

THE IX AGE



ESSENCE OF WAR

CREDITS

Like Alchemists distilling the essence of matter, or Necromancers harvesting the soul of the living, the scribes of the Academy of Aschau offer you a Compendium of the art of war. The scribes are like Dwarves sitting on the shoulder of giants. Great is their debt of gratitude towards the fine scholars who worked on this Compendium in ages past.

Production Team

General

Francesco "Veil of the Ages" Cangemi

Standard Bearer

Cédric "Idum" Jacquot

Wizard Master

Jordi "Calcathin" Calcat

Eternal Gratitude

Manuel "Eru" Berthet

Frontline Fighters

Rik "Remy77077" Newman

Michael "Axiem" J.

Cédric "Trakritch" Fuchs

Supporting Attacks

Arturiki

Lich King

Vulgarsty

RHworldbuilding

Artists

Thomas Karlsson

Ollie Cuthbo

Eldan

The Galapalo

Michele Bertilorenzi

Casp

Version 0.99, Winter Solstice 2023



I have travelled this world, from East to West and back again. I have seen every beast and being the five continents have to offer, and fought with most. If you would command armies, heed my words well.

Prepare your armies. Deploy them well, be mindful of the terrain. Observe and know your enemy, exploit his strengths and guard against your weaknesses. Be decisive, yet patient. Hold your ground, but recognise a lost cause. And know that in spite of all, the Fates may mock all your plans and talents, casting your forces into disarray. In that moment, there is but one course. Spit in the eye of the Fates. Take everything they throw at you, and smile back a bloody grin. Then carve your own destiny into the hides of your foes. Only the will to triumph and the wisdom to make it happen will see you rise.

Now, venture forth and earn your name, earn your place in the history of the Ages, and perhaps you will determine the nature of the next Age.

— Advice from a General to his student before battle

What is The 9th Age?

The 9th Age, often shortened to T9A, is a community driven project dedicated to making various tabletop wargames in the fantasy setting of The 9th Age World. It also provides the associated hobby community a central hub for interaction, where they can present their own work and ideas or improve their skills by learning from other players.

What is Essence of War?

The 9th Age: Quick Play - Essence of War, also known as just Essence of War, is a tabletop wargame in which two forces clash in an exciting struggle for glory or survival. Each force is composed of various foot soldiers, archers, mounted knights, spellcasters or inspiring heroes. The game takes place on a tabletop battlefield and uses six-sided dice to resolve different actions such as striking a foe in combat, protecting your own from harm or fleeing from a lost cause. The 9th Age: Essence of War is designed to be both an introductory system where new wargamers can learn the mechanics of T9A, and a streamlined ruleset where experienced players can enjoy smaller and simplified, yet tactically exciting games of ranks and files combat in The 9th Age in 60–90 minutes.



Structure of this Book

This book is organised in five Parts:

- First, an overview of The World of the 9th Age lore, its nations and races (Part I).
- Next, the Basic game mode with its rules (Part II) and premade lists called Patrols (Part III).
- Finally, the Advanced game mode with its rules (Part IV) and modular lists called Armylists (Part V).

At the end of the document you will also find rules for multi-player games and a Summary of the gameflow mechanics.

If you are a new player, we recommend that you read the Basic Rules (Part II) and use two of the premade armies from the Patrols section (Part III) to play your first games. The Basic Rules are divided into a first collection of chapters that cover the core mechanisms of the game (Preparing for War, Basic Armies, General Principles, Playing a Basic Game), followed by a second collection of chapters that contain rules for each phase of a turn (Charge, Movement, Magic, Shooting, Melee).

You can add the Advanced Rules (Part IV) to your games whenever you feel ready! These rules are in addition to and supersede the Basic Rules when you are using them, and also allow you to use the modular Armylists (Part V) to create your own rosters.

Once you are familiar with the Basic rules, you can start exploring the Advanced Rules (Part IV). These rules allow you to use the modular Armylists (Part V) to create your own rosters. However, it is also possible to only use a subset of the Advanced rules. For example, you can use the premade Patrols from the Basic section together with the Advanced rules for Characters, Missions or Victory. As long as you reach an agreement with your opponent, everything is possible!

This book is close to the official release of **Essence of War - First Edition rulebook**. It is a stable version, which means it is not expected to undergo frequent changes. Further content produced by the Essence of War team is planned to be published as a separate Supplement until another major version release occurs next year.

Contents

I THE WORLD OF THE 9TH AGE	5	III PATROLS	31
II BASIC RULES	11	BEAST HERDS	32
PREPARING FOR WAR	12	DAEMON LEGIONS	33
Measuring Distances	12	DREAD ELVES	34
Dice and Dice Rolls	12	DWARVEN HOLDS	35
BASIC ARMY RULES	13	EMPIRE OF SONNSTAHL	38
Characteristics	13	HIGHBORN ELVES	39
GENERAL PRINCIPLES	14	INFERNAL DWARVES	40
Models	14	KINGDOM OF EQUITAINNE	41
Units and Ranks	14	OGRE KHANS	42
Characters	15	ORCS AND GOBLINS	43
Board Edge	15	SAURIAN ANCIENTS	44
Line of Sight	15	SYLVAN ELVES	45
Dangerous Terrain	15	UNDYING DYNASTIES	46
Terrain Features	15	VAMPIRE COVENANT	47
Damage	16	VERMIN SWARM	48
Discipline Test	17	WARRIORS OF THE DARK GODS	49
Panic	17	IV ADVANCED RULES	51
Flee Move	17	ADVANCED ARMY RULES	52
PLAY A BASIC GAME	18	CHARACTERS	53
Maps	18	PLAY AN ADVANCED GAME	54
Deployment	18	Maps for Advanced Rules	54
Turns	18	Missions	55
Victory	18	Deployment	55
CHARGE PHASE	20	Victory Points	55
Declaring Charges	20	Who is the Winner?	55
Charge Reactions	20	MODEL RULES	56
Move Chargers	21	THE GRIMOIRE	58
MOVEMENT PHASE	23	THE VAULT	61
Rally Fleeing Units	23	THE BESTIARY	62
Moving Units	23	V ARMYLISTS	65
MAGIC PHASE	24	BEAST HERDS	66
Flux Cards	24	DAEMON LEGIONS	67
Spellcasting Sequence	24	DREAD ELVES	68
Miscasts	24	DWARVEN HOLDS	69
SHOOTING PHASE	25	EMPIRE OF SONNSTAHL	72
Performing a Shooting Attack	25	HIGHBORN ELVES	73
Aim	25	INFERNAL DWARVES	74
Aim Modifiers	26	KINGDOM OF EQUITAINNE	75
MELEE PHASE	27	OGRE KHANS	76
Agility Order	27	ORCS AND GOBLINS	78
Which Models can Attack	27	SAURIAN ANCIENTS	79
Allocate and Roll Melee Attacks	28	SYLVAN ELVES	80
Combat Result	28	UNDYING DYNASTIES	81
Flee and Pursuit	29	VAMPIRE COVENANT	82
Combat Pivot	30	VERMIN SWARM	83
		WARRIORS OF THE DARK GODS	84
		VI APPENDIX	85
		MULTI-GAMES	86
		ONE-PAGE SUMMARY	88

THE WORLD OF THE 9TH AGE

The jungles of Virentia are a terrifying place
And to those who dwell in Silexia you should not show your face
Don't get caught in Taphria, in the never-ending sands
You won't survive the Shattered Sea, or the Great Wasteland
—Nursery rhyme, provenance unknown



Few individuals have the chance to see more than a fraction of our world, with its astonishing variety of intelligent races and animal species, plants and cities, cults and wars. I have travelled from Avras to the Kingdom of Vanhu. I've seen Sunna's seeds planted in Virentia and the Great Wall of Tsuandan in the far east of Augea. You could not find another who has traveled a greater distance; I have been protected by the auspice of Sunna, and here I record my knowledge on the geography of our world.



Vetia is the land of mankind, where nations of men have reigned for years under the protective sight of the Goddess and her church. There, the powerful nation of Sonnstahl guards all mankind against the dangers of the Wasteland, while to the south the merchant cities of Arcalea ply their trade with the whole of the world. There you will also find the White Mountains, impenetrable hold of the Dwarves. To the west lie the twin cities of Destria, the Kingdom of noble Equitaine, and the enchanted, emerald-green forest of Wyscan, the mysterious dwelling of the sylvan elves.

Augea, the immense sister of Vetia, separated from one another by the great Wasteland, home to the servants of the Dark Gods. Crossing east of Avras into this land, you will travel through the Barren Mountains, where

the Steel Road starts its winding journey. Here is the dwelling of the Dwarves of the east, named Infernal. The Steel Road runs parallel to the Silk Road to the north, with access controlled by the Ogre Khans. It leads from the Blasted Plains through the Sky Mountains, across the northern part of the human region of Sagarikadesha, finishing its rich path in the glorious land of Tsuandan, where the Dragon Emperor rules over men.

Set sail south from Bellatorre, and in three nights you will reach the docks of Port Reynaud, Equitaine's holdfast in Taphria. Should you dare it, you will never forget the nights spent in the Great Desert, for they are terrible and fascinating all at once. There, following the path of the Napaat river, lie the remains of a truly ancient kingdom with its legends of never-dying monstrosities. In the west stand the fortresses and souks of Qassar, full of exotic smells and tales of evil spirits, the djinn. In the west and southeast of the continent lie vast kingdoms of men; the Koghi Empire and Kingdom of Vanhu respectively. Finally in its south, the forests around the Mfumu river are said to hide some of the most ancient secrets of the world.

The Great Ocean divides Vetia from the two western continents, Silexia in the north and Virentia in the south. The Ocean itself is the dominion of elves: there the fleets of the two great nations, the Highborn and their dreaded kin, vie for the supremacy. Here lies the main motherland of the Highborn Elves, the proud islands of Celeda Ablan, and Silexia where freedom is a commodity to be traded.

On the eastern coast of Virentia mankind too, has established colonies: the imperial city of Fredericksberg, and the port of Aguadulce, of Destria. Beyond them, a lush forest of wonderful colors and inconceivable dangers hides the secrets of ancient civilizations. Dividing Virentia from Silexia — the Shattered Sea; a rumoured maelstrom of magic and tempests, from which no vessel returns.

—From A New Atlas for the Ninth Age, by Johannes Strabo



FACTIONS OF THE 9TH AGE

My noble sir, I have been asked by his Grace the Marquis to furnish material concerning the greatest military threats to our homeland of Destria. Here I will provide summaries of the nations and races that I believe qualify for consideration. I hope it will prove enlightening or at least be of some use in the education of Prince Esteban.

— Jorge Zamoran, Chief Librarian of Port Roig

Beast Herds

Out of the Wilds

From the dark depths of feral forests, from the wide untamed plains, and from every wild place beyond the gaze of civilisation, nature's savage heart strikes without warning. Feel the ground tremble beneath thunderous hooves, shiver at the howls of the hunt, and know that you are stalked by the Beast Herds.

The Herds comprise all manner of creatures, appearing like local fauna yet able to fight like men, with origins shrouded in the mists of time. Mighty creatures stride through the forests by their side, spreading terror in their wake. Marked in the womb by shamanic rituals and tribal magics, fueled by the desire to prove themselves worthy of the great stories of their peoples, the Herds view the sedentary nations as little more than a convenient larder and a testing ground for glory.



Daemon Legions

From Beyond the Veil

The hellish agents of the Dark Gods lurk unseen behind the thinnest of barriers separating our world from theirs. Enemies of every mortal power, they are merciless and single-minded, appearing in every hideous form, an endless writhing throng of horror. Submit to the summoning ritual, and test your sanity before the Daemon Legions.

Within the maelstrom of shifting power that is the Abyss, there are greater and lesser currents that represent the infinite forms of the Legion. At the heart of these vortices lie the Dark Gods, and Father Chaos behind them, for only the most powerful of Supernals can forge their own path in the Immortal Realm. The Mortal Realm, however, offers new prospects, for here a daemon can manifest in whichever kind of physical form it desires. This it uses to sow discord and despair, all in service of dark masters and unfathomable goals.

Dread Elves

Legions of Fear

On every coast, in every port, the sighting of black sails is met with instant horror. Theirs is a name well earned from centuries of reaving and slaving, sparing none who fall beneath their whips. Feel the chains of fear upon your heart, with the approach of the Dread Elves!

The Republic of Dathen in Silexia represents the largest dominion of Dread Elves, a hotbed of politics and intrigue centred upon the Obsidian Thrones within the Tower of Gar Daecos. Religion too shapes this society, and the most powerful cults dominate both civilian and military life. Perhaps the greatest weapon of fear in the arsenal of the Dread Elves is the Menagerie: a collection of monstrous creatures which the Daeb bend to their will!

Dwarven Holds

Sons of the Mountain

As tough as the mountains themselves, and with memories that last almost as long, many dwarves carve their homes from the very bones of the earth. Forgers of the finest works of steel and gold, they are as mighty as they are determined. Should you try to take that which is theirs, you will face the full vengeance of the Dwarven Holds!

Though the Dwarven Empire fell at the end of the Golden Age, the Holds still control the most lucrative mines of Vetia, producing the finest armours and jewellery. Despite their strong personalities, fierce individuality and allegiances to family and clan reaching back centuries, every dwarf knows their place and would lay down their lives for their Hold.



Empire of Sonnstahl

For Sunna and the Emperor

The armies of Sonnstahl march to the beat of drums and the thunder of cannons. Led by zealous priests and bold knights, these soldiers' discipline and vigour is famed around the world. Inspired by the example of Sunna, Goddess of Humanity, there may be no limit to the ambition of the Empire of Sonnstahl!

To overcome internal divisions and unite the nation against its enemies is the task of the Emperor. He or she cannot merely be a conqueror on the battlefield. They must also compete in the political arena, navigating the treacherous currents of rival families and religious factions. Thanks to esteemed universities, where magic and technology are refined into effective weapons, Sonnstahl has become a master of many trades, and now seeks to extend its grasp to foreign lands.

Highborn Elves

Lords of the White Isles

To sail the oceans of the world is to risk encounter with the self-appointed masters of the seas. With mighty fleets protecting their island home, the Arandai Empire rises and falls with the tides of time, but its reach is always felt across the continents. By the gleam of silvered armour, or by ordered cries from grand warships, you may know of the approach of the Highborn Elves.

Though the Highborn have retreated from many of their former conquests, they continue to hold outposts on islands and coastlines across the globe. Marshalled by the government of the Pearl Queen, Arandai galleons dominate the seas and control much of the global seahold. Well-equipped garrisons display the deadly grace of the elves, honed over centuries of training and coupled with powerful magic. Highborn towers are circled by wondrous beings of legend, while inside, great minds apply themselves to dreams of splendour and glory.



Infernal Dwarves

Fire and Chain

Fuelled by the mightiest industries and magics of the world, the Infernal war machine turns its unstoppable wheels within the great citadels of the Blasted Plain. Born in suffering, smoke and cataclysm, a fire burns in the heart of this indomitable people, a flame that fuels a great hunger for glory and a callous cruelty towards all who stand in the way. Slave masters and earth shakers, children of great gods, many have come to know the terrible juggernaut of the Infernal Dwarves.

Separated from their brethren in the trials of the Ages of Ruin, the Eastern Dwarves turned to darker means of survival. Though "Infernal" is used to describe these beings and their cruel nature, the term derives from the disastrous creation of the Inferno - a vortex of fire and magic, the genesis of the Wasteland, and the catalyst of the Ninth Age. Unlike their subterranean cousins in the west, they build great stone ziggurats above ground, while their vast, slave-worked mines fuel a technological industry rivalled by few, if any. Their control over much of the trade from the East, combined with devilish weaponry, enables the Infernal Dwarves to stand against the collective loathing of Vetian civilisation.



Kingdom of Equitaine

Honour, Kingdom and The Lady

The thunder of hooves, the clink of mail, the sounding of horns: a great cacophony accompanies an army of knights riding to war. Yet steel and sinew are nothing without valour. These noble fighters crusade for faith, for virtue, for their beloved Lady - yet most of all, for the honour of their home, the Kingdom of Equitaine.

A nation established on noble principles, yet built on a foundation of peasant labour and sweat, Equitaine is a land of myth and superstition. Yet it exerts tremendous military might - Crusades for the lost Grail have brought the Lady's grace to many foreign lands. In all things, Equitan nobility is expected to lead from the fore, and victory often rests upon their individual successes. These are lessons for the young king to learn, and learn well, if his dynasty is to endure against other strong, noble Houses and the perils that lie beyond his lands.

Ogre Khans

Feast and Fortune

Masters of the great plains and mountains of Augea, ogres are among the toughest of all creatures. Famed for their appetites and their brutality alike, the tribes are feared around the world. Do not anger them, for their fury is legendary - and only a fool would stand before the earth-shaking footfall of the Ogre Khans!

Steppe ogres and mountain ogres have developed two quite different cultures. Both are rich and ancient, and can be reasoned with - provided you respect their traditions, and lay on a sufficient banquet. In the days of the greatest Khan of Khans, ogres walked as masters of the great nation of Tsuandan, or so their campfire lore speaks. Today, their reach encompasses the Silk Road, giving access to the wares and riches of many nations. Trading caravans often employ tribes of ogres for protection, often against their own kin. These mercenaries can be as treacherous as they are hungry, for they have come to respect the power of coin, at least so far as outsiders are concerned.



Orcs and Goblins

The Warborn

Appearing from nowhere and swarming the lands like a tsunami, the Warborn have emerged in every continent across the world for as long as any can remember. With a never-ending love of conflict, and many hidden enclaves of which few outsiders are aware, it is only a matter of time before you face the twin threat of the Orcs and Goblins.

The nomadic orc tribes seem to self-generate periodically in large numbers, and are always on the move. Thanks to unfathomable methods of reproduction and with no fixed encampments, they are like a brushfire, stamped out one minute only to spring up again the next. Trickier and more treacherous than their larger relatives, the mysterious goblins protect their own existence through a complex network of secret enclaves, waging war through a union of cunning tactics, improbable monsters and the use of potent hallucinogenic substances.

Saurian Ancients

Secrets of the Lost Empire

Most enigmatic of the Elder Races, many believe the Saurians built sophisticated civilisations when the elves were still dressed in animal furs. Obsessed with purposes only they can comprehend, the scaled legions are found wherever they are least expected, dealing bloodshed or bestowing aid with equally indecipherable motives. Do not try to understand or bargain with them, for they ruled this earth at its dawn, and they have not forgotten the true glory of the Saurian Ancients.

Described in the oldest myths as tyrants, the time of the Saurians and the Dawn Age ended when they were cast down by subjugated races, or else swallowed by the sea in some great cataclysm of that turbulent time. Ruins that remain, even in the heart of Vetia, attest that Saurians built structures greater than any seen today. Their descendants endure, and sightings have been reported from ocean, desert and jungle alike. None can know the true scope of their civilisation, but all accounts agree that their warriors act with an unnerving unity of purpose.

Sylvan Elves

Wardens of the Forest

From the greatest forests to the humblest desert oasis, wherever trees take root, there you may feel the weight of unseen eyes, or sense a tremor of movement among the boughs. Yet raise a blade to those sacred groves and you may feel the wrath of their protectors - the Sylvan Elves.

Believing themselves the oldest and truest of the Elven civilisations, the woodland Fae are a source of frightening stories across the world. Proud and merciless, their ancient magics and mastery of their primordial homes grant the Sylvan Elves a reputation of mystery and treachery that is well deserved. It is said the elves nurture the very spirits of the wood, who follow them to war beneath the canopy. Those same spirits are murderous when roused, and terrifying when combined with lethal Sylvan archery. The ancient forest of Wyscan is home to the last major elven population in Vetia, and the sylvan disregard for human borders often causes strife with their neighbours.



Undying Dynasties

Through the Sands of Time

Across the world, and nowhere more than ancient Naptesh, civilisations have entombed their nobility to endure untold centuries. Yet not all that rests beneath earth, sand and stone stays buried. Returned to reclaim lost kingdoms and to cast off the shackles of flesh and time, the Undying Dynasties arise!

Naptesh is no longer the land of fertility it once was. Crumbling monoliths and the tombs of the great Pharaohs are but shadows of their former glory - yet the dead still linger. Here, and in tombs across the world, honour guards stand vigil with a discipline and loyalty that has surpassed the grave. Living stone constructs crush any foolish enough to come searching for treasure. Thousands of years in the earth have not dampened their appetite for war, and these ancient monarchs show no sign of returning to their tombs.



Vampire Covenant

Fangs Behind the Mask

In the shadows of humanity's nightmares, an unseen menace lurks behind a mask of civilisation. The masters of undeath, blood-drinking warlords pull the strings of the dead and the living alike, conducting their power-struggles in secret, with armies raised from the grave. Walk in the light, lest you fall under the thrall of the Vampire Covenant.

Summoned by dark sorcery, the recently slain and long forgotten dead rise from their graves able only to serve. Terrifying phantoms haunt the ruins of forgotten castles, and dreadful undying monsters seek the flesh of the living. These are only some of the puppets of the ambitious vampire lords, the most dangerous of the creatures of the night.

Vermin Swarm

The Threat Beneath

Beneath the surface of their former empire lies a hidden threat that few remember. Waiting only for the right moment to strike, these creatures are as treacherous as they are ruthless, infesting any nook or cranny they can find. Empowered with diabolical technology and hordes of pestilent beasts, their greatest wish is always to reinstate the inescapable dominion of the Vermin Swarm.

Long ago, Sunna was able to unite the tribes of men and overthrow Vermin supremacy over Avras and most of Vetia. Since that time, the rat-people have laid low, but they have been far from idle. Their great Houses, heritage from an Avrasi past, are divided and pursuing their own ambitions for now, yet every one of them is a threat to the nations above. If the Swarm's political and religious institutions could come into alignment, who knows what devastation they might wreak.

Warriors of the Dark Gods

No Masters, No Mercy

Behind its high walls, civilisation believes itself safe. Law, morality, order – these are its shields. But from places of power and even within their very borders, a threat grows. Come to tear down those walls, to break chains and destroy the very foundations of order: tremble before the Warriors of the Dark Gods!

The seven Dark Gods require followers - the Paths to Ascension are treacherous, and those who fall by the wayside are fuel for the fires of the Abyss. Yet there is no shortage of those willing to swear their soul in exchange for the power of the Seven and even the slim chance of immortality or true greatness. Clad in hell-forged armour and wielding weapons their former bodies could barely lift, the Warriors of the Dark Gods are a terror to behold, even without the monsters that often accompany them into battle.



BASIC RULES



PREPARING FOR WAR

I know they say to expect the unexpected, but expect all the normal stuff too!

— General di Lorenzo

Gaming Materials

Before you and your opponent sit down to actually play an Essence of War game, there are preparations new generals must first make. Preparation for the game is definitely a key part of the fun, as this is also when you choose your faction! Be warned though, choosing a faction might spark a deep and enduring love for them, as you'll find that each faction has its own unique traditions, strengths, weaknesses and playstyles, as well as different units and available miniature models. On The 9th Age website (the-ninth-age.com) you can find background lore, miniatures libraries, galleries of painted models and discussion forums dedicated to each faction as well as the game as a whole — have fun discovering this passion!

To play a game of The 9th Age: Essence of War, you need a good attitude, an opponent and a few tools:

- An army made from tokens, cut-outs or miniature models. The rest of these rules refer to these as models for brevity, but that does not mean to imply that miniature models are required to play!
- A large gaming table or other flat surface (kitchen or dining room tables work great!). The recommended size of the gaming board for The 9th Age: Essence of War is 36" wide and 48" deep.
- Terrain pieces — wargaming or homemade terrain is ideal, but feel free to use books or paper cut outs for your first games
- A ruler or tape measure, in inches
- Six-sided dice, preferably at least 10
- Additional tokens or coins to keep track of in game effects, such as units that are fleeing or models that are wounded, and to mark objectives on the battlefield.

Measuring Distances

The measuring unit in The 9th Age: Essence of War, is the inch, shortened to: ". An inch corresponds to 2.54cm. To determine the distance between two points on the Battlefield (or two units, or any other elements), you must always measure from the closest points, even if this line goes through any kind of intervening or obstructing element. Ignore such obstructions for the purposes of measuring this distance. Players are always allowed to measure any distance at any time.

Dice and Dice Rolls

Sometimes unexpected events can turn the tide of battle. Even the weakest of fighters might defy the odds and fend off a superior unit of hardened warriors. To represent this, in game actions are decided by the combination of skill and chance. In a game of The 9th Age, many dice will be rolled!

The type of dice used is the six-sided dice, commonly referred to as a "D6", with a range from 1 to 6. The following types of dice rolls are used:

Higher or equal to: The effects of a die roll often depend on whether the rolled value is equal to or higher than a set value. For example, a dice roll that is successful if the die rolls '3' or higher is often referred to as a "3+" (or 2+, 4+, 6+, etc.).

Multiple Dice: Sometimes, the rules instruct you to roll more than one of these dice at the same time. This is represented by a number before the type of dice rolled, such as "3D6", which means to roll 3 six-sided dice and add the results together.

Re-rolling Dice: Some effects in the game call for re-rolling certain dice, such as "re-roll failed To-Wound rolls". When you encounter such situations, re-roll the relevant dice. Dice can only ever be re-rolled once and the second result is final.

Modified Dice Rolls: On other occasions, a dice roll may be modified by adding or subtracting a number, such as D6+1. In such cases, simply add the relevant number to or subtract it from the result of the roll.

Natural Roll: At times, an event requires to evaluate a dice roll value before applying any modifiers, this is referred to as the natural roll. For example, "a natural to Hit roll of '1' always fails" means rolling a '1' will result in failure even if the roll has a +1 modifier.

Maximised and Minimised Roll: There are often rules, spells or abilities which require to roll an additional dice and discard the lowest or highest dice rolled, before applying any modifiers. In such cases:

- Maximised Roll discards the lowest dice
- Minimised Roll discards the highest dice

If applying both Maximised and Minimised to the same roll, the two effects cancel each other out.

Rolling a D3: Finally, the game sometimes requires the roll of a D3. This is performed by rolling a D6 and then halving the result, rounding up, so that the result can only be 1, 2, or 3.

BASIC ARMY RULES

Drop after constant drop, the Orcs became a green tide, and submerged our allies' Holds

— Ninvael, emissary of the Pearl Throne

As the player, it is your duty to command your army on the battlefield, but first you will have to pick one of the different factions available to you. Basic games use pre-made lists (referred to as *Patrols*) that you can find in the Patrols section from page 31. Each Patrol is composed of four Unit Entries belonging to three different Unit Types:

- 
Character: A single model that commands the Army and provides Discipline support.
- 
Core: Two Ranked units that represent the most common beings in the army.
- 
Special: One Ranked unit that represents veteran, elite or specialised troops.

The Unit Entry

Each Unit in the Patrol has a unique entry which details how the unit behaves in the game. All unit entries share the same components:

Barbarian Horsemen		25x50mm		
 5x1 models	Adv	Dis	Def	
	8"	16"	8	
	1	4	3	4
	40	0	0	40
Devastating Charge (+1 Str, +1 AP)				

Figure 1: An example of Unit Entry from a Patrol.

- Number of Models** in the Unit, **Unit Name**, and **base size** that is used by all the models in the unit.
- Unit Formation** in which the unit is deployed, either *Single Model* or *files (width) x ranks (depth)*.
- Characteristics Profile:** All models in the unit share this profile, described later in this section.
- Model Rules:** Describes additional rules that apply to each model in certain units, including available shooting attacks and spells.

Characteristics

Models and Units have their attributes and abilities represented in the Characteristics profile. A higher value indicates that a model is more accomplished in that characteristic, except for Aegis Saves.

