerolls in combat against a unit riding Raptors.
Wolves	8		2	**Nimble**-Units riding War Wolves count as having 1 Armor Level Higher than they are equipped with.
Young Wyverns	10		3	**Cause Fear**- Levy & Regular Units need 6"s to hit them in the first round of Combat, unless they cause Fear themselves. **Tough Hide Level 1**– They count as having Light Armor. Units riding Wyverns count as having 1 Armor Level Higher than they are equipped with. **Scorpion Tail –** The enemy may not use Armor Rerolls in combat against a unit riding Raptors.
Animal Packs				
War Boars	8		3	**Stubborn –** Unit cannot be issued a FLEE Order or Forced to Flee
War Hounds	8		3	**Go for the Throat –**Enemy may not use Armor Rerolls
War Wolves	8		3	**Nimble**-As such they count as having Light Armor
Heavy Infantry				
Line Breakers				
Ice Trolls	6		2	**Independent Level 1 -** Do not need a Command Stand but **always** counts as having one. **Cause Fear**- Levy & Regular Units need 6"s to hit them in the first round of Combat, unless they cause Fear themselves. **Tough Hide Level 1**– They count as having Light Armor. **Frigid –** Ignore any modifiers or Special Effects caused by Fire Attacks.
Ogre Wreckers	6		2	**Independent Level 1 -** Do not need a Command Stand but **always** counts as having one. **Cause Fear**- Levy & Regular Units need 6"s to hit them in the first round of Combat, unless they cause Fear themselves. **Tough Hide Level 2**– They count as having Medium Armor. **Slow Thinking –** They are always at -1 Success in everything they attempt to do.
Stone Golems	6		2	**Independent Level 1 -** Do not need a Command Stand but **always** counts as having one. **Cause Fear**- Levy & Regular Units need 6"s to hit them in the first round of Combat, unless they cause Fear themselves. **Tough Hide Level 2**– They count as having Medium Armor. **Unstoppable Charge Level 1 –** If the unit causes more casualties than the

				enemy in combat, it "splits" the enemy unit in half and moves an Advance move through it. This move cannot bring them into contact with another enemy unit.
Shock Troops				
Giants	6		3	**Independent Level 1 -** Do not need a Command Stand but **always** counts as having one. **Cause Fear**- Levy & Regular Units need 6"s to hit them in the first round of Combat, unless they cause Fear themselves **Shock Level 3 –** Cause Impact Hits when they charge. 2 Impact Hit Per Base. **Trample –** If the Giants causes more casualties than the enemy in combat they may Trample. They causes a further D6 hits on the enemy unit, allowing no armor reroll. **Tough Hide Level 2**– They count as having Medium Armor.
Iron Golems	6		3	**Independent Level 1 -** Do not need a Command Stand but **always** counts as having one. **Cause Fear**- Levy & Regular Units need 6"s to hit them in the first round of Combat, unless they cause Fear themselves **Shock Level 1 –** Cause Impact Hits when they charge. 1 Impact Hit Per Base. **Unstoppable Charge Level 2 –** If the unit causes more casualties than the enemy in combat, it "splits" the enemy unit in half and moves a Charge move through it. If this moves brings them into contact with an enemy unit it counts as another charge, and should be resolved immediately. **Tough Hide Level 3**– They count as having Heavy Armor.
Moor Beasts	6		3	**Independent Level 1 -** Do not need a Command Stand but **always** counts as having one. **Cause Fear**- Levy & Regular Units need 6"s to hit them in the first round of Combat, unless they cause Fear themselves **Shock Level 1 –** Cause Impact Hits when they charge. 1 Impact Hit Per Base. These are resolved before rolling combat dice. **Tough Hide Level 2**– They count as having Medium Armor.
Fliers				
Monstrous Creatures				
Juggernaut	6		Current MR	**Monstrous Creature –** For each point of damage the Creature takes, it's MR is reduced by 1. When the MR reaches zero the creature is out of action. The Creature has Attacks equal to its current MR. **Independent Level 2 -** Do not need a Command Stand but **always** counts as having one. **Cause Terror**- Levy, Regular, and Veteran Units need 6"s to hit them in the first round of Combat, unless they cause Terror themselves. **Shock Level 2**– Causes Impact Hits when it charges. 1 Impact Hit Per Current MR. These are resolved before rolling combat dice. **Tough Hide Level 4 –** Missile attacks against it require a 6 for Success and It counts as having Medium Armor. **Unstoppable Charge Level 2 –** If the Juggernaut causes more casualties than the enemy in combat, it "splits" the enemy unit in half and moves a Charge move through it. If this moves brings it into contact with an enemy unit it counts as another charge, and should be resolved immediately.
Tricericade	6		Current MR	**Monstrous Creature –** For each point of damage the Creature takes, it's MR is reduced by 1. When the MR reaches zero the creature is out of action. The Creature has Attacks equal to its current MR. **Independent Level 2 -** Do not need a Command Stand but **always** counts as having one. **Cause Terror**- Levy, Regular, and Veteran Units need 6"s to hit them in the first round of Combat, unless they cause Terror themselves. **Shock Level 2**– Causes Impact Hits when it charges. 1 Impact Hit Per Current MR. These are resolved before rolling combat dice.

