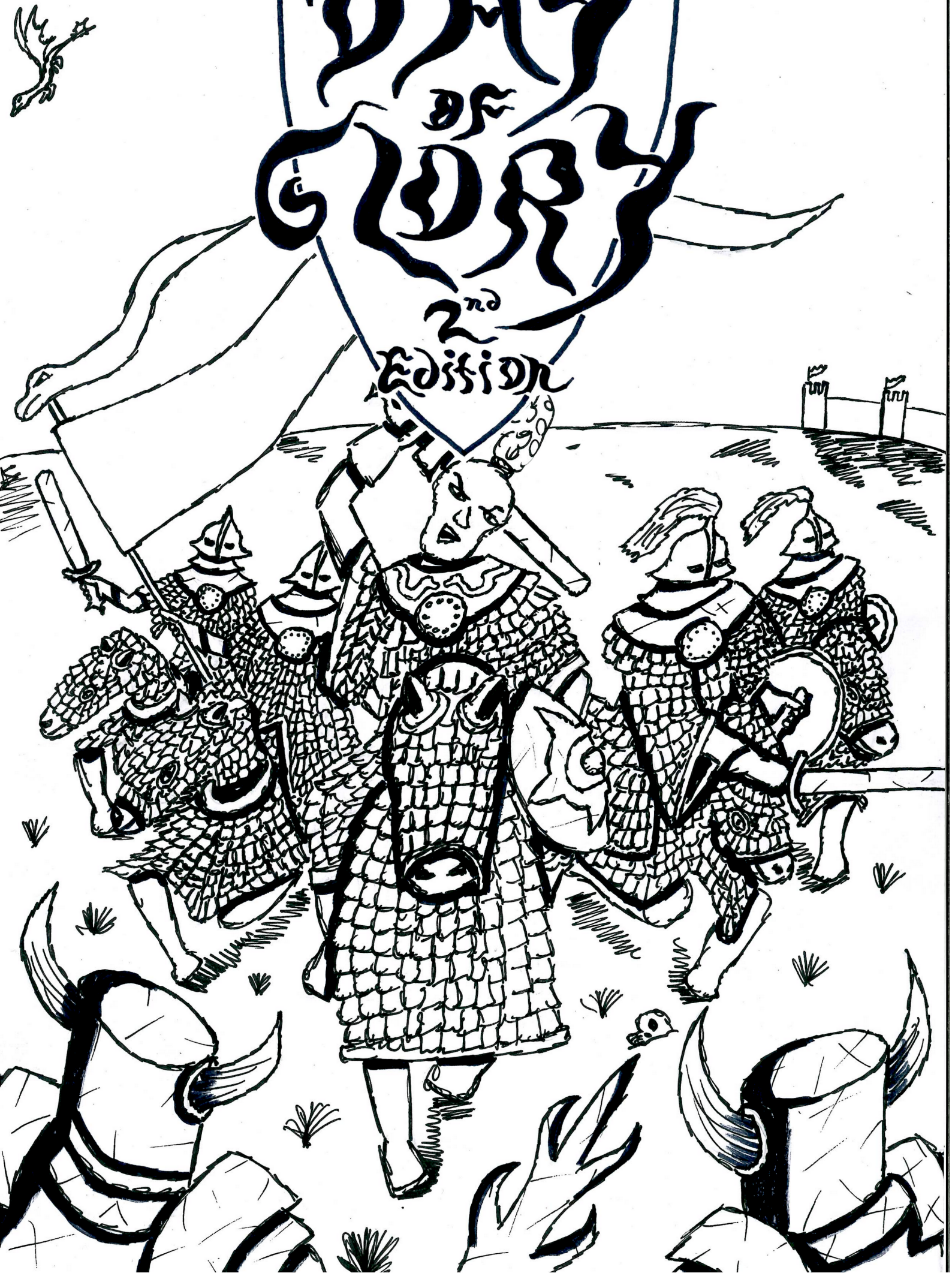


DAY OF 2nd Edition



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Introduction

Welcome to the second edition of Day of Glory! This is a fantasy wargame, designed to be played with anywhere from a couple dozen to hundreds of 25-32mm scale models. This game is miniature-agnostic, meaning you can use whatever models you want to represent your armies. Your models do not have to be modelled with the exact weapons and armour that they may have in game, but you should be clear about this with your opponent. It is recommended that your models be on square bases, in a consistent scale- so for example, all infantry on 25mm square bases, all cavalry on 25x50mm bases, etc. This is not essential, but it does make gameplay a lot smoother.

How this Rulebook Works

This rulebook contains everything you need to play a game of Day of Glory, and it is split into three sections: the Core Rules, the Options Lists, and the Army Lists. These are explained below, and together make up everything you need to play. Throughout the book, there are also optional, extra rules. These are always in a **bold** font, and come in two types: **alternate rules** are simply a different way to play something, and you can choose to use this method if you and your opponent agree that you would prefer that style of gameplay, while **complex rules** sometimes replace the normal set of rules, sometimes add on to them, and give the game more depth and intricacy, but also slow it down, and make it harder to learn, so you can choose whether or not you want to use some of them. If it is your first time playing, it is recommended you start by only using the basic rules (that is, the rules not in bold), and as you play more games, you can try out adding in some of the optional rules, a handful at a time.

Additionally, when a piece of text is in *italics* it means that it is referencing something found elsewhere in the book. This is normally a trait or special rule, but can also be a piece of equipment. You will always be able to find whatever it is using the exact same word.

The Core Rules

This is the section that explains how the game actually works – how models move, how they fight, and how the game is structured.

The Options Lists

This section contains a number of lists that give the rules for every race, animal, weapon, and piece of armour in the game, as well as a full list of spells, hero classes, and more. You will need to use this section when building your army, and in game to reference what your units' stats and abilities are.

The Army Lists

This section contains the rules for how to build your army. There are thirteen army lists to choose from in this book, as well as a generic army list that is a set of guidelines for creating your own unique army. You will only need to reference this section when building your army. The army lists in this book are only simple ones, designed to get you started with some generic forces. More detailed ones that detail the forces of the various nations and empires of the Day of Glory world will be available in future books.

The Scatter Die

Some rules may call for you to use a scatter die. This is a six-sided die with arrows on five sides, and a direct hit on one. When something scatters, roll this die. On a direct hit, it stays in place, otherwise, it moves in the direction indicated by the arrow.

The Core Rules

Making your Army

To make an army for this game, you must first pick an army list to use. An army list details the units and equipment your army may take, and represents a common type of force that can be found in the world of Day of Glory. If your opponent agrees to it, you are encouraged to write your own army lists, to represent forces you have come up with yourself, or to modify existing ones to fit your narratives. Just remember that any changes you make should be for the sake of story, not to make your army more powerful. This rulebook contains thirteen army lists to get you started, but more detailed ones will be published in separate books in the future.

All models in this game have a power value, determined by their race, equipment, and abilities. The power value represents how powerful that model is, and how much it is therefore worth. You should build your army to a certain total power limit, and in a game, the power levels of the two armies should be as similar as possible. It may not always be possible to make them exactly the same, but both players should aim for an agreed limit. 500 power is a good size for a small engagement if you are just getting started, while 2000 power will give you a large battle.

There are four types of units available: standard, elite, hero, and special units. Standard units are composed of models with the unmodified stats of their race, and these will likely make up the bulk of your army. Elite units work in the same way, except each model is worth +5 power, and gains +1 combat bonus and nerve. Heroes are units made up of individual models that represent the leaders, champions, and specialists of your army. They are worth +20 power, and gain +2 health and nerve, +1 combat bonus, and +2 attacks. Heroes can also be given levels in a variety of classes, giving them special abilities (see rules for hero classes). Special units are monsters and war machines that support your army. Smaller ones may come in units of multiple models, but larger ones are units of individual models.

Any unit in your army made up of five or more models (not including heroes joined to the unit), may be upgraded with any of the following:

- Sergeant [+5] – The model gains +1 combat bonus.
- Standard Bearer [+10] – Various benefits, as described in different parts of the rules. Includes giving you extra victory points and bonuses to morale.
- Musician [+10] – Allows the unit to reform easier, as described in the section on unit organisation.

Each of these upgrades must be given to a different model within the unit, although those models can be anywhere within the unit.

If you and your opponent want to play a more relaxed game, you can take any units you want, as long as you take at least one hero. If you want a more realistic and restricted experience, use one of the following tables to build your army:

Battle Force

Unit Type:	No. of Units:	Power:
Hero	Max. 1 per 500 power	Max. 25%

Elite	Max. 1 per 500 power	Max. 50%
Standard	Min. 2 per 500 power	Min. 50%
Special	Max. 1 per 1000 power	Max. 25%

Adventuring Band

Unit Type:	No. of Units:	Points:
Hero	Min. 2 per 500 power	Any
Elite	Max. 1 per 1000 power	Max. 50%
Standard	Min. 1 per 1000 power	Any
Special	Cannot be taken	N.A.

One hero in your army must be designated as your general- that is, the person leading your army. The general is worth 10 victory points if killed, and while any friendly units are within 6” of them, they gain +1 nerve. One other hero in your army may be designated as the army standard bearer, making them worth +10 power. While friendly units are within 6” of the army standard bearer, they gain +2 nerve, and the model is worth 10 victory points if killed, or the same amount if kept alive. This is further explained in the *victory conditions* section.