- Characteristic values have no upper limit, except for Armour which may not be modified above 5 and Agility and Discipline (maximum 10).

- Characteristic values may not be modified below 0, except Agility and Attack Value which may not be modified below 1.
- A model may have Agility 0 in its unit entry, in which case this value may not be modified.

Each unit entry contains these Characteristics:

Adv	Advance Rate: The distance the model can Advance Move in inches per turn.
Mar	March Rate: The distance the model can March Move in inches per turn.
Dis	Discipline: The model's morale, bravery and ability to quickly reorganise during battle.
HP	Health Points: When the model loses this many Health Points, it is removed as a casualty.
Def	Defensive Skill: How well the model avoids being hit in melee, either due to own skill or to defensive equipment such as shields.
Res	Resilience: The ability to withstand blows.
Arm	Armour: The Armour of the model. This may represent particularly tough scaly hides as well as worn pieces of Armour.
Aeg	Aegis: A special protection, the final defense after the model's Armour. This may represent magical defenses or regenerative abilities.
Att	Attack Value: The number of Melee Attacks the model has. This may be higher due to sheer attacking speed and skill, equipment such as dual wielded blades, or the size to potentially hit many opponents with a single blow.
Off	Offensive Skill: How good the model is at scoring hits in melee.
Str	Strength: How easily the model can wound enemy models in melee. This may represent not just sheer physical strength, but also well-equipped models with weapons such as halberds or heavy two handed weaponry.
AP	Armour Penetration: How well the model can penetrate the Armour of enemy models in melee. This may be due to the physical attributes of the model, or also due to having weaponry designed to pierce Armour such as lances or spears.
Ag	Agility: Models with higher Agility strike first in melee. This may be influenced by the model's equipment. Models with an Agility of 0 for example represent models equipped with weapons that are particularly slow to strike with.

GENERAL PRINCIPLES

In principle, I generally find that the most principled generals have the poorest understanding of general principles.

— Duke D'Auberge, in writing

Models

The world of the The 9th Age is home to many factions, and all have their own unique troops: like armoured swordsmen, savage orcs, brutal ogres, monstrous creatures, nimble archers and arcane wizards. In a Essence of War game, all these troops are commonly represented by miniature models.

Models are placed on bases of a size and shape given in the unit's entry. Base sizes are given as two measurements in millimeters: front (width) × side (depth). All in-game measurements are made from this base, not from the model itself.

Two models are in base contact with each other if their bases are touching one another, including corner to corner contact.

Units and Ranks

All models are part of a unit. If a rule, ability, spell, etc. affects a unit, all models in the unit are affected.

A unit is usually a group of models deployed in a formation consisting of one or more ranks forming the depth of the unit, and a number of files along the width of the unit. Such formed up models are called 'Rank and File models' (shortened to 'R&F'). The formation a unit is deployed in is given in each unit's entry. For example: "6×3" means that the unit is 6 files wide and has 3 ranks.

When forming a unit, all models in the unit must have their bases aligned in base contact with each other and face the same direction. Units cannot be broken apart into smaller units. All ranks must always have the same number of files, except for the last rank which may be shorter than the other ranks due to *Removing Casualties* (see page 16).

Alternatively, a unit can consist of a single model operating on its own. Unless stated otherwise, **single models count as having no ranks.**

Unit Boundary

A Unit Boundary is an imaginary rectangle drawn around the outer edges of the unit. The Centre of a unit is the centre of its Unit Boundary. Two units are considered in base contact with each other if their Unit Boundaries are touching one another, including corner to corner contact. A unit can only move in base contact with an enemy unit through a successful Charge Move.

Unit Arcs and Unit Facing

A unit has 4 Arcs and Facings: front, rear, and two flanks. Each arc is determined by extending a straight line from the corners of the Unit Boundary in a 135 degree angle from the unit's front (for the front arc), rear (for the rear arc) or flanks (for the flank arcs), see Figure 2. Models/Units are located in the Arc in which the centre of their Front is in.

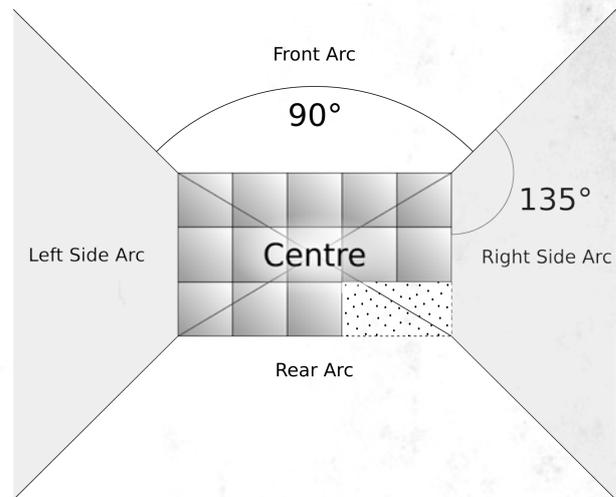


Figure 2: This unit has 5 files in 3 ranks. The Centre of the unit is the centre of the rectangle drawn around its outer edges (= Unit Boundary).

Unit Spacing

All units must be separated from Impassable Terrain and from both friendly and enemy Unit Boundaries by more than 1", with the following exceptions:

- During an Advance Move or a March Move, units may come up to 0.5" of these elements but must be more than 1" away at the end of the move..
- During a Charge Move, Flee Move, Pursuit or Over-run units are allowed to come within 0.5" of these elements, including base contact with a unit that was the target of the Charge or with Impassable Terrain.

Units are **only** allowed to move into base contact with another unit when it is the target of the Charge.

Once units are within 1" of these elements due to any of the above exceptions they are allowed to remain there as long as they continue to stay within 1". For example, a unit next to an Impassable Terrain may Pivot and remain within 1" of it.

Characters

Characters are represented in a Patrol or Armylist by a crowned skull icon. All Characters must operate individually and follow the normal rules for units composed of a single model i.e. it has no ranks, and can make any number of *Pivots* during Advance and March Moves.

Board Edge

The Board Edge represents the boundaries of the game. A unit is allowed to temporarily and partially move off the board (during any move) with the following restrictions:

- The unit's Front Facing must remain entirely on the board at all times except during align moves.
- The unit must finish any movement with its Unit Boundary entirely on the board.

Line of Sight

A model can trace a Line of Sight to its target (usually a point on the battlefield or another model) if you can extend a straight line from any point on the front of the model's base directly to any point on the Unit Boundary of its target, without going outside of its model's front arc, and without being interrupted by either Impassable Terrain or the Unit Boundary of other units.

Dangerous Terrain

Whenever a unit contacts a Terrain Feature that is Dangerous Terrain during a March, Charge, Flee, Pursuit or Overrun Move, the unit is required to take at the end of the move **Dangerous Terrain (X)** Tests. These Tests are performed as follows:

- Roll a D6 for each model that has been in contact with Dangerous Terrain, or 3D6 if a side of its base is of 100 mm or more.
- For each roll equal to X or below the model suffers a hit that wounds automatically with AP 10.

Health Point losses incurred in this way do not cause Panic.

Terrain Features

Because a general cannot always choose the battlefield, he learns how to fight in all types of terrain.

A Terrain Feature is an area of the Battlefield that grants specific rules and effects to units or models. All parts of the battlefield belong to one of the following categories:

Open Terrain

Open Terrain has no effect upon Line of Sight or Movement. All parts of the board not covered by any other kind of Terrain are considered to be Open Terrain.

Elevated Terrain

The elevated position of a hill or ziqqurat gives a natural advantage to anyone atop it.

Models with the centre of their base on Elevated Terrain are considered Elevated.

- **Line of Sight:** Can be drawn up-to and down-from Elevated Terrain (but not through it), ignoring all intervening models which are not Elevated themselves. Line of Sight is still blocked by intervening Impassable Terrain or other Elevated Terrain.
- **Cover:** Units with the centre of their Target Facing partially obscured by Elevated Terrain benefit from Cover. Elevated models ignore Cover from all intervening models which are not Elevated themselves.
- **Movement:** The movement of models is unaffected.

Hindering Terrain

The rules for Hindering Terrain can be used to represent all forms of terrain impeding movement, such as dense forests, old ruins and treacherous marshlands.

- **Line of Sight:** Can be drawn through it.
- **Cover:** Units with the centre of their Target Facing inside and/or behind Hindering Terrain benefit from Cover.
- **Dangerous Ride:** Models with Fly and models with a side of their base longer than 40mm treat Hindering Terrain as Dangerous Terrain (1).
- **Broken Ranks:** Units with their centre inside Hindering Terrain can never be *Steadfast* (see page 29).



Impassable Terrain

Impassable Terrain represents terrain that cannot be moved through, like sealed buildings or huge boulders.

- **Line of Sight:** Cannot be drawn through it.
- **Cover:** Units with the centre of their Target Facing partially obscured by Impassable Terrain benefit from Cover.
- **Movement:** Models cannot move into or through Impassable Terrain, and must remain at least 1" away such terrain (except during a Charge Move).
- **Flee and Pursuit:** Impassable Terrain is Dangerous Terrain (3) for units fleeing through it. If a Flee movement ends with the Unit Boundary on an Impassable Terrain, extend the Flee move accordingly. Pursuing models must stop pursuing upon reaching 1" away such terrain. See *Flee Move* (see page 17) and *Pursuing Distance and Pursuing Units* (see page 30).

Damage

Whenever an attack hits a model, use the following sequence. Complete each step for all the attacks that are happening simultaneously (such as all Shooting Attacks from a single unit or all Melee Attacks at the same Agility step) before moving on to the next step.

- 1 Attacker rolls To-Wound.
- 2 Defender rolls any Armour Saves.
- 3 Defender rolls any Aegis Saves.
- 4 Defender loses Health Points
- 5 Defender removes casualties and, if required, checks Panic

To-Wound Rolls

The player that inflicted the hit makes a To-Wound roll for each attack that hit the target. An unmodified roll of '6' will always succeed and an unmodified roll of '1' will always fail. If the attack does not have a Strength value, follow the special rules given for that particular attack. Roll a D6 for each hit. To find out the score needed to successfully wound the target, see the table below.

Attack's Str minus Target's Res	Required to Wound
2 or more	2+
1	3+
0	4+
-1	5+
-2 or less	6+

Armour Saves

If one or more wounds are inflicted, the player whose unit is being wounded now has a chance to save the wound(s) if it has any Armour. The Armour Value is reduced by the Armour Penetration of the enemy attack causing the wound. To make an Armour Save Roll, roll a D6 for each wound and consult the table below. A natural roll of '1' will always fail. If the Armour Save is passed the wound is disregarded.

Target's Arm minus Attack's AP	Required to Save
0 or less	No save possible
1	6+
2	5+
3	4+
4	3+
5 or more	2+

Aegis Saves

A model has a final chance to disregard a wound that was not saved by its Armour Save, provided it has an Aegis Save. If it has more than one Aegis Save, choose which one to use before rolling. Unlike Armour Saves, Aegis Saves are not modified by Armour Penetration.

To make an Aegis Save, roll a D6 for each wound that was not saved by the model's Armour Save. If the result is equal or higher than the Aegis Save value, the wound is discarded. If the Aegis Save is failed (or if the model had no Aegis Save) an unsaved wound is caused.

Losing Health Points

For each unsaved wound, the unit being attacked loses a Health Point. Rank and File models in a unit share a common Health Pool.

- If the models have 1 Health Point each, remove one model for each lost Health Point.
- If the models have more than 1 Health Point each, remove whole models whenever possible and keep track of Health Points lost that are not enough to kill an entire model (e.g. by placing markers next to wounded models or by using a die).

Models are removed as casualties when they reach 0 Health Points. If unit (including single models) is wiped out, any excess lost Health Points are ignored.

For example, a unit of 6 Ogres (3 HP each) loses 7 HP. Remove two whole models (6 HP), leaving 1 Health Point loss leftover which is kept track of with a die or token. Later, this unit loses 2 HP, which is enough to kill a single Ogre since 1 Health Point was lost from the previous attack.

Removing Casualties

Casualties are removed from anywhere on the rear most rank. If the unit has a single rank, remove models as equally as possible from both sides of the unit. If the unit is Engaged in Combat, remove the models in a way that the number of units (first priority) and number of models (second priority) in base contact is maximised. Note that the requirement to remove casualties equally from both sides of a single rank unit only applies to each batch of simultaneous attacks.



Discipline Test

There are many different game mechanics that may call for a Discipline Test, such as performing a Panic Test or a Break Test. All such game mechanics are classified as Discipline Tests.

To perform a Discipline Test the player nominates a model to use their Discipline to hold the unit together, this is typically the model with the highest Discipline value in the unit. The Player now rolls 2D6 and compares the result with the Discipline Characteristic of the model. If the roll result is equal or less than the Discipline value, the test is passed. Otherwise, the test is failed.

Panic

Panic Tests are Discipline Tests taken immediately after any of the following situations arise:

- A friendly unit is destroyed within 6", including fleeing off the board, in any Phase. Measure from the closest point of the destroyed unit's Unit Boundary as it was at the start of the Phase in which the unit was destroyed, or the unit's position when it touched the Board Edge.
- A friendly unit Breaks from combat within 6". Measure from the closest point of the breaking unit's Unit Boundary before the unit makes its *Flee Move*.
- A friendly unit Flees through the unit's Unit Boundary. Test once the Fleeing unit has completed its move.
- The unit suffers, in a single Magic or Shooting Phase, Health Point losses equal to or greater than 25% of the number of HP that it had at the start of the Phase. Units that started the game as a single model (as specified on the Patrol or Armylist), do not take Panic Tests from this.

Units do not take Panic Tests if they are Engaged in Combat, if they are already Fleeing or if they already passed a Panic Test earlier during that Phase.

A unit which fails a Panic Test due to a friendly unit being destroyed, fleeing through its unit or Breaking from combat flees directly away from the closest enemy unit.

A unit which fails a Panic Test due to having suffered Health Point losses in the Magic or Shooting phase flees directly away from the unit that caused the Panic Test.

Determine the direction by drawing a line from the Centre of the enemy unit being fled from through the Centre of the panicking unit and Pivot the panicking unit around its Centre, so that the middle point of its Rear Facing is along this line (for more details on *Pivots*, see page 23). Then immediately make a Flee Move with that unit using the rules below.

Flee Move

To perform a Flee Move, roll 2D6 to determine the Flee Distance. Move the fleeing unit this distance in inches straight forward.

If this move should make the fleeing unit end its move in contact with (or within 1" of) another unit's Unit Boundary or Impassable Terrain, extend the Flee Distance with the minimum distance needed for the unit to get 1" away from such obstructions (see *Unit Spacing*, page 14). Remember that units take Panic Tests if a friendly unit flees through their Unit Boundary.

If the Flee Move takes the fleeing unit into contact with or beyond the Board Edge, the unit is destroyed. Remove the unit as a casualty as soon as it touches the Board Edge.

When a unit is fleeing it cannot perform any action, including: Declare Charges, Move (other than Flee), Shoot or Cast Spells. The Active Player can attempt to Rally Fleeing Units in the Movement Phase (see page 23).



PLAY A BASIC GAME

Only a foolish general declares a great victory. The real winner, who survives to see the state of the battlefield, knows no victory can rightly be called great

— Frau Janz, in Behemoth

Maps

While some battles may take place on a completely flat board, a Battlefield typically has Terrain features placed upon it (see *Terrain*, page 15). You and your opponent can choose a premade *Map* from page 19 by rolling a D6. Otherwise feel free to agree on the size, type, and number of Terrain Features to be placed, as well as their positions, for example following this procedure:

- 1 Divide the board into 18×24" sections.
- 2 Randomly place one Terrain feature in the centre of each section, choosing at least one feature of each type of terrain (Impassable, Elevation, Hindering).
- 3 Move features D6" in random direction.

When setting up the battlefield, put a marker such as a flag, a coin, or similar on the centre of the Battlefield. This will be used to help determine the winner of the game (see *Victory*, page 18).

Deployment

The Table is divided into halves by the straight line through the centre of the board, parallel to the table's short edges. Deployment Zones are areas more than 12" away from this line (see Figure 3).

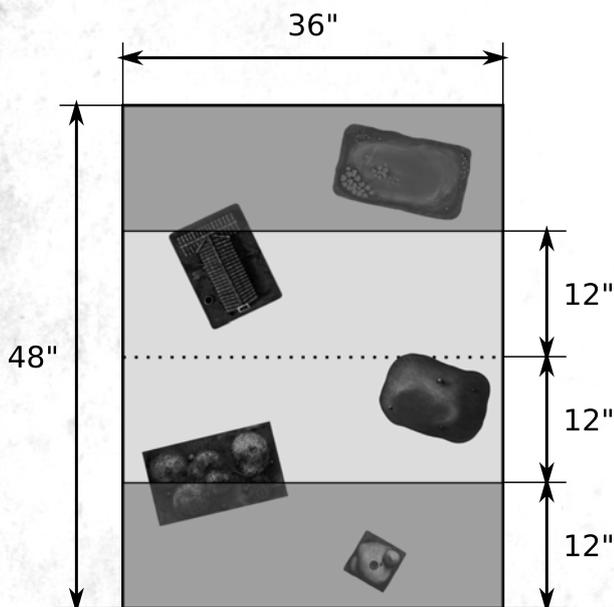


Figure 3: Deployment zones are 12" away from the straight line going through the centre of the board and parallel to the table's short edges.

Both players roll a D6. If a tie is rolled, roll again. Players proceed to deploy in the following order:

- 1 The player that rolls higher picks a side of the table and deploys first, deploying all units in their army fully inside their own Deployment Zone and following *Unit Spacing* (see page 14).
- 2 The opponent follows the same procedure to deploys their army on the opposite side.

Once both players have deployed all their units, you are ready to play the first turn. The player that deployed first has the first turn.

Turns

The 9th Age: Essence of War is a turn based game. A game lasts for 4 Game Turns. Each Game Turn is composed by two Player Turns. One player has the first Player Turn, in which they use their units to move and attack. Then the other player has their first Player Turn. When this comes to an end, Game Turn 1 is completed. This is repeated for Game Turn 2, and again until both players have completed 4 Player Turns. At this point the game ends. Each Player Turn is divided into five Phases, performed in this order:

- 1 Charge Phase
- 2 Movement Phase
- 3 Magic Phase
- 4 Shooting Phase
- 5 Melee Phase

In The 9th Age: Essence of War, we use these terms throughout the book to help clarify which player is performing a particular action: the Active Player is the player whose currently has the turn; the Reactive Player is the opponent.

Victory

After both players have played 4 Player Turns, remove all Fleeing units and all Characters from the battlefield. The player with most units within 6" of the center of the table is the winner. If there is a tie, or no player has any unit within 6" from the centre, the game ends in a draw. If one player manages to completely destroy the opposing army and it has at least one unit within 6" of the centre of the table, the game is considered a massacre.

- Elevation  6x8"
- Hindering  6x4"
- Impassable  3x4"

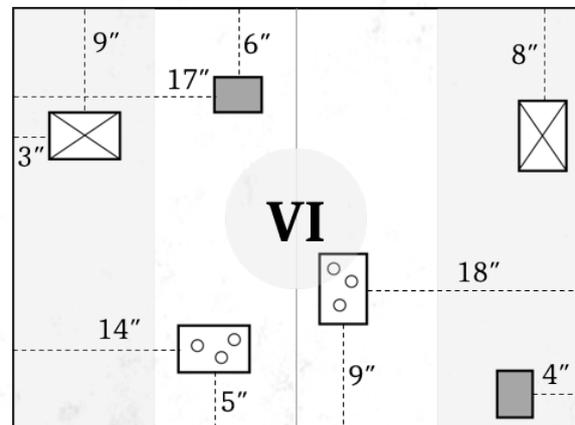
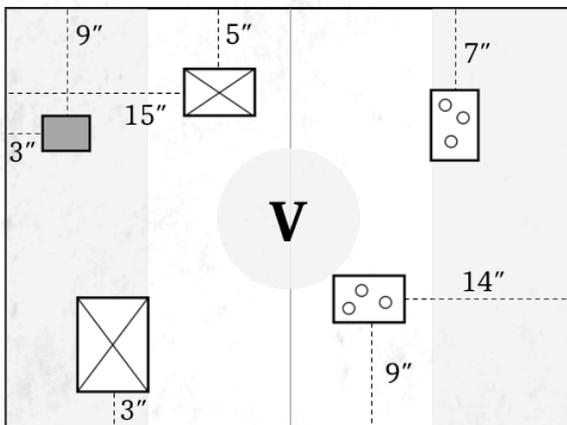
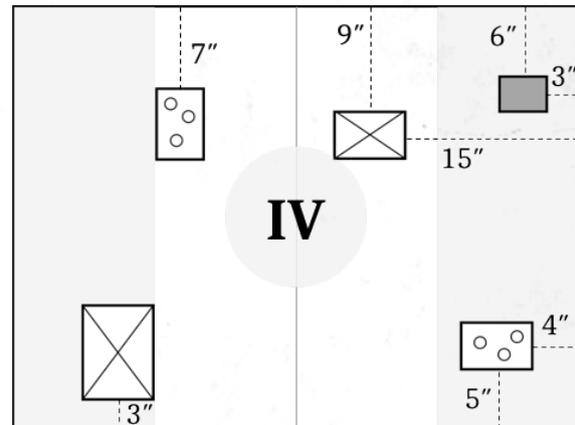
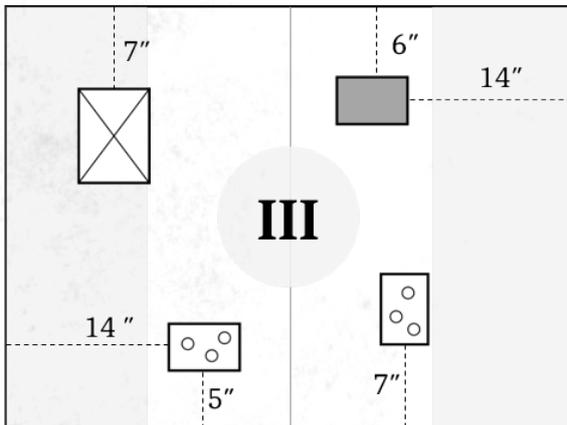
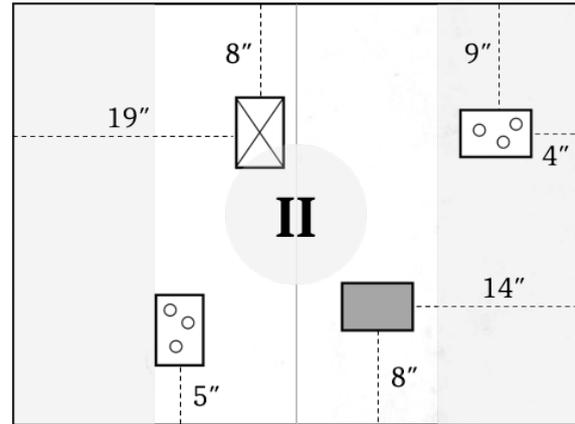
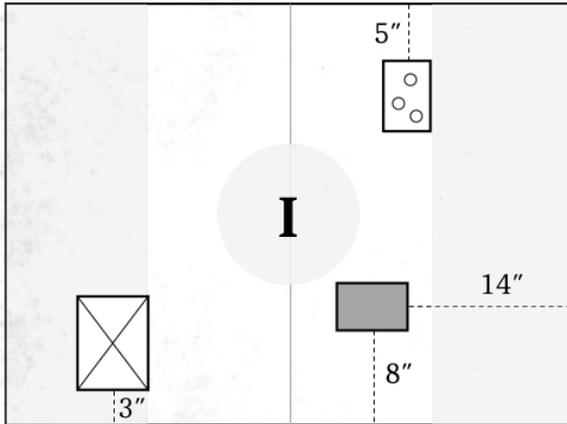
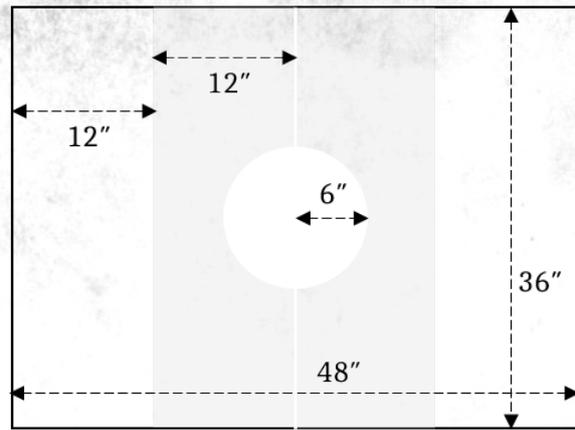


Figure 4: Choose a Map (or randomise with a D6 roll) to determine the setup of the battlefield. These Maps are 36" wide and 48" deep. Shaded areas indicate the deployment zones, and the area within 6" from the centre of the battlefield which determines Victory conditions.

CHARGE PHASE

The melee swirled upon Korontav hill; The vermin's plagues spreading ill. Upon his hellish steed, the tyrant did shriek; Onwards to victory!

— from *The Account of the Battle of Korontav Moor, A Study on Dwarven Religion*, by Cornelius Damstakle

The Charge Phase is when the Active Player has the chance to move their units into combat with enemy units. Declaring a Charge and then performing a successful Charge Move is usually the only way to engage an enemy unit in combat.

Each time the Active Player declares a charge, the Reactive Player must declare the charged unit's Charge Reaction before moving to the next Charging Unit. You can use tokens to keep track of units' Charge Declarations and Reactions.

Charge Phase Sequence

The Charge Phase is divided into the following steps:

- 1 Choose a unit and Declare a Charge
- 2 Declare and resolve Charge Reaction
 - If the unit flees, all units charging this unit may Redirect the Charge
- 3 Repeat steps 1–2 for all units that wish and can declare a Charge
- 4 Choose a Charging unit, roll for Charge Range, and move the unit
 - In Combined Charges, roll for Charge Range for all Charging Units before moving them
- 5 Repeat step 4 until Charging units have moved

Declaring Charges

Units that are Fleeing or that are Engaged in Combat cannot declare charges. Charges can only be declared at targets against which one or more models in the unit have Line of Sight to it and that the charging unit has a chance of a Successful Charge Move against. This means that there must be enough room to move the charger into base contact with its target, and that the target unit must be within the charger's potential Charge Range (Advance Rate + 12", see below).

Friendly and enemy units cannot be moved into or through whilst Charging. When considering if a charge is possible, do not take any potential Flee Charge Reactions into account, but do take already declared charges into account, since other charging units might have a chance to move out of the way.

Charge Reactions

Each time the Active Player declares a charge, the Reactive Player must declare the charged unit's Charge Reaction before any further charges are declared. There are two different Charge Reactions: "Hold" and "Flee".

Note: Before declaring a Charge Reaction, check with your opponent in which Arc the unit will be charged.

- **Hold:** A Hold reaction means that the unit prepares for impact. A unit already Engaged in Combat can only choose a Hold reaction.
- **Flee:** The charged unit flees directly away from the charging enemy. Determine the direction by drawing a line from the Centre of the charging unit through the Centre of the charged unit. Pivot the fleeing unit so that the middle point of its Rear Facing is along this line. Then immediately make a Flee Move, by advancing 2D6" (see page 17). An already fleeing unit that is charged must always choose to flee and will make an additional Flee Move.

Redirecting a charge

When a unit chooses the Flee Charge Reaction, the charger may try to Redirect the Charge by passing a Discipline Test. If failed, the unit will try to complete the charge towards the unit that Fleed. If passed, the unit can immediately declare a new charge towards another viable target unit, which chooses their Charge Reaction as normal. If more than one unit Declared a Charge against the Fleeing unit, each may try to Redirect its Charge in any order chosen by the Active Player.