			Tough Hide Level 4 – Missile attacks against it require a 6 for Success and It counts as having Medium Armor. **Trample** – If the Tricericade causes more casualties than the enemy in combat it may Trample. It causes a further D6 hits on the enemy unit, allowing no armor reroll.
War Mammoth	6		Current MR	**Monstrous Creature –** For each point of damage the Creature takes, it's MR is reduced by 1. When the MR reaches zero the creature is out of action. The Creature has Attacks equal to its current MR. **Independent Level 2 -** Do not need a Command Stand but **always** counts as having one. **Cause Terror**- Levy, Regular, and Veteran Units need 6"s to hit them in the first round of Combat, unless they cause Terror themselves. **Shock Level 2**– Causes Impact Hits when it charges. 1 Impact Hit Per Current MR. These are resolved before rolling combat dice. **Tough Hide Level 4** – Missile attacks against it require a 6 for Success and It counts as having Medium Armor. **Unstoppable Charge Level 1** – If the unit causes more casualties than the enemy in combat, it "splits" the enemy unit in half and moves an Advance move through it. This move cannot bring them into contact with another enemy unit.

The World of Legian

"War is coming? I think not. War has been here, is here, and will continue to be here until such a time that the Gods see fit to rid the World of the Pestilence of so called Intelligent beings. It is within our very nature to covet, desire, and try to obtain those things that belong to our neighbors, be they man or beast. Thus conflict is inevitable."

Attributed to William of the Legian, Wise Beyond his years.

The World of Legian is populated by countless races, with many names that I myself would not attempt to pronounce. For simplicity's sake, we will refer to all races by the names given to them by men.

Legian has been forever at War, and for a very good reason, if one is even necessary. This deserves explanation if only to prepare you for the World you have entered.

When the Gods created our World and its Denizens, they also ensured it's, and their destruction. After all, why come back and clean up your mess if you can get someone else to do it.

As they left this Realm, they promised two things. One, that they would return at a time suited only to themselves. Two, that the race that proved itself most worthy by the number of souls claimed throughout the Ages, would ascend to the Heavens and live in Paradise among the Gods themselves.

They left the 12 Great Abaci to keep track of the score as the bodies began to pile up.

Their last act was to create the Legian itself. This very skilled military force was given a Mission. To make sure no one race ever got too far ahead or became too dominant. To this end, the Legian has always found a reason to declare War on the strongest, using politics and espionage to hide the real reason.

The ranks of the Legian believe their mission is to defend the weak.

Only the 3 High Marshalls know the truth. That the members of the Legian, and only them, will ascend to live among the Gods.