Heroes may be joined to units. If you do this, the hero displaces a model of your choice from the unit, which joins the back row (or creates its own, new back row if it is full). The hero will then act as though it were a member of that unit- activating and fighting at the same time as it, as though it were any other model. Heroes can also leave units, and join them later in the game, but this is detailed later, in the movement section. You may have as many heroes join the same unit as you wish, and they can be placed anywhere in the unit. A unit with a hero joined may use the hero’s nerve for morale checks, but a hero does not count as part of the unit for working out victory points gained from fleeing models if the unit is destroyed. If a hero has more actions than the unit they are joined to, they may activate earlier than the rest of the unit, but must remain in their place, and can only move once the entire unit is able to activate.

The Flow of the Game

Once both armies are ready, you will need to set up a space to play. This is referred to as the battlefield. The battlefield should be rectangular, and its size dependant on how large the armies are. There should be plenty of space to manoeuvre whilst also allowing units to reach each other in a sensible number of turns. You can also set up terrain on your battlefield. This can take the form of hills, ruins, rivers, rocks, buildings, and many more. Don’t over-fill the battlefield with terrain- there should still be plenty of space for units to manoeuvre.

The game is split into four rounds. In each of these rounds, every unit on the board will activate. At the end of the fourth round, roll a D6. On a 4+, the game continues for one more round. Then at the end of the fifth turn, it continues on a 5+, and on the sixth only on a roll of a 6. At the end of the seventh round, the game ends automatically. Each round is split into a number of phases, the number of which can vary.

Different units have a different number of actions. At the start of the game, make a list of all units in play, sorted into groups by how many actions they have. In the first phase, the units with the highest number of actions will activate. Then in the next phase, these will activate again, as well as the units

with the next highest number of actions, and so on, until every unit has activated a number of times equal to its number of actions. Few units will have more than three actions though, so realistically, most games will consist of rounds with only three phases.

In each phase, the order in which units activate is decided randomly. You could pull unit names from a bag, roll on a table, or use an online randomiser. When a unit is activated, it may perform one action. These are things like moving, attacking, casting spells, and so on. Actions may be done in any order, and you may perform the same action multiple times in the same round if you wish. Every unit can move, charge and fight, and depending on equipment, classes, and other abilities, they may have more actions they can take such as casting spells, or praying.

Alternate Rule: Activating Units

Randomising the order in which units activate in each phase is intended to make the game more tense and exciting, as there is an element of unpredictability, and you have to take risks. However, if you prefer a more predictable style of gameplay, you can choose to activate units in the following way instead:

At the start of each phase, both players roll a D6. If the results are the same, re-roll. The player with the higher roll starts activating first. They may pick one of their units eligible to be activated in that phase to activate. Then the other player does the same, and so on until all units are activated. This way of activating means you can choose the order in which your units activate, and you also always know when your opponent will get a chance to activate one of their units.

Unit organisation

A unit of more than one model is always either in skirmish or regiment formation. If the unit is in regiment formation, the models must be arranged into a block made up of rows and columns of equal length, bases touching as much as possible. The back row does not have to have the same number as the rest of the rows, and the models in this row do not have to form a continuous line—they can be split to either side. When a unit is in skirmish formation, models must still be arranged in a rough rectangle, with clear sides, front, and back, and models must be within 1” of at least one other model in the unit, but bases cannot touch. A unit may only move onto or across a piece of terrain in regiment formation if it actually fits on it. Otherwise, it must re-organise, or go into skirmish formation. The two organisations have different advantages and disadvantages:

Regiment Formation:	Skirmish Formation:
<ul style="list-style-type: none"> • Models gain +1 armour bonus • Models may attack in melee if they are in base to base contact with an enemy, or are in base to base contact with another unit member who is. • May pivot around its centre by 90° before performing a move action, and then only move in a straight line. 	<ul style="list-style-type: none"> • Models gain +2 speed • Enemy models gain -1 attack bonus to ranged attacks against this unit. • Models may only attack in melee if they are in base to base contact with an enemy. • May pivot around its centre at any point in its movement. • A unit in skirmish formation may move freely through another friendly unit in skirmish formation

A unit may change its shape during its activation. It is a free action to go into skirmish formation from regimented, but it is an action to go into regiment formation, or to change the regiment formation. If the unit has a musician, it can attempt to do these latter two for free if it can succeed a role:

Unit size:	Roll needed:
2-6	2+
7-12	3+
13-20	4+
21-40	5+
40+	6+

If a unit fails this roll, it must then reform as an action. A unit may start the game in any formation.

Complex Rule: Special Formations

This rule allows units to go into two extra types of formations. The same rules as normal for reforming apply here to go into and out of these formations, and models get the same bonuses as usual for being in these formations.

Defensive Formation: While a unit is in this formation, it may not move. This formation can consist of a variety of shapes, but is always roughly circular, with all models facing outwards from the centre. The bases of all models must at at least one point touch the bases of its neighbours and any models in front of or behind it. The circle does not have to be filled in the centre, so a unit in this formation could for example surround a piece of terrain or another unit, but note that the unit must be large enough to be able to completely surround it- the circle must be unbroken. Every side of the unit now counts as its front. Unless you're using the complex rules for melee casualties, treat the centre as the back row- so remove models from there.

Wedge Formation: In this formation, the unit is still arranged in rows, except that the first row only has one model, and subsequent rows have either one or two more models than the previous one. The models in each row are always in the middle of the row behind them, so the unit forms a rough isosceles triangle. This formation is the same as a normal one, except that the unit has no flanks- the two front-facing sides of the triangle are both considered front sides. Note though that the back of the formation still counts as a back. You should treat the sides of the triangle as though they were smooth, not stepped if a unit is in melee with one of these sides.

Move actions

The way a unit is allowed to move is detailed above in the table describing regiment and skirmish formations. How far a unit can move can sometimes be affected by the terrain it is moving on. This is described in the terrain section of the core rules. Some special rules apply however, when a unit moves into base to base contact with an enemy unit, thus initiating a melee. This includes if the unit take the *charge* action, as described below. When a unit moves into base to base contact with an enemy unit, it will generally end up with only a single point of contact- one of the units' corners

touching a side of the other unit. With the point of contact remaining as it is, the unit activating must rotate about the point of contact until its front flank is parallel to and touching the side of the enemy unit. It must then move sideways so that the maximum number of models possible are in base to base contact with the enemy unit (this is free to do – it does not count as an action).

If the unit ends its movement such that its own corner is touching the enemy unit's side, then the rotation is straight forward. If however, it is the enemy unit's corner that is touching the activating unit's side, then the unit would, in theory, have two possible options for how to rotate, each leaving it facing a different side of the enemy unit. A unit does not get to choose however- it must always pick the direction of rotation that will leave it with the higher number of models in base to base contact with the enemy unit, or in other words, the edge that is further from the point of contact, must be the edge that ends up touching the enemy unit, while the other edge will not touch (until the unit has moved sideways to maximise contact as described above).

Heroes

When a hero, or a unit with a hero joined, is chosen to be activated, you may choose for the hero to leave the unit, or join a new one. If the hero is leaving a unit, you must move either the hero or the unit it was in away from the other. The space the hero was occupying in the unit is filled by a model from the back row. Both the hero and the unit are then considered to have activated for that phase. If the hero is joining a unit, it must move to the unit it wants to join, and can then displace a model in it, which goes to the back row. Note that the hero's movement must allow it to reach the new position it has in the unit, and the new combined unit is considered to have activated for that phase.

Complex Rule: Splitting units

If you choose to use this rule, then a unit may choose to split up as an action. If you choose to do this, you can divide the unit in two any way you like, provided that the models stay in their formation, and the two new units both have full rows (except for the back one- that can be missing some models). Move the two new units 1" apart, and both are considered to have activated. In subsequent phases and rounds, they will activate as separate units.

Units may also join back together again. Any unit may join up with another friendly unit from the same army. To do this, it must simply move into base to base contact with it. It may then rotate and move sideways as though it were charging. Once this is done, its action is complete, and the new unit is considered to have used its activation in that phase. If one unit had a different number of models in its rows to the other one, it will remain in this odd formation until its next activation, when it must reform to be consistent.

Note that it is possible for units with different combat bonuses, armour, or weapons to become one unit. If this happens, always use the values that are relevant. So in a melee, you would use the armour value of the models eligible to fight, and you would also use their combat bonus. Against ranged attacks, always use the armour value of the models with the weakest armour, and the same goes if you have a situation where models with a mix of armour are both eligible to fight in melee.

Charge actions

As an action, a unit may choose to charge instead of making a normal move. If it does this, it can make a move as normal, but then move another D6" straight ahead. If the unit is in regiment

formation, it must however also roll a check to see if it can remain in formation. For this, roll on the above table for reforming, adding 1 to the roll if the unit has a musician. If the roll is succeeded, the unit can stay in formation, but if it is failed, it ends its move in skirmish formation. If a charging unit moves within 1" of an enemy unit, that unit must make a nerve check (aiming to get under the highest nerve value in the unit). If this is succeeded, nothing happens. Otherwise, the unit is scared by the charging unit, and goes into skirmish formation, moving D6" away from the charging unit, moving along the same line as it. A unit may choose to do this without making a roll if you wish, and if an infantry unit has double or more models than another infantry model charging it, it does not have to make the check (but can still run if you want).

Fighting in Melee

When at least one model is in base to base contact with at least one enemy model, those two units are considered to be in a melee. When a unit is in melee it may perform a fight action. To do this, first work out which models are eligible to fight (this is dependant on their formation). This number is how many attacks the unit gets (although note that champions and heroes get extra attacks), although if models are dual-wielding weapons, they get an attack for each weapon. If every fighting model is equipped with the same weapons, roll this many dice. If they have different weapons, you must roll the dice for each weapon separately. You must then add the attack bonus of both the weapon, and the models in the unit to each roll. (again, if models in the unit have different attack bonuses, you must roll their attacks separately).