A unit can only Redirect a Charge once per turn. If the situation arises that a unit Redirects a Charge and the second target also Flees, the charging unit may opt to charge either target, but must declare which one before rolling the Charge Range.

Combined Charges

After Charge Reactions and any Redirecting of charges have been determined, if two or more units are Declaring a Charge against the same single enemy unit, chargers are moved in a slightly different manner. Roll the Charge Range for all the units charging that same target unit before moving any of them. Once it has been established which units will reach their target, the Active Player can move Successful Charging units and/or Failed Chargers in any order.

Move Chargers

After all Charges and Charge Reactions have been declared and all Flee Moves completed, Charging Units will try to move into combat. Choose a unit that has declared a charge in this phase, roll its Charge Range and then perform the Charge Move. Repeat this with all units that have Declared a Charge this phase.

Charge Range

A unit's Charge Range is 2D6 plus the unit's Advance in inches, using the lowest Advance among the unit. If this is equal to or higher than the distance between the charger and its intended target, the charger can proceed to make a Successful Charge Move. Measure the distance in a straight line from the closest point between the units.

If the Charge Range is less than the distance or there is no space to complete the charge, the charge has failed and the charger performs a Failed Charge Move.

Successful Charge Move

A Successful Charge Move is resolved as follows:

- The unit may move forward an unlimited distance.
- A single *Wheel* of up to 90 degrees may be performed during the move (see figure 5).
- The front of the charging unit must contact the Charged unit in the Facing determined when declaring the Charge Reaction.
- During a Charge Move units are allowed to come within 1" (or even into base contact) of other units and Impassable Terrain as per *Unit Spacing* rule, but it is only allowed into base contact with an enemy if it is an enemy unit that it declared a Charge against
- Align units (see *Aligning Units* below).

Aligning Units

After the Charger manages to move into base contact with the Charged Unit, the units must now be aligned. An align move is performed as follows:

- Rotate the Charging Unit around the point where it contacted the unit, so that the Charging Unit's front and the Charged Unit's facing in which it was contacted are parallel.
- If this will not align the two units properly, for example due to interfering Terrain or other units, players may rotate the Charged Unit instead, or do a combination of the two, rotating the Charged unit as little as possible. If necessary to overcome an obstruction, perform a *Combat Pivot* with the Charged unit to complete the alignment.

Align moves can only be made in the direction of alignment with the enemy units Charged Facing. Units can never be moved if they are already Engaged in Combat.

Maximising Contact

Successful Charge Moves must be made so the following conditions are satisfied as best as possible:

- 1st priority: The total number of units in the Combat are maximized. Note that this is only applicable when multiple units make a Combined Charge on the same enemy unit.
- 2nd priority: The number of models (on both sides) in base contact with at least one enemy model is maximised, including models Fighting Over Gaps.

As long as all above conditions are satisfied as best as possible, charging units are free to manoeuvre into position as they please while obeying the rules for Move Chargers.

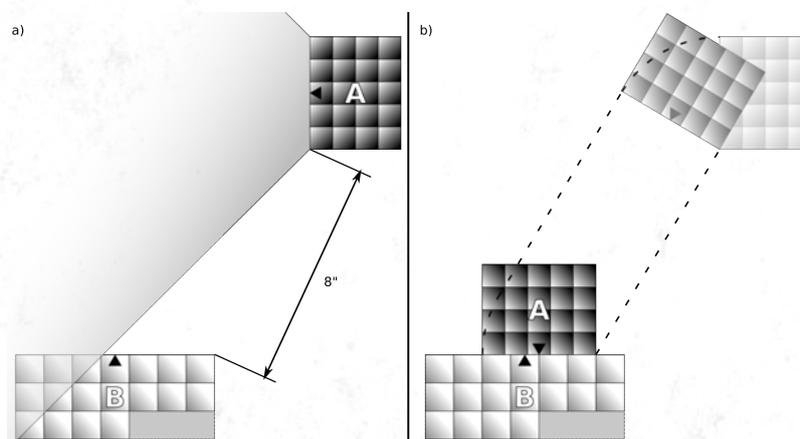


Figure 5: a) Unit A declares a charge at Unit B within its Line of Sight & Charge Range. Unit B then declares Charge Reaction: Hold. Unit A rolls Charge Range (2D6+Adv), and needs at least 8 to reach its target, which is the distance in inches from the closest points between the two units.

b) Unit A rolls enough for its Charge Range and performs a Successful Charge Move. It wheels (once, less than 90 degrees) and moves forward until it reaches Unit B, *Aligning Units* and *Maximizing Contact*.

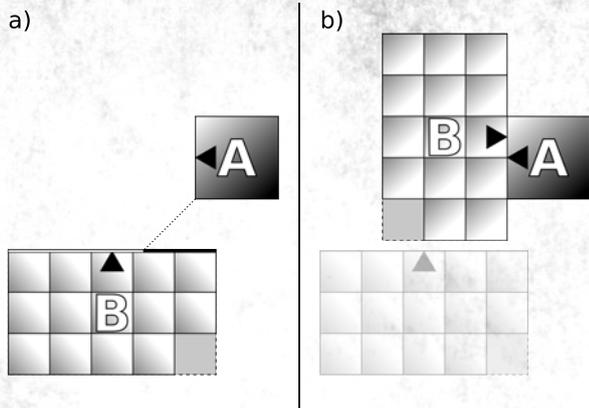


Figure 6: a) The majority of the front rank models of the charging Unit B is in the front arc of enemy Unit A, so the charging unit must contact the front facing. b) Unit B moves forward and/or wheels into base contact following the Successful Charge Move rules. The *Aligning Units* move is then performed by rotating the charging Unit B around the point of contact.

Engaged in Combat

As soon as a unit completes a Charge, it is Engaged in Combat (or Engaged) and will remain so as long as one or more models in the unit are in base contact with an enemy unit. If a unit is Engaged in Combat, all models in the unit are also considered to be Engaged in Combat. Units that are Engaged in Combat cannot move unless specifically stated otherwise, such as during *Combat Pivot* or when *Breaking from Combat*.

Successfully Charging a Fleeing Unit

When making a Successful Charge Move into contact with a Fleeing unit, follow the same rules as a normal Successful Charge Move, except that the charging unit can move into contact with any Facing of its target, no aligning is made and no maximising of base to base contact is taken into consideration.

Once the charger reaches base contact with the fleeing target, the entire fleeing unit is removed as a casualty. The charging unit may then perform a Pivot manoeuvre immediately afterwards by rotating the unit around its Centre (see page 23).

Impossible Charge

When moving Charging Units, sometimes a situation occurs where units cannot reach combat. Units block each other from reaching combat, or there is not enough space to fit all chargers, a charging unit's Front Facing crossing the Board Edge, etc. When this happens, the units that can no longer make it into combat make a Failed Charge Move.

Failed Charge Move

If a unit does not roll a sufficient Charge Range, or is unable to complete the Charge for other reasons, it performs a Failed Charge Move instead. The highest D6 rolled when rolling Charge Range becomes the move distance. Wheel the Charging unit until it faces the centre of the Charged Unit or until it cannot Wheel anymore due to obstructions (whichever comes first). Then, move the Charging unit forward by the remaining amount of movement, if any is left. Once completed, the unit is no longer considered Charging.

A Failed Charge Move may bring the unit within 1" of other units and Impassable Terrain as per the *Unit Spacing* rule (see page 14).

A unit that has Failed a Charge Move cannot move any further in this movement phase and cannot shoot in the following Shooting Phase, but Wizards may cast spells in the Magic Phase.



MOVEMENT PHASE

Speed is the essence of war

— Soon Chu, Tsuandanese sage

Rally Fleeing Units

At the start of your Movement Phase you must attempt to Rally your fleeing units, or else they will keep Fleeing from the battle. Each fleeing friendly unit must take a Discipline Test, called a **Rally Test**, in an order chosen by the Active Player.

Any unit that passes its test is no longer considered fleeing and may immediately perform a Pivot, as described on the next page. A unit that has rallied cannot move any further in this movement phase and cannot shoot in the following Shooting Phase, but rallied Wizards may cast spells in the Magic Phase.

If the test is failed, the unit immediately performs a Flee Move by moving 2D6" straight forward (page 17). When a unit is fleeing it cannot perform any action, including: Declare Charges, Move (other than Flee), Shoot or Cast Spells.

Moving Units

After all Flee moves are completed, units that have not yet moved in this Player Turn can do so. Choose an unengaged unit that did not declare a Charge in the Charge Phase and declare which type of move it will perform: Pivot, Advance or March. Repeat this process, each time choosing a new unit that you wish to move that has not yet moved in this Phase.

Units are allowed to Advance and March Move within 1" of Impassable Terrain, friendly and enemy units, but need to end their move at least 1" away from these elements (see *Unit Spacing*, page 14).

Friendly Units, Enemy Units and Impassable Terrain cannot be moved into or through whilst moving, unless specifically stated. A unit's Front Facing must remain entirely on the board at all times, and the unit must finish its move with its Unit Boundary entirely on the board (see *Board Edge*, page 15).

Units can shoot in the next Shooting Phase after a Pivot or an Advance Move (counts as having moved), but not after a March. Units can cast spells as normal, independent of moves.

Pivot

When a unit Pivots, mark the centre of the unit. Remove the unit from the Battlefield, and then place it back on the Battlefield facing any direction, with its centre in the same place as before provided there is sufficient space to place the unit in its new facing. It must follow *Unit Spacing* rules (see page 14). The unit is considered to have moved this turn.

Advance Move

When performing an Advance Move, a unit can move forward, backwards or to either side (sidestep) using the lowest Advance Rate among the unit. However, it cannot move in more than one of these directions during an Advance Move.

- **Forward:** The unit may first perform a Pivot, and then move forward a distance up to its Advance Rate. During a forward Advance Move, a unit may perform any number of Wheels.
- **Backwards:** The unit moves directly backwards a distance up to half its Advance Rate, without rounding any fractions.
- **Sidestep:** The unit moves directly to either side a distance up to half its Advance Rate, without rounding any fractions.

Single Models can perform any number of Pivots during an Advance Move.

March Move

When performing a March Move, a unit can only move forward, a distance up to its March Rate using the lowest March Rate among the unit. During a March Move, a unit may perform any number of Wheels. A unit that has Marched cannot shoot in the next Shooting Phase.

Single Models can perform any number of Pivots during a March Move.

Wheels

During an Advance or March Move, a unit may perform any number of Wheels. When performing a Wheel, rotate the unit forwards up to 90 degrees, around either of its front corners. The distance moved by the unit is equal to the distance the outer front corner of the outermost model in the first rank has moved from its starting to its ending position (not the actual distance it moved along the arc of a circle), see figure 7. All models in the unit are considered to have moved this distance.

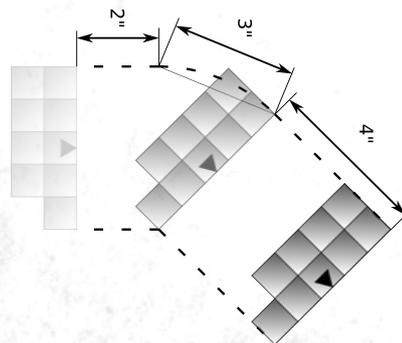


Figure 7: The unit has moved a total of $2+3+4=9$ ".

MAGIC PHASE

Dangerous, impractical, liable to explode at the wrong moment. My mother-in-law always hated magic.

— Famously said by Prince Antoine to the High Priestess of the Lady

In the Magic Phase, your Wizards (models or units with access to spells) can cast spells and your opponent can try to dispel them. Each player receives a number of Magic Dice from a Flux Card, which can be used in this Magic Phase for Casting and Dispelling spells.

At the end of the Magic Phase, the Active Player may store a single unused Magic Dice. Then both Players discard any unused Magic Dice.

Magic Phase Sequence

The Magic Phase is divided into the following steps.

- 1 Active Player draws a Flux Card and each Player gets their Magic Dice for this Phase.
- 2 Active Player adds any stored Magic Dice
- 3 Active Player performs Casting Attempt
- 4 Reactive Player performs Dispelling Attempt
- 5 If not dispelled, Resolve the spell effect
- 6 If applicable, apply the Miscast effect
Repeat step 3 if wish to cast more Spells
- 7 Magic Phase ends: Active Player may store 1 Dice and all unused Dice are discarded.

Flux Cards

Each player has a deck composed of the 6 Flux Cards given below. At the start of each Magic Phase, the Active Player randomly draws one of the Flux Cards from their deck. Alternatively, you can roll a D6 to determine which Flux Card is to be used for that Magic Phase.

The drawn Flux Card card determines how many starting Magic Dice each player gets in this Magic Phase. The Active Player also adds any previously stored Magic Dice to its pool.

Once a Flux Card has been drawn, it is discarded from the deck and cannot be used again in later Phases.

Flux Card Number	Starting Magic Dice	
	Active	Reactive
1	4	4
2	5	4
3	6	5
4	7	5
5	8	6
6	9	6

Spellcasting Sequence

Each Active Player's non-Fleeing Wizards may attempt to cast each of its known spells once per Magic Phase. In each Magic Phase a single Casting Attempt may be made for each spell, even if the spell is known by different Wizards.

Casting Attempt

First, the Active Player declares which Wizard is casting, what spell they are using, and who their target is. The Active Player then declares how many Magic Dice, from 1 die up to a maximum of 5 dice, they will use from their pool of Magic Dice for that particular spell. The Active Player rolls the dice and adds the results of the rolled dice to get the total casting roll. If the Casting Roll is equal to or higher than the Casting Value of the spell, the casting attempt is successful. The Casting Value is indicated in brackets next to the spell's name.

Dispelling Attempt

If the casting attempt is successful, the Reactive Player may choose to make a Dispelling Attempt by rolling up to 5 Magic Dice from the Reactive Player's Magic Dice pool. Add the results of the rolled dice to get the total dispel roll. The Dispelling Attempt is successful if the total dispel roll is equal to or higher than the Casting Roll — the spell is dispelled and it does not take effect. If the Dispelling Attempt is not successful or there was no attempt, the spell is successfully cast.

Discard used dice and Resolve the Spell

Any Magic Dice used for Casting and Dispelling Attempts are discarded. If the spell is successfully cast, apply the spell's effects. Hits caused by spells follow the rules for *Attacks* (page 16), and if any casualties are caused a *Panic Test* (page 17) may be required.

Miscasts

When making a Casting Roll and three or more Magic Dice roll the same value, if the spell is successfully cast and not dispelled, a Miscast occurs. First resolve the spell and then apply the results of the Miscast:

- The Caster suffers a number of Hits equal to the number of Dice used to cast the spell. Character and Support models suffer one less hit.
- Miscast Hits wound on 4+ with Armour Penetration equal to the number which rolled triple.

For example, a Character who successfully casts a spell with a roll of '5', '5', '5', '1' would suffer 3 Miscast Hits wounding on 4+ with Armour Penetration 5.

SHOOTING PHASE

My personal preference is for fighting Johnny Ogre while he's still very far away.

— Captain Samantha Keller of the Imperial Artillery

Shooting Phase Sequence

The Shooting Phase is divided into these steps.

- 1 Select a unit to perform a Shooting Attack
- 2 Determine the Aim value to Hit and resolve the Attack
- 3 Repeat step 1 with a different unit

Performing a Shooting Attack

Some units have shooting weapons or Model Rules that allow them to perform Shooting Attacks. Apply the following rules for shooting with a unit:

Choose a shooting unit and its target

Each of your units with shooting weapons can perform a Shooting Attack if conditions allow. The shooting weapons state the Range, Aim, number of shots, Strength, and Armour Penetration of the attack, as well as any potential additional rules. Units that are Fleeing, Engaged in Combat, or that have Marched, Rallied, or Declared a Charge in this turn cannot shoot.

When a unit shoots, first nominate a target unit within the shooting unit's *Line of Sight*. A unit is considered to have shooting Line of Sight to a target if one or more models in the unit have Line of Sight to it. Units that are Engaged in Combat cannot be chosen as targets. All models in the same unit must shoot at the same target.

Choose models to shoot with

Only models in the first and second rank of a unit may shoot. Check Line of Sight and Range for each individual model. A model can only shoot if the target is within its Line of Sight and within the Range of its weapon. Range is measured from the shooting model to the closest point of the target's Unit Boundary (even if this particular point is not within Line of Sight). Once this has been established, the model shoots as many times as indicated in their weapon's profile.

For each shot, roll to hit for each model based on the model's Aim modifiers, as described below. If one or more hits are scored, follow the procedure described under *Attacks* on page 16. If casualties are caused a Panic Test (see page 17) may be required.

Aim

All shooting weapons have an Aim written in brackets after the weapon's name. The Aim tells you what the model needs to roll on a D6 to successfully hit its target. This roll is called a To-Hit roll.

Note that the Aim is not bound to the weapon, instead each unit has its own Aim for a given shooting weapon available to it. For example, a Goblin King might have a Bow (3+) while a Goblin soldier only has a Bow (4+). The king would hit its target if it rolls 3 or higher on a D6, while the soldier would need to roll a 4 or higher.



Aim Modifiers

Shooting Attacks may suffer one or more Aim modifiers to their To-Hit rolls. For each modifier applicable, add +1 penalty to the Aim of the weapon, and thus reducing the chances of success. For example, an elven archer with a Longbow (3+) shooting at Long Range (+1 Aim penalty) will hit its target with a roll of 4+. If the To-Hit roll would be modified to 7+ or worse, then the model cannot hit the target. An unmodified roll of '1' always counts as failed.

Long Range	+1
Moving and Shooting	+1
Cover	+1

Long Range (+1 Aim Modifier Penalty)

All shooting weapons have a Range written in the weapon's profile. If the target is further away than half of the weapon's Range, the shooting model receives a +1 Aim modifier penalty.

Moving and Shooting (+1 Aim Modifier Penalty)

If the unit has moved during this Player Turn, all models in the unit receive a +1 Aim modifier penalty.

Cover (+1 Aim Modifier Penalty)

Cover is determined individually for each shooting model. Determine if the target benefits from Cover as follows:

- Determine which Arc of the target the shooting model is located in. The corresponding Facing is referred to as Target Facing.
- From any point on the shooting model's Front Facing, check how large the fraction of the Target Facing is that is obscured.

Apply Cover if at least 50% of the target Facing is obscured by other units, Impassable Terrain or Elevated terrain, or is inside and/or behind Hinderling Terrain.

Models always ignore their own unit and the Terrain Feature they are inside. For example, a model shooting from the second rank of a unit within Hinderling Terrain does not suffer an Aim modifier due to Cover for shooting through that Hinderling Terrain.

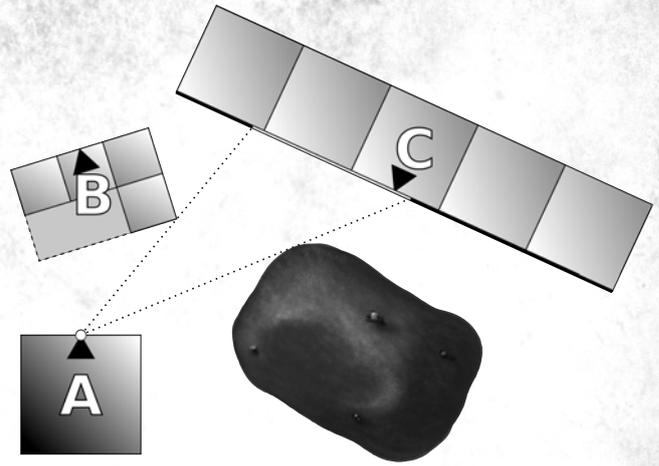


Figure 8: Example of Cover from blocked Line of Sight. Unit A is shooting at Unit C. More than half of the Target Facing of Unit C is obscured by other Unit Boundaries and terrain that blocks Line of Sight. In this case the target counts as benefiting from Cover.

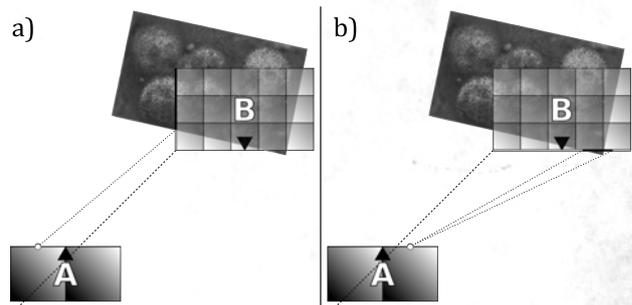


Figure 9: Example of Cover inside Hinderling Terrain.
a) The left model in the shooting Unit A is Located in the Flank Arc of unit B, so Unit B's Flank Facing is the Target Facing. More than half of the Target Facing is obscured inside the Hinderling Terrain, so Unit B benefits from Cover against the left model.
b) The right model in Unit A is Located in the Front Arc of Unit B, so Unit B's Front Facing is the Target Facing. Less than half of the Target Facing is obscured inside the Hinderling Terrain, so Unit B does not benefit from Cover against the right model.



MELEE PHASE

He passed through our ranks like a shadow made of serrated steel, red ruin in his wake.

— Report by venerable runic smith Gavan on the disastrous loss of life at the final battle of Avran's Bay

During each Melee Phase, all the ongoing Combats fight a Round of Combat. The Active Player decides the order of the Combats. A Combat is defined as a group of opposing units, which are all connected through base contact. Normally, this would be two units fighting against one another, but it could also be several units against a single enemy unit or a long chain of units from both sides.

Round of Combat Sequence

Each Round of Combat is divided into these steps:

- 1 Start of combat
- 2 Characters may Swap Places
- 3 Determine Agility Order & Who can Attack
- 4 Roll Melee Attacks, higher Agility first
 - Allocate Attacks, Roll To-Hit, To-Wound, perform Saves and remove casualties
 - Repeat 4 for the next Agility Step
- 5 Calculate Combat Result, roll Break Tests
- 6 If the Loser fails the Break Test:
 - Friendly Units within 6" roll Panic Tests. If failed, perform Flee Moves
 - Winner decides whether to Pursue
 - Roll Flee (and Pursuit) distances
 - Move Fleeing (and Pursuing) units
- 7 Perform Combat Pivots
- 8 Proceed to the next combat

Agility Order

Each Round of Combat is fought in a strict striking order, referred to as Agility Order. This is determined each Round before any attacks are made, taking into account all modifiers that affect the Agility of attacks that may be performed. Once the Agility Order has been determined for a Round, it cannot be changed. The order starts at Agility Step 10 with all attacks with Agility 10, and then working down to the lowest Agility Step 0 with all attacks with Agility 0.

At each Agility Step, all attacks from this step strike simultaneously (see Which Models can Attack, below); complete the attacks for both sides before removing any casualties. Some Models may have multiple types of attack at different Agility steps, in which case each attack is made at their corresponding Agility step.

Which Models can Attack

Models in base contact with an enemy perform Melee Attacks against the enemy during their Agility Step. This includes models in direct base contact and models Fighting Over Gaps. The number of attacks a model in base contact can make is determined by its Attack Value. Models from both players attack in each player's Melee Phase.

Supporting Attacks

Models in the second rank and not in base contact with any enemy models can perform one single Melee Attack across models in the first rank. This Melee Attack is called a Supporting Attack. Supporting Attacks can only be made against enemies in the front facing. A model can only ever make a single Supporting Attack, regardless of their Attack characteristic.

Fighting Over Gaps

Sometimes, there are gaps in a Combat. If two units are in base contact and at least one of them has a front facing towards the engaged enemy, models in these units are allowed to attack over empty gaps, but not across other units or Impassable Terrain. These models are considered to be in base contact with each other.

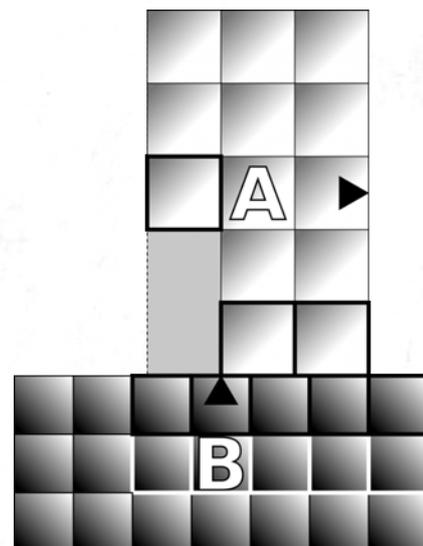


Figure 10: Unit A is not Engaged in its front, so the models cannot make Supporting Attacks.

Unit B: 5 models in the first rank count as being in base contact with an enemy and can attack (including across the empty gap). In the second rank 5 models can perform Supporting Attacks. The rest of the Models cannot attack at all.

Allocate and Roll Melee Attacks

At each Agility step, before any attacks are rolled, attacks must first be allocated against enemy models. If a model is in base contact with more than one enemy model, it can choose which model to attack. For example, a front rank model in base contact with models on its front and on its flank can choose to strike one or the other, or split attacks between the two groups.

The number of attacks that a model can make is equal to its Attack. Model rules, spells and other effects can further change this number. If a model has more than one attack, it can allocate them at will to different targets in base contact. If a model is making Supporting Attacks, it can allocate its single attack as if it was in the front of its unit in the same file. If a model could either strike at models in base contact or make Supporting Attacks, it must allocate its attacks against models in base contact. Players must allocate all attacks at a given Agility step before rolling any To-Hit rolls.

Rolling to Hit

To make Hit rolls, subtract the Defensive Skill of the target from the Offensive Skill of the attacking model and roll a D6. Consult the chart below to see what result is required based on this difference.

Attacker's Off minus Target's Def	Required to Hit
4 or more	2+
1 to 3	3+
0 to -3	4+
-4 to -7	5+
-8 or less	6+

If one or more hits are scored, follow the procedure described under *Attacks* (see page 16).

Dropping out of Combat

Removing casualties may cause units to drop out of base contact with their foe. When this happens, units are nudged back into combat the way a warrior would close the gap a fallen comrade leaves behind. At the end of each Agility step, starting with the unit that suffered the least casualties, move the unit the minimum distance needed to keep base contact between the Engaged Units. Units that are *Engaged in Combat* with more than one enemy unit are never nudged in this way. If it is not possible to keep base contact between the units, the unit drops out of Combat. Any units that are no longer Engaged in Combat follow the rules given under *No More Foes* on page 29.

Combat Result

Once all Agility steps have passed and all models have had a chance to attack, the winner of this Round of Combat is determined. This is done by calculating each side's Combat Result. To calculate Combat Results, add up all Combat Result bonuses from the list below. The side with the higher Combat Result wins the combat, the side with the lower Combat Result loses the combat. If there is a tie, both sides are treated as winners.

- **Lost Health Points on enemy units: +1 for each Health Point.** Each player adds up the number of Health Points their opponents lost during this Round of Combat. This includes units that were Engaged in the Combat but dropped out or were completely wiped out during this Round of Combat. Only include units engaged in the same combat.
- **Rank Bonus: +1 for each rank (max. +3) after the first.** Each side adds +1 to their Combat Result for each rank after the first in a single unit, up to a maximum of +3. Only count this for a single unit per side, use the unit that gives the highest Rank Bonus. Only count ranks with at least one model remaining after removing casualties.
- **Charge Bonus: +1.** Each side with one or more Charging models receives +1 to their Combat Result.
- **Flank or Rear Bonus: +2.** Each side adds +2 to their Combat Result if they have one or more units fighting an enemy in the enemy's flank or rear.



Break Tests

Units that lost the Round of Combat must each take a Break Test in an order chosen by the losing player. A Break Test is a Discipline Test with a negative modifier to their Discipline equal to the Combat Result difference. For example, a unit with Discipline 7 scores 1 Combat point and the enemy scores 3 Combat points. The unit on the losing side takes Break Tests with a -2 modifier to its Discipline, thus with a Discipline 5.

If the test is passed, the unit remains Engaged in Combat. If the test is failed, the unit Breaks and friendly units within 6" take *Panic Tests* (see page 17). After Panic Tests are rolled and resulting Flee moves resolved, the Broken unit leaves the combat (*Flee and Pursuit*, page 29).

Steadfast

Units that have more ranks than each of the enemy units Engaged in the same Combat are considered Steadfast. Only count ranks with at least one model remaining after removing casualties. Steadfast units ignore Discipline modifiers from the Combat Result difference when rolling *Break Tests*.

A unit cannot be Steadfast if it is affected by Broken Ranks (see *Hindering Terrain*, page 15), or if its flank or rear is Engaged in Combat with an enemy unit with at least 2 ranks. Remember that units which have zero ranks, such as single models, cannot be Steadfast.

No More Foes

Sometimes a unit kills all enemy units in base contact and finds itself no longer Engaged in Combat. These units always count as winning the combat, and can perform either a *Pivot* (see page 23) after all Flee and Pursuit moves from this combat are resolved, or an *Overrun* if they just Charged (see page 29).

When this happens in combats involving multiple units, the Health Points loss caused to and by the unit are counted towards the Combat Result, but all other Combat Result bonuses are ignored. Note, that the unit itself does not need to take a Break Test – it always counts as being on the winning side.

Overrun

A unit that charged into combat this turn and has no enemy units left in base contact after the Combat Round, whether from combat or any other effect, can choose to make a special Pursuit Move called Overrun instead of a Pivot. Overruns follow the rules for moving pursuing units, except that the direction of the Pursuit Move is always straight-forward.

Flee and Pursuit

Before moving Broken units, enemy units that are in base contact with any Broken units may declare a Pursuit of a single Broken unit. Each Broken unit will Flee directly away from an enemy unit in base contact chosen by the player that won the Combat Round. To be able to pursue a Broken unit, the pursuing unit cannot be *Engaged* with any non-Broken enemy units and must be in base contact with the Broken unit. Units can elect not to pursue. In this case, they may either perform a *Pivot* (see page 23) after all Flee and Pursuit moves from this combat are resolved or remain stationary.

Roll for Flee and Pursuit Distance

Each broken unit now rolls 2D6 to determine their Flee Distance, and each unit that has declared a Pursuit now rolls 2D6 to determine its Pursuit distance.

The Fleeing Unit is no longer Engaged in Combat. If any pursuing unit rolls an equal or higher Pursuit Distance than the Flee Distance of the unit it is pursuing, the fleeing unit is destroyed on the spot and removed as a casualty.

Flee Distance and Fleeing Units

Each Broken unit that was not captured and destroyed will now Flee directly away from the enemy unit previously determined by the player that won the Combat Round. Pivot each Fleeing unit so that its Rear Facing is in contact with the enemy unit it is fleeing from. Then move each unit forward a number of inches equal to the Flee Distance rolled earlier, in an order chosen by the owner. Use the rules for *Flee Move* (see page 17).

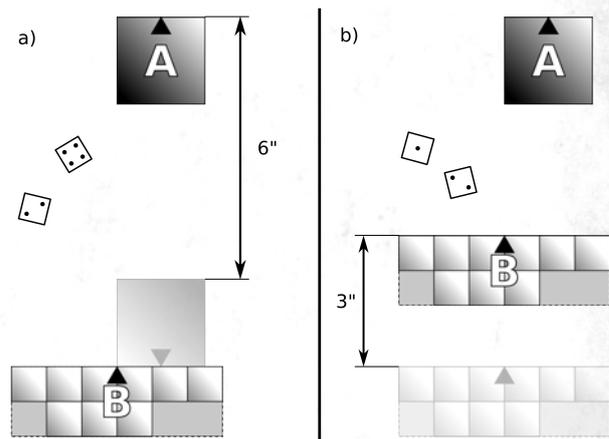


Figure 11: a) The single model Unit A Breaks from combat. It Pivots to face away from the enemy Unit B that won the combat, and then moves the Flee Distance rolled: forward 6".

b) The winning Unit B performs the Pursuit Move and moves the Pursuit Distance rolled: forward 3".

Pursuit Distance and Pursuing Units

Each pursuing unit will attempt to perform a Pursuit Move with two steps:

1. Pivot to face the pursuing direction
2. Advance forward by the pursuit distance rolled

Before moving any unit check which Pursuing units would Charge an enemy unit as a result of the Pursuit Move. The Charging units will be moved first, in the order that best satisfies the priority order of *Maximising Contact* (see page 21). Afterwards the remaining Pursuing units will be moved, in an order chosen by the owner.

Pursuit Moves are not affected by friendly units part of the same combat, which are treated like Open Terrain. The Board Edge, Impassable Terrain, enemy units that Fled from the combat involving the Pursuing unit, and friendly units that were not part of that combat are considered Pursuit Obstructions. If a Pursuit Move would bring the unit to overlap first with a Pursuit Obstruction, interrupt that Pursuit Move so the unit stops just before the unit moves into base contact with the Obstruction.

If a Pursuit Move would bring the unit to overlap first with a different enemy unit's Unit Boundary, the pursuing unit declares a Charge against that enemy unit. Determine which Arc the Pursuing unit is Located in. Remove the pursuing unit from the Battlefield and then place it back on the Battlefield with its Front Facing in base contact with its target, in the enemy facing determined previously, and *Maximising Contact*. The Charged unit may only Hold as a Charge Reaction (even if already fleeing, see *Successfully Charging a Fleeing Unit*, page 22).

If the Pursuit-based Charge creates a new combat or it joins a combat that has already been fought in this Melee Phase, it will be fought in the next Melee Phase (with the unit counting as Charging). However, if the pursuing unit joins an existing Combat that has not been fought yet in this Melee Phase, it will have a chance to fight (and possibly pursue) again this turn.

Once the Pursuit Moves have been completed, check if the pursuing unit is in a legal position (see *Unit Spacing*, page 14). It cannot be in base contact with a unit it didn't declare a Charge against. If the unit is not in a legal position, backtrack the move to the unit's last legal position.

Combat Pivot

After Fleeing and Pursuing units have moved, each unit still *Engaged in Combat* can perform a Combat Pivot. This manoeuvre can be used to bring more models into melee or, for example, to reform and face the enemy after having endured a flank charge.

- Units Engaged in more than one Facing (e.g. in Front and Flank) can never perform any Combat Pivots.
- Units on the losing side of the combat have to pass a Discipline Test in order to do so.
- After all Combat Pivot Discipline tests have been taken, the Active Player decides which player performs their Combat Pivot first. This player must complete all Combat Pivots with their units, one at a time, in any order. Then the other player can perform Combat Pivots for their units.
- Each player may choose not to Combat Pivot one or more of their units.

When performing a Combat Pivot, remove a unit from the Battlefield and place it back, following the following restrictions:

- The unit cannot move into base contact with enemy units that it was not in base contact with before the Combat Pivot.
- The unit must be placed in base contact with the same enemy units as it was before the Combat Pivot, and in contact with the same Facing of the enemy units.
- Characters that were in base contact with an enemy must still be after the Combat Pivot.
- After each Combat Pivot, there must be at least as many models of the Combat Pivoting unit in base contact with enemy models as there were before. These don't have to be the same models.

After a player has completed all their Combat Pivots, exactly the same enemy models that were in base contact with opposing models before the Combat Pivot must still be in base contact after the Combat Pivot (but they may be Engaged with different models or even units).



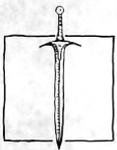
PATROLS

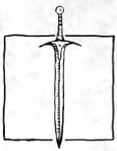


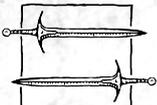


BEAST HERDS

1 Soothsayer		25×25mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	0		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	3	0	3	
General, Primal Instinct, Entwining Roots, Healing Waters						

15 Mongrel Herd		20×20mm				
 5×3 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	6			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	3	3	1	3	
Primal Instinct						

15 Wildhorn Herd		25×25mm				
 5×3 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	0		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	3	0	3	
Primal Instinct, Throwing Weapons (5+)						

3 Minotaurs		40×40mm				
 3×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	4	5	2	3	
Primal Instinct						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Primal Instinct: At the start of each Round of Combat, units with this rule must take a Discipline Test. If the test is passed, all models must re-roll failed To-Hit rolls during this Round of Combat.

Throwing Weapons: Shots 2, Range 8", *Str* and *AP* as User, no Aim modifier for Long Range or Moving & Shooting.

 **Entwining Roots**
Casting Value: 5+

Choose an enemy unit within 18" of the caster or within 6" of any Hinderer or Elevated Terrain. The chosen unit suffers -1 *Off*, -1 *Def*, and has its Weapon's Aim reduced by 1. The effects last until the start of your next Magic Phase.

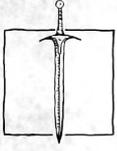
 **Healing Waters**
Casting Value: 6+

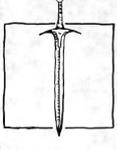
Choose a friendly unit within 18" of the caster. The chosen unit gains Aegis (5+). The effects last until the start of your next Magic Phase.

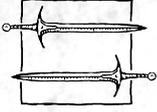


DAEMON LEGIONS

1 Harbinger		25×25mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	5	4	0	4+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	5	5	2	5	
General, Daemonic, Know Thine Enemy, Fate's Judgement						

8 Imps		25×25mm				
 4×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	6			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	3	0	5+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	2	2	0	3	
Daemonic, Energy Bolts (4+)						

12 Myrmidons		25×25mm				
 4×3 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	0	5+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	5	5	1	4	
Daemonic, Fight in Extra Rank						

5 Hellhounds		25×50mm				
 5×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	9"	18"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	4	0	5+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	5	3	0	4	
Daemonic						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Daemonic: The unit automatically passes all Panic Tests and Break Tests, and the only Charge Reaction the unit can choose is Hold. When the unit loses a combat, it suffers a Wound (without any saves allowed) for each point of Combat Score by which it lost combat.

Energy Bolts: Shots 1, Range 24", Str 5, AP 0.

Fight in Extra Rank: Models can make Supporting Attacks from the third rank.



Know Thine Enemy

Casting Value: 5+

Choose a friendly unit within 18" of the caster. The chosen unit gains +2 *Off* and +2 *Def*. The effects last until the start of your next Magic Phase.



Fate's Judgement

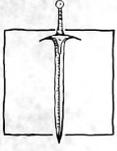
Casting Value: 5+

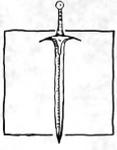
Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3 Hits that wound automatically with AP 0.

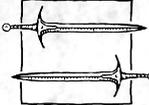


DREAD ELVES

1 Warlock Outcast		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	3	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	3	0	5	
General, Fearless, Irresistible Will, Spectral Blades, Hasten the Hour						

10 Silexian Auxiliaries		20×20mm				
 5×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	3	0	5	
Repeater Crossbow (3+)						

15 Temple Militants		20×20mm				
 5×3 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	3	0	5	
Fearless						

4 Dread Knights		25×50mm				
 4×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	7"	14"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	4		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	6	3	6	

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Fearless: The unit automatically passes all Panic Tests and the only Charge Reaction it can choose is Hold.

Irresistible Will: If this model uses 4 or 5 dices to cast a spell, the opponent suffers -1 to their Dispelling roll against it.

Repeater Crossbow: Shots 2, Range 18", Str 3, AP 0 (AP 1 within 9"), may March & Shoot.

 **Spectral Blades**
Casting Value: 6+

Choose a friendly unit within 18" of the caster. The chosen unit must re-roll failed To-Wound rolls with its Melee Attacks. The effects last until the start of your next Magic Phase.

 **Hasten the Hour**
Casting Value: 7+

Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. One model, which can be a Character joined to the unit, suffers 1 Hit that wounds automatically with AP 10.



DWARVEN HOLDS



1 Thane		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	5	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	6	6	3	0	
General, Devastating (+1 Str, +1 AP), Hewn Mountain						

10 Clan Marksmen		20×20mm				
 5×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	3	0	2	
Crossbow (4+), Devastating (+1 Str, +1 AP)						

10 Greybeards		20×20mm				
 5×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	6	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	5	4	1	2	
Devastating (+1 Str, +1 AP), Fearless, Shield Wall						

2 Hold Guardians		40×40mm				
 2×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	10			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	4		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	4	5	2	2	
Fearless						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.

Crossbow: Shots 1, Range 30", Strength 4, AP 1.

Devastating: In the first round of combat after the model has successfully charged, it gains the bonuses indicated in parentheses.

Fearless: The unit automatically passes all Panic Tests and the only Charge Reaction it can choose is Hold.

Hewn Mountain: While a model with this rule is on the Board, enemy Spell Casting Values increase by 1.

Shield Wall: The model gains *Aegis* (6+) against Melee Attacks from enemy models in the unit's Front.



Orcs & Goblins versus Dwarven Holds
(Rik "Remy77077" Newman)

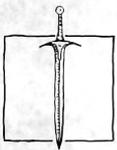


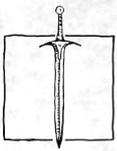
Miniatures: Avatars of War, Black Tree Design, Citadel Miniatures, First Legion, Games Workshop, Gamezone Miniatures, Marauder Miniatures, MOM Miniatures, North Star Military Figures, Shieldwolf Miniatures.

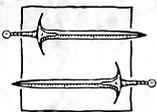


EMPIRE OF SONNSTAHL

1 Wizard		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	3	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	3	3	0	3	
General, Word of Iron, Silver Spike						

5 Electoral Cavalry		25×50mm				
 5×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	7"	14"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	5		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	3	5	2	0	

10 Handgunners		20×20mm				
 5×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	3	3	0	3	
Handgun (4+)						

15 Imperial Guard		20×20mm				
 5×3 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	4		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	4	1	3	

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Handgun: Shots 1, Range 24", Str 4, AP 2.



Word of Iron

Casting Value: 5+

Choose a friendly unit within 24" of the caster. The chosen unit gains +1 Armour. The effects last until the start of your next Magic Phase.



Silver Spike

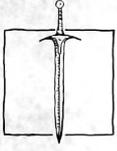
Casting Value: 5+

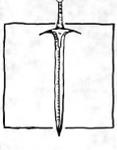
Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 1 Hit with Str 6 and AP 10. Unsaved wounds are multiplied by 2 against enemies with 2 or more HP in its Profile.

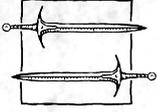


HIGHBORN ELVES

1 Mage		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	3	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	3	0	5	
General, Spellcrafting, Altered Sight, Ice and Fire						

10 Citizen Archers		20×20mm				
 5×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	3	0	5	
Arandai Longbow (3+)						

5 Highborn Lancers		25×50mm				
 5×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	9"	18"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	5		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	3	0	5	
Devastating (+2 Str, +2 AP)						

10 Flame Wardens		20×20mm				
 5×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	5	3	2	4+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	5	4	1	6	
Fearless						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Arandai Longbow: Shots 1, Range 30", *Str* 3, *AP* 0. First 3 ranks can shoot. No Aim modifier for Long Range.

Devastating: In the first round of combat after the model has successfully charged, it gains the bonuses indicated in parentheses.

Fearless: The unit automatically passes all Panic Tests and the only Charge Reaction it can choose is Hold.

Spellcrafting: Spells cast by this model have their Casting Value reduced by 1.

 **Altered Sight**
Casting Value: 5+

Choose a friendly unit within 24" of the caster. The chosen unit gains +2 *Off* and has its Weapon's Aim improved by 1. The effects last until the start of your next Magic Phase.

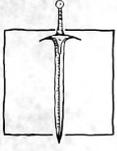
 **Ice and Fire**
Casting Value: 7+

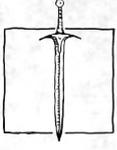
Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 2D3 Hits with *Str* 4 and *AP* 0. Successful Armour Saves against wounds caused by this spell must be re-rolled.

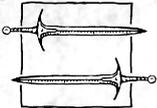


INFERNAL DWARVES

1 Prophet		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	4	4	1	2	
General, Word of Iron, Silver Spike						

10 Citadel Guard		20×20mm				
 5×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	5	2	2	
Flintlock Axe (3+)						

20 Vassal Levies		20×20mm				
 5×4 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	3	3	1	3	

3 Taurukh Enforcers		25×50mm				
 3×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	7"	14"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	5	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	5	4	1	2	
Impact (1 Hit, Str 4, AP 1)						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Flintlock Axe: Shots 1, Range 18", Str 4, AP 2.

Impact: The model performs an additional Melee Attack in the first round of a combat after the model has charged. This attack is resolved at Agility 10 and causes a number of automatic Hits with Strength and AP values as indicated in parentheses.



Word of Iron

Casting Value: 5+

Choose a friendly unit within 24" of the caster. The chosen unit gains +1 Armour. The effects last until the start of your next Magic Phase.



Silver Spike

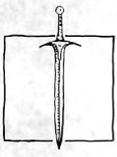
Casting Value: 5+

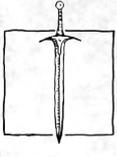
Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 1 Hit with Str 6 and AP 10. Unsaved wounds are multiplied by 2 against enemies with 2 or more HP in its Profile.

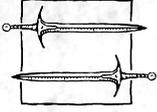


KINGDOM OF EQUITAIN

1 Damsel		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	3	3	0	6+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	3	3	0	3	
General, Know Thine Enemy, Fate's Judgement						

6 Feudal Knights		25×50mm				
 3×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	8"	16"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	5	6+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	4	1	3	
Devastating (+2 Str, +2 AP)						

10 Lowborn Archers		20×20mm				
 5×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	6			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	3	0	6+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	2	3	0	3	
Insignificant, Longbow (4+)						

3 Pegasus Knights		50×50mm				
 3×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	8"	16"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	2	4	4	5	6+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	4	4	1	4	
Fly, Devastating (+2 Str, +2 AP)						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Devastating: In the first round of combat after the model has successfully charged, it gains the bonuses indicated in parentheses.

Insignificant: The unit only causes Panic Tests on friendly units with Insignificant.

Longbow: Shots 1, Range 30", Str 3, AP 0.

Fly: The unit ignores all Terrain Features and units whilst moving. It cannot end its movement inside Impassable Terrain or units, and is normally affected by the effects of the Terrain Feature from which it starts or ends its movement.



Know Thine Enemy

Casting Value: 5+

Choose a friendly unit within 18" of the caster. The chosen unit gains +2 *Off* and +2 *Def*. The effects last until the start of your next Magic Phase.



Fate's Judgement

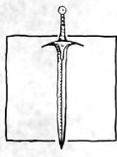
Casting Value: 5+

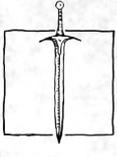
Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3 Hits that wound automatically with AP 0.

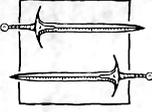


OGRE KHANS

1 Shaman		40×40mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	5	4	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	4	4	4	1	2	
General, Stomp (1 Hit, Str 4, AP 1), Hand of Heaven, Smite the Unbeliever						

20 Scraplings		20×20mm				
 5×4 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	6			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	2	3	0	3	
Insignificant						

4 Tribesmen		40×40mm				
 4×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	4	4	4	1	2	
Stomp (1 Hit, Str 4, AP 1)						

3 Bombardiers		40×40mm				
 3×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	3	4	1	2	
Hand Cannon (4+), Stomp (1 Hit, Str 4, AP 1)						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Hand Cannon: Shots D3+1 Range 24", Str 4, AP 2, no Aim modifier for Moving & Shooting.

Insignificant: The unit only causes Panic Tests on friendly units with Insignificant.

Stomp: The model performs an additional Melee Attack against models on 20×20 or 25×25mm bases. This attack is resolved at Agility 0 and causes a number of automatic Hits with Strength and AP values as indicated in parentheses.



Hand of Heaven

Casting Value: 5+

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 Hits with Str D6 and AP 2.



Smite the Unbeliever

Casting Value: 5+

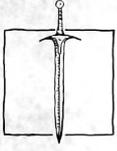
Choose an Enemy unit within 24" and roll a D6. If 1-3 is rolled, the target suffers -1 Res. If 4-6 is rolled, the target suffers -1 Str and -1 AP. The effects last until the start of your next Magic Phase.

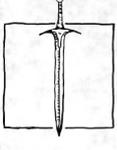


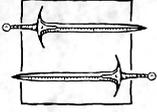
ORCS AND GOBLINS



1 Orc Shaman		25×25mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	5	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	4	4	1	2	
General, Warborn, Fireball, Flaming Swords						

20 Goblin Rabble		20×20mm				
 5×4 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	6			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	2	2	0	3	
Bow (4+)						

5 Feral Orc Marauders		25×50mm				
 5×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	7"	14"	6			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	3	4	0	2	
Devastating (+1 Str, +1 AP), Warborn						

12 Iron Orcs		25×25mm				
 6×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	5	6	4	0	
Warborn						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.

Bow: Shots 1, Range 24", Str 3, AP 0. First 3 ranks can shoot.

Devastating: In the first round of combat after the model has successfully charged, it gains the bonuses indicated in parentheses.

Warborn: The unit gains Minimised roll on Panic Tests and Break Tests.

 **Fireball**
Casting Value: 5+

Choose an enemy unit within 36" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 Hits with Str 4 and AP 0.

 **Flaming Swords**
Casting Value: 7+

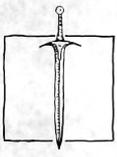
Choose a friendly unit within 18" of the caster. The target's Melee and Shooting Attacks gain a +1 To-Wound modifier. The effects last until the start of your next Magic Phase.

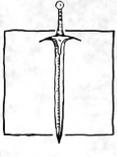


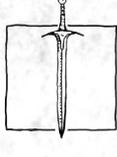
SAURIAN ANCIENTS



1 Skink Veteran on Pteradon		40×40mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	8"	16"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	4	3	3	6+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	4	5	4	1	5	
Communal Bond, Fly, Poisoned Javelin (2+)						

12 Tegu Warriors		25×25mm				
 4×3 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	3	4	1	2	
Communal Bond						

12 Skink Hunters		20×20mm				
 6×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	5			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	2	0	6+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	2	3	0	3	
Communal Bond, Poisoned Javelin (4+), Entwining Roots						

3 Caiman Warriors		40×40mm				
 3×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	7			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	3	5	2	1	
Communal Bond, Awaken the Beast						

Communal Bond: Discipline tests gain Minimised roll. Friendly units within 8" may use this unit's Discipline, provided this unit is not fleeing.

Fly: The unit ignores all Terrain Features and units whilst moving. It cannot end its movement inside Impassable Terrain or units, and is normally affected by the effects of the Terrain Feature from which it starts or ends its movement.

Poisoned Javelin: Shots 1, Range 12", Str and AP as user. No Aim modifier for Moving & Shooting. If the attack successfully hits with a natural Hit roll of '6', it automatically wounds with no roll to Wound needed. All other hits must roll to Wound as normal.



Awaken the Beast

Casting Value: 6+

Choose a friendly unit within 18" of the caster. The chosen unit gains +1 *Str* and +1 *AP*. The effects last until the start of your next Magic Phase.



Entwining Roots

Casting Value: 5+

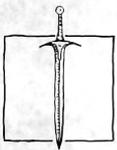
Choose an enemy unit within 18" of the caster or within 6" of any Hinderling or Elevated Terrain. The chosen unit suffers -1 *Off*, -1 *Def*, and has its Weapon's Aim reduced by 1. The effects last until the start of your next Magic Phase.

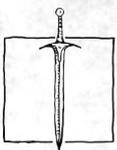


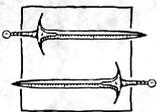
SYLVAN ELVES



1 Druid		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	3	0		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	3	0	5	
General, Sylvan Longbow (3+), Awaken the Beast, Swarm of Insects						

8 Dryads		25×25mm				
 4×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	4	0	5+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	4	4	1	5	
Fearless						

10 Sylvan Archers		20×20mm				
 5×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	3	0	5	
Sylvan Longbow (3+)						

5 Wild Huntsmen		25×50mm				
 5×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	9"	18"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	3	2	6+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	6	4	2	6	
Fearless						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.

Fearless: The unit automatically passes all Panic Tests and the only Charge Reaction it can choose is Hold.

Sylvan Longbow: Shots 1, Range 30", Str 3 (Str 4 within 15") AP 1, no Aim modifier for Moving & Shooting.

 **Awaken the Beast**
Casting Value: 6+

Choose a friendly unit within 18" of the caster. The chosen unit gains +1 *Str* and +1 *AP*. The effects last until the start of your next Magic Phase.

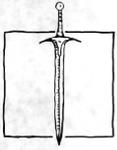
 **Swarm of Insects**
Casting Value: 6+

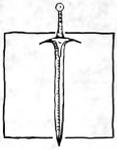
Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 4D6 Hits with *Str* 1 and *AP* 0.

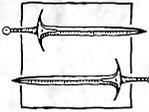


UNDYING DYNASTIES

1 Death Cult Hierarchy		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rsr</i>		
	4"	8"	7	1		
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	3	0		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	3	3	0	2	
General, The Undeath, Altered Sight, Ice and Fire, Death is only the Beginning						

15 Skeleton Archers		20×20mm				
 5×3 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rsr</i>		
	4"	8"	4	3		
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	2	3	0	2	
Aspen Bow (5+), The Undeath						

2 Skeleton Chariots		50×100mm				
 2×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rsr</i>		
	8"	10"	7	2		
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	4	3	4	1	2	
Aspen Bow (5+), The Undeath, Impact (D3+1 Hits, Str 4, AP 1)						

3 Shabtis		40×40mm				
 3×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rsr</i>		
	6"	12"	8	1		
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	4	5	2	3	
The Undeath						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Aspen Bow: Shots 1, Range 24", Str 3, AP 0. First 3 ranks can shoot. No Aim modifier for Cover, Long Range, or Moving & Shooting.

Impact: The model performs an additional Melee Attack in the first round of a combat after the model has charged. This attack is resolved at Agility 10 and causes a number of automatic Hits with Strength and AP values as indicated in parentheses.

The Undeath: The unit automatically passes all Panic Tests and Break Tests, and the only Charge Reaction it can choose is Hold. The unit cannot March, unless it starts its move within 12" of the friendly General. When the unit loses a combat, it suffers a Wound (without any saves allowed) for each point of Combat Score by which it lost the combat.



Death is only the Beginning:

The model may declare to cast *Altered Sight* with a Casting Value of 7+ **instead** of the normal version. If so, *Altered Sight* gains the following effect:

The spell's target unit recovers a number of previously lost Health Points equal to its Rsr characteristic value.



Altered Sight

Casting Value: 5+

Choose a friendly unit within 24" of the caster. The chosen unit gains +2 *Off* and has its Weapon's Aim improved by 1. The effects last until the start of your next Magic Phase.



Ice and Fire

Casting Value: 7+

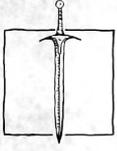
Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 2D3 Hits with *Str* 4 and *AP* 0. Successful Armour Saves against wounds caused by this spell must be re-rolled.