All results equal to or greater than the agility of the models in the unit being attacked count as hits. If there are models with different agilities in a unit, always use the lowest one. For every hit scored on a unit, you must make an armour save. Models have an armour value (starting at 0), which is determined by the armour they wear (see the armour section). Depending on the armour value of of the unit, the roll to succeed an armour save is different:

Armour Value:	Roll needed:
1	6+
2	5+
3	4+
4	3+
5+	2+

If being attacked with a two-handed (melee) weapon, the armour value is worsened by 1. Every armour save that is failed causes a number of wounds on the unit equal to the damage value of the weapon being used (in most cases this is just 1). All wounds are given to the same model, until that model is dead, in which case you start giving them to the next one. The player can choose which models in the unit take wounds, although they must be in the back row. A player may also choose to remove the entire front row if enough models die for this to happen. If this happens, the two units are no longer in base to base contact, and thus are no longer in melee with each other, and any additional models that would have died instead survive.

Complex Rule: Consolidating, and Casualties in Melee

If you choose to use this rule, then dead models are never removed from the back row (unless of course there is only one row to start with). Instead, the player whose models are dying, can

choose models to die, but these must be models that are in base to base contact with the attacking unit. The attacking unit may then take a free action to consolidate: Any models in the attacking unit may move forwards into the enemy unit, where spaces have been created by dead models. The new spaces created by these models must then be filled by models from the unit which were in base to base contact with the model that moved forward. Then these spaces must be filled as well, until the unit has no empty spaces (except in the back row).

When the other unit activates, it may likewise take a free action to move any models in the unit by one space to fill any gaps, although it does not have to do so. When either unit fills gaps in this way, it may also attempt to encircle the unit. A unit may only attempt to encircle another unit if it is wider than it. Models move forward just like when they are consolidating, except that they move into spaces that were never occupied by any models, instead moving to the flanks of the enemy unit. If your unit is wide enough, you can build up multiple rows of models on the flanks of an enemy unit, although the first row must be touching the enemy flanks. If models in your unit are in a position to do so, they may even reach the back of the enemy unit, to completely envelop it from behind.

Once units are mixed up in consolidating and encircling like this, fighting becomes a bit more complicated. Any model that consolidates or encircles may turn to face any direction when they do so. This means they may face a different direction to the rest of their unit, although their base must still be orientated such that it still fits into the grid of the unit. When a unit then fights, models within the unit must fight separately depending on what enemy models it is in base to base contact with. Any models in base to base contact with the front row of the enemy can fight, and dead models are removed as normal. Models in base to base contact with models in each flank (or a column somewhere deeper within the unit if this has happened) fight separately, and dead models are removed as if the flank were the front row. You can choose which group of models will die first. If a model is in base to base contact with an enemy model in the front row, but faces its flank, it fights in the flanking group.

If one or both the units are in skirmish formation, all this works in exactly the same way, except that it counts as having spaces between each model automatically, so units like this are easy to consolidate into.

When a melee like this is over (i.e. one of the units is destroyed, or leaves), the remaining unit will probably end up in a strange formation, and with models facing different directions. It may not move like this. To move again, it must either go into skirmish formation (as a free action, like normal), or reform into normal regiment formation as though it were in skirmish formation. Whichever you choose, the new unit formation can be formed by keeping any one model in its place, and moving every other model to be in formation with it. If the unit is attached in melee before it can reform in this way, it must reform in its next activation, to be as close as possible to a formation, although any models that have been encircled must remain in place.

Melee Results and Morale

At the end of a round, some morale tests will have to be taken if there were any melees that round. First, you must identify every melee. A melee is a group of at least two units with models that are in base to base contact with each other, at least one of which fought that round. For each melee, calculate how much damage each player caused that round. This is that player's combat score for that melee. So if a player has two units in melee with an enemy unit, that dealt 3 and 6 damage

respectively, while the enemy unit dealt 4 damage back, the combat scores of the players would be 9 and 4. However, the combat score is also modified in the following ways:

- +1 for every full row if in regiment formation
- +1 for every banner
- +1 if the unit performed the charge action to get into this melee earlier this round
- +1 if the unit has a hero joined in the first row
- -1 if an enemy unit has attacked from the flank (-2 if enemy units have attacked from both flanks)
- -2 if an enemy unit has attacked from the back
- -1 if in skirmish formation

If the results are the same for both players, the melee is a draw, and no one needs to take any morale checks. If not however, whichever player ends up with the lowest overall combat score is considered to have lost the melee, and their units must all make morale checks. To make a morale check, roll a D6, and add the number of models that died that turn from that unit to the roll. If the result is lower than or equal to the highest nerve value in the unit, the test is passed. Otherwise, the test is failed. A number of models in the back row equal to the amount by which the test was failed flee the battle- this is represented by removing them from play. Models that flee are not considered dead for morale purposes, or for victory points, unless the rest of the unit also flees or is destroyed, in which case you can count the entire unit for victory points.

Complex Rule: Fleeing Models

Instead of simply removing them from play, take the fleeing models, and move them by their speed away from their unit. These become a new unit. They must remain in skirmish formation, and use all their actions to move at their full speed directly towards the nearest battlefield edge. If they reach it, and go past it, they are removed from play. However, each round, the first time the unit is chosen to be activated, it may make another morale check to try and rally. This is done in the same way as after a melee, except that you don't modify the roll in any way. If this is failed, the unit continues fleeing, otherwise, it stops fleeing. The unit is considered to have used its action, but in subsequent phases, it may activate as normal. If a unit is within 6" of a unit that is fleeing, it gains -2 to morale checks. Note that this rule is particularly fun if you also use the *splitting units* complex rule detailed in the movement section, as it means you can have rallied units join back into other units once they stop fleeing.

Fighting at Range

If a model has a weapon with the *range* trait, it may use that weapon to fight at range. The number in brackets is how far the weapon can attack from – its range. Fighting at range works in the same way as in melee, except that the way you work out which models are eligible to attack is different. The models in the front row of the unit are always eligible to fight. The models in the second row are eligible if you are attacking a target at least 15" away, the third row if it is at least 30", and so on. If the unit is in skirmish formation, then this works the same way, except that the eligibility changes every two rows, so the first two rows can always attack, the third and fourth rows can attack if the target is at least 15" away, and so on.

Additionally, you do not score hits by equalling the enemy's agility. Instead, consult the table below to see what roll you need based on the size of the enemy unit and the distance. Note that you also

gain +1 to hit for every two points of health models in the unit have above 1 (the extra health of heroes does not count for this).

Models in Enemy unit/Distance to It:	6+”	12+”	18+”	24+”	30+”	36+”	40+”
1+	4	5	6	7	8	9	10
5+	3	4	5	6	8	9	10
10+	3	4	5	6	7	8	9
20+	2	3	4	5	6	7	8
40+	1	2	3	4	5	6	7
60+	1	2	2	3	3	4	5

Complex Rule: Crouching

When a unit with ranged weapons is activated, you may declare that any of its rows are going to crouch. If a row of models is standing behind a row that is crouching, it may ignore it when working out which rows are eligible to attack. So if a unit is shooting at a unit 8” away, the second row would not normally be able to attack. But if the first row is crouching, then it can. While a model is crouching, it may not attack with bows, but can attack with crossbows or firearms. It is a free action to stand up or crouch, but once a model has done one, it will remain so for the rest of the phase. Crouching models count as having -2 agility in melee.

Victory Conditions

Many times, the winner of a battle will be clear: one player will have slaughtered the army of the other player. If this is the case, you can simply proclaim the surviving player the victor, and this works perfectly well for a casual game. If however, the result is not so clear, or you want to be a bit more fair and nuanced, you can work out how many victory points each player has. It is easier if you keep track of victory points during the game, and then just count them up at the end, rather than trying to think back to the events of the game at the end. You gain 1 victory point for every 10 power’s worth of enemy models have been killed. As described in the rules for morale, models that fled do not normally count as killed, and therefore do not gain you victory points. However, you can also gain victory points in the following ways:

- +10 victory points if you have killed the enemy general (in addition to the points you would get from the cost of the general)
- +10 victory points if you have killed the enemy army standard bearer
- +10 victory points if your own army standard bearer is still alive
- +2 victory points for every banner you still have

More Optional Core Rules

This section details a handful of optional complex rules that do not affect any one specific part of the game as the ones earlier do, but instead add to the game as a whole. You may choose to use none, some, or all these rules, as with all the others.

Challenges

If a hero is within 12" of an enemy hero, it may issue a challenge to that hero as a free action. A hero may also challenge an enemy sergeant in the same way, but a sergeant may not issue a challenge themselves. Once a challenge has been issued, the challenged model may choose to accept the challenge, or deny it. Alternatively, another hero within 12" of the model being challenged may accept the challenge on the hero's behalf, or a sergeant may do the same if the hero being challenged is joined to the sergeant's unit.

If a challenge is denied, all friendly units within 12" of the challenged model suffer -2 to all morale checks and combat scores for the rest of the round, but otherwise nothing happens. If your challenge is accepted, you may not cause damage to the model you have challenged, or its unit, with any model but the hero that issued the challenge, and the same goes for the other player concerning your model. Both members of the challenge must then use any subsequent activations to try and get into a melee with each other. If they are joined to units, the units must come with them, unless they leave the unit, but if they stay together, the unit must be re-organised (as a free action) such that the members of the challenge are able to get into base to base contact with each other.