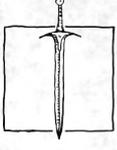


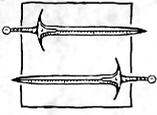
VAMPIRE COVENANT



1 Vampire Courtier		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rsr</i>		
	6"	12"	8	1		
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	4	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	4	6	6	3	6	
General, The Undeath, Arise!, Spectral Blades						

15 Ghouls		20×20mm				
 5×3 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rsr</i>		
	4"	8"	6	3		
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	0		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	3	3	0	4	
The Undeath						

20 Zombies		20×20mm				
 5×4 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rsr</i>		
	4"	8"	2	5		
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	1	3	0		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	1	3	0	1	
The Undeath						

5 Spectral Hunters		25×50mm				
 5×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rsr</i>		
	8"	16"	5	1		
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	3	1	4+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	3	5	10	0	
Fly, The Undeath						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.

Fly: The unit ignores all Terrain Features and units whilst moving. It cannot end its movement inside Impassable Terrain or units, and is normally affected by the effects of the Terrain Feature from which it starts or ends its movement.

The Undeath: The unit automatically passes all Panic Tests and Break Tests, and the only Charge Reaction it can choose is Hold. The unit cannot March, unless it starts its move within 12" of the friendly General. When the unit loses a combat, it suffers a Wound (without any saves allowed) for each point of Combat Score by which it lost the combat.



Arise!

Casting Value: {4}+ {8+}

Declare the Casting Value before rolling to cast. Choose {one} [two] friendly units within 12" of the caster. Each target recovers a number of previously lost *HP* equal to their *Rsr* characteristic value.



Spectral Blades

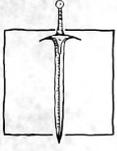
Casting Value: 6+

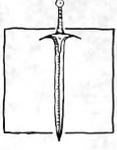
Choose a friendly unit within 18" of the caster. The chosen unit must re-roll failed To-Wound rolls with its Melee Attacks. The effects last until the start of your next Magic Phase.

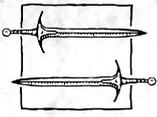


VERMIN SWARM

1 Swarm Priest		20×20mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	5			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	2	3	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	2	3	0	4	
General, Raven's Wing, The Wheel Turns						

20 Blackfur Veterans		20×20mm				
 5×4 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	6			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	2	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	4	1	5	
Eagle Standard, Life is Cheap						

15 Vermin Velites		20×20mm				
 5×3 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	5			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	4	3	0	4	
Life is Cheap, Sling (4+)						

2 Murmillo Brutes		50×50mm				
 2×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	6			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	2		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	3	5	2	4	
Eagle Standard, Rotary Gun (4+)						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Eagle Standard: While within the General's Discipline range and not fleeing, the unit and all friendly units within 8" take Discipline Tests with Minimised roll and may re-roll its failed results.

Life is Cheap: When calculating Combat Score, the first 5 Health Point losses of models in the unit with this rule grant only half a point of Combat Result bonus; round fractions up at the end.

Rotary Gun: Shots D3+1, Range 18", *Str* 4, *AP* 2. No Aim Modifier for Moving and Shooting.

Sling: Shots 1, Range 18", *Str* 3 (*Str* 4 within 9"), *AP* 0. No Aim modifier for Long Range, Moving & Shooting.

 **Raven's Wing**
Casting Value: 4+

Choose a friendly unit within 18" of the caster that is not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The chosen unit may instantly perform an 8" Advance Move.

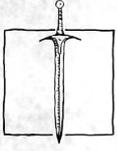
 **The Wheel Turns**
Casting Value: 6+

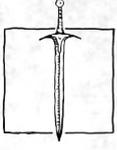
Choose a unit (friendly or enemy) within 18" of the caster. Until the start of your next Magic Phase, Melee Attacks against it always fail on natural to-Hit rolls of '1', '2' and '3' and always succeed on natural to-Hit rolls of '4', '5', and '6'.

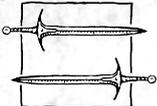


WARRIORS OF THE DARK GODS

1 Sorcerer		25×25mm				
 Single Model	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	5	3	0	3	
General, Pentagram of Pain, The Rot Within						

4 Fallen		25×25mm				
 4×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	5	4	1	4	
Fearless, Path of the Exiled						

8 Warriors		25×25mm				
 4×2 ranks	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	5	2	4	
Path of the Favoured						

3 Warrior Knights		25×50mm				
 3×1 rank	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	8"	14"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	5		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	6	3	0	
Path of the Favoured						

General: All friendly units within 12" of a non-fleeing General may use its Discipline.



Fearless: The unit automatically passes all Panic Tests and the only Charge Reaction it can choose is Hold.

Path of the Exiled: The unit must re-roll failed Break Tests. If the re-rolled Break test is failed, each model in the unit performs immediately a round of Melee Attacks and then are removed as casualties.

Path of the Favoured: The unit must re-roll failed Break Tests.



Pentagram of Pain

Casting Value: 5+

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 Hits with *Str* 4 and *AP* 1.



The Rot Within

Casting Value: 6+

Choose an enemy unit within 24" of the caster. The target suffers -1 *Off* and -1 *Def*, to a minimum of one. The caster gains +1 *Off* and +1 *Def*. The effects last until the start of your next Magic Phase.

ADVANCED RULES



ADVANCED ARMY RULES

There's nothing better for morale than a good mutiny followed by an even better quashing.

— Count Buchheim

In the Advanced rules you construct your own army. The first step to building an army is to pick one of the available factions. Then, decide with your opponent the size of the battle, expressed in Army Points. A common choice is 1600 points, but feel free to choose anything from 800 to 2400 Army Points (in increments of 100 points).

For each faction, in this book you will find an **Armylist** composed of 8 Unit Entries. Each entry contains an icon that identifies the unit as belonging to one of the four following Categories:

-  **Characters:** Single-model units that represent the most powerful leaders and spellcasters in the army.
-  **Support:** Single-model units that represent rare warmachines or exotic monsters.
-  **Core:** Ranked units that represent the most common beings in the army.
-  **Special:** Ranked units that represent veteran, elite and specialised troops.

Base Option	Marshal (0 - 2)	Duplication Limits	D=20mm				
	Single Model 150 pts	Adv	Mov	Dis			
	on Horse 175 pts	HP	Def	Res	Arm		
	Has 2 Orders (0-1) +50 pts	Att	Off	Str	AP	Agi	
Upgrade		Orders					

Figure 12: Advanced Armylist Unit entry example.

Advanced Unit entries include:

1. **Duplication Limits:** Indicated as (0-X), the maximum number of such entries allowed in a Roster.
2. **Base Option:** Listed as a fixed Point Cost, must choose only one entry.
 - For R&F units, usually its Unit Formations.
 - For Characters, usually its on foot ('Single Model') or mount ('on X') Options.
3. **Upgrades:** Listed with a '+' symbol, are optional and its Point Cost is added to the Base Option.

Write down your selection of units from the chosen army and its Point Costs on a document called **Roster**.

Army Restrictions

All rosters must follow these composition rules:

- **Army Points:** The combined points value of every unit in the army must not exceed the total Army Points cost you and your opponent have agreed on.
- **Duplication Limits:** Each individual unit entry can only be taken a limited number of times in the army, listed in the Unit Entry as (0-X).
- **Core:** At least 25% of Army Points must be spent on Core units.
- **Characters and Support:** A maximum of 50% of Army Points may be spent on Characters and Support units combined.
- **General:** Each Roster must have one Character listed as the *General* of the army. If your Roster includes more than one Character, you must indicate which one is the General. The General gains *Commanding Presence* (see page 56).

Wizards

When building your army, your Armylist will likely have access to models which can cast spells. Those models are considered Wizards. There are 4 types of wizards:

- **Conclave:** Knows the Spells indicated in the rule.
- **Apprentice:** Knows Spell 1 of the chosen Path
- **Adept:** Knows Spells 1 and 2 of the chosen Path and gains *Channel*.
- **Master:** Knows Spells 1, 2 and 3 of the chosen Path and gains *Channel*.

All Paths of Magic and its Spells can be found in *The Grimoire*, including Faction specific Spells.

Each wizard in your Roster must choose (write it down) a Path of Magic from those available in its Unit Profile. The same Path of Magic may not be chosen by more than one wizard in your army. Conclave is ignored for this purpose, as it has pre-assigned Spells.

The type of wizard and the available Paths of Magic are indicated in the Model Rules as **Type (X)**, where (X) are the Paths of Magic available to the model (or specific spells in case of Conclave).

Example: *Adept*   is a wizard with access to Alchemy and Cosmology. While building the Roster, it must choose one single Path: Cosmology or Alchemy.

CHARACTERS

I have seen larger armies, and more ferocious. But they fought as a swarm of insects that moves and thinks as one.

— Destrian explorer Captain Fernando Cabeza, on his return from the jungles of Virentia

In Advanced games Characters can also operate as part of other units, by joining them and creating a Combined Unit. A Character can only join a unit by deploying the Character in the unit during Deploying Units in the Pre-Game Phase. A Character can only deploy in a unit like this if it has the exact same base size as the unit's models.

Units can only be joined by a single Character or model with *War Platform*. Characters may not join units that do not have at least one rank in their Patrol or Armylist description. A Character joining a unit replaces a rank and file unit model in the first rank. Remove that regular unit model from the game to maintain a consistent Unit Boundary footprint (see Figure 13).

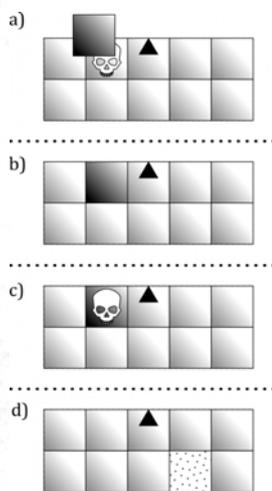


Figure 13: A Wizard (dark square) chooses to deploy in a unit of 10 Handgunners.

- One Handgunner is removed from the unit (skull).
- The combined unit is deployed with 9 Handgunners and 1 Wizard.
- During the game, the Wizard is removed as casualty.
- A Handgunner from the rear rank fills the gap left.

Once joined to a unit, the Character is considered part of the Combined Unit for all rules purposes, they cannot leave the unit, and the following rules apply:

- Characters do not gain any model rules (such as shooting weapons) that the regular unit models have when in a Combined Unit.
- Characters keep their own Health Points pool separate from the unit's R&F common pool, and both must be tracked separately.
- To perform a Discipline test, use the highest Discipline value within the combined unit's models.

Distributing Hits

When an Attack hits a Combined Unit that does not allow specific models to be targeted, such as most Spells or Shooting Attacks, the hits are all resolved against R&F models. The only way in which a Character in a Combined Unit can be attacked is either by first eliminating all the R&F models, or by allocating attacks specifically onto the Character where allowed, for example with Melee attacks from enemies in base contact.

If a Combined Unit has all its R&F models killed leaving a Character behind, the remaining Character is still considered to be the same unit for ongoing effects (such as Lasts one Turn spells) and Panic (no unit is considered destroyed).

Swap Places

If a Combined Unit is not Engaged in Combat, Characters can swap places with another model in the first rank of the unit during the Movement Phase.

If a Combined Unit is Engaged in Combat, Characters from the Active Player may swap places at the beginning of the Melee phase, but must always end up placed in the front rank and in base-to-base contact with an enemy model.

Removing Casualties in Combined Units

If a Character is standing in a position that would normally be removed as a casualty, remove the next eligible R&F model and move the non-Characters inwards. Character casualties are removed from their positions within the unit directly. Other models are then moved to fill in empty spots. When doing this, the models follow the basic rules for *Removing Casualties* (page 16).



PLAY AN ADVANCED GAME

My gods. That's so crazy it might just w-

— Final words of Field Marshal Blanco, as he was struck by an elven arrow

Maps for Advanced Rules

In Advanced games of 1200 pts or above the recommended size of the Battlefield is 54" wide and 48" deep, instead of 36"×48" which is the recommended in smaller games. If playing in a 54"×48" Battlefield, you may choose to play with one of the premade Maps from Figure 14 below: choose the desired Map or roll a D6 to determine it randomly.

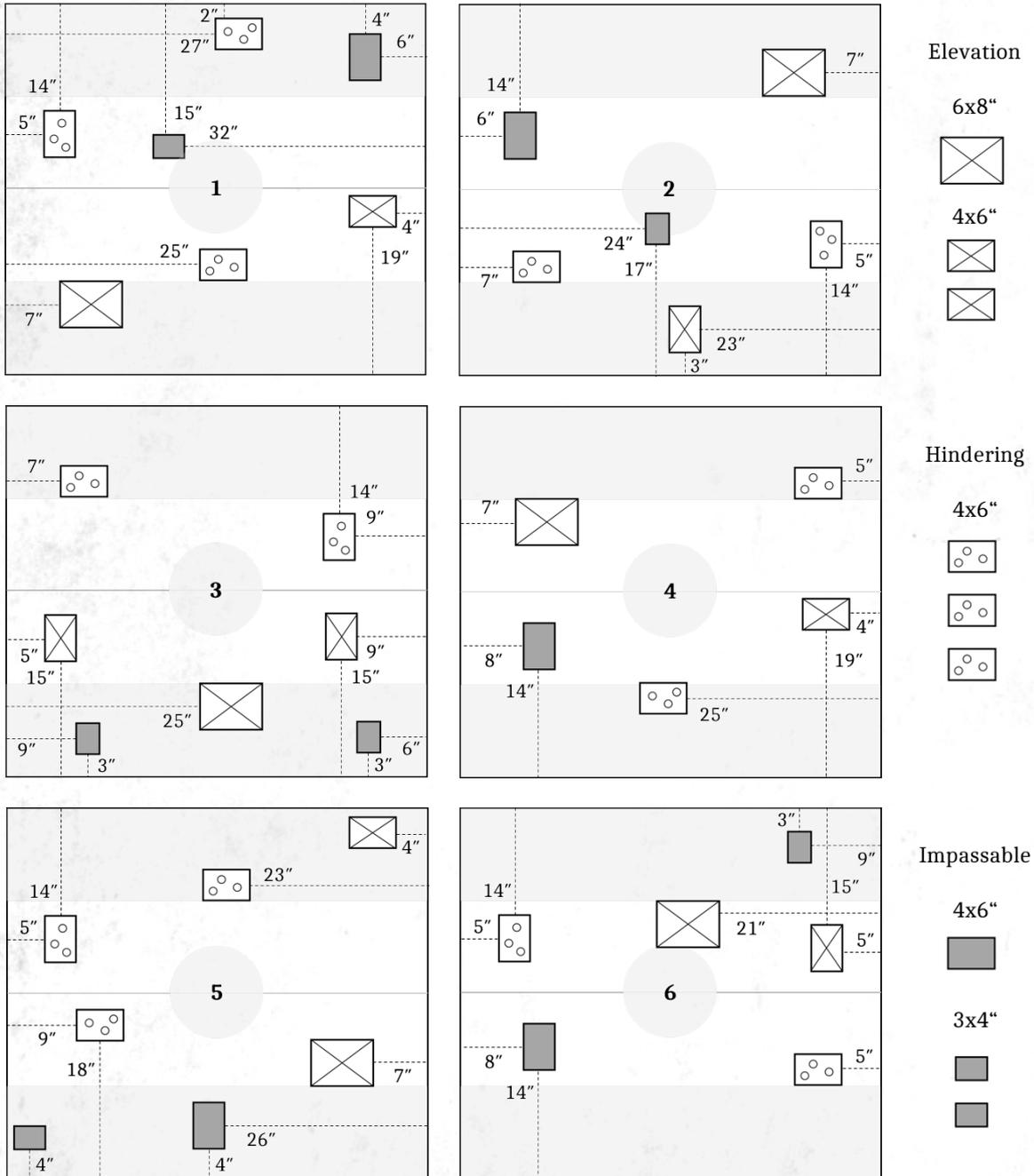


Figure 14: The Maps above are 54" wide and 48" deep. Shaded areas indicate the deployment zones and the area within 6" from the centre of the battlefield. The horizontal line divides the battlefield in two halves, and is used for *Patrolling Mission*. Each icon in the Map correspond to a Terrain Feature (see legend on the right).

Missions

In the Advanced rules, victory is achieved by destroying the enemy troops, by keeping your own troops alive, and by completing specific missions. You can also use these missions to enrich your Basic games. Note that single model Characters, Support Units and Fleeing units are ignored for the purposes of completing missions. Once the Battlefield is set up, and before Deployment starts, roll D6 to determine the Mission for this match:

1-2 Occupation

Dominate the battlefield. Your mission is to have more units within 6" of the centre of the battlefield than your opponent.

3-4 Patrolling

Defend strategic positions. Directly after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that chose their Deployment Zone. Each player places a marker in the opposite half of the battlefield, outside of the opponent's deployment zone

- at least 18" away from the other marker,
- at least 6" away from the centre of the battlefield,
- and at least 3" away from the Board Edge and Impassable Terrain.

Your mission is to have more units than your opponent within 3" of the centre of either marker.

5-6 Infiltration

Penetrate enemy territory. The player with the most units inside their opponent's Deployment Zone at the end of the game wins this Mission.

Deployment

After selecting the Map and the Mission, both players roll a die (in case of a tie, roll again):

1. The player (A) who rolled a higher result chooses their Deployment Zone.
2. The player (B) who did not choose the Deployment Zone decides which player deploys first.
3. The player chosen to deploy first now deploys its army in the assigned Deployment Zone. Then, this player chooses who will have the first Player Turn.
4. The other player then deploys in the opposite Deployment Zone.

Players are now ready to play the first turn, starting with the player which was chosen to have the first Player Turn.

Victory Points

After 5 game turns, players determine the winner of the battle. Each player calculates its Victory Points (VP) accordingly as described below:

Destroyed and Fleeing Units

For each enemy unit that has been removed as a casualty, or is fleeing at the end of the game, you gain a number of **VP equal to its Point Cost**.

Shattered Units

For each enemy non-fleeing unit that is at 25% or less of its starting Health Points (of the number taken from the Armylist) at the end of the game, you gain a number of **VP equal to its Point Cost**. Characters are counted separately from the units they have joined.

Mission Completed

If the assigned Mission is successfully completed, you gain **VP equal to 25% of the total Army Points used for the battle**.

Who is the Winner?

Once all Victory Points are added together by both players, calculate the difference and compare the result to the size of the battle.

VP Difference / Battle Size	Result
Less than 25%	Draw
Between 25% and 75%	Victory
More than 75%	Decisive Victory

For example, at the end of a 1600 points battle,

- **Player A** has
 - destroyed a 250 points unit, driven a 325 points unit out of the battlefield, and a 175 points unit is fleeing
 - shattered a 200 points unit with only 2 remaining HP (out of initial 20 HP)
 - completed the assigned Mission (400 VP)
 - Totalling 1350 VPs (250 + 325 + 175 + 200 + 400)
- **Player B** has
 - destroyed a 125 points unit and driven a 225 points unit out of the battlefield
 - has not completed the assigned Mission
 - Totalling 350 VPs (125+225).
- **The difference** is 1000 VPs in favour of Player A, which corresponds to 62.5% of the size of the battle., which is between 25% (400 VP) and 75% (1200 VP) of this 1600 points battle.

The match ends with a **Victory for Player A**.

MODEL RULES

An army is much more than a mere collection of soldiers and weapons.

— Lugo Borgo, "Warfare in the Ninth Age"

Ambush

Before units are Deployed, declare which of your units will Ambush (first player to deploy declares first). Ambushing units are not Deployed and instead enter the Battlefield on Turn 2, at the start of your Movement Phase. Only Characters with Ambush can join.

When the unit enters from Ambush, it may be placed anywhere on the Battlefield with its Rear Facing aligned and in contact with a Board Edge, except with the Edge on the Opponent's side. It must follow Unit Spacing rules, and if the unit cannot be placed it is lost. Ambushing units cannot March the turn they arrive and count as having moved for Shooting purposes.

Area Attack

When this attack hits, it is multiplied into the number of hits indicated in parenthesis, to a maximum equal to the number of models in the enemy unit. A single one of these hits has *Str* 7, *AP* 4 and Multiple Wounds (D3). All other hits have *Str* 3, *AP* 0 and no Multiple Wounds. Hits from Area Attack into a Combined Unit are all resolved against the R&F models.

Channel

During a Magic Phase, after the Flux Card is drawn and before any Spells are cast, each of the Active Player's Units and Characters with Channel may add 1 Magic Dice to its owner's pool, provided it is on the Battlefield and not fleeing.

A maximum of 2 Magic Dice may be added to the Active Player's pool due to Channel in a single Magic Phase.

Commanding Presence

Friendly units within 12" of a non-fleeing model with this rule may use the Discipline of this model instead of their own Discipline. Effects modifying the Discipline of the model with this rule are applied before borrowing its Discipline.

Devastating

In the first round of a combat after the model has successfully charged, it gains the bonus in parentheses. These bonus(es) are not applied to *Special Attacks*.

Fear

Units in contact with one or more models causing Fear suffer -1 Discipline. Units with Fear are immune to the effects of Fear.

Fearless

If half or more of a unit's models are Fearless, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing), and is immune to the effects of Fear.

Fight in extra Rank

The model can make Supporting Attacks from an additional Rank. This rule is cumulative, allowing an additional Rank to make Supporting Attacks for each instance of this rule.

Fly

A unit composed entirely of models with Fly ignores all Terrain Features and units during Charge, Failed Charge, Advance and March moves. It must follow the *Unit Spacing* rules (see page 14) at the end of the move and is normally affected by the effects of the Terrain Feature from which it starts or ends its movement.

Frenzy

At the start of the Charge phase, if a unit with a Frenzy model can declare a Charge against an enemy within 12", it must take a Discipline Test with Maximised roll. If failed, it **must** declare a Charge against it.

Insignificant

The unit only causes Panic Tests on friendly units with Insignificant. A unit joined by a Character without this rule is no longer Insignificant.

Light Troops

Light Troops **always** count as having 0 ranks, can make any number of Pivots during Advance or March moves and can Shoot even if they Marched. Characters gain Light Troops while joined to a Light Troops unit.

Lightning Reflexes

Models with Lightning Reflexes rule have +1 to hit with their Melee Attacks.

Multiple Wounds

Unsaved Wounds caused by attacks with Multiple Wounds are multiplied into the value indicated in parentheses. The amount of Wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the Target (ignoring Wounds suffered previously in the battle).

Poison

If the attack successfully hits with a natural Hit roll of '6', it automatically wounds with no Wound roll needed. All other hits must roll to wound as normal.

Rally Around the Flag

All units within 12" of a friendly non-fleeing model with this rule may re-roll failed Discipline Tests.

Supernal

When the unit fails a Break Test, it does not Flee. Instead, it suffers a Wound (without any saves allowed) for each point by which it failed the test.

Support

Models with Support may make up to 3 Supporting Attacks instead of 1.

Swiftstride

Units composed entirely of models with Swiftstride gain Maximised rolls for Charge Range, Flee Move, Pursuit and Overrun.

Towering

The model can never join a unit or be joined. When drawing Line of Sight to and from models with Towering, ignore all intervening models without Towering. Unless it has Light Troops, Towering Single Models count as having 1 rank.

Undead

Undead cannot March unless their move starts within range of a Friendly model's Commanding Presence.

At the end of the phase in which the General is removed as a casualty, Undead units must pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed.

Unstable

Units with Unstable automatically pass all Break Tests. When an Unstable unit loses a combat, it suffers a Wound (without any saves allowed) for each point of Combat Score by which it lost the combat. Only Characters with Unstable may join Unstable units.

Vanguard

After Deployment and before the first turn starts, units composed entirely of models with Vanguard may perform a 6" move. The move is performed as a combination of Advance Move and/or Pivots, as in the Movement Phase, including any actions and restrictions the unit would normally have such as Wheeling.

If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Units that have moved in this way may not Declare Charges in the first Player Turn if their side has the first turn.

War Platform

The model must be joined to a unit (even if it is *Towering*), and no other model can join the same unit. If a specific unit is indicated in parentheses, it must only join this unit. It can join units with a smaller base size **only if** the combined size of the replaced models matches the base size of the War Platform model.

Unless otherwise stated, the model must be placed in the centre of the unit's front rank. The model may not *Swap Places* and does not contribute to the number of Ranks of the combined unit.

Towering War Platform models may be chosen as the target of Ranged Attacks and of Spells which cause Hits, instead of the unit it is joined to.

Special Attacks

Special Attacks are attacks which are not affected by effects of Model Rules, Spells or Vault Enchantments. In Melee, if possible, these attacks must be allocated towards R&F enemy models in base contact, and are performed in addition to the model's normal Attacks.

The following are considered Special Attacks:

Breath (X)

Only one use per game.

Can be used either as a range 6" Shooting Attack with 'may March& Shoot', or as a Melee Attack at the model's Agility (declare the use at the start of its Agility step).

This Attack inflicts 2D3 automatic Hits at the model's Strength and Armour Penetration values (unless indicated otherwise).

Grind (X)

This Melee Attack is resolved at Agility 0 and inflicts X automatic Hits at the model's Strength and Armour Penetration values (unless indicated otherwise).

Impact (X)

Only if the model has Charged this Player Turn, against enemies in its Front.

This Melee Attack is resolved at Agility 10 and inflicts X automatic Hits at the model's Strength and Armour Penetration values (unless indicated otherwise).

Stomp (X)

Only against enemy units in 20×20 or 25×25mm bases.

This Melee Attack is resolved at Agility 0 and inflicts X automatic Hits at the model's Strength and Armour Penetration values (unless indicated otherwise).

THE GRIMOIRE

I know it's tempting, but I cannot emphasise it enough: do not try this at home!

— Archduke Karl Ferdinand, at his lecture on The Principles of Very Special Magic

In Advanced games some spells are indicated as Replicable. Players may attempt to cast Replicable Spells multiple times in the same Magic Phase by different Wizards, but each Wizard may only make a single attempt.



ALCHEMY

1. Word of Iron (5+)

Choose a friendly unit within 24" of the caster. The chosen unit gains +1 Armour. The effects last until the start of your next Magic Phase.

2. Silver Spike (5+)

Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 1 Hit with *Str* 6, *AP* 10 and Multiple Wounds (2).

3. Molten Copper (9+)

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 2D3 Hits with *Str* 1+X and *AP* 4, where X is equal to the chosen unit's Armour and has a minimum value of 2.



COSMOLOGY

1. Altered Sight (5+)

Choose a friendly unit within 24" of the caster. The chosen unit gains +2 *Off* and has its Weapon's Aim improved by 1. The effects last until the start of your next Magic Phase.

2. Ice and Fire (7+)

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 2D3 Hits with *Str* 4 and *AP* 0. Successful Armour Saves against wounds caused by this spell must be re-rolled.

3. Perception of Strength (8+)

Choose a unit within 24" of the caster. If the target is a friendly unit it gains +1 *Str* and +1 *AP*. Instead, if the target is an enemy unit it suffers -1 *Str* and -1 *AP*. The effects last until the start of your next Magic Phase.



DIVINATION

1. Know Thine Enemy (5+)

Choose a friendly unit within 18" of the caster. The chosen unit gains +2 *Off* and +2 *Def*. The effects last until the start of your next Magic Phase.

2. Fate's Judgement (5+)

Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3 Hits that wound automatically with *AP* 0.

3. Scrying ({7+} [10+])

Declare the Casting Value before rolling to cast Target {a friendly unit within 18"} [all friendly units within 6"] of the caster. Melee and Shooting Attacks against the target unit suffer a -1 To-Hit penalty. The effects last until the start of your next Magic Phase.



DRUIDISM

1. Entwining Roots (5+)

Choose an enemy unit within 18" of the caster or within 6" of any Hindering or Elevated Terrain. The chosen unit suffers -1 *Off*, -1 *Def*, and has its Weapon's Aim reduced by 1. The effects last until the start of your next Magic Phase.

2. Healing Waters (6+)

Choose a friendly unit within 18" of the caster. The chosen unit gains Aegis (5+). If the target already had Aegis (5+), it gains Aegis (4+) instead. The effects last until the start of your next Magic Phase.

3. Master of Earth (8+)

Choose an enemy unit within 18" of the caster or within 6" of any Hindering or Elevated Terrain. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 2D3 Hits with *Str* 4 and *AP* 1.



EVOCATION

1. Spectral Blades (6+)

Choose a friendly unit within 18" of the caster. The chosen unit must re-roll failed To-Wound rolls with its Melee Attacks. The effects last until the start of your next Magic Phase.

2. Hasten the Hour (7+)

Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. One model, which can be a Character joined to the unit, suffers 1 Hit that wounds automatically with AP 10.

3. Danse Macabre (8+)

Target all friendly units within 9" of the caster that are not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The target units may instantly perform a 6" Advance Move.



OCCULTISM

1. Pentagram of Pain (5+)

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 Hits with Str 4 and AP 1.

2. The Rot Within (6+)

Choose an enemy unit within 24" of the caster. The target suffers -1 Off and -1 Def, to a minimum of one. The caster gains +1 Off and +1 Def. The effects last until the start of your next Magic Phase.

3. The Grave Calls (9+)

Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 2D3 Hits with Str 5 and AP 2.



PYROMANCY

1. Fireball (5+)

Replicable

Choose an enemy unit within 36" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 Hits with Str 4 and AP 0.

2. Flaming Swords (7+)

Choose a friendly unit within 18" of the caster. The target's Melee and Shooting Attacks gain a +1 To-Wound modifier. The effects last until the start of your next Magic Phase.

3. Scorching Salvo (8+)

Targets all enemy units within 18" of the caster which are not Engaged in Combat. The target units suffer D3+1 Hits with Str 4 and AP 0.



SHAMANISM

1. Awaken the Beast (6+)

Choose a friendly unit within 18" of the caster.

The chosen unit gains +1 Str and +1 AP. The effects last until the start of your next Magic Phase.

2. Swarm of Insects (6+)

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 4D6 Hits with Str 1 and AP 0.

3. Break the Spirit (8+)

Choose an enemy unit within 18" of the caster. The target suffers -1 to Hit and treats all Terrain (including Open Terrain) as *Dangerous Terrain* (2). The effects last until the start of your next Magic Phase.





THAUMATURGY

1. Hand of Heaven (5+)

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 Hits with *Str* D6 and *AP* 2.

2. Smite the Unbeliever (5+)

Choose an Enemy unit within 24" and roll a D6. If 1-3 is rolled, the target suffers -1 Res. If 4-6 is rolled, the target suffers -1 *Str* and -1 *AP*. The effects last until the start of your next Magic Phase.

3. Wrath of God (10+)

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. Each (enemy and friendly) unengaged unit within 2D3" of the target suffers 2D3 Hits with *Str* 5 and *AP* 2.



BATTLE RUNES

1. Rune of Resolve (4+)

Choose a friendly unit within 12" of the caster that is not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The chosen unit may instantly perform a 8" Advance Move.

2. Rune of Resilience (8+)

Choose a friendly unit within 12" of the caster. All To-Wound rolls against the target suffer a -1 modifier. The effects last until the start of your next Magic Phase.

3. Rune of Revocation (8+)

Choose a unit within 12" of the caster. All spell effects currently affecting the unit are terminated and the next spell cast by your opponent on this unit is automatically dispelled. The effects last until the start of your next Magic Phase.



WITCHCRAFT

1. Raven's Wing (4+)

Choose a friendly unit within 18" of the caster that is not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The chosen unit may instantly perform an 8" Advance Move.

2. The Wheel Turns (6+)

Choose a unit (friendly or enemy) within 18" of the caster. Until the start of your next Magic Phase, Melee Attacks against it always fail on natural to-Hit rolls of '1', '2' and '3' and always succeed on natural to-Hit rolls of '4', '5', and '6'.

3. Bewitching Glare (9+)

Choose an enemy unit within 18" of the caster. Melee and Shooting Attacks against the chosen unit must re-roll failed To-Wound rolls. The effects last until the start of your next Magic Phase.

FACTION-SPECIFIC SPELLS



Black Wing Totem (8+)

Choose a friendly unit within 18" of the caster. Until the beginning of your next magic phase, the chosen unit gains +3 *Agi* and adds D3+1" to its Charge Range.



Blooded Horn Totem (8+)

Choose a friendly unit within 18" of the caster. Until the beginning of your next magic phase, the chosen unit gains +1 *Att* and its melee attacks gain +2 *AP*.



Spear of Infinity (4+)

Replicable

Choose an enemy unit within 24" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 1 Hit with *Str* 5, *AP* 1 and Multiple Wounds (2).



Death is only the Beginning ()

Successfully cast Amplified Spells trigger this additional effect on each friendly unit it targets

The unit (or a Character joined to it) recovers a number of previously lost Health Points equal to its *Rsr* characteristic value. Characters and Towering models may each only recover up to 1 *HP* per Magic Phase.



Arise! ({4} + [8+])

Replicable

Declare the Casting Value before rolling to cast

Choose {one} [two] friendly units (or a Character joined to it) within 12" of the caster. Each target recovers a number of previously lost *HP* equal to their *Rsr* characteristic value. Characters and Towering models may each only recover up to 1 *HP* per Magic Phase.

THE VAULT

In Advanced games each Character is allowed to equip up to 100 points worth of item Enchantments, which must be indicated in the Roster. A Character can only take up to one Weapon, one Armour, one Artefact and one Banner Enchantment, except *Towering* models which **cannot take** Armour Enchantments. Each Enchantment can only be taken once within the Roster.

Enchanted Weapons

Eldrich Inscriptions (50 pts)

Failed to-Wound rolls from attacks made with this weapon must be re-rolled.

Touch of Greatness (50 pts)

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Cleansing Light (25 pts)

Successful Aegis Saves taken against attacks made with this weapon must be re-rolled.

Shield Breaker (25 pts)

Attacks made with this weapon gain +6 Armour Penetration, and can never wound on natural to-Wound rolls of '1' and '2'.

Supernatural Dexterity (25 pts)

The wielder gains +2 Offensive Skill and +2 Agility.

Enchanted Armour

Destiny's Call (75 pts)

Cannot be taken by models mounted on "Chariot". The model gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Armour of Shielding (50 pts)

The model gains Aegis (5+).

Essence of Mithril (50 pts)

Cannot be taken by models mounted on "Chariot". The model's Armour is set to 5 and it can never be improved beyond this.

Hardening Infusion (25 pts)

The model gains +1 Armour to a maximum of 5.

Banners

Banner of Speed (50 pts)

All friendly units within 6" gain +1" Advance and +2" March Rate, provided this model is not fleeing.

Battle Standard (50 pts)

Cannot be taken by the General. The model gains *Rally Around the Flag*.

Banner of Discipline (25 pts)

All friendly units within 6" may re-roll failed Panic Tests, provided this model is not fleeing.

Artefacts

Crown of the Wizard King (75 pts)

Cannot be taken by Wizard. At the beginning of the battle before Deployment, choose any Path of Magic which none of your Wizards have access to its Spell number 1. The model becomes an Apprentice of the chosen Path.

Binding Scroll (50 pts)

One use only. At the beginning of the opponent's magic phase, choose one spell available to the opponent. The spell cannot be cast this turn.

Signet of Command (50 pts)

The model gains +1 Discipline to a maximum of 9.

Talisman of the Void (50 pts)

Can only be taken by a Wizard Master. The model's *Channel* adds 2 Magic Dice instead of 1.

Crown of Autocracy (25 pts)

The model's range of *Commanding Presence* is increased by 3" up to a maximum of 18". If the model does not have *Commanding Presence*, it gains *Commanding Presence* with its range set to 3".

Crystal Ball (25 pts)

If the model is on the Battlefield, the first friendly Dispelling Attempt in each magic phase gains a +1 modifier.

Dragon Staff (25 pts)

The model gains *Breath* (Str 4, AP 0).

Obsidian Rock (25 pts)

Enemy spells targeting the model's unit suffer -2 to their Casting Attempt.

THE BESTIARY

Enchanted axe? Overrated. Mercenary pyromancer? Unreliable. Great Elk? Solid.

— Hunter-merchant at the Steppe Fair

Characters may have access different Mount options in their Armylist entry and may choose one while building the Roster. Mount options are found in the Character Base Options listed as "on X", where X is the Mount name (sometimes abbreviated). When a Mount option is chosen, the Character is considered Mounted.

If you pick a Mount consult the entry below and replace the Character's base size and characteristics with the values listed in it. The Character also gains the *Model Rules* (see page 56) listed in the Mount Entry.

Beastie	25×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	16"			+1

Swiftstride

Cadaver Wagon	60×100			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
4"	8"	4	4	+2

Impact (1 Hit, Str 4, AP 1)
Grind (4 Hits, Str 3, AP 0)

Great Beast	50×75			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
7"	14"		5	+1

Grind (2 Hits, Str 5, AP 2)
Stomp (1 Hit, Str 5, AP 2)
Fear, Swiftstride
Towering

Lion Chariot	50×100			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	8"	4	4	+2

Impact (D3+1 Hits, Str 5, AP 2)
Grind (2 Hits, Str 5, AP 2)
Swiftstride

Beastie Chariot	50×100			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	8"	4	4	+1

Impact (D3+1 Hits, Str 5, AP 2)
Grind (2 Hits, Str 3, AP 1)
Swiftstride

Elven Horse	25×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
9"	18"			+2

Swiftstride

Great Elk	50×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	16"		5	+1

Swiftstride

Pegasus	40×40			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	16"		4	+1

Stomp (1 Hit, Str 4, AP 1)
Fly, Light Troops
Swiftstride

Bull (of Shamut)	50×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Aeg</i>
6"	12"	4	5	5+

Impact (1 Hit, Str 5, AP 2)
Grind (2 Hits, Str 5, AP 2)
Fly, Light Troops, Swiftstride
Fear, Supernal, Towering

Flying Beast	50×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	16"	4	5	3

Grind (2 Hits, Str 5, AP 3)
Stomp (1 Hit, Str 5, AP 3)
Fly, Light Troops, Swiftstride
Fear, Towering

Horse	25×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
7"	14"			+2

Swiftstride

Pegasus Charger	50×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	16"		4	+2

Stomp (1 Hit, Str 4, AP 1)
Fly, Light Troops
Swiftstride
Towering

Praetorian Brute	40×40			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
6"	12"		5	+1
Grind (2 Hits, Str 5, AP 2)				
Stomp (1 Hit, Str 5, AP 2)				
War Platform				

Raptor	25×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
7"	14"			+2
Swiftstride				

Skeleton Chariot	50×100			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	10"			+1
Impact (2D3 Hits, Str 4, AP 1)				
Grind (2 Hits, Str 3, AP 0)				
Swiftstride				

War Dais	50×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
		4		+2
Grind (2 Hits, Str 4, AP 1)				
War Platform				

Pteradon	40×40			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	16"	3		+1
Grind (2 Hits, Str 4, AP 1)				
Stomp (1 Hit, Str 4, AP 1)				
Fly, Light Troops				
Swiftstride, Vanguard				

Shield Bearers	40×20			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
		4		+2
Grind (1 Hit, Str 4, AP 1)				
War Platform				

Taurosaur	50×100			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
6"	10"	5	5	4
Impact (D3 Hits, Str 6, AP 3)				
Grind (2 Hits, Str 6, AP 3)				
Stomp (D3 Hits, Str 6, AP 3)				
Fear, Swiftstride, Towering				

Wardens	50×75			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
6"	12"	5		3
Grind (2 Hits, Str 5, AP 2)				

Raiding Chariot	50×100			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
7"	7"	4	5	+2
Impact (D3+1 Hits, Str 5, AP 2)				
Grind (2 Hits, Str 4, AP 1)				
Swiftstride				

Skeletal Horse	25×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	16"			+1
Swiftstride				

Unicorn	25×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
10"	20"		4	+1
Swiftstride				

Warhorse	25×50			
<i>Adv</i>	<i>Mar</i>	<i>HP</i>	<i>Res</i>	<i>Arm</i>
8"	16"			+2
Swiftstride				



ARMYLISTS





BEAST HERDS

Ambushing Party: Before the roll to determine which player starts, choose up to one unmounted Character, and up to 2 units of max. 225pts each from Core and/or Centaurs: they gain Ambush. This rule can only be triggered once per Army.

Bow: Shots 1, Range 24", Str 3, AP 0. First 3 ranks can shoot.

Great Totem (Bearer): The model is a *Conclave* (🐉 *Black Wing Totem*, 🐉 *Blooded Horn Totem*).

Hurl Attack: Shots 1, Range 24", Area Attack (12). No Aim modifier for Cover or Moving & Shooting.

Primal Instinct: At the start of each Round of Combat, units with this rule must take a Discipline Test. If the test is passed, all models must re-roll failed To-Hit rolls during this Round of Combat.

Throwing Weapons: Shots 2, Range 8", Str and AP as User, no Aim modifier for Long Range or Moving & Shooting.

Soothsayer (0 - 2)		25×25mm				
Single Model 200 pts	Adv	Mar	Dis			
	5"	10"	8			
on Raid. Chariot 225 pts	HP	Def	Res	Arm		
	3	4	5	0		
Master + 50 pts	Att	Off	Str	AP	Agi	
	2	5	3	0	3	
Adept , Ambushing Party, Primal Instinct						

Beast Chieftain (0 - 2)		25×25mm				
Single Model 125 pts	Adv	Mar	Dis			
	5"	10"	8			
on Raid. Chariot 225 pts	HP	Def	Res	Arm		
	3	5	5	2		
Great Totem (0-1) + 75 pts	Att	Off	Str	AP	Agi	
	3	5	6	3	0	
Ambushing Party, Primal Instinct						

Cyclops (0 - 1)		50×100mm				
Single Model 300 pts	Adv	Mar	Dis			
	7"	14"	8			
	HP	Def	Res	Arm	Aeg	
	6	2	5	0	5+	
	Att	Off	Str	AP	Agi	
	5	2	6	3	3	
Fear, Fearless, Hurl Attack (4+), Stomp (D3), Towering						

Minotaurs (0 - 3)		40×40mm				
3×1 rank 225 pts	Adv	Mar	Dis			
	6"	12"	7			
2×2 ranks 300 pts	HP	Def	Res	Arm		
	3	4	4	2		
	Att	Off	Str	AP	Agi	
	3	4	5	2	3	
Fearless, Frenzy, Impact (1), Primal Instinct, Stomp (1), Support						

Centaurs (0 - 2)		25×50mm				
5×1 rank 175 pts	Adv	Mar	Dis			
	8"	16"	7			
4×2 ranks 250 pts	HP	Def	Res	Arm		
	1	5	4	2		
5×2 ranks 300 pts	Att	Off	Str	AP	Agi	
	2	4	4	1	3	
Devastating (+1 Str, +1 AP), Fearless, Primal Instinct, Swiftstride, Throwing Weapons (5+)						

Mongrel Herd (0 - 3)		20×20mm				
5×3 ranks 125 pts	Adv	Mar	Dis			
	5"	10"	6			
5×4 ranks 175 pts	HP	Def	Res	Arm		
	1	3	3	1		
6×5 ranks 250 pts	Att	Off	Str	AP	Agi	
	1	3	3	1	3	
Primal Instinct, Fight in Extra Rank						

Wildhorn Herd (0 - 3)		25×25mm				
5×3 ranks 150 pts	Adv	Mar	Dis			
	5"	10"	7			
5×4 ranks 200 pts	HP	Def	Res	Arm		
	1	4	4	0		
6×4 ranks 250 pts	Att	Off	Str	AP	Agi	
	2	5	3	0	3	
Primal Instinct, Throwing Weapons (5+)						

Mongrel Raiders (0 - 2)		20×20mm				
5×2 ranks 100 pts	Adv	Mar	Dis			
	5"	10"	6			
5×3 ranks 150 pts	HP	Def	Res	Arm		
	1	3	3	0		
6×3 ranks 175 pts	Att	Off	Str	AP	Agi	
	1	3	3	0	3	
Bow (4+), Light Troops, Primal Instinct						



DAEMON LEGIONS

Conclave: The unit is a *Conclave* (Spear of Infinity) and gains *Immortal Denizens*.

Daemon Mage: The model is *Apprentice* (Shield, Spear of Infinity, Wings) and cannot take enchantments from the Vault.

Energy Bolts: Shots 1, Range 24", Str 5, AP 0.

Horde: The model has *HP* 6, *Att* 6 and a 100x100mm Base Size. It replaces its *Impact* with *Impact (3D3)*.

Know Thyself: At the start of each Round of Combat, add the Attack Value of each enemy model in base contact to the Attack Value of this model (up to max. 5 Attacks). This effect lasts until the end of the Round.

Immortal Denizens: Spells cast with one or two dice by models with this rule gain a +1 Casting modifier.

Protean Adept: The model gains *Channel* and knows the Spell 1 from an additional Path of those available.

Wings: The model gains *Adv* 7", *Mar* 14" and *Fly*.

Harbinger (0 - 2)		25x25mm				
Single Model 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
on Great Beast 250 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	5	4	0	4+	
<i>Adept</i> + 75 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	5	5	2	5	
Daemon Mage, Fearless, Immortal Denizens, Supernal, Swiftstride						

Kuulima's Deceiver (0 - 1)		25x25mm				
Single Model 300 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	9			
Wings 350 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	4	6	5	0	4+	
Protean Adept 375 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	8	5	2	5	
Daemon Mage, Fearless, Immortal Denizens, Know Thyself, Poison, Supernal, Swiftstride						

Threshing Engine (0 - 2)		50x100mm				
Single Model 150 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	10"	10"	7			
Horde (0-1) 250 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	4	4	4	0	5+	
Conclave (0-1) + 50 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	4	4	3	3	3	
Fearless, Impact (2D3 Hits, Str 4, AP 3), Supernal, Swiftstride						

Hellhounds (0 - 2)		25x50mm				
5x1 rank 150 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	9"	18"	7			
4x2 ranks 200 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	4	0	5+	
5x2 ranks 250 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	5	3	0	4	
Fearless, Supernal, Swiftstride						

Veil Serpents (0 - 2)		40x40mm				
3x1 rank 225 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	9"	12"	7			
2x2 ranks 275 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	4	4	0	5+	
Conclave (0-1) + 50 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	4	4	0	4	
Fearless, Fly, Light Troops, Poison, Stomp (1), Supernal, Support, Swiftstride						

Imps (0 - 2)		25x25mm				
4x2 ranks 150 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	6			
6x2 ranks 200 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	3	0	5+	
Conclave (0-1) + 50 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	2	2	0	3	
Fearless, Supernal, Swiftstride, Energy Bolts (4+)						

Myrmidons (0 - 3)		25x25mm				
3x3 ranks 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	8			
4x3 ranks 225 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	0	5+	
5x3 ranks 275 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	5	5	1	4	
Fearless, Supernal, Swiftstride, Fight in Extra Rank						

Lemures (0 - 3)		25x25mm				
5x2 ranks 200 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	7			
4x3 ranks 250 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	5	5	0	5+	
5x3 ranks 300 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	3	3	0	2	
Fearless, Supernal, Swiftstride						



DREAD ELVES

Academy Trained: A unit with all its models with this rule gains *Devastating* (+1 Adv) if within 8" of another friendly model with *Academy Trained* that is not fleeing.

Conclave: The unit is a *Conclave* (👁 Perception of Strength).

Irresistible Will: If this model uses 4 or 5 dices to cast a spell, the opponent suffers -1 to their Dispelling roll against it.

Rage: The model's Attack Value is increased by the difference between the model's starting HP minus the current value.

Repeater Crossbow: Shots 2, Range 18", Str 3, AP 0 (AP 1 within 9"), may March & Shoot.

Ruthless Efficiency: The model's Melee Attacks gain +1 To-Wound during the First Round of Combat.

Dread Knights (0 - 2)					25×50mm
4×1 rank 250 pts	Adv	Mar	Dis		
	7"	14"	9		
5×1 rank 300 pts	HP	Def	Res	Arm	
	1	5	3	4	
4×2 ranks 375 pts	Att	Off	Str	AP	Agi
	2	5	6	3	6
Ruthless Efficiency, Swiftstride					

Warlock Acolytes (0 - 1)					25×50mm
5×1 rank 200 pts	Adv	Mar	Dis		
	9"	18"	9		
4×2 ranks 325 pts	HP	Def	Res	Arm	Aeg
	1	4	3	2	5+
Conclave + 50 pts	Att	Off	Str	AP	Agi
	2	5	4	1	5
Light Troops, Lightning Reflexes, Ruthless Efficiency, Swiftstride					

Warlock Outcast (0 - 2)					20×20mm
Single Model 225 pts	Adv	Mar	Dis		
	5"	10"	8		
on Elven Horse 225 pts	HP	Def	Res	Arm	
	3	4	3	1	
<i>Master</i> + 50 pts	Att	Off	Str	AP	Agi
	2	5	3	0	5
Adept (👁🧠🦋), Irresistible Will, Lightning Reflexes, Ruthless Efficiency					

Silexian Auxiliaries (0 - 2)					20×20mm
5×2 ranks 175 pts	Adv	Mar	Dis		
	5"	10"	8		
7×2 ranks 250 pts	HP	Def	Res	Arm	
	1	5	3	2	
	Att	Off	Str	AP	Agi
	1	4	3	0	5
Academy Trained, Lightning Reflexes, Repeater Crossbow (3+), Ruthless Efficiency					

Silexian Officer (0 - 2)					20×20mm
Single Model 175 pts	Adv	Mar	Dis		
	5"	10"	10		
on Raptor 200 pts	HP	Def	Res	Arm	
	3	6	3	2	
on Pegasus 225 pts	Att	Off	Str	AP	Agi
	4	7	4	1	7
Academy Trained, Lightning Reflexes, Ruthless Efficiency					

Temple Militants (0 - 3)					20×20mm
5×3 ranks 200 pts	Adv	Mar	Dis		
	5"	10"	8		
6×3 ranks 250 pts	HP	Def	Res	Arm	
	1	3	3	0	
6×4 ranks 325 pts	Att	Off	Str	AP	Agi
	2	5	3	0	5
Fearless, Frenzy, Lightning Reflexes, Ruthless Efficiency					

Hydra (0 - 1)					50×100mm
Single Model 350 pts	Adv	Mar	Dis		
	6"	12"	8		
	HP	Def	Res		
	6	4	5	3	6+
	Att	Off	Str	AP	Agi
	5	4	5	2	2
Fear, Poison, Rage, Stomp (D3), Swiftstride, Towering					

Silexian Spears (0 - 3)					20×20mm
5×3 ranks 200 pts	Adv	Mar	Dis		
	5"	10"	8		
5×4 ranks 275 pts	HP	Def	Res	Arm	
	1	4	3	2	
5×5 ranks 350 pts	Att	Off	Str	AP	Agi
	1	4	3	1	5
Academy Trained, Fight in Extra Rank, Lightning Reflexes, Ruthless Efficiency					



DWARVEN HOLDS

Battle Runes: The model gains *Apprentice* and knows all spells from this Path.

Crossbow: Shots 1, Range 30", Strength 4, AP 1.

Forge Repeater: Shots 4, Range 18", Str 5, AP 2, no Aim modifier for Moving and Shooting.

Grudge: At the end of Deployment mark one enemy unit (max. 1 per army). In the first round of a combat, all models re-roll failed to-Hit rolls against it.

Hewn Mountain: While a model with this rule is on the Board, enemy Spell Casting Values increase by 1.

King: The model gains +1 *Dis*, +1 *Att*, +1 *Off* and +1 *Def*

Rune Craft Mastery: Melee Attacks from models in the same unit as the Runic Smith gain +1 *AP*.

Shield Wall: The model gains *Aegis* (6+) against Melee Attacks from enemy models in the unit's Front.

Weapon Master: Models may choose, each round, to use this Profile instead: *Att* 1, *Off* 4, *Str* 6, *AP* 3, *Agi* 0.

Thane (0 - 2)		20×20mm				
Single Model 150 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
on Shield Bearers 200 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	5	3		
King + 75 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	6	6	3	0	
Grudge, Devastating (+1 Str, +1 AP), Hewn Mountain						

Runic Smith (0 - 2)		20×20mm				
Single Model 125 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	4	4		
Battle Runes (0-1) 225 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	4	1	3	
Devastating (+1 Str, +1 AP), Hewn Mountain, Rune Craft Mastery, Shield Wall						

Steam Copter (0 - 2)		40×40mm				
Single Model 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	8"	16"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	4	4	1	2	
Fly, Forge Repeater (4+), Light Troops, Swiftstride						

Hold Guardians (0 - 1)		40×40mm				
2×1 rank 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	10			
3×1 rank 250 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	4		
2×2 ranks 325 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	4	5	2	2	
Fearless, Stomp (1), Support						

Seekers (0 - 2)		20×20mm				
6×2 ranks 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	10			
6×3 ranks 275 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	4	0	6+	
Vanguard + 25 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	4	1	2	
Devastating (+1 Str, +1 AP), Fearless, Vanguard, Weapon Master						

Clan Marksmen (0 - 2)		20×20mm				
5×2 ranks 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2		
7×2 ranks 250 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	3	0	2	
Crossbow (4+), Devastating (+1 Str, +1 AP)						

Greybeards (0 - 3)		20×20mm				
5×2 ranks 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
5×4 ranks 325 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	6	4	3		
Vanguard (0-1) + 25 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	5	4	1	2	
Devastating (+1 Str, +1 AP), Fearless, Shield Wall						

Clan Warriors (0 - 3)		20×20mm				
5×2 ranks 150 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	3"	9"	9			
5×3 ranks 200 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2		
5×5 ranks 300 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	5	2	0	
Devastating (+1 Str, +1 AP)						



Empire of Sonnstahl
by Mad'At



EMPIRE OF SONNSTAHL

Orders: At the start of its turn, each Marshal may impart 1 Order to a **Parent & Support** unit within 8":

- Gain *Fight in Extra Rank*
- Gain No Aim modifier for Long Range
- Gain +1" Advance Rate and +4" March Rate
- Gain Minimised roll on Discipline Tests

Effects last until the end of the next Player Turn. No unit can be targeted twice by the same effect in a turn

Brace of Pistols: Shots 2, Range 12", Str 4, AP 2, no Aim modifier for Moving & Shooting.

Cannon: Shots 1, Range 36", Str 10, AP 10, Multiple Wounds (D3). May March & Shoot. Ignores Cover.

Handgun: Shots 1, Range 24", Str 4, AP 2.

Steam Powered: During a March it must move its full March Rate, with a single Pivot allowed at the start and no Wheels. If it contacts an enemy during this Move, it counts as a Charge and the enemy unit can only Hold!. The model cannot Pursuit or Overrun.