When this is achieved, the normal rules for fighting in melee apply if both members of the challenge have units attached to them, but damage cannot be dealt to a member of the challenge, even if it normally would be. The members of the challenge do not themselves fight. Instead, once the unit has finished fighting, the two members of the challenge will duel. To duel, both players roll the attacks of their respective models, adding combat bonuses as in a normal fight. Any results that would miss (i.e. are lower than the opponent's agility), are discarded. Then starting with the player who is activating, players take turns to use up their remaining dice to either land a hit on their opponent, or parry one of the enemy's attacks, using one of their dice to negate one of the opponent's dice. Any hits are then resolved as normal.

The two models must continue duelling in this way in all subsequent phases until one of the models is killed. If you win a duel, i.e. survive one, you gain +1 victory point.

Time of Day

This rule simulates how as a battle goes on, the time of day will change, creating different visibility conditions. This is not particularly realistic, as in reality a round in the game would not last as much time as this rule assumes, but it is a fun way to add some more complexity to your game if you wish, and you can always adapt this rule if you wish, making each time period last longer, or picking one to use for the whole game.

The day is split into 12 time periods, detailed below. Each time period lasts for one round, and you can pick which time period to begin the fight in. You must also pick one side of the battlefield to be side 1. The opposite side will be side 2.

Periods 1-6: Dark, all models suffer -2 to their combat bonus. Elves, Dwarves, and Goblins only suffer -1, and *chaotic* models can ignore this completely.

Period 7: Sunrise, models facing side 1 get -2 to their combat bonuses unless in melee against a model larger than them.

Period 8: Morning, same as period 7, but only -1.

Periods 9-10: Noon, nothing happens.

Period 11: Afternoon, models facing side 2 get -1 to their combat bonuses, unless in melee against a model larger than them.

Period 12: Sunset, same as period 11, but -2.

After period 12, it loops back around to period 1.

The Options Lists

Races

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Dwarf [10]	3	3	3	1	+1	5	Stubborn
Elf [12]	3	5	5	1	+1	4	
Goblin [5]	3	5	4	1	-1	2	
Half-Elf [7]	2	5	5	1	+0	4	
Half-Orc [7]	2	4	4	1	+1	4	
Human [5]	2	4	4	1	+0	4	
Ogre [10]	2	4	3	3	+0	5	Scary
Orc [9]	2	4	4	2	+1	4	
Undead [4]	2	3	3	1	-1	-	Chaotic, Construct, Scary

Traits:

- Chaotic – No effect.
- Construct – This model ignores all morale checks – it is considered to have passed automatically.
- Large – This model may wield two handed weapons (except weapons with the *range* trait) as though they were one handed weapons.
- Scary – All enemy units within 6” subtract one from their combat scores and morale tests, unless they are themselves scary.
- Stubborn – Units where all models have this rule add one to their combat score, and may re-roll morale tests.
- Stupid – Ignores the *scary* rule, but must roll a nerve check at the start of every activation. If it is failed, it does nothing that phase, unless it is in melee, in which case it can attack.

Elite models cost +5 power, and have +1 attack bonus, and +1 nerve. Heroes cost +20 power, and have +2 health, +2 attacks, +2 nerve, and +1 combat bonus.

Weaponry

One Handed Weapons:

Name:	Modifier:	Type:	Traits:
Flail [3]	-1	Crushing	Ignores Shields
Hand-Axe [2]	+0	Slashing	
Hand-Crossbow [10]	+1	Piercing	Range(12)
Javelin [5]	+0	Piercing	Range(18)
Lance [7]	+0	Piercing	Cavalry only, Hits automatically when charging, Long
Mace [2]	+0	Crushing	
Pistol [5]	+0	Piercing	Firearm, Range(6)
Rapier [6]	+1	Piercing	
Shortsword [5]	+1	Slashing	
Spear [8]	+2	Piercing	Long, Can be used two-handed
Warhammer [5]	+0	Crushing	Armour piercing

Two Handed Weapons (-1 armour value for target):

Name:	Modifier:	Type:	Traits:
Crossbow [15]	+1	Piercing	Range(18)
Great-Axe [4]	+0	Slashing	
Halberd [5]	+0	Slashing	Long
Heavy Mace [4]	+0	Crushing	
Longbow [12]	+0	Piercing	Range(30), Cannot be taken by cavalry
Longsword [7]	+1	Slashing	
Musket [8]	+0	Piercing	Range(12), Firearm
Pike [12]	+2	Piercing	Long*
Short-Bow [10]	+0	Piercing	Range(24)
Sling [5]	+0	Crushing	Range(18)

Traits:

- Armour piercing: Models attacked by this weapon count as having -1 armour value (in addition to any weaknesses).
- Firearm: Must be reloaded as two actions before firing, and subtracts 2 from all armour values.
- Long: Cannot be dual wielded, or used with other weapons, but models up to two removed from models in base to base contact may attack if the unit is in formation. If the unit is cavalry, the normal number of models can attack (i.e. models in base to base contact, and models in contact with them). Pikes can be used by models up to three removed.
- Range: Can be used to target a unit within the distance in brackets – explained in core rules.

Alternate Rule: Simpler Weapons

If you find the above list of weapons too confusing, or just want to play a faster game, you can use the following list of weapons instead:

One Handed Weapons:

Name:	Modifier:	Traits:
Hand weapon [2]	+0	
Hand-Crossbow [10]	+1	Range(12)
Lance [7]	+0	Cavalry only, hits automatically when charging, long
Pistol [5]	+0	Firearm, Range(6)
Shortsword [5]	+1	
Spear [8]	+2	Long

Two Handed Weapons:

Name:	Modifier:	Traits:
Crossbow [15]	+1	Range(18)
Great Weapon [5]	+0	
Longbow [12]	+0	Range(30)
Musket [8]	+0	Range(12), Firearm

Armour

Chainmail, Chain parts, and Gambeson can be worn under Breastplates, and Plate armour. A Shield may be carried in one hand in addition to any armour, and a pavise may be taken in addition to any armour. If one armour worn has a weakness, and another doesn't, it is considered to not have that weakness. Likewise, resistances from multiple pieces are all counted, but no bonus is given for having a resistance twice, and no detriment for having a weakness twice. All armour has a weakness to two-handed melee weapons, as stated in the rules for fighting in melee (which stacks with existing weaknesses).

Note that if the armour has a weakness to the weapon being used against it, it is considered to have 1 less armour value.

Name:	Armour Value:	Resistance:	Weakness:	Traits:
Breastplate [7]	+1	Slashing, Piercing	Crushing	
Chain parts [4]	+1	Slashing	Piercing	
Chain mail [8]	+2	Slashing	Piercing	
Gambeson[2]	+1		Slashing	
Leather Armour [4]	+1			
Pavise [3]	+2			½ speed when carrying this
Plate Armour [10]	+3	Slashing, Piercing	Crushing	-1 speed
Scale Mail [9]	+2	Slashing		
Shield [2]	+1			

Alternate Rule: Simpler Armour

Name:	Armour Value:	Traits:
Light [4]	1	
Medium [8]	2	
Heavy [12]	3	-1 speed
Shield [2]	+1	

Barding:

Barding is armour for creatures. More information can be found on this in the *creatures* options list. A cavalry model always counts as having the armour value of either its rider, or its creature- whichever is lower, although note that cavalry models automatically have 1 armour value, and shields can add to a creature's armour value as well as to the rider's.

Name:	Armour Value:	Resistance:	Weakness:	Traits:
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Basic [3]	+1		Slashing	
Partial [5]	+1	Slashing		
Plate [12]	+3	Slashing, piercing		-2 speed
Scale [8]	+2	Slashing		

Magic Items

There are three types of magic items: enchanted, runic, and special. There are also three rarities which determine what models can take them. Common magic items can be taken unit sergeants, elite units, and heroes; rare items may only be taken by elite unit sergeants, and heroes; and a unique magic item can only be taken once in your entire army, and only by a hero. In any case, no more than 25% of your army's power can come from magic items.

Enchanted Magic Items:

An enchanted magic item can be any weapon or piece of armour, which has had an enchantment placed on it. If an item has one enchantment, it is a common magic item, and if it has two, it is rare. You may place the same enchantment twice.

- Enchantment of Accuracy (weapon only) [8]: +1 attack bonus
- Enchantment of Defence (melee weapon only) [10]: +1 agility against melee attacks
- Enchantment of Sliding (armour/shield only) [8]: ignores *armour piercing*
- Enchantment of Striking (melee weapon only) [5]: gain +1 attack with this weapon
- Enchantment of Speed (armour only) [3]: +1 speed

Runic Magic Items:

A runic magic item can be any weapon or piece of armour. If an item has one rune, it is common; if it has two, it is rare; and if it has three, it is unique.

- Rune of Smiting (weapon only) [5]: gain *armour piercing* or gain double the benefit if already have it
- Rune of Strength (armour only) [3]: all armour gains a weakness against melee weapons wielded by this model.
- Rune of Toughness (armour only) [10]: gain +1 health
- Rune of Vengeance (melee weapon only) [7]: for every natural 6 rolled to hit with this weapon, you may roll another attack (including if you then roll more 6s)
- Rune of Warding [7]: wizards within 6" gain -2 to spellcasting roles

Special Magic Items:

These are magic items that have a special ability. Note that these cannot have enchantments or runes placed on them.

Common:

- Bronze Amulet [3]: gain +1 speed.
- Iron Amulet [5]: Wizards within 4" gain -1 to spellcasting roles.
- Lead Amulet [10]: gain +1 magic dice per turn on a 4+.
- Protective Amulet [5]: *Chaotic* models gain -1 combat skill against this model.

Rare:

- Ancient Scroll [10]: If a wizard has this item, they know an additional spell of your choice from any lore.

- Ancient Tome [20]: If a wizard has this item, they know an additional spell lore of your choice. However, every time they cast a spell from that lore for the first time, they must first roll a die. On a 1, the spell has been miscopied: the spell automatically miscasts, and cannot be cast again.
- Berserker Axe [25]: Greataxe, a model with this weapon must roll a nerve check every time they activate. If this is failed, they must use that activation to move closer to an enemy or fight in melee. When they do fight in melee, they get +D6 attacks, and can ignore any wound dealt to them on a 5+.
- Blood-Knife [7]: Shortsword, -1 to hit, a wizard or summoner may use this item to deal 1 automatic damage to a friendly model in base-to-base contact (including themselves) to gain D3 additional power dice.
- Demon-Weapon [10]: Any melee weapon, a model with this weapon must roll a nerve check every time they activate. If this succeeds, they gain +D3 attacks, and +1 to hit for that activation. If it fails, they count as having had the *dark whispers* spell cast on them.
- Dispel Scroll [15]: Single use, can be used as a free action to automatically have a spell cast within 12" fail.
- Spell-Eater Shield [30]: Shield, wizards within 12" lose D3 power dice whenever they try to cast a spell.
- Star-Metal Weapon [10]: Any melee weapon, *chaotic* models take D3 damage instead of 1 from this weapon.
- Valious Blade [14]: Longsword, automatically pierces armour.
- Vengious Blade [14]: Spear, *armour-piercing*, enemies gain -1 to hit rolls against this model

Unique:

- Armour of Brilliance [20]: Plate armour, all models of your choice within 6" must subtract 1 from all attack roles.
- Berserker Armour [30]: Plate armour, gain +2 speed, and +1 combat bonus, and automatically succeeds nerve checks.
- Dragon-Slayer [12]: Longsword, -3 to hit, can only ever be used to make 1 attack per activation, *armour-piercing*, deals D6+2 damage.
- Necronomicon [20]: As *ancient tome*, but only for lore of Necromancy. Additionally, when casting spells from that lore, always roll D3 extra power dice.
- Nunchucks of Lightning [15]: Flail, +1 to hit, can be used to cast the spell *thunderstorm* as an action once per round automatically.
- Scythe of the Earth [15]: Halberd, +1 to hit, can be used to cast the spell *split earth* as an action once per turn automatically.
- Shurikens of Ice [15]: Javelin, +1 to hit, +1 attack, every hit roll of a 4+ automatically casts the spell *freeze* on the target.
- Star-Sword [8]: Longsword, +D3 attacks, can be used at a range of D6+3".
- Sword of Fire [15]: Longsword, +1 to hit, +1 attack, every hit roll of a 4+ casts the *firebolt* spell on the target automatically.

Hero Classes

A hero may be given levels in any classes allowed by their army list. You can mix and match levels from as many classes as you like, but a hero may not have more than four levels in any one class.

Assassin [15]

An assassin can choose to make a precision blow instead of normal attacks. If they do this, they may only make a single attack, and this cannot trigger further attacks or hits in any way. However, the attack deals an extra amount of damage equal to the assassin's level, and the assassin may pick which model in a unit takes the damage, although that model must be in base to base contact with the assassin for a melee attack, or in the first two rows (from the assassin's perspective) for a ranged attack. Additional levels are 5 power.

Beast Handler [5]

Can join a unit of creatures made up of up to three creatures per level in this class. While the hero is attached to the unit, it can be in formation, and can use the hero's nerve. The unit also counts as having a musician. Additional levels are 2 power.

Champion [7]

You can choose for this model to have +1 combat bonus, attacks, or agility per level in this class. A hero may not have more than +3 of any of these from this class. Additional levels are 5 power.

Commander [10]

Friendly units within 6" improve their nerve value by an amount equal to this model's number of levels in this class. A unit may not receive this benefit from multiple heroes with levels in this class. Additional levels are 4 power.

Engineer [15]

You may take up to three *artillery* per level of engineer in your army. Additionally, an engineer may join an artillery unit and act as one of its crew. If they do this, they may add their level to their ranged skill when firing the artillery, and may re-roll misfire checks. Additional levels are 7 power.

Merchant [5]

For every level of merchant in your army, you may take a mercenary unit, as detailed in the *army lists* section. Additional levels are 3 power.

Priest [20]

This model can *bless* units before the game, as well as *preach* and *pray* during the game, as detailed in the *gods* section. Additional levels are 8 power.

Summoner [20]

This model may summon demons as detailed in the *demons and summoning* section. They gain one power die for every level they have in this class. Additional levels are 15 power.

Tactician [15]

When this model is activated, you may pick a number of friendly units within 6" equal to this model's number of levels in this class to immediately make a move action, but only if they have not yet activated in this phase. These units may not then activate again in this phase. Additional levels are 10 power.

Wizard [20]

This model may cast spells as detailed in the spellcasting rules in the spells options list. They gain one power die for every level they have in this class. Additional levels are 10 power.

War Machines

War machines come in two types: artillery and vehicles. Artillery are immobile or slow weapons such as catapults or cannons, while vehicles are drawn by animals, and include carts and chariots.

Artillery:

All artillery must be manned by a handful of crew. These are considered separate models to the machine. Crew can push a piece of artillery by a number of inches equal to the total maximum health of the crew, excluding extra health for heroes. So 3 humans could push 3", even if one was a hero, but three ogres could push 9". Such a push, or a rotation of over 30 degrees counts as an action for the unit. Smaller rotations can be done for free. Artillery count as terrain pieces, and crew always count as being in cover against ranged attacks (+1 agility). If an artillery has no crew left, it can be destroyed by a unit. To do this, no attacks have to be made, a unit of at least 5 models must simply spend a number of actions equal to the structure points (SP) of the artillery in base to base contact with it. It can then be removed from play.

Before firing, an artillery piece first needs to be loaded. Every piece has a loading value (LV). This is how many actions are required per shot. Each action need only be performed by a single model, but if a piece has a loading value of x+y, then the y actions have to be carried out in a separate phase. So for example, a crew of 3 manning a great cannon would spend one phase loading, and then fire it the next phase, but a crew of 2 would have to spend two phases loading (to get the first 3 LV), and only be able to fire on the phase after that (since the final +1 LV has to be in a separate phase). Note that an artillery cannot be fired more than once per phase, even if you would have the actions to do so.

When an artillery is fired, you must first check if it misfires. To do so, roll a D6. On a roll of a 2, it has been mis-loaded, and this phase must be spent fixing it. The artillery can be fired normally in the next phase. On a 1, D3 hits are randomly allocated between the artillery and the crew. Any hits to the artillery remove a structure point. To fire a piece of artillery, pick a point directly ahead of it within maximum range (MR), and roll a scatter die with a (D6)-skill of crew. This is where the shot scatters. Depending on the type of ammunition, the result will be different. Note that the power level of each ammunition type is per shot, so you can mix and match different types.

Name:	MR:	SP:	LV:	Ammunition:	Extra Traits:
Catapult [18]	40"	2	3	Rock, Scatter Shot (rocks)	
Ballista [20]	35"	2	3	Bolt	Shielding(4)
Great Cannon [15]	30"	3	3+1	Metal Cannon Ball, Rock, Scatter Shot (rocks or metal)	Explosive
Micro Ballista [20]	30"	1	2	Small Bolt	Shielding(2)
Small Cannon [10]	24"	2	3	Metal Cannon Ball, Rock, Scatter Shot (rocks or metal)	Explosive
Trebuchet [24]	50"	3	3+2	Rock, Scatter Shot (rocks)	-3 movement

Explosive: If you roll a 1 for a misfire check, the artillery is automatically destroyed, its shot randomly scatters half the distance it should have gone, and crew take D6 hits with -1 to armour.

Shielding(x): Up to x crew cannot be seen by enemy units and cannot be targetted with ranged attacks. Artillery attacks can still hit them, as can melee ones.

Ammunition:

- Bolt [3]: 1 hit, -2 to armour value, 2 damage
- Metal Cannon Ball [8]: 1 hit, -3 to armour value, 3 damage
- Rock [5]: 1 hit, -2 to armour value, 3 damage
- Scatter Shot (rocks) [5]: D6+2 hits, -1 to armour value
- Scatter Shot (metal) [6]: D3+2 hits, -2 to armour value
- Small Bolt [2]: 1 hit, -1 to armour value, 2 damage

Advanced Rules: Artillery

Cannons and Ballistae may perform a direct blast instead of a normal attack. If you choose to do this, do everything as normal, but half the maximum range, and instead of the shot landing at the normal point, draw a line from the point to the artillery. The first model the line touches is hit as normal. If firing a scatter shot, D3-1 models adjacent to any model hit are also hit. If that model dies, the shot continues going, and hits the next model the line is touching. This continues until a model does not die, in which case the next model is hit only on a roll of a 2+. Then the next on a 3+, and so on. If the models being hit have 3 or more health (excluding heroes), then the shot continues on a 2+ from after the first hit, or a 3+ if the first model doesn't die. If a shot hits a creature of more than 6 health, it cannot continue.

Ballistae are also used to slow down large creatures. If a model is hit by a ballista, but not killed by it, it suffers -3 speed, and -1 skill for the rest of the game. Note that this is only the case if the shot does not continue hitting other models as above.

Vehicles

Vehicles are made up of a compartment, beasts, and crew. One of the crew is the driver, and any other models may perform different actions at the same time as the driver. The driver must use an action every time the vehicle moves. The compartment of a vehicle functions like an artillery piece – it has a number of structure points, and crew inside are considered to be in cover. A vehicle functions like cavalry for its stats, except that it also gains an extra number of health equal to the structure points of the compartment.

Name:	Comp. SP:	Pulled by:	Crew:	Extra Traits:
Heavy Chariot [10]	2	2 cavalry creatures / 1 monstrous / 4 cavalry / 2 monstrous	2-3	
Light Chariot [5]	1	2 cavalry creatures / 1 monstrous	2	
Medium Cart [15]	4	2 cavalry creatures / 1 monstrous	1-2	Can transport up to four models which can disembark as an action.
Small Cart [12]	3	1 cavalry creature	1	Can transport up to eight models, which may disembark

				as an action.
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Advanced Rule: Attacking Vehicles

Instead of treating vehicles like cavalry, enemy models may pick which part of the chariot to attack. If they choose to attack the crew, the crew get the benefit of cover, and attacks against them, as well as the beasts pulling are carried out as normal. The compartment can only be attacked by artillery or spells. If any of the beasts are killed, on the vehicle's next activation, the crew must roll a nerve check. If this is succeeded, the vehicle stops, and remains stationary for the rest of the game, unless it still has at least one monstrous, or two cavalry beasts alive. If the check is failed, roll a scatter die, until it points in a direction ahead of the vehicle. The vehicle moves D6+1/2 speed inches in that direction. The same thing happens if the compartment is destroyed, except that the crew remain in place. In both cases, the crew may take an action to get themselves out of the wreckage, and may then move as normal infantry.

Advanced Rule: Chariot Attacks

In addition to the normal ways a chariot may attack (i.e. its crew shooting, or it charging into melee), a chariot may be upgraded with scythed wheels for +10 power. If a chariot is equipped with scythed wheels, it may perform a scything attack. To do this, the chariot must move parallel against the side of a unit, finishing its move away from it. At this point, the unit takes as many hits as it has models on that side, with -1 to armour saves. Any models on that side that survive this may also make attacks against the chariot with -2 to hit. If a chariot with scythed wheels charges a skirmishing unit, it makes its attacks as normal, but also deals an extra 2D6 automatic hits, again with -1 to armour saves.

Spells

Heroes with the *wizard* class may cast a spell as an action. All wizards know the spells of the fundamental lore, as well as other lores specified by their army lists. A wizard gains a number of power dice equal to their level at the start of each round. To cast a spell, a wizard can choose to use as many power dice as they want/have for each spell. They roll these dice, aiming to get equal to or above the spell's *casting value*. If this succeeds, the spell is cast, otherwise, nothing happens. Wizards within 12" may expend any number of magic dice as a free action to add or subtract their roll from the result. Additionally, for the every 1 the wizard rolls, they take a point of damage automatically, and when a wizard dies, roll all their unused power dice, as well as any they may have been trying to use. Every unit within 2D6" takes a number of hits equal to the result.

Advanced Rule: Spellcasting

If you want to better represent the complexities and dangers of spellcasting, use the following set of rules:

- **Irresistible Force** – If the result rolled for a spell is double or greater than the casting value, the spell is automatically cast – other wizards cannot expend magic dice to change the roll. However, the casting wizard takes D3 automatic damage.
- **Winds of Magic** – At the start of each round, roll a D6 per wizard in play. The result is how many magic dice are available for that round. Each player receives an amount from this pool equal to the total levels of their wizards. For the remaining dice, wizards can expend any number of their magic dice to get the rest. Both players roll, and the difference in result is how many magic dice the winner can take from the pool. Wizards on their activations may take as many magic dice as you want from the player's pool.
- **Stealing Magic** – Using the above rule, as an action, a wizard may expend magic dice to steal half as many dice from the other player as the result they roll.

The Fundamental Lore

- Firebolt – CV:4 – One unit of your choice within 12" takes 1 fire damage.
- Fireball – CV:7 – One unit of your choice within 24" takes D6 fire damage.
- Firestorm – CV:12 – Pick a point within 48". Every unit within 6" of that point takes D6 fire damage.
- Wave of Force – CV:5 – One unit of your choice within 12" takes D3 hits and goes into skirmish formation.
- Mutation – CV:8 – Pick a model within 12", and roll a D6, adding the wizard level. The enemy rolls a D6. All the model's stats are permanently worsened by the amount your result is higher than their roll.

Lore of the Arctic

- Frosty winds – CV:5 - Pick a point within 18". All models within 3" get -3" to their speed the next time they move.
- Icicle rain – CV:4 – One unit of your choice within 12" takes D6 automatic piercing hits.
- Frozen – CV:5 - One model of your choice within 12" may not move again until the end of this caster's next activation.
- Wall of Ice – CV:6 - place down a rectangle 1"x6" within 8" of the caster. It blocks line of sight, and is impassable. The wall stays until the caster casts another spell.

- Sparkling Glare – CV:3 – All enemy units to which the front facing of the caster is visible get -1 skill for the rest of the round.

Lore of the Desert

- Dust Cloud – CV:5 – One unit of your choice within 8” gets -3 to attack rolls until the end of the caster’s next activation.
- Eternal Flame – CV:8 – Place down a 3” circle within 9” of the caster. As future actions, the caster may move the circle (and any others summoned) D6” in any direction. Otherwise, the circle moves in a random direction (using a scatter die). If the circle touches a unit, the unit takes 2D6 automatic hits, no armour saves allowed.
- Desiccation – CV:5 - Pick a model within D6”, and roll a die for every point of health the model has. For every 4+ rolled, the model takes 1 damage.
- Quicksand – CV:10 - Pick a point within 12” of the caster. Every non flying model within 3” of that point must roll a die. On a 4+, nothing happens. On a 2-3, their speed is reduced to 0 until the start of the caster’s next activation, and on a 1, they are slain.
- Heat-Haze – CV:3 – Pick a unit within 12”. For the rest of the phase, that unit gets -1 skill, nerve, and speed.

Lore of the Forests

- Tangling Roots – CV:4 – One unit of your choice within 12” must subtract 3” from their speed the next time they move.
- Savage Beast – CV:8 – One hero model of your choice (can be the caster) within 10” gets +3 health, 3 attacks with armour piercing, and +3” speed, but must move towards the closest unit if not in melee. This lasts for the rest of the round.
- Awakened Earth – CV:7 – One unit of your choice within 18” takes 2D6 hits.
- Command Birds – CV:5 – One unit of your choice within 30” takes D6 hits
- Hunted – CV:3 – Until this caster casts another spell, one unit of your choice within 12” gets -2 nerve.

Lore of the Heavens

- Shrouding Clouds – CV:4 - One unit of your choice within 7” gets +1 agility until the start of the caster’s next turn.
- Blinding Light – CV:5 – One unit of your choice within 21” gets -1 to hit rolls until the start of the caster’s next activation.
- Angelic Flight – CV:6 - pick a unit within 7”. You may move that unit by up to 14” in any direction.
- Lightning Strike – CV:9 - Pick a unit within 28”. That unit takes one hit with armour piercing, and D3+3 damage.
- Thunderstorm – CV:12 - Pick a point within 28”. Every unit within 7” of that point takes D6 hits, with no saves allowed.

Lore of the Mountains

- Earthquake – CV:4 – one unit within 25” of your choice goes into skirmish formation.
- Split Earth – CV:6 - pick a unit within 15”. Roll a die for every model in that unit. For every 3+ rolled, the unit takes 1 damage.

- Tumbling Boulders – CV:9 - Pick a point within 35”, and draw a line between that point and the caster. Every unit touched by the line takes D3+3 crushing hits.
- Alter Land – CV:3 pick a unit within 15”. You may immediately reform that unit.
- Volcano – CV:8 - Pick a point within 20”. Every unit within 3” of that point takes D3 armour piercing hits.

Lore of Necromancy

- Drain Spirit – CV:6 – Roll 1D6. One model of your choice within 7” takes 1 damage for every point your roll was bigger than their current health, and the caster heals that much health.
- Macabre Dance – CV:3 – One unit of your choice within 15” may immediately move by up to its movement.
- Raise the Dead – CV:4 – D3+3 new zombies can be placed anywhere within 4” of the caster. These can be a new unit, or join an existing one, and count as not having activated yet.
- Reanimate – CV:5 – One unit of skeletons within 7” receives D6 new members.
- Ghostly Incursion – CV:8 – Pick a point within 21”. Until the caster casts a new spell, all units within 7” of that point get -2 nerve.

Lore of the Plains

- Speeding Winds – CV:6 - One unit of your choice within 6” is immediately moved by 2D6” in any direction, facing any direction. On a 3+ the unit also goes into skirmish formation.
- Spear of Destiny – CV:8 – pick a point within 40” of the caster, and draw a line between them. Every model touched by the line takes 1 hit, with armour piercing.
- Long Sight – CV:4 – One unit of your choice within 6” gains +1 to their next ranged attack rolls.
- Swiftess – CV:3 – One unit of your choice within 10” gains +3” speed the next time they move.
- Hurricane – CV:5 – pick a point within 20” of the caster. Every unit within 3” of that point takes D3 hits.

Lore of the River

- Rejuvenation – CV:6 – One unit of your choice within 8” gains +1 action.
- Raging Torrent – CV:9 – Pick a point within 48”, and draw a line between there and the caster. Every unit touched by the line goes into skirmish formation.
- Inundation – CV:7 – Pick a point within 40”. Until the caster casts another spell, everywhere within 8” of that point counts as *difficult terrain*.
- Meandering Path – CV:12 – Draw a 56” long line from the caster. The line can bend however you like. Every unit touched by the line goes into skirmish formation, and takes D3 damage.
- Drowning Dry – CV:4 – Pick a model within 16”. That model takes D3 damage for every 3 points of health it had at the start of the game, and may do nothing for this phase.

Lore of the Shadows

- Witch-Flight – CV:5 – the caster may transport themselves to a new position anywhere on the board, including into combat.

- Shadowy Escape – CV:7 – One unit within 14” may immediately move backwards 3”, and enemies can do nothing.
- Blindness – CV:6 – Pick a model within 14”. Until this caster casts another spell, that model gets -4 skill, and -2 nerve. This cannot affect *constructs*.
- Panic – CV:4 – Pick a unit within 7”. It must immediately take a morale check as though it had lost a melee.
- Dark Whispers – CV:3 – Pick a model within 14”. For the rest of this round, that model gains -2 nerve, and -1 skill.

Gods

If a hero has the *priest* class, you must pick a god for them to be a priest of. Before the game, a priest may bless up to 5x their level models, giving them the blessing of the god. Additionally, during the game, a priest may either pray or preach a sermon as an action, triggering the effect of the specific god. A roll of a 5+ is needed for either a prayer or sermon to take effect, but the priest may add their level to this roll. A sermon affects all unit within 3x level inches of the priest, and its effect lasts until the priest's first activation in the next round.

God of Death

Blessing: Gain *scary* trait.

Sermon: +1 nerve.

Prayer: Auto-cast the spell *dark whispers* a number of times equal to the priest's level.

God of Nature

Blessing: +1 agility.

Sermon: +2" speed.

Prayer: Auto-cast the spell *savage beast*, except with a range of 2x the priest's level inches.

God of Plenty

Blessing: +1 actions.

Sermon: Wounded models regain 1 health (this cannot bring them back to life).

Prayer: Auto-cast the spell *rejuvenation*, except with a range of 2x the priest's level inches.

God of Protection

Blessing: count as having +1 armour value.

Sermon: May re-roll armour saves of 1.

Prayer: Pick an enemy unit within 10x level inches. That unit gets -1 combat bonus the next time they attack.

God of the Sky

Blessing: +1 combat bonus for ranged attacks.

Sermon: May re-roll ranged attack rolls of 1.

Prayer: Auto-cast the spell *spear of destiny*, except with a range of 10x the priest's level inches.

God of War

Blessing: +1 combat bonus for melee attacks.

Sermon: May re-roll melee attack rolls of 1.

Prayer: Auto-cast the spell *raging torrent*, except with a range of 10x the priest's level inches.

Creatures

This list details all the creatures available to be used in your armies. Some of these creatures act on their own (or with heroes with the beast handler class), but many can be ridden by your normal troops. Your army list will detail what mounts different units can take. Some creatures can also be equipped with armour. This is (unless specified in the creature's rules) taken from the *barding* section of the armour list. Normal cavalry creatures can take barding for the normal cost, monstrous cavalry creatures take it for double the cost, and for larger creatures, the cost is stated in their individual profiles.

When a model is mounted, it is considered a *cavalry* unit. There are two types of cavalry: normal, and monstrous. Normal cavalry creatures are around the size of a horse, while monstrous cavalry creatures are bigger. A cavalry model has one set of stats (its actions, speed, agility, etc.), which come from a combination of the rider's and the mount's stats. If a mount's stat is just a number, then the cavalry model will use that number. So a cavalry model made up of something riding a horse with an agility of 3, will have an agility of 3, regardless of what the rider's agility is. On the other hand, if a mount's stat is written as a plus or minus, then the cavalry model's stat will be the rider's stat, modified by this one. So a human riding a horse would have 2 health, since a human has 1, and a horse has +1. The exception to this is the attack bonus stat, since the rider and the mount make separate attacks, so they have separate stats for this.

Creatures not acting as mounts must always be in skirmish formation.

Complex Rule: Attacking Cavalry

When attacking cavalry, you may choose to attack either the mount or the rider. You get -1 to hit against the rider, -2 if it is monstrous cavalry, and -3 if it is larger. Naturally, the rider and mount are considered to have different armour values and agilities if you choose to use this rule. Additionally, if the mount dies, the rider is still alive, and is placed down in place of the mount as an infantry model. Finally, if a model or unit chooses to make attacks against the mount, the rider may make attacks back, before they get a chance to attack the mount (only in melee).

Cavalry Creatures:

Common Horse [10]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	3	9	3	1	+0	3	
As mount	3	8	3	+1	+0	+0	

Attacks:

Name:	Attacks:	Type:	Traits:
Hooves	1	crushing	

Elven Steed [15]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:

Alone	3	10	3	1	+0	4	
As mount	+1	9	3	+1	+0	+0	

Attacks:

Name:	Attacks:	Type:	Traits:
Hooves	1	crushing	

Wolf [16]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	3	8	4	1	+1	4	
As mount	3	7	3	+1	+1	+0	

Attacks:

Name:	Attacks:	Type:	Traits:
Claws	1	Slashing	
Fangs	1	Piercing	

Big cat [17]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	3	10	4	1	+1	5	
As mount	+1	9	3	+1	+1	+1	

Attacks:

Name:	Attacks:	Type:	Traits:
Claws	1	slashing	
Fangs	1	piercing	

Boar [12]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	3	7	4	1	+0	5	
As mount	+1	6	3	+1	+0	+1	

Attacks:

Name:	Attacks:	Type:	Traits:
Tusks	1	piercing	hits automatically when charging

Monstrous Cavalry Creatures:

Giant Bird [25]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	3	12	4	3	+1	5	Flying

As mount	+1	10	3	+3	+1	+1	Flying
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Attacks:

Name:	Attacks:	Type:	Traits:
Claws and Beak	3	Slashing	-

Giant Snail [20]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	2	4	2	3	-1	5	
As mount	+0	4	2	+3	-1	+1	

Attacks:

Name:	Attacks:	Type:	Traits:
-	-	-	-

Giant Snails automatically have 4 armour value.

Individual Creatures:

River Troll [30]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	2	6	3	6	+0	6	Scary, Stupid

Attacks:

Name:	Attacks:	Type:	Traits:
Fists/Rocks	2	Crushing	Each hit turns into D3
Thrown Rocks	1	Crushing	Range(24")

River Trolls automatically have 2 armour value.

Trolls regain 1 lost health at the start of every round.

May have normal armour (not barding) for 3x the normal power.

Rock Troll [30]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	2	6	3	4	+0	6	Scary, Stupid

Attacks:

Name:	Attacks:	Type:	Traits:
Fists/Rocks	2	Crushing	Each hit turns into D3
Thrown Rocks	1	Crushing	Range(24")

Rock Trolls automatically have 4 armour value.

Trolls regain 1 lost health at the start of every round.

May have normal armour (not barding) for 3x the normal power.

Giant [50]

	Actions:	Speed:	Agility:	Health:	Attack	Nerve:	Traits:
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					Bonus:		
Alone	3	8	3	8	+1	7	Scary

Attacks:

Name:	Attacks:	Type:	Traits:
Fists/Rocks	2	Crushing	Each hit turns into D6
Thrown Rocks	1	Crushing	Range(36"), Armour-Piercing

Giants automatically have 2 armour value.

May have normal armour (not barding) for 4x the normal power.

Young Dragon [50]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	4	12	4	6	+1	8	Scary, Flying

Attacks:

Name:	Attacks:	Type:	Traits:
Claws	4	Slashing	
Jaws	1	Piercing	
Breath	D6	Fire	Range(6"), Hits automatically

Young Dragons automatically have 2 armour value.

May have barding for 2x the normal power.

Adult Dragon [70]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	3	10	3	12	+2	9	Scary, Flying
As Mount	+1	10	3	+12	+2	+0	Scary, Flying

Attacks:

Name:	Attacks:	Type:	Traits:
Claws	4	Slashing	Armour-Piercing
Jaws	1	Piercing	Armour-Piercing
Breath	D6+3	Fire	Range(12"), Hits automatically

Adult Dragons automatically have 4 armour value.

May have barding for 3x the normal power.

Elder Dragon [80]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone	3	8	4	8	+1	7	Scary

Attacks:

Name:	Attacks:	Type:	Traits:
Claws	4	Slashing	

Jaws	1	Piercing	
Breath	D6	Fire	Range(12”), Hits automatically

Elder Dragons automatically have 3 armour value.

Elder Dragons are first level *wizards*, who know the fundamental lore

May have barding for 3x the normal power.

Demons and Summoning

Heroes with the *summoner* class may summon demons into existence. Summoners work like wizards in that they gain a number of power dice equal to their level, and if a hero is both a wizard and a summoner, they share dice from the two classes in a common pool. As an action, a summoner may attempt to summon a demon. To do this, they pick a point within 3x their level inches to open a tear in reality, which then scatters D6 – summoner level inches. They may then pick how many power dice they wish to expend to open a tear in reality. They roll these dice, and depending on what they get, a different sized tear is made:

Roll:	Area:	Lasts:	Demons:
1-3	None – no hole is made	-	-
4-8	1”	1 round	Minor
9-15	3”	2 rounds	Medium
16-20	6”	3 rounds	Greater
21+	12”	-	Reality collapse triggered

The area of the tear is a circle of the diameter specified in the table. Any models completely in the area are immediately removed from play, and models partially in the area take D3 automatic damage. If the summoner is themselves killed in this way, the tear disappears, unless a reality collapse has been triggered. Once the tear is established it remains for the duration stated in the table, and a summoner may expend a power die to roll on the appropriate demon table, modifying the roll by up to their summoner level. Any demons then summoned are placed in the centre of the tear.

Any demons summoned like this are wild, and will use their activations (they start activating in the next round) to move towards the closest unit and attack it. As an action, a summoner may attempt to bind the demon to their will. To do this, they roll as many power dice as they want, aiming to get above the demon’s binding value (BV). If this is successful, then the demon may be controlled by the player using the summoner. If it is failed, the demon will not appreciate the attempt, and will move toward and attack the summoner instead of any alternative options. Additionally, if the binding roll is double the the binding value or even greater, the pressure is too much, and the demon explodes, dealing D3 damage to all models within D6”.

If a *reality collapse* is triggered, roll 2D6, and measure out a circle with a diameter of the result. Any model touched by the circle is destroyed. At the start of subsequent rounds, roll a die. On a 4+, the diameter expands by D6”, and on a 1-3, it decreases by D6”.

Complex Rule: Opening and Closing Tears

In addition to the normal rules, any wizard or summoner may expend one magic die to make a tear one size bigger or smaller as per the table above. This may also be done for a reality collapse, in which case the diameter is changed by D6. Additionally, instead of simply disappearing after a number of turns, tears get one size smaller each turn.

Additionally, tears in reality let through extra chaos energy: any wizard or summoner may expend one magic die as a free action to gain D6 magic dice, while within 6" of a tear or reality collapse. If a 6 is rolled, the tear / reality collapse also expands further.

Note that demons are unaffected by morale, and automatically pass nerve checks if they must. All demons are *chaotic* and *scary*.

Minor Demon Table:

Roll:	Name:	BV:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Traits:
1-2	Swarm of Lost Souls	4	3	12"	6	3	+0	Makes +D3 attacks
3-4	Imp	5	3	6"	5	2	+1	This model only dissipates on a 6+
5-6	Formless Mass	2	1	2"	6	3	-	Models within 6" get -1 agility, and wizards/summoners gain +1 power dice

Minor demons make 3 attacks in melee.

Medium Demon Table:

Roll:	Name:	BV:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Traits:
1	Minor Aspect of the Serpent	9	2	8"	5	6	+3	Models get a permanent -1 to all their stats for every point of damage dealt to them by this one
2	Minor Aspect of the Bull	9	3	11"	5	8	+2	Units charged by this take D6 automatic hits
3	Minor Aspect of the Spider	9	2	6"	5	5	+3	Models within 3" get -2" speed, and -1 attacks
4	Minor Aspect of the Bat	9	3	14"	6	4	+1	Makes +3 attacks
5	Minor Aspect of the Cat	9	3	12"	5	6	+3	This model's attacks are <i>armour piercing</i>
6	Minor Aspect of the Vulture	9	3	14"	6	4	+1	Can steal 1 magic item instead of attacking on a 4+

Medium demons make D3+3 attacks in melee.

Greater Demon Table:

Roll:	Name:	BV:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Traits:
1	Major Aspect of the Serpent	15	3	6"	4	9	+3	Models get a permanent -2 to all their stats for every

								point of damage dealt to them by this one
2	Major Aspect of the Bull	15	4	9"	4	11	+2	Units charged by this take 2D6 automatic hits
3	Major Aspect of the Spider	15	3	4"	4	8	+3	Models within 6" get -2" speed, and -1 attacks
4	Major Aspect of the Bat	15	4	12"	5	7	+1	Makes +5 attacks
5	Major Aspect of the Cat	15	4	10"	4	9	+3	This model's attacks are <i>armour piercing</i>
6	Major Aspect of the Vulture	15	4	12"	5	7	+1	Can steal D3 magic items instead of attacking on a 4+

Greater demons make D6+3 attacks in melee.

Demons yearn to return to their own plane of existence. At the end of every round, starting with the one where the demon first activated, roll a die for each demon on the board. Add one to the roll if the demon has taken damage, and subtract one if it is bound. If the result is a 5+, the demon dissipates and is removed from play. Note that demons never count for victory points.

The Army Lists

This section contains the rules on how to build your army. You should pick one army list to use when building your army. If you want, you should feel free to modify these army lists to suit your preferred narrative- the ones in this book are intended as more of a starting off point or inspiration. Just be clear with your opponent what changes you have made, and be sure to make changes for the sake of the narrative, and your creative vision, rather than based on what is the most powerful combination in game.

The Generic Army List

This list is a set of guidelines on how to make your own army list to represent your own factions or army. Do not feel like you have to follow every single rule here- use it as a guide.

Races: Pick 1-3 races to limit yourself to.

Core Units: Pick around five weapons and armour to limit yourself to.

Elite Units: Have access to same as core units, plus another five.

Heroes: Same equipment as elite units, pick around four classes to limit yourself to.

Arium

Special: Shields give +1 armour value while in formation

Races: Human, Orc

Core: Spears, Short-Swords, Javelins, Shields, Chain-mail, Scale-Mail

Elites: Same as core, can also take crossbows, may be mounted on horses

Heroes: Champion, Engineer, Tactician, Priest

Dwarves

Special: Up to half your army may be not deployed, and placed down on the board as an action

Races: Dwarf

Core: Hand-Axes, War-Hammers, Crossbows, Chain-Mail, Gambeson, Leather Armour, Shields

Elites: Same as core, plus: Maces, Great-Axes, Heavy Maces, Muskets, Pistols, Breastplates, and Plate Armour

Heroes: Champions, Commanders, Engineers, Tacticians

Eastern Alliance

Special: Magic items can make up up to 50% of army power, not 25%

Races: Human, Undead

Core: Spears, Longbows, Short-Bows, Short-Swords, Flails, Shields, Leather Armour

Elite: Halberds, Pikes, Hand-Axes, Great-Axes, Scale-Mail

Heroes: Champions, Commanders, Engineers, Priests

Elven Kingdoms

Special: Choose one of: can take human units, heroes gain free level in wizard, creatures count as core

Races: Elf

Core Units: Spears, Short-Swords, Longbows, Chain-mail, Shields

Elite Units: Same as core, plus Lances, Longswords, Scale-Mail, may be mounted on horses

Heroes: Beast-Handlers, Champions, Commanders, Engineers, Wizards, may be mounted on any creature

Lorraine

Special: Up to four elite models, plus four more per priest you have, permanently gain the blessing of a god

Races: Human

Core: Spears, Pikes, Longbows, Gambeson

Elites: Short-Swords, Longswords, Warhammers, Maces, Heavy Maces, Lances, Plate Armour, Shields, may be mounted on horses or giant snails

Heroes: Champions, Commanders, Priests, Wizards

Nightmare Legions

Special: Every time a model dies, roll a die. On a 5+ it doesn't.

Races: Human, Undead

Core: Spears, Short-Swords, Hand-Axes, Chain-Parts, Shields

Elites: Same as core, plus Great-Axes, Halberds, Breastplates, Chain-mail, may be mounted on horses, which gain *chaotic*, and *scary*

Heroes: Assassins, Champions, Beast-Handlers, Wizards, Summoners, may be mounted on any creature, which gains *chaotic*, and *scary*

Northern Alliance

Special:

Races: Human, Elf

Core: Spears, Short-Bows, Short-Swords, Slings, Gambesson, Leather Armour, Shields

Elites: Same as Core, plus Hand-Crossbows, Crossbows, Chain-Mail, Scale-Mail, may be mounted on horses

Heroes: Assassins, Beast-Handlers, Priests, Summoners, Wizards

Orcs and Goblins

Special: May re-roll failed nerve checks

Races: Orc, Goblin

Core: Spears, Slings, Maces, Hand-Axes, Javelins, Leather Armour, Shields

Elites: Same as core, plus Great-Axes, Heavy Maces, Plate Armour, may be mounted on wolves or boars

Heroes: Beast-Handlers, Champions, Commanders

Tuland

Special: +1 combat bonus when using *ranged* weapons

Races: Human, Dwarf

Core: Spears, Longbows, Gambesson

Elites: Rapiers, Pistols, Muskets, Hand-Crossbows, Crossbows, Breastplates

Heroes: Commanders, Engineers, Tacticians, Merchants

Welscans

Special: +2 speed

Races: Human

Core: Spears, Short-Bows, Hand-Axes, Short-Swords, Leather Armour, Shields, may be mounted on horses

Elites: Same as core, plus Great-Axes, Longswords, Chain-Mail

Heroes: Beast-Handlers, Champions, Commanders, Wizards

Wild Elves

Special: +1 agility

Races: Elf

Core: Spears, Hand-Axes, Javelins, Slings, Short-Bows, Shields, may be mounted on big cats, or wolves

Elites: Same as core, plus Longbows, Scale-Mail, may be mounted on giant birds

Heroes: Assassins, Beast-Handlers, Champions, Wizards

Vampire Kingdoms

Special: May take vampires – these have stats and power of elves, but gain *chaotic*, and *scary*

Races: Undead

Core: Spears, Short-Swords, Halberds, Chain-Parts, Breastplates, Shields

Elites: Same as core, plus: Rapiers, Longswords, Lances, Maces, Crossbows, Plate Armour, may be mounted on horses or wolves, which gain *chaotic*

Heroes: Assassins, Beast-Handlers, Champions, Wizards

Yakata

Special: Short-Swords, and Longswords gain *armour piercing*

Races: Human

Core: Spears, Pikes, Slings, Shortbows, Shields

Elites: Same as core, plus Longswords, Muskets, Longbows, Plate Armour, may be mounted on horses

Heroes: Assassins, Champions, Commanders, Tacticians

Mercenaries

Special: Can make up 25% of another army's power

Races: Human, Orc, Half-Elf, Half-Orc, Ogre

Core: Spears, Pikes, Short-Bows, Leather Armour, Shields

Elites: Same as core, plus: Halberds, Longbows, Longswords, Breastplates, Plate Armour, may be mounted on horses

Heroes: Champions, Commanders, Tacticians, Wizards