Wizard (0 - 2)		20×20mm				
Single Model 175 pts	Adv	Mar	Dis			
	4"	8"	7			
on Pegasus 200 pts	HP	Def	Res	Arm		
	3	3	3	1		
Master + 50 pts	Att	Off	Str	AP	Agi	
	1	3	3	0	3	
Adept    						

Marshal (0 - 2)		20×20mm				
Single Model 150 pts	Adv	Mar	Dis			
	4"	8"	9			
on Horse 175 pts	HP	Def	Res	Arm		
	3	5	4	3		
Has 2 Orders (0-1) + 50 pts	Att	Off	Str	AP	Agi	
	3	5	5	2	5	
Orders						

Steam Tank (0 - 1)		50×100mm				
Single Model 300 pts	Adv	Mar	Dis			
	0"	4D3"	7			
	HP	Def	Res	Arm		
	6	1	5	5		
Cannon (3+) + 50 pts	Att	Off	Str	AP	Agi	
	-	-	5	2	2	
Breath (Str 3, AP 2), Fearless, Grind (2D3+1), Steam Powered, Towering, Unstable						

Imperial Guard (0 - 3)		20×20mm				
5×3 ranks 150 pts	Adv	Mar	Dis			
	4"	8"	8			
6×3 ranks 200 pts	HP	Def	Res	Arm		
	1	5	3	4		
6×4 ranks 300 pts	Att	Off	Str	AP	Agi	
	1	4	4	1	3	
Parent & Support						

Reiters (0 - 2)		25×50mm				
5×1 rank 150 pts	Adv	Mar	Dis			
	8"	16"	7			
3×2 ranks 175 pts	HP	Def	Res	Arm		
	1	3	3	2		
4×2 ranks (0-1) 225 pts	Att	Off	Str	AP	Agi	
	2	4	3	0	3	
Brace of Pistols (4+), Light Troops, Swiftstride, Vanguard						

Electoral Cavalry (0 - 2)		25×50mm				
5×1 rank 150 pts	Adv	Mar	Dis			
	7"	14"	8			
5×2 ranks 275 pts	HP	Def	Res	Arm		
	1	3	3	5		
4×3 ranks 325 pts	Att	Off	Str	AP	Agi	
	1	3	5	2	0	
Swiftstride						

Handgunners (0 - 2)		20×20mm				
5×2 ranks 125 pts	Adv	Mar	Dis			
	4"	8"	7			
	HP	Def	Res	Arm		
	1	3	3	0		
7×2 ranks 175 pts	Att	Off	Str	AP	Agi	
	1	3	3	0	3	
Handgun (4+), Parent & Support						

Spearmen (0 - 3)		20×20mm				
5×4 ranks 150 pts	Adv	Mar	Dis			
	4"	8"	7			
6×4 ranks 175 pts	HP	Def	Res	Arm		
	1	3	3	2		
6×5 ranks 250 pts	Att	Off	Str	AP	Agi	
	1	3	3	1	3	
Fight in Extra Rank, Parent & Support						



HIGHBORN ELVES

Arandai Longbow: Shots 1, Range 30", Str 3, AP 0. First 3 ranks can shoot. No Aim modifier for Long Range.

Dragon Mage: The model gains *Breath*(Str 4, AP 1), *Channel* and *Conclave* (🔥 Fireball, 🗡️ Silver Spike).

Fiery Heart: The model gains +2 Arm and replaces its Paths of Magic with 🗡️🔥. The model may target enemy units it is Engaged in Combat with when casting Spells from 🗡️ and 🔥.

Royal Huntsman: The model is 'on Lion Chariot', is immune to Fear and its Melee Attacks gain Multiple Wounds (2) against *Towering* models.

Martial Discipline: Gain Minimised roll on Discipline Tests to Redirect a Charge, Combat Pivot and Rally.

Queen's Cavalier: The model is 'on Elven Horse' and gains *Devastating Charge* (+1 Att, Fear).

Spellcrafting: Spells cast by this model have their Casting Value reduced by 1.

Mage (0 - 2)		20×20mm				
Single Model 200 pts	Adv	Mar	Dis			
	5"	10"	9			
Fiery Heart 225 pts	HP	Def	Res	Arm		
	3	4	3	1		
Master + 50 pts	Att	Off	Str	AP	Agi	
	1	4	3	0	5	
Adept 🌀🗡️🔥, Lightning Reflexes, Martial Discipline, Spellcrafting						

Commander (0 - 2)		20×20mm				
Single Model 125 pts	Adv	Mar	Dis			
	5"	10"	9			
Queen's Cavalier 175 pts	HP	Def	Res	Arm		
	3	6	3	2		
Royal Huntsman 250 pts	Att	Off	Str	AP	Agi	
	3	6	6	3	7	
Martial Discipline						

Initiate of the Fiery Heart (0 - 1)		50×100mm				
Single Model 325 pts	Adv	Mar	Dis			
	7"	14"	9			
	HP	Def	Res	Arm		
	4	4	5	4		
	Att	Off	Str	AP	Agi	
	4	5	5	2	3	
Dragon Mage, Fear, Fly, Light Troops, Martial Discipline, Stomp (1), Swiftstride, Towering						

Flame Wardens (0 - 3)		20×20mm				
5×2 ranks 175 pts	Adv	Mar	Dis			
	5"	10"	9			
5×3 ranks 275 pts	HP	Def	Res	Arm	Aeg	
	1	5	3	2	4+	
5×4 ranks (0-1) 375 pts	Att	Off	Str	AP	Agi	
	1	5	4	1	6	
Fearless, Fight in Extra Rank, Lightning Reflexes, Martial Discipline						

Knights of Ryma (0 - 2)		25×50mm				
4×1 rank 250 pts	Adv	Mar	Dis			
	9"	18"	9			
5×1 rank 300 pts	HP	Def	Res	Arm	Aeg	
	1	5	3	5	6+	
4×2 ranks 375 pts	Att	Off	Str	AP	Agi	
	2	5	4	1	6	
Devastating (+2 Str, +2 AP), Lightning Reflexes, Martial Discipline, Swiftstride						

Citizen Archers (0 - 2)		20×20mm				
5×2 ranks 125 pts	Adv	Mar	Dis			
	5"	10"	8			
5×3 ranks 200 pts	HP	Def	Res	Arm		
	1	4	3	1		
7×3 ranks (0-1) 275 pts	Att	Off	Str	AP	Agi	
	1	4	3	0	5	
Arandai Longbow (3+), Lightning Reflexes, Martial Discipline						

Highborn Lancers (0 - 2)		25×50mm				
5×1 rank 175 pts	Adv	Mar	Dis			
	9"	18"	8			
4×2 ranks 275 pts	HP	Def	Res	Arm		
	1	4	3	5		
5×2 ranks 325 pts	Att	Off	Str	AP	Agi	
	1	4	3	0	5	
Devastating (+2 Str, +2 AP), Lightning Reflexes, Martial Discipline, Swiftstride						

Citizen Spearmen (0 - 3)		20×20mm				
5×3 ranks 150 pts	Adv	Mar	Dis			
	5"	10"	8			
5×4 ranks 250 pts	HP	Def	Res	Arm		
	1	4	3	2		
5×5 ranks 325 pts	Att	Off	Str	AP	Agi	
	1	4	3	1	5	
Fight in Extra Rank (2), Lightning Reflexes, Martial Discipline						



INFERNAL DWARVES

Flintlock Axe: Shots 1, Range 18", Str 4, AP 2.

Infernal Brand: The unit grants Commanding Presence to friendly units with *Insignificant* within 6"

Rock Crusher: The model replaces its Grind Attacks with Grind (2D3).

Steam Ahead! During a March the model must move its full March Rate, with only a single Wheel or Pivot allowed. The model can only Pursue or Overrun in turns when it Charged, and in such case it **must** do so if possible.

Taurukh Ritual: The model gains Adv 7, Mar 14, *Swiftstride*, *Impact* (1) and its base is 25×50mm.

Titan Mortar: Aim (4+), Shots 1, Range 18", Area Attack (12). No Aim modifier for Cover or Moving & Shooting.

Taurukh Enforcers (0 - 2)					25×50mm
3×1 rank 175 pts	Adv	Mar	Dis		
	7"	14"	9		
5×1 rank 250 pts	HP	Def	Res	Arm	
	1	4	5	3	
4×2 ranks 325 pts	Att	Off	Str	AP	Agi
	3	5	4	1	2
Infernal Brand, Impact (1), Swiftstride					

Kadim Incarnates (0 - 2)					40×40mm
2×1 rank 175 pts	Adv	Mar	Dis		
	6"	12"	6		
3×1 rank 225 pts	HP	Def	Res	Arm	Aeg
	3	3	4	2	5+
4×1 rank 275 pts	Att	Off	Str	AP	Agi
	3	3	5	2	3
Fear, Fearless, Fly, Insignificant, Stomp (1), Supernal, Swiftstride					

Prophet (0 - 2)						20×20mm
Single Model 250 pts	Adv	Mar	Dis			
	3"	9"	9			
Taurukh Ritual 275 pts	HP	Def	Res	Arm		
	3	4	5	3		
Master + 50 pts	Att	Off	Str	AP	Agi	
	2	4	4	1	2	
Infernal Brand, Adept						

Citadel Guard (0 - 2)					20×20mm
5×2 ranks 275 pts	Adv	Mar	Dis		
	3"	9"	9		
	HP	Def	Res	Arm	
	1	4	4	3	
5×3 ranks 350 pts	Att	Off	Str	AP	Agi
	1	4	5	2	2
Infernal Brand, Flintlock Axe (3+)					

Vizier (0 - 2)						20×20mm
Single Model 125 pts	Adv	Mar	Dis			
	3"	9"	9			
Taurukh Ritual 175 pts	HP	Def	Res	Arm		
	3	6	5	3		
on Bull (0-1) 300 pts	Att	Off	Str	AP	Agi	
	3	6	5	2	3	
Infernal Brand, Flintlock Axe (2+)						

Vassal Levies (0 - 3)					20×20mm
5×4 ranks 150 pts	Adv	Mar	Dis		
	4"	8"	7		
5×5 ranks 175 pts	HP	Def	Res	Arm	
	1	3	3	2	
5×6 ranks 200 pts	Att	Off	Str	AP	Agi
	1	3	3	1	3
Insignificant, Fight in Extra Rank					

Infernal Engine (0 - 1)						60×100mm
Titan Mortar 300 pts	Adv	Mar	Dis			
	6"	10"	9			
	HP	Def	Res	Arm		
	6	3	5	4		
Rock Crusher 350 pts	Att	Off	Str	AP	Agi	
	-	-	6	3	2	
Fear, Fearless, Grind (D3), Impact (2D3), Infernal Brand, Steam Ahead!, Towering, Unstable						

Infernal Warriors (0 - 3)					20×20mm
5×2 ranks 150 pts	Adv	Mar	Dis		
	3"	9"	9		
5×3 ranks 225 pts	HP	Def	Res	Arm	
	1	5	4	4	
5×4 ranks 275 pts	Att	Off	Str	AP	Agi
	1	4	3	0	2
Infernal Brand					



KINGDOM OF EQUITAINNE

Orisons: At the start of your Turn, pick one friendly unit and apply one of the following effects:

- The target gains Aegis (5+)
- The target gains Lightning Reflexes
- The target gains Discipline 9

The effects last until the end of the next Player Turn.

Banneret: The unit adds +1 to its Combat Results.

Beloved: While joined to a unit with 2 or more ranks, enemy models can't allocate Melee Attacks against it.

Longbow: Shots 1, Range 30", Str 3, AP 0. First 3 ranks can shoot

The Quest: When deploying this unit choose one unit from the opponent's Roster: models with this rule re-roll failed to-Wound rolls against the chosen unit.

Sainted: The model is the *General*, is 'on Pegasus Charger' and gains +1 Att, Fearless and the effects of all Orisons: Dis 9, Aegis (5+) and Lightning Reflexes.

Damsel (0 - 2)		20×20mm				
Single Model 175 pts	Adv	Mar	Dis			
	4"	8"	7			
on Unicorn 200 pts	HP	Def	Res	Arm	Aeg	
	3	3	3	0	6+	
Master + 50 pts	Att	Off	Str	AP	Agi	
	1	3	3	0	3	
Adept , Beloved						

Castellan (0 - 2)		20×20mm				
Single Model 125 pts	Adv	Mar	Dis			
	4"	8"	8			
on Warhorse 175 pts	HP	Def	Res	Arm	Aeg	
	3	5	4	3	6+	
Sainted (0-1) 225 pts	Att	Off	Str	AP	Agi	
	3	5	5	1	4	
Devastating (+1 AP)						

Lady's Courtier (0 - 1)		50×50mm				
Single Model 375 pts	Adv	Mar	Dis			
	6"	12"	9			
	HP	Def	Res	Arm	Aeg	
	5	5	5	3	5+	
	Att	Off	Str	AP	Agi	
	5	5	5	3	5	
Conclave (Raven's Wing, Entwining Roots), Fear, Fearless, Stomp (1), Supernal, Swiftstride, Towering						

Pegasus Knights (0 - 2)		50×50mm				
2×1 rank 175 pts	Adv	Mar	Dis			
	8"	16"	8			
3×1 rank 250 pts	HP	Def	Res	Arm	Aeg	
	2	4	4	5	6+	
2×2 ranks 325 pts	Att	Off	Str	AP	Agi	
	2	4	4	1	4	
Devastating (+2 Str, +2 AP), Fly, Light Troops, Stomp (1), Support, Swiftstride						

Knights of the Quest (0 - 1)		25×50mm				
3×1 rank 150 pts	Adv	Mar	Dis			
	8"	16"	8			
5×1 ranks 275 pts	HP	Def	Res	Arm	Aeg	
	1	5	4	5	6+	
3×2 ranks 325 pts	Att	Off	Str	AP	Agi	
	2	5	5	1	4	
Devastating (+1 AP), Fearless, Swiftstride, The Quest						

Feudal Knights (0 - 2)		25×50mm				
3×2 ranks 250 pts	Adv	Mar	Dis			
	8"	16"	8			
3×3 ranks 350 pts	HP	Def	Res	Arm	Aeg	
	1	4	3	5	6+	
Banneret (0-1) + 25 pts	Att	Off	Str	AP	Agi	
	1	4	4	1	3	
Devastating (+2 Str, +2 AP), Fight in Extra Rank, Swiftstride						

Lowborn Archers (0 - 2)		20×20mm				
5×2 ranks 100 pts	Adv	Mar	Dis			
	4"	8"	6			
5×3 ranks 150 pts	HP	Def	Res	Arm	Aeg	
	1	2	3	0	6+	
7×3 ranks 200 pts	Att	Off	Str	AP	Agi	
	1	2	3	0	3	
Insignificant, Longbow (4+)						

Lowborn Levies (0 - 3)		20×20mm				
5×4 ranks 150 pts	Adv	Mar	Dis			
	4"	8"	6			
5×5 ranks 175 pts	HP	Def	Res	Arm	Aeg	
	1	2	3	2	6+	
6×5 ranks 225 pts	Att	Off	Str	AP	Agi	
	1	2	3	1	3	
Fight in Extra Rank, Insignificant						



OGRE KHANS

Brace of Ogre Pistols: Shots 2, Range 24", Str 4, AP 2, no Aim modifier for Moving & Shooting.

Cult Leader: The model is the *General* and the range of its Commanding Presence is increased to 18".

Iron Fist: The model cannot take any Weapon Enchantments from the Vault.

Hand Cannon: Shots D3+1 Range 24", Str 4, AP 2, no Aim modifier for Moving & Shooting.

(Spine)Splitter: The Model gains *Devastating Charge* (+1 Att, +1 Str, +1 AP) and its *Impact* and *Stomp* Attacks are both resolved with Str 6 and AP 3.

Touch of Frost: Enemy units suffer -1 Agility if in base contact with one or more units of Yetis.

Shaman (0 - 2)		40x40mm				
Single Model 150 pts	Adv	Mar	Dis			
	6"	12"	8			
Adept 225 pts	HP	Def	Res	Arm		
	4	5	4	2		
Master 275 pts	Att	Off	Str	AP	Agi	
	4	4	4	1	2	
Apprentice , Impact (1), Iron Fist, Stomp (1)						

Khan (0 - 2)		40x40mm				
Single Model 200 pts	Adv	Mar	Dis			
	6"	12"	8			
Splitter (0-1) 250 pts	HP	Def	Res	Arm		
	4	5	5	2		
Cult Leader (0-1) 250 pts	Att	Off	Str	AP	Agi	
	5	6	5	2	3	
Brace of Ogre Pistols (4+), Impact (D3), Stomp (1)						

Tusker Cavalry (0 - 2)		50x100mm				
Single Model 150 pts	Adv	Mar	Dis			
	8"	14"	8			
	HP	Def	Res	Arm		
	3	3	5	4		
	Att	Off	Str	AP	Agi	
	6	3	5	2	2	
Fear, Impact (D3), Stomp (1), Swiftstride, Towering						

Bombardiers (0 - 2)		40x40mm				
3x1 rank 175 pts	Adv	Mar	Dis			
	6"	12"	7			
4x1 rank 225 pts	HP	Def	Res	Arm		
	3	3	4	1		
3x2 ranks (0-1) 350 pts	Att	Off	Str	AP	Agi	
	3	3	4	1	2	
Hand Cannon (4+), Impact (1), Stomp (1), Support						

Yetis (0 - 2)		40x40mm				
2x1 rank 150 pts	Adv	Mar	Dis			
	7"	14"	8			
3x1 rank 200 pts	HP	Def	Res	Arm		
	3	3	4	2		
2x2 ranks 250 pts	Att	Off	Str	AP	Agi	
	4	4	5	2	3	
Fear, Stomp (1), Support, Swiftstride, Touch of Frost, Vanguard						

Scraplings (0 - 2)		20x20mm				
5x4 ranks 100 pts	Adv	Mar	Dis			
	4"	8"	6			
5x6 ranks 150 pts	HP	Def	Res	Arm		
	1	3	3	1		
5x8 ranks 200 pts	Att	Off	Str	AP	Agi	
	1	2	3	0	3	
Insignificant						

Tribesmen (0 - 2)		40x40mm				
3x1 rank 150 pts	Adv	Mar	Dis			
	6"	12"	7			
4x1 rank 200 pts	HP	Def	Res	Arm		
	3	3	4	1		
3x2 ranks 275 pts	Att	Off	Str	AP	Agi	
	4	4	4	1	2	
Impact (1), Stomp (1), Support						

Bruisers (0 - 2)		40x40mm				
3x1 rank 175 pts	Adv	Mar	Dis			
	6"	12"	8			
2x2 ranks 250 pts	HP	Def	Res	Arm		
	3	3	4	2		
3x2 ranks 350 pts	Att	Off	Str	AP	Agi	
	3	3	6	3	0	
Impact (1 Hit, Str 4, AP 1), Stomp (1 Hit, Str 4, AP 1), Support						



Ogre Khans by Adam Stański



ORCS AND GOBLINS

Bow: Shots 1, Range 24", Str 3, AP 0. First 3 ranks can shoot.

Brood Rivalry: The model gains +1 Att if another friendly unit on the Battlefield is Engaged in Combat.

Crossbow: Shots 1, Range 30", Str 4, AP 1.

Goblin Cunning: The unit gains Maximised roll on Flee Distance. It may choose to fail any Panic or Break Test: if so, it automatically passes its next Rally Test.

Howdah Bows: Shots 4, Range 24", Str 3, AP 0.

Warborn: The unit gains Minimised roll on Panic Tests and Break Tests.

War Cry! One use only. If the model is the *General* and is not fleeing, it may activate War Cry! at the start of any friendly Player Turn: Friendly units gain +1" Adv and +2" Mar until end of the turn.

Orc Shaman (0 - 2)		25×25mm				
Single Model 225 pts	Adv	Mar	Dis			
	4"	8"	7			
Master 275 pts	HP	Def	Res	Arm		
	3	3	5	1		
on Fly. Beast (0-1) 350 pts	Att	Off	Str	AP	Agi	
	3	4	4	1	2	
Adept    , Warborn, War Cry!						

Goblin Demagogue (0 - 2)		20×20mm				
Single Model 100 pts	Adv	Mar	Dis			
	4"	8"	8			
on Beastie 125 pts	HP	Def	Res	Arm		
	3	4	4	2		
on Beastie Chariot 150 pts	Att	Off	Str	AP	Agi	
	4	5	4	2	5	
Bow (4+), Goblin Cunning, War Cry!						

Guardian Behemoth (0 - 1)		50×100mm				
Single Model 300 pts	Adv	Mar	Dis			
	7"	14"	6			
	HP	Def	Res	Arm		
	5	3	6	1		
	Att	Off	Str	AP	Agi	
	6	3	6	3	4	
Fear, Fearless, Goblin Cunning, Howdah Bows (4+), Stomp (D3), Swiftstride, Towering						

Iron Orcs (0 - 1)		25×25mm				
6×2 ranks 250 pts	Adv	Mar	Dis			
	4"	8"	7			
6×3 ranks 350 pts	HP	Def	Res	Arm		
	1	5	4	2		
Crossbow (4+) + 50 pts	Att	Off	Str	AP	Agi	
	1	5	6	4	0	
Brood Rivalry, Fearless, Warborn						

Trolls (0 - 2)		40×40mm				
3×1 rank 175 pts	Adv	Mar	Dis			
	4"	12"	6			
2×2 ranks 225 pts	HP	Def	Res	Arm	Aeg	
	3	3	5	0	4+	
3×2 ranks 350 pts	Att	Off	Str	AP	Agi	
	2	3	5	2	1	
Fearless, Stomp (1), Support						

Goblin Rabble (0 - 2)		20×20mm				
5×4 ranks 150 pts	Adv	Mar	Dis			
	4"	8"	6			
7×4 ranks 225 pts	HP	Def	Res	Arm		
	1	3	3	2		
7×5 ranks 250 pts	Att	Off	Str	AP	Agi	
	1	2	2	0	3	
Bow (4+), Goblin Cunning						

Feral Orc Marauders (0 - 2)		25×50mm				
5×1 rank 150 pts	Adv	Mar	Dis			
	7"	14"	6			
4×2 ranks 225 pts	HP	Def	Res	Arm		
	1	2	4	3		
5×2 ranks 275 pts	Att	Off	Str	AP	Agi	
	2	3	4	0	2	
Brood Rivalry, Devastating (+1 Str, +1 AP), Frenzy, Swiftstride, Warborn						

Veteran Orcs (0 - 3)		25×25mm				
5×3 ranks 225 pts	Adv	Mar	Dis			
	4"	8"	6			
5×4 ranks 300 pts	HP	Def	Res	Arm		
	1	4	4	2		
5×5 ranks 375 pts	Att	Off	Str	AP	Agi	
	1	4	4	2	2	
Brood Rivalry, Fight in Extra Rank, Warborn						



SAURIAN ANCIENTS

Communal Bond: The unit gains Minimised roll on all Discipline Tests, and gains *Commanding Presence* with 8" range.

Enclave: Skinks gain *Conclave* (🌀 *Entwining Roots*) and Caimans gain *Conclave* (🐾 *Awaken the Beast*).

Forbidden (Mastery): The model knows Spells 1 and 2 from Pyromancy, in addition to its normal spells.

Guarded: The model is placed in the second rank while joined to a unit with a full rank of R&F models.

Hunt Leader: The model gains *War Platform* (Raptor Pack). All its unit models gain *Fearless* and *Support*.

Poisoned Javelin: Shots 1, Range 12", Str and AP as user, Poison. No Aim modifier for Moving & Shooting.

Shoot Spikes: Shots 4, Range 12", Str 5, AP 2, no Aim modifier for Moving & Shooting. May March & Shoot.

Wardens: The model is 'on Wardens' and gains *Dis* 8, *Off* 4, *Def* 4. It loses *War Platform* and *Guarded*.

Skink Veteran (0 - 2)		20×20mm				
Single Model 75 pts	Adv	Mar	Dis			
	6"	12"	7			
on Pteradon 125 pts	HP	Def	Res	Arm	Aeg	
	2	4	3	2	6+	
on Taurosauro(0-1) 325 pts	Att	Off	Str	AP	Agi	
	3	4	4	1	5	
Communal Bond, Light Troops, Poisoned Javelin (2+)						

Anurarch Archmage (0 - 1)		50×50mm				
Single Model 250 pts	Adv	Mar	Dis			
	6"	12"	2			
Wardens 325 pts	HP	Def	Res	Arm	Aeg	
	4	1	4	0	6+	
Forbidden 300 pts	Att	Off	Str	AP	Agi	
	1	1	1	0	1	
Communal Bond, Guarded, Master 🐾🌀🐾🌀, War Platform (Tegu Warriors)						

Carnosaur (0 - 1)		50×100mm				
Single Model 350 pts	Adv	Mar	Dis			
	7"	14"	7			
	HP	Def	Res	Arm		
	5	2	5	4		
Hunt Leader 300 pts	Att	Off	Str	AP	Agi	
	5	3	6	3	3	
Communal Bond, Fear, Fearless, Frenzy, Stomp (D3), Multiple Wounds (2), Swiftstride, Towering						

Raptor Pack (0 - 3)		25×50mm				
5×1 rank 125 pts	Adv	Mar	Dis			
	7"	14"	6			
5×2 ranks 200 pts	HP	Def	Res	Arm		
	1	3	4	2		
6×2 ranks 225 pts	Att	Off	Str	AP	Agi	
	2	3	4	2	4	
Communal Bond, Poison, Swiftstride						

Spearback (0 - 2)		40×40mm				
	Adv	Mar	Dis			
	6"	12"	6			
2×1 rank 225 pts	HP	Def	Res	Arm		
	3	3	4	3		
	Att	Off	Str	AP	Agi	
	3	3	5	2	3	
Communal Bond, Light Troops, Shoot Spikes (3+), Stomp (1), Swiftstride						

Tegu Warriors (0 - 3)		25×25mm				
4×3 ranks 175 pts	Adv	Mar	Dis			
	4"	8"	7			
6×3 ranks 250 pts	HP	Def	Res	Arm		
	1	4	4	3		
6×4 ranks 325 pts	Att	Off	Str	AP	Agi	
	2	3	4	1	2	
Communal Bond						

Skink Hunters (0 - 2)		20×20mm				
6×2 ranks 150 pts	Adv	Mar	Dis			
	6"	12"	5			
6×4 ranks 250 pts	HP	Def	Res	Arm	Aeg	
	1	2	2	0	6+	
Enclave (0-1) + 50 pts	Att	Off	Str	AP	Agi	
	1	2	3	0	3	
Communal Bond, Light Troops, Poisoned Javelin (4+)						

Caiman Warriors (0 - 2)		40×40mm				
3×1 ranks 175 pts	Adv	Mar	Dis			
	6"	12"	7			
2×2 ranks 225 pts	HP	Def	Res	Arm		
	3	3	4	3		
Enclave (0-1) + 50 pts	Att	Off	Str	AP	Agi	
	3	3	5	2	1	
Communal Bond, Stomp (1 Hit, Str 4, AP 1), Support						



SYLVAN ELVES

Dances of Cenyrn: At the start of each Round of Combat, choose the effect to apply to all R&F models:

- Gain Aegis (3+), decrease Strength and AP by 1
- Gain +1 Attack
- Gain +2 Armour Penetration
- Enemy units in contact have 0 Rank Bonus

The unit cannot choose this dance again until a different dance is chosen or it is no longer Engaged.

Forest Walker: While in Hindering Terrain, the model ignores *Dangerous Terrain* and *Broken Ranks*, and its Melee Attacks re-roll to Wound rolls of '1'.

Impaling Roots: Shots 4, Range 12", Str 4, AP 1, no Aim modifier of any kind. May March & Shoot.

Sylvan Longbow: Shots 1, Range 30", Str 3 (Str 4 within 15") AP 1, no Aim modifier for Moving & Shooting.

Wild Hunter: The model is 'on Great Elk' and gains *Devastating* (+2 Att), *Fearless* and *Frenzy*.

Druid (0 - 2)		20x20mm				
Single Model 200 pts	Adv	Mar	Dis			
	5"	10"	8			
on Unicorn 225 pts	HP	Def	Res	Arm		
	3	4	3	0		
Master + 50 pts	Att	Off	Str	AP	Agi	
	1	4	3	0	5	
Adept , Forest Walker, Lightning Reflexes, Sylvan Longbow (3+)						

Chieftain (0 - 2)		20x20mm				
Single Model 125 pts	Adv	Mar	Dis			
	5"	10"	9			
on Elven Horse 150 pts	HP	Def	Res	Arm		
	3	6	3	2		
Wild Hunter 200 pts	Att	Off	Str	AP	Agi	
	4	7	4	2	7	
Forest Walker, Lightning Reflexes, Sylvan Longbow (1+)						

Treefather (0 - 1)		75x50mm				
Single Model 325 pts	Adv	Mar	Dis			
	5"	10"	8			
	HP	Def	Res	Arm	Aeg	
	5	5	5	4	5+	
	Att	Off	Str	AP	Agi	
	5	5	6	3	2	
Fear, Fearless, Forest Walker, Impaling Roots (3+), Towering, Stomp (D3)						

Wild Huntsmen (0 - 2)		25x50mm				
5x1 rank 225 pts	Adv	Mar	Dis			
	9"	18"	9			
4x2 ranks 275 pts	HP	Def	Res	Arm	Aeg	
	1	3	3	2	6+	
5x2 ranks 325 pts	Att	Off	Str	AP	Agi	
	3	6	4	2	6	
Devastating (+1 Att), Fearless, Frenzy, Forest Walker, Lightning Reflexes, Swiftstride						

Blade Dancers (0 - 2)		20x20mm				
4x2 ranks 200 pts	Adv	Mar	Dis			
	5"	10"	8			
5x2 ranks 250 pts	HP	Def	Res	Arm	Aeg	
	1	6	3	0	6+	
6x2 ranks 300 pts	Att	Off	Str	AP	Agi	
	2	6	4	2	6	
Dances of Cenyrn, Fearless, Forest Walker, Light Troops, Lightning Reflexes						

Dryads (0 - 2)		25x25mm				
4x2 ranks 125 pts	Adv	Mar	Dis			
	5"	10"	8			
5x3 ranks 250 pts	HP	Def	Res	Arm	Aeg	
	1	4	4	0	5+	
5x4 ranks 325 pts	Att	Off	Str	AP	Agi	
	2	4	4	1	5	
Fearless, Forest Walker						

Sylvan Archers (0 - 2)		20x20mm				
5x2 ranks 175 pts	Adv	Mar	Dis			
	5"	10"	8			
	HP	Def	Res	Arm		
	1	4	3	0		
7x2 ranks 250 pts	Att	Off	Str	AP	Agi	
	1	4	3	0	5	
Forest Walker, Lightning Reflexes, Sylvan Longbow (3+)						

Heath Hunters (0 - 2)		25x50mm				
5x1 rank 175 pts	Adv	Mar	Dis			
	9"	18"	8			
4x2 ranks 275 pts	HP	Def	Res	Arm		
	1	4	3	2		
Ambush (0-1) + 25 pts	Att	Off	Str	AP	Agi	
	1	4	3	1	5	
Forest Walker, Light Troops, Lightning Reflexes, Swiftstride, Sylvan Longbow (3+), Vanguard						



UNDYING DYNASTIES

Aspen Bow: Shots 1, Range 24", Str 3, AP 0. First 3 ranks can shoot. No Aim modifier for Cover, Long Range, or Moving & Shooting.

Battle Sphinx: The Model gains *Breath* (Str 4, AP 1).

Dread Sphinx: The Model gains *Fly* (6", 12"), +2 Str, +2 AP and its *Agility* is set to 0.

Death is Only...: The caster may declare to Amplify a Spell prior to rolling to cast: the Spell Casting Value increases by 2 and, if successfully cast, it will trigger the effects of *Death is Only the Beginning*.

Hierophant: The model is a *Wizard Master*. When Amplifying a Spell, the model may choose any single friendly unit within 18" as the target of *Death is Only the Beginning*.

Undying Will: R&F models in the unit gain +2 Off, +2 Def and its shooting weapon's Aim is set to 4+.

Death Cult Hierarchy (0 - 2)		20×20mm				
Single Model 100 pts	Adv	Mar	Dis	Rsr		
	4"	8"	7	1		
Adept 175 pts	HP	Def	Res	Arm		
	3	3	3	0		
Hierophant (0-1) 250 pts	Att	Off	Str	AP	Agi	
	1	3	3	0	2	
Apprentice , Death is Only..., Fearless, Undead, Unstable						

Nomarch (0 - 2)		20×20mm				
Single Model 125 pts	Adv	Mar	Dis	Rsr		
	4"	8"	9	1		
on Skeletal Horse 125 pts	HP	Def	Res	Arm		
	3	4	5	2		
on Skelet. Chariot 175 pts	Att	Off	Str	AP	Agi	
	3	5	4	1	3	
Aspen Bow (4+), Fear, Fearless, Undead, Unstable, Undying Will						

Sphinx (0 - 1)		50×100mm				
Battle Sphinx 325 pts	Adv	Mar	Dis	Rsr		
	5"	12"	8	1		
Dread Sphinx 325 pts	HP	Def	Res	Arm		
	5	4	6	3		
	Att	Off	Str	AP	Agi	
	5	4	5	2	1	
Fear, Fearless, Poison, Stomp (D3, Str 5, AP 2), Swiftstride, Towering, Undead, Unstable						

Shabtis (0 - 3)		40×40mm				
3×1 rank 175 pts	Adv	Mar	Dis	Rsr		
	6"	12"	8	1		
2×2 ranks 250 pts	HP	Def	Res	Arm		
	3	4	4	3		
3×2 ranks 375 pts	Att	Off	Str	AP	Agi	
	3	4	5	2	3	
Fear, Fearless, Stomp (1), Support, Undead, Unstable						

Necropolis Guard (0 - 3)		20×20mm				
5×3 ranks 175 pts	Adv	Mar	Dis	Rsr		
	4"	8"	8	2		
5×4 ranks 250 pts	HP	Def	Res	Arm		
	1	3	4	1		
6×4 ranks 300 pts	Att	Off	Str	AP	Agi	
	2	4	4	1	3	
Fearless, Poison, Undead, Unstable						

Skeleton Archers (0 - 2)		20×20mm				
5×3 ranks 150 pts	Adv	Mar	Dis	Rsr		
	4"	8"	4	3		
7×3 ranks 200 pts	HP	Def	Res	Arm		
	1	2	3	1		
7×4 ranks 250 pts	Att	Off	Str	AP	Agi	
	1	2	3	0	2	
Aspen Bow (5+), Fearless, Undead, Unstable						

Skeleton Chariots (0 - 3)		50×100mm				
2×1 rank 175 pts	Adv	Mar	Dis	Rsr		
	8"	10"	7	2		
3×1 rank 250 pts	HP	Def	Res	Arm		
	3	3	4	3		
	Att	Off	Str	AP	Agi	
	4	3	4	1	2	
Aspen Bow (5+), Fearless, Impact (D3+1), Light Troops, Swiftstride, Undead, Unstable						

Skeleton Cavalry (0 - 2)		25×50mm				
4×2 ranks 125 pts	Adv	Mar	Dis	Rsr		
	8"	16"	6	2		
5×2 ranks 150 pts	HP	Def	Res	Arm		
	1	3	3	3		
5×3 ranks 225 pts	Att	Off	Str	AP	Agi	
	1	3	3	0	2	
Devastating (+1 Str, +1 AP), Fearless, Swiftstride, Undead, Unstable, Vanguard						



VAMPIRE COVENANT

Arise!: The model knows the Spell (👁️ Arise!), in addition to any other Spells the model may know.

Autonomous: Models with this rule may March as normal, ignoring the restrictions for being Undead.

Conclave: The unit is a *Conclave* (🦇 Raven's Wing).

Grim Coachman: The model is 'on Cadaver Wagon' and gains Aegis (5+). Friendly units within 6" gain Aegis (6+) and reduce by 1 the number of Health Point losses due to Unstable.

Lethal Strike: Melee Attacks from models with this rule which wound with a natural to-Wound roll of '6' have its Armour Penetration set to 10.

Skeletal Steed: The model is 'on Warhorse' and gains *Fly*.

Vampire Courtier (0 - 2)		20×20mm				
Single Model 175 pts	Adv	Mar	Dis	Rsr		
	6"	12"	8	1		
Skeletal Steed 250 pts	HP	Def	Res	Arm		
	3	6	4	2		
Arise! + 50 pts	Att	Off	Str	AP	Agi	
	4	6	6	3	6	
Apprentice 🧛🏻, Autonomous, Fear, Fearless, Undead, Unstable						

Necromancer (0 - 2)		20×20mm				
Single Model 200 pts	Adv	Mar	Dis	Rsr		
	4"	8"	7	1		
Master 250 pts	HP	Def	Res	Arm		
	3	3	3	0		
Grim Coachman 350 pts	Att	Off	Str	AP	Agi	
	1	3	3	0	3	
Adept 🧛🏻, Arise!, Fearless, Undead, Unstable						

Varkolak (0 - 2)		50×50mm				
Single Model 225 pts	Adv	Mar	Dis	Rsr		
	8"	16"	7	1		
Vanguard + 25 pts	HP	Def	Res	Arm	Aeg	
	4	5	5	0	5+	
	Att	Off	Str	AP	Agi	
	5	5	6	3	4	
Autonomous, Fear, Fearless, Stomp (1), Swiftstride, Towering, Undead, Unstable						

Spectral Hunters (0 - 1)		25×50mm				
5×1 rank 175 pts	Adv	Mar	Dis	Rsr		
	8"	16"	5	1		
4×2 ranks 275 pts	HP	Def	Res	Arm	Aeg	
	1	3	3	1	4+	
Conclave (0-1) + 50 pts	Att	Off	Str	AP	Agi	
	2	3	5	10	0	
Fear, Fearless, Fly, Light Troops, Swiftstride, Undead, Unstable						

Barrow Guard (0 - 3)		20×20mm				
5×3 ranks 175 pts	Adv	Mar	Dis	Rsr		
	4"	8"	7	3		
5×4 ranks 275 pts	HP	Def	Res	Arm		
	1	3	4	2		
6×4 ranks 350 pts	Att	Off	Str	AP	Agi	
	1	3	5	2	3	
Fearless, Lethal Strike, Undead, Unstable						

Ghouls (0 - 2)		20×20mm				
5×3 ranks 175 pts	Adv	Mar	Dis	Rsr		
	4"	8"	6	3		
5×4 ranks 225 pts	HP	Def	Res	Arm		
	1	3	4	0		
7×3 ranks 250 pts	Att	Off	Str	AP	Agi	
	2	3	3	0	4	
Fearless, Poison, Undead, Unstable						

Zombies (0 - 2)		20×20mm				
5×4 ranks 100 pts	Adv	Mar	Dis	Rsr		
	4"	8"	2	5		
5×6 ranks 150 pts	HP	Def	Res	Arm		
	1	1	3	0		
5×8 ranks 200 pts	Att	Off	Str	AP	Agi	
	1	1	3	0	1	
Fearless, Undead, Unstable						

Dire Wolves (0 - 2)		25×50mm				
4×2 ranks 150 pts	Adv	Mar	Dis	Rsr		
	9"	18"	3	3		
5×2 ranks 175 pts	HP	Def	Res	Arm		
	1	3	3	0		
4×3 ranks 225 pts	Att	Off	Str	AP	Agi	
	1	3	3	0	3	
Devastating (+1 Str, +1 AP), Fearless, Swiftstride, Undead, Unstable, Vanguard						



VERMIN SWARM

Duumvirate: (Requires another Swarm Priest) The model gains *Adept* and knows Spell 3 of the chosen Path (instead of the usual Spells). It must chose a Path already chosen by another friendly Swarm Priest.

Eagle Standard: While not fleeing and within range of Commanding Presence, the unit and all friendly units within 8" take Discipline Tests with Minimised roll and may re-roll its failed results.

Life is Cheap: When calculating Combat Score, the first 5 Health Point losses of models in the unit with this rule grant only half a point of Combat Result bonus; round fractions up at the end.

Cohort Coordination: While the unit is *Steadfast* it gains *Fight in Extra Rank*.

Rotary Gun: Shots D3+1, Range 18", *Str* 4, *AP* 2. No Aim Modifier for Moving and Shooting.

Sling: Shots 1, Range 18", *Str* 3 (*Str* 4 within 9"), *AP* 0. No Aim modifier for Long Range, Moving & Shooting.

Swarm Priest (0 - 2)		20×20mm				
Single Model 100 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	5			
Duumvirate (0-1) 150 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	2	3	1		
<i>Adept</i> 175 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	2	3	0	4	
Apprentice						

Bloodfur Legate (0 - 2)		20×20mm				
Single Model 125 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	6			
on Praet. Brute 150 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	2		
Eagle Standard + 50 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	4	5	5	2	6	

Arena Beast (0 - 1)		50×100mm				
Single Model 300 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	6			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	6	3	5	2	5+	
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	5	3	7	3	3	
Fear, Fearless, Stomp (D3), Swiftstride, Towering						

Murmillo Brutes (0 - 2)		50×50mm				
2×1 rank 200 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	6			
3×1 rank 275 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	2		
Eagle Standard + 25 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	3	5	2	4	
Rotary Gun (4+), Stomp (1)						

Plague Disciples (0 - 2)		20×20mm				
7×2 ranks 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	5			
7×3 ranks 225 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0		
7×4 ranks 300 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	3	3	0	3	
Life is Cheap, Poison						

Blackfur Veterans (0 - 3)		20×20mm				
5×4 ranks 200 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	6			
6×4 ranks 250 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	2	2		
6×5 ranks 300 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	4	1	5	
Cohort Coordination, Eagle Standard, Life is Cheap						

Vermin Velites (0 - 2)		20×20mm				
5×3 ranks 150 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	5			
7×3 ranks 200 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	1		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	4	3	0	4	
Cohort Coordination, Life is Cheap, Sling (4+)						

Vermin Legionaires (0 - 3)		20×20mm				
5×5 ranks 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	5			
5×8 ranks 250 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	2	2		
Eagle Standard + 25 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	3	3	0	4	
Cohort Coordination, Life is Cheap						



WARRIORS OF THE DARK GODS

Battle Fever: Units with most of their models with this rule must re-roll failed Panic and Break Tests.

Dark Prelate: The model is a *Conclave* (Spectral Blades), which it can only cast on its own unit.

Hurlers: 7×3 ranks, Throwing Weapons (5+).

Path of the Exiled: The unit cannot be joined by Characters and must re-roll failed Break Tests. If the re-rolled Break test is failed, each model in the unit performs immediately a round of Melee Attacks and then are removed as casualties.

Path of the Favoured: Units with most of their models with this rule must re-roll failed Break Tests.

Throwing Weapons: Shots 2, Range 8", *Str* and *AP* as User, no Aim modifier for Long Range or Moving & Shooting.

Sorcerer (0 - 2)		25×25mm				
Single Model 225 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	8			
on War Dais (0-1) 275 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	3		
<i>Master</i> + 50 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	5	3	0	3	
Adept    , Battle Fever						

Chosen Lord (0 - 1)		25×25mm				
Single Model 275 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	5"	10"	9			
<i>Dark Prelate</i> 325 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	7	5	3		
on Great Beast 325 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	5	8	5	2	7	
Fearless, Path of the Favoured						

Chosen Chariot (0 - 1)		50×100mm				
Single Model 300 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	7"	7"	8			
	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	6	5	5		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	6	6	5	2	5	
Fear, Fearless, Impact (D3+1), Light Troops, Path of the Favoured, Swiftstride, Towering						

Warrior Knights (0 - 3)		25×50mm				
3×1 rank 150 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	8"	14"	8			
5×1 rank 250 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	5		
4×2 ranks 375 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	6	3	0	
Fearless, Path of the Favoured, Swiftstride						

Feldraks (0 - 3)		50×75mm				
2×1 rank 200 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	8"	16"	9			
3×1 rank 300 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	5	3		
	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	4	5	2	3	
Fear, Stomp (1), Swiftstride, Towering						

Fallen (0 - 1)		25×25mm				
4×1 rank 125 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	6"	12"	8			
4×2 ranks 200 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	3		
5×2 ranks 250 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	3	5	4	1	4	
Fearless, Light Troops, Path of the Exiled						

Warriors (0 - 3)		25×25mm				
4×2 ranks 200 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	8			
5×2 ranks 250 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	3		
5×3 ranks 350 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	2	5	5	2	4	
Fearless, Path of the Favoured						

Barbarians (0 - 3)		25×25mm				
5×3 ranks 175 pts	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			
	4"	8"	7			
5×5 ranks 250 pts	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	2		
<i>Hurlers</i> (0-2) 250 pts	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
	1	4	4	1	3	
Battle Fever, Fight in Extra Rank						

APPENDIX



COOP

MULTI-GAMES

The enemy of your enemy...Well, you know the saying. Just keep in mind that some have a peculiar understanding of friendship.

— Foulques "the Elder", about to retell that story yet again

Lacking the means of proper armies, isolated patrols and small forces occasionally work with others to achieve their objectives, be it through steadfast alliances or flimsy cease-fires.

In Multi-games, a Coalition of armies fights against another Coalition. A Coalition is formed by two or more Armies: Patrols in Basic games and Rosters in Advanced games. Each of the armies in a Coalition must be commanded by one player, and the same player can command more than one army (or all of them!) within a Coalition.

Multi-games follow the same rules as normal Basic and Advanced Games. The sections below cover clarifications and exceptions that apply to Multi-games in the different phases of the game.

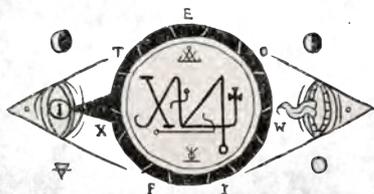
Armies

Before the start of the game, Players agree on the number of Armies each Coalition will have, on which Player will join each Coalition, and which Armies each player will command. Players may choose any of the 16 Armies included in the *Essence of War* rulebook and any of the Armies included in the *Forever War* supplement. It is recommended that each Coalition is formed by the same number of Armies.

In Advanced games, Players also have to agree on the Army Points limit of each Roster. It is recommended that each Coalition has the same total Army Points limit and, preferably, that all Rosters have each an equal Army Points limit. Of course, Players are free to agree to play with a different arrangement!

For example, Players 1, 2 & 3 arrange a 1600 pts Multi-game where each Coalition will be formed by two Armies of up to 800 pts each.

- *Player 1 will be the only player in Coalition A, commanding two armies of Highborn Elves of 800 pts each*
- *Player 2 & 3 will join forces in Coalition B, and will be commanding an army of Saurian Ancients and Orcs & Goblins respectively, of 800 pts each*



Coalitions

The type of coalition depends on the faction of its armies. A faction is identified by the Army Icon next to the name of the Patrol / Armylist.

- **Allies** are armies in the same Coalition which do not belong to the same faction. For example, Orcs and Goblins and Saurian Ancients
- **Brethren** are allied armies who also belong to the same faction. For example, Highborn Elves and Pearl Navy

Brethrens are considered as friendly units for all game purposes. Allies are considered as friendly units for all game purposes, except for:

- **Discipline:** Units do not benefit from *the General, Commanding Presence* or *Rally Around the Flag* rules from Allies
- **Panic:** Units do not consider Allies units as friendly units for the purposes of Panic
- **Army Rules:** Units do not benefit from, and cannot trigger, the effects of Army-specific rules from Allies

For example, a Beast Herds unit does not cause Panic on a Dread Elf Ally. A Kingdom of Equitaine player can only choose as target for its Orisons a friendly Kingdom of Equitaine unit (either from its own Army or a Brethren unit).

Battlefield

The recommended size of the Battlefield for a battle between two Coalitions of 2 armies each is 54" wide and 48" deep, same as for Advanced Games. For larger Coalition battles, Players are free to choose a larger width (while keeping the same 48" deep size).

Deployment

Coalitions compete to determine which side of the table to deploy and who will deploy first. Follow the normal rules for Deployment, with the following clarifications:

- Each Coalition (not each player) rolls a D6 to determine which Coalition picks side
- While Deploying, all armies from a Coalition deploy their units at the same time and within the Coalition's Deployment Zone
- In Advanced games, models cannot join units of an Ally

Turns

In Multi-games each Coalition is given a Player Turn, during which all players from the Coalition play simultaneously.

- All players within the Coalition whose turn is being played are considered to be the "Active Coalition" and "Active Players"
- All players from the opposing Coalition are considered to be the "Reactive Coalition" and "Reactive Players"

Each Active Player is responsible to command the units of its army, following a synchronized game sequence with the rest of its Coalition. This means Active Players may not perform actions of a different game sequence or Phase than those being performed by its Coalition.

For example, an Active Player may not initiate the Movement Phase and perform Moves with its units until all other Active Players have completed the Charge Phase.

Victory

All players within a Coalition contribute to determine which Coalition wins the Battle:

- Basic Games: follow the normal rules. Compare the number of units each Coalition has within 6" of the centre of the Battlefield
- Advanced Games: follow the normal rules. Calculate the VP achieved by each Coalition from destroyed, fleeing or shattered enemy units. Add the *Mission completed* VPs if a Coalition has succeeded in completing the Mission

Note: In Advanced Games - Mission "3-4 Patrolling", each Coalition places one marker on the Battlefield.

Charge and Movement Phase

Follow the normal rules for these phases of the game.

During the Charge phase, different Active players may declare charges against the same enemy unit, and follow the normal rules for Aligning Units and Maximising Contact.

For the purposes of speeding up the game, during the movement phase Active Players are encouraged to perform their unit Moves simultaneously (rather than a player waiting to start until another has finished).

Magic

In Multi-games, the Magic phase follows a slightly altered game sequence:

1. The Active Coalition draws one Flux Card and each side gathers their corresponding Magic Dice
2. The Active Coalition adds any Stored Magic Dice and, in Advanced Games, also adds up to two Channel Dice
3. Each side splits the Magic Dice among its Coalition players as evenly as possible. Roll for any unevenly split Dice to determine which players receives it
4. At any point during the Magic Phase, a Player may choose to share one or more of its Magic Dice with its Coalition

Casting and Dispelling attempts are then performed using the normal rules. At the end of the Magic Phase, the Active Coalition may choose to store up to 1 Magic Dice.

Shooting

Follow the normal rules for these phases of the game.

For the purposes of speeding up the game, during the shooting phase Active Players are encouraged to perform their shooting simultaneously as long as the owner of the target unit is not involved in another shooting action at the same time.

Combat

Follow the normal rules for these phases with the following clarifications:

- In combats where multiple Active or Reactive players units are involved, each side strikes based on Agility order as per normal rules
- Combat Result is calculated for each Coalition. For example, two units from different armies charging the same enemy unit will grant a total +1 Charge bonus to Combat Result
- When a Coalition wins combat, all players from that coalition are considered to have won. When a coalition loses combat, all players from that coalition side are considered to have lost.



ONE-PAGE SUMMARY

1. Choose a map randomly or with your opponent
2. If Advanced, roll D6 to choose a Mission
3. Roll-off to determine player 1. Player 1 chooses deployment zone and deploys their entire army
4. The other player deploys in the opposite zone
5. Player 1 chooses who starts turn 1.
6. Check Victory in page 18 (Basic) and 55 (Advanced)

1 - CHARGE PHASE

1. Choose a unit and Declare a Charge against a target in LoS and within Charge Range
 2. Declare and resolve Charge Reaction. If it flees, units may Redirect the Charge
- Repeat steps 1-2 for all units that wish & can Charge
3. Choose a Charging unit and roll for Charge Range. In Combined Charges, roll all units before Moves
 - If successful, move with a single Wheel of up to 90° allowed. Align Units & Maximise Contact
 - If failed, move the highest D6 towards the enemy

Repeat step 3 until Charging units have moved

2 - MOVEMENT PHASE

1. Perform a Rally Test for each fleeing unit
 - If passed, Pivot the unit
 - If failed, perform a Flee move straight forward. Take Panic Test if fleeing through friendly units

Repeat step 1 for all Fleeing units

2. Choose an unengaged unit which has not charged, rallied or moved this turn and declare which Move it will perform: **(A) Pivot; (B) Advance; (C) March**
 - Single models can perform any number of Pivots.
 - Characters in Combined Units may Swap Places.

Repeat step 2 with a different unit

3 - MAGIC PHASE

1. Active Player draws a new Flux Card (or rolls D6)

Flux Card	1	2	3	4	5	6
Magic Dice — Active	4	5	6	7	8	9
Magic Dice — Reactive	4	4	5	5	6	6

2. Active Player adds stored Magic Dice and Channels
3. Active Player's non-fleeing Wizard performs a Spell Casting attempt (max. 5 Dice)
4. Reactive Player can attempt to Dispel (max. 5 Dice)
5. If not dispelled, Resolve the Spell effect. If any hits are caused, apply Damage. Panic Test may apply
6. A triple rolled on a successful cast causes a Miscalc (resolve first the Spell effects)

Repeat Steps 2-5 for each new Casting attempt. Each spell may only be attempted once

The Active Player may store 1 Dice. All unused dice are discarded at the end of the Magic Phase

4 - SHOOTING PHASE

1. Choose an unengaged shooting unit which has not charged, rallied, marched or shot this turn
2. Declare a Target and Resolve the Attack
 - Calculate LoS and Range for each model
 - Determine To-Hit value applying Aim Modifiers: Long Range, Moving and Shooting, Cover.
 - If Hit succeeds (Aim 7+ always fails), apply Damage
3. If a R&F unit suffers 25% HP, take Panic Test

Repeat steps 1-3 if wish to shoot with another unit

5 - MELEE PHASE

1. Active Player chooses a combat
2. Active Player Character in Unit may Swap Places
3. Determine Who can Attack and Agility order
4. Roll Melee Attacks, higher Agility first
 - Allocate Attacks, Roll To-Hit, To-Wound, perform Saves, remove HP and casualties
 - Repeat step 4 for the next Agility Step
5. Calculate who wins Combat. Units which lost combat must roll Break Tests
6. If a unit fails the Break Test:
 - Apply Panic for unengaged friendly units within 6"
 - Winner decides flee direction of each unit
 - Winner decides: Pursue, Pivot or remain stationary
 - Roll Flee and Pursuit distances. Fleeing through a friendly unit might trigger Panic tests (see below).
 - Move Fleeing (and Pursuing) units
7. Perform Combat Pivots and go to the next combat

DAMAGE AND PANIC

Whenever an attack hits a model:

1. Attacker rolls to wound
2. Defender rolls Armour Saves, then Aegis Saves
3. Defender suffers unsaved wounds. Remove Health Points and casualties

Off - Def	> 3	3/1	0/-3	-4/-7	< -7
Str - Res	> 1	1	0	-1	< -1
Arm - AP	> 4	4	3	2	1
Success	2+	3+	4+	5+	6

Take a Panic Test immediately when:

1. A Friendly unit flees through the Unit Boundary. If failed, flee from the closest enemy
2. A Friendly unit is destroyed or Broken within 6". If failed, flee from the closest enemy
3. A R&F unit suffers at least 25% HP losses in a single Magic or Shooting phase. If failed, flee from the attacking enemy

Do not take Panic Test if a Unit is Engaged, fleeing or it already passed a Panic test earlier in that phase.

THE IX AGE

ESSENCE OF WAR



The world of the 9th Age can be perilous for the unprepared. It's dangerous to venture out alone and too far. Take this tome to guide you on the path of survival, legendary battles and never-ending glory. Use it to learn how to muster your troops, wield powerful magic, command monsters and ally with mighty heroes — so that you can test yourself against the generals of this world.

The 9th Age: Essence of War is a community made miniatures wargame. Rules and feedback can be found and given at <http://www.the-ninth-age.com>
Copyright Creative Commons license at <http://www.the-ninth-age.com/license.